



A Jumpchain Compliant Document

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With Special Thanks to Brows

This is the story of Yggdrasil, the world tree in the land of Arcania.

Children of men pass down an ancient fable:

“The power of the gods will be granted there...”

Disciples of magic study an archaic myth:

“The great mysteries shall be answered there...”

Descendants of warriors recite their folklore:

“The ultimate techniques can be mastered there...”

Nomads of the plains exchange a fairy tale:

“The lost treasures must be slumbering there...”

From all across the land of Arcania, each culture pursues its own legends.

They journey to Yggdrasil, yearning to reach the top and meet their destinies.

So the legends go. No one knows how true these ancient stories are, but for all those who desire to find out there is only place place to go. Iorys. A large town nestled among the outer roots of Yggdrasil, just a short walk to the entrance of the labyrinth hidden inside the great tree. How such a thing came to exist and what its purpose was intended to be can only be guessed at.

But at its top, the answers wait. They slumber restlessly as they wait for those strong enough to climb to those dizzying heights. Traps, poisonous swamps, and monsters of every shape and size stand between Iorys and those answers. The Tutelary Forest, the Jagged Reach, the Fedit Necropolis, the Lucent Halls, and the Untamed Garden will all test those who dare walk their corridors in their own way. The Guardians of each area prevent passage between them to all but the strongest. But none of that deters the adventurers of this world.

What will you become in such a world?

Location

While all adventurers will initially find themselves in the town of Iorls, it is important to know something of the challenges of the Yggdrasil Labyrinth. Adventurers have gathered information on it for generations. And while none have managed to reach the highest levels to discover the answers that lie there, there are those who have come close. It is their knowledge the adventuring guilds and governing body of Iorls draw on now.

The Tutelary Forest

The lowest levels of Yggdrasil seem to be nothing more deadly than a tightly grown deciduous forest. Gently flowing waterways form lazy pools and berry bushes reveal tempting patches of red and blue between their leaves. Even the very atmosphere seems to encourage those who walk its paths to relax. But these appearances are not to be believed.

The beasts that inhabit these forests are vicious, deadly, and have been responsible for many a young adventuring party's demise. Most dangerous of these are the massive Toxipedes, the ferocious Owl Beasts, and the powerful Iron Crustacean. New adventurers would be wise to outwit or outmaneuver such beasts and leave them for the most seasoned individuals.

Understanding the secret to the grey stone statues littered around these levels will prove the key to continue travelling upwards. But only by defeating the Amalgolem on the fifth floor will a group be able to travel to the Jagged Reach. It is a frightful foe that disassembles and reassembles itself, but it is not invulnerable.



The Jagged Reach

The second Stratum of Yggdrasil is a bleak, barren landscape. Sheer cliffs reach up each side of the path or fall away to reveal the clouds below. The entire area is prone to rock falls so adventurers should keep one wary eye looking upwards. Precariously balanced stone columns can be tipped over to reveal new paths, or block them off, or even damage monsters caught in their path.

The monsters that survive here are cunning individuals who have developed elemental powers or specialized tricks to stand out from the crowd. The most dangerous are the giant Stingers, the swiftly charging Giraffes, or the wily Tengu. Even seasoned adventurers would do well to watch the pattern of their movements and use the rocky terrain to their advantage.

On the tenth floor, the Hippogryph waits. A massive creature that is part brightly colored bird, part dragon. It has proven capable of decimating talented adventuring parties with its powerful kicks, slashing claws, and glare that can panic even hardened soldiers. Bind its limbs and you just might be able to defeat this ferocious beast.



The Fetid Necropolis

Those who dare the dark and poisonous graveyard that is the third Stratum of Yggdrasil will need to learn to balance different kinds of risk. During the daytime, poisonous swamps spring to life that drain the very life energy out of any who walk into them. Which, in some places, is entirely unavoidable. And while these swamps lie dormant at night, without the sunlight capable of destroying the FOEs that lurk here, traversing the floor will be just as dangerous for entirely different reasons.

A wide variety of undead monsters wander these halls. They are fairly onenote attackers without much creativity or imagination to their tactics as well as a near universal weakness to fire. However, their propensity for inflicting status ailments with each and every attack can cripple a party without a prepared healer waiting in the wings. The ghosts are especially dangerous for their ability to link their unlife to that of the living, forcing another to also take any damage they do.

On the fifteenth floor on will find the Undead King. He was once a man named Crow, but now the Undead Ring keeps him "alive". He has long since driven himself insane with pain and anger. He will attack with a complement of undead soldiers to defend him. Do not think you can ignore them, for they can also become powerful explosions of flames if the Undead King wills. Destroy him, and his minions, quickly to avoid being lost in a wash of fire.

The Upper Levels

Beyond the Fedit Necropolis little is known of Yggdrasil. None have managed to penetrate those heights in several generations, the monsters and dangers residing within claiming all those who have tried. The tales speak of a series of crystalline coated caverns with valuable ores guarded by terrifying beasts. Rumors say the very crystals themselves are alive with elemental magic.

There are floors and areas beyond even the crystalline caverns, or so the stories go. Yggdrasil supposedly stretches so far into the sky that gravity ceases to have a hold on those who walk its halls. No one in Arcania has any idea what could be found along the way to those heights or what awaits at the very peak. Perhaps the four races were never meant to reach that far above themselves in the first place.

Or maybe something waits for those powerful enough to best all the challenges.



Iorys

An ancient, but still thriving, large town set at the base of Yggdrasil's trunk. Everything in Iorys centers around adventurers and the Explorer's Guild. Blacksmiths come from all corners of the continent to use the rare materials coming out of the dungeon. Inns dot every street to accommodate the travellers both coming, going, and staying as long as their luck and skill holds out. Prince Ramus and the Council of Arcania oversee the town as well as authorize adventurers to ascend through Yggdrasil. While some chafe at being required to have permission to climb higher, it is necessary for the safety of the town as well as the intrepid individuals themselves.

Origins

*You may pick one of the following Origins for **Free**.*

You may freely choose your gender.

Wanderer

You awaken into this world on top of a rooftop somewhere in Iorys with no idea how you got there. You have no memories of this world at all and no connections to anyone anywhere except those you brought with you. You're also starting to draw quite a crowd. Maybe consider getting down.

Explorer

You are one of the many intrepid individuals intent on making your way through this world by the strength of your own talents. In Iorys, that usually means joining a party or creating one with the blessing of the Explorer's Guild to explore Yggdrasil. But that is by no means the only use for your talents. You could become a guard for a trade caravan, explore the world in search of other mysteries to uncover, or any of a million possibilities. But, Yggdrasil is widely considered the most interesting, and challenging, exploration target in all of Arcania.

You begin your time in this world standing outside of the Explorers Guild in Iorys.

Merchant

All across Arcania people need goods just like any other world. You are simply one of the many who speak the language of the deal and wield coin as your weapon. You may be a travelling merchant, carting goods from one city to another and making a tidy profit along the way, or you might own a shop and settle in as part of a town. For now, you are in Iorys, sitting in the Twilight Tavern enjoying a chilled beverage while you decided your next course of action.

Party Leader

Those with the most experience handling the dangers of Yggdrasil usually end up in charge, if only by process of elimination. The mortality rate for adventurers in the dungeon is fairly substantial. Still, you've survived it and picked up more than a few tricks along the way. You're well known by the Council Hall, which is where you find yourself standing, and can expect to have adventurers asking to learn from your experience whenever there's an opening.

Race

*You may choose one of the below races for **FREE**. You may freely choose your gender.*



Earthlain

[Starting Age: 20+1d8]

The most human of the four major races with only the occasional wild hair, eye, or skin color cropping up to suggest anything odd about their bloodlines. Males and females both tend towards moderate heights and builds, while their skin tones range the spectrum from pale to dark. Their hair tends to be shades of browns and blacks, with reds and blondes almost as common. Wild colors such as blue and greens show up from time to time and simply considered quirks of genetics. They are personable, but practical, people who tend to value hard work, dedication, and commitment above all else.

Earthlains are mostly found in the front lines of adventuring groups, proving themselves luckier and tougher than the other races with every battle. While they are capable of studying magic they do not have any natural talent for it. Choosing such a path is an uphill battle for them as they struggle to cultivate their magical might.

Racial Perks

The following Perks are restricted to Earthlains.

*One may be chosen for **Free**. Additional Perks may be purchased for **100 CP** each.*

Resilience: Earthlians often possess a stubborn, determined will that refuses to let them be held down. This allows them to resist “status ailments” that would disable others to a small degree. Poisons, paralysis, even up to petrification all seem to affect Earthians less often.

Bulwark: Compared the other other three races of Arcania, Earthlians are simply the toughest. Whether this is due to their spirit to push on despite wounds, or some sort of passive, native magic does not change this fact. They can just take more punishment without slowing down.

Determination: When a situation has gone south and all hope looks lost, everyone with sense will turn to look at the nearest Earthlian. Because their stubborn desire to survive allows them an extra reserve of willpower to draw upon when the worst becomes reality.

Lucky: There are also those who believe Earthlians lack the natural talent for magic because they have something greater. A slight luck that clings to them, allowing situations to sometimes turn in their favor, spot a hidden weak point, or simply win a little bigger at games of chance.





Celestrian

[Starting Age: 40+3d8]

It is easiest to describe Celestrians as an elven race, save they lack the near-immortality of those mythical beings. They are tall and statuesque with a beauty to their form and movements that hints at the magic flowing through their veins. In spite of this, many are friendly and kind with gentle souls that seek to stoke a warmth in others. Those who initially study the arcane arts tend to have pale skin, while those who dip into the necromantic arts are often left with with oddly toned skin dappled in long scars. Both tend toward pale colored hair.

Given their frail bodies and amazing magical talent, Celestrians are almost always found in the rear lines of combat, slinging spells or calling up spirits. Those who wish for a less violent path make for effective healers with large mana pools.

Racial Perks

The following Perks are restricted to Celestrians.

*One may be chosen for **Free**. Additional Perks may be purchased for **100 CP** each.*

Detect Mana: Even those who don't end up studying the magical arts find it hard to deny the talents already sleeping in their blood. Many Celestrians can sense nearby magic given a few moments to concentrate of the effort. With training, this sense will grow more powerful.

Imbue: Bottles of lightning, fire, and ice magic are common enough adventuring tools that some Celestrians make a decent living creating them. But those who wish to use them sometimes discover a talent for "overcharging" these bottled spells. Simply put, these "attack items", and others like them, can be infused with additional mana for a slightly increased effect.

Night Vision: A simple expression of a Celestrian's inner magic, but an undoubtedly useful one. With a mere effort of will, those with this gift can see as clearly in darkness as they can in broad daylight. This minor ability falters against magical darkness or blindness of any kind.

Focus: Some people joke that a Celestrian can remain so focused on their books and spells that the world could be falling down around them and they would keep casting. While that is a wild exaggeration, there are those whose magic allows them to all but ignore their need to sleep unless they wish it. Only the strongest sleeping spells can force them under.





Therian

[Starting Age: 16+2d8]

Therians are a race of beastfolk who appear mostly similar to Earthlains at first glance, except for their ears. Males have shorter, pointed ears atop their head like those of large cats, while the females have longer, rounded ears in the same spot similar to those found on rabbits. Both tend towards shorter, but sleeker, builds that seem to emphasize their focus on strength and agility. Their hair tends to be wild colors of reds, purples, and greens with raven black cropping up occasionally as well.

Other races tend to consider them aggressive, both at first greeting and even with their affection towards valued friends. They respect strength and courage more than anything, as well as a good meal.

Therians focus on attacking more than defending in battle, which surprises no one, but often leaves them with wounds. Despite this, few parties are willing to venture into the wilderness without their strength and reflexes to save the group from difficult situations.

Racial Perks

The following Perks are restricted to Therians.

*One may be chosen for **Free**. Additional Perks may be purchased for **100 CP** each.*

Brute Strength: Some Therians draw strength on the animal blood running through their veins. Most who tap into this power find they can develop their muscles farther than others and are a little stronger to begin with as well. These brutes can even lift boulders should the need arise.

Reflexes: Others prefer to take cues from their brethren with wings. Their reflexes take a noticeable uptick, allowing them to respond slightly quicker, sometimes instinctively, to threats such as falling rocks or incoming enemy fire.

Forage: While you won't see a Therian with their nose pressed to the ground like the wolves they train, some have tuned their innate magic to imitate them to a lesser degree. Those with this talent have a better understanding of their surroundings, spotting traps or detecting hidden passages that may have otherwise gone unnoticed. Hardly foolproof, but very useful.

Third Eye: In the end, everything circles back around to instinct. When the eyes stop working, the other senses rise up to compensate. When blinded, whether by magic or more natural means, a Therian with this talent can compensate for the loss. Understandably, this only works inside a very short range, but it still makes them deadly combatants at close range.





Brouni

[Starting Age: 30+2d8]

As the shortest of the four races, Brouni sometimes have a hard time getting taken seriously. Their chipper attitude, cute faces, and boundless optimism do nothing to dispel the sense that they are simply children who had not yet grown up. Still, they do not let any of that stop them. Both males and females are similarly short, roughly half the size of a Earthlain, with ears that point out the sides several inches. Both also have similar builds, stocky and sturdy without much curve to them, which can cause awkward moments at times.

Because they lack the strength and physical agility of the larger races, they tend to be found in the rear lines of adventuring parties. They prefer to support their friends and allies over choosing a more offensive path. Still, those who delve into the magical arts find they are nearly as effective as Celestians at the task.

Racial Perks

The following Perks are restricted to Brouni.

*One may be chosen for **Free**. Additional Perks may be purchased for **100 CP** each.*

Haggle: Brouni are known for their winning personalities and disarming smile. But less well known is their cunning intellect when it comes to the art of the deal. Nearly every one of them is related to a shopkeeper of one fashion or another, and know how to turn this into an advantage.

Anatta Barrier: Their natural tendencies towards protective magic is often expressed early in small ways. Those with this particular talent coat themselves with a subtle layer of magic without even needing to think about it. This grants them a slight resistance to all elemental magic.

Gourmet: Few suspect these diminutive spots of sunshine require quite a bit of food to feel satisfied at their meals. They can easily eat as much as a Earthlian, though they are capable of surviving on much less. Their tastes aren't just for quantity, but quality, and they always know how to cook and season a meal to bring out its natural charms.

Herbology: Their people have spent lifetimes researching not just curative magics, but non-magical means to heal others as well. Brouni with a little training in this direction will find that any potions they make are just a little bit more effective than normal.



Class

*You may choose one Class below for **Free**.*

Adventurers from each of the four races of Arcania have typically been content to develop their own natural talents. Up until very recently, each of the races jealously guarded the secrets their training academies and traditions they have developed over the ages. But thanks to a recent effort spearheaded by the Explorers Guild of Iorys the long held secrets are beginning to be shared. So now Adventurers, no matter their race, can find training in whichever discipline they like.

A Brouni Dragoon or a Celestrian Pugilist may not initially seem like the greatest combination, but adventurers are proving to be far more capable of adapting their talents in unusual ways. A natural resistance to elemental magic in someone slated to stand on the front lines or the ability to dive into sleeping magic headfirst simply had not occurred to Arcanians before now.

So while the Classes below may suggest a Race combination that pairs well with it, no one is by any means limited anymore.



Fencer

The agile Fencer is the master of all things stabbing in the world of Arcania. They wear light armor and wield a rapier combined with a small shield intended to deflect blows rather than block them. They stand at the front lines of any party, ducking and dodging around enemy blows while drawing all attention towards themselves. However, this daring design of devoting all their defence to dodging ditches any ability to take a blow. In short, either a blow misses them entirely or it hurts a lot.

Of course, Fencers are not just about defense. There are those who turn the agility and speed of their training towards attacking their foes. By preparing themselves like a coiled spring, they leap to join in any attack made by their allies. By using this method they can often slip in two, three, or even four attacks in the time the rest of their party can manage a single one. Offensive Fencers often learn how to coat their swords in elemental magic to better strike at the weaknesses of the monsters found in Yggdrasil.

Earthlians were the ones who originally came up with this style of combat and are naturally best suited towards its use. Therians can also do well in the role, especially as a defensive Fencer where their natural inclinations towards agility can be best used. Brouni and Celestrians commonly do not have the strength or agility to be effective in this role.



Phantom Duelist

Defensively talented Fencers who prove themselves to be true heroes can eventually unlock the power of the Phantom Duelist. This allows them to further enhance their skills at drawing an enemy's attention while staying one step ahead of the blows. They often learn how to twist their dance into manipulating the enemy towards the waiting blows of their allies. Some even discard their armor entirely and learn just how much it was weighing them down before. And the true masters learn the exact moment to strike with their weapon to make a foe truly pay.

Chain Duelist

Offensively minded Fencers instead discover the true might of the Chain Duelist. Their ability to follow up the attacks of their allies becomes a whirlwind of blows raining down on entire groups of enemies. Even attacks they launch on their own gain a sickening speed that strikes twice with each swing. More deadly still are those moments when one of these rapier masters chooses to strike a single blow, using all the energy built up from their weaker thrusts. Such blows struck by these masters have been known to topple beasts in one quick flurry.

Dragoon

While the name may make one think of agile spearmen, in this world it means exactly the opposite. Masters of heavy armor, large shields, and massive firearms, the Dragoons are the pinnacle of front or rear line defensive tactics. All that armor may weigh them down, but they are anything except slow when it comes to protecting their allies. Even if they are, the powerful Bunkers they can deploy are enticing targets to any monster that sees them.

On the front lines, a Dragoon depends more on their shield than their firearm, protecting individual allies by roaring to draw the attention of monsters and then hunkering down in defense. They can also learn Guard magic, allowing them to soften the blows from physical attacks or blasts of elemental magic from spells for several allies at a time.

As a rear guard they focus more on the use of their firearm to weaken enemies before any damage can even be done. Some learn to maintain a Guard spell while sniping at specific foes, while others unload into groups of enemies to weaken their assault.

Earthlains were the progenitor of this class and are the best suited towards it thanks to their natural durability. Brouni generally lack the strength to handle the firearm, but have proven successful in the front lines anyways. Therians have the opposite problem. They are adept with the firearm but disdain the shield despite their even greater need of it. Celestians are simply unsuited to becoming a Dragoon in every way.



Shield Bearer

Those who dedicate themselves to the path of the shield as they progress as heroes will discover themselves well rewarded. They may find their Guard skill spreading to protect their entire party at once. They often gain a wider range of defensive abilities, allowing them to retaliate when a block is blocked or even heal their allies a small portion of the damage they just took. A few even learn to throw their massive shield and have it ricochet back into their hands.

Cannon Bearer

The irresistible smell of gunpowder draws some Dragoons to become truly terrifying masters of their engines of destruction. They can learn to balance their offense with defense, using their Guard skills to throw an enemy off balance and to open them up for a deadly blast. Others craft special bullets stuffed with chemicals or curses that disorient and weaken those they shoot. And some focus on redesigning their Bunkers with cannons of their own, turning the tool into one capable of firing back at any monster who dares strike the tempting target.

Warlock

These spellcasters were originally taught in the Tower of Sorcery in Sidonia far to the north. They are purists when it comes to their chosen craft, which means no armor and only staves. Their power comes from their absolute control over the elements themselves that allows them to cast bolts of lightning, hurl balls of fire, and even toss lances of ice. Unlike most other Classes, the Warlock is only suited to the rear lines of combat and fair poorly if unprotected.

Nearly every Warlock worth their salt learns to cast all three elements. The differences come in what else they choose to master. Some prefer to focus on enhancing their own spells by infusing more magic, called Chants, into each spell or focusing on individual targets. Others find they are able to support the magic of those around them and defend against incoming magical spells somewhat. Some even turn their abilities to more practical uses, learning spells that allow their party to evade monsters or hover over dangerous traps.

Celestrains were the ones who originally harnessed the elements. Their intelligence and raw capacity for magic makes them well suited to the rigors of constant casting. Brouni do well in this role as well, magically inclined as they are. Therians, however, will find it too steep a hill to climb. Earthlains, despite their general lack of magical ability, have recently proven they can hold their own by substituting the stave for a firearm like the Dragoon uses and stocking up on bottled spells.



Omnimancer

By learning how to call up the additional elements of wind and stone, Warlocks who have broadened their approach can come to batter their foes with their spells physically as well as magically. They learn powerful Chants that cause their spells to strike out randomly at entire groups of foes, or even how to entirely block magic spells targeting themselves or allies.

Elemancer

But there are those who prefer the three elements they already know. Instead of diversifying, they focus their knowledge and unlock true power. Waves of fire, ice, or lightning magic await those along this path. Each powerful enough to bathe an entire squadron of enemies in a single casting. To compensate for these draining spells, some learn to recycle a portion of the mana they spend, funneling it to allies or themselves. Others simply learn to moderate the power of these spells, saving their mana for the strongest foes.

Masurao

Sheer, unadulterated, physical prowess can only be found here. While other classes may play with weapons, the Masurao lives the way of the blade with every ounce of their being. Defense? Unnecessary. Dodging? Useless. Magic? Don't make them laugh. These brutes need only a katana in hand and leather armor before they're ready to dive into the front lines of battle.

Masurao generally use one of two distinct styles of combat. The first focuses all their efforts on striking down a single opponent at a time. Those who practice this method can learn how to whittle down the defenses of their foe, punish them with a second strike when they try to retaliate, or even learn to cut the air so furiously it launches the slicing force forward in a wave.

On the other hand, some prefer to wade into entire groups of foes and simply let their instincts take over. This wild, random, unhinged style of combat can be highly destructive, but very unpredictable. Those who learn to let the beast inside take over usually also pick up the ability to spread this wild aggression to their nearby allies, increasing everyone's strength. Some even learn how to call monsters using their own sounds to lure in the rarest of breeds.

Following the teachings of the Masurao doesn't appeal to the other three races very often, so Therians are by far the most common. However, Earthlians have begun to see the draw of the more disciplined side of this Class. Brouni and Celestrians are just not interested.



Blade Master

For those interested in the calm, collected approach to the way of the blade, the masters can reach to even more impressive heights. Further specializing in fighting singular opponents leads them to unlock impressives secrets. Calling upon lightning to infuse their blade as they strike, striking to disable specific body parts, even intercepting attacks to retaliate with a punishing counter strike are just some of the abilities the art of the single blade can bestow.

Blade Dancer

The berserkers who survive long enough eventually realize that the armor they wear is simply slowing them down. Without its weight, they learn to fight with an additional katana in their off hand and two more strapped to their bodies. Given four katanas, these suicidal assaulters become whirlwinds of steel, raining down an impossible amount of blows on entire groups of foes. Some even unlock the talent for repeating their flurry for free.

Botanist

The herbs, flowers, and roots of Arcania are easily cultivated even in the hands of a novice. The roots of Yggdrasil spread their influence far beyond the surroundings of Iorys to encourage growth. The Botanist combines the latent magic found in these plants along with carefully researched recipes and a touch of their own magic to create powerful healing spells. Their general lack of offensive measures and the fact they wear only rugged clothing relegates them to the back lines of combat. While most do not even bother with weapons, many are at least trained in the use of staves, bows, and scythes, if only to use them for more practical matters.



Most Botanists learn a number of healing and revitalization spells. They are capable of using pre-mixed potion bases to heal quickly or use the herbs they always carry to whip up even more powerful spells that heal several allies at once. Status ailments and even short bouts of death can be counteracted with the attention of one of these healers. A few even learn to channel and redirect the latent magic in the herbs they harvest into revitalizing their entire party.

But where there is healing with herbs, there is also the possibilities for poisons. Those who decide to dip into this art discover recipes for noxious gas bombs capable of poisoning or blinding several enemies at once, assuming they can be affected by such things. Some even mix a touch of magic into these bombs to make their foes fall more easily to allied spells allies.

Brouni were the first to explore this art and Celestians were quick to embrace it as well. Earthlains, naturally, took to the poisons more readily and are quite deadly with them.

Merciful Healer

A careful, kind, patient healer will find their power growing naturally over time. Experimentation can lead to the discovery of even greater spells capable of healing entire groups of allies at a time. They can learn to delay the effect of their spells for a few moments, remove limb binds, or even cause their spells to echo their effect a moment later. The truly powerful can call upon the latent magic of the plants themselves to revive allies as they fall.

Graced Poisoner

Those who experiment with poisons discover more cruel mixtures as their understanding deepens. A whole host of ailments can be unearthed and unleashed on several foes at a time. Paralyzing, panicking, stunning, even truly horrible effects like petrification. Some learn to mix chemicals into their smoke to cause those touched by it to experience severe burns, while others find ways of making their bombs erupt a second time a few moments later.

Pugilist

There is a brutal simplicity to leaping into battle with a fist drawn back and a wordless yell of determination boiling out of one's throat. But their approach to combat is anything but and those who underestimate the unarmed do so at their own peril. All Pugilists train relentlessly to increase their sheer strength until each blow can be felt by even the sturdiest of monsters. All they need is a metal gauntlet and some reinforced leathers to be ready for the fight.



Pugilists have a versatile base of attacks skills and most tend to diversify a little, but there are two distinct schools of combat that rise from them. The first prefers binding strikes that weaken or disable specific parts of an opponent while also dealing damage. This quickly leads into learning to combine such strikes with a second blow, the first throwing the opponent off balance and thus leaving them more susceptible to the disabling strike.

The second is a much more dangerous path. The Pugilists can learn to draw upon their own life force as well as mana to power their blows to wild heights. Some can learn to channel the electricity in their own nerves outwards for a lightning strike. Others spray it out wildly to damage those around the one they punch. A rare few pick up the ability to strike back at a random foe whenever they are hurt, even if they are the ones causing their pain.

Earthlians with their innate toughness and raw will tend to reign supreme as Pugilists. The Celestrians are showing an aptitude for stunning and combination strikes, but lack the strength to stay on the front lines. Therians adore the wild fury of the dangerous path. However, far too many have very short careers. Brouni generally show no interest in using their fists.

Barrage Brawler

Those who master the ability to disable their foes a piece at a time eventually come to realize there is so much more than can be accomplished. They often learn to paralyze their foes entirely, chain together their binding strikes into long combinations of furious blows. A few even learn to cover for their allies and use the moment they are struck to slip in a fist of their own or help them resist the binds of enemies.

Impact Brawler

A rare few survive the path to reach this pinnacle of suicidal combat, but those that do are terrifying masters of the technique. They learn how to strike distant foes by channeling their life energy into blows, how to siphon the essence off their foes in a limited fashion to heal themselves, or how to use their understanding of pain to help their allies resist damage. But it is whispered that a secret technique sleeps in the blood of those willing to bring themselves to the brink of death. One that could lay even Floor Guardians out in a single blow.

Rover

The bond between man and beast is a special one and as ancient as the races themselves. The master trains the animal, but learns something about themselves in the process. Rovers do their best work from a distance. They use their bow and animal companions to assault enemies from a distance, their flanks, and even the skies.

While some train both hawk and wolf companions, most concentrate their efforts on a single animal to produce the tightest bond. Either path tends to learn how to funnel the excess magic of their bond with the animal to affect a minor healing aura to keep either the animal or the party itself slowly regenerating.

Those who bond themselves to the hawk tend to concentrate their abilities on their skill with the bow. They learn powerful shots that the hawk follows up with deadly claw or beak strikes. Some even train their hawk to attack the heads and eyes on their opponents in a particularly brutal attempt to blind their foes. Those with a wolf friend tend to devote themselves more to manipulating the healing magic of the canine. They can direct it to specific allies, or strike out with their bow while the wolf tends to wounds on their own. And when the wolf is directed to assault an enemy, monsters learn to quiver.

Unlike most other Classes, all races can find a niche as a Rover to excel. Therians, as the creators of this pair bonding, do well no matter what path they choose. Brouni find themselves drawn to the passive tendencies of the wolf, while Celestians and hawks pair well together. Earthlains don't exceed expectations, but they don't lag behind in any specific area.



Flying Falcon

Those who bond with the hawk find themselves drawing inspiration from their keen eyes, sharp claws, and diving swoops to invent new techniques for their bow. Some focus on themselves and learn how to passively increase their damage, speed, and agility. Others learn how to infuse their hawk with ice magic to inflict upon their foes. A rare few discover how to turn a single arrow into an entire flight to rain down upon entire enemy groups.

Hunting Hound

While the wolf is not naturally an aggressive animal when paired with a Rover, those who delve into their true nature can discover a wild beast or a faithful companion. Some teach their beast how to rip and tear, causing panic and paralysis among their foes. Others encourage the gentle nature. These wolves become protectors and healers that allow the Rover to strike.

Necromancer

A name that evokes both a sense of dread and wonder in those that hear it. The Necromancer summons the spirits of the dead back into a semblance of life. They then manipulate these Wraiths as part of their wide variety of spells, sacrificing or commanding them as they see fit. While many are wary of their easy access to such dark powers few deny their abilities can be used for the greater good.

Necromancers are unique among most Classes in that they all tend to learn a little bit of everything. Their entire art revolves around sacrificing a chunk of their own life force to summon a Wraith, though some learn to attract new ones automatically as the spirits are sacrificed. From there they tend to learn how to use these spirits to either defend their allies or assault their foes. Wraiths can be sacrificed to heal allies, raise their resistance to blows or elemental spells, or even use these spirits as a shield until it can no longer take the punishment and fades. The spirits can also be dissolved into clouds of poisonous gas and powerful fireballs. One does not get attached to their Wraiths.

Necromancy is almost strictly a Celestrian art due to the intense training process with an alarmingly high mortality rate. The scars on Necromancers are not just for show. Still, some braver Brouni have discovered they can stomach it, though they stick to the healing arts.



Spirit Evoker

The Spirit Evoker is the path of slow, patient power that comes from a breath of understanding of one's talent. They are more versatile in their abilities but pay the price by taking longer to reach true glory. By continuing to find new ways to manipulate the unraveling of their Wraiths they can learn how send the spirits to assault the foes who dare attack allies. Some concentrate on unweaving their undead in new ways, learning how to curse their foes, blast them with ice, or even petrify. And that only scratches the surface.

Spirit Broker

The Spirit Broker is the exact opposite. They learn few new abilities, but those they do are terrifyingly powerful. They learn how to unweave their Wraiths into blasts of holy energy that few, if any, foes are capable of resisting. At first they can target only single foes but soon they learn to bathe entire groups in this power. Most disturbing of all, they can learn to draw upon the still living as a source of their Wraiths. With terrifying results.

Harbringer

The Harbringer blends martial might and a touch of magical talent together into a devastating blend that can leave foes crippled in their wake. The scythe in their hands is no mere tool of intimidation, but powerful weapons capable of channeling debilitating magics.

Besides the scythe, Harbringers all learn how to summon Miasma Armor at the cost of a little of their life force. This short-lived buff increases their speed dramatically and is also the key to most of their other spells. Some even learn to summon it automatically as part of their attacks.

The two schools of thought surrounding the use of this odd magic revolve around how heavily a Harbringer trains in their scythe. Those that focus on using the weapon learn to use wide, sweeping strikes that combine with their Miasma Armor to leave those struck sleeping, paralyzed, or even cursed. Others focus on manipulating the Miasma Armor directly to hinder their foes. When used in this way, entire enemy groups can be subjected to muscle weakness or immune systems suppressed to the point that other ailments have a chance to slip in.

Earthlains initially came up with this form of combat as a way to utilize what little magical talent they had. As such, Brouni and Celestians can both use their vaster abilities to fill in what they lack physically. Strangely, the Brouni have sought out training in the scythe most often.



Deathbringer

Those Harbringers who focus their training on the scythe eventually discover that they can channel their Miasma Armor to do much more than simply boost their own speed. They can siphon off scraps of excess magic to enhance their own strength or defenses after unleashing on of their techniques. They can also learn to poison and panic foes with their strikes, giving their strikes an impressive array of status ailments to inflict. The most talented even learn to imitate the dreaded reaper of fate himself and take lives with a single swipe.

Deathguard

Manipulating the Miasma Armor itself is a difficult art to practice and the path less often chosen by those who seek raw power. Still, those who perfect their abilities find they can wave the mist in entirely new directions. They can use it to cloud the eyes of entire groups of foes or weaken the armor protecting them. Or they can dispel the mist entirely and use the dissipating magic to heal their allies of wounds and ailments. Those who discover the true secrets behind this art can even steal magic from other sources to breathe life back into fallen allies.

Shaman

Where the Necromancers binds by force, the Shaman gently asks the invisible spirits of this world for a portion of their power. There is no great power to be found in this path of gentle persuasion. But, to those who know the value of cooperation, a Shaman can prove as valuable and versatile than any two other adventurers.

Their primary ability relies on Prayers that enhance the attacks or bodies of a large group of allies. They can be layered, even strengthened by additional castings, and most learn how to add in a bit of healing magic along with each casting.

These Prayers come in one of two different classifications, those that affect magic and those that affect the physical. For the former, the Shaman can call upon spirits of fire, ice, and lightning to defend their allies from those elements as well as cause their weapons to deal that element with each strike. For the latter, the spirits can grant increased strength, toughness, or accuracy. Those who specialize into the elements will learn how to quickly cancel the boons of their allies to lash out at entire enemies groups with a blast of that element. While those who focus on the physical realm will discover a talent for canceling the boons, and even the status ailments, of their allies to heal them.

The Brouni originally approached the spirits for their guidance, but Celestians have also proven to have the talent. To the surprise of no one they are much better at the offensive uses of Prayers than healing. Neither the Therians or Earthlians have much ability in this art.



Divine Punisher

Those who practice calling upon the elemental spirits eventually come to use this art in a more offensive manner than originally intended. They purposefully unweave their own spells to cause explosive storms of elemental fury. Some even learn to unweave the bolstering and hindering spells of others to replenish the mana reserves of themselves and those around them. Those at the peak of skill find they can even deconstruct spells to save their own lives from mortal blows.

Divine Herald

The healing arts offer a wide assortment of options to those who pursue a more peaceful relationship with the spirits. One will often find the spirits' mere presence enough to allow allies to slowly regenerate both in and out of combat and even in response to blows being taken. Others will discover a whole host of new boons being offered, allowing allies to dodge blows, sidestep status ailments, or even slip out of binds.

Perks

*Each Origin may take their **100 CP** Perk for **Free** and receive a **50% Discount** on the others of their line.*

I'M READY FOR MOTHER FUCKING CARTOGRAPHY! (Free for all)

Everyone in this world even tangentially involved with Yggdrasil picks up a few navigational skills out of sheer necessity. One never knows when one will be called upon to enter the dungeon for one reason or another. So of course it makes sense that you would know how to draw a legible map. Given a sheet of parchment and a basic writing utensil, you're able to accurately draw where you've been and what was there.



Undiscounted

Legendary Title! (300 CP): The adventurers and heroes of Arcania all begin learning the basics of a Class. A Merciful Healer always began their career as a Botanist and discovers the advanced techniques. Some do this by slowly and carefully experimenting in safety, spending years or even decades to reach the highest levels of power. Others are more forceful in their training and manage it in months of near-death experiences inside Yggdrasil's dungeon. It is possible to eventually learn the skills of a single Advanced Class based on the Class you are given for free no matter which way you prefer to handle things.

By purchasing this Perk, you begin your time in this world already equipped with the skills of an Advanced Class. This is in addition to the skills of the base Class you will be gifted. To be clear, this option upgrades the base Class you were given for free to one of the two Advanced Classes listed on the same page. You may also add up to 10 years to your age roll, if you would like, to represent your additional time spent mastering your class.

Versatile Title! (300 CP): Well this is certainly unprecedented. But then in this age of adventurers toying with traditional Classes certain innovations were bound to happen. Instead of mastering an Advanced Class at all, you have decided to broaden your talents by learning a second base Class. It will mark you as unique among the adventurers of this world and likely spark a few imitations should your combination prove effective. You will start your time in this world with the initial skills of both base Classes and have to learn from there. This split focus will likely slow down your development of new skills, but your versatility may discover ones no one has guessed possible.

This versatility comes at a price. You will find Advanced Classes for either of your base Classes all but impossible to learn. Perhaps, given an extreme amount of training or time one could breach the barrier you have imposed on yourself, but it is not something that will be done easily, lightly, or quickly. You may add up to 10 years to your age roll, if you would like, to represent your additional time spent learning a second base Class.

Drop-In

Inventory Knack (100 CP): Keeping track of what you shoved into which bag and who has the healing items in their pockets can be rather difficult when you're facing down a scorpion the size of a small house. Thankfully you have a handy talent that allows you to specifically remember where you packed any given item you own. All you have to do is remember what the name of the item is and you'll instantly exactly recall where you packed it last. Unless someone moved it.

Unified Strength (200 CP): The spirit of unity among of the four race of Arcania is rather infectious. And useful. Through it, you've learned how to access secrets normally meant to be contained to a specific race or gender. You can utilize items and abilities that would otherwise be unusable due to restrictions based on race or gender. This won't help you get your hands on such items or learn abilities in the first place, but you've got one less barrier in your way.

Begin Again (400 CP): Surprising as it may seem some adventurers into the great tree do survive long enough to retire. They're not always great heroes of legend but by the time their body starts to complain and slow down, they know enough to be able to teach the next generation a few secrets. In a similar vein, you can now "retire" abilities, forgetting everything you know about them in the process. You will retain the most basic version of the ability and be able to train yourself up to the same heights all over again, with one major difference. When you begin to relearn the intricacies of the ability, you will pick up on the next steps in its growth much more quickly and be able to dredge more power out of it in the process. The boost is slight the first time around but becomes more intense each time you return to your previous level of experience.

Guildmaster (600 CP): The Adventurer's Guild of Iorys does much more than help organize and track the various parties clambering around the levels of Yggdrasil. They also help train youths unable to travel the vast distances to other lands in order to learn the secrets of the Classes found there. These individuals have proven themselves trustworthy enough to learn the deepest secrets of their discipline and how to pass them onto others. And now you have been inducted into their ranks.

You can teach anyone you desire the basic skills of whichever of the ten Classes you choose for free above. The process can take anywhere from several months to an entire year of solid training depending on the other person's talents, abilities, and beginning physical state. When, or if, you obtain the secrets of an Advanced Class, you can also help guide your pupil along the same path as your own. This will greatly enhance the speed at which they discover the true power of their Class, but will require you to dedicate more time to teaching them. Even if you do not they will continue to grow in power on their own.



Explorer

Ready For Adventure! (100 CP): Enthusiasm is a nice quality to see in someone who is trying to climb Yggdrasil. But any seasoned explorer will tell you it takes much more so survive the monsters inside. So most include physical fitness in their training as a matter of course. You are now a peak physical fitness for your race. Which means tough as nails Earthians, strong or agile Therians, nimble Celestians, and energetic Brouni.

Sorting Skills (200 CP): Once a party gains a little experience inside the dungeon they become able to stay there for extended periods at a time. In order to ensure that no expensive or vital treasures or monster parts are left behind explorers learn to pack their sacks creatively. This allows you to always fill your backpacks, or any other storage container you care to use, as efficiently as possible. Which means you can carry more without straining yourself or the seams.

Danger Sense (400 CP): Truly experienced explorers and adventurers have learned how to anticipate the dangers of Yggdrasil even in unknown or unexplored sections. While there are magic items capable of performing this task, those take up valuable bag space. Instinct is weightless. Like them, you have learned how to anticipate danger. A sixth sense will warn you when you are near danger, be it from an FOE catching sight of you or a trap hidden a few steps away. This sense is vague, but completely accurate, and will warn you with various intensities depending on how near or powerful the threat is. An orange hucked by a mischievous child will barely register while you will be able to feel a powerful monster from entire rooms away.

Monster Knowledge (600 CP): Those who survive the longest in Yggdrasil aren't the most powerful. They're the ones who take the time to know their enemies, discover their weak points, and exploit them to turn battles into breezes. While most in this world depend on magic items or spells to divine upon the monsters at dangerously short distances, you've been gifted with a skill others will look upon with envy. With merely a moment of studying a creature you can intuit which attacks may work best upon it. You'll know which status ailments are the most, and least, likely to work as well as which elemental attacks or even which kind of physical strikes will be the most damaging. This knowledge will fail to take into account highly specific or specialized defenses and will not tell you anything about their offensive capabilities.

Merchant

The Art of the Deal (100 CP): Whether you spent years at your family's side helping out in the business or simply attached yourself to a master merchant and picked up the trade, you have had a significant amount of exposure to trading goods back and forth. While you might not have a particular talent at any specific trade you did pick up a silver tongue and a talent for haggling. You can usually come out of any deal with the better half.

Brouni who took the Haggle racial perk find that the two combined work far and away better than either individually. They would be the kind of merchant that could sell ice to penguins or start with a single sandwich and end up with a horse-drawn carriage after a few days trading.

Reinvesting the Goods (200 CP): A silver tongue certainly helps when it comes to buying and selling on the small scale, but connections are how merchants become trading legends. You'll now have a much easier time tracking down someone with a specific set of skills or kind of business. Looking for a blacksmith? That gentleman you sold wool to last season just happens to know a skilled one. Need to offload an excess on monster parts? It just so happens that lady you bought your evening meal from heard about a caravan heading out east who specializes in those. Whether you call it luck, fate, or networking, you've got the touch.

Diversified Portfolio (400 CP): Sometimes there's no helping it. One simply has to go and get goods right from the source. In Arcania that means hiring a party of adventurers and heading into Yggdrasil itself. But it doesn't help to climb up nine levels simply to realize no one knows the proper way to cut rose quartz without cracking it or harvest rainbow fruit without bruising it. Thankfully, you came prepared. You may pick **4 Gathering Skills** from the section below.

Cheerful Disposition (600 CP): They say smile and the world smiles with you. You've learned to project an air of utter positivity and innocence with everything you do no matter how you're feeling inside. You can turn a simple morning greeting into a pick-me-up for the spirits better than any pot of coffee. Heartfelt chats will seem to carry additional weight and even if you scold people they'll think you're only doing it because you want what's best for them. Besides the social benefits, this air of innocence carries the additional benefit of making those around you feel extremely unwilling to inflict harm upon you. It's like kicking a puppy. Sure, determinedly evil people will still do it, but they'll at least hesitate. The primary effect can be toggled on and off as you wish and the secondary will automatically turn off if you engage in any kind of violence towards others.



Party Leader

Tactical Mind (100 CP): Tactics is understanding that a plan never survives first contact with the enemy and quickly adapting to that fact. Thankfully you've been around these adventuring types long enough to understand how their abilities work on a basic level. You are very effective at organizing your allies attacks and defenses when operating in small groups. You can plan around weaknesses you know your enemies have, execute cunning strategies that baffle your foes until it is too late, and easily compensate for surprises encountered along the way.

Follow The Leader (200 CP): Leading a collection of strong personalities in the same direction is a little like trying to drink water from your cupped hands. Stop concentrating on the effort for a moment and everything runs off in its own direction. Thankfully you've developed an interesting kind of charisma. It hangs about you like an aura that lends you a sense of authority and wisdom. Heroic types will be rather keen to listen to your advice, suggestions, and plans when you offer them, though they might object at the most suicidal ideas.

Go For The Eyes! (400 CP): Everything's got a vulnerable spot, even ferocious monsters the size of a mansion. It might be poisonous fumes, lightning magic, or simply using a hammer instead of a sword. But whatever it happens to be you'll find it. Even if you have to go looking through every last nerve. You have a natural talent, or luck, for guessing and happening across the innate weaknesses of any foe you fight. Given a few moments of blind trial and error you always seem to come across something that works better than everything else. Even better, once you know the weakness, your attempts to exploit it will always seem to cause more harm than normal.

Union Skills (600 CP): Tactics and weak points and charisma are all well and good. Excellent ideas in fact. But a true genius of a leader knows how to do more than that. They know how to blend the talents of those that follow them in new and interesting ways to produce entirely unique effects. Given a little time fighting alongside a set of allies and a little more experimenting, you can discover ways to combine their abilities to produce completely different results. A Shaman's elemental enchanting abilities combined with a Warlock's powerful magic could combine to create a massively upgraded version of the former, or a much wider radius blast of energy instead. A Botanists' curative tincture combined with a punch powered by the life force of a Pugilist might end up draining life when it strikes rather than using it up. Your only limits are your imagination, your relationship with those around you, and your mana pool.



Gathering Skills (100 CP each)

Yggdrasil is a singularly magical environment that gives life to a whole host of unique ingredients found nowhere else in this world. Fruit trees that are ripe the year round, outcroppings of gemstones and ores that seem to replenish themselves each night, and small clearings of herbs invaluable for their healing properties can all be found within its halls. All this and more is open to any adventuring party strong enough to fight through the monsters to reach these natural treasures.

But while knowing where to look and having the strength to reach the goods are most of the battle, they are not all of it. Understanding how to harvest these unique products is essential for discovering the real treasures inside. The rarest gemstones are the most easily cracked and food picked roughly will arrive bruised and inedible. While these skills are hardly impossible to learn even through trial and error, knowing them from the beginning will surely add a significant amount to what an adventuring party has to spend upon each return from the tree.

Animal Tending: Not all of the animals inside Yggdrasil are violent, destructive beasts. Herds of placid bovines of all sizes wander into the strangest of places and manage ekk out survival. By knowing how to approach such beasts, one becomes capable of harvesting some of their milk, which can be just as magical as the bovines themselves. This gentle, general understanding of animals will present all sorts of opportunities if one learns to spot them.

Chopping: Naturally in so magical a place the very wood from the trees themselves would be prized for use in bows, staves, and even the stocks of firearms. But attempting to chop down one of the ancient giants is a sure way to bring the ire of all nearby monsters upon your head as well as ruin even the best axes. Thankfully, the smaller saplings and minor growths are both numerous and inconsequential enough to fill the need. You now have an expert's knowledge of spotting and cutting even the tenderest of trees for optimal use.

Cooking: Having all these magical fruits, herbs, and animals around doesn't do you much good if you're just staring at them. You now have a novice chef's understanding of flavor combinations, cooking techniques, and an entire cookbook's worth of starter recipes. You'll know how to dry all kinds of meat into jerky, cook moon apples into pies, and grill delicious massive sea prawns. Cooking food this way enhances any naturally healing or restorative tendencies the raw materials might have. Which will improve as your skill in the art does. To a point.



Fishing: Streams, ponds, and springs litter the landscape of Yggdrasil, offering a moment of refreshment and sweet relief to adventurers in need of a moment's rest. And like those on the surface they are filled with fish both delicious and nutritious. You now have the skill to tease up the most clever and rarest fish out of the water given a little time and patience.

Harvesting: The herbs and flowers that grow inside Yggdrasil can be found nowhere else in this world and are prized for their multitude of healing properties. All manner of ailments, binds, and wounds can be healed if one knows the right combination to process them. Just ask a Botanist. While you may not know how to make these potions yourself, you now have a thorough understanding of how to harvest even the most delicate of herbs without losing their properties.

Hunting: While not all of the animals found inside Yggdrasil are savage, brutal monsters they are all equally tasty. Herds of deers, rabbits, even entire flocks of large cranes can be found well into the highest reaches of the tree. Hunting such beasts with the same tactics used on monsters is not only overkill, but often leaves very little edible meat in the end. You've learned how to hunt such creatures with a simple sling, a rock, and a touch of stealth, as well as how to properly butcher them to gain the maximum amount of meat.

Mining: The outcroppings of minerals found inside Yggdrasil are strange indeed. They are always in the same place and seem to regenerate themselves every day or two, even if vigorously harvested. While these mining nodes won't always have the same gemstones and hunks of ore found inside, knowing how to crack them open without damaging the contents is vital. You now have a thorough understanding of how to crack open these mineral outcroppings, and others like them, to yield the maximum amount of valuable materials.



Items

*Each Origin are given their **100 CP** items for **Free** and a **50% Discount** on the others of their line.*

MOTHER FUCKING CARTOGRAPHY SUPPLIES! (Free for All): Giving you the skills for making maps without the supplies to create them seems a little silly, so have this small wooden box. It's made it be easily carried in a knapsack and contains all you will need to map maps. It includes a magical inkpen that never needs reinking, can write in four different colors, and is even capable of printing out a variety of small stickers. The vellum included will always have one more sheet for you and if you stick the edges of them together they fuse together instantly for making larger maps. And, for those those times when you make a mistake, we've also included a magic eraser that is specifically made to erase ink of vellum. And only ink off vellum. Don't try erasing giant pencil statues with it or anything silly like that.

Basic Equipment (Free for All): While these aren't anything fancy, the Adventurer's Guild will make sure you're not charging into the great tree in your underwear. You'll have a plain suit of armor made out of metal, leather, or cloth and a weapon as appropriate for your class. You will also be given your choice of sturdy leather gloves, a nice hat, or rugged steel-toed boots.



Drop-In

Ariadne Thread (100 CP): While it is called a thread, this charm is in fact made out of paper that is painted with intricate designs and then enchanted. When it is ripped it transports the holder and those allies close to them back “home”. “Home” in this case, is the last civilized place within a few dozen miles the holder spent a comfortable night. Though if you have a specific place in mind you can tune it to that spot instead. Your purchase gives you five of these charms that automatically replenish themselves each morning.

Unmaker's Bundle (100 CP): This small bundle carries as assortment of monster parts that have had their natural magic dramatically enhanced. They can be activated through a simple act of will, after which the item crumbles to dust. You gain one of each item and they are replenished daily. Laudanum is a small cube of white bone that unweaves any buffing or debuffing magic around an opponent, while Unihorn is a sliver of pale antler that does the same to an ally. Bravant is the claw of a large cat that grants an ally increased damage with their attacks for a short time. And Stonard is a small patch of scales that increases an ally's resistance to damage of all kinds for a short time.

Amrita Bundle (200 CP): This small assortment of potions may seem rather underwhelming at first glance. The dozen bottles are filled with a clear liquid that doesn't look any different from water. But inside is raw mana. The very stuff of magic distilled to its purest form. When ingested, they drastically refill a normal adventurer's mana pool. While they are not capable of refilling massive mana pools in a single potion, even to the most experience casters they will provide a sizable amount of useful energy.

Combat Formaldehyde (200 CP): A small bottle of foul smelling liquid with a handy spray nozzle at its top. It looks almost like a perfume bottle, but no one alive would be caught wearing it as a scent. The liquid is designed to soak into the skin and preserve the bodies on monsters even as they are slaughtered by adventurers, saving valuable parts that would normally be destroyed in the process. It is invaluable for anyone climbing the Yggdrasil dungeon. The spray bottle has enough liquid to preserve a dozen monsters each day before it runs out and refills itself each morning.

Tavern (400 CP): This stout wooden building might look a little run-down from the outside, but inside it is warm, cheerful, and inviting. It is large enough to hold several dozen patrons and even has a small stage in one corner in case a bard wishes to sing for their drinks. The chairs are comfortable and the tables rounded to save the hips of the lovely lasses who tend to the place. Fights rarely break out here. The company is just so fetching and drinks so good few people feel inclined to break the peace and risk losing the privilege of returning. The larder comes fully stocked each time it follows you between worlds and the spirits on tap never seem to run out, but anything else will have to be arranged for from local sources. The tavern itself can attach itself to properties you already have, your Cosmic Warehouse, or even integrate itself to a restaurant you already own, at your choice once you leave this world.

Explorer

Picnic Basket (100 CP): This woven reed basket always seems to be emanating the delicious smells of the food packed inside. A Moon Apple Pie, several thick slabs of Tiger Steak, several servings of bacon and eggs for breakfast, and a whole assortment of other goodies. Altogether it is enough to keep five people fed all day without trouble. Even better, it fills itself up each morning and you never have to worry about the food inside spoiling.

Potion Bandalier (100 CP): These dozen bright red potions are clipped securely to a simple leather bandolier and meant to be worn across the chest. Each one is a healing potion capable of healing fairly serious wounds in a matter of seconds. Which is handy for those moments the healer is tied up. Each potion refills itself at the beginning of the next day.

Combat Belt (200 CP): A leather belt with seven canisters clipped to it. Each looks like a rudimentary grenade, complete with a pin to pull. When pulled and tossed into a collection of enemies each grenade will explode in a cloud of noxious smoke enchanted to inflict one of a variety of status ailments. Blinding, Poison, Paralysis, Panic, Cursing, Sleeping, and even Petrification. All these effects can be resisted by those with stout constitution or resistances and will naturally wear off after a short time. You will receive a fresh batch each morning.

Combat Satchel (200 CP): This leather messenger bag carries far more than simple letters. It contains nine bottles of raw elemental fury just waiting to be uncorked and directed towards a foe. Three bottles contain fire, three contain ice, and three contain electricity, and one of each of those is much more powerful than the rest. The weaker bottles are meant to strike only a single target while the others can bathe entire ranks of enemies in magical destruction. The satchel refills each morning without fail.

High End Equipment (400 CP): This collection of weapons contains some of the best any weaponsmith in the entire land could make with the mightiest monster materials to be found inside Yggdrasil. None have yet reached the heights required to battle the monsters who contain the parts that make up these weapons. In short, they are utterly unique to the world as of this moment, but may become less so if you help unlock the upper levels.

- + Akrafena - A supernaturally sharp longsword with a black blade. Massively increased the strength of any who wield it.
- + Rune Wand - The staff named after a legendary witch that increases to wielder's magical ability to new heights.
- + Yamato Sickle - This scythe grants its wielder durability like few others could dream of.
- + Emeici - A macelike weight sized to fit atop a wielder's hand that gives the user agility even the soaring hawks would envy.
- + Pirate's Bow - Created to fire harpoons, the incredible draw strength required is never an issue for one who holds this bow.
- + Saker - A long barreled rifle created from a meteorite that grants its wielder the ability to resist heat just as well as the metal itself can.

Merchant

Gathering Tools (100 CP): Carrying around a fishing pole, pickaxe, shears, and half a dozen other tools just so no resource stumbled upon inside Yggdrasil goes unplundered is a pain in the neck. Thankfully this small metal rod is all of them at once! Unfold it one way and it becomes a shovel. Unfold it a different way and it snaps into a sturdy pickaxe. Press the button on the side and it shoots out into a fishing pole. Basically, any simple tool you could think up is contained in this easy to carry rod. It will never break under normal use and if lost, you will find a new one in its place the next morning.

Bag of Holding (100 CP): Strangely, few people in Arcandia have given thought to increasing the size of their backpacks with a little magic. At least you don't have to suffer under the same restrictions. This backpack is capable of holding five times what it should normally be able to without growing even an ounce heavier. Even better, whatever you open it up to look for is always right on top of the pile.

Ward Chime (200 CP): This set of simple wind chimes have been enchanted to emit a tone that the monsters of Yggdrasil seem to find particularly disagreeable. While it won't drive away the FOEs or even prevent all assaults upon your person, when you hold these up and strike them you will have far fewer assaults than you would normally. Their magic works for up to an hour each day before needing to recharge for a full day.

Elemental Mists (200 CP): These nine potion bottles are all filled with colored mist that roils and churns without any outside influence to swirl them. When uncorked the mist spills forth to cover a fairly large area knee deep in the stuff. It is warm, but damp, and not entirely pleasant to feel against the skin. But while it lingers, which is only a dozen or so minutes, it suppresses all elemental magic of the same type as the fog is linked. Fire, Ice, and Electricity spells of all kinds deal only a fraction of their normal damage, no matter the source it comes from. The bottles refill themselves each day without fail.

Shop (400 CP): A simple wooden building that doesn't give off much of an impression from the outside. But inside this shop is well-equipped for producing and selling the goods of a single trade, which you will need to choose now. Weavers will find expensive, large looms resting against each wall and a number of places to hang goods for displaying. Blacksmiths will discover a fully functioning smithy inside and a number of racks for hanging suits of armor or storing weapons. Despite its appearance from the outside, the shop has a gentle aura attached to it that draws customers inside to "see if this place is any good". What happens from there is all on your head.

Once you leave this world, this shop can attach itself to a property you already own, attach itself to your Warehouse directly, or simply plop itself into the world somewhere near where you begin your time in each world. At your choice.

Party Leader

Foresight Glasses (100 CP): This odd set of binoculars seem to be nothing out of the ordinary at first glance. But they are enchanted with a variety of useful and powerful magic designed to assist an adventurer in climbing up Yggdrasil. When pointed down at a map, even an incomplete one, they automatically fill in the map within a few hundred yards of the wielder. They even add in points of interest, though exactly what you find there could be anything from a powerful monster to a lovely fishing spot. Interesting doesn't mean safe.

Binding Toxins (100 CP): These four ink pots contain a thick paste made for rubbing onto the edge or point of a weapon with a thick cloth. It is not recommended to get it on one's skin. Doing so will result in a powerful numbing sensation that will leave the area unable to feel anything for several moments. Each pot contains enough to poison one weapon or ten arrows. When introduced into the bloodstream, the numbing effect is amplified and is capable of disabling entire limbs of a monster for a minute or two. The ink pots are filled each morning.

Weapon Oils (200 CP): Six small vials filled with thick, viscous liquids in three colors that barely flows even when warm. The vials are made to be smashed directly against the side of a weapon, the glass crafted specifically to not cut ungloved hands. Once applied, the oil spreads and ignites into an elemental tempest around the weapon. The user is quite safe from the effects of the element thanks to the magic involved, but no one else is. Enchanting a weapon with fire, ice, or lightning magic lasts for quite a while, though it will eventually fade. The six vials are replaced each morning.

Guard Sole (200 CP): A pair of magical insoles that do more than simply make whatever shoes you put them into feel like walking on clouds. When worn, the shoes become utterly impervious to any kind of foot-based trap they might happen across. Sharp spikes and thick brambles will not pierce the foot and poisonous liquids will not seep through the fabric. Keep in mind they won't keep your feet safe no matter what. If someone stabs a sword down onto them from above, the insoles will have little effect.

Guildhall (400 CP): This gold and marble hall looks as if it was ripped straight from the pages of some heroic tale about ages past. Tapestries depicting legends of the past, most of them taken from your personal history across the worlds, hang on every wall. A massive fireplace stands against one wall capable of roasting two whole pigs at the same time, which always seems to be the case. Down the center of the room runs a massive wooden table suitable for feasting at or dueling a top depending on the mood of the day. Strangely, no chairs were included. Still, this hall is impressive enough to serve as the seat of any guild.

After your time in this world is up, the Guildhall can attach itself to any property you already own, or to your Cosmic Warehouse directly, or continue to appear in each new world somewhere near where you begin your adventure there.

Companions

Filling In The Ranks (100 for 4, 200 for 9): The climb up Yggdrasil is not meant to be done alone even under the best of conditions, so you'd better bring along some help. You could always rely on the locals. There are more than enough eager volunteers just waiting for someone to give them a chance. But then again, maybe you have some old friends you'd rather have fill the spot. Of course, nothing says you can't mix old friends and new either.

You may import 4 (or 9) Companions you already have. If you would rather create new Companions you may do that as well. Mixing and matching the two is perfectly acceptable. Each Companion created or imported is given a **Free Race, Class, Origin, and 400 CP**. Companions imported or created this way may not buy Items or take Drawbacks. They do, however, gain the Free for All Items.

Canon Companions (200 CP): Perhaps there is someone here who has caught your eye? A certain miniature merchant or sultry barmistress? Or perhaps it's the perky innkeeper. You price of thieves you. In any case, you will have the opportunity to invite along any of the canon members of this world. They do not gain any additional CP to spend but likely have certain talents already. You cannot invite Arken along, no matter how politely you ask. She's got work to do that is more important than anything else imaginable.



Additional Companions

*Each of the following Companion cost 50 CP. Each comes with the 100 and 200 CP Perks from their Origin, as well as their choice of **One Racial Perk** and **One Gathering Skill**.*

Therian, Fencer, Explorer: This bubbly young woman dances across the battlefield like she had barely a care in the world. She is an expert at drawing a monster's ire and then dancing out of the way just in the night of time. But she has a secret locked away in her heart that is the true reason she cuts her dodges so close. If one was able to heal the wound there, the careless indifference she displays to the world would likely be replaced with fierce loyalty.

Earthlian, Fencer, Explorer: Solidly built, this middle aged man knows his art and performs it with all the grace of a person half his age. His rapier darts in and out behind the blows of his allies to add his strength to their own. Off the battlefield he is quick with a laugh and has an eye for the ladies that is impossible to mistake for simple interest.

Earthlian, Dragoon, Party Leader: Stern, serious, and mature are all good words to describe this older woman. Despite her forceful personality she is more than happy to let someone else call the shots when it comes to most decisions. But given an objective to pursue she becomes the proverbial unstoppable object. She constantly chews on spearmint candies and rarely puts down her shield.

Brouni, Dragoon, Explorer: A miniature mountain of a man who has had to claw for every scrap of respect and ounce of ability he's ever had. Still, he has a kind heart behind the shield on his arm and will race to place it between his allies and danger. Straightforward and blunt to fault with a strange sense of humor that will lead him to telling very bad jokes. Loves apple cider.

Celestrian, Warlock, Explorer: While she is still five years from being considered an adult in her lands, one would scarcely realize that if they looked at her power as a mage. She has a talent for fire spells that is exceeded only by her own joy in using them. Slight pyromania aside, she is a chipper, cheerful, and helpful youth who sometimes tries a little too hard to seem older.

Earthlian, Warlock, Explorer: This young man was once told he would never amount to much as a mage due to his innate limitations. If that didn't stop him, nothing will. He learned how to cast magic anyways and supplements that skill with a massively oversized firearm alongside a bag stuffed with bottles of raw elements to devastate his foes. He plans to be the most inventive mage in generations, if only to spite those who told him no.

Therian, Masurao, Explorer: The truly impressive amount of scars this man has amassed at so early an age tells most all they need to know about him. Brass, headstrong, and utterly refusing to accept defeat. The only direction for him and his swords is forwards, forwards, forwards. If he survives another few years he will truly be a force of personality and destruction to be reckoned.

Therian, Masurao, Party Leader: A study in contradictions this one. A woman both fully in control of her emotions but capable of letting go of that restraint in a single moment to strike. She is not unfeeling or even cold but simply bottles her tendencies away for the moments they can do the most good. She believes a single strike with a single sword so enhanced can be far more destructive than randomly flailing with four. Often applies this kind of explosive emotionalism to her personal relationships as well. With mixed results.

Brouni, Botanist, Merchant: She ran away from one of the larger trading families on Arcania to learn how to help others. As well as poison them. And she seems to be a lot more proficient at the latter than the former despite her insistence that she much prefers helping people. I would double check the labels of any potion this one hands over if I were you.

Brouni, Botanist, Explorer: Happy, cheerful, and currently housing a nest of bluebirds in his wild mop of hair, this Brouni of indeterminate age seems like he lives in his own little world more often than not. But he does smoke an awful lot of herbs. And then there are those mushrooms he enjoys. Still, while his mind might often be on cloud nine, his concoctions do a great job of healing. Must be all the experimentation he's doing.

Celestrian, Pugilist, Explorer: She doesn't look like she should be on the front lines, swinging her fists at foes. At least, not until a blow connects and the sound of breaking bones tears through the air. She is an academic, studying the martial arts in an attempt to find a way to transition her people's magical strength into the physical realm. This studious attitude is applied to everything she comes across in her life, causing some to call her an old soul.

Earthlian, Pugilist, Explorer: He's exactly what people think of when they mentally picture a Pugilist. Loud and boastful with a tanned body honed to the task of hurting others. Most find him obnoxious with his crude manners and utter lack of tack, but none can argue he's effective at what he does. He weaves one punch into the next with the ease of long practice that can leave even powerful monsters disoriented, disabled, and easy pickings.

Earthlian, Rover, Explorer: They told her to pick one animal and she told them to shove it where the sun doesn't shine. She's got her opinions, a fierce love of her two (Yes, one of each.) animal companions, and a bow that doesn't often miss. But so long as you don't have a problem with any of that the two of you will get along famously. A tomgirl through and through who can drink most men under the table, then be up the next morning climbing Yggdrasil.

Therian, Rover, Explorer: This young man disappeared into the woods for a few years as a child and was raised by a pack of wolves. While that was many years ago, some instincts die hard. He smells a little funny, has far more hair than anyone should, and tends to growl when people get too close to his food. But he has a surprisingly tender touch when it comes to caring for others. His fellow packmate, now a bonded familiar, assists him in keeping his allies healthy and lashing out at those who try to hurt them. Not quite sure where he learned to fire a bow.

Celestrian, Necromancer, Explorer: Her training left her with skin the red of banked embers and scars that made it look like someone tried to take her apart, but it didn't kill her lust for life. She enjoys every second of living and makes the most of it. Hedonism aside, her talent at unravelling spirits into massive blasts of fire cannot be faulted. Explosive personality and explosive talents go hand in hand in her case.

Celestrian, Necromancer, Explorer: His lips seldom move to speak but it has little to do with the scars covering his throat. He can speak, but chooses not to. He is a little older than those who normally have just graduated from their training and would thank you not to pry into the matter. He has his reasons, and his spirits, and those are enough for him anymore.

Earthlian, Harbringer, Explorer: Gothic Lolita is alive and well in the style of this fashionista. She refuses to let the fact that she has to swing a scythe and battle monsters get in the way of looking just that damned good. But her seemingly impractical clothes never end up getting in her way. She's a heartbreaker, a beauty, and absolutely knows she's both.

Earthlian, Harbringer, Party Leader: This kid couldn't get any louder if he tried. He's got a lime green mohawk, practically technicolor leathers, and a singer's voice with no volume below eleven. Still, his tireless sense of energy is oddly infectious. He'll cheer on those he calls his allies just as loudly as he will pump himself up for battle. Just don't get in the way of his scythe.

Brouni, Shaman, Explorer: A middle-aged Brouni that looks like she should be home tending to the kids instead of bargaining with spirits for power. She's the mothering type, quick to offer praise for triumphs but just as quick to scold unacceptable behavior. She likes to sing and hum as she works, gently coaxing magic out of the dead and into her dear allies.

Celestrian, Shaman, Explorer: He couldn't cut it as a Warlock and utterly failed as a



Necromancer, but in the end he still found his calling. He doesn't let even major failures get him down. His calm voice and encouraging nature does almost as much to heal the soul and his magic does to tend to the body. Just don't piss him off. All wise men fear a good man gone to war. And he certainly has the destructive magic on tap to do just that.

Drawbacks

(+800 CP Limit)

Indented Drawbacks require the one above them to also be taken.

School Days DLC (+0 CP, Cannot Take Other Drawbacks): You seem to have wandered into the wrong universe somehow. But there's no turning back now. The four nations of Arcania have been replaced with the four schools of Arcania District. The world has become a decidedly modern day affair with Yggdrasil conquered long, long ago. But the spirit of cooperation has remained unchanged. The four schools now use it as a training grounds for their student bodies as a mandatory form of physical education class. After all, a sound body leads to a sound mind. And what whips a body into shape faster than bashing monsters with a team of classmates? Sure, it's a little dangerous, but that just adds spice to life. Expect your time here to be spent without worrying about the secrets of Yggdrasil. They've already been thoroughly exposed. So relax and enjoy a trip through a version of highschool that's more swords and sorcery than normal with all the amenities of modern life. Yes, you will be required to attend all four years. Yes, things are going to be rather silly. And yes, your starting age is now set to fourteen.



Where'd I put my stylus? (+100 CP): Mapmaking isn't complicated. You look around and mark what you see down on your sheet of paper so you know where you've been. Unfortunately, you just can't seem to get a hang of it. Those fancy Cartography skills and items you were given for free? You aren't getting those until after your time in this world is up.

Where are we? (+100 CP): You're very bad at this. Even with a compass in hand, a clear view of your surroundings, and plenty of time you still can't produce a map to save your life. It doesn't matter how great your sense of direction was before this. You're going to spend a lot of time lost in Yggdrasil if people have to depend on your ability to navigate.

Careless Dungeoneering (+100 CP): Yggdrasil is a dangerous place, but so is the rest of the world. Mud puddles seem to snag your feet to make you trip, cabinet doors appear to leap out to slap the back of your head, even berry bushes without thorns will find a way to leave you with scratches. Your clumsiness, thankfully, only exists outside of combat and once faced with a monster you're able to fight without difficulty.

Permanently Confused (+300 CP): That bit before about your clumsiness not extending into the realm of combat? Forget it. It's there too and it's worse than ever. Your sword swings, spell casts, and even healing and buffing spells have a strange habit of going wildly off target. At least half the time you won't hit what you're swinging at. Even worse, missing not only puts other enemies in danger, but also your allies. Let's hope they're understanding. After all, what's a few stab wounds between friends?

Curious Critters (+100 CP): The Yggdrasil dungeon is home to a whole host of vicious monsters, but not everything inside is dangerous. Birds and squirrels of all kinds make their homes in the magical levels of the tree. Unfortunately, these critters have learned that adventurers have the yummiest food and shiniest baubles in their backpacks. Expect your storage devices to be investigated on a regular basis, with items going missing or being eaten once in a while. Even if they shouldn't be able to peek inside them. At least they're cute.

Cooking Failure (+100 CP): Adventurers depend a lot on their stomachs and the food they eat. The near-magical fruits, vegetables, and grains found inside Yggdrasil can be cooked into a whole host of curative meals that heal not only the body, but replenish mana as well. Unfortunately, you seem to have a problem even boiling water. You'll ruin meals, and cookware, on a regular basis. But of course you'll keep trying. It wasn't your fault. The fire was obviously too hot. This time you'll get it for sure. Except, no, you won't.

Monster Bait (+200 CP): We're not entirely certain just what it is about you that attracts the lesser monsters of this world. It could be the way you smell or a simply lack of luck that you happen to keep tripping over groups of them. But you will. Constantly. You'll barely be able to turn a corner in Yggdrasil without being assaulted by a fresh group. Even outside of the dungeon, you'll run into far more monsters wandering around than you normally should.

It's All Fun and Games (+200 CP): At some point in the past, you lost an eye. Sadly, it wasn't gouged out by a monster or lost in a knife fight defending a maiden's honor. We're not entirely certain of the exact story behind it, but it was particularly stupid. Like tossing a dart at a bar only to have it bounce off the edge and stab you in the eye somehow. Everyone is going to have heard the story and make sure those who haven't get told it as soon as possible. You're going to be teased about it. Relentlessly. Oh, and, you know, you're also short an eye. Which isn't great.

“Always in the dungeon it’s FOE!” (+200 CP): FOEs, in case you didn’t already know, refer to the massive monsters of the Yggdrasil dungeon. The Toxipedes the size of automobiles or powerful skeleton lords of the Fetid Necropolis. Normally there would only be a few of these powerful beasts on each floor. A half dozen at most. Now you’ll encounter twice that, if not more. They won’t specifically seek you out and will simply act according to their normal natures, but avoiding fights with them just got a whole lot harder. At least they stay in Yggdrasil.

Uncooperative Guildmates (+400): Tactics seems to be something of an issue for you and anyone you try and fight beside. Everyone has their own idea of how to take down any given beast and will be very adamant that their own tactic is the best. Even if you somehow manage to get your herd of jello cats herded in the same direction, as soon as the battle starts they will all be off doing their own thing. Plans will be discarded, minor battles will turn into disasters, and status ailment and elemental weakness will go unexploited no matter how loudly you scream at those around you. Murphy and his law is going to find his proof in your battles.

The Heroes Never Arrived (+600 CP): This world was supposed to be a garden world. One cultivated since control was wrenched from the grip of evil. An evil that had kept it a barren rock for untold millenia. But the seal was not perfect. And your introduction into this world has caused that crack to widen into a breach. Without heroes to stand beside her, the guardian of Yggdrasil has fallen and darkness now stands in her place.

Iroys, if it even manages to survive the initial assaults, will become the front line of a war against the endless waves of monsters that have begun to pour out of Yggdrasil. This world is in very real danger of returning to the lifeless landscape it once was under the crushing weight of murderous monsters and powerful FOEs. All thought of climbing the tree will be discarded by the four races. Suicidal is the kindest word they can come up with for anyone even mentioning the idea. They’ll have a hard enough time surviving.

But if no one slips past the front lines and makes the climb, there will not be much of a reason to bother. Yggdrasil is dying under the stress of producing so many monsters. Should it fall, all life on this planet will as well. Even if the front line holds firm this world now has months, at most, to live.

Outro

Your time in this world is done. Ten years have passed. Whether you solved the problems of this world, simply drifted by, or caused more along the way is no longer your concern. All the Drawbacks you inflicted upon yourself are revoked at this point. You just have one more choice to make.

Head Home

So, this is the world that has finally made you long for the one you originally left behind? Very well. You may return to your home world with everything you have gathered so far. Your Companions may either go with you or return to their own home worlds, at their discretion.

Stay Here

Have you met a special someone here? Or perhaps you were offered something you simply have been unable to find in other worlds? Well, whatever the reason, your decision to remain in this world is granted. You may keep everything you have gathered so far on your journey. Your Companions may remain with you or return to their home worlds, if they wish.

Keep Going

Of course this world is not quite enough for you. Then again, maybe you aren't given the choice. No matter the reason, you are continuing onwards along your path. You may continue to another world and take everything you have gained here with you.

“It seems I know you.”

This unique option exists for those who managed to discover the true secrets of Yggdrasil. Those who have met Arken, uncovered her true nature and motives, and then escorted her on her final journey. Those that do will be presented with a unique opportunity to defeat a creature capable of destroying entire planets, known as the Star Devourer. While it will be weakened from the sealing magic placed upon it in an attempt to finally trap the creature forever, the fight will be a terrifyingly powerful challenge for even the most powerful heroes this world could dream of having. Attempting to defeat it and failing will not lead to a simple ending of your Chain. It will end you and those who assisted you in the effort entirely.

Should you manage this herculean task, Arken will invite you to join her on the next world she has been tasked with cultivating. With no home left for her to return to she will be interested in maintaining the one connection she has left. The one with you. Proceed immediately to the other Etrian Odyssey Jump and spend ten years there as normal. Discover the secrets of the era you choose and defeat the evil that threatened to end the world there. The true evils, not just the obvious ones.

If you manage all of these tasks, impossible as they may seem, Arken herself will join you on your journey as a Companion. She is a goddess of no small power, capable of breeding, maintaining, and gently guiding life on an entire planet across millennia as well as sealing away powerful evil beings. She can be a guiding light in one's life and a quiet source of strength.

Notes

Guildmaster - If the Class you wish to teach relies on magic or spirits that does not exist in other worlds, you may still teach the Class. The individual you tutor will develop such talents even if none exist. Though they may take an extended period of time to grow this new talent to the point where they can cast more than a spell or two a day.

Guildmaster and Versatile Title! - These two perks can be taken together to allow you to teach either of the Classes you know to others. You may not teach others both Classes.

"It seems I know you." - Should you have gone to the main Etrian Odyssey Jump first, but otherwise satisfied the condition of defeated the true evil of the era you entered, you can take Arken along after defeating the Star Devourer without having to revisit the other world. Additionally, if you take the School Days DLC Drawback, you cannot select this option. For the simple fact that you will not be in a position to defeat the Star Devourer. Because he will already have been defeated.