DIE FOR METAL EDITION

In The Beginning, All was Darkness. That was how The First Ones preferred it, for They were so hideous that even They could not bear to look upon Themselves. Then came The Fire Beast, a giant monster of flaming molten iron, who roared across The Sky like an angry comet. His metal body gleamed so brightly that it illuminated The World and All Its hateful creatures. He was Ormagöden, Cremator of The Sky, and The First Ones loathed Him because His Light forced Them to see Themselves as They truly were. So They hid Underground, and dreamed of A Day They could murder The First Beast, and rid The World of His Light forever.

The First Ones spent their days feeding from Madronal, The Teated Tree of Drinking. They suckled from Her Bark a thick nectar that flowed up from Her Roots, which penetrated The Ground so deeply They even reached into The Untouched Place.

There, A Beautiful Being named Aetulia sang to The Roots of Madronal and The Tree turned Her Song into nourishment for the ungrateful creatures Above.

One Day, The Greediest of Them sneaked into Her Sanctuary and trapped Aetulia in a cage, forcing Her to Sing only for Him. That is how He gained unlimited power over all creatures, and became Their First and Most Terrible King.

The King used The Song of Aetulia to lure the Fire Beast Ormagöden to The Ground, where The First Ones trapped Him and tried to douse His Flaming Body with Mud.

Rather than be extinguished, The Mighty Fire Beast let out an earth-shattering Scream and exploded like a sun. A million pieces of His Steel Flesh shot into The Ground, veining it with Ore. His Fire flew up into The Sky and became The Sun. There was so much Blood it flooded The World, drowning all The First Ones as it formed The Oceans. His Death Cry was so loud that it echoes throughout The World to This Day. Low Creatures felled The God Ormagöden, but His Death gave The World The Elements from which A New Era would rise: Blood, Fire, Noise, and Metal.

Now you, Jumper, have found Yourself in This World many millennia after these events and many other great things have happened during that time to shape this Brutal World.

From The Oceans of Ormagoden's Blood, many new forms of life were born with two being the most important: The Tainted Coil & The Titans.

The Titans harnessed The Elements and Nature of The Fire Beast, Himself, to create a grand civilization of Art, Culture and, most importantly, Music where They evolved and ascended to become Metal Gods while also leaving the very secrets of Their success for others to find in the natural world.

The Coil were the servants and pets of The Titans, who took pity on them due to Them almost being exterminated by others. The Titans left Them behind when They ascended and in The Coil's madness and grief tried to recreate Them to serve as Masters and accidentally created Humanity and in Their anger at Their failure enslaved Them.

There has only been One Human Rebellion that almost succeeded but was crushed Brutally.

Now you, Jumper, will be able to carve out Your Own Legend here. You arrive at the same time that Eddie Riggs arrives in This World.

Will You be One to Deliver or Destroy?

You have gained +1000 CP to help you create Your Legend.

Origins

Roadie (Free)

Like Edward "Eddie" Riggs, you too have woken up in this World of Metal with no new memories but what you make here.

This is the Drop-In Option.

Human (Free)

Born and descended from dark rituals and a single toenail of A Titan, you are one of the many Humans living in this World.

Most of The Humans here are enslaved by The Tainted Coil or "employed" by General Lionwhyte of The Hair Metal Militia, a Human who sided with The Demons to make a profit so you will gain +100 CP if you choose to start in Their Servitude.

However, there are various groups of Humans that have remained free from both of them so You can be one of those free men for Free.

Tear Drinker (-100)

After She was used to lure Ormagöden to His death, Aetulia was left to cry alone in The Darkness for An Eternity. She wept for so long, Her Tears turned into an ocean of pure sorrow, and She turned to dust.

Whoever drinks from this ancient Sea of Black Tears is granted some of Aetulia's Power, but also cursed with Her All-Consuming Grief. Most Tear-Drinkers go mad and destroy Themselves and Everything around Them in a murderous rage.

You have given into The Allure of Aetulia's Song of Sorrow and have drunk from this same sea.

You are an existence scorned by both Human and Demon yet You still retain Your Sanity and can use the power given to You without negative consequences.

Demon (Varies)

The Angry Power of Ormagöden, The Twisted Form of The First Ones and the heavy use of leather restrictive garments, You are one of the many Demons of The Tainted Coil ruled by the, now current, Emperor Doviculus.

The Tainted Coil are unique due to their practice of a strict hierarchy of command.

Your Rank in The Hierarchy is everything and that will determine how much sway You have amongst Your Fellow Coil and Your personal power.

The lowest of the low in The Coil's Hierarchy are The Druids, Humans Infected with Demon Venom, and are only little better than regular Human slaves. You will receive +100 CP for being at the bottom.

If You don't wish for that then You will receive the same Rank as a Battle Nun (or Monk) for Free along with the privileges it entails.

If You wish to rise in The Ranks, you must pay -100 CP to receive The Rank of Warfather (or War Abbess) and to rise even further You must pay a further additional -100 CP to have The Rank of Overblesser.

If You want to receive The Rank of Emperor, that comes later.

Location

You may start in the Location based on your Origin for Free or Roll a 1d3 to give it up to chance. Or you can spend -50 CP to select it.

Temple of Ormagöden

A place of ancient power dedicated to The Fire Beast. It is also the place where the Roadie, Eddie Riggs, will wake up and begin his journey into the Age of Metal.

Roadies (Drop-Ins) begin here for Free.

The Western Continent

From the Ruins of Bladehenge to the Screaming Wall and the General Lionwhyte's "Pleasure" Tower, this is where a vast majority of Humans of this world can be found and The Coil are an ever present overbearing threat.

It is also where a small group of Humans are hiding out planning their Rebellion.

Humans and Demons begin in any location here for Free.

The Eastern Continent

From the Jungles of The Zaulia all the way down to The Sea of Black Tears, the Eastern Continent is frankly a scary place. The already low amount of Human presence starts to dwindle the further south you go and even the scenery starts taking a more different genre altogether.

Tear Drinkers begin in any location here for Free.

Perks

Perks are discounted for their respective origin and their 100 CP perks are free.

General

"It's A Devil Screaming!" (Free)

You now know how to play a guitar. You know how to play the guitar very well. You now know how to play like the likes of Slash, Van Halen, Jimi Hendrix or whatever Rock or Metal Guitarist you look up to.

"It's An Angel Singing!" (Free)

Your voice has a mournful wail to it that would make angels weep. Your singing skills are as good as any trained professional that will be remembered for decades to come.

"It Blows Stuff Up" (Free)

The Power of Metal is now very real. You now possess the magic of the Brutal Land. As long as you play something coherent and put intent behind it, you can create a variety of spells as long as they are metal enough. You also know how to play the Solos of Rally Army, Summon Flag, Summon Wheels and Fan Tribute.

You will also gain other solos based on your Origin.

“SILENCE, GROUND WALKER!” (-100)

You now possess wings and the power of flight and with them you now can gain a new vantage point of the battlefield and lead your armies more effectively. Whether they are wings of steel, of fire, of flesh or anything else is up to you.

Motorhead (-200)

The bass is always overlooked but it provides a very vital role in any band and song. Of course, in the Brutal Land that role is even more vital.

You have the ability to play the bass and the chords necessary to produce an aura of sound that heals all of those you wish to heal. As long as you get to your listener in time, you can patch up any sort of serious bleeding.

Of course, this healing only works on flesh wounds not disease and you can’t save someone stabbed through the heart.

Welcome to The Jungle (-200)

The Brutal Land is filled with all sorts of strange beasts. From the humble Ground Urchin to the mighty Hextadon, they all share the same willfulness as The Fire Beast itself.

You are now able to harness that wildness for battle. You know how to tame even the most willful of beasts and use them for war, pets or as personal mounts. The more willful the beast is the longer it will take, however it is still possible.

This will only work on beasts of animal intelligence. You won't be able to tame anything with true sapience.

Master Exploder (-300)

You do not need a microphone. Your voice is powerful. You have the ability to project your voice from across a loud battlefield to be heard by all or as a sonic attack. At first you will be able to bust eardrums but if you keep practicing you might be able to blow someone's mind, literally.

Blood, Fire, Noise & Metal (-400)

It seems your otherworldly nature has made you more malleable for the elements of this world for a new power to arise within you.

You gain an affinity for all four of the elements of this world in anything that is related to them whether from technology, magic or powers will be noticeably better in every way along with a blessing.

Blood allows one to survive more serious injuries like blood loss without trouble along with a more potent healing factor. Fire allows one to gain a strong resistance to fire based damage along with fire based attacks you use are even more powerful. Noise grants better control over your voice and any sound based abilities. Finally, Metal grants a blessing of the Fire Beast's need for speed which will make any metal based constructs you create lighter and faster without giving up durability.

This is a Capstone Booster.

Roadie

"Because The Roadie Knows, What The Roadie Knows" (-100)

You have the physique and know how to be a roadie. You can lift and carry heavy equipment and sets with minor difficulty, setting up sound equipment along with rigging up wiring, lighting and pyrotechnics and the instruments you tune always sound perfect.

“Stays out of The Spotlight” (-200)

A good roadie is someone you often don’t see during a show because their job is to make someone else look good. With this perk, you now have that ability. You are extremely stealthy. You can sneak onto a stage during a live concert with everyone looking at the stage and they will only get a glimpse at you. Even then, they would think that they were just seeing things.

"Covered in Metal God Love" (-300)

When it comes to pleasing the Metal Gods, you are an expert. You will always see opportunities to appease them and it will always be an act that you will be rewarded for.

Making an awesome jump with your new ride will only give you something minor like a small percentage in strength increased compared to winning a major battle in the most Metal way possible and being rewarded with a great boon to your army’s weapons.

Post Jump, you will also know how to please the local deities in future Jumps and you will also be rewarded for it. Of course, you may toggle this on or off if you don’t want to please such pathetic, unworthy gods.

"Five Thousand Cubic Butt Loads of Scaffolding" (-400)

Not only are you a roadie, you are also an engineer. You can fix anything and build anything in almost no time it would usually take. From fixing a smashed guitar to looking brand new over the course of a single night to vehicles out of scattered parts you find even collapsed structures.

"Not For A Roadie" (-600)

Your skills as a roadie are comparable to Eddie Riggs himself. You are not only someone that would give him competition in the biz back in his world but your skills are capable of getting a crew like Ironheade organized and armed to get on the road.

Boosted

Your knowledge and skills on being a roadie is something that can be weaponized to great effect. Your stealth is outright noise and presence cancellation.

You can turn any stage you set up into a weapon of war whether as a fortress or a mobile vehicle. The spotlights and pyrotechnics are like artillery, the fog machine can be used to hide your troops and the speakers can shoot pure concentrated sound.

It also goes without saying that a full on rock show being performed on this stage would have an even greater effect on the battlefield where troops will fight harder and are empowered by the music being played.

Human

Headbanger (-100)

The humans of the Brutal Land are hardy people. Years of living off the land or toiling in servitude has made you extremely tough. You have the capacity to ignore most injuries like deep cuts without trouble and even survive in hot and cold conditions with only a slight acknowledgment of the temperature change.

Of course, you also possess a skull thick enough along with neck muscles strong enough to break both stone and metal without injury.

Manowar (-200)

Years of resisting The Tainted Coil have given you great experience when it comes to battle.

You are someone who can handle themselves in any type of fight, armed or unarmed, from the smallest of patrol skirmishes to full scale battles between armies. Your willpower and determination is increased to keep fighting no matter what type of injury you sustain and you gain natural proficiency in any single weapon type of your choice.

This weapon can be anything from melee weapons such as axes, blades or spears to ranged options such as firearms, bows or even larger options such as a trebuchet.

“You start A Revolution” (-300)

You are a greatly inspiring, influential and natural born leader. You have the looks and charisma of a future king and hero along with an aura of majesty. Your ability to gather

allies to your cause is great and you can march them to the gates of Hell itself to do battle with smiles on their faces and courage in their hearts.

Knowing various inspiring quotes from other similar revolutionaries and heroes by heart also helps too. Majestic luscious locks of hair are also optional.

Tour of Destruction (-400)

Sadly, being a great and inspiring leader means absolutely nothing if you can't get an army to function. You have all of the practical skills needed to create and run an army.

Any logistics run by you is speedy and efficient enough to where you can hit the road to your next battle in almost instantly, your training methods and teamwork can turn a ragtag bunch of different personalities into an effective fighting force and your powers of strategy are extremely effective enough to worry opposing factions even with a superior position of strength.

The Future Generations (-600)

"We give Our Secrets to The Future Generations, so that They may know The Glory of Metal"

The last instructions written by The Titans before ascending into the heavens to become Metal Gods. Something that their former servants, The Coil, and even the humans could not understand, all except you and one other.

Your understanding of Secrets of The Titans is comparable to the previous human Rebellion Leader, Riggnarok, himself. You are able to recreate Titan technology which includes hot rods of various purposes & designs, weapons & armor blessed with the Elements of Metal and instruments that allow great destruction when one plays them.

Boosted

Your understanding of The Titans instructions has greatly increased your ability to understand other similar instructions.

If you take the time and effort along with gathering the resources to do so, you can recreate and operate any technology, magic and items of ancient or lost civilizations as if you were someone born in that era with great in depth knowledge of such subjects.

Tear Drinker

Drowned (-100)

Being a Tear Drinker is like being a type of undead creature with all of the implications that come with it. Your skin has become a sickly neon blue and your body has a similar function to a zombie. You have strength great enough to dent metal with a couple of punches, your stamina limit is almost nonexistent and you can survive having your limbs removed including your head without any negative consequences. You are basically immortal.

However, be sure to not to take too much damage that cannot be healed. Wouldn't you want to truly lose your head, do you?

Apostasy (-200)

You have to wonder why anyone would join a faction such as the Tear Drinkers due to their existence having a great wrongness to them. It is very simple and that is they have nothing left to lose. They have no greater reason to cling to and you know what they say, “Misery loves company”.

You have the ability to discard or “turn off” parts of your morals or beliefs so that pain of your existence or actions won’t slow you down.

Betrayal (-300)

Given the stereotypical portrayal of the subgenre of Metal that Tear Drinkers are based off of, it isn’t surprising that their method of battle is very different from others. They simply bring others down to their level.

You have an aura of sadness, fear and ruin. This aura has many effects. You can make your opponents much weaker by halving their strength, make them as durable and slow as mundane humans and you can inflict emotions of fear and depression on your enemies.

Another effect you have is on the landscape itself, your aura can cause ruin everywhere you go. Plants die and become gnarled, the ground starts to crack and structures will become ruins.

This isn’t an instant effect. You must stay decently close to your targets in order for them to feel the initial effects of your aura and you can only choose one effect at a time but as

time goes on and with practice, your enemies will understand your pain. Can be toggled on or off.

Black Tear Infusion (-400)

Despite the limited amount of resources that are found in the area near The Sea of Black Tears, one leader of the Tear Drinkers was able to manage to create an army along with vehicles and technology necessary to match the human rebellion in the span of 3 months. The answer to this phenomenon is the fact that Black Tears are extremely versatile.

With this perk, you have a pool of Black Tears within yourself that you are able to “bend” along with any external supply into various weapons, shields and instruments at the lowest and bigger structures and vehicles at the highest. However, your ability to make anything bigger than a drum set costs more of your energy and Black Tears so you will find yourself tiring if you don’t practice or have a ready supply of Tears to pull from.

Her Ghost in The Fog (-600)

It seems that you have drank and bathed from the deepest depths of The Sea and you have become more powerful from it. An area of one mile bends to your will. Absolute control over the weather from dense oppressive fog that limits visibility and causes fear, torrential downpours of rain that sting and make progress of movements slow to a crawl and very, very frightening thunderbolts and lightning that shock, burn and deafen.

Boosted

You have reached even greater heights than before. You can lay claim to an area of significant size and the effects you have on that area are even greater along with your powers being boosted while within that territory. Make the very domain you claim reflect your rage and sadness.

Demon

The Season of Pain (-100)

It should be obvious by the heavy aesthetic but if it wasn't obvious, The Tainted Coil are explorers in the further regions of experience. You, too, now have that tolerance.

You can withstand great amounts of pain and injury to the point of it being frightening. Instead of slowing you down, you seem to gain greater clarity and strength from it. The more injury that you sustain, the more deadly you become to the point where you being injured and bleeding on Death's door is where you are at your most dangerous.

And if you really, really want to, you can even have the option to toggle on that you can…..enjoy it.

The Beautiful People (-200, Restricted to Ranks of Battle Nun or Higher)

Coil Biology is fascinating as it is terrifying. They have the ability to "birth" others of their kind at extremely fast rates and at any time. Some of said Coil include vehicles made of flesh or biological weapons.

You now have this same ability to "birth" Coil of inferior rank based on your position in the Hierarchy who will instinctively follow any of your orders barring someone of superior rank.

"Cutting Out Its Heart" (-300)

Any good demon can keep their slaves, underlings and "children" in line easily. However, every once in a while, those fools get uppity and they need to be taught a lesson.

You have an instinctual knowledge on the best way to suppress and punish disobedience or rebellion of any kind. This can be as simple as the best way to discipline a child to knowing how to kill the leader of a rebellion in such a way to crush morale.

Of course, this doesn't always work at first if they are especially willful but remember, repetition is the best teacher.

Industrial Metal's Revolution (-400)

It’s amazing how fast The Coil make more of themselves and it is considered one of their greatest strengths. What is also little known is how that speed translates to something else as well which is their rapid technological advancement.

Before Eddie came to the Brutal Land, they were stuck with medieval level technology and frankly a state of stagnancy but over the course of a couple months since the Roadie’s appearance they became just as advanced as Ironheade.

Now that speed is also yours to command. As long as you have an example of technology to study, you can gain the knowledge necessary to advance your own techbase to that level in a greatly reduced time. However, the more advanced the technology you are trying to copy along with a low foundation in knowledge, the longer it will take.

Emperor (-600)

My apologies, you are not just a lowly Druid or even a mighty Overblesser, you are a demon with the potential to obtain the rank of Emperor. You are an existence that even Doviculus will have to be wary of.

You have command over all other Coil demons with the strength and “charisma” to make them fall under your sway. Your strength is great enough to rip people apart and great martial skills to temper it. You can “birth” all types of Coil and you gain mastery of Coil magic which includes power over flesh, blood and disease.

Boosted

You are not just any Emperor. You are someone of the same caliber as Emperor Succoria, The White Winged Death, The Grand Demon Witch and Doviculus’ predecessor. The Coil you give “birth” to are now a more superior breed that are vastly stronger and faster. Your power and magic over flesh, blood and disease is taken to even greater heights where you can create unique diseases, weapons, vehicles and even Coil demons of your own creation and design.

Items

Metal Collection/Soundtrack (Free)

You now have possession of the entirety of not just the music of Brutal Legend both original and licensed but a whole collection fit to your personal taste.

Deadly Wheels (Free)

A hotrod of your own personal design, model, make and paint job. It is a vehicle that can go from 0 to 200 in almost an instant along with lighting up its sides with fire from its eight exhaust pipes. If damaged or totaled it reappears good as new when one plays the “Summon Wheels” Solo or 24 hours later if you don’t know how to play for some reason.

It is extremely receptive to any upgrades you give to it, no matter how odd or mishmashed they are.

Axe and "Axe" (-100)

You have received two items for the price of one.

You now have both an axe and a guitar to assist you in your quest for Metal. They are practically indestructible and have no need for tuning or sharpening. They are both pretty simple in they have no other outstanding features but they are also very receptive to any changes or additions you wish to make to them.

They don’t have to be a guitar and axe. They can be different types of instrument and weapon as long as they are metal enough.

Motorforge (-400, Discount Human/Roadie)

Speaking of upgrades, you have access to your own personal Motorforge. The garage, temple and shop of The Guardian of Metal. The Guardian is extremely knowledgeable about The Timeless Secrets of Metal and if you pay Him Fire Tributes by pleasing the Metal Gods, He will help turn your ride into a real monster along with giving your weapons and instruments the tuning and treatments needed to turn them into true instruments of death. And that is just the tip of the Metal iceberg of the Secrets He knows.

In future worlds without Metal Gods and Fire Tributes, He is willing to bargain and trade His Secrets for things of semi equal value. The Motorforge is a Warehouse Attachment.

Organ (-400, Discount Tear Drinker)

More like a keytar than a proper organ but it sounds the same either way. This is the perfect focus for a Tear Drinker. It allows one to channel their power over the Tears with more power and efficiency while also giving more power to all forms of “debuffs” that they are known for.

It, of course, is also always in tune and needs no maintenance to maintain the ghastly wails of the ghosts it houses in the fogs it expels from its pipes.

Unholy Tome (-400, Discount Demon)

This is the Bible of The Tainted Coil and only something that you see Warfathers carry around. Somehow you got your hands on this book of Coil magic that gives you the ability to master their magic with ease. The basics are shooting orbs of unholy power, hemomancy and flesh crafting. It also contains information on Coil biology and it would help in the making of new Coil very easily.

Post Jump, it will update itself with all of the knowledge of unholy magic and demon biology that the setting possesses to give rise to more terrifying, new Coil.

Unbounded Serpent (-400)

An ancient statue of a dragon appears in your Warehouse. This great metal wyrm houses a small portion of Ormgadon’s power. When presented with a sacrifice of The Element of Fire, it will grant you a boost to one of your “Stats” in line with The Fire Beast. It can range from simply increasing your durability, improving your healing factor, the speed of your movements and the power of your Noise.

The more Fire you feed it, the more potent the boost will be. However, there is a hard limit on how much power it can grant, the boost can be shared between “Stats” and it will expel the Fire and take back the boost when it reaches that limit.

Fan Geysers & Merch Booths (-400)

You have access to blueprints to build Merch Booths, a type of energy converter that allows one to harness the power of Fan Geysers, fanbases with actual power.

Companions

GATHER AROUND ME, WARRIORS! (-50 per Import)

This land might be too brutal for one to handle alone. For this small amount of CP, you may Import as many Companions as you can afford. They all get 600 CP for Perks and Items, however, they all share your chosen Origin and the discounts/freebies associated with them. Wouldn't want to have one of your friends run off to make new ones and make their own faction now, would we?

Canon (Free, -100)

Any Canon character is up for grabs if you wish to make them a Companion as long as you can convince them. However, if you want better odds, you can pay -100 and situations will occur where you can get in their good graces quicker.

Mosh Pit (-200, Discount Roadie/Human)

A group of four Headbangers have decided that they're with you until the end. Whether you helped free them from The Crushing Pit or saved their lives in battle is up to you. Like most Headbangers, they may not be particularly bright but they are loyal, gifted builders and strong fighters. They count as a single Companion and share the perks between them in quarters so if you give them a strength based perk that allows them to lift 4 tons, only one of them can lift a ton. However, they all have the full benefits of the Perks of Headbanger, Manowar and "Five Thousand Cubic Butt Loads of Scaffolding".

Drowned Jumper (-200, Discount Tear Drinker)

A close personal item of your choice from before your time as a Jumper has been deeply infused with Black Tears to make a perfect loyal Drowned copy of yourself with all of the Perks purchased only in this Jump. They are like you in every way possible with the one difference being that they see you as their boss/leader. They also have a little more knowledge when it comes to using the Black Tears in combat and other uses.

Warfather Surtr (-200, Discount Demon)

A surprisingly loyal Warfather of superior breeding who has pledged themselves to you regardless of your Rank. He is extremely cunningly brutal with a savviness to navigate the Coil Hierarchy to let him live comfortably and to exercise his more brutally cunning ideas against both his underlings and enemies. Even if he will lie to you most of the time to accomplish his plans, he still has your best interests at heart. He is also extremely

proficient at Coil magic along with possessing an Unholy Tome and he has the Perks of The Season of Pain, Beautiful People and “Cutting Out Its Heart”.

Metal Queen Candidate (-200)

It seems that Eddie’s rampage through the Metal Spiders’ Lair has left a vacant throne. One of the possible candidates has surprisingly taken a liking to you, as much as a spider made out of chrome and the size of a hot rod can anyway. Due to the nature of her being a candidate, she is a prime specimen of her species, capable of spinning guitar strings of a variety of thicknesses as webs and laying eggs that hatch into more Metal Spiders. As of right now, she is strong enough to be a threat to any patrol that might cross her path but as time goes on, she will only grow even bigger and stronger until she reaches her full size where she can threaten even an army.

Drawbacks

Born to Raise Hell (+0, Roadie Only)

It seems that Eddie Riggs didn’t suffer that fatal accident but you did instead. You have replaced the Roadie in his destiny to bring deliverance to the Brutal Lane.

“It’s funnier if you bleep it out” (+100)

Every form of strong language is bleeped out even if it's written down.

“No gore, please!” (+100)

All forms of serious injury will not be visible for the duration of the Jump. Even if you perform an attack that would turn someone into a fine mist, they will just fall over dead without any form of injury.

Hair (+200)

You are cursed with The Hair Metal Militia’s Arrogance and fashion sense. Just like Lionwhyte and his army, you will have their pompous attitude and all of your wardrobe is replaced with new “slimming” uniforms.

Silence (+300)

It seems the Element of Noise has left you completely. You cannot produce any sort of sound. Your voice is muted and your guitar is like it has no strings.

Fan Leech Infestation (+300)

It seems that you have a bit of a pest problem. Whenever you try to harness the power of Fan Geysers, you will not only have to deal with the Leeches that are feeding from them first but any others that tear down your Merch Booths to get to the Geysers.

“Curse Your Blood!” (+400)

You are now infected with a curse that has made your physical abilities take a hit. You are now stuck with regular human strength and you will have to rely on natural human healing and even then you will find that even slower.

Anvil of Burden (+400)

You are now chained to a Titan forged anvil that cannot be removed for the next decade. You are slowed down due to its weight and any vehicle you ride in will also be slowed. Also any method of flight is now impossible.

Martyrdom (+600)

Obligatory out of Jump Perks, Items & Warehouse restriction

Second Wave of American Tween Melodic Rap Metalcore (+600)

You really are something special aren’t you. You embody everything wrong with the current generation of “Metal Lovers”. You can’t, don’t and will never understand real Metal. Your very existence is an anathema to this very world. You are barred from making any sort of allies, the beasts will attack you on sight and the very nature of this world will try to kill you. It is as if Ormagoden, himself, has set the world against you to rid of your existence.

Scenarios

These are total optional Scenarios to enhance your stay here with even greater rewards and you gain an extra +300 CP just for trying and to aid you.

Brutal Victory

(Roadie/Human Only)

Despite the victory that Ironheade had over Emperor Doviculus at the Sea of Black Tears, there is still a huge chunk of The Tainted Coil army left in reserve along with other Human Warlord Traitors of other “subgenres”. They are simply waiting for the right time to strike.

Your goal is simple. You must gain complete and total victory over The Tainted Coil, free all of Humanity from enslavement, kill the Traitors and show the world once again the Glory of Metal and The Titans.

You may stay in this world as long as it takes to accomplish this task considering how many subgenres of Metal there are along with the Coil’s ability to breed extremely fast, you have a lot of work to do. But it will please the Gods immensely if you do so.

“Flow like A River”

(Tear Drinker Only)

It is time to punish the world for the sorrow it has caused for Yourself, Your Fellow Tear Drinkers and Aetulia.

You must conquer the World for the sake of Tear Drinkers and drown it in Black Tears.

You will have to convert other Humans and creatures into Tear Drinkers while also exterminate The Tainted Coil.

Chains of Hell

(Demon Only)

These filthy humans are getting uppity once again. One of The Coil's puppets has failed and that soggy doll is taking too long. It's time to show the humans who their true masters are once and for all.

Your duty to The Coil are these tasks and you must complete them all for the reward. You must crush The Ironheade Rebellion, exterminate those Tear Drinkers, drag the rest of the humans in chains and ensure the Coil's supremacy throughout the world.

Once again, you may stay as long as it takes to complete these tasks.

Rewards

As a general reward for accomplishing your task, you gain the entirety of your respective faction as followers to come with you on your travels and you have access to any technology they have such as Megastages along with a more potent reward based on your Origin.

Roadie/Human

You have pleased the Titans immensely and as a reward for freeing Humanity and discovering the True Glory of Metal, you now have the ability to become one of them.

Your very strength and size is comparable to The First Beast, Ormagoden, himself where you can lift mountains with ease along with the size to treat said mountains like particularly light cinder blocks.

You also gain a beauty and purity comparable to Aetulia, herself. You have looks that can be considered in the realm of divinity and the purity of your being allows you to resist both temptation and corruption of both your heart and your soul.

Tear Drinker

With the world now flooded in Black Tears, you feel a shift in your being and you could have sworn that you heard a distant feminine “Thank You” from the waters you surround yourself with.

Your body has fully been converted to Black Tears and your pool is now an endless reservoir. You can shift and change your body and size as you see fit. You can even convert other bodies of water into Black Tears along with being able to convert others into Tear Drinker Followers that serve you loyally.

Demon

Your hatred and domination of the humans has awakened something in your very being. Your body has gone through a transformation that has ripped off your restrictive garments and have made your fellow Coil cower in fear.

You have now gained the power to become a First One. You tower over the tallest and largest of Coil. Your ability to withstand pain is greater and you gain an extremely and even more potent healing factor. Your strength allows you to rip apart Bleeding Deaths limb from limb.

Another ability you possess is your newfound hideousness. Your appearance inspires fear, revulsion and nightmares great enough that

your very presence will send all but the most willful and brave armies cowering or running away from you.

Endings

Whatever Legend You made for Yourself here was probably Metal as Hell. You now have A Choice to make.

Home Sweet Home

You wish to Return to Your World. Everything You Earned and Everyone You Befriended comes with You.

Carry On

You Wish to Continue Your Chain.

The Legend Continues

You Wish to Stay in This Brutal Land of Metal for The Rest of Your (Un)Natural Life.

Notes

Any and All References and Content in this Doc belong to their respective owners. I am just a fan and nerd who appreciates their work.

As you can see, my naming sense are quotes and things from the game and making use of what I call the Araki Naming Phenomenon.

The Future Generations aka Titan Technology: Go nuts when it comes to vehicles, I am sure you will find inspiration if you look at certain vehicles in Mad Max. As for the instruments, your guitars are pure elemental fury of fire and lightning along with sonic noise, your basses can heal better along with stunning enemies and your drums are walls of sound.

Deadly Wheels Personal Upgrades: Yes you can personally upgrade it to house an engine powered by the Screams of a Thousand Damned, replace the metal it's made from with Vibranium and give it guns with the force of a mini Nova Cannon.

Fan Geysers and Merch Booths: A vast majority of the technology of this setting is powered by Fan Geysers and supplied by Merch Booths. They are basically a clean and unlimited source of energy that takes time to build up. Any technology that you know how to build can be powered by Fans and you can wave away that you know how to create batteries to contain their power instead of Merch Booths.

Tainted Coil demons that you “birth” are like Pseudo Followers. If they die, they are gone forever along with any uniqueness of personality. The Coil Followers from the Scenario are more permanent and any deaths can be reborn.

Tear Drinker Scenario: I basically see it as like a plan that an evil necromancer or lich would have. Instead of turning the world into a place for only the undead, it is a place where there are only Tear Drinkers. The reward turns you into a walking Sea that can shape and grow as you see fit along with “polluting” other waters into more Tears.

Faction Units Links: Ironheade, Drowning Doom & The Tainted Coil

Solos

When in Doubt, Fanwank how they translate to other forms of battle

Roadie/Human

- Relic Raiser
- Anvil of Burden
- Facemelter
- Bring It on Home
- Battle Cry
- Rock Block
- Call of The Wild
- Light of Dawn

Tear Drinker

- Silence
- Black Tear Infusion
- Shadow Blast
- Encompassing Gloom
- Baleful Misdirection
- Veil of Deceit
- Weeping Heavens

Demon

- Launch of Death
- Summon Agony Boil
- Skies Afire
- Chains of Hell
- Martyrdom
- Curse
- Summon Tick Choppers