Etrian Odyssey has 2 RN Values:
BRN (Battle Random Number) and TRN (Time Random Number)

BRN is used to calculate outcomes for battles.
TRN is used for Time events like Random Encounters, Max Danger Value (steps until next encounter), Gathering and other random things.

BRN can only be changed inside battles
TRN can be changed almost anywhere

BRN is set to a fixed number when the game is started or reset
TRN is set to the seconds of the DS Internal Time when the game is started or reset

BRN Changes:
Before Input:
2 - Getting into an encounter (If you Preemptive / Ambush, These will not be used)
12 - Start of a turn (Random Agility Boost per slot?) / Turn Order
1 - Checks if slots are used??????

After Input: (If you Preemptive, these won't be used)
2 - Each Enemy
1 - AI Choices
1 - Randomly add 1 value??????

Damage Rolls:
1 - Enemy Targets (For multi hit moves, 3 targets = 4 rolls, 4 targets = 5 rolls)
1 - Enemy Hits / Miss
1 - Enemy Damage Calculations
1 - Randomly add 1 value?????

Party Rolls:
3 - Slash Attack 4??????????????????????????????
3 - Pierce Attack
4 - Blunt Attack
2 - Magic Attack
7 - Pierce Crit?????????????
2 - Running Failed
1 - Running Worked
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2 - Drops Calculation (Each Enemy)

TRN Changes:

50 - Opening the menu from the title screen (Opening options anywhere else does not do this)

30 - Opening the menu from the title screen on japanese

1 - Entering the labyrinth (Sets max danger value)

1 - Entering a battle

1 - After result screen from battles (Sets max danger value)

Attack Animations:

322 - Melee, Blunt

370 - Melee, Slash

346 - Melee, Pierce

322 - Crush

456 - Viper

822 (per enemy) - Trickery

23 (per ally) - Buffs

1629 - Poison