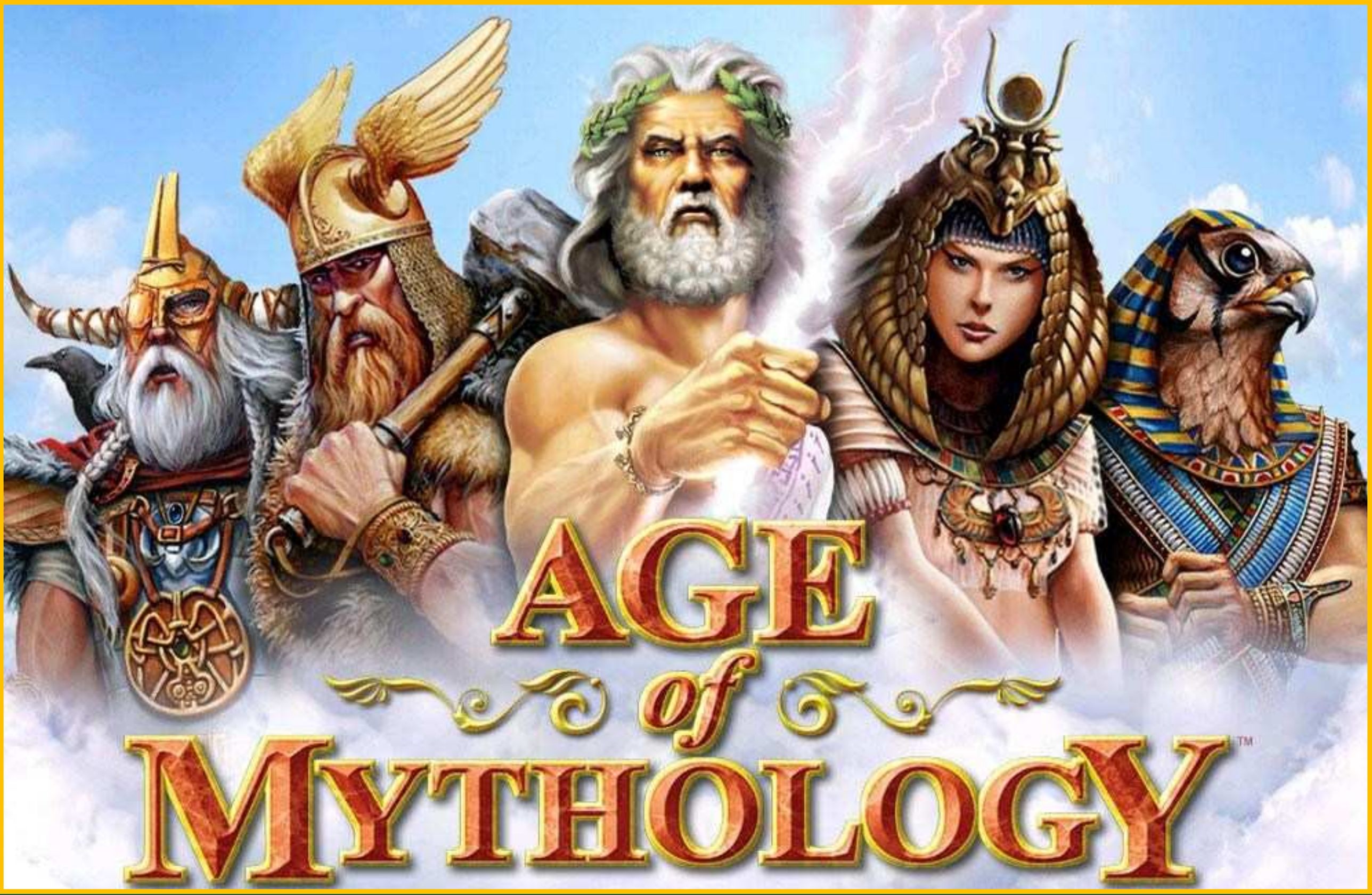


Welcome to the world of Age of Mythology.

It is a realm of strange shaped landmasses of almost random climates. Stepping from tundra to savannah after 100 metres is not impossible or unlikely.

There are gods, heroes, monsters and divine artefacts.

Four Pantheons vie for control over the land and individual gods battle it out against their fellows through their followers.

You begin right on the frontier where settlements are barely more than tribes of hunter-gatherers.

You have 1000 CP.

IDENTITY

You must choose an identity to determine your history and place in this world.

Roll 16+1d8 to determine your age.

You may change gender for 100 CP.

DROP-IN

+No set of memories affecting your actions.

-You have no friends or history and gain no free boon.

You wake up in a field with some local animals looking at you. You straighten up and they run away. You see a settlement and prominent temple in the distance. The locals may not be immediately hostile but they will be distrustful of a foreigner in their midst for quite some time. You will likely have to learn a new language too.



A picture of flame is found on **Skills** with a discount for those with a **Drop-In Identity**

GREEK

+Knowledge of Greek gods, friendly settlement with familiar culture and people.

-No discounted passive skills.

You grew up in the settlement and have only ever left it to hunt due to the rumours of hydras and manticores in the hills. You are friendly with the villagers and the militia and have always been expected to rise to political prominence due to your clear favour of the gods.



A portrait of Hades is found on **Gear** and **Skills** with a discount for those with a **Greek Identity**

EGYPTIAN

+Knowledge of Egyptian gods, friendly settlement with familiar culture and people.

-No discounted passive skills.

You were born a labourer but showed clear signs that you were touched from the gods. As such, your settlement's Pharaoh rose you to priesthood and made sure you were armed suitably. Your people, particularly the serfs, have come to admire you greatly for your power.



A portrait of Ra is found on **Gear** and **Skills** with a discount for those with a **Egyptian Identity**

NORSE

+Knowledge of Norse gods, friendly settlement with familiar culture and people.

-No discounted passive skills.

Your people are hard and so was growing up. You came up all the stronger for it and know that even the most hardened warriors of your clan respect you for your strength and favour. The Jarl of your settlement is a tough and god-fearing man and came to treat you as though you were his own child.



A portrait of Odin is found on **Gear** and **Skills** with a discount for those with a **Norse Identity**

ATLANTEAN

+Knowledge of Atlantean gods, friendly settlement with familiar culture and people.

-No discounted passive skills.

Your people are an offshoot of Greek civilisation and worship the Titans of old. You were born a full citizen but the Oracles saw that you were meant for more than menial work. You were given a good education as well as suitable arms for the Oracles knew that there may be war ahead and that you would serve well as a champion.



A portrait of Kronos is found on **Gear** and **Skills** with a discount for those with an **Atlantean Identity**

BOONS

You get one boon free from a god of your chosen Identity and may purchase further boons for CP. Drop-Ins do not get one free.

Further boons are 200 CP each or discounted to 100 CP for gods from the same civilization as yours.

GREEK

Zeus

Bolt: Once per week you may summon a lightning bolt to hit an enemy.

Hades

Sentry: Once per week you may summon 4 stone archers who will stand guard and shoot at your enemies until they are destroyed.

Poseidon

Lure: You may summon a large stone that lures animals and beasts within a square mile to it.

EGYPTIAN

Ra

Rain: You may cause it to rain at any point at will.

Isis

Prosperity: You naturally make more money than you otherwise would. Effects are subtle but considerable over time.

Set

Vision: Once per day you may gain knowledge of what happens over one minute in a large ($100m^2$) area of your choice as though you saw it all yourself.

NORSE

Odin

Great Hunt You can multiply the number of animals or beasts in your vicinity by two. You are also an extremely skilled hunter.

Thor

Dwarven Goldmine: You can cause the earth to part and a rich vein of gold to appear once every two days. You are also an extremely skilled miner.

Loki

Spy: With a touch you can turn someone into a spy and see through their eyes at will.

ATLANTEAN

Kronos

Deconstruction: Once every 2 days you may cause any building to completely disassemble itself. You may also make it reassemble somewhere else.

Oranos

Shockwave: You may cause small shockwaves that knock back enemies severely regardless of their own weight 30 minute cool-down.

Gaia

Gaia Forest: You can summon a permanent hectare of magical trees every 2 days. Your enemies will lose some magical power in these forests.

SKILLS

Discounted skills cost 50% of full price.

Gatherer



You are extremely dextrous and quick when it comes to menial work and know how to increase efficiency by reducing waste in all your endeavours.

200 CP

Tactics



You are extremely skilled at planning and arranging attacks, anticipating invasions and guessing the outcome of battles correctly.

200 CP

Builder



You can plan and build things incredibly quickly. With a pile of wood you could knock together a reasonable house in a couple of hours without help.

400 CP

Ceasefire



Once per battle you can cause all fighting around to stop for one minute. During this time you and your opponents will be incapable of acts of violence.

400 CP

Restoration



You can heal people with a touch as well as heal all your allies a little while in a battle (once per battle).

400 CP

Researcher



You are far faster at designing and discovering new technologies. Inspiration and breakthroughs hit you far more often.

400 CP

Earthquake



You can cause an incredibly destructive earthquake in a 100m^2 radius around you. It damages everything on ground but yourself. Once per day.

600 CP

Lightning Storm



You can summon lightning storms. You cannot guide it to hit anything specific but it will generally hit your enemies and avoid your allies. Once per day.

600 CP

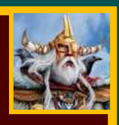
Titan



You can summon a titan's gate. Once cleared, a titan loyal to you will emerge. The titan is immensely powerful. Once dead you may summon another gate.

600 CP

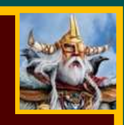
Undermine



You may, at will, cause large holes to appear under walls and towers causing the walls and towers to collapse.

400 CP

Healing Spring



You may summon a large spring with magical restorative qualities for you, your allies and anyone else you care for it to work for.

400 CP

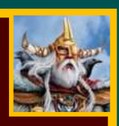
Spider Lair



You can cause a lair of giant spiders to appear. Very well camouflaged. The giant spiders will drag enemy troops underground. One lair at a time.

400 CP

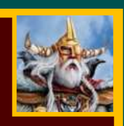
Walking Woods



You can cause a section of a forest to uproot, walk around and attack your enemies. No more than 100 walking trees at once.

600 CP

Fimbulwinter



Once a day you can cause an enemy's army or settlements to become incredibly cold, freeze over and get attacked by a giant hoard of vicious wolves.

600 CP

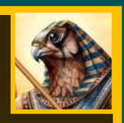
Chaos



You can cause around 5 people to go berserk and start attacking their allies once per day.

400 CP

Shifting Sands



You can move yourself and a handful of others to anywhere within a mile instantly in a flurry of sand. Cool-down is 5 minutes.

400 CP

Locust Swarm



You can summon a swarm of locusts to destroy an enemy's farms and stores. Can devastate an economy extremely quickly.

400 CP

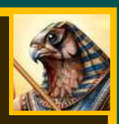
Implode



Summons a floating orb. The more stuff sucked into it the larger it gets and the larger the eventual explosion.

600 CP

Tornado



You can summon a massive tornado once per day. You can choose it's starting location but after that it's out of your control. Extremely powerful.

600 CP

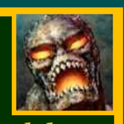
Meteor



You can summon a meteor shower of large meteors once per day. Devastating but erratic in terms of coverage.

600 CP

Tartarian Gate



You can summon a gate to the underworld from which large, vicious beasts emerge. They do not stop coming until the gate is destroyed. One gate at a time.

600 CP

ITEMS

Discounted skills cost 50% of full price.

100 CP options are free when discounted.

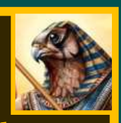
Hoplite Arms



The spear, shield and armour of the Hoplite.

100 CP

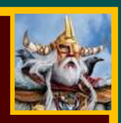
Egyptian Arms



Simple Egyptian armour with a shield, sling and axe.

100 CP

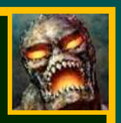
Ulfsark Arms



A set of light armour with prominent bear pelt and large axe.

100 CP

Murmillo Arms



The scale mail, finned helmet, shield and short sword of the Murmillo.

100 CP

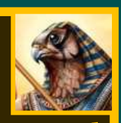
Pegasus



A white, winged divine horse. Intelligent and very quick, may be mounted and flown. Regenerates.

200 CP

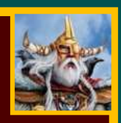
Serpent Spear



A spear that seeps a corrosive and entirely deadly poison from the tip.

200 CP

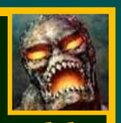
Ravens



Two ravens that follow instructions and will inform you of the things they see and here. Regenerate.

200 CP

Orichalkos Mail



A masterwork. Incredibly durable and strong armour of Atlantis. It is also almost weightless when quenched with saltwater.

200 CP

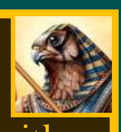
Gorgon Head



The head of a gorgon. Turns all mortal men who look upon it to turn to stone.

400 CP

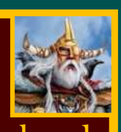
Hieracosphinx



A friendly and loyal sphinx with the head of a hawk. Fearsome in a fight. Enjoys riddles. Regenerates.

400 CP

Axe of Muspell



A throwing axe forged in the land of fire and desolation. Immensely accurate, flies incredibly far and is extremely sharp.

400 CP

Automaton



A soldier made entirely out of metal that moves and obeys orders without an obvious power source. Comes with the knowledge to repair and create more Automata.

400 CP

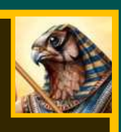
Phobos' Spear of Panic



A magical spear which when wielded causes fear and great loss of morale in your enemies.

400 CP

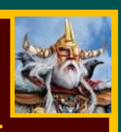
Sling of the Sun



A sling that turns stones into intensely hot balls of fire resembling (and acting somewhat like) miniature suns.

400 CP

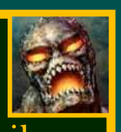
Ichaival



A bow, 10 arrows fly every time an arrow is shot.

400 CP

Sky Passage



A pair of small floating, mobile buildings that allow for instantaneous travel between the two of them.

400 CP

Plague Shafts



A quiver of arrows that when fired will cause a rampant and uncontrollable plague in the vicinity it lands.

400 CP

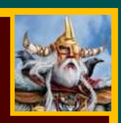
Book of Thoth



A book of ancient knowledge and magic. Supposedly contains the means to understand a god's mind and to understand animals.

400 CP

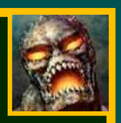
Call of Valhalla



A horn that calls a powerful Valkyrie or Einherjar to fight at your side for a single battle once per day.

400 CP

Hesperides



A seed of a Hesperides Tree. Grows into a tree. Produces up to five loyal dryads - usually peaceful creatures but fierce when threatened. Can revert back into the seed although the dryads will disappear for this time.

400 CP

Aegis Shield



The near impenetrable shield of Zeus and Athena. May switch between shield and cloak form.

600 CP

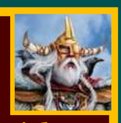
Ankh



An ankh that allows the bearer to revive and fully restore the dead to life. As long as they were correctly mummified that is.

600 CP

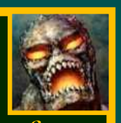
God's Hammer



A dwarven forged hammer with a relatively short haft. Immensely powerful, shrinks down to be worn down the neck and returns to you when thrown.

600 CP

Volcanic Forge



A forge that allows for the crafting of Orichalkos artefacts. Comes with the schematics for Mirror Towers that blast destructively intense sunlight and Fire Siphons (tanks that throw extremely hot fire over 100 metres).

600 CP

DRAWBACKS

Choose up to 600 CP worth of Drawbacks for extra points.

Mythological Victim:

You are constantly going to be harassed by the mythological beasts and beings of this realm. You can't walk 200 metres in the wilderness without some monster trying to eat you.

+100 CP

Clever:

Antagonistic cultures and heroes are incredibly clever and will do what they can to destroy your works and person.

+100 CP

Skraelings:

All people except for the settlement in your Identity will be unreasonable savages until you invade them and force your culture onto them.

+100 CP

Mysterious Old Man:

You often run into strange figures in the road or animals that act in unusual ways. It is often antagonistic gods in disguise trying to trick or even kill you. You will have to stay alert.

+200 CP

Cheaters:

Your enemies always have immeasurable resources and sometimes purple flying hippos in top hats appear and vomit insanely corrosive red stuff in the shape of hearts on you.

+200 CP

Wrath:

A single powerful god intends to test you to the limits and then break you. They will do everything in their power working against your interests.

+200 CP

Titanomachy:

It seems as if all the gods are at war with all the other gods. They will frequently create titanic, nigh-invulnerable avatars and battle it out. Even the mightiest may find themselves collateral.

+300 CP

Pantheon:

An entire pantheon is after your head. Given the range of portfolios they represent there aren't many places you'll be safe.

+300 CP

Ox-Cart:

You are an ox attached to a cart for your time in this realm, you cannot change form and the cart will not come off. People will try to put stuff in your cart.

+300 CP

FUTURE

Once 10 years in this world is over you will be faced with a choice. Regardless of what you choose, you will keep all Skills and Items and lose all Drawbacks.

Go Home

You wake up at home in your own bed

Stay

You decide to stay in these strange, mythical land for the rest of your life.

Go On

You go on to the next universe and adventure.