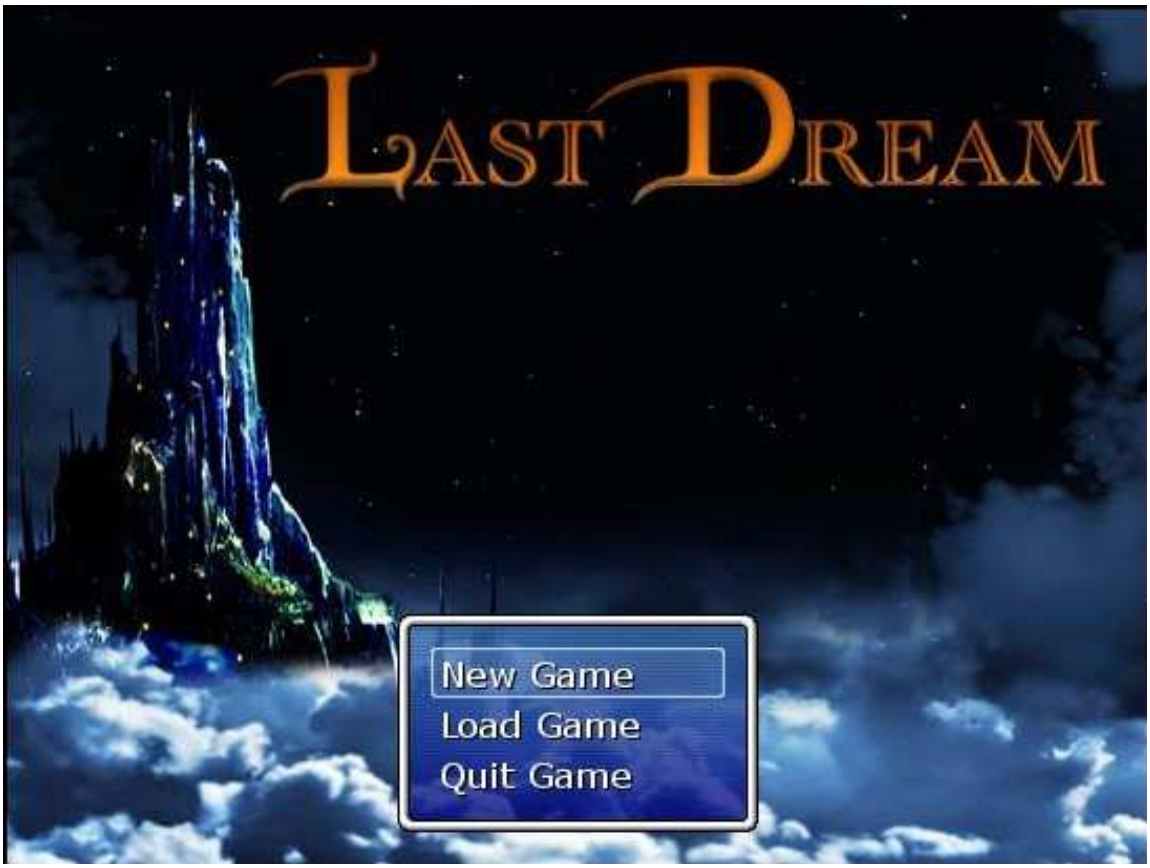
Last Dream and Last Dream World Unknown Gauntlet



Introduction:

An RPG that is a homage to classic RPGs and its standalone sequel. In both parts you will be taking the place of the protagonist. A mundane human from a modern day earth who is tricked into drowning and wakes up on a beach on a world named Terra. His journey on Terra takes him all over that world. Your ultimate goal is to enter the Well of Souls for this world, and kill the Final Boss inside. That will briefly open a portal on the top of the Well of Souls that shall act as your exit for this World or your entrance to World Unknown. Oh, and the enemies in the Entrance Areas of the Well of Souls are invulnerable and cause instant death on touch. You might wish to go collect Staff of Sorrow and Folly from the Magi before going there.

As this is a Gauntlet you will be starting with: **+0 CP.**

Drawbacks:

Onward to World Unknown (Toggle): This can be activated at any point prior to you jumping into the Portal above the Well of Souls. This will switch the Portal from being the Exit to the Gauntlet to a Portal to World Unknown.

Encounter Rate (Mandatory): You must pick either Rare; Standard; or Grind for your Encounter Rate. Or if you prefer you will have random encounters occur every ~150 steps,

~100 steps, or ~50 steps. -100 CP for Rare; 0 CP for Standard; or 100 CP for Grind. This will also apply and pay out in part two if you decide to take Part Two.

Game Difficulty (Mandatory): The game considers Hard as the standard difficulty. However there are six possible options for you to pick from. In Very Easy enemies can be considered to be at 25% strength. Easy brings them to 50% strength. Normal grants them 75% strength. Hard grants 100% strength, as you may have guessed. Very Hard brings that up to 150% strength. Finally, they gain a full 200% strength on Legendary. Strength corresponds to enemy HP, MP, ATK, DEF, INT, AGI, ACC, and CRT. PRE and MGD are scaled down on Very Easy through Normal; however they do not scale up for Very Hard and Legendary. EXP, SP, and enemy drop rates are static whatever your chosen difficulty is. -150 CP for Very Easy; -100 CP for Easy; -50 CP Normal; 0 CP for Hard; +100 CP for Very Hard; and +200 CP for Legendary. This will also apply and pay out in part two if you decide to take Part Two.

Party Size: You may decide to decrease your party size for more CP... However, do note that while revival is a thing in both parts, if your party is wiped your Gauntlet ends. However the Gauntlet does not end if you are merely dead so long as your Party manages to revive you before a week passes. +100 CP for a Party Size of three; +200 CP for a Party Size of two; +300 CP for a Party Size of One. This will also apply and pay out in part two if you decide to take Part Two.

Puzzle Master: You will be unable to get past the entrance to the Well of Souls until you have completed all 50 Puzzles left behind by the Vanir. You must also go talk to Tristan at his Camp to collect the Rewards! +300 CP. This only applies to Part One.

The Hunter: This can be taken in up to four tiers. Regardless of which tier you take this, you are now required to become a Hunter and kill all the targets up to and including those of your chosen tier. This must be completed before you are able to get past the entrance to the Well of Souls. +100 CP for Tier One; +200 for Tier Two; +300 for Tier Three; +400 for Tier Four. This only applies to Part One.

The Abyss: Oh wow, really? Well if you are sure... You are now required to clear the entirety of the Abyss before you are able to get past the entrance of the Well of Souls. There is an issue. Whenever you enter the Abyss you puppet a body that starts at level one and starts with the same class as you did. You also start with just the very basic equipment. Oh and you have access to an otherwise empty inventory. Party Wiping here ends the Gauntlet like normal. This also applies for any and all Party Members. +300 CP. This only applies to Part One. Good news, there are certain items that will come out of the Abyss to the real you once you clear it!

Perks: No discounts unless otherwise stated.

The System (Mandatory): Free. Every level grants you AP which can be spent how you see fit to raise your stats. Said stats consist of: HP, MP, ATK, DEF, INT, AGI, ACC, CRT, PRE, and MGD. Or Health Points; Magic Points; Attack(Physical); Defense(Physical); Intelligence(Magic Attack/Potency); Agility(Dodge, Chance to Run, and chance to surprise attack and be surprise attacked); Accuracy(Chance to hit); Critical(Chance to Critical Attack; Above 100 and it begins to increase critical damage at certain thresholds); Preemption(Turn Order; chance to surprise attack and be surprise attacked). You also receive Skill Points for defeating enemies which

can be used to learn class skills. You may also obtain Skill Points by using SP Orbs. Post Gauntlet you may grant others access to the System and a One-Time Class Assignment at that time.

Class (Mandatory): Free. Feel free to pick one from the following eight classes: Knight; Monk; Thief; Hunter; Grey Mage; White Mage; Black Mage; and Engineer. Each class holds a unique advantage compared to the others. Knight has the Human Shield unique skill. Monk holds Fists of Fury and Cleanse. Thief holds Steal and Greed. Hunter can Scan Enemies and Tame Moas. Gray Mage can utilize both White and Black Magic however not to the same scale as a White or Black Mage. The Engineer can Tunnel, Boosts the effects of consumable Items, and specifically Boosts the Effects of Grenades. Human Shield bolsters defense and acts as a Taunting effect. Fists of Fury allows one to multi-attack based off their accuracy, while Cleanse makes one 100% immune to most status effects. Steal allows one to take items off enemies in combat; Greed rewards the party with money after every battle you don't run from. Scan allows one to learn the stats of the scanned enemy, and bolster the party's effectiveness; Moas on the other hand are basically generic Chocobos.

Inventory (Mandatory): Free or 300 CP to Keep. This is an Inventory without a size limit. Time does not move in the Inventory. You may only stack up to 99 of the same item in a single stack but you are allow to have as many stacks of a single item as you want. Sentient/Sapient beings cannot be put in the Inventory. You must be able to lift something to be able to put it in the Inventory. Post Gauntlet if you paid to keep this, you may grant others this Perk if you have already granted them the System.

It's Time for Sidequests! (Mandatory): Free or 500 CP to Keep. The plot will not advance to your detriment so long as you are doing something at least akin to a Sidequest for the setting. Whether that is fulfilling requests for the natives, clearing a side dungeon... anything along those lines qualifies for that. Fishing and looking for Synthesis Blueprints also count. Merely grinding for levels/drops or getting into the pants of the Princess does not count.

Multi-Class: This is discounted for each purchase if you have a Party Size of One. Otherwise this costs 400 CP per purchase and you can only purchase this three times. Each purchase allows you to add another class to yourself. Do note that with each purchase you increase your require experience to level by 100% additively. That said you do receive the full AP from each Class per level. Your Cost for your stat points is the lowest of your chosen Classes. While the Rate is the Highest of your chosen classes. Post Gauntlet your required experience to level drops back down to the expected amount for a single class. As a side note this is a Gauntlet Special and not part of the original Games.

Pre-Promotion: For 500 CP you may start out with Class Upgrade of your Class which will normally require you to get the Kali's Medallion and go chat with Bahamut somewhere in the world. Yes, this will apply to any Multi-Classes you took. This includes the 150 AP you would receive doing it the old fashioned way. Yes, that is per class. Only applies to the individual who bought this. (Getting it the normal way will upgrade all the Classes you have from this Gauntlet but you will receive only 150 AP.) Post Gauntlet you may Promote others who have the System and a Class of said System once they have learned all the Skills of their Base Class.

Synthesis Master: For 500 CP you have the Synthesis Skills of Brokkr. Meaning you only

need a certain hammer, the proper materials, and a decent workshop to make any Synthesis item that you have a blueprint for.

Items: No discounts unless stated otherwise. Items purchased via CP will reappear in either your inventory or your warehouse 24 hours after being destroyed or lost.

Tonic Bag: Comes in two Tiers. Tier One for 200 CP grants you a Refilling Bag of 15 each of the Basic Tonics. Said Bag refills once a Week. Tier Two for 400 CP grants you a Refilling Bag of 30 each of both the Basic and the Hyper Tonics. Said Bag refills once every 3.5 days. Neither the Bag nor the Tonics may be sold.

Fishing Gear: This comes in multiple tiers. Tier One will set you back 200 CP but comes with the Old, Thin, and Strong Fishing Poles, alongside a refilling bag that contains 30 of each of the following baits: Junk, HQ Veggie, Worm, Magic, and Super. Said Bag refills every 24 hours. Tier Two will set you back 400 CP but comes with the Old, Thin, and Strong Fishing Poles; as well as the Deluxe and Luring Rods, alongside a refilling bag that contains 50 of each of the following baits: Junk, HQ Veggie, Worm, Magic, Super, Fresh Water, and Ice Water Baits. Said Bag refills every 12 hours. Tier Three will set you back 600 CP but comes with the Old, Thin, and Strong Fishing Poles; as well as the Deluxe, Luring, and the Master Rod, alongside a bag that contains 99 of each of the following baits: Junk, HQ Veggie, Worm, Magic, Super, Fresh Water, Ice Water, Mysterious, Amazing, Captain's, and Perfect Bait. Said Bag refills every three hours. Neither the Bait, the Bag nor the Fishing Gear can be sold. The Fishing Gear and Bait work perfectly on other world's fish.

Rainbow Moa Chow: You can't find this in the Gauntlet. It might just be a joke... but Jump-chan liked the idea. So here, this will grant any Moa the ability to fly with a passenger in addition to changing their feather colors to an ever-shifting rainbow color. You receive a refilling bag that has four samples of this chow that refills every 24 hours. Costs 400 CP. The Bag can't be sold, but the Samples can be. This can be used on Chocobos.

The Synthesis Wet Dream: For 500 CP you have access to a workshop that appear in any village, town, city, or settlement that you are in. This workshop has everything you need to make any Synthesis Item from Last Dream, aside from materials anyways. Yes, this comes with the Hammer, and the Blueprints. You just need to supply the materials. Post Gauntlet this will update your Synthesis Blueprints and Tools to include any Synthesis Blueprints and Tools from any future settings you arrive in. Only the resulting Synthesis Items may be sold. It is a Warehouse attachment post Gauntlet.

Premium Gamer: For 1200 CP; discounted for those with a Party Size of One; you receive a Refilling Bag of SP and AP Orbs. It scales what it holds based on your level for the System you received from this Gauntlet. The Bag starts refilling once a week, at level 25 it then refill once every three days, at level 50 it refills once a day, at level 75 it refills once every 12 hours, it caps at level 100 thus refilling once every six hours. For the Orbs they will progress every ten levels. For SP Orbs it starts with 4 Tiny SP Orbs; then 4 Small SP Orbs and 8 Tiny SP Orbs; then 4 Medium SP Orbs, 8 Small SP Orbs and 16 Tiny SP Orbs and so on. Once you have three different SP Orbs the fourth the Bag receives will replace the lowest tiered one. Once you hit level 60 the Bag will begin to add AP Orbs to the list. So 1 Small AP Orb; then 1 Medium AP Orb and 2 Small AP Orbs; then 1 Large AP Orb, 2 Medium AP Orbs and 4 Small AP Orbs; then 1 Huge AP Orb, 2 Large AP Orbs, 4 Medium AP Orbs and 8 Small AP

Orbs. After an AP Orb other than Huge hits 16 it shall be removed from the refilling list. This item will keep scaling if you have no level limits.

Companions:

Your Party: You may make or import up to as many open slots in your Party. They receive The System, Class, Inventory, and It's Time for Sidequests! for free. They will get to keep the Inventory if you do.

Rewards for Part One: If you are going to Part Two these Rewards are guaranteed but are withheld from you until the Gauntlet is completed one way or another.

Just for clearing Part One: You get to keep all your permanent purchases; anything in your inventory is yours to keep and is now fiat-backed as if you bought it with CP, they are deposited into your Warehouse if you didn't pay for your Inventory; any vehicles that have come under your ownership now follow you into future jumps fully fiat-backed or are stored with your Warehouse. Oh and of course you get to keep any Party Member you may or may not have. As for the Moas? Any you tamed may come with you and come with their own Moa Forest which is attached to your Warehouse. (Only if said things come from Part One).

With Legendary and Grind Modes active: Remember the Ultima Crystals and the Ballast Stone? Not only do you receive undamaged copies of them, but you now know how to make more of them if you wish.

With Puzzle Master Active: You are now absurdly good at seeing the solution to puzzles as well as enacting said solutions. You are now guaranteed to receive something for each puzzle you solve for the first time. Said reward might be rather mundane depending on the puzzle but it will at least be mildly useful to either you, your companions, or your followers in someway.

With The Hunter Active at Tier 4: Just like the Dark Lord you now have a second wind that greatly magnifies your stats and skills! It doesn't matter what method someone uses to kill you. This will kick in once a jump to revive you with said improvements! You also now know how to make a Vanir Golem.

With The Abyss Active: You receive a scaling copy of the Abyss to use as you see fit. Good news is that this version can no longer Jump/Chain Fail you if you happen to Party Wipe in there.

Last Dream: World Unknown

Introduction:

So you made it through Last Dream... I wonder... how well you will do in World Unknown? First off you are whatever level you were when you left Last Dream. Your Inventory still holds everything you had at that point. Any purchases from Part One carry over into Part Two. So your final goal for this Part is to kill the Final Boss who resides in the Black Cavern. Your Difficulty and Encounter Rate as well as your Party Size are the same as Part One, however you do get a second payment from them. As a side note while you can't save your CP from Part One to buy things in Part Two you can spend CP from Part Two to purchase

things from Part One. Good News! Even if you fail Part Two at any point you will receive everything you earned in Part One, including everything in your Inventory prior to Part Two.

Drawbacks:

Encounter Rate (Mandatory): The same as Part One. Pays out here as well.

Game Difficulty (Mandatory): The same as Part One. Pays out here as well.

Party Size: The same as Part One. Pays out here as well.

Puzzle Master Part 2: Unlike part one there are only twenty puzzles for you to solve here. Unfortunately by taking this you will be unable to enter the immediate area where the Final Boss is until all twenty are finished. +300 CP. You get an additional 200 CP if you took and cleared the original Puzzle Master Drawback.

The Hunter Part 2: This can be taken up to six tiers. Regardless of which tier you take this, you are now required to become a Hunter and kill all the targets up to and including those of your chosen tier. Unfortunately by taking this you will be unable to enter the immediate area where the Final Boss is until this is complete. +100 CP for Tier One; +200 CP for Tier Two; +300 CP for Tier Three; +400 CP for Tier Four; +500 CP for Tier 5; +600 CP for Tier 6. If you cleared Tier 4 of the original Drawback in Part One you receive an additional 300 CP.

Mt. Agni: While not as annoying as the Abyss. I would potentially argue it is just as if not even more dangerous. It is definitely larger, and to be honest the enemies here are far stronger than the Boss of the Abyss. So you must go to the innermost depths of this Super Dungeon and kill Asmodeus before you are able to enter the immediate area where the Final Boss is until this is complete. +500 CP. You may receive +200 CP if you have also cleared the Abyss.

Perks:

World Unknown Class Skill Trees (Mandatory): Free. Your Class' skill tree expands to include all the new skills and skill changes from World Unknown.

Guaranteed Class Upgrade (Mandatory): Free. If you didn't class change in part one; you are now promoted for what that is worth. Meh. This otherwise does nothing.

The Soundtrack: Free. You now have a mental soundtrack that you can toggle. It consists of all the music of Last Dream and Last Dream: World Unknown. It updates with the soundtracks of any game worlds you jump to in the future.

The Third Accessory Slot: For 500 CP you and anyone with access to this system can now equip a third accessory!

Bolstered Experience: For 1000 CP you and your team now gain up to four times the experience. This is retroactive.

Multi-Class Part 2: This require you have a Party Size of One and a Maxed out Multi-Class. For 1k CP you may add the four classes you didn't take to yourself. In addition you can now

grant Multi-Class(both parts) to others with both the System and Class Perks. These 4 classes do not increase your required experience.

Items:

Tonic Bag Upgrade: For an additional 200 CP(or a total of 600 CP if you didn't buy the Bag to begin with.) This Bag refills once ever 24 hours and contains 50 of each Basic, Hyper, Mega, Ultra, Champion, Conjurer, and Ambush Tonics.

A Synergist's Stock: For 400 CP you now have a Locker that constantly refills with the various remains of anything you have killed before. It contains 50 pieces of each and refills in an hour. Does not work with things that would not be a natural part of the corpse like gear for example. Everything in the locker is disease, bacteria, and parasite free.

A Medic's Bag: For 600 CP you gain a Bag that refills every three hours with the following contents: 10 Ambrosia, 5 Full Ambrosia, 10 Nectar, 5 Full Nectar, 3 Resurrection Elixir, 1 Essence of the Phoenix, 7 Perfect Elixir, 3 Full Elixir, 3 Great Regeneration Potions, 3 Renewing Potions, 7 Hyper Remedies, 5 Full Remedies, and 1 Warp Stone.

Companions:

Your Party: Any Party members that you brought into Part One get auto-imported into Part Two and receive World Unknown Class Skill Trees, Guaranteed Class Upgrade, and The Soundtrack for free.

Rewards for Part Two:

Just for clearing Part Two: Anything in your inventory at the end of Part Two becomes fiat-backed. Any vehicles under your ownership now follow you into future jumps and are stored in your warehouse. They are also fiat-backed. Any Moas that you tamed join the ones you got in Part One. If you get the Phoenix it also comes along for the ride. You keep any Party Members you may or may not have. You keep any permanent purchases from Part Two.

With Legendary and Grind Modes active: You receive a Vanir Database containing all their Knowledge at the time of Part Two ending.

With Puzzle Master Part 2 Active: There is no puzzle that is impossible for you to solve. If you got the Puzzle Master Reward in Part One then the rewards you receive from completing puzzles for the first time are much better than they would be.

With The Hunter Part 2 Active at Tier 6: There is no other way to put this. You are a Hunter. There is no target you are incapable of finding out how to kill. No target you cannot locate. If you cleared The Hunter at Tier 4 in Part One; you will find your second wind is massively more potent.

With Mt. Agni Active: Godslayer. That is what you are. This title is now a very part of your Body Mod. Not only do you do more damage to deities, but you take less damage from them.

Notes:

Both games can be found on Steam with a third game in the works.
Here you may download the guides for both games if you want more firm detail and statistics in the games.

https://whitegiantrpg.com/download/