Apex

Welcome, friend. You've come to a world of ancient warriors and powerful magics. Change is coming, and with the new dawn an old soul awakens for the first time in a thousand years. He has been bound by the Matriarch, the wielder of dark power and keeper of even darker secrets, in order to seek out her sons and return them to her. The planets will soon align, and with it her chance to steal away eternal life for herself.

This plan has taken many years to come to fruition. It was the sole reason for her children's existence, to die on this very night, and now that the time has come their lives will be brutally cut short. They will have no say in the matter, as the Immortal now answers to her. He has stood unchallenged since eons past, and will stand unchallenged still. And although he is bound to serve those who awaken him from his rest, the Matriarch has given him another reason to succeed. If he reunites her bloodline, she will end his life and free his soul from an eternity of slavery.

In time he will find them, one by one, and take them on their final journeys. They will die, and he will return to his mountain home, betrayed by the sorceress and cast back into his curse. And then, he will be awoken once more...

You have 1000 Choice Points to decide which side you will join, if any. Assist the Matriarch's rise, and hope that she rewards your loyalty? Protect one of her children, and live a life of luxury in their cities? Free the Immortal and release him from his suffering? It's your choice…

You will remain here for ten years, at which time any drawbacks will expire and you will decide where fate calls you next. The skills and tools belonging to your origin are priced at half the listed cost, being your expected trade, and the 100s are given freely. Consider them a gift to you. If you have an item already that matches one bought here, you may instead add the traits onto yours.

Origins

Where do you come from, and what have your experiences taught you?

Wanderer

My path begins with the new dawn; a voice is calling my name
It always starts as whispering then manifests to a scream

A traveler from a distant land, perhaps even a land in a different world. You carry a basic weapon and some armor, along with supplies to keep you fed for a few more days. Soon you will arrive at the homeland of the first son, giving you ample time to place yourself in this story before he is found by the Immortal.

Warrior

To know a thousand years or more have passed, and I am the same
This mountain hollow that keeps me in a suffocating embrace
A prison and a safe haven, it's always been this way

One of only a handful of surviving bladesmen from ages past, created by a warlock looking for an undying and unstoppable army. He's long gone now, but dust, yet still you remain bound to serve by the curse laid upon your soul. Many of your kin have been sealed away in fear of their prowess left unchecked. Fewer still have been slain in combat, as impossible as it may seem for a tribe as enduring as yours. Now, a magician has awoken you from your rest, giving you the chance to breathe and flex your might once more. Will you answer their call, or will you see to your own ends?

Sorcerer

Unearth my descendants
Find them and bring them to me
Feed my insatiable lust for blood

A master of the wild magics, or perhaps the child of one. Your family is steeped in history in these lands, rich in both material wealth and knowledge collected since ancient times. You have experience in performing a number of different rituals to a variety of ends, and are familiar with both the fantastic and destructive, and subtle but influential magics found here.

Wanderer Perks

Starguide

100 CP

Fear not the task ahead there's no escaping it, there's no good nor evil here
Stellar constellations rise, lighting my way in the night
Once again revitalized, to roam; to never die

Your home is beneath the stars and constellations, travelling from plains to deserts to mountains since you were but a child, and this has left you with a sixth sense of your location, your destination, and the dangers and obstacles around you. You can cover distances in a quarter the time it would take most others, rest as easily in the wilderness as you would at any inn, survive off the land for as long as you must, and orient yourself by the stars so that you can always return home once you've sated your lust for exploration.

Destiny Awaits

200 CP

Lo, a new master calls me to awakening, I know this one brings the end
Far out beyond the darkness I've been living in it's true, a whole new world awaits

When arriving in new realms, it's easy to become disoriented. Time is often in limited supply, and by the time you've determined what must be done you've already been passed by and left behind. To keep to the path of adventure you've learned to discern the future from the night sky. With careful analysis the stars will reveal to you the moments upon which the future turns and

those who will decide it's form, and when you dream beneath the open sky you can see these moments with your very eyes.

What You've Longed for Your Whole Life
400 CP
Despite the promise made to me to let my soul be free
Revealing upon my return intentions to betray
Yet all the same the fact remains I knew it was a lie
In all these years I've learned to hope is no way to survive
The blood witch is as wicked as she is cunning, and plans to betray the Immortal as she will betray her bloodline. Although her promises are empty, you can grant the warrior what he so desires all the same. When you make deals and promises with others, as long as you fulfill your role they will be bound to fulfill theirs, and likewise you can enforce such on other agreements made without your involvement. With the assistance of one who has already completed their end, you may compel any others involved to follow through with their promises.

Inheritor to the Metal Gods
600 CP
Fly out beyond the stars
Where the wind takes me away
And leads me through the dark
Defying gravity
You carry an instrument with you, not a tool but a part of yourself, an extension of your hands and your breath to sing glorious tales of power and emotion. You've been trained by the old masters to play the truest form of music, heavy metal, with all your soul, and when you do no one can deny your talent. You can play on par with the legendary heroes of metal, playing with such skill that your name will soon be spoken alongside them. When you sing to tell a story your message is clear and impactful, and when you assemble your environment it almost arranges itself to grant you the most epic of stages.

Warrior Perks

A Life of Bloodshed
100 CP
See the spirits lifting, drifting upon the wind, their bodies left behind
Echoing screams still remain heavy on the breeze, and whisper through the trees
They say to live by the sword is to die by the sword. But you have lived a long life, so very long, and it has been one filled only with the deaths of others. You've mastered a single weapon and can duel near any other and come out the victor. Your enemies would need to drown you in bodies in order to defeat you, and they must be quick about it, lest you come for them before they get the chance.

The Way is Clear
200 CP
Your doctrine, just vapours
Your lies are leading the lost
I will end you here
There are many who will try to hide themselves, their deeds, and their intentions behind lies and twisted truths. They construct false walls out of their mists of words, but these mists will not blind you. You know when you're being lied to, and you can help others to see as you can. Insidious propaganda, confusion and fear, these will not bar you from your goals any longer, nor will they prevent you from showing others the true reality. Even the likes of mental magics, illusions, and forced compulsions can be seen through, naught but lies blown away in the wind of your fury.

Among the Earth and Ashes
400 CP
Earth and ashes, when I'm gone will still remain
Fear not forever, I will wander once again
Of the four sons, one's heart was not like that of his brothers. They are cold and vile, wicked men who do not deserve the life that has been given to them. But him...his heart is pure, a kind soul among the darkness and dangers of this world. He alone is undeserving of his grisly end. This did not save him, but it may save you. Those with good in their hearts can see the same in yours, and they will stay their hand should you offer them peace and friendship. You may travel for as long as you wish, and as long as you walk with peace you will go unthreatened by violence or warfare.

Ten Thousand Against One
600 CP
Try as you might to defeat me
I come as the wind
laying to waste all who dare stand in my way
You are not merely a soldier, a common fighter. No, upon the field of battle you're a force of nature, an unstoppable storm of death. You move with the strength of the earth and the speed of the winds, and any who raise their swords against you will fall. Standing alone, facing down an army ten thousand strong, would only delay you from your true goal as you cut through them all, their blows glancing off your shield and passing through the air where you stood a moment before. Your raw strength and speed are godlike, almost unbelievable to any fortunate enough to have not witnessed it themselves, and even the scant few blows that do manage to land would require inhuman strength to cut deep enough to harm you.

Sorcerer Perks

Rally Before Me
100 CP
Boy, I know you're there, you hide behind a wall of men
Your army, it cannot defend if you won't lead them
You command your armies with the voice of unyielding authority, driving them onwards to carry out your will. You allow no dissent among your ranks, holding them tightly together as a singular fighting force that acts as one, your sword and your shield. Any forces you command hold strong and will never falter, and fight to their fullest extent in your name even if they know it would cost them their lives.

Blood of Magic, Leader of Men
200 CP
To the south there's a city, ruled by a serpent-tongue
Spinning his lies and tales, blinding everyone
When I come to end this tyrant, he spouts words of silken twine
Winding me in vapours, mystifying, clouding up my mind
Your heritage has bestowed upon you a certain charm, a charisma to entrance your fellow man. Wherever you go you will find friends and allies. Your mercantile dealings, negotiations, political endeavors, and simple sociability will see small benefits, and even as a newcomer you will find yourself as the center of the crowd more often than not. If you train your talent with words it will be easy to take a seat of power in near any land you travel, eventually wrapping the entire city around your finger with but a few words, twisting and turning those who would seek to oppose you so that they fight amongst themselves without even realizing your presence.

Cleanse the Bloodlines
400 CP
My sons were born for one purpose only
Their blood my elixir of life
Return them alive, I'll kill them myself
I'll open their throats and drink from their skulls
The ties between those who share common blood is strong, but the magic that drinks of that blood is far stronger. You can substitute reagents and ingredients of your potions and rituals with the blood and flesh of your descendants to not only replicate the effects, but greatly strengthen them. By sacrificing their lives and souls upon the moment of creation or casting, your spells become incredibly potent, far more than you could ever achieve alone.

Evil Eternal
600 CP
There's no rising above
She drowns everything
Freedom doesn't exist you can't resist

You are the power to consume all that live, everything you see, the keeper of an enormous hoard of ancient magic, rituals, spells, and arcane secrets, and the master of all the power that comes from such treasure. While you could slay a man with a glance or spit fire from your fingertips, your true strengths lie elsewhere. Seeking out and taking control of enchantments and servitors from days gone by, watching the entire realm through your scrying spells, summoning monsters out of the nightmares of your victims, and creeping your devious influence into every hall and throne room in the realm until they hail you as the true ruler of all. If you so desired you could recreate the prison that keeps the Immortal bound between masters, or release him from his curse and free his soul to move on to the next world.

Wanderer Items

Traveling Pack
100 CP
Through a meadow running
Feel the sun upon my face
And the air in intoxicates
A large backpack with a bedroll, tent, food to feed a party of nine, and tools to make campfires. Never leave home without it. The food replenishes each morning and the fires built with this can safely be kept alight throughout the cold night without risk of it spreading.

Sound of the Soul
200 CP
And now the dreams will come
Lucid freedom takes me
To a world no longer run by the laws of relativity
There's an old saying; 'What is a musician without an instrument? Not a body wanting a heart, but a heart wanting a home.' You carry an instrument of your choice, blessed with a magical enchantment. It's always perfectly tuned, your fingers and breath dance across it with ease, and it can be called to and from your fingertips with but a thought.

Tundra Horse
400 CP
Rushing like a river
Toward a waterfall that takes me out beyond reality
Away, you lead me through dark
A loyal steed to carry you wherever you wish to see next. He can run with the fastest of them, and never grows tired no matter how long you ride. He's also trained for battle and will gladly carry you through waves of enemies. If he falls, he rises again with the next dawn, healthy as ever.

Magic Map
600 CP
Misty fields before me; forces assembled here still wander in their dreams
Bloodshed forthcoming with the dawn, a burning horizon beyond
A piece of parchment inscribed with enchanted ink. When unfolded, it will display a map of your surrounding area, centered on your current position. Once you reach the edge of the map all you need to do is close it and open it again in order to summon a new map to guide you. Cities, roads, and major shops and inns will be marked and labelled for ease of finding a warm bed.

Warrior Items

Stānscheld, Ward of Bonds
100 CP
He's using you so he can live
Where is the honour in this?
It's needless to die, I won't stop until I win
A sturdy shield passed down your family line from eons past and kept with you all these long years. The wood is surprisingly durable for something so old, and is comfortably fitted for your arm and carry weight.

Ballad of a Thousand Lives
200 CP
Come to me, awakening
Follow my voice, come to me
A warrior of great courage will collect stories and songs as a king collects tribute. Battles won, loves lost, friends and enemies, they all make for the perfect subject for music. Once you reach the end of your decade you will receive an album, singing of your quests and adventures carried out here. You will receive a new album at the end of each jump from now on. They are always a form of metal, but personalized to a style you prefer.

Oathkeeper, Fang of Time
400 CP
Behold!
I have arrived, time for war
Gather your shields and your swords
A blade that was ancient when the wood Stānscheld was carved from was merely a sapling. The secrets of its creation have been long lost and are a mystery even to the Matriarch, but for some reason the sword never loses its razor edge no matter how many men it puts to the grave. Thanks to the magical significance of it's immense age and enduring legacy, it strengthens any enchantments laced into the steel, rendering them more than thrice over as powerful as they would be on any ordinary sword, and maintains them at full strength with no needed input from the enchanter.

Apex
600 CP
Hello mountain, remember me
Child of your womb
I return from a perilous place
To the warmth of your hollow
The mountain that holds you, unmastered and weary. The mystical chamber within can hold anyone in stasis, healing their wounds and restoring their vitality until they're called to awaken once more. It will also lift the burden of ages from your shoulders, alleviating the growing weight of so much time lived and so much lost and freeing you to live your life to the fullest with each awakening. Never again become overwhelmed by your immense age, unending journeys, or by the horrors of what you could not change.

Sorcerer Items

Spellbook
100 CP
Without a single word you'll fall under her spell
And rip yourself apart with your bare hands while marching to her bell
A thick, dusty tome full of subtle spells to control the masses and the very land around you, instructions to carry out rituals that men have died to acquire, warnings of what will become of you should you tamper with powers beyond your understanding and condemnations of the weak-willed fools who wouldn't take the leap, among many other secrets. There is ample room in the later pages for more additions.

Ritual Altar
200 CP
The altars wait in silence, an effigy
Soon their purpose divined
Blood will run as rivers upon them
At first glance this altar appears to be a simple table constructed from stones worn smooth, but the more mystically inclined will be able to feel it's nature radiating away from it, dark energy that's been soaked into it by centuries of use by wizards and sorcerers searching for greater power. Using it to assist in casting your magic will see benefits depending on the positions of the celestial bodies. In the daytime, or a new moon, would have almost no effect, while casting during a full moon or important position of the stars would give a significant increase to your arcane might. Performing your magic when the planets align would result in monstrously powerful forces at your command.

Seat of Power
400 CP
Your time is at an end, enough with bargaining
Your seat of power is vacated for someone else

King or Queen of your own little world, you rule this land with the sway of your silken words. Your command is law, and your subjects would die to the last man before allowing harm to come to you. The territory is primarily a large city, a sovereign nation unto itself, with a population 50 thousand strong. All manner of trade shops, markets, guildhouses, smiths, and craftsmen can be found within, alongside peasants, noblemen, traveling traders, farmers, guards, and soldiers. Beyond the outer walls and the surrounding settlements, there is more than enough farmlands to feed the populace, and the forests run wild with animals ready to be hunted for meat and sport. At the center lies a towering palace, reaching above the city for you to observe your kingdom from on high. The city will follow you to future jumps, inserting itself into the geography and history of the world with you as it's ruler.

Elixir of Life
600 CP
Cleanse the bloodlines
Free me from the clutch of Death incarnate
My reign must never end
A legendary potion thought by most to be mere myth and fable, it's recipe can be uncovered through only the most forbidden scrolls. It's creation is the result of a cursed ritual, one where the creator must sacrifice their own kin beneath the stars at the moment of celestial alignment. When ingested, it will seal the lifeforce of the user forever, eternally locking them away from the gnawing grasp of Death. It will render you ageless and eternally young, and your body will heal flawlessly from any injuries. The only way to truly destroy you now is to pierce your heart with an enchanted weapon, or with raw magical power. The speed of your regeneration will equal your magical power. With just this elixir you would heal no faster than an ordinary human, but a master sorcerer could watch their wounds close before their very eyes.

Companions

The Shadow Guide
100 CP
Shadow guide, you lead me to horror
Shadow guide, you harbour destiny
A bird of prey that will seek out those you have called to your service and guide them to you. Few can resist its call, and those who can will know you have summoned them and why. It will always return to your arm when called, and makes you look absolutely badass.

The Coward Kings
200 CP
Your ruin has arrived, politicians' lives are like the tide
You had to know that
I would come for you
Hear the Matriarch, she needs your heart, you know it's true

One of the three wicked sons of this fable. They possess a trace of magic, and while they cannot call on this trace to perform outright magic themselves it gives them inhuman charm. Should you save them from their fate they will be grateful, however deserved they know it would be. They have the perks Rally Before Me and Blood of Magic, Leader of Men.

The Wise King
200 CP
He takes me out to the hills, we're like old friends walking
But it's a charade, both of us know there's no other way
All despite what I'm feeling, he's such a wise companion
But I'm just wasting time, he will die
The youngest son of the Matriarch. Unlike his brothers he is compassionate and wise, and accepted his coming death with friendship to the unwilling messenger. Now you may save him from this fate. He is a genuinely good man with a pure heart, and will support and assist you wherever he can. He has the perks The Way is Clear and Among the Earth and Ashes.

The Band
400 CP
Can you follow me?
Follow me to apex
Can you follow me?
Follow me to apex
Four musicians and a singer who travel far and wide, serenading all who will listen with metal the likes of which have never been heard. Many of their songs tell the tales of folklore and heroes long dead, but some of their songs are almost prophetic in nature. They each have the perks Destiny Awaits and Inheritor to the Metal Gods.

The Immortal
400 CP
I'm drawn to the creature that wakes me, bound to them by the curse
My soul exists only to serve, a covenant of birth
The Eternal Bladesman, the apex warrior from so many ages past. You have taken on the role of his new master, and will carry him on to future worlds with you to carry out your commands. Perhaps if he believes you will free him at the end, he'll be more willing to assist you? No matter, he has no choice regardless. His will is no longer his own. He has the perks Starguide, A Life of Bloodshed, The Way is Clear, and Ten Thousand Against One.

The Matriarch
400 CP
The day she came to power our lives forever changed
Never before a darkness like this have we seen
No end to suffering
All hail our mighty Queen

The most powerful sorceress of this age, her heart is so black the darkest of nights are bright as day in comparison. She had decided to travel with you in order to take the powers of new, unseen worlds alongside you. She won't betray you, as you're the only way she can continue to move on...at least, that's what she claims. She has the perks Blood of Magic, Leader of Men, Cleanse the Bloodlines, and Evil Eternal.

Drawbacks

Not enough points for everything you desire? I see the Matriarch isn't the only one willing to make sacrifices in the name of power. You may receive up to 600 more points from drawbacks.

Cloudy Nights
+100 CP
Often times a watcher waits for me
My days are passing under skies I cannot read
The nights are overcast these days, the stars obscured and the darkness blinding. Travel by night will be difficult even with torches and lanterns, and fighting off creatures more adapted to the darkness than you will be more difficult. Let's hope those howls echoing down from the hills are merely the calls of hungry wolves, and not something...bigger.

Directionless
+100 CP
I wander aimlessly still reeling from the change
Waiting for a sign or for a spectre that can guide me on my way
Let's just say you're not exactly the best with getting yourself from one location to another. While you won't lose yourself on a straight road with no turns or forks, you may think you've started on the wrong road after holding the map upside down. You'll still get where you're going in the end, but you're going to be delayed, sometimes significantly. If you take this with Cloudy Nights, be careful you don't wander into the lair of someone best avoided, or worse yet straight off a sheer ledge.

Selfish Hearts
+200 CP
To hide the truth away,
To take all that there is,
To never give,
You're all the same
It will be difficult to find allies you can truly put your trust in. This is a hard place and it has raised a ruthless, cunning people. Although you may believe you have many friends, you'll be lucky if any of them aren't waiting to rob you and leave you bleeding out on the side of the road, or worse, leading you on simply to use you for some nefarious purpose.

It's Just Noise
+200 CP
Calling out
I'm haunted again
The consequences far beyond repair
You can no longer enjoy music. Folk music, religious singing, even the legendary metal, all of it does nothing for you. Your poor, poor bastard.

Curse of Magic
+400 CP
Oh, she brings nightmares to life
The foul most twisted kind
And when you beg to die
She glorifies
You find magic used against you to catch particularly easily. Summons and thralls will be nigh-irresistible, simple offensive spells will tear through your armor and defenses, and even your mightiest blows will glance off warding enchantments. If you favor using magic yourself your ability will be severely diminished, almost as if the magic itself has rejected you.

The Coward's Way
+400 CP
Fallen from on high, forsaken lies
You can't resist the chance to beg and scream
Out for mercy, I'll drag you out
The coward's way, down on your knees
Stand up and fight! Do not flee and hide! Your courage has all but vanished before you, leaving you scared of your own shadow. Forget riding into battle or challenging a witch to an arcane duel, it would take all your strength to stand your ground and defend your home from an invading force without turning and leaving them all to die.

Call Me Immortal
+600 CP
The future hovers on the edge in the hands of one insane
My power is the tipping point and now she knows my name
A great curse has been laid upon you. You've been bound to the will of a powerful conjurer, unable to deny his twisted whims. Fortunately, or unfortunately depending on your own skills, he has since been killed by one of his own summons. However, he managed to activate a contingency spell before expiring, one that would revive him once a decade had passed. This leaves you in a precarious spot. You must find a way to unmake the spell that binds you in time, or else the sorcerer will be resurrected and trap you here forever. You have full access to the materials, scrolls, and books your deceased master left behind in his castle, but without a background in the occult it's unlikely you will be able to make any use of them yourself. And,

you should keep an eye out for the creature that killed him. It still wanders the halls, looking for it’s next prey to torment and devour without anyone left to control it.

The Fifth Child
+600 CP
Forfeit all you own, abandon hope
She's called you back; the altar waits for you
You are one of the great sorceress' children, one of now five born only to die in order to power her ascent. The Immortal will come for you, to claim your life and deliver you to your mother so that she may slay you upon the altar. If you cannot hide from her magic or defeat him on the field of battle, there will be no escape.

Ending

Go Home
The world no longer my concern I wander home in peace
No sense at all in lingering, my chamber calls to me
If ever I was done with life; this last one caused me pain
And here I thought I had control of everything

Stay Here
As your power, it sinks into me
Your roots take their hold
My body as one with the earth
My blood as the stone

Move On
I will see you again
Something is coming
Coming for me

Based on the album by Unleash the Archers

Jump made by