Warhammer Fantasy: Amazons

By Valeria

Introduction

The Jungles of Lustria hide more than just Lizardmen in their dense depths. Within these jungles are a very ancient but very reclusive race of warrior women. It may sound like the sort of tale from a fool coming back from the New World but this race of beautiful, deadly and nigh-immortal women is no lie.

The Amazons, in ancient times, were one of the earliest creations of the Ancient Ones. Learning alongside these ancient beings, they remained a small race, uninvolved in the planning for that great war of that time. Even once the Ancients left, the Amazons remained secluded in their jungles. Many years would pass and despite a few wars and skirmishes, the Amazons would retain their desired isolation. Their only allies were the beings of the jungle, beasts that they tamed, and the Gorols, a race of intelligent primates that bonded closely with the Amazons years before.

Despite their isolation, the Amazons still come into conflict with the men of the Old World now and then, when they send expeditions or raiding parties to Lustria in search of treasure. They also find themselves skirmishing with the neighbouring Lizardmen, both races seeming to have forgotten their ancient bond due to their shared creators.

You begin in the world of Warhammer as one of these Amazonian women, in the jungles of Lustria. You will spend the next ten years in this world. Take this set of 1000 Choice Points (CP) to assist you with options from the following document.

Location

You will begin in any location within the Amazon controlled parts of the Lustrian jungle. This might be the tree top cities or any of the holy temples of the Amazon race. You could even begin in the dark swamps that the witches of the Amazons make their homes in or in one of the Gorol tribe communes.

Origins

Priestess- 100

The Priestesses are the spiritual leaders of the Amazon nation. Forming into an incredibly influential Sisterhood, they pick out and raise girls almost from birth to become Priestesses. Trained in politics, history, leadership and lastly, magic. Not only are the Priestesses the advisors, and often the true leaders, of the Amazon people, they are also the magicians. As one of the Priestesses, you are initiated into the arcane order and are a powerful wizard in your own right. You have knowledge of the Serpent Lore unique to the Amazons and one of either the Lore of Light, of Beasts, of Light or of the Heavens. Other origins may buy a similar level of magical training for 100CP.

Commander- 100

The Commanders, known as Matriarchs and the more experienced Mistresses, are the military and political leaders of the Amazonian people. As a Commander, you are already an expert warrior and military leader, with no small amount of experience in war to draw on. You have a small command right now but plenty of room to move up in status and importance.

Huntress- 100

The more solitary type, you are. A Huntress is an experienced Amazon who has devoted her life to the art of the hunt. You are one of the better warriors your race has to offer and very skilled in tracking and stealth. Better yet, you're quite amazing at raising and taming wild animals to turn them into hunting partners or battle animals. You'll begin with one Jaguar or Panther that you tamed in the past, a beast large enough to ride on.

Outsider

Not all that live outside Amazon society, or at least on the outskirts, are criminals or outcasts. Some choose to do so out of dislike for others, desire for isolation or an interest in the nature around them over other people. You are one such Outsider, a strange Amazon that puts off those around you but you are still considered a citizen of the Amazon race. Perhaps you are a witch doctor or a friend of the Gorol. You may even be a Gorol yourself, depending on your choices.

Your age is 20+4d10, though you will still be in your physical prime as Amazons have ways to revert aging and keep their warriors young and healthy.

Gender is a more complex issue however. All Amazons, without exception, are female. They do not need males to reproduce, making use of an arcane rite done by the Priestesses to allow the Amazons to conceive and give birth either on their own or between two females. Thus you will be required to take the female gender in this jump. You may pay 100CP to instead be male and it will simply be overlooked, no matter how hard you try to make it clear that you are a male.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Basic Training- Free

All true Amazons are trained from birth to be warriors and to live in the jungle, you are no different. You've been trained to be an expert in the use of the spear, the bow, the sword and shield. You're able to move through the jungle and trees with relative ease and can silently move just as naturally. You know how to track people and animals and how to survive in the jungle, along with a fairly extensive knowledge on the plants in the jungle and how to make use of them for a variety of purposes.

Amazonian Body- Free/200

Amazons are very rarely ugly beings. A life of constant exercising, healthy diets and perhaps just a little bit of supernatural favour ensures that almost all Amazonian women are quite marvellous to look at. You share the toned physique and beautiful features of your sisters, which will make you striking but not particularly above average within your own community. However, if you are willing to pay an extra 200CP, you may gain a nearly unparalleled level of beauty. You would become a creature on par with the Ice Princess, holding such a divine visage that a glimpse of you can inspire entire expeditions from the outside world just to try and find you. Even the goddesses would likely be jealous of you at that point.

Priestess

Watch The Ranks- 100
For society to survive, it must be controlled, particularly in such conditions as the Amazons live in. As one of the Priesthood, you've been taught on how to keep an eye on your devotees, watching them for any sign of disloyalty or doubt. While this training has certainly made you skilled in detecting lies and emotions from others, it is most effective when applied to those supposedly loyal to you already, allowing you to much more easily get a read on what they are really thinking and feeling.

Favour of the Gods- 200
The Gods are terribly fickle things, letting loose their wrath at the smallest of slights. It takes a skilful speaker to be able to placate the divine, though this is made much easier with a sacrifice of some kind. You have the knowledge and ability to carry out sacrifices to Gods of all different kinds, even those not normally worshipped by the Amazons. The greater the sacrifice, the more you can ask of that god. However, the greater the god, the greater the sacrifice must be just to contact them at all and too little may only anger them. The gods of the Amazons may only require a living human sacrifice to clear away a devastating storm or rain down lightning bolts on the enemy, whilst the fearsome Chaos Gods might desire the sacrifice of thousands of innocents before enough blood has been shed for them to even allow communication between you two.

Killer Kalim- 400
The Koka Kalim are a cult within the Amazon tribes that drive themselves into berserker rages with the use of the Koka plant drug, using these supernatural rages as a way of devoting themselves to the Amazons religion. It appears that your long interactions with Koka have removed the need for you to use the drug, allowing you to enter the Koka Kalim state at any time. While in this berserk state, your physical strength and speed will greatly amplify themselves while making you immune to any kind of pain, fear or madness. However, you have only limited control over your actions, enough to direct who you rage against and to end your fury but not enough to make great use of tactics. At least, not without a lot of experience in that state.

Avatar of the Faith- 600
There are some who doubt the existence of Rigg, one of the main Amazonian Goddesses. It's not surprising, given her relative absence from the world at large. But perhaps whether she exists or not does not matter, so much as the fact that the Amazons believe in her? You possess the ability to, with a lengthy and exhausting ritual taking up much of a day, summon avatars that represent the beliefs of yourself and those allied to you. These avatars will be more powerful the more belief that is put into them but also take longer to summon and be more tiring the stronger they are. Summoning Rigg, protector of the Amazons, would take most of a day and leave you spent for a week but that avatar could tear through a small army of men.

Commander

Beast Cry- 100
Many of the Amazon warriors pick up the language of some of the beasts of the jungle as they train and battle. A way to understand the cries of those animals they have experienced with and even communicate in a limited way with those animals. You've got a particularly broad skill with the language of beasts, allowing you a limited understanding and communication with any animal in the world. Your cries and sounds appear entirely natural to other animals, so long as they can't see or smell you to tell something is wrong, and you have a generally easy time learning to understand animals you have not encountered before or teaching these skills to others.

Live Taker- 200
To kill is easy. To take down without killing is much more impressive. With the constant need for more sacrifices, for information on the plans of outsiders or to bring back animals for taming, you have mastered the art of taking down opponents without killing or seriously harming them. Even when using lethal weapons or attacks, you find it almost as easy as fighting normally to put someone down for the count without lasting damage. If you manage to do it, they'll usually stay out for a few hours too, though particularly tough or specially powered beings might get up a few times still.

Monster Harvesting- 400
Without the power of industry or technology that civilisations like the empire have access to, the Amazons have learnt to be resourceful in other ways. They and now you have become masters of taking the bodies of fallen foes and turning them into weapons, tools and armour. Not only are these removed parts of enemies just as effective as when the enemy was alive, they even retain any special powers or magical qualities they had at the time, even if the being would normally need to be alive to supply those powers. Poisonous fangs will continue to bleed venom even after being torn from a giant snake's mouth and turned into a sword, whilst a monster that naturally produced magical wards would continue to do so even when it's hide had been stripped and turned to armour. Along with this skill for harvesting comes notable talent for creating weapons, armour and tools.

Blades of Ice- 600
The ordinary Amazon warrior is very good at what they do, with natural talent combined with a lifetime of combat training. But you make them look like ungainly children. You have an effortless mastery of combat, holding such grace that you can make an elf look clumsy and allowing you to quite literally dance your way through entire battalions of enemy foes, leaving piles of bloody corpses in your wake. Not only are you terrifically good at fighting, your sheer grace while doing so will often compel your weaker opponents to do little more than stand still and stare in wonder as you tear their allies apart.

Huntress

Hunting Party- 100
Every huntress is a stealthy sort but only a few are good enough to bring those without training of their own along without issue. Not only do you have a level of stealth that allows you to move through nature as fast as you can without making any noise or disturbance, you are also able to take along a small party of those not as good at stealth and, so long as they follow all your instructions, they won't make any more noise or disturbance then you yourself would.

Jungle Ghosts- 200
A lifetime of hiding in the trees, waiting for the right moment to pounce, has really started to pay off now. You're unnaturally proficient at keeping yourself hidden when you remain in one place. Not just from sight or sound but any other kind of sense too. An animal that could detect heat would not notice your presence nor absence, a being that used magic to detect life near it would pass over you so long as you did not move. With patience and at least a little cover, you can keep yourself hidden as long as needed.

Green Queen- 400
You did not only hunt the beasts of the forests, you befriended many of them as well. So many in fact that you're quite legendary for your taming prowess among the amazons, and the jungle itself now responds to your will. You have an innate friendship with all the animals, plants and monsters of the jungle, ensuring that you are never attacked without serious reason by one of them and that you have a much easier time taming them to serve you. In times of need, you can even get nearby wild animals to protect you from danger as if you were one of their own children. Animals or plants with genuine intelligence of their own will only feel much more favourable to you however.

In Her Domain- 600
Huntresses often serve as the first line of defence for the Amazons, detecting invaders and harrying them as they progress into the jungle. The greatest Huntresses are able to do so entirely on their own. You have the ability to designate a certain area, such as a large section of jungle or small city, as your territory and become aware of when anyone enters or exists that territory. Not only are you aware of the positions and movements of all those within that territory without powerful supernatural protections against such things, you also gain a large boost in combat ability against these beings. By remaining within your territory, you are able to use it to your advantage to single-handedly take down forces composed of hundreds or even a thousand soldiers, though this would likely take hours or even days to whittle them down. It is almost impossible to force you out of the territory as well, short of burning it to the ground entirely.

Outsider

Natural Cures and Curses- 100
Over the many years, the Amazons have slowly gathered a vast store of knowledge on the plants of the jungle and how to make use of them. Almost every Amazon has at least basic training in how to care for plants but you have gone well beyond that. You have a near complete knowledge of all the plants to be found in your jungles and how to make use of them, including how to mix them into magical potions or pastes. You have particular skill with poisons and despite normally being found creepy, even other Amazons will often ask for your hand made poisons to go to war with.

Tomb Raider- 200
Much of the greatest artefacts the Amazons have are not truly their own but what they discovered from those who came before. Even now, many ruins lay waiting to be uncovered and made use of in these endless jungles. You have incredible luck in finding lost and ancient ruins and artefacts, even when there might not normally be any to find, and you are equally skilled as you are lucky in plumping the depths of these ruins and retrieving the treasures to be found down there, though you may need some help to figure out their proper uses.

Brute- 400
The Amazons are not as solitary as one may think at first. Whilst they disdain the presence of outsiders and only share the jungles with the lizardmen with reluctance and constant skirmishes. There is a tribe known as the Gorols, massive intelligent gorillas, that gets along quite famously with the Amazons however. Instead of an Amazon, this perk allows you to become a Gorol that has been adopted into an Amazon tribe fully. You tower at least twice as tall as any man and can crush an armoured knight with one hand, along with possessing a surprising amount of agility for your size. You very slowly grow larger as you age as well. Alternatively, you may choose to be a strange sort of Amazon that is as large as a Gorol and slightly less strong than one. Perhaps you have an interesting parentage.

Voodoo- 600
Not a terribly well liked form of magic, even among the often brutal Amazons. Voodoo magic is only rarely used by the witches that live on the outside of Amazon communities, a form of curse magic that allows them to harm or cast spells on people even from great distances away, so long as they have a link. You've mastered this magic, allowing you to affect people so long as you have a piece of their body. For a normal person or those weaker than you, a lock of hair would allow you to cast spells on them from hundreds of miles away or kill them by destroying a doll made in their image. Those stronger than you or with significant magical protections of their own may only receive lesser effects or even be entirely immune to your voodoo magic, unless you can get something more important from them. Even those stronger than you might not resist if you have a limb or organ of theirs.

Items

All 100CP items are free for their origins and other items are discounted for associated origins.

Skink Hide- 50

While most Amazons wear a mix of animal skins and what they make from various plants, you've got a very pretty set of multi-coloured skink skin clothing for yourself. It's not terribly good as armour but it looks very fancy and pretty, being a little bit of a status symbol among the Amazons.

Bodypaint- 50

A tradition for when the Amazons go to war or hold specific ceremonies is for them to decorate their bodies with paint, usually made from the plants around the villages. You've now got a limitless supply of body paints made from natural materials, in every colour of the rainbow. It'll certainly save you from having to poke around for specific plants.

Priestess

Ceremony Gear- 100
One never knows when the Gods will rage, so you always need to be ready to appease them. In a set of pouches you have everything you need to carry out a wide range of ceremonies, from ritual sacrifices to the gods to purification rituals to cleanse your sisters of corruption. Knives, powders, special plants and scrolls, nothing of true power as all that will come from you but important to the process.

Koka- 200
Koka is the drug used by the Kalim cult to send themselves into religious frenzies, granting them deluded visions of the Goddess Rigg and enhancing their physical abilities as they temporarily lose their minds. Normally several rare plants must be mixed together to create Koka but instead, you find yourself with a replenishing supply. Enough to have a dozen warriors enter the Kalim state once a day in fact, though to be careful not to overdose anyone by forcing them to rage several times a day.

Noble Heritage- 400
While all Priestesses are part of the nobility of the Amazons, to help control the rest of their race, they are not all equal. By purchasing this once you are much higher on the social ladder of the Amazon community, making you one of the leaders in your community and a highly regarded member of the entire race as well. You may not be a Serpent Priestess in full but you have a great deal of influence and riches in your community. For an extra 200, also discounted to Priestesses, you will instead be a direct child of the Amazonian Queen herself, making you royalty among this race. Your influence and wealth skyrockets and if you are not at home with your royal family, you will almost certainly be in command of whatever community you are part of. This status and the accompanying wealth and power will be present in future jumps as well, though you will only be the royalty or nobility of your own country instead of entire race when applicable.

Temple- 600
One of the great Amazonian temples has come into your possession, either rightfully as a Priestess or by right of discovery out in the wilds if you are not a Priestess. The Temples are mighty fortresses, easy to defend and equipped with many magical defences. However, the real draw of them is the treasures contained within. These temples hold great arcane secrets and technologies, from tomes describing some of the greatest spells and lores of this world to ancient weapons capable of slaying even the mightiest beasts of the jungle in a single shot. Many of these artefacts may be difficult to figure out the uses of, as there are hardly any instructions lying around, but almost all are useful, powerful or important. In future worlds, your temple will appear in a location of your choice or an isolated place in the wilds, holding similarly old, important and powerful magic or technological marvels.

Commander

Totemic Armour- 100
Most Amazons eschew the use of heavy armour, preferring agility and speed in the dense jungles, particularly against large monsters or clumsy outsiders. The Totem Guards that protect the temples are different. You've been granted a set of armour and a shield crafted from the strongest wood to be found in the Lustrian jungles. Enchanted lightly with magic, the wooden shield and armour you have can easily hold up against even a blow from an Ogre wielding a great metal blade.

Talisman of Rendar- 200
A small talisman worn around the neck, carved with the image of the Goddess Rigg. This talisman acts as a magical shield, warding away weak blows and projectiles from the wearer and slightly weakening the attacks strong enough to get through its protection. Against fire however, it becomes much more powerful, rendering the wearer immune to all but the hottest of flames, the sort that can melt metal and stone in an instant.

Pendant of Delmair- 400
A large opal with a shard of obsidian embedded in it, making it resemble the eye of some kind of monster. The Pendant of Delmair has the power to transform the wearer into a large were-jaguar, granting them greatly increased physical attributes at the cost of their mental awareness, letting them tear through even heavily armoured opponents in a berserker fury and inciting terror amongst the enemy. The Pendant you have does not seem to have this flaw, allowing you to freely swap between your human and Were-Jaguar forms while retaining your full mental faculties.

Sword of Rigg- 600
A gorgeous blade, with a golden hilt, decorated with precious jewels and a blade carved with old and powerful magical runes. No armour can halt the swing of the blade, piercing through any mundane protection without exception, and the blade itself deals terrible wounds to all those it hurts, even more than the attacks should normally be capable of doing. Clashing the blade against magical weapons or protection is little better, as the blade is even capable of destroying magical items on contact, though more powerful weapons will require more and more blows to destroy with the Sword of Rigg.

Huntress

Blowpipe- 100
The most basic weapon of the huntress, the blowpipe is more than just a flimsy stick with a hole drilled into it. What you have here is a sturdy wooden pole longer than a person but can retract to be only as long as a human hand. The pole can be used to beat down a fool who opposes you or, with the hollow space in the middle of the pole, be used to launch darts across long distances. A skilled user, which you are, can fire the small darts dozens of meters through the air and even fire multiple at once.

Jaguar Pack- 200
The constant companion of any experienced huntress, a jaguar is a mundane but very effective predator of the Jungle. You have a pack of six Jaguar that you have raised from birth to hunt alongside you. They're big enough for an Amazon to comfortably ride on their back, fast as any horse, agile enough to effortlessly make their way through the trees and strong enough to crush a man's skull in their jaws or break his back with a swipe of their paw. They're loyal enough to die to protect you and surprisingly intelligent, able to very effectively work with you to track down and kill even large monsters like Terradons or Cold Ones. Alternatively, you may choose to have panthers instead.

Terradon or Cold One- 400
Much rarer than mere Jaguars, the art of taming a Cold One or Terradon is difficult to even get the chance to learn, much less master, but those who do are great assets for an Amazon army. This option allows you to gain either a Terradon mount or a Cold One mount. Cold Ones are large, two legged reptiles that have an almost unparalleled viciousness and the snapping jaws to match. The ones near the Amazon tribes are particularly large, able to swallow a human whole in one gulp. A Terradon however, is a slightly smaller flying predator that a rare few Amazons learn to ride. Faster than any horse, agile enough to fly through the dense jungles at full speed, strong enough to pull great boulders into the sky and drop them on foes and hardy enough to not stop fighting even when mostly torn apart, they're an incredible partner for any Huntress.

Dread Saurian- 600
The Dread Saurians are perhaps the most dangerous beasts to be found in these Jungles. Big enough and ferocious enough to have hunted the elder dragons many years ago, they still remain in their lairs, emerging once in a while to devour anything they see fit to. Normally one emerging would be cause for evacuation but you snuck past the Dread Saurian and stole away with an egg from its lair. Raising the Dread Saurian from hatching, you soon found yourself with a truly epic hunting partner, which sees you as a parent instead of prey. The mere presence of the vicious monster causes terror in those around you, now just imagine the feeling as you direct it to destroy all your enemies.

Outsider

Secret Garden- 100
Most Amazons have a garden of t their own, given they are all trained in at least a basic knowledge of how to grow and use the plants of the jungle for varying purposes. Your garden is both particularly large and filled with all manner of strange, deadly and wonderful plans and bugs. It encourages growth greatly in plants and seems to be able to support plants from any normal environment regardless of where the garden actually is, though unique or supernatural environmental plants won't find themselves helped here. The garden retains changes to it, including carrying plants over to future worlds that you have placed in it, and will attach to either a property you own or be in an isolated location.

Creep Cave- 200
A dark, dank place to call home. This small home is found in a dark cave, surrounded by a dark swamp, in a dark part of the jungle. Not many living things come near here and people are definitely made to feel very uncomfortable by the mere presence that suffuses this place. It doesn't seem to affect you though, allowing you to have an isolated, quiet life. The dark home seems to enhance darker magic that is performed here as well, such as necromancy or blood magic, enabling it to have significantly more power than normal.

Fountain of Youth- 400
The secret to the long lives and good health of the Amazons, even when they have lived for centuries, is the Elixir of Life. The waters of the pools from which the Elixir is made heal all injuries in just moments, cure any disease and cleanse the body of all corruptions. It will even bring the drinker back to their prime age, allowing them to live for many years longer after just a single drink while retaining their full physical and mental peak. Most of the older and more accomplished Amazons are allowed to drink from a pool in order to retain their experience but you have access to a pool all to yourself. The pool contains enough water to allow for one thousand cups to be taken from it, each cup able to fully heal and return to their prime the drinker. The waters of this pool will slowly refill themselves, taking a month to go from empty to full. The pool will be either in an isolated, difficult for any but you to find place or be attached to a property of your choice.

Amulet of the Great Toad- 600
An amulet made of pure gold, shaped like one of the Great Toads of the lizardmen. A powerful mystic object, one whose powers were only unlocked by you and not the other holder of this sort of artefact. Originally just granting a degree of protection against magic, you are now in possession of an amulet that automatically dispels all but the most powerful magic that is targeted at you, even from those as great as the Slann themselves. You are also able to use the amulet and focus it on something in close range to you, letting you remove magic from objects or unleash a burst that dispels any magic within close range to you.

Companions

Import- 50CP per

For every purchase of this import option, you'll be able to import an existing companion or create an entirely new companion. They'll get a free origin, any associated freebies or discounts, along with 600CP to spend on whatever they want from here.

Canon Companion- 100CP per

Each purchase of this option will give you the option to offer a chance to come along as a companion to one character from the Amazon race or their allies such as the Gorol, provided they willingly accept your deal. You'll find they like you just by seeing you though and that you'll have several guaranteed meetings that put you in a favourable light while you are here.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Civilised Birth- +100

Unlike most Amazons, you weren't raised entirely in the jungle. Perhaps you were born from a union between an Amazon and an outsider in another land or you were taken as a child from your temple. Not growing up in the jungle has robbed you of the ability to easily live in it. You deal quite awfully with the climate, having bad but not lethal reactions to many of the bugs and plants present here and get tired more easily in the climate. You'll undoubtedly have an unpleasant time in the humid heat here and even worse, you lack the free Basic Training perk, as no Amazon was around long enough to teach you. Thankfully you were at least accepted back into your birth society, even if you know little of their ways.

Our Land- +100

Rarely do Amazons get contact with the outside world that ends well. The men that come from over the seas don't do so with the intention of bringing peace offerings or help, more like raiding parties and those interested in taking what is rightfully the Amazons. Even at home the tribes are beset by enemies such as the Lizardmen. It pays to not trust the outsiders and you took that to heart, growing to despise, distrust and wish gone all outsiders to the Amazon race. At most, you could grudgingly work alongside an outsider when an immediate threat to both your lives is present but other than that, they'll be lucky if you don't try to kill them on sight.

Koka Addict- +100

The Koka drug is sacred to the Koka-Kalim sect of the Amazon tribe, used to drive them into holy battle frenzies. But it can be a powerfully addictive substance if used poorly and unwisely, something you did often in your youth. You've gained a strong addiction to Koka that seems impossible to break you off. It won't kill you to not take the drug but you will grow steadily more erratic, unreasonable and over emotional the longer you go without your fix, including physical shaking and lack of mental focus as well.

Outcast- +200

A criminal act in the past made you an outcast to Amazon society. You may have experimented with evil magics, betrayed your people for the lure of power or gold from the outside world or be just a common criminal that lied, cheated and hurt others to get more for herself. You were caught, branded to show your criminality and then thrown out of your tribe, made outcast to them and all other Amazons. You'll find no sympathy from your own race now and be driven off if you attempt to come near them without a very good reason.

Love Mad- +200

Your beauty caught the eye of a great traveller of the sea from the Empire. The man ventured to Lustria and caught a glimpse of you, becoming obsessed with you ever since. He's quite the important figure in the empire, with a lot of wealth and influence to put to finding you and bringing you to him. From lone trackers and hunters to several large expeditions just coming after you, you'll be wanting to avoid getting picked up and left at the whims of the obsessed madman after you. Lucky you can race into the jungle and make it harder for them.

Born Under a Cursed Moon- +200
An Amazon is born strong and healthy, easily the match of any male warrior, but you were not so fortunate. You were born frail and sickly, weak as a kitten and you grew up to be little stronger. Even as an adult you possess the physical abilities of a child and you've been unable to learn any fighting skills either, even to the point of losing what you might be bringing in from outside this world. The life of a priestess or doctor is better suited for you, rather than the noble path of a warrior or hunter.

Dragon Hunt- +300
The Lizard Men, for the most part, ignore the smaller Amazon race. The two do get into skirmishes but almost never all-out war between them occurs. Divided up territories keep violence from occurring most of the time but every now and then, a member from either side crosses a line and draws the attention and ire of their enemies. You've managed to make a foe out of one of the smaller tribes of Lizardmen, to the point that they want your death so much they'll chase you out of Lustria and into the Old World to accomplish it. Many powerful warriors, monsters and magic users will be seeking your death now, though thankfully the Slann priest is too busy elsewhere to intervene and slay you.

Fury of the Wild- +300
Something about your scent drives animals mad with bloodlust, against you alone. Your presence incites rage, hatred and violence in almost every kind of animal bigger than a mouse against you, whether you are in the jungles and must face against many massive beasts or are in the open fields of the Old World and must contend with hunting dogs, wolves and birds of prey. Either way, you'll find it near impossible to live as any other Amazon. The animals will only give the strongest reaction in your actual presence, though they will attempt to track you down if you leave a trail behind that they can smell or sense.

Gone Feral- +300
It's a rare thing but even an Amazon can lose herself to the wilds. You were out and away from civilisation for too long, spending far too much time in the company of beasts or hunting other beings. Over time, you steadily lost awareness of anything but the ways of the beast and what you needed to live, reverting you to a feral, brutal state of mind that has lost knowledge of all kinds of civilised things. Technology, culture, academics, all seem unimportant to you and are lost for the time you are in this world. For your ten years here, all that matters to your feral mind will be what you need to survive, to hunt, to propagate and to kill what threatens you.

Scenarios

The Monkey King

The Amazons are a small race. Individually they might be skilled, healthy and crafty but they are few in number compared to the other races and much of their power comes from artefacts they only barely understand, taken from looted temples they have made their own. There have been times that they have been under such threat that they should not have survived. When entire armies of Old World men invaded, when the Lizardmen decided to strike them from the jungle, when a great monster emerged from ancient times to devour their tribes. But they didn't. These armies were left broken, great monsters left twisted wrecks and the fleets of the old world thrown far in land.

The Amazons have a great protector, the greatest of the Gorol race. The amazing ape known as King Kang. A Gorol that stands 60 metres tall and has skin like steel, the power to fling a galleon a mile away and the intelligence to match any human being.

But recently, there have been reports of villages that have disappeared. Amazoness temples left crushed ruins as if visited by an angry titan. Trees uprooted and thrown far away. Only glimpses of King Kang have been gained but it is enough to realise that he has for some reason become hostile to the Amazon race. If not stopped, he may very well wipe them all out.

You have been chosen to lead the hunting force being sent out to take King Kang down. You are assigned all that the Amazons can spare at this time, numbering 20 Army Points to be spent in the following Army Builder section. There are more Amazons but they must guard the Temples and cities that the small race has left and watch the borders for more foes. You will need to organise your force to take down the near unstoppable Gorol titan and prevent him from destroying your army and wiping out the Amazons.

The true, though as yet unknown, reason for King Kang's rampage is that he has been infected with a parasite of Chaotic origin. Driving him mad, he has devoted all his will to stopping himself from going after major population centres and managed to direct his mostly possessed body to target only outlying communities so far. His will cannot hold up forever but it may be possible to cleanse his body of the parasite, provided you are able to find out that it is there and can organise the magical support to do so.

Slaying King Kang will grant you the chance to make a meal of his heart. Doing this will confer the ability for you to transform temporarily into an equally large animal, perhaps one more fitting for you such as a Jaguar or Eagle. It would be a great tragedy for the ancient jungle lord to die but at least the Amazon race would have a new protector.

Managing to save King Kang and cleanse his body and mind of the evil parasite will grant you his everlasting gratitude. He will offer his services to you as an ally, provided he is allowed to return to the Lustrian jungles once you are done. The act of saving the great ape will also ensure that in all future worlds, you hold a natural bond with all non-human ape and monkey like creatures, allowing you to never start hostile with them and to easily befriend or make allies with them.

Army Builder

Taking the above scenario grants you access to an army. This section will guide you on how to build that army. Every one of the following choices costs 1 Army Point to take and may be taken multiple times. Any units you take will be counted as either followers or be placed in a single companion slot, though they may be split up into more slots if you wish. The follower-companion decision is made once when you take a unit and may not be changed at a later date. All units are assumed to be loyal to you alone.

Heroes

Priestess x1
The leaders of the Amazonian people, spiritually and governmentally. Priestesses are picked from the very best of the Amazon girls and raised to be mighty sorceresses, having a vast knowledge of magic and the ability to use the unique Serpent Lore, the magic of the Amazons themselves. Acting as both magical aid and spiritual guides for the religion, they remain powerful combatants when making full use of their arcane might.

Commander x1
The military leaders of the Amazons, Commanders are by far the greatest warriors of the race, often centuries old and equipped with the greatest enchanted weapons and armour the tribe has to offer. They have immense experience in leading battles, skilled in tactics and strategy, and no doubt have spent years as a huntress, tamer or other profession. They are also excellent peace time leaders, serving as the right hands of the priestess sisterhood.

Infantry

Amazon Warriors x300
The basic troops of the Amazons are the Amazons themselves. Every single woman, provided they are not crippled or sick, is a well-trained warrior capable of wielding the bow, the spear and of both open and guerrilla warfare. Brightly decorated with trophies from hunts and war kills, the amazon warriors are skilled and organised troops, though they rarely wear much armour, preferring to work at high speeds instead. They all carry a spear as well as a bow and set of arrows.

Piranha Warriors x200
The eyes and ears of the Amazons, the Piranha Warriors are the scouts of this race, ranging far and wide to track down enemies and do recon work. Armed with throwing javelins that are covered in deadly barbs, they prefer to work in teams to harry and bring down foes from all sides, keeping to the shadows and using their incredible agility and stealth to move at high speeds around the jungle.

Eagle Warriors x200
The most talented Amazons most often grow up to become Eagle Warriors, who fulfil the roles of both light infantry, incredibly skilled with their favoured spears, and that of collecting sacrifices for the Amazons divine rituals. All Eagle Warriors have taken at least a dozen live captives from the enemy, often stealing into their camps at night or bringing down foes non-lethally. They are all veterans of dozens of battles, able to communicate with each other through physical signs alone and are able to be identified by the ornate eagle feathered headdresses they wear in battle.

Jaguar Warriors x200

Few Amazons devote themselves to combat for all their lives but the heavily armoured Jaguar Warriors are among those few. Decked out in metallic armour and the skins of Jaguars that they personally hunted, they are incredibly strong and tough, without losing much of the stealth and agility the Amazons are famed for, making them nasty to fight against. They battle with obsidian spears and swords, filed to razor sharp edges, and have no issue with dropping their weapons to beat men to death with their bare hands.

Koka-Kalim x100
The fanatic Koka Kalim cult is among the most devoted of Rigg's worshippers. Made of obsessed Amazons that constantly take the Koka drug, they drive themselves into violent frenzies at the start of each battled, covered entirely in paint and ink, before diving head first into the enemy forces. Immune to pain and fear while having the strength beyond what humans should be capable of, they make for terrifying foes. Especially since they still seem to possess the fighting skill of an Amazon.

Jungle Stalkers x50
The greatest archers of the Amazons, hailing from a tree top city. Every single Jungle Stalker is an archer almost without peer, able to kill three men for every shot they fire and able to fire three or four arrows with every motion. Even those who do not die to the arrows loosed by these tree swinging women will often find their lives quite short afterwards, as the Jungle Stalkers are masters in creating and using all kinds of poisons on their arrows.

Totem Guardians x50
The greatest of the Amazonian warriors are the Totem Guardians, the Amazons charged with protecting the Queen and her family personally. Each Totem Guardian is an immensely skilful combatant, well trained in leading other Amazons in battle, with the will to face even a Daemon without flinching and outfitted with the best arms and armour the Amazons have, even sometimes including enchanted objects. A single Totem Guardian is a great boon to any Amazon as they are bodyguards without equal, willing to spend every moment they are conscious watching over and loyally serving their charges.

Cavalry

Huntresses x20/100
The Amazons rarely march to war without the beasts of the jungle, tamed by the Beast masters and Huntresses of their race. A Huntress is a member of an elite order within the Amazons, formed only of the greatest hunters, trackers and warriors together. Every one of them has personally hunted and killed dozens of different kinds of monsters, commanding packs of giant jaguars on which they also ride into battle. A Huntress mainly uses a spear and bow, working with their Jaguar mounts to tear through the enemy ranks from close and afar or even to stealthily attack the sides of enemy forces in the night. This option provides 20 Huntresses along with 5 Jaguar pets to each huntress.

Culchan Riders x50
The Culchan are a species of giant flightless birds that make their home on the vast and open Culchan Plains. Incredibly tall, towering over horses and men alike, the Culchan resemble particularly ferocious Cassowaries or Emus, with beaks that can crunch through metal armour easily and enormous taloned feet on long legs that can split most animals into pieces. By raising them from birth, Amazons have managed to tame these Culchans and turn them into incredibly fast mounts,

enabling them to chase down almost any foe and tear them to pieces. The riders of these beasts mostly use long spears or bows, as the height of a Culchan makes it difficult to fight from.

Terradon Riders x20
The Terradon is a dragon like creature that makes its home in the jungle copse. Large enough for a human to easily ride on their back and strong enough to lift great boulders high into the sky, these make for some of the most powerful cavalry once an Amazon warrior has tamed and trained one to be rideable. They are even able to fly at full speed through the trees and branches of the jungle, despite their size.

Cold One Riders x30
The huge reptilian beasts known as the Cold Ones are giant raptors, specifically bred to be larger and nastier by the Amazons. Natural hunters and extraordinarily aggressive, their thick skin and large fangs make them terribly dangerous to battle against. The Amazons that ride these creatures are all skilled warriors drawn from the nobility, keeping their mounts dull and calm until battle is upon them, where they incite the natural bloodlust of the Cold Ones to rise again.

Monsters

Gorol x20
An entire race of intelligent gorillas make their home near the region of Lustria that the Amazons dwell in. They have been friends with the Amazons for countless centuries now, often acting as guides, guardians and warriors for their Amazonian friends in exchange for military assistance, friendship and powerful weapons or armour. Even an average adult Gorol is 8 feet tall and 400 pounds of muscle and fury, directed by a cunning and fully sapient mind. But some Gorols can grow very large indeed. This pack of nineteen adult male Gorol is led by a Silverback, a prime specimen that stands 12 feet tall and has led his group for many years now. All the Gorol are armed with large weapons and heavy armour.

Ending

Ten years have passed and the time to make your choice has now arrived.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in this world?
Do you want to *Continue On* to a new world in your chain?

Notes

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