

*The Labyrinth swallowed all...*

*Innocents were stranded; Sinners drowned in the depths; The damned vanished there.  
The great power was lost to Man, and Mother Earth turned her back to the new world.  
Only the cursed king on his throne in the abyss remembers that golden age.*

Long, long ago, in times long forgotten, a great calamity shook this world to its very foundations. Such was the scale of this terrible cataclysm that the very nature of the world was changed. The world became barren and filled with monsters, inhospitable and toxic to human life. But then, the World Trees appeared – The Yggdrasil – And granted life to the world. Now, a great age of exploration has come upon the world with the appearance of the Labyrinths– great mazes full of terrible monsters– and wondrous treasures.

You will be one of the explorers seeking the secrets of the World Trees, Jumper. Prepare yourself, for you will have to face some of the most terrible monsters you have ever seen in the confines of these walls– But at the same time, you will find great rewards.

You will have **1000 cp** to help you on your way.

Good luck, Jumper.

Locations: Roll 1d8 or pay 100 cp to choose.

- 1–2: Etria – A small town that recently burst into prosperity due to the appearance of the Yggdrasil Labyrinth. Really, that's the only thing of note in this town– If it weren't for this tree's sudden appearance, the town would have never gotten on the map. But now, explorers venture into the Labyrinth in hopes of finding adventure, treasure, and more.
- 3–4: High Lagaard – A small town built around the trunk of the great tree Yggdrasil, where its only claim to fame is this very tree. High up in the foothills and isolated, explorers here climb up through the massive, labyrinthine forest that grows on Yggdrasil's Branches in a bid to reach the top. In addition, only explorers from Lagaard know the secret to Firearms.
- 5–6: Armoroad – A city surrounded by a beautiful ocean, that prospered in ancient times. Due to an earthquake a hundred years ago, the central part of the city sank into the ocean, along with its advanced technology. Now the hole that was created by the earthquake has had the Yggdrasil Labyrinth appear in it, and explorers have come from all over the world to dive into the deep, underwater depths of this new Labyrinth.
- 7–8: Tharsis – Tharsis is a large and peaceful city, standing as the closest known settlement its Yggdrasil. While in the past the city's only real tourist attraction was the view of distant Yggdrasil, but recently a flying boat called a Skyship crashed near Tharsis. After years of research, Tharsis' Wharf Master was able to

create a new one. This has made exploration much, much easier, and now Tharsis' ruler, the Outland Count, has set forth a challenge to explorers across the world to reach Yggdrasil's trunk.

Backgrounds: Roll 2d8+8 to determine age, and keep current gender. Pay 100 to choose both.

Drop-in (Free): You wake up on the road just outside of your location, shaken awake by a caravan of merchants who seem to be wondering why you're asleep on the side of the road. They offer you a ride into town, but after that, you're on your own. You enter the world as you are, with no memories clouding your head– But no connections, either. Maybe you can find a job in town.

Explorer (100 cp): When you were young, you heard many tales of the Labyrinth. Tales of great monsters, and the heroes that defeated them – Explorers, who forged a path forward into the unknown and came back unscathed. You have been training all your life to join an exploring party and enter the Labyrinth– And now, it's finally your time.

Blacksmith (100 cp): You were raised as the only child in a Blacksmith's family, and growing up you and your family would make equipment for Explorers who would venture into the Labyrinth. Your family went out of business after an accident, however, and you decided to take up the career of an Explorer to help support your parents.

Scholar (100 cp): There are still many, many unknown things about the Labyrinth. Who made it? When was it built? Why was it built? Where did the monsters come from? In an effort to find these answers, you have studied the Labyrinth relentlessly, but in the end you could only draw one conclusion– You must explore it yourself to find these answers.

Guildmaster (200 cp): You were always destined for greatness. A natural leader, you will settle for nothing less to have your name be the one behind the Guild that solved the mystery of the Yggdrasil Labyrinth, and now your dream is finally becoming a reality. Finally, you are the head of your own Explorer's Guild, and it's up to you to lead them to greatness.

Class: Explorers that set off into the Labyrinth can generally be separated into one of many distinct Classes– Specializations that set them apart from a run-of-the-mill soldier or guardsman. Regardless of your background, you get one (And only one) class for free. Perks listed under a class are entirely exclusive to that class. Over the course of your jump, you might develop the lesser skills exclusive to your class, but anything more than 100 cp must be bought now or lost forever.

Landsknecht: A melee class that specializes in hitting first and hitting hard, whether it's with a sword, an axe, or a rapier. Versatile and able to fill many roles due to their well-rounded stats, Landsknechts will find themselves most at home on the front line dealing heavy damage with both physical attacks and elemental "Link" attacks.

- Vanguard (Free): With a war cry, you can abandon defense in exchange for speed and offense. Not only will you be fast enough to always get the first hit in, but your attack power is heavily boosted as well– However, caution is advised, because abandoning your defense means things will hurt a lot more.
- Elemental Link (100 cp): An elemental melee attack that can leave a lingering flame, chill, or electric charge that needs only to be hit by one of your allies to be set off once again for intense damage.
- Link Mastery (200 cp, requires Elemental Link): Improves your Link attacks, allowing a single Link to be activated anywhere from three to eight times– And each time the Link is set off, its power is increased. With teamwork, this can utterly devastate foes.
- Weapon Parry (100 cp): The best offense is a good defense! When wielding two weapons, you are able to use them both to parry attacks effectively, weaving a barrier of dancing steel that foes will find difficult to penetrate.
- Magic Drive (300 cp, requires Elemental Link): This master–level skill lets you combine magical might with skill at arms – You can combine any magic you know (including the Elemental Link attacks) with an attack from any melee weapon you're capable of wielding into a single devastating attack. This attack is more draining the higher–level the magic you use, but you can't argue with the results.

Survivalist: Crafty, versatile explorers that strike from the back lines with bows. Ever vigilant, Survivalists are trained to look for signs of a monster's presence and prevent enemy ambushes– Or even set up ambushes of their own, due to their skill at stealth. Just make sure they don't get hit.

- Bows (Free): Survivalists are skilled in the use of the bow and arrow to strike from the back lines, and use a variety of trick arrows in order to perform various attacks, such as piercing arrows that let the Survivalist strike multiple enemies, or silver arrows that ignore enemy defenses.
- Camouflage (100 cp): Your nature knowhow lets you and your party blend more easily into the surroundings of the Labyrinth. You find yourself encountering monsters much less often unless you wish it, and your heightened awareness allows you to see ambushes coming from a mile away– In fact, you find yourself capable of springing ambushes on monsters that you didn't even know were there until five seconds ago.
- Sniper (100 cp): You are skilled at targeting parts of an enemy's body in such a way as to disable them from a range. You can snipe a target's legs or arms to make them useless, or strike them in the head to send them reeling and unable to think straight.
- Bullseye (200 cp, requires Sniper): Every monster has a weak spot. Usually, these weak spots are difficult to hit, but you find yourself able to identify and strike these weak spots reliably. Normally, such precision would be difficult when using magic, alchemy, or other special techniques, but your expertise allows you to critically hit your foes with just about anything.
- Apollon (300 cp): Your skill with a bow is legendary. Your aim is near–perfect,

and your sight is enhanced to match. It is no exaggeration that you could snipe the wings off of a butterfly from five hundred feet. You could even launch an arrow straight up while fighting a monster, only to have it come down upon them two minutes later with perfect accuracy.

Protector: Holy knights that specialize in protecting themselves and their party, Protectors are the ultimate defenders. They can withstand more punishment, physical or elemental, than any other class and put this power to good use– They can protect an ally, or even a group of allies, from harm by putting themselves in the way and goading the enemy into attacking them first. Just don't expect them to do much damage themselves.

- Taunt (Free): The most important ability of a Protector is looking big, imposing, and scary enough that all of their foes want to target them instead of their vastly more squishy (and vastly more dangerous) companions. With but a shout, you can focus all hostile attention on you. Though, do note that this won't work for effects that hit your entire party...
- Guard (100 cp): When Taunt fails, the most important ability of a Protector is the ability to interpose themselves between their allies and the things that would hurt them. With just a moment to ready themselves, a Protector can designate a single ally to protect, and will intercept all attacks meant for that ally– If they like, they can even designate a group of allies, or even all of their allies, though it should be said that this is a good way to get your defenses overwhelmed.
- Strike Guard (100 cp, requires Guard): When Guard fails, the most important ability of a Protector is the ability to organize their allies into a formation that reduces the power of incoming attacks. With this, all physical attacks that strike you and your allies are weakened.
- Element Guard (100 cp, requires Guard): When Strike Guard fails, the most important ability of a Protector is the ability to organize their allies into a formation that protects them from the elements. With this, all elemental attacks that scourge you and your allies are weakened.
- Fortress (200 cp, requires either Strike or Element Guard): When Element Guard fails, the most important ability of a Protector is the ability to keep a level head in the midst of combat. Taking damage invigorates you and helps you center yourself in the fight, restoring your mental energy and keeping you focused. Some might call you masochistic, but you just know how to put your pain to good use.
- Vengeance (300 cp, requires Guard): When all else fails, the most important... Oh, screw it, sometimes you just want to hit things with your sword, too. Tanking all of this damage really, really hurts, you know– and you're able to challenge this pain into useful anger. The more damage you take over the course of a battle, the stronger your attacks become – Taking 10% of your "Health" boosts your strength by 10%. This doesn't reset if this damage is healed, but it does reset at the end of a fight, and it has an upward cap of around 300%, giving you 4x your usual strength. This damage must be sustained over the course of battle– Injuring yourself or letting your foe (or an ally) injure you on purpose does not

count.

Dark Hunter: Dressed in leather and wielding whips, Dark Hunters specialize in punishing their enemies with status effects and binds before closing in for the kill. Despite having low defenses and creepy skill names, their abilities are excellent at keeping your foes bound and unable to resist your attacks... Wait, that came out wrong.

- Bondage (Free): Dark Hunters are skilled at using whips to dominate their foes in battle. Using well-timed lashes, they can bind any foe's head, arms, or legs with their whips. Even monsters whose anatomies you'd think would be incompatible to that sort of thing...
- Bait (100 cp): Dark Hunters are skilled at biding their time in combat, waiting for their enemy to show weakness, to give them an opening to strike them where it hurts. Dark Hunters can make themselves less likely to be targeted by monsters in combat, or can even use one of their allies as bait for a trap– The moment a monster attacks their ally, the Dark Hunter can lash out viciously.
- Fury (100 cp): Dark Hunters specialize in dishing pain out, not taking it, and when they feel the heat, they can be quite ferocious. The closer a Dark Hunter is to defeat, the more damage they deal (Capping out at a +50% boost when they've almost dropped).
- Ecstasy (100 cp, requires Bait): When a foe is completely at the mercy of a Dark hunter, bound to the nines, that is when the Dark Hunter's techniques truly shine. By sacrificing all of the bonds they have on a foe, the Dark Hunter can deal truly devastating amounts of damage.
- Nerve (200 cp): Sometimes binding a foe completely isn't enough to teach them the futility of their struggle, so it pays to know a few pressure points– Namely, pressure points to put a foe to sleep, paralyze them, confuse them, blind them, or even petrify them completely. These pressure points are typically activated by stabbing them with a sharp object. It doesn't always take, but don't worry– Just keep stabbing and I'm sure either it'll work or they'll die first.
- Climax (200 cp, Requires Ecstasy and Nerve): A weakened foe, struggling to fight past the pain and on the brink of death... The perfect target for a Dark Hunter. With a single lash of a whip, a Dark Hunter can instantly kill a foe that is either already near death or is suffering from a status ailment. Certain foes that resist instant death will still take large amounts of damage from this technique that preys upon weakness.

Medic: As the name implies, the Medic is your team's healer– a role that is extremely important, no doubt. Medics specialize in healing wounds, curing ailments, and removing binds, helping their teammates survive the hardest-hitting monsters in the Labyrinth. But don't think they're just for healing – Put a heavy mace in their hands and they can deal some serious damage. Their defenses aren't so great, though, so maybe putting them on the front lines isn't the best idea...

- Healing (Free): Medics have extensive training and knowledge in the creation and application of medical salves, and are capable of doing so even in the midst of combat. Their medicines are so effective as to close wounds instantaneously.

- Limber (100 cp): A Medic is most capable of assisting their allies when they aren't bogged down by ensnaring vines, frozen to the floor, or have a monster's tentacle wrapped around their head. This skill makes it much easier to escape binds, as well as restraints of any kind.
- Refresh (100 cp): There are way, way too many things in the Labyrinth that can debilitate you and your allies– Poison, Paralysis, Sleep, Panic, Fear... This skill allows you to cleanse yourself or your allies of any negative status effects with a simple salve.
- Caduceus (100 cp): Who says that you should be relegated to the healbot role? With a mace in your hands, you can be just as deadly as the rest. Your attacks with blunt weaponry have a chance of knocking a foe around so hard that they are completely unable to attack for a time– After all, prevention is the best cure!
- Revive (300 cp, requires Refresh): As a medic, you will not always be completely unable to prevent your allies' deaths. Thankfully, with this skill, you can bring someone back from the dead! While the components for this medicine are rare and difficult to find and the salve *very* difficult to put together in the midst of battle, applying it to the wound that killed your ally will bring them back from the brink of death. They'll be in rough shape, but it's a better fate than strait–up biting it. The longer a corpse stays dead, though, the more of this very rare medicine is needed to bring them back– And after 24 hours you can't bring them back at all. This medicine will not prevent you from being sent home if you die, even if your allies apply it right after death (You still died, silly).

Alchemist: Those who study the control of nature itself. They're the best at exploiting enemy weaknesses by summoning raging infernoes, frigid winds, and electrifying thunderstorms with their alchemy– Though it should be noted that they can't do these tricks very many times in a single day, so maybe it's for the best not to go overboard on the small enemies lest you find yourself unable to use your magic when you need it the most. The ingredients for these alchemies are typically found in the Labyrinth itself. They can also wear little more than regular clothing, so protecting them is a must. Comes with neat gauntlets and a cool scarf.

- Basic Alchemies (Free): Alchemists are masters of manipulating nature. With easy-to-find ingredients and their alchemical gauntlet, they can shoot out an alchemical bomb that can cover foes in fire, freeze them, or create an intense electrical shock.
- Advanced Alchemies (100 cp): Advanced alchemical techniques require some more finesse and patience to put together in battle, but the results can't be argued with – An alchemist's advanced concoctions could cover foes in unquenchable flame, create a gel that freezes anything it touches, or enough electricity to kill a man twice over.
- Physical Alchemies (100 cp): Alchemical techniques that create concussive shockwaves of force, slicing blades of wind, or piercing shrapnel instead of firestorms or electricity. Typically less effective than an actual sword or hammer, but useful against foes resistant to elemental attacks.
- Return (100 cp): An incredibly useful skill that allows the Alchemist to transport

themselves and their allies to a predetermined location– Usually an inn. Since this requires a beacon to be set at the location you're Returning to and it must remain undisturbed for the alchemy to work, using this to transport yourself to the Labyrinth is not advised. The alchemical process is delicate, and cannot be executed in the midst of a battle.

- Expert Alchemies (200 cp, requires Advanced Alchemies): Nature can be truly terrifying in the hands of an expert alchemist. These concoctions require intense concentration to put together without backfiring in the user's face, but the end results are devastating. These master alchemists can summon a conflagration that burns all it touches– even earth and stone, a liquid so cold that its mere presence causes the air itself to freeze, and a substance that summons lightning from the skies to strike down the alchemist's foes.
- Eschaton (200 cp, requires Expert Alchemies): A forbidden alchemy said to invite the wrath of heaven itself upon your foes, this alchemy creates a wave of pure energy that devastates all who touch it. Comparing its power to a handheld nuclear bomb wouldn't be far-off. However, its ingredients are very difficult to find and volatile, requiring hours and hours of traversing the labyrinth before you get the right ingredients– And even then, you'll only be able to keep them for about 24 hours before they're useless.

Troubadour: Bards who possess no offensive capability whatsoever and even less defensive capability, but are second to none when it comes to supporting their allies. Their songs can heal their party, increase their attack power or defensive strength, and remove enemy buffs. They might not seem like a worthwhile member of the team at first, but they'll soon prove that they're invaluable supporters.

- Divinity (Free): There's something to be said about learning from history, and your songs embody that– By reciting an epic ballad of heroes past, your party will benefit from an increased learning and training ability, helping them grow stronger much more quickly. Helps you motivate yourself, too!
- Bravery (100 cp): By taking inspiration from songs of heroic struggles, you can inspire your allies such that they hit harder, move faster, and shrug off hits better. Works for you, too!
- Brand (100 cp, requires Bravery): With a song, you are able to coat an ally's sword in flame, ice, or electricity for a single attack. Don't question how it works– Just be thankful that this lets your allies better exploit enemy weaknesses.
- Erasure (100 cp): By singing a doleful dirge, you can purge your enemies of all enthusiasm and remove any "buffs" they had– Whether it was a magical spell boosting their defense or an enraged state boosting their attack, now they're knocked right out of the groove and feeling a little bummed out.
- Recovery (100 cp): By singing a soothing song of healing, you can boost the immune systems of yourself and your allies, allowing you to purge status ailments much faster.
- Relaxing (200 cp): By singing a cheerful ditty, you can raise the spirits of your allies, healing them both physically and mentally. Your music slowly closes their wounds and invigorates their mind, allowing them to regain the focus that

they've lost as the stress of the labyrinth wears on them. This works to restore any sort of abstract spiritual energy, as well.

Ronin: Warriors from a distant land with unmatched physical skill. There are none more deadly with the sword than they. With three stances, they destroy their foes. They may only use one stance at a time, but all three are powerful in their own fashion– Overhead with its brute strength, Seigan with an impeccable defense, and Iai with blinding speed.

- Katanas (Free): A Ronin's skill with the katana is unmatched. A Ronin's training is so complete that they are able to slice a flying arrow in two in an instant from a sheathed weapon. Never again will you lose a quickdraw contest!
- Sight (100 cp): Ronin are trained to see the unseen. When blinded or unable to see due to darkness, fog, or other inhibiting factors, Ronin do not suffer any accuracy penalty for their inability to see – At least, when using a Katana.
- Overhead Stance (100 cp): An aggressive stance best suited for offense, Overhead allows a Ronin to rain blows upon their foe with incredibly fierce strength– Such that their blade may even ignite their foes.
- Seigan Stance (100 cp): A withdrawn stance best suited for defense, Seigan allows a Ronin to deflect almost any attack using their Katana's blade, and retaliate with a strike so fierce it can disable a foe's arms. It is said that their blows from this stance are so forceful that they can summon lightning.
- Iai Stance (100 cp): A stance that holds the blade sheathed, but increases the Ronin's speed. Attacks from this stance are so fast that they might kill a monster before they can react to the blow.
- Bushi (300 cp, requires at least one Stance): A true ronin reaches enlightenment only when he is bathed in the blood of his enemies. Every time you deal damage to a foe, you feel physically and mentally invigorated. You also possess the ability to enter a battle–rage that hugely increases your physical abilities. However, this ability rapidly exhausts you physically and mentally. Coming out of your battle rage has a rejuvenating effect on you, restoring the damage you dealt to yourself while you were pushing your body past its limit.

Hexer: Like the Dark Hunter, a Hexer is adept at crippling monsters with status ailments, but their power over monsters is second to none. They can reduce a foe's strength to nothing, make their defenses as feeble as paper, or simply force them to cower in fear. Once in a Hexer's hold, the terrified foe can do nothing but obey the Hexer's command – Whether it be to kill their allies, or themselves. However, to curse their enemies, a Hexer's arms must remain bound with chains – Their curses fade the moment the chains are taken off, so most Hexers wear them at all times.

- Basic Curses (Free): Basic curses allow the Hexer to decrease enemy offense, defense, or speed, render them all blind, or bind a single foe's head, arms, or legs.
- Advanced Curses (100 cp): Here's where things get spicy. Advanced curses let a hexer place a group of foes into a deep sleep, curse them to suffer pain every time they attack, or use the Evil Eye that terrifies foes who gaze upon it.

- **Revenge** (100 cp, requires Advanced Curses): A beneficial curse that a hexer lays upon themselves that causes all who attack them to suffer agonizing pain. They very rarely deal more damage than they took from the attack, but it's great for discouraging aggressive behavior.
- **Betrayal** (100 cp, requires Advanced Curses): When the Hexer casts the Evil Eye upon a foe, it is then that they know that their life is no longer theirs. With this spell, a Hexer can force a terrified foe to freeze in place, or even attack their own comrades.
- **Suicide** (200 cp, requires Betrayal): A Hexer's curses decide whether a foe lives or dies. With this spell, a Hexer can force a terrified foe to attempt to kill themselves in the most efficient manner possible.
- **Caprice** (200 cp, requires Advanced Curses): Hexers have so many curses at their command that sometimes, they have issues figuring out which one they should use – So this skill lets you use all of them at once, on a single enemy! Be advised that since this is heavily tiring, it should be used sparingly.

#### Perks:

**Undiscovered Realm (Free):** In the Labyrinth, a map is just as important a survival tool as your weapon. Without a map, it is easy to become hopelessly lost, because the labyrinth's passages are vast, twisting, and look all alike. To help you with this, you automatically become proficient at making and following maps, as well as decoding the maps of others.

**Ceaseless Melody (Free):** The Labyrinth's danger can be overwhelming, and its silence deafening– But you are never without ambient accompaniment. Out of seemingly nowhere, there is always playing a fitting ambient tune for the area you're in, whether it be the depths of the labyrinth, the middle of town, or embroiled in fierce conflict. You can let other people listen to this at will, and they never seem to find it odd– In fact, it's oddly comforting. You can turn the music off and on as you will it, though it will never get in the way of hearing anything else.

**Initial Strike (100 cp, Free Drop-in):** If you're going to be exploring the Labyrinth, then it's more than likely you'll be dealing with a lot of monsters that you've never faced before. Usually, the only method of learning what they do is by getting hit by them– But conveniently for you, whenever you encounter a new monster you've never faced before, they will immediately demonstrate on another monster (or one of your unfortunate allies, if another monster is unavailable) exactly what they're capable of doing, giving you an edge in the ensuing battle.

**Red and Black (100 cp, Free Explorer):** You have an innate sense of when monsters are approaching – You get a sort of sixth sense that tells you when monsters are most likely to attack. You get a "blue" or "green" kind of feeling when you're safe, "yellow" when you should get ready for a fight, and "red" when an encounter is imminent. This does not

prevent you from being ambushed– You don't know where your foes come from, just that they are coming and that you should be ready.

Get the Treasure (100 cp, Free Blacksmith): There are many wondrous things to be found in the labyrinth. Ores tougher than steel, Flowers with curative properties, and wood that never dies– All things ripe for the taking! You are much more efficient at finding such resources– Even monster parts seem to be easier to find for you, and they are always of amazing quality. If you find something you've never crafted with before, it takes much less wasted material before you figure out its properties.

Inspecting the Resounding Weapons (100 cp, Free Scholar): The most important part of exploring the labyrinth is learning all about the monsters that inhabit it, because those are the things you will be dealing with most often. By carefully examining a foe, you can determine their elemental strengths and weaknesses, as well as their defensive and offensive abilities.

Engrave Thy Name (200 cp, Free Guildmaster): Wherever you go, you seem to have no issue finding people ready to fight for a worthy cause. Whenever you need a new recruit for your guild, someone with the exact class you need will happen to walk through the door at the very moment you put up a posting. Finding recruits for other causes is similarly easy.

With Eyes Blazing (300 cp, Discount Drop-in) The monsters of the labyrinth are merciless. Poison, Paralysis, Petrification, or even Instant Death– The myriad ways things can go horribly wrong for you and your allies are too many to count. This perk increases your resistance to physical status ailments, to the point where the attacks of most minor monsters won't have the same adverse effects on you as they will on your allies. In addition, attacks and spells that would normally kill you instantaneously regardless of your physical health now merely knock you down to that proverbial "1 HP" – While this will still leave you vulnerable, at least you aren't dead!

Unknown Menace (300 cp, Discount Explorer): The Labyrinth is home to many monsters, the most powerful of which the locals have taken to calling the Formido Oppugnatura Exsequens (Nature's Ancient and Terrible Warriors)– Or, F.O.E.s for short. You have the innate ability to tell the exact locations of such powerful beings and their distance from you, to the point where you can point them out on your map, so long as they are within 500 meters. You can even tell roughly how powerful they are in comparison to you and your team. This ability can also be used on people, albeit with somewhat less reliability (the larger the creature, the easier it is for you to track).

Crimson Weapons (300 cp, Discount Blacksmith): When you look at the various giblets you carve off of the monsters of the labyrinth, you find many of their parts are suitable for crafting weapons and armor. In fact, they're usually outright superior to regular materials. With time and effort, you could make just about anything you pry off of a monster into something useful. You could turn a lion's claws into a wicked–sharp sword,

or a pair of horns into an excellent bow.

Those That Slay and Fall (300 cp, Discount Scholar): The monsters of the Labyrinth, while powerful, are in reality little more than brute beasts. Animals will still be animals, no matter how powerful they are– and thus can be trained to fight in your favor. Should you manage to capture a beast of the Labyrinth alive and take it back to town safely, with time and patience you can train it to fight by your side. The more powerful the monster, the more difficult it will be to tame it. You can call your trained monsters (or other animals you have trained) to your side at any time, and dismiss them as you please. This also increases your ability to calm wild animals and avoid conflict with them.

Faith is My Pillar (300 cp, Discount Guildmaster): You and your teammates have an unshakable bond forged in the heat of battle, to the point where commanding your team is as simple as breathing to you. With only a few shouts and hand gestures, you can convey complex orders to your teammates, and inventing complex teamwork maneuvers on the fly is as easy as yelling, "Follow my lead!"

Scatter About (600 cp, Discount Drop-in): No matter how powerful one gets, there are always some situations where the challenge is simply insurmountable. In these situations, it serves well to have a panic-button of sorts. This ability lets you instantaneously teleport past any and all barriers into your Cosmic Warehouse (Or back to the last inn you slept at, if your Warehouse is unavailable). Your Cosmic Warehouse's door will open in an inconspicuous location in the nearest city. This ability can only be used once a year, and you can't bring anyone with you on your trip, so this ability is best used in situations where death is completely unavoidable. Please note that this does not heal any wounds you've received, so seeking medical attention if you're wounded is advised.

Their Own Brand of Justice (600 cp, Discount Explorer): When you're an explorer, danger is part of the job. Regular monsters and F.O.E.s pose a threat, to be sure, but when more than just the lives of yourself and your comrades are upon the line and the hour is at its most desperate, you can tap into a hidden reserve of power of such strength that you can take on some of the mightiest foes of the Labyrinth alone. You gain a tremendous boost to your durability as well as your resistance to status ailments and binds. Instant Death and Petrification no longer work on you at all, and other ailments are purged from your system much faster than normal. Your mind becomes focused and clear from distraction, giving you a rapidly-regenerating pool of mental energy– Technique Points, Mana, whatever you choose to call it. However, you can only unlock the use of this ability once a year, and it only lasts for a single battle. It is best to save this ability's use for times of greatest need.

Furnace of War (600 cp, Discount Blacksmith): It is often hypothesized that the Labyrinth has ties to an extremely ancient civilization with lost technologies, but more often than not, nobody ever has any proof to back up their claims. You, however, have an artefact said to be from the deepest part of the labyrinth– The core of a machine run by magic.

By studying this, you can learn to create autonomous, magical machines– At first, simple ones, able only to follow basic orders like "Stay here" or "Attack", but with much study and practice, You could perhaps create a machine that is able to follow complex orders and distinguish between targets on its own– one that walks and fights like a man. Maybe you could even make a machine that thinks like one, too...

Throne of Creation (600 cp, Discount Scholar): You possess an extremely rare artefact from a long–forgotten age– What seems to be a fusion of a mechanical device, magical enchantments, and living flesh. With great time and effort studying this, you discover the forbidden art of an incredibly ancient civilization lost to the ravages of time– Biological Technology enhanced by Magic. With this, you can make a regular cat into one that breathes fire, or breed insects whose carapaces are made of solid steel– The possibilities are endless. Perhaps with even more study, you could create life itself...

The Legend's Successor (600 cp, Discount Guildmaster): When the going gets tough, you and your allies don't get going– You get tougher. You possess a powerful charisma and a brilliant strategic mind that instills your allies with absolute faith in your leadership. The more insurmountable the challenge they face seems, the harder they fight back, sure without a doubt that you will find a way to seize victory.

Companions:

Venturing into the Labyrinth alone is beyond foolishness– In fact, it might as well be suicide. To help you with this monumental task, you will have a team of four comrades by your side to help you through your struggle.

Newbie Explorers (Free): You end up meeting with a team of four people, and it turns out they're a new group of explorers looking for a fifth member to their squad. They're all as new to exploring the Labyrinth as you are, but they're eager to get into the thick of things and learn. Each of your teammates will have a class and a 100 cp class perk. At the end of your jump, they will bid you luck on your journeys.

Seasoned Explorers (200+ cp, Discount Guildmaster): You end up meeting with a team of four people, and it turns out they're an experienced group of explorers who have recently lost one of their number to the Labyrinth, and are looking for a replacement. They're all savvy in the ways of the Labyrinth, but none of them have ever managed to get past the first Stratum. Each of your teammates will have a class and 300 cp to spend on class perks. At the end of your jump, you may be able to convince them to join you on your adventures. Each of them counts as a companion. By spending an extra 100 cp, you can give another 100 cp to spend to each of your teammates. You can do this up to three times, to a maximum of 600 cp for them to spend.

Companion Import (200+ cp, Discount Drop–in): You arrive in this world with a team of four of your pre–existing companions, who all seem to be versed in the ways of the Labyrinth. Each of your imported companions gets a class and 300 cp to spend on class perks. By spending an extra 100 cp, you can give another 100 cp to spend to each of

your teammates. You can do this up to three times, to a maximum of 600 cp for each of your companions to spend.

Items:

Map (Free): One of your most important tools for survival. Right now it's just a blank sheaf of papers and an ink pen, but soon it'll become a detailed map of the labyrinth. For some reason, you never seem to run out of paper. If you think you've used the last sheet, another one will seem to spontaneously appear in the stack.

Backpack (Free): I'm sure you already have several of these, but just in case you don't, have another. This bag in particular is specially treated to preserve Monster parts, and food never goes bad in here no matter what else you pile into the bag and no matter how long you keep it in there for.

Bag of Money (50 cp, one Free for Blacksmith): 100,000 Ental, commonly shortened to "en" – Easily enough money to get you a room and food at a good inn for over a year. Or just one really good sword, if you can find the materials for it.

Warp Wire (100 cp, Discount Explorer): The most vital peice of equipment any explorer could ever own. Also known as an Ariadne Thread, this normal-looking string will instantly teleport its user and four others to a previously designated location (For explorers, this is usually the town's inn). However, using it is a complicated process and the string is fragile, so using it in battle is impossible. Using it will destroy it in the process. While you can buy these at any store in a town with a labyrinth nearby, buying it here will grant you a replenishing supply. If you don't have any at the end of a day, one will automatically appear in your backpack.

Medica Supply (100 cp, Discount Scholar): When prevention is impossible, the best cure is... well, medicine. You'll find in your backpack five vials of Medica that refill at midnight. Applying a vial of this medicine to an open wound will close their wounds and heal approximately 30% of a person's "Health". The vials are durable and able to be used in combat without worry.

Decent Equipment (100 cp, Discount Guildmaster): The typical starter equipment is abysmal for the usual explorer around these parts – They begin with little more than a puny dagger and the shirts on their backs. With this perk, you and your team start off with decent-quality weapons and armor suited to their roles that will make starting your exploration a bit easier.

Amrita Supply (200 cp, Discount Scholar): Amrita is an rare and expensive medicine that invigorates the user's mental state. You'll find in your backpack 2 vials of Amrita that refill at midnight, daily. Drinking a vial of this tonic will completely reinvigorate a person's tired mind, allowing them to use complex techniques that they did not have the concentration for. This also replenishes any supply of spiritual energy.

Drive Blade (300 cp, Discount Drop-in): A huge sword with a mysterious device attached to it. You can use for devastating, magical Drive attacks that overheat the drive blade but deal huge amounts of damage, whether physical, elemental, or pure energy. When overheated, the Drive Blade uses the blade itself as a heat sink, so the heat lets you deal more damage. Comes with instructions on how to use and maintain it.

Nectar Supply (300 cp, Discount Scholar): Nectar is an incredibly valuable medicine that can bring someone back from the brink of death. You will find a single vial of this priceless medicine in your backpack that refills at midnight, daily. When applied to a lethal wound, this medicine pulls someone back from the brink of death and into the land of the living once more, albeit quite worse for wear and still heavily wounded. This medicine becomes ineffective if the person in question is dead for more than two minutes before the medicine is applied.

Superior Equipment (300 cp, Discount Guildmaster): You and your team start off with superior weapons and armor suited to their roles. This stuff that will make the first few floors of the labyrinth a cakewalk, though it's still wise to be on your guard.

Firearm (300 cp, Discount High Lagaard): An advanced alchemical device that allows its user to kill from afar. Lagaard firearms can be loaded with all sorts of alchemical cartridges, allowing the user to shoot enemies with fire, ice or lightning– Or even shoot their allies to heal them. Comes with instructions as to how to make the alchemical cartridges.

Scroll of Twin Hearts (300 cp): With the help of this ancient scroll, you have unlocked the secret of incredible versatility. This perk allows you and each member of your exploration party to pick a secondary class. You will be able to get your secondary class' first skill for free as normal, but all skills after that will be at 150% the normal price.

Sailship (300 cp, Discount Armroad): A small boat big enough to house 5 people on it comfortably, along with a large amount of cargo (Much more than the skyship, due to not having to fly). Sails using the wind, or an alchemical engine and a propeller. Comes with instructions for making the fuel.

Skyship (400 cp, Discount Tharsis): A tiny airship that flies using a balloon filled with buoyant gas. It can't fly high enough to go over mountains or anything, but perhaps with the proper materials that could be rectified. Big enough to house 5 people comfortably, along with a fair amount of cargo. Flies using a propeller and an alchemical engine. Comes with instructions for making the fuel.

Drawbacks: You can take two.

Spiteful Monsters (+100 cp): The monsters in the Labyrinth seem to be more concerned with making your day miserable than they are with actually killing you. They frequently

employ tactics that serve no purpose but to waste your resources, or to make themselves more annoying to get rid of, such as constantly summoning more enemies, which will summon more enemies, which will summon more enemies...

Small Backpack (+100 cp): Explorers need to have lots of bag space in order to store all of their supplies, gear, and loot. A larger bag means you can stay in the Labyrinth longer, collect more prizes, and be more effective. But all of your bags are smaller on the inside, it seems, because you can hardly ever carry everything you need.

Cheapskate (+200 cp): Most explorers make their living by skinning the beasts they kill in the Labyrinth, since the hides often have supernatural properties and can be sold for a decent amount. Shops in town, however, have chosen to make their living off of skinning you. They pay remarkably little for the monster bits you find in the Labyrinth, and charge exploitative prices for vital supplies. If you make a business off of selling equipment, you'll find that you'll never sell anything unless you mark down the price to the point where you're never making more than enough to scrape by.

Directionless (+200 cp, cannot take with Cartography): You get lost easily. Well, that's an understatement – It's not exaggerating to say you could get lost in a straight hallway. Any map you make looks like a scribble, and if you try to follow someone else's map you'll end up taking a wrong turn at some point, no matter how clearly-marked it is. Worse yet, this tendency rubs off on your teammates, too, and they're just as incompetent with a map as you are. Every time you enter the Labyrinth, you'll be stuck in there for weeks at a time if you manage your way out at all.

Even in your Jumpchain, F.O.E.! (+300 cp): The most powerful creatures of the Labyrinth seem to have sensed the threat you possess, and have begun to seek you out. Even normally docile F.O.E.s will attack you on sight, and you will find many more of these terrifying beasts wandering the labyrinth than any other explorer. Battles with other monsters will frequently be interrupted, and you'll frequently find yourself chased by one or more of these things whenever you spend any length of time in a labyrinth. Spending too long in the safety of town will result in F.O.E.s emerging from the Labyrinth to attack the town, and if the townsfolk learn that it's you they're after they might force you out. Better pack lots of Warp Wire.

Clear Save (+300 cp): Something went wrong as you came into this world. For whatever reason, you were stripped of all the powers and gear of your previous jumps, leaving you with only the abilities that a regular human could feasibly have (Peak physical fitness is fine, Super Strength is not). Any companions you import are also stripped of superhuman abilities, and companions you do not import are stuck in stasis in your Cosmic Warehouse. Oh, and you can't access your Cosmic Warehouse, either. You must now enter the Labyrinth as a mere mortal. You get all of your powers back at the end of your ten years' stay, as well as the key to your Cosmic Warehouse, where all of your misplaced gear has been put.

Calling That Detestable Name (+600 cp, takes up both Drawbacks): To enter the Labyrinth alone is suicide, most people say. Even the most powerful explorers in history operated in teams, because there are simply way too many things that can incapacitate a single person traversing the Labyrinth alone. Of course, you'll just take that as a challenge, won't you? You can no longer take anyone else with you into the Labyrinth. People will always refuse to accompany you for any number of reasons. You cannot hire any guildmates. Pokeballs will refuse to function within the Labyrinth, and summoning spells will fail. And as a final restriction, you no longer have a 10-year time limit. The only way out of this world alive is to reach the end of the Sixth Stratum/Labyrinth and defeat the evil sleeping within. Good luck– you'll need it.

The End:

Your Adventure has Ended– The terrors of the labyrinth have perhaps made you weary of adventure, and none can blame you. You may return home with all of your powers, items, and perks intact, and live out the rest of your days in peace (or not, if that's your thing).

Having Momentary Peace– There is still so much to discover in this world. Whether it's out of a sense of belonging or overwhelming curiosity, you are welcome to spend the rest of your days in this world– In fact, if you don't already have one, have a free, fully-upgraded Airship you can use to explore to your heart's content.

Preparing for Tomorrow– You have yet more trials ahead of you, Jumper, and I am glad to see that you do not shirk from them. Hoist your sword with pride in your heart, and journey forward until you meet the end of the raging winds.

Notes:

- If you take any Alchemist abilities, you will receive a supply of alchemical ingredients in your warehouse that refreshes daily. These ingredients are enough to use Basic alchemies many times, Advanced alchemies about 20 times for each element, Expert alchemies four or five times, and Eschaton once a day. You will not receive ingredients for alchemies you have not learned.