Age of Mythology The Expansion Jump

Intro:

Welcome Jumper to a world old and yet new, Earth during, at the earliest, the Trojan Wars.

In these lands the gods of Greece, Egypt, Asgard, Titans and even the Chinese, rule over their flocks of followers more or less. Mythical Beasts fight alongside regular soldiers and legendary heroes.

This is the story of Arkantos, most of the time, Admiral of Atlantis, legendary slayer of Theris, archnemesis of Karmos the Minotaur, servant of Poseidon etc. You may very well already know this much.

However, this will also be your story, will you stand by Arkantos? His son Kastor? With the Chinese? Or will you go for a free run of your own city? The choice is your own to make.

You will stay until 10 years have passed or the events of your campaign have been completed, remaining vulnerable until this ends.

To this end, take these 1000 Circe Points (CP) and go forth my Champion!

Campaign:

Instead of Location you shall choose in which campaign you shall fight here.

Fall of the Trident:

The first Campaign of Age of Mythology, starting during the closing months of the Trojan War you will awaken upon a Trireme captained by Arkantos of Atlantis who just had a strange dream of meeting Athena. He has just slain a Cyclops assaulting a colony and will soon find himself traveling to Troy on behest of Agamemnon.

New Atlantis:

Years have passed since the events of the previous campaign and Kastor, son of Arkantos, stands as leader of the Atlantean Army, or what is left of it. Stranded on a distinctly Norse Island the Atlanteans are desperate to find a new home, and somebody will take advantage of this desperation. You awaken at a bonfire where one of the Atlantean Soldiers is lamenting the desperate situation.

Tale of the Dragon:

At some point after the Fall of Atlantis, an imbalance in Yin and Yang caused by this incident began to cause disaster in China. To investigate this Emperor Yao sends his best general, Jiao-Long, and his heir Danzhu, to investigate these. You will awaken in a small town where Jiao-Long has just arrived with some of his forces, seeking to protect the village from a flood by repairing it's dams and you will likely find yourself helping him.

Skirmish Mode:

Are the campaigns too boring for you? Or do you seek to build your own little empire? Very well, you will find yourself near a lone town center with a population of ten as well as or in addition to any purchases you've made. Now you can just play it like Civilization, if you insist.

Origins:

All Origins can be taken as a Drop-In

Commander:

Well, Jumper, it seems that, like Arkantos, you're a military leader of your culture. You know how to march an army, how to lead your man and damn, you very well might look good doing it.

Wise Man:

Like Chiron, you are a man of knowledge, a teacher, and a treasure trove of wisdom. Some may even say you were a teacher to many heroes.

Servant of the Divine:

Like Amanra of Egypt, you are a servant of your patron god like few others. You can certainly pray to them and, with good confidence, hope for a miracle that shall come.

Dark Conspirator:

Oh, this isn't good. You are like Gargarensis, a servant of the dark forces threatening the world. Forget what the campaign selection said, choose the side of whatever servant of darkness is opposing the ones fighting against the titans and such, instead. I hope you don't mind the apocalypse.

Culture:

The Greeks:

Greece is a nation made of smaller city states united loosely amongst themselves. Most of them are tributary to Atlantis at the time of the Trojan War but also loyal to her. The chief gods of Greece are the Olympians led by Zeus, Poseidon, and Hades. Greeks gather Favor, the resource needed for summoning beasts, by praying at their temples.

The Egyptians:

Egypt, the Land of the Nile and Pyramids. Led by the Pharaohs Egypt represents the largest single entity in diplomatic terms to be found here. Unlike Greece the Egyptians rely on lighter units, fit for the desert but vulnerable in combat. Their chief deities are Ra, Isis and Set. Egyptians gather favor through monuments, which generate it slowly over time.

The Norse:

Nordic warriors are anachronistic in this time, being based largely on Vikings which wouldn't appear until over two millennia later. Yet here they are, the hardy folks of the North. Worshiping the greater gods known as Odin, Thor, and Loki, the Norse earn the favor of their gods by combat and their infantry are skilled builders themselves.

The Atlanteans:

Mother Atlantis stands above most greek states and rules from its island home. Her mighty patron is Poseidon but one day they will come to adhere to the titans instead, such as Uranus, Kronos, and Gaia. Atlanteans have the unique ability to become heroes freely for some resources, are more costly, and take longer to be recruited, yet they are far superior in general in return. Their manner of gathering favor is based on the number of Town Centers they control.

The Chinese:

The Chinese are far removed from the conflicts in the West and peaceful, normally. Uniquely among these civilizations the Chinese do not have a god that is evil, which is odd in its own right, but then this is an anachronistic culture to begin with so… yeah. Their gods are Fu-Xi, Nu Wa and Shennong. Their favor is gained by use of Gardens which can produce it passively but may also produce other resources though they can't be set to separate ones.

Perks:

General:

Divine Blessing (Free/-25/-50)

I will not bore you by listing it all, choose 1 god from those found in Age of Mythology and gain any mythical units, which can be summoned for a prize in food, wood and/or gold as well as favor, as well as their divine spell such as thunderbolt. Can be purchased several times, with the first purchase having to be one of the major gods of your own pantheon and it is free. Further purchases are 50 CP with a discount on those from your primary god's line in the game.
Divine Blessings/Spells recharge depending on their era.
Archaic Age (Major Gods): Daily Recharge of spent powers
Classical Age: Every Three Days Recharge of spent powers.
Heroic Age: Weekly Recharge of spent powers.
Mythical Age: Monthly Recharge of spent powers.

Weapon Proficiency (Free/-100/-200):

What is a man in this age without the skill to fight? You are proficient with a weapon of your choice though how much depends on the amount of CP you pay. For Free you are as skilled as your average soldier such as a Hoplite in a single weapon of your choice. For 100 CP you are skilled in any weapon you lay your hands on at the same level. For 200 you match skill with the likes of Arkantos, Heracles and other such Heroes in any weapon you choose.

Heroic Power (-200):

Hail Jumper! Champion of (Insert Benefactor Name)! Indeed Jumper, with this you now no longer stand with the simple masses, you are a hero! A warrior unaffected by sure-kill abilities and able to take down even the fiercest of foes! Showing this is an aura of light surrounding you and should you fall, it will only knock you out, but be aware that unless your body is recovered within a day, you die for real! This goes for post-jump too, by the way!

Recruitment from Resources (Free/-200/-300):

What does a player of an RTS game such as AoM or AoE have that no real general had? The ability to recruit new soldiers anywhere as long as they had a place where they could be trained. Now you don't suffer from that issue. Throw a week's worth of food, equipment's worth of gold and wood or even Favor into a building such as a Military Academy, Temple or the like, and within a minute you get a soldier trained the way you want them to, though during this jump it will be restricted to units available to your culture or those of close allies. To keep this perk you also need to pay 200 CP and if you pay another 100, you get 5 soldiers for the prize and training time of 1, and another 5 if you pay another 100 which can be done up to 5 times. Also works on ships.
Note that future jumps will allow you to recruit units with modern equipment and training if there is precedent of the same among followers or companions of your's, but be careful with the Space Marines, it'll cost you an arm and a leg to get a decently sized unit of them.

Commander:

Rallying Call (-100, Free Commander)

A good Commander is one who can rally his troops, raise morale, scare his enemies and make his troops fight be 20% deadlier by just shouting. Wait, that's not normal? Well it is for you! Now you have Arkantos' special ability which can be activated every 20 seconds to grant a 10 second powerboost to your allies!

Shield Smash (-100, Free Commander)

What a fierce warrior you are! Like Ajax you can launch a grown man in full armor 20 feet away, likely killing them in the process, by smashing your shield into them! Yes, this is something he can do!

Admiral's Charisma (-200, Discounted Commander)

What is a commander of armies without the skill and aura of a leader? Like Arkantos you know how to lead groups of men and women into battle, even if they are a hot mess of Greeks, Egyptians and Norseman who have no business working together against a Cyclops! Comes with military acumen, yes.

Wooden Horse Gambit (-200, Discounted Commander)

When we get right down to it, the Trojan Horse was a gambit that shouldn't have paid out like this. Yet it did. Just like Odysseus you have a knack for coming up with strange yet elaborate schemes that, when implemented, will not fail you unless you're going up against someone on your own level. So yes, that wooden horse full of heroes to tear down the giant city gates is definitely going to work, don't worry.

Trophy Hunter (-400, Discounted Commander)

Not that kind of trophy. Like Perseus you can hack off an essential part of a monster's body, such as the head of a Gorgon, to create a magical item which can utilize that creature's special powers or grant you one of them. Got the head of Medusa? Petrification! Horn of the Minotaur (or *a* minotaur as is)? Your strength is raised tenfold. Collected the teeth of a Cyclops? Now you get to work metal like them! Horseshoe belonging to a Centaur? Turn into one.

Ally of the Sea (-400, Discounted Commander)

One who doesn't know how to sail makes for a bad admiral, my friend. You have the uncanny skill to navigate the sea and somehow even discern where an enemy went on the open sea no less! Any fleet you command will be equally well manned and in future jumps this can extend to the air or even space. So long as it is a "Ship" or a "Fleet" you will be master of their use.

Demigod (-600, Discounted Commander)

Blessed by the Gods! Why? Because they certainly did bless you! When you construct a Wonder, that is a building of such glorious form it will be remembered for millenia as a wonder of the world, you will gain power equal to Arkantos in the final battle against Gargarensis, enough to go toe to toe with a Statue of Poseidon which had been imbued with the

god’s might! Nothing short of a true god can stand up against the likes of you with this power on your side of the battlefield! The need to build such wonders is removed post-Jump but during this jump it will last only for as long as you are within 2 km of the wonder.

A Bath in Styx (-600, Discounted Commander)

Like Achilles you have been bathed in the river styx, granting you invulnerable skin except on your ankles and ineffective against truly divine might, so don’t exect winning a punching contest with Zeus.

Wise Man

Wisdom of Chiron (-100, Free Wise Man)

Chiron is the wise Centaur son of Kronos, knowledgeable in the ways of the world and learned in countless disciplines. And now? Now you're his peer! You could take the biggest ruffian demigod and turn him into the greatest hero to ever exist or teach the most retarded of princes how to be a king.

Statesmen (-100, Free Wise Man)

Like Krios of Atlantis (the actual council member, not the agent of Kronos posing as him) you are a master of managing and utilizing all the various skills of your subordinates to run a functioning society. Where a General or Admiral leads the troops, you lead the nation, is what I'm saying.

City Planner (-200, Discounted Wise Man)

Well isn't this a bit surprising. You know all the best ways to place construct your city, the best possible layout, the best way to fortify the city, where to find the resources and how to secure them, all at a glance.

Collection Expert (-200, Discounted Wise Man)

Collecting resources is one of the basics of constructing a city, from wood and food to mining gold. Your wisdom knows no bounds and your ability to coordinate those who perform this vital task doesn't either. In the vicinity of any city under your control, all workers will be able to collect vital resources from natural or artificial sources 10 times faster than normal and carry ten times more than normal too, and naturally the same applies to you if you go out and do it yourself.

Research Expert (-400, Discounted Wise Man)

Establishing new manufacturing methods, finding new technologies and equipping your armies with them, or even your fortifications, is one good way to save up on resources otherwise spent on making new units. With this Perk you can research new technologies along the lines of AoM if you so wish and implement new discoveries anywhere you want with only the initial research cost of the tech being paid when researching it. In future jumps this can also be used on OCP tech and equipment though researching the ways to do so (which is needed) will cost appropriately large amounts of resources.

Before Babel (-400, Discounted Wise Man)

In spite of the ease with which the characters communicate in this game, this is fairly strange to see. Normally people from ancient Greece and Egypt wouldn't understand a word some Viking would say to them. However, like Arkantos, Ajax and Amanra, you too can understand every word another sapient being tells you from now on. No, it has nothing to do with the fable of the Tower of Babel, it's just a well known language creation myth.

Wonders Maker (-600, Discounted Wise Man)

A hallmark of great civilizations are the great monuments they built over their history. A hallmark of the absurdity of this world is the fact that buildings on that level get build frequently by random armies to win a war, somehow. Despite the ridiculousness of this, you have a natural aura of sheer greatness that affects those around you to build anything at not just ¼ the needed time but at ⅛ the resource cost. What is more, any time you make an actual World Wonder it will cause a 2 weeks long ceasefire in which nobody, not even wild animals, can attack you or move into territory held by you in some way, even if it is just a tower. Naturally firing back doesn't work either, but still.

Walls of Troy (-600, Discounted Wise Man)

Troy, one of the great states of classic mythology. Center of the Trojan War it fell before the machinations of Odysseus of Greece. However, what is important are the colossal, ridiculous, over the top, incredibly thick and near invulnerable walls of Troy. Why? Because as long as you call a city your home, it has that same durability. Nothing short of divine orbital strikes will be able to destroy the buildings, making them practically bomb shelters. And even if someone summons a hailstorm of meteors, it will take a lot more than that to take the bigger buildings down.

Servant of the Divine:

The Favored (-100, Free Servant of the Divine)

It doesn't matter what gods you worship, they favor you. Regardless of how you acquire favor, the energy needed to bring about things of divine nature such as mythical units or mythical tech, will produce 4 times as much Favor as normal.

Healing Lights (-100, Free Servant of the Divine)

Like a Egyptian Priest, Pharaoh and a Valkyrie, you can cast down a beam of light from far above upon a target, allowing them to heal from wounds as you watch.

Reverse Circe (-200, Discounted Servant of the Divine)

You know how Circe would transform people into animals? Now you can do the opposite, turning animals into people. Target up to 10 animals within a 20 meter radius and choose one human unit from the game. These animals are instantly transformed into the chosen unit with full equipment though they retain their gender, thus you may see female Hoplite or Skraelings. They will have the same skills, knowledge and aptitude as those you can recruit as well as the same intelligence, though upon death they will return to their original state. This can be done once per week and the same after-jump effect applies as with "Recruitment from Resources".

Blessed Spells (-200, Discounted Servant of the Divine)

Like the Son of Osiris who awakened the Guardian in Egypt to fight Cerberus, you have the skill needed to perform complex rituals on the same level as that as well as the knowledge needed to perform such rituals in the first place.

Isis, Heed my Plea! (-400, Discounted Servant of the Divine)

An infamous Cheat Code in Age of Mythology and a plea for help from Amanra when the rest of Arkantos' group was captured by Kemsit. With this you can call upon divine aid, summoning mighty Myth Units when you capture or complete a temple to those gods. This can be used only to obtain 50 such units a month though and they cannot be sent to other areas.

Might of Osiris (-400, Discounted Servant of the Divine)

Like the God of the Dead who has been cut to pieces by Set, as well as the demigod like ascended pharaohs known as the Son of Osiris unit, you possess incredible powers, able to launch a lightningbolt from your person that will strike a number of enemies in a row. In addition to this simple ability, all of your paranormal energy reserves (Mana, Chakra, Ki) have been multiplied in capacity by 10 times as well as enhancing any healing factor you have by a factor of 4. Lastly any spell you can use will be enhanced by more than double it's potency with no increase in cost on your part.

Pharaoh (-600, Discounted Servant of the Divine)

Oh my Jumper! It appears you have been recognized as kin to the royal family, or at least to a high ranking political figure of your culture, and been given appropriate authority. If you encounter people of your culture you can invoke this authority, attaining their services as loyal subjects. In future jumps you may import as a similarly influential figure regardless of your Origin, even as a Drop-In. Naturally this also makes you a prime target for the “Son of Osiris” Divine Power.

Call for Aid (-600, Discounted Servant of the Divine)

Not all wars must be fought independent of the motherland, don’t you think? Mother (Insert Culture’s nation) provides for her children quite handily after all. Once per year you may use this perk to summon forth an army made of soldiers, heroes, Mythical Units and Siege Weapons, matching the might of the Atlantean Army that arrived to fight off the Pirate invasion. In future jumps you can use this perk to summon an army as appropriate for the theater of war you are in with all equipment required. They will, naturally, all be at the peak of what could be possible. Naturally you can also call in the same type of army as in this jump, and if such units survive the jump they will follow you as Followers to the next.

Dark Conspirator:

Lord of Deception (-100. Free Dark Conspirator)

You are a master of deceiving others, Jumper. Even before the likes of Chiron and Arkantos you could pass yourself off as a mere old man, maddened by the conflicts around you. Make no mistake however, not maintaining this deception will make it clear you're no ally, even to the likes of Ajax.

Summon Beast (-100, Free Dark Conspirator)

The followers of Set are able to call upon beasts associated with him, such as snakes, hyenas or the like. While weak, these semi-mythical units are also credibly cheap and you can make them at will.

Shapeshifter (-200, Discounted Dark Conspirator)

Like Loki, you're a master of transformation. Not only can you take your Jotunn body and turn it into that of an elderly man, but you could even turn the likes of Kemsit into a copy of Gargarensis and make him believe he is the real deal, to the point not even Chiron, Ajax and Arkantos could tell the difference when they'd cut his head off.

Escape Artist (-200, Discounted Dark Conspirator)

You're slippery as an eel, how can someone like you escape literally every fight he gets into? Well, this Perk is how, I guess. With this you can escape from every engagement until the final, climactic showdown between you and those who wish to oppose you comes. No matter how convoluted it gets.

A Banner to Hate (-400, Discounted Dark Conspirator)

You're able to fabricate a simple looking item, however this item has the inherent ability to cause discord, hatred and war among those who see it. Hand it to somebody and they will inevitably be attacked by others.

Entrance Finding (-400, Discounted Dark Conspirator)

Uncanny Jumper, somehow you have an incredible talent for finding entrances into the Underworld, always with a perfect path leading to a Gate to Tartarus, one of the major gates, that is, the ones that hold back major titans like Kronos behind them. What's more, you have the capacity to create powerful weapons to breach such gates given enough time and the skill needed to lead your troops through this hellscape to the gate itself.

Animated Statue (-600, Discounted Dark Conspirator)

Rare is the god which descends to the mortal world to fight. Yet even so, given a vessel they will. With this Perk you are capable of calling upon the might of a god, such as Poseidon, into a statue depicting that god and animating it. It will have no more than 10% of that god's power, but it will be near invulnerable to anything short of a Demigod such as Empowered Arkantos, or an actual god. Can be used once per Jump.

Titan Gate (-600, Discounted Dark Conspirator)

Ah, this is truly an alarming power Jumper. With this Perk you can, once per month, unearth a portal to Tartaros from which will emerge one of the minor titans such as Cerberus or the Norse Titan. It will correspond to your chosen culture but the gate will have to be excavated before the Titan can emerge from beneath. However, don't be fooled by the "Lesser" part of this titan's description. Titans are, by nature, divine entities and for a mere mortal to face one is pure suicide.

Items

General

Arms and Armor (Free)

A simple set of weapon and armor matching any set common in your culture. You may also take the arms and armor of a pre-existing hero in terms of normal weapons and armor, so no Nemean Lion Pelt or Medusa Head for you.

Age of Mythology: The Jumper's Rising (Free)

A copy of Age of Mythology with a fully functional, self-powering, self-repairing, size-altering Mega Computer with 90 billion Terrabyte on it's harddrive. The game itself has the "The Jumper's Rising" DLC and all other DLC included. The new DLC includes yourself as a hero unit available for the player only with new mechanics based on your purchases here as well as inclusion of yourself in the campaigns. Oh, as a bonus all of the graphics are now on par with the opening cinematic, which I'm sure is a great improvement and that you agree with that.

City (Free/-200)

No this is not Atlantis or any other pre-made city. This is a 5x5x5 cm cube you now own. When activated while on the ground or near the equivalent of this world to the game's Town Center, the cube will either turn into such or take the Town Center and apply either upgrades to itself to that Town Center, or apply upgrades of that Town Center to itself. This cube can be used to store the city you build as your base and to then deploy it later again by activation, allowing you to place buildings as you wish like it's a game editor. When the Town Center taken over by this item has buildings to it already those will become part of this item's collection but only if they are explicitly your own or have joined you. Wonders absorbed by this item may be redeployed too but they will be reduced to foundations when deployed and must be restored. Vaults of Plenty can only be deployed if the Divine Power is available for use.
Pay 200 CP to keep this post-jump.

Commander:

A Boat! A Boat! My Kingdom for a FUCKING Boat! (-100, Free Commander)

Like Jason with his Argo, Odysseus with his own ship or even Arkantos, Admiral of Atlantis, you possess a ship fit for an admiral. It is the most powerful and/or versatile vessel of your culture, such as a Trireme. This ship, like the Argo, benefits from "Heroic Power" and thus is impervious to things like Kraken or environmental effects. Additionally it is more than five times more powerful than a mundane variant of itself on the same level of advancement, which is to say the maximum upgrade level. If destroyed, somehow, you can designate a new ship as your flagship and you can import this item into any ship you get your hands on.

Boots of Kick Everything (-200, Discounted Commander)

One of several mythical relics, this pair of boots increases the speed of those seen as heroes (or who have the distinction of "Heroic Power") when placed in a temple.

Spartan Facilities (-400, Discounted Commander)

These are 2 copies of each basic training facility for the training of units, does not include Town Centers or Fortress analogues) corresponding to your culture but no less than 4 buildings in total. When deploying the City Item you can find them in it's inventory and after the jump, if you didn't pay proper price for the said item, these can be deployed from the Warehouse.

Army Ants (-600, Discounted Commander)

Legend goes that the Myrmidons that Achilles brought to Troy had once been ants he got from an Ant Hill. True or not, this Item consists of an Ant Farm facility containing a large colony from which up to 500 ants can be commanded to leave after which they will turn into fully armored and armed elite soldiers. During this jump they will be Myrmidons but after it they will match the best equipment you can find and be proficient in it.

Wise Man:

Engineers (-100, Free Wise Man)

Any good king or wise advisor, knows that above all else a good work force is needed for the construction of a city. These are 5 masters of this trade, builders so skilled they are confirmed to have been some of those who made the great walls of Troy. Every month another 5 such engineers will spawn at your Town Center and they are able to make superior buildings and siege weapons at ¼ the price and 1/10 the time. Naturally their skills will always match this even compared to later jumps after this one.

Dwarf Smithy (-200, Discounted Wise Man)

Exactly what it says on the tin, this is a forge run by Dwarfs as you would find in the North. Like other building items in this document it can be deployed from the "City" Item or from the Warehouse after the jump if you don't keep it. There are two of them here and aside from making the best equipment a man can ask for, the blacksmiths here will also manufacture far superior siege weapons and even heavily improved Mythical Units of an artificial nature (Talos, Bronze Boars etc). Lastly this is a location where Dwarfs can be recruited.

Greek Army (-400, Discounted Wise Man)

While not necessarily Greek in nature, this is an army on par with the one which waged a siege against Troy for decades. Over 200.000 armed men and support personnel make up this truly massive army of ancient times. In future Jumps this army will adjust in equipment to fit with other soldiers of the era if they are superior to the current state of this army though it lacks heroes and thus cannot include super elite units.

Resources Inexhaustible (-600, Discounted Wise Man)

While not endless supplies of ready to use materials these are a collection of various resource sources in the form of specialized buildings from which you can collect whatever resources you need and they will never run out of these resources, be it food, wood or gold. In future jumps this will upgrade to include other common materials like iron and the like while you may choose 2 special resources found in that jump, in every future jump, to add to the roster of resources available here. This too can be deployed from "City" or from the Warehouse after this jump.

Servant of the Divine:

Glorious Temple Complex (-100, Free Servant of the Divine)

Normal Temples can be so unworthy of the gods, can they not? They are just standardized buildings with a small statue of the chief god in the center after all! Now you have no reason to worry. This is a small city's worth of temples, statues and other means of worship, worthy of the gods themselves to reside here. If you want to deploy this complex then you need not worry for size, while the complex cannot be deployed a Sky Passage connected to the complex's own, and only to that one, can be deployed from the City. This Item functions as a normal Temple for recruitment but mythical creatures of future jumps will become available post-jump and for 999.999.999.999.999.999 units of every resource, you can summon Osiris to fight for you.
That's the mass of Mount Everest in resources. For each resource including Favor.

Vaults of Plenty (-200, Free Servant of the Divine)

The gold smile on you, Jumper. These are 4 Vaults of Plenty that can be deployed without the need for the Divine Power as described by the "City" item. However, in return these vaults produce only 4 units of a single resource each during this jump. After this jump you can place resource samples into the vaults and they will begin to produce that resource (excluding energy) infinitely though at a trickle. Also, the "One Resource type per vault" will be lifted.

Grugnir, Odin's Spear (-400, Discounted Servant of the Divine)

Rather than the genuine weapon, this is a relic which boosts mainline infantry units such as Hoplites, Egyptian Spearman, Ulfsarks and Myrmillos, granting them a greater ability to pierce armor and deal with enemy soldiers that way, particularly cavalry. Don't try wielding it, like all relics it's more a deco item so it'll break if you do.

Guardian (-600, Discounted Servant of the Divine)

Whelp, this is kinda broken. Where did you get this thing from? This Anubis looking, 15 foot tall not-statue is taking a nap. To awaken him you luckily don't need his sword, he got it already. What you need to do is perform a special ritual that will awaken him, it takes like 5 hours to do and thus it will be best done while not under attack. He will go back to sleep if stored with "City" or after nightfall and must be reawakened afterward. In terms of power this thing is a beast, near indestructible and able to take down one of the minor Titans such as Cerberus on his own.

Dark Conspirator:

Siege Shop of Nightmares (-100, Free Dark Conspirator)

Remember how Gargarensis had these huge, incredibly powerful battering rams to take down the gates to Tartarus? This is the place he got them from. No matter what siege weapon you want, this pair of siege workshops can make bigger, monstrous versions of them which can take down even divinely made fortifications.

Cyclops Tribe (-200, Discounted Dark Conspirator)

This is a tribe of Cyclopsi, the monstrous offspring of Poseidon. They are completely loyal to you and fairly skilled in the use of large siege engines and as warriors or craftsmen even. It starts out with 100 Cyclopsi like this but every month, another 10 will be spawned in the tribe ground which you can access through a deployable Sky Passage.

Workforce Abduction (-400, Discounted Dark Conspirator)

It is hard to find subjects willing to dig up passages into the underworld with no pause, barely any food and no accommodations. You have no reason to worry though, as you can capture enemies and force them into the role of workers who are unable to disobey your orders and will work until they die of exhaustion no matter how little reason they have to do so.

Tartaros Gate (-600, Discounted Dark Conspirator)

Not the ones that hold the Titans but rather one that can be summoned once per month. From within will come all manner of monster such as hellhounds, Chimaera, harpies, copies of the Nemean Lion or Fenris Wolfbrood, as well as all manner of giants at will. These creatures are completely obedient to you and your companions and cannot be swayed by enemy powers. In future jumps any hellish monster can come from this but not greater variations.

Companions:

True Friends (Free):

Import up to 8 companions into this world. They gain a choice of Origin and culture and will start either at your side or in their culture's territory. You can also create new companions with this and they gain 800 CP to spend either way with 1 400 CP perk and the "Heroic Power" Perk for free.

Friend on the Way (-50 per purchase)

For each purchase you can take along one canon character from the game, who will gain any and all Perks related to them as well as the "Heroic Power" Perk.

My Man (Free)

Any and all military units, be they human, mythical, animal or mechanical, will follow you as followers and property and will retain their unique abilities and properties in future jumps. They can also be imported into items that deal with Followers or armies.

Drawbacks:

Extended Campaign (+0)

It would be boring if you had to leave after just one campaign, right? You can extend your stay to the end of any other campaign and then another 10 years, if you wish, of the Skirmish Mode option.

Arkantos, Awaken (+100)

You lose all memory of Age of Mythology's campaigns and thus won't know when shit hits the fan.

Nemesis (+100)

There is one foe you have met before, an old grudge you seek to settle. Be it Kamos the Minotaur, Kemsit the Thief or Gargarensis the Cyclops, one foe in particular will bug you on your journey and only at the very end will you succeed in taking them down.

From Scratch (+100)

Remember how you could just place finished buildings in a new location when relocating the City Item? No More! From now on your buildings not only have to be deconstructed for storage over the course of 30 seconds (this is automatic though), and admittedly you gain back the resources they're made of, but once you're in a new location and want to place them again you need to rebuild them from their foundations using those same resources!

Nailed Down (+100)

You thought you can just relocate your city when the going gets tough? Sorry buddy but that won't work! From now on you have a timer of 24 hours, only after that timer finishes will you be able to store everything up. And what's worse, you won't be able to deploy the cube for another 24 hours after that!

Hidden Dagger (+200)

Every single time, you find yourself time and time again tricked by an enemy, bamboozled and led astray. You will undergo hardships just because you trusted an old man or because a worshiper of Set had set up an ambush. No matter which land you visit, there will be at least one point where you are completely taken off-guard.

Can't They Work Faster? (-200)

No, no they can't. No matter your perks, your civilian subordinates will take twice as long to complete the same tasks as those of other factions. Additionally, any source of resources from outside this jump will be unavailable as anything but a mine, grove of trees or farmland.

Resource Lock (+200)

Forget sources of resources outside what you can find in nature, whether in this jump or from other jumps, you can only gain resources from finite sources such as mines, trees, berry bushes, animals and farmland. Even that one item I know you're thinking of in this document will only spawn normal resource nodes once per week and Vaults of Plenty will have their production reduced by ¾ and cannot be moved to new locations. What is more, their range is reduced to your immediate vicinity. The Item related to them will also now require the Divine Power to get them again.

Troop Lock-Down (+200)

All troops from outside this jump are locked out and any troops purchased in this document only come at 1/10 their normal numbers and only respawn once per month if there are only a few of them left.

Just as Foretold (+300)

No matter what you do, events will conspire for everything to progress as it should in the campaign. If need be, the enemy will have massive reinforcements to ensure that you can't just overwhelm, for example, the troops he had called in to fend off Arkantos from the ram at the gate, which led to Chiron's sacrifice. Only in the closing stages of the campaigns can you make differences.

Jumper's Quest (+300)

Well, fuck. Poor Jumper, you are now replacing the protagonist of one of those campaigns we spoke of before. Yes, you can choose which one, but all threats will scale to be as challenging to you as possible.

Divine Smite (+300)

Huh? Oh don't worry Jumper, you haven't pissed off a god (yet) and evne if you did, they wouldn't strike you down personally, oh no. Instead this Drawback knocks out all supernatural powers and skills you have from outside this jump and also fries your Warehouse Key so you can't access any items from outside of this place. Fun right?

Logistics (+300)

Ah, a staple of 4X games, namely the fact that you get resources straight from gathering points to be used anywhere and everywhere. Get this rubbish out. You now have to actually physically move all the resources you have to wherever they are needed, using caravans as they are usually used for trade! Storehouses are also a thing and if they are raided, tough luck! Now you don't have those resources anymore! And don't think those troops will not need food, ammunition and shelter Jumper! Same with all those civilians who work for you!