

General Resources

Skill (Point Allocation) Simulators:

- [Etrian Odyssey HD \(1~3\) Skill Simulator by aturf](#)
- [Etrian Odyssey 1 Skill Simulator](#)
- [JPN SQ2 Skill Simulator](#)
- [Etrian Odyssey 3 Skill Simulator](#) and [JPN SQ3 skill simulator](#)
- [Etrian Odyssey 4 Skill Simulator rehost/revamp by Reina](#)
- [Etrian Odyssey Untold Skill Simulator by aturf](#)
- [Etrian Odyssey 2 Untold Skill Simulator by aturf](#)
- [Etrian Odyssey 5 Skill Simulator](#)
- [Etrian Odyssey Nexus Skill Simulator by Reina](#)

Some Compiled Info for EO in zip file (maps from gamefaq, conditional loots, etc)

- [Mega link](#)

General Guides:

- **Etrian Odyssey 2:**
 - [Quest Guide](#)
- **Etrian Odyssey 3:**
 - [Quest Solutions](#)
 - [Sea Exploration](#)

All Stats for Etrian Odyssey Classes:

https://docs.google.com/spreadsheets/d/1ISE9PrLM8_76yecmnYMRfu_5Zk2ElbFJOYNuoO4EfRU/

Japanese atwiki (@wiki)

- EO1: http://www15.atwiki.jp/sekaiju_maze/
- EO2: http://www5.atwiki.jp/sekaiju_maze2/
- EO3: http://www39.atwiki.jp/sekaiju_maze3/
- EO4: http://www32.atwiki.jp/sekaiju_mazeiv/
- EOU: http://www51.atwiki.jp/shinsekaiju_maze/
- EO2U: http://www63.atwiki.jp/ssekaiju_maze2/
- EO5: https://w.atwiki.jp/sekaiju_mazeiv/
- EOX: https://www65.atwiki.jp/sekaiju_mazex/
- SQ Mobile: https://w.atwiki.jp/sekaiju_mobile/
- Blog for SQ Mobile: <http://dihyhi.blog.fc2.com/blog-entry-47.html>

English wiki: <https://www.etrrianodyssey.wiki/>

Maps:

- EO1~EO4: Check [GameFAQs](#)
- EO5 Maps (Japanese): <https://innerriver.xsrv.jp/sekaiju5/map/map.html>
- EOX Maps (Japanese): <https://innerriver.xsrv.jp/sekaijux/map/map.html>

QR Codes:

- [EO4 Treasure Map QR Codes](#)
 - ↳ [Citra-Ready files for Quest/Equipment/Consumables/Treasure Maps to load into the camera](#)
- [EOU QR Codes](#)
- **Etrian Odyssey 2 Untold:** [Project Valkyrie \(all class grimoires\)](#) and [Enemy Grimoire Library \(all enemy grimoires\)](#)
- **Etrian Odyssey 5:** [Reddit](#), [Gamefaq](#), [Acea's EO5 QR Codes](#)
- **Etrian Odyssey Nexus:** [EOX \(NA\) QR Code Collection](#), [EOX \(NA\) Acea's QR Code Collection](#)
- [EO5/EOX QR Code Fixer \(for NA/EU\)](#)
- **Cheat Characters QR:** use at your discretion and always make backup saves.
 - ↳ [EO5 \(NA\)](#): for EXP farming.
 - ↳ [Nexus \(NA\)](#): for EXP farming and gathering.
 - ↳ [Nexus \(EU\)](#): EU QR code made by @kyasarintsu for a cheat character in Nexus intended for making EXP grinding easier, *NEVER* save your file while kathy is in your active party, always remove kathy first)

Shop Checklist by MetaBoi:

- **EO1:**
<https://docs.google.com/spreadsheets/d/1BDFDFJm8OvmcMsF9FlceWMNhflwnZfBC7xeD5ln9jfM/>
- **EOU:**
https://docs.google.com/spreadsheets/d/159vGSUO37_BHkyKImfJGqnAX_LbFAWSrHmO3bdDbYLA/

Yuzu Koshiro Youtube: <https://www.youtube.com/@yuzokoshiro2631> (can find some of his EO mixes among others)

Official Wallpapers: https://www.mediafire.com/file/iuhzd95tkrwffad/EO_Wallpapers.zip/

EO TCG: https://mega.nz/folder/zLx3wYLI#G-_5MjedQdvtU2heCnGC6g

Art Books: <https://pastebin.com/Tm1xN2Jy>

Etrian Odyssey Nexus Specifics:

EOX Reference Tables:

contains conditional drops, ultimate weapons, access to ailment/binds from basic class, etc.

- <https://docs.google.com/spreadsheets/d/1grpIHRA0cjT4TETk0L1FE65YFcfRo-cfLsdqFr8iupg/>

EOX Item Drops GUI

Unlocking Spoiler Event in EOX

↳ Alternatively use [this mod](#)

Or ~~Streetpass Injection~~, with [this file](#)

Game Mods and Patches

Fan Patches:

NDS Games

- [EO3 Balance Patch by Chocola](#)
- [EO3R \(balance/UI/etc patch\) by violentlycar](#) (v2 in progress; check mod's Discord)

3DS Games

- [EOU Add Gunner/Highlander/Gladsheim to classic by TildeHat](#)
- [EO2U Hard Mode by kyasarintsu](#)
- [EON Class Addition Mod by TildeHat](#): also adds cameo battle and whatnot.
- [EON Overhaul Mod by Shiri](#) (includes TildeHats's Class Addition Mod)
- [EMD2 Proof-of-Concept translation by FrozenMouse](#): can export/import scripts for translation by hand.

HD Remaster (Steam)

- Check gamebanana pages for [EO1 HD](#), [EO2 HD](#), or [EO3 HD](#).
- **Mod Manager**: <https://gamebanana.com/tools/13437>
- **How to un-denuvo**: <https://gamebanana.com/tuts/16191>
- [EO3 HD Balance Patch by Chocola](#)
- **EO1~EO3 Font Fixes**:
 - EO1: <https://gamebanana.com/mods/447602>
 - EO2: <https://gamebanana.com/mods/447609>
 - EO3: <https://gamebanana.com/mods/447653>
- **Untold Music Replacer for EO1 HD**: <https://gamebanana.com/mods/448139>
- **Music Replacement Tool**: <https://gamebanana.com/tools/13418>

Quality of Life Patches:

- EO1 [Early Ronin/Hexer Unlock Patch](#)
- [EO4: use Sword for Drive Blade skills](#):
place the file in SD:/luma/titles/00040000000BD300/romfs/Skill
- [EO4: Speed Patch \(romfs\) by violentlycar](#) and [Speed Patch+Infinite Shop Stock](#)
place the file in SD:/luma/titles/00040000000BD300, (next to any existing romfs folder not within it)
- [EO4: Add Drive Blades for S1~S3 Segments by Rea](#): disclaimer by the creator - they may not be balanced perfectly.
- [EO4: Early Arcanist/Bushi/Imperial](#)
place the file in SD:/luma/titles/00040000000BD300/romfs
Enter Guild with no cutscene
- [EO1 Clarity Mod by Dawnbomb](#)
- [EO4 "Transparency Patch" by GlitchMC](#)
- [EOU "Transparency Patch" by GlitchMC](#)

↳ [Discord for "Transparency Patches"](#)

- [Persona Q2 \(NA Ver\) Remove Fusion Limit at Max Level by TildeHat](#)

↳ Explanation: In the base game, once you are at level 99, you cannot use Sacrifice Fusion to gain more experience. This also locks you out of using Wild Card/Blank Cards to modify skills. The patch removes the restriction so you can use sacrifice fusions even at level 99.

HD Textures/Portrait Mods

- [EO4 HD Textures by Shiri](#) (WIP)

- [EOU HD Textures by Shiri](#) (WIP, no classic party portraits)

- [EO2U Portrait Replacement Mod](#)

- [EO5 HD Text Patch by rikineko](#)

- [EOX Textures by rikineko and Shiri](#)

↳ [Updated Misc HD UI](#)

Misc.

- [EOU Undub Patch](#)

- [EOX FM Music Mod \(by Jeido\)](#)

In-Depth Information

Bugs, Glitches, and other notes

Known EO Formula/Algorithms:

- [EO1 Ailments](#) and [Damage Formula](#); also check [Crosspiece's LP](#)
- [EO2](#)
 - [Speed Formula correction](#)
- [EO3](#) (more up to date information on [Araxxor's EO3 LP](#))
- [EO4](#)
- EOU: <https://pastebin.com/UYLjKiXe> (or https://rhematic.net/eou_lp/)
- [EO2U](#): (shares most of the things with EOU with small changes like infliction being $LUC * 3$ or $mainstat * 2 + LUC$ for stat score instead of $2 * TEC + 1 * LUC$)
- [EO5](#): do note that infliction score actually uses $MainStat * 2 + LUC$ for damaging infliction skills.
- EOX: n/a (but shares many of EO5 mechanics)
- [EOX Excavation/Godsend](#)
- [EOX Force Break Damage Calculation](#)

Boss AI:

- [Translated AI](#) (based on Japanese atwiki)
- [Parsed EOX Boss AI](#)
- [EOX Maze Boss AI](#)
- [EOX Post-Game Boss AI](#) (spoiler) [REDACTED]
- [DrFetus \(i.e. Araxxor\) Pastebin](#) (has many of AI's among other things)

Various Calculators:

- [EO1 Turn Order/AGI](#) by unidentifiedflyingoutsider
- [EO4](#)
- [EOU](#)
- [EO2U Cafe Advertising Calculator](#) (based on [EO2U Cafe/Advertising Data](#))
- [EO5/EOX](#)

EO Data dumps:

- [The latest compilation of Enemy Data by Araxxor](#) (reddit post with links and explanations)
- [EO1 \(by Terence\)](#)
- [EO2 Enemy Data](#) (more accurate for data) and [EO2 Almanac](#)
- [EO3 Enemy Data](#) (more accurate for data) [EO3 Almanac](#), [Skill Data Viewer \(by violentlycar\)](#)
- [EO4 Raw Data Dump](#) and [Enemy Data](#)
- [EOU Data Sheets](#) and [Data Script Dump](#)
- [EO2U Data sheets](#) and [Almanac](#)
 - [EO2U Enemy Grimoire Skills in more readable format](#) by Araxxor
- [EO5 Skill/Gear Data](#), [Enemy Data](#), and [Monster Information \(WIP\)](#) by violentlycar
- [EO5 Detailed Enemy Information by Rea \(WIP\)](#)

- [EO5 Encounter Formations and Danger Values](#)
- [EO5 Hex Reference](#)
- [EON Info Dump](#), [Skill Data Viewer \(by violentlycar\)](#) and [detailed enemy information](#) per Rea's LP
- [EON Encounter Formations and Danger Values](#)

Non-EO Game Data:

- [7th Dragon \(DS\) Skill Data](#)
- [7th Dragon \(DS\) Enemy Data](#)
- [Persona Q Skill Data](#)
- [Persona Q Enemy Data](#)
- [Persona Q Power Spot Data](#)
- [Persona Q2 Skill Data](#)
- [Persona Q2 Enemy Data](#)
- [Persona Q2 Calculator \(WIP-hiatus\)](#)

Sprite Collections:

- [EO1](#)
- [EO2](#)
- [EO3](#)
- [EO4](#)
- [EO4](#) (diff. From above)
- [EQU](#)
- [EO2U](#)
- [EON](#) (does not include DLC images):
- [EO5](#)

Sounds/Voices:

- [EQU](#)
- [EO2U](#)
- [EO5](#)

Save Editing/Cheats

Save-data related:

- [EOU Character Hex Reference \(WIP\)](#)
- [EO2U Character Hex Reference \(WIP\)](#)
- [EO5 Character Hex Reference](#)
- [Full-Width/Half-Width Character Conversion](#): EO uses Full-Width Characters. Use this to convert then use tool below to convert them to hex and vice versa.
- [SHIFT-JIS to Hex Converter](#): EO uses SHIFT-JIS.

Save Editors:

- [Tharsis Forge \(EO4 Save Editor\)](#)
- [EOU Grimoire Editor by aturf](#)
- [EO2U Grimoire Editor by aturf](#)
- [Nexus Respec Tool by SighOfLethe](#) (allows easy resting/retire/match guild member levels/etc)
- [EO Simple Save Editor](#)
- [EO 3DS Save Editor by FrozenMouse](#)

Cheats:

[usrcheat.dat file for NDS games](#) from gbatemp (their own link seems like it's dead so reuploading)
Action Replay primarily formatted for Citra use, as per
<https://github.com/JourneyOver/CTRPF-AR-CHEAT-CODES>. Added FPS patch cheats per
<https://gbatemp.net/threads/60-fps-patches-cheat-codes-releases-and-discussion.550527/>. Use at your own risk, especially for 3ds hardware. Note that these mostly just double the game speed, so it is not a true 60 fps patch per se.

Utilities for dumping and mods

3DS: [Kuriimu and the family](#)

~ For MBMs/Name Tables/other text files, you can alternatively use [exim](#) (export: "exim -e SKILLEXPBATTLE.MBM skillexpbattle.txt" / Recompile: "exim -i skillexpbattle.txt SKILLEXPBATTLE.MBM")

DS: [Unpacking](#) and [Unpacking BIN](#)

Citra: Right click on the game you wish to dump, Click "Dump RomFS". This will dump the RomFS content into user/dump/romfs/titleid folder.

[TildeHat's Etrian Odyssey 2U/5/Nexus File Loader:](#)

- code.ips lets you run the files unpacked without having to repack them or lagging and such.

[Custom Portraits for 3DS EO:](#) ([Condensed](#) version)

↳ If using Citra, Custom Textures are also available.

[Comprehensive Guide on Portrait Modding in EO3](#)

HD Texture Tools: for use with emulators

- [Cupscale](#): GUI-based image upscaling tool
- [Waifu2x](#) and [Extension GUI](#)

[Persona Q1 ModCPK \(helps running mods\)](#)

Music Modding:

Use [BrawlTools](#) to make the file, then place it in the romfs/Snd/***/stream folder and rename it

↳ File->New->Audio->BRSTM, Make the Loop, then Right Click->Export->bcstm

***: Depends on game:

EO5+X:	BGM
EO4:	Sekaijyu4Snd
EOU:	MORI1R
EO2U:	MORI2RBGM

[Music Filenames](#)

[BTSCM to WAV tool \(convert BTSCM to WAV file\)](#)

[CTRTool](#) (convert SSND to wav file)

Step 1: download CTRTool from https://github.com/profi200/Project_CTR/releases

Step 2: Open your SSND file in a hex editor, and delete (yes, changing the file size; no, not simply making the bytes 00) the first 80 bytes (or until you reach 43 57 41 56). DO NOT DELETE 43 57 41 56 or anything after it. Batch Header Remover [here](#).

Step 3: with both the CTRTool executables, and your edited SSND file in the same directory, open a CMD window, go to the directory in which you have your files (cd [file location]), and type
ctrtool [filename].ssnd --wav=[new filename].wav

Hex Splitter by Myon (to remove unnecessary bytes for bch/cgfx and others):

https://github.com/O46/hex_splitter/blob/main/dispel.py

- Designate the strings that you do not want removed

The script batch-prunes everything before the designated string.

Etrian Odyssey Origins Collection Information

Platform: [Switch](#) and [Steam](#)

Release Date: June 1, 2023. May 31, 2023 in other parts of the world like North America.

Price: \$79.99 USD or 8980 yen (\$39.99 USD or 4467 yen for each title separately). Japanese prices include sales tax.

- Limited Edition (10000 copies for JPN): Switch only; will include Stylus Pen and the DLC portraits (see below). Same Price as the collection.
- No physical releases outside of Japan from the look of it. And [the Japanese copy may not support other languages](#) as it does not specify other languages so beware.
- There is a special deluxe version with merch as well in Japan from the look of it.

Languages (per Steam): English, French, Italian, German, Spanish - Spain, Japanese, Simplified Chinese, Traditional Chinese, Korean. *Listed languages may not be available for all games in the package. View the individual games for more details.*

System Requirement for Steam:

SYSTEM REQUIREMENTS	
MINIMUM:	RECOMMENDED:
Requires a 64-bit processor and operating system	Requires a 64-bit processor and operating system
OS: Windows 10	OS: Windows 10
Processor: Intel Core i3-540 or AMD Phenom II X3 720	Processor: Intel Core i3-2100 or AMD Phenom II X4 965
Memory: 4 GB RAM	Memory: 4 GB RAM
Graphics: NVIDIA GeForce GT 530, 1 GB or AMD Radeon HD 5570, 1 GB or Intel HD Graphics 4400	Graphics: NVIDIA GeForce GTX 550 Ti, 1 GB or AMD Radeon HD 5770, 1 GB or Intel Iris Xe Graphics
DirectX: Version 11	DirectX: Version 11
Storage: 3 GB available space	Storage: 3 GB available space
Additional Notes: No anti-aliasing, 720p @ 60 FPS	Additional Notes: 4x AA, 1080p @ 60 FPS

Website: [Japanese](#) (but can select languages on the right) and [Twitter](#)

Trailers:

- **English:** https://www.youtube.com/watch?v=21_pE4e-1oU
- **Japanese:** https://www.youtube.com/watch?v=slSuj8u_us4
- **Japanese Livestream Showcase:** <https://www.youtube.com/watch?v=DHmzgqvSxGk>
- **Japanese Livestream Showcase:** <https://www.youtube.com/watch?v=Av7sflOjpro>

Will have several changes to the user interface/quality of life aspects. The list here may not be exhaustive.

- **System:**
 - Widescreen Support
 - Will be pulling some extra information on the right side when needed (e.g. shop purchase, mapping, etc)
 - In combat, a small map is displayed at the bottom right.
 - 9 Save Slots per game (Steam and Switch).
 - Steam version will feature Denuvo.
- HD text and portraits - enemies will be 2D as opposed to 3D models of 3DS series.
 - 1080p+ for Steam version suspected per second livestream video.
- Local and Internet (Online) Multiplayer Support for EO3 Sea Quest

- Will include both Co-Op Quests as well as Banter, which means you are allowed to trade between the users.
- Local Multiplayer is Switch Only, with multiple Switch consoles in the vicinity.
- Switch Online Multiplayer WILL require subscription to Nintendo Switch Online.
- No cross-play between Switch and Steam.
- JPN Switch version will only be compatible with JPN versions.
- Easy access to the monster compendium (in-combat included), quest log and skill tree
 - Visual Skill Tree with skill descriptions/ability to check next levels.
 - Nexus-type SP spending (Select Skill level and can level all pre-req's at once) is possible.
- Apothecary is back (at least in EO2). Storage is available at the inn for EO1/EO2.
- **Music:**
 - No "Orchestral" tracks, but all tracks have been updated to use PC88 version as opposed to DS versions (if you don't know the differences, check EO1~EO3 soundtrack and you will see 2 diff. versions).
 - A Brand New Battle Theme for EO3 by Yuzo Koshiro (Third Random Battle Theme for Stratum 6)
 - Titled: 戦場 露と消えよ (rough translation Battlefield: Disappear with Dew, or disappear like dew).
- **Exploration:**
 - Draw Distance is unfortunately pretty short like NDS games.
 - Side-stepping added to EO1
- **Options**
 - 3 Difficulty Modes - Picnic, Basic, Expert
 - Fast Walk is available.
 - Controller Support includes 3 different types of mapping
 - Combat Speed includes Slow, Normal, Fast, and Sonic.
 - Auto-Save available (likely referring to the save when you rest at the inn).
 - NG+ will be available for EO1 and EO2 as well. Guild Party Members' Levels/Skills, Unlocked Classes will carry over. Other details are unknown at this time (as of Mar 17, 2023)
 - May carry over the guild name from EO1 to EO2 with small changes in EO2 (like the original Password system). The option of using original Passwords from EO1 is also there.
- **Control/Mapping-related:**
 - Full Auto Map exists (tiles and walls).
 - Mapping Options: Switch will have Controller or Touchscreen options, while Steam version will have Controller, Keyboard, or Mouse options; Touchscreen is not explicitly mentioned, but it is likely that Mouse option will be compatible with Touchscreen anyhow.
 - Mouse control allows movement via mouse, by clicking the on-screen buttons for movements. This is likely compatible with touchscreen controls.
 - Uses newer mapping tools (drag to draw autowalk, etc).

- Mapping icons can pull from the right to make use of horizontal space. When the map is taking half the screen, the other half screen will work as is and portraits/etc will properly center based on the available screen space.



- Some options for default cursor location and making use of Z buttons
- Also includes options for left-handed and right-handed people.
- Undo button, Icon button seen while exploring.
- **Portraits/Character Creation**
 - 24 New Portraits (new 5th portrait for the classes)
 - Also DLC portraits featuring Persona and SMT characters; will be included with launch copies. Free for about 2 weeks after release, and then will be sold for 2.99 USD each. They can only be used in their respective games.
 - EO1: Ringo (Soul Hackers 2) and Joker (Persona 5)
 - EO2: Demi-Fiend (Shin Megami Tensei 3) and Teddy (Persona 4)
 - EO3: Nahobino (Shin Megami Tensei 5) and Aigis (Persona 3)
 - Can assign any portrait to any class (Beast and maybe Yggdroid are exceptions)
 - Cannot assign non-Beast portraits to Beast; DLC portraits are not exceptions.
 - Beast portraits can be assigned to any classes.
 - Can change the name and appearance without resting/retiring ('Change Appearance' option exists at the guild)
 - Gender Distinction for Prince/Princess (at least for JPN version)
 - Alternative Palettes are only for EO3.
- **Combat-related:**
 - Auto-Battle added to EO1.
 - EO1's 3D battlefield makes a return.
 - Ability to pull up Map/Dictionary (Codex) mid-battle. This includes enemy resistances to the ailments/binds/etc, like EO2U and onwards.

- Ability to see buffs/debuffs as well as the duration
- Some bugs/glitches are addressed in a way that preserves original experience that were beneficial to the players (e.g. Slowstep/1st Turn are now 1-pointer skills to address level 2~10 not doing anything and level 1 providing 100% chance).
- Some list of balance changes:
 - [EO1](#)
 - [EO2](#)
 - EO3: nothing like above, but notably Charge/Etheric Charge will not be used up by any action - they will persist until you use the applicable move. You cannot stack them though - the one you use later will be in effect.

Side note from Livestream: per dev team message, a new EO game is in development but it is still delayed due to the difficulties transitioning from NDS/3DS to new platform(s). The remasters are made with the hopes that people can play the classics that can no longer be played on the current generation consoles/platforms. They also want the players to give Atlus feedback on this new playstyle from 2 screen consoles to single screen environments.

Mar 17, 2023: Added details from [Q&A](#)

Apr 6, 2023: Added more details from Q&A

List of Let's Plays (not exhaustive)

- **Etrian Odyssey (NDS)**
 - **By Liferake:**
 - **Main Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoUfS1daU1c-ByMOK8jUZtEb>
 - **Post Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoWACcD5M2Ny66Rb62JtFhHL>
 - **By McGammer:** <https://www.youtube.com/playlist?list=PL0E3B79A9F33B0A33>
 - **By Cross:** <https://lpix.org/sslptest/index.php?id=154151>
- **Etrian Odyssey 2 (NDS)**
 - **By Liferake**
 - **Main Game:** <https://www.youtube.com/playlist?list=PL417F4CB791038041>
 - **Post Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoXdQcJHm-V1QLmCTEZUCjDU>
 - **By McGammer (incomplete):**
<https://www.youtube.com/playlist?list=PLA892CAB78CA59DFD>
 - **By DrFetus (Araxxor):** <https://lparchive.org/Etrian-Odyssey-II-Heroes-of-Lagaard/>
- **Etrian Odyssey 3 (NDS)**
 - **By Liferake:** <https://www.youtube.com/user/Liferake/playlists>
 - **By DrFetus (Araxxor):** <https://lpix.org/sslptest/index.php?id=153729>
- **Etrian Odyssey 4 (3DS)**
 - **By Liferake:**
 - **Main Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoVzDUw91ongtutl5wRJgU53>
 - **Post Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoWTUCBN5dYvBQ6TGdJNqnFc>
- **Etrian Odyssey Untold (3DS)**
 - **By Liferake:**
 - **Main Game:**
<https://www.youtube.com/playlist?list=PLsnmqOXOfYoX4zZQjot-U-5gc1ZkDgxaW>
 - **Post Game:**
https://www.youtube.com/playlist?list=PLsnmqOXOfYoXt34cDbkZ1GHTspKF_Nt99
 - **By Rea and co (on hiatus):** https://rhematic.net/eou_lp/
 - **Araxxor's Story Mode LP** completed on [somethingawful forum](https://somethingawful.com).
- **Etrian Odyssey 2 Untold (3DS)**
 - **By Rea/Araxxor:** <https://lparchive.org/Etrian-Odyssey-2-Untold-The-Fafnir-Knight/>

- Etrian Odyssey 5 (3DS)
 - By Rea (JPN ver): https://rhematic.net/eo5_lp/
 - By Pharaoh Fiasco: https://www.youtube.com/playlist?list=PL94e4j-s6QYbGr_9ptfzRaAh4iwyJgRsX
- Etrian Odyssey Nexus (3DS)
 - By Rea (on hiatus): https://rhematic.net/eon_lp/
 - By Pharaoh Fiasco: <https://www.youtube.com/playlist?list=PL94e4j-s6QYaZGxnr0FL0gwTleudCjBvX>

List of Solo Runs (also not exhaustive)

- Etrian Odyssey 3 (NDS):
 - Shinobi solo by LQ Khoo: <https://youtube.com/playlist?list=PL-agFGiQ7gUMZkpwfZsK0xWZ0WQlyMSTe>
- Etrian Odyssey Untold (3DS)
 - Frederica Solo Run of JPN Story Mode (via save-editing) by LQ Khoo:
 - https://www.youtube.com/playlist?list=PL-agFGiQ7gUOT0Trp-iGGq8oBMQ_2lPUU

Non-LP Etrian Odyssey Youtube Channels

- Terron145: <https://www.youtube.com/user/Terron145>
- Reina: <https://www.youtube.com/c/ReinaSakuraba>
- Acea: <https://www.youtube.com/c/Acealvalia/featured>
- Brent: https://www.youtube.com/channel/UCuPGNe_RqP3OJA2BhJnh_og
- GlitchMC: https://www.youtube.com/channel/UC1Vbh9J6qTcZiZk0_vSf4dA

Other Etrian-Related:

- Etrian + D&D TRPG Fan Discord: <https://discord.gg/RMVZ36ekke>

For Funsies

- EO1 Drama CD: [▶ Etrian Odyssey Drama CD | 「世界樹の迷宮」ドラマCD](#)
- Etrian Odyssey Heardle: <https://etrian-heardle.glitch.me/>
- Portrait Ranking Maker: <https://eosortv2.tumblr.com/>
- SQ5 Portrait Simulator: <http://edit.s2.xrea.com/sq5/>
- Etrian Odyssey Party Generator: <https://en.shindanmaker.com/786421>
- [It is Wednesday My Explorers](#)

Loose Changelog:

- Oct 7, 2021: starting to add links to miscellaneous guides that are more hidden than others.
- Sept 22, 2021: first time actually writing a changelog. Added Non-EO Game Data section to include 7th Dragon and Persona Q/Q2 data dumps by Araxxor.

— ~~May 13, 2022 glitch makes a glorious return :3~~

- June 26, 2022: added links to some more resources, including EOU/EO2U Grimoire Editors.
- Jul 31, 2022: added Rea's EO5 enemy info and made notes for infliction score stuff (essentially EO2U and onward, the games use $\text{mainstat} \times 2 + \text{LUC}$ for the infliction score).
- Mar 3, 2024: I think I fixed most of the Discord links.
- June 26, 2024: fixed some more, including Google links.
- Dec 13, 2024: see above.