

The Isle of The Amazons



An RPG Setting for

Untold Adventures

Eric Bloat

ISLE OF THE AMAZONS

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*This work is dedicated to all women,
everywhere. You all have the ability to be
Smart, Strong, Beautiful, Brave & Heroic.
Do not let anyone, tell you otherwise!*

Eric Bloat

Come one and all, weary roleplayers,
the **OSR**, welcomes you home.

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A Note from the Author:

In the text I refer to multiple known mythological figures and stories but no effort has been done on my behalf to keep the characters and stories true to their original fables. Instead, I have fictionalized these stories and characters to better serve my own design and the narrative of this work. – Eric B.

Isle of The



Amazons

Ancient History

In the times Man can no longer remember, when the Titans and The Gods scarred the lands with their epic battles, there stood but one single, lone island that was a neutral ground where neither side would seek to wage war; and Her name was Elencia. An island of pristine, tropical perfection, Elencia's golden sand shores, crystal blue inland coves and luscious green and brown rain forests and nature sanctuaries remained unspoiled by neither the villainy of the Titans, the decadence of the Gods or the greed of Man, until the conclusion of the great God versus Titan War.

To the victors go the spoils . . .

The Gods, victorious in their conquest, killed or imprisoned their Titan parents one by one until they were left only to squabble amongst themselves. With the conclusion of the Titan War, the Gods rewarded themselves and delved and relished in the carnal lusts of the mortals. Many Gods fathering many bastard Demigod children with the mortal women with whom they laid in lust.

The Goddesses, the true wives and lovers of the Gods, became enraged by the Gods unfaithful ways and vowed to hunt and kill all the mortal mothers of the bastard Demigod children. The Gods quickly rushed to Zeus, King of all the Gods and begged him to intercede. And he did.

Zeus banished all the mortal lovers of the Gods to Elenia, believing that even the wrath of the Goddesses' would not dare to spill blood on the grounds of the sacred island paradise. But as often was the case, the Goddesses were more clever than their male counterparts and quickly yarned a powerful spell that sealed the island Elenia away and cast a protective barrier that prevented any males, including the all-powerful Gods from breaching the barrier and going to the island.

With the Gods and their mortal lovers now separated by an impenetrable barrier, most of the Goddesses were resigned to let their husband's former lovers simply live out their remaining lives in paradise before succumbing to their own mortality.

However, Athena, the Goddess of Wisdom and Heroic Endeavor, took pity on the mortal women of Elenia. She went to them and promised if they would worship her, obey her orders and follow her principals that she would grant them a form of immortality and a promised resurrection of clay and sand and she would also assist them in building a beautiful city on this island paradise where they could stay for all time.

And of course, the women of Elenia accepted Athena's most generous offer.

Amazon Racial Traits

The Amazon Women of Elencia, though they started as mere mortals, through the Blessing of Athena, they are in and of themselves magical creatures and should not be considered human when integrating them with races and character classes found in other books.

PHYSICAL APPEARANCE

The Amazon Women of Elencia stand tall at six feet plus 1d12 inches. Their appearance can be a representation of any and all modern world races and ethnicities. Their body sizes, while always tall, range from powerful and slender to powerful and large. **All are beautiful to behold.** When rolling Attributes for the Amazons, roll 3d6 + 1d4 to determine their Charisma Score (cannot exceed a total of 18).

IMMORTALITY

Athena's Blessing grants the Amazon Women of Elencia, eternal life and freedom from death by natural causes. However, they can be murdered or have their lives cut short by unnatural means. They can also choose to end their life willingly by the means of one's own choosing.

On Aging: Because of their unnatural long life, the Amazon Women of Elencia age at a much, much slower rate than normal human women. It is also believed that they can simply stop aging at the age of their choosing and possibly reverse their aging effects. However, the latter theory has yet to be proven.

RESURRECTION OF CLAY & SAND

Whenever an Amazon Women of Elencia dies, by her own choosing or by unnatural means, her soul & body disappears as she passes on, but another soul is spun from the Heavens and a body is born anew, made from the clay and sands of the beaches of Elencia, appearing on those same shores as a 14-year-old girl. She already knows how to speak and knows the ways of the Amazon Women.

A retrieval party is promptly sent to bring her back to the city. After bathing her in the hot springs and rinsing her hair in the finest oils, she will be clothed in the Dana, the traditional garment of the amazon and brought to the palace where a Zienacht, the customary party of arrival & welcoming, is held in her honor. This where her Hodo (a small birthmark-like blemish) is revealed and she is accepted in Amazonian Societal Class as a sister.



TABLE 1: AMAZON ADVANCEMENT

LEVEL	XP	HD	ST
1	0	1+1	15
2	2500	2	14
3	5000	3+1	13
4	10000	4	12
5	20000	5+1	11
6	40000	6	10
7	80000	7+1	9
8	160000	8	8
9	320000	9+1	7
10	640000	10	6

Amazon Society

All Amazons are sorted at creation by their Hodo (like a birthmark) into one of **7** Amazonian Societal Classes: **Aristocrat, Disciples of the High Priestess, Guard, Muse, Psion, Sorceress & Sungia.**

The classes are rigid and one cannot change to a different class if she chooses. It is forbidden.

Each class holds it's specific function in the society and no class is more important or held in prestige above another class. Each class serves a pillar to support Amazonian Society and without each other, it is believed that the society would collapse.

Each class spends a significant amount of time **each day** working on their own unique gifts, talents and societal function.

The Classes do not have an equal number of the Amazon population in their ranks. Here they are ranked from Largest to Smallest total Amazons in each class and percentage of population breakdown: 40% Guard, 25% Muse, 15% Aristocrat, 8% Sorceress, 7% Disciples of the High Priestess, 4% Psion & 1% Sungia.



The Amazon Women of Elenia is governed by the Aristocrat Class from which there is 1 Ruling Queen and 13 Secondary Queens. If the Ruling Queen were to die, then the 13 Secondary Queens would choose a new Queen from their ranks by a vote of the Secondary Queens. Then to replace the newly Crowned Queen, a vote from the general populace would elect a new Secondary Queen from their ranks.

Each Ruling Queen chooses her General from the Class of Guard and then each General promotes 50 Captains. The position of Captain can be challenged by lower ranking Guards, but rarely is. These challenges are decided by 1 on 1 armed combat between the Captains and their challenger. This combat can be to the death or until 1 participant gives up. Also, Captains can be demoted at any time by the General, who then just promotes another lower ranking Guard to fill the empty position.

The High Priestess, is in charge of her disciples, and acts as an advisor to the Queen. The Council of The Goddess, who over sees the Sorceress Class are rarely seen outside their tower and cannot be bothered to partake in governing of the society. The Muse, with their ability to inspire, and the Psion, with their mental influencing powers, are both forbidden from altering the governing process or their elections. The Sungia, simply is too small a portion of the population to insert their influence or position, but they answer to the Queen only, and often do secret missions on her behalf.

Amazons, Their Beliefs & Ways

The Amazons of Elencia, being cut off from the rest of the world, relied first on the writings and diaries of the original Mortal Women on the island, most of whom felt jilted and forgotten by Man, and then later on they relied on the writings and teachings of the early Amazon women. Those early writings soon became Gospel and Doctrine. And based on those early teachings and biased opinions, their resentment turned to fear and hatred of Men. While they *still* studied and practiced the art of seduction and manipulation, their resentment of all things male was never far from the front of their mind.



While their isolation from other cultures has sheltered them from certain experiences causing the Amazons of Elencia to at times seem naive, they are no fools! These ladies, due in part to their simple dress and weapons, may at times give off the appearance of sheepish or unlearned they are actually well read and highly educated. They are wise, thanks in part to their long lives and the vast Library of Athena, and will not be talked down to or condescended by anyone.



There is no currency or barter system that has ever developed on Elencia. If you see something you want, if no one else has claimed it, you take it as yours. The Amazons are perplexed by the mere concept of buying, selling, stealing or trading for belongings.

Amazons find no shame in nude form. This does not mean that they are nudists who often gallivant around the city and shores naked. But if you were having a conversation with an Amazon, be it private or public, and they felt a need to change or disrobe, there would be no hesitation in them removing all their articles of clothes while continuing the casual conversation with you. Inversely, if they were to stumble upon a non-Amazon disrobed, they would neither look away or feel the slightest tinge of embarrassment. Also, the Amazons always swim naked and swimming is one of their favorite pastimes.



Behind the city gates and the castle walls, parties are often held to celebrate all manner of events, big or small. These parties can last for days and sometimes even weeks. During these decadent occasions, the Amazons will drink, in no small amount, a mix they refer to as Nectar, a thick honey-tasting syrup and alcohol concoction. Nectar is the only substance that can make an Amazon become intoxicated. Normal Mortal alcohols and liquors, no matter the amount consumed, will have no altering effects on them.

Non-Amazons who drink the nectar must make a Savings Throw roll at +4 or pass out for 1d4 hours! Even if the Save is passed, the person drinking is now highly intoxicated and at -2 on all rolls for the next 2 hours.

Amazon Law

No one shall seek to usurp the queen or undermine the pillars of Amazonian society.

Love is Love – Once two or more have chosen to dedicate themselves to each other, let no one come between their union, until which time as the dedicated choose to end their union.

If you want something that is not claimed, take it, it is yours. If it is claimed, leave it, it is not yours.

Murder and Deceit are the ways of Man.

The taking of life, justified or not, should not be done lightly.

Amazons shall remain honest in all actions and circumstances.

The Decree of Athena

Amazons are to hold Athena precious over all others and pray to her in times of need and joy.

Amazons are not to prey to any other God, lest they are willing to incur the wrath of Athena.

Trial by Combat

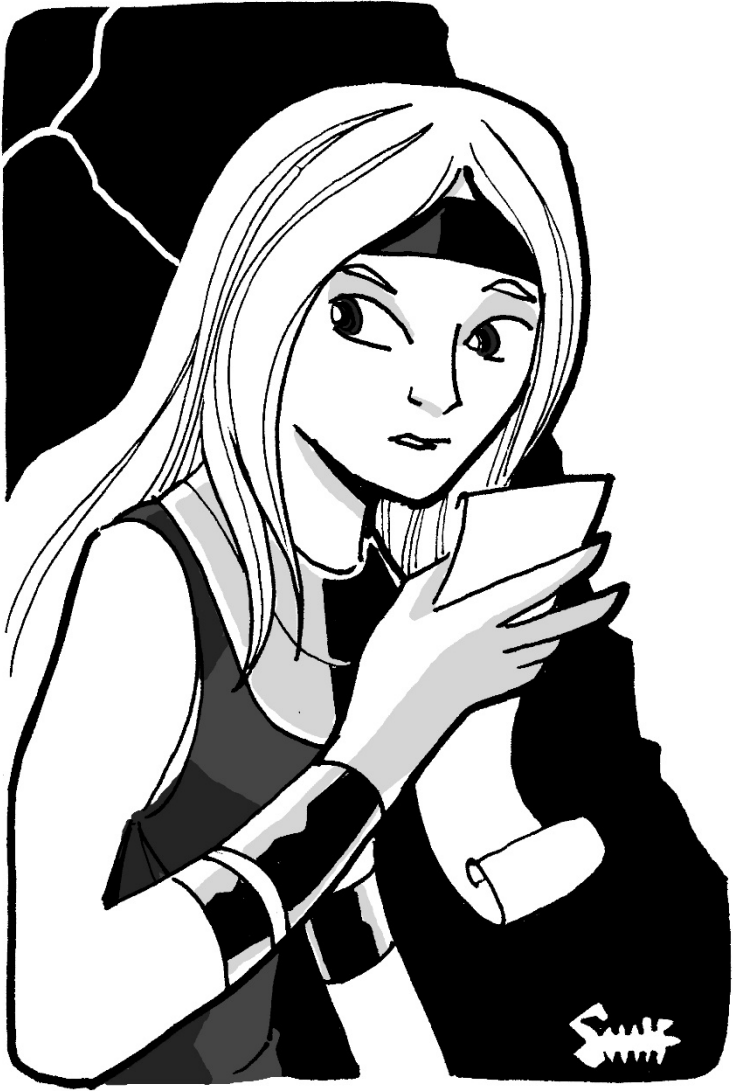
Any Amazon found guilty of breaking any law or Decree can choose to forgo their trial by the Queen and instead choose Trial by Combat.

Amazon



Classes

Aristocrat



The Aristocrat Class is the ruling sector of the Amazonian society on Elenia. The Aristocrat spend most of their day practicing the delicate art of diplomacy and work through any and all societal issues that arise to govern the other classes.

Although the Aristocrat Class is not a combat focused class, like all Amazons, the Aristocrat can hold their own in combat situations.

DIPLOMACY

In addition to any bonus gained from attributes, Aristocrats receive a **-1 per level** when making an appropriate **Attribute Check** when attempting to use Diplomacy, Persuasion, Intimidation or to Lead an NPC or group of NPCs.

*Reminder: Attribute Checks are rolled to equal or total under an attribute score, so in this case a -1 is a bonus.

AUTHORITY

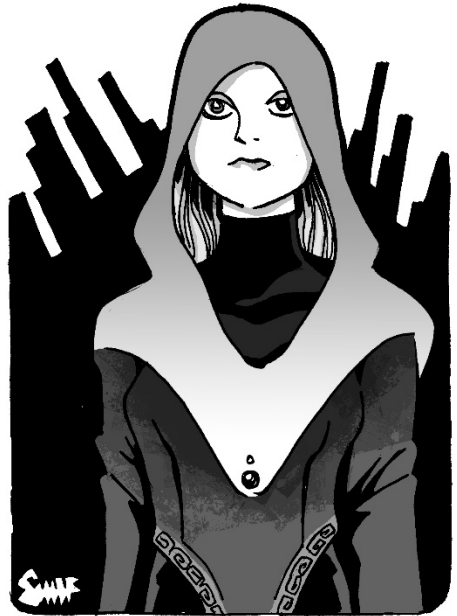
When not involved in combat, an Aristocrat can use her booming Voice of Authority to silence a group, no matter the size, and they **will** listen to what she has to say. However, the group is not required to adhere to any commands that she gives, just to listen.

STARTING EQUIPMENT

1 Staff or Sling, 1 Dagger, Sandals, 3 Sets of Fine Clothes (Dana), 1 Leaf Armor, 1 pair of Sandals, Pen, Parchment, Quill and Ink set has been claimed as her own.

Disciple of The High Priestess

The Disciple of The High Priestess Class is a holy class that is unwavering in their devotion and dedication to Athena and are guided and wholly loyal in all of their actions by The High Priestess, whom they follow without question.



MILK OF THE MOTHER

Milk of The Mother is a white, absurdly thick goo, with almost the consistency of a toasted marshmallow, that when consumed will heal **all lost HP** to the drinker. Disciples are known to carry a good deal of this goo in vile in a backpack when away from the city. No one except the Disciples and The High Priestess know the recipe for making the Milk and they will **never** share it!

The other Amazons, often in hushed whispers, find it odd the times that Disciples will offer Milk and the times when they don't offer, or flat out refuse, despite grave injuries sustained by another.

***Secret:** Milk of The Mother is not only a powerful healing agent but also an even more powerful poison! Milk of the Mother can be consumed once every 24 hours and it will fully heal the drinker. However, if consumed **more than** once every 24 hours, then the drinker must make a **Successful Savings Throw** or their **maximum Hit Points** is reduced by **half permanently!** This **penalty can stack** if they continue to consume Milk. A **successful Save** means nothing happens; **no healing and no loss of maximum HP.**

Note: HP loss cannot be reduced below 1 HP.

SMITE

A Disciple can Smite an opponent/villain/monster to inflict extra damage **3 times a day.** To do this the Disciple, prior to attacking, must say, "I Smite Thee in the name of Athena!" and then make a **successful attack roll.** A successful attack will then **deal full damage + the opponents current HD.** An unsuccessful attack, misses and **wastes 1 use** of the Smite ability.

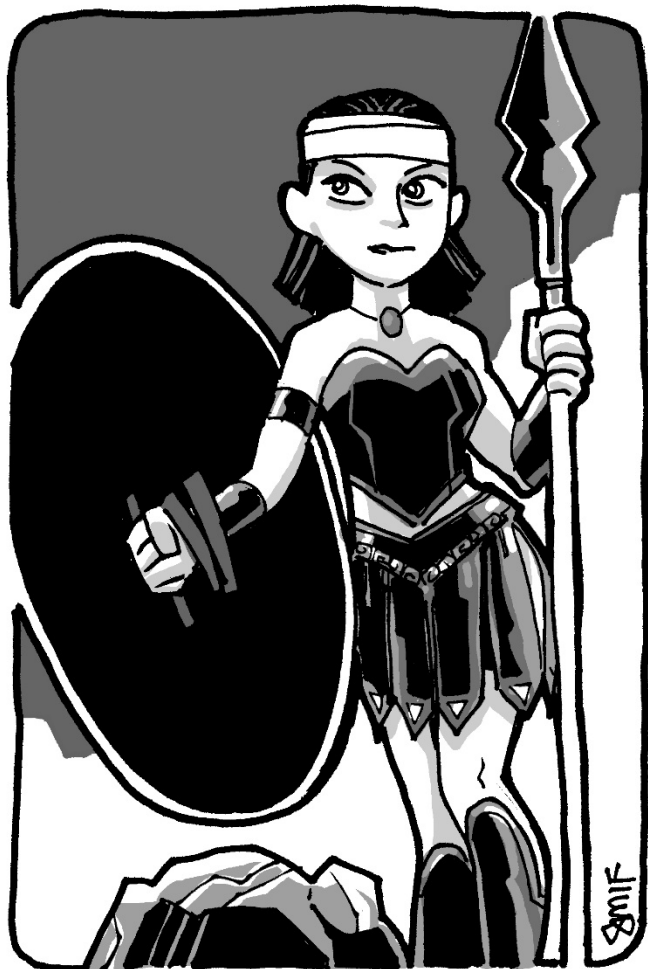
COMBAT SPECIALIST

At 1st level Disciples of The High Priestess add a **+1 to all Melee and Ranged attacks** they make. This bonus **increases by +1** at levels **3, 5, 7, and 9** for a **maximum bonus of +5.** In addition, Disciples of The High Priestess can make a number of **extra attacks equal to their level** each combat round as long as those attacks are **against opponents with one or fewer hit dice.**

STARTING EQUIPMENT

Double Edge Axe, Shield, Armor, Gauntlets, Sandals, 1 set of Fine Clothes (Dana), Backpack, 3 vials of Milk (1 use each), Lasso

Guard



The Guard Class is the protectors of the Isle and Hammer of the Queen. These dedicated Amazonian warriors study combat, strategy and train to specialize in one of three disciplines: Ranged, Melee & Martial.

RANGED & MELEE WEAPON COMBAT

A Ranged or Melee specialist must choose 1 of the two disciplines and they receive a **+1 bonus to all attacks made with their preferred weapon** of choice **in addition to any other bonuses** already received for attributes or Combat Specialist.

MARTIAL COMBAT

Guards who focus solely on combat using only their body, **no weapons**, receive **increased damage**: Headbutt 1d6-1, Punch 1d6, Kick 1d6+1.

COMBAT SPECIALIST

At 1st level Guards add a **+1 to all Melee and Ranged attacks** they make. This bonus **increases by +1** at levels **3, 5, 7, and 9** for a **maximum bonus of +5**. In addition, Guards can make a number of **extra attacks equal to their level** each combat round as long as those attacks are **against opponents with one or fewer hit dice**.

STARTING EQUIPMENT

Choice of 1 Ranged Weapon, 1 Melee Weapon, No Prime Weapon & 1 backup weapon, 1 Staff, 1 Armor or 1 Leaf Armor & Gauntlets, Helmet, 1 Fine Set of Clothes (Dana).



Muse

The Muse class are the artists of Elencia, of course, but also include the craftswomen. Thanks to the gifts of Athena even the most mundane of crafts, such as baking and weaving, are extraordinary when made by the skill Amazon women.

There are three main categories of Muse; Artists, Craftswomen, and Performers. However, since many arts intermingle, nearly every Muse has both a major and a minor art.

ARTISTS

Artists are the painters and sculptors of Amazon culture. These women can invoke a moment or an emotion or a memory into oils, pastels, marble, ceramics, or any other medium. They create masterpieces of art.

Artist majors receive either a -2 difficulty to a chosen art skill roll, or a -1 to two different art specialties (ie painting, sculpture, mosaic, writing, etc.) Artist minors choose one art specialty to receive a -1 difficulty to.

CRAFTER

Crafters are the largest class of Muse and literally the fabric and glue of Amazon society. Crafters include weavers and spinners, seamstresses, architects, masons, carpenters, armorers and weapon smiths, bakers and chefs.

Crafter majors are skilled enough that they need 1d4 less of a material to craft with, and their wares are 1d4 more resilient to wear, including sword blades and armors. Crafter minors choose one of these benefits for their works.

PERFORMERS

Performers are the actors and musicians of Elenia. While it is common for Performance majors to have minors in writing, it is also common for performers to be crafters as well.

Performer majors receive a -1 difficulty to rolls concerning two of the following, or -2 in one of the following: Acting, Deception, Singing, Musical Instrument, Dance, Disguise, or Presence.

Performance minors choose one the above skills to receive -1 difficulty to.

In addition to the categories of Muse, all Muses have developed a very special skill specifically for combat, Inspire Survival.

Muses seem to be innately able to say, sing, sense or provide in some way the perfect motivation for weary warriors to battle on. Once per day a Muse can use this ability to give a compatriot a +1 bonus to any one attack, defense, or survival roll, including ones made against mental attacks. This bonus increases by 1 at Levels 3, 5, 7, and 9, up to a maximum of +5.

STARTING EQUIPMENT

1 Staff or Sling, 1 Dagger, Sandals, 1 Set of Fine Clothes (Dana), 1 Leaf Armor, 1 pair of Sandals, Crafters Tools/Music Instrument/Makeup and Costumes.

Psion

Psions are the intellectual class of Amazon society. A balanced body is incomplete without a balanced mind. Intellect can be just as sharp a weapon as a good blade in Amazon life.

Psions gain an extra language at even levels.

Psions can choose the special ability of Mind Probe or Scathing Blow.



MIND PROBE

Once per day a Psion can probe the mind of another without them knowing and glean minor secrets and intentions. Range: 250'. Gaining a +1 to attack & +1 AC against that target for 1d6 minutes.

SCATHING BLOW

Once per day a Psion can, either take a round to observe a foe in combat, or form a scathing insult or comment and add 1d4 extra damage to their next successful attack to that foe.

Psions are loosely divided into two types; Intellects and Judges.

INTELLECTS

Intellects are the more forward thinkers of Elenia. Intellects are drawn to roles as scientists, inventors, engineers, innovators, and philosophers. Intellects are one of the more common archetypes who find themselves keen to explore both Elenia and to venture into the lands outside.

Intellects gain two levels, in any combination, of the following skills at character creation; Perception, Specific Knowledge (ie Chemistry, Botany, Medicine, Veterinary Sciences, Law etc.), Academics, or Research.

JUDGES

While Intellects are known for a driving thirst for new knowledge, Judges are known for near eidetic mental wells of knowledge. Judges are often historians, teachers, lawspeakers, and archivists in Amazon culture.

At 1st level Judges receive -1 difficulty to knowledge-based rolls, such as recalling information or researching. This increases by -1 at 3rd, 5th, 7th, and 9th level to a maximum of -5.

Sorceress



Of the Amazons, the class of Sorceress might be held in the highest of regard for their potential to wield almost unlimited powers. However, the respect and admiration of these powerful Magic Users can sometimes turn to fear as more than a few Sorceresses have grown queer and sinister as they advance in skill. Often times, they disappear from Amazon society altogether, going into their Tower (the center for magical learning in Amazon society) of which, the higher levels are off limits to non-Sorceress Amazons, and they are never to be seen again.

Unlike Spellcasters, a Sorceress does not require a book of spells. All of her prepared spells are stored in her mind and can be recalled at will.

SORCERESS ADVANCEMENT

LEVEL	1 st LEVEL SPELLS	2 nd LEVEL SPELLS	3 rd LEVEL SPELLS	4 th LEVEL SPELLS	5 th LEVEL SPELLS
1	2	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	3	2	1	-	-
5	4	2	2	-	-
6	4	2	2	1	-
7	4	3	2	2	-
8	4	3	3	2	-
9	5	4	3	2	1
10	5	4	4	3	2

*See Untold Adventures Core Rulebook for list of available spells.

STARTING EQUIPMENT

1 Dagger, Sandals, 1 Set of Fine Clothes (Dana), 1 Leaf Armor, 1 pair of Sandals, 1 cloak or cape often with a hood.

Sungia



It is said that the mysterious Sungia loyalty lies with The Queen and no one else. It is even whispered in the most isolated and unknown spots in Amazon City, that if The Queen were to stage an uprising against Athena Herself, the Sungia would be the poison-tipped dagger that plunges into the Goddess' back.

Not too different from near modern-day Ninja, the Sungia are the masters of seduction, stealth, deception, disguise, espionage and assassination. Keeping always to themselves, operating outside of Amazon societal norms, and often above the law, the Sungia answer only to The Queen.

STEALTH – The Sungia can move unnoticed at will, despite of the lighting or situation and can only be seen when rolling a critical failure for stealth.

SEDUCTION – Masters of manipulation, Sungia of level 3 or higher, attempting to Seduce another roll as if they have a Charisma of 18, no matter their true attribute score.

COMBAT SPECIALIST

At 1st level Guards add a **+1 to all Melee and Ranged attacks** they make. This bonus **increases by +1** at levels **3, 5, 7, and 9** for a **maximum bonus of +5**. In addition, Guards can make a number of **extra attacks equal to their level** each combat round as long as those attacks are **against opponents with one or fewer hit dice**.

STARTING EQUIPMENT

Choice of 1 Ranged Weapon, 1 Melee Weapon, No Prime Weapon & 1 backup weapon, 1 Staff, 1 Armor or 1 Leaf Armor & Gauntlets, 2 vials of poison.

Armor & Weapons

Melee Weapon	Damage	Amazon Name for the item.
Dagger	1d6-1	Zenkah
Double-Edged Axe	1d6+1	Doonga
Lasso	1d6-1	Sungpa
Staff	1d6	Taka
Sword	1d6+1	Tanga
Whip	1d6	Nahla

Ranged Weapon	Damage	Range	Amazon Name for the item
Blow-Dart	1d6-1	20 ft	Hwoopa & Zip
Bow & Arrow	1d6+1	80 ft	Noche & Zip
Sling & Stones	1d6	40 ft	Dang-Fo & Zip

Armor	AC [AAC]	Amazon Name for the item
Gold Armor	-6 [+6]	Bana
Gauntlets	-2 [+2]	Woonapa
Helmet	-1 [+1]	Crow
Leaf Armor	-2 [+2]	Manah
Sandals	No change	Booste
Shield	-1 [+1]	Crest



Glencia's Dark Secret



Discovering the Secret

Nearly 500 years ago, Ares the God War, discovered that the times of the once mighty Gods was dwindling. Upon this discovery and feeling his own powers waning, Ares made a last-ditch effort to breach the barrier that protected Elencia from the male Gods intrusion. He believed that if he and his massive human armies could break-through the barrier and gain access to the island, he would there discover a lost text with a spell that would revitalize the Gods and grant them once again their all-powerful Godly abilities and unending life. With the Zeus and Poseidon's blessing, Ares and his massive army set sail for the isle of Elencia.

Upon arriving at the barrier, Ares reigned down his full might while his human armies used all of man's proven methods of war and destruction. The barrier baring the males have never been tested to this degree before and the Goddesses had not created the barrier with the thought of this massive of an assault.

Most Amazons watched on from Amazon City in surprise, disgust and revulsion at seeing the males and their full capabilities of war and destruction on display for the first time. The Guards, however, rushed to beach. Screaming for the barrier to let the men through and let these ships carry these male armies to the shores where Amazon to test their metal force back the would-be invaders. Crushing whatever sick dreams and wants the men had for coming to Elencia, the Isle of the Amazons!

After three days of onslaught and war, Ares, who's powers were weakening, gathered his most trusted Generals, and assigned them the task to plunder the island of Elencia unmercifully until the spell could be found to save the Gods. Then Ares, attack the wall, like a cobra who is cornered with no options left, giving his own life and extinguishing all his power against the barrier and the barrier finally gave way, allowing the armies of man to sail through.

Upon seeing the armies sailing for the shores, the Queen sought council from the High Priestess who advised the Queen to evacuate Amazon City and send their people to hide in the jungles and attack the armies at a time that was more advantageous than facing them at the shores will victory and arrogance of Ares still willed the men onward. The Queen heeded this advice and sent for her General.

The General asked the Queen to reconsider, but she only asked once before sending for her Guards to fall back to Amazon City and help with the evacuation, always, placing the Guards between fleeing Amazon and the shoring Men.

The Psion set their minds to work Probing the minds of the men from a distance but at this great of distance all they could ascertain was the men were looking for something and had been promised Amazon virgins to have their way with. The Queen then sent the Sungia, with their amazing stealth abilities to spy on the men and the Sungia reported back that the men had discovered nectar and were drunk off their asses.

Three days passed and the men never left the confines of Amazon City, nor did the Amazons mass a counterstrike to the Guards dismay. The Queen decided on the that on the fourth night of the invasion, all classes of Amazon would mount a counterstrike under the General and the Guard Captains lead; The full power of the Amazons would drive the men from their city and teach them a costly lesson for daring to invade the Isle of the Amazons!

As darkness fell, the Amazons charged from the jungles, outfitted in full battle armor and gear, to find a nearly empty city. From the walls of the city, they spotted the armies pushing off the shores and into the sea, paddling for the barrier to escape. The few men who were still in the city had to been too drunk or weak to leave. It was then that the Amazons discovered the Curse of Elencia. The men explained that since arriving on the island, they had not been able to take in nourishment. Aside from Nectar everything that they would eat or drink would turn to air in their mouths and only the nectar which would not but they still gained no nutrients from imbibing it.

As the army's boats reached the barrier, they crashed about it like hitting a wall of stone and sank. The men among on the boats began to drown because they were either to drunk or weak to swim. The Queen, taking pity on the men, dispatched the Guard to go rescue as many as they could, however, the numbers the brought back alive were few. Within a couple of days, the Amazons watched in horror as one by one the men slowly withered down to nothing before dying.

Present Day Elencia

It has been nearly 500 years since Athena walked the pathways of Elencia and just over 60 years since her last telepathic contact has been received. Also, it's coming up on the 1-year anniversary since the barrier dissolved into the air, opening the island up for anyone to come and go as they please. To this day no outsider has arrived on the shores and by order of the Queen, no Amazon has set sail for distant lands.

Not all Amazons are pleased with the Queens proclamation, forbidding all Amazons from leaving, although no one has formally stepped forward to challenge her authority on the matter. But there has been hushed conversation, rumors and accusations that the Sungia's ranks are looking thinner than normal and maybe the Queen has sent them out in to the sea to test the waters as they say.

Others gossip of rogue stray Amazons that are missing or unaccounted for. But again, there is no proof that anyone has left the island.

The Queen herself has conceded publicly, that a day will come when an outsider will arrive at the shores and they will deal with that when that day comes. Also, she has agreed that in time the Amazons will be free to come and go from Elencia as they please but she is not ready to allow that happen just yet and sees no reason after thousands of years in peace and paradise, why they should be so quick to change their ways just because the barrier is no more.



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