



THE SAVAGE EMPIRE™

CLUE BOOK

**MALONE'S GUIDE
TO THE
VALLEY OF EODON**

THE SAVAGE EMPIRE CLUEBOOK

Malone's Guide to the Valley of Eodon

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INTRODUCTION

My recent adventures in the hidden land known as the Lost Valley of Eodon have been widely reported. Accompanied by museum curator Professor Elliot Archimedes Raffin and a vigorous, foolhardy adventurer who prefers to remain nameless, I traveled to this Valley of Eodon, explored its many wonders, encountered its tribes and civilizations, and freed all the people there from a danger which they were unable to cope with themselves.

Just as widely-reported has been the unusual means by which I travelled to Eodon. Even today, I don't know whether that trip were fact or hallucination. Regardless, we still don't know exactly where the Valley of Eodon is. But when we do, which I am confident will be very soon, it will be visited by scientists, explorers, and eventually by tourists such as yourself.

It is for these visitors that this tourbook is written.

In this first chapter, I'll be giving you a general understanding of the Lost Valley of Eodon as I came to know it during my adventures there. In later chapters, I'll provide you with more details about several of the most interesting sites of the valley.



MAP OF THE VALLEY

On pages 4-5 you'll see an overview map of the Lost Valley of Eodon. Study it carefully. In Eodon, knowing where you are can be the difference between life and death. Not having the benefits of this map, I was often in danger, and only skill and courage kept me from being killed.

As you can see, the Valley of Eodon is a cleft between two series of mountains.

The northern region is mostly plains. There are two important tribes here, the Pindiro and the Barako.

The central region, where my companions and I first arrived, is mostly jungle. Here you will find the huts of the Kurak, Yolaru, and Disquiqui tribes, as well as Tichticatl (the city of the Aztec-like Nahuatla) and most of the entrances to the Myrmidex caves.

The western region features three enormous mesas. The Barrab people live here, and so do the Sakkhra — more about them later.

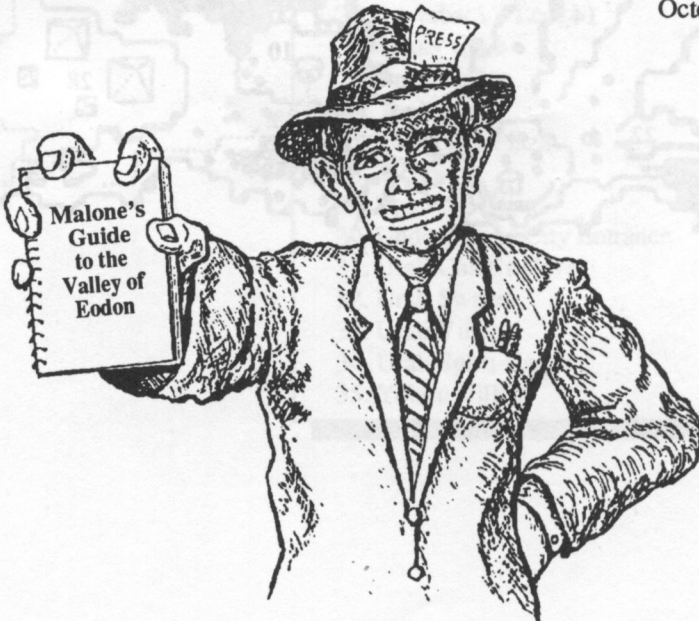
The southeastern region is mountainous and there are several active volcanoes there. The brutish Haakur people live here in their caves, and the only slightly more civilized Jukari have a village in this area.

Near the Lost Valley of Eodon, and connected to it by a series of natural caves, is the Urali Swamp. It is here you will find the village of the secretive Urali people.

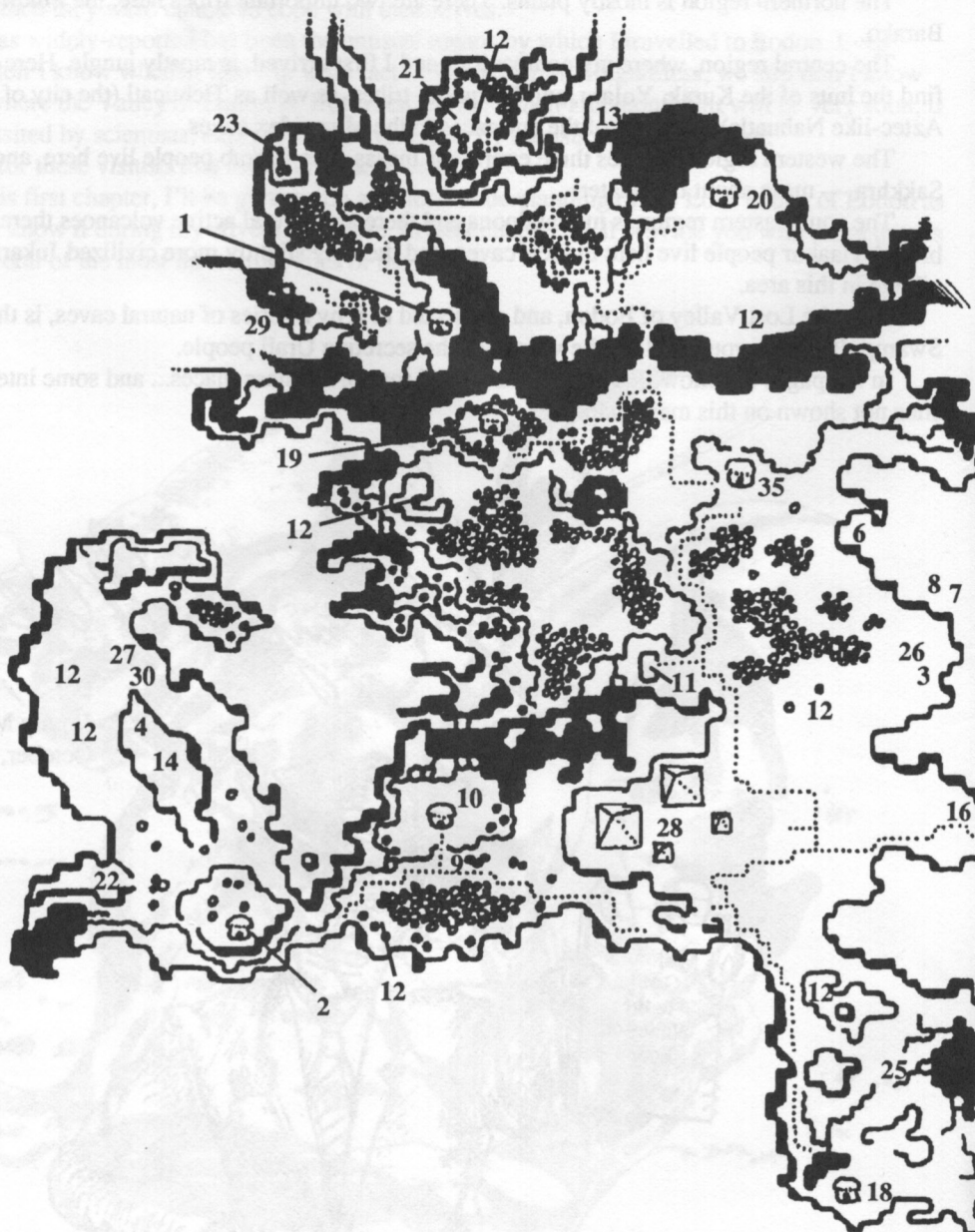
In the pages to follow, I'll give you a guided tour of all these places... and some interesting sites not shown on this main map.

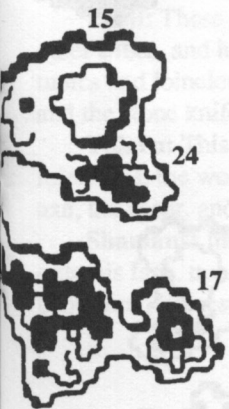
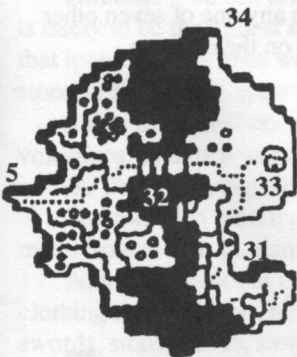
Jimmy Malone

Jimmy Malone
October, 1990



VALLEY OF EODON





1. Barako Village
2. Barrab Village
3. Bones — Dinosaur's Graveyard
4. Bracket of the Great Gem
5. Cave Entrance to Outer Valley
6. Cave Entrance to Urali Swamp
7. Cave With Potassium Nitrate
8. Denys' Cave
9. Disquiqui Tyrannosaurus
10. Disquiqui Village
11. Drum Hill
12. Entrances to Myrmidex Caves
13. Fritz' Cave
14. Great Mesa
15. Haakur Caves
16. Iron Bamboo
17. Jukari Ritual Cave
18. Jukari Village
19. Kurak Village
20. New Pindiuro Village
21. Old Pindiuro Village
22. Sakhra Caves
23. Silverback's Ledge
24. Spider Cave
25. Sulphur Pits
26. Tar Pits
27. Teleporter Plaza
28. Tichticatl
29. Topuru's Island
30. Underground City Entrance
31. Urali Chief's Caves
32. Urali Swamp
33. Urali Village
34. Urali Spirit-Caves
35. Yolaru Village

TRANSFER PLATE MAP

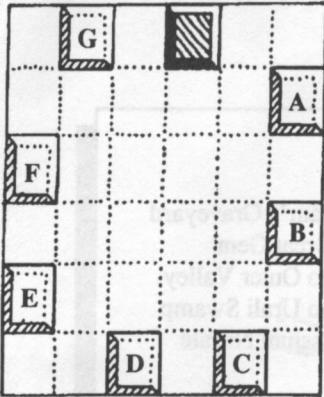
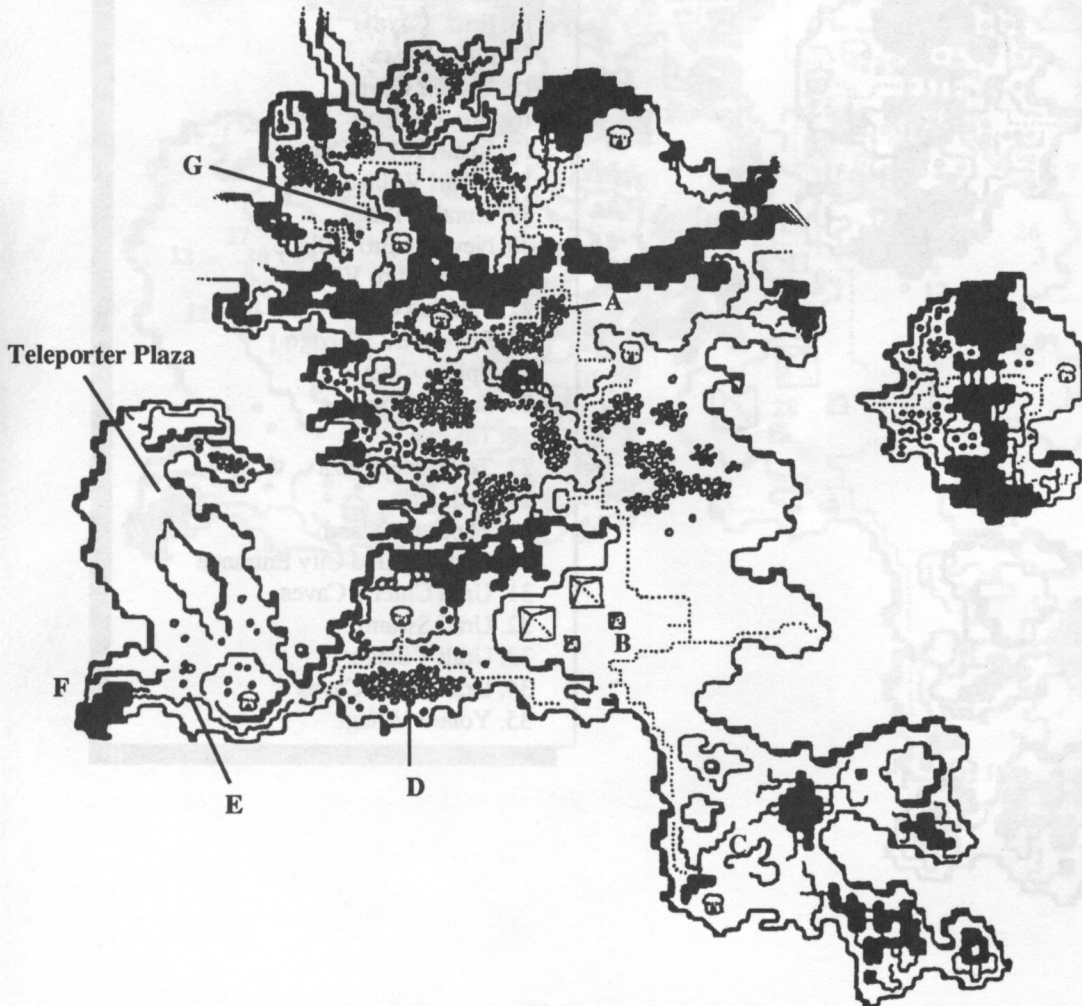


Diagram of Teleporter Plaza

Don't ask me how these work. All I know is that you step on one of these plates, and you step off somewhere else. (Instantaneous teleportation? Mass hypnotism and a work-crew with wheelbarrows? I have no idea.) These are large, flat plates with rippling blue surfaces. They occur in "mated pairs": Step on one, and you appear on its mate somewhere else; step on that one again, and you reappear on the first one.

We found these in several locations in the Valley, each one fairly close to a village. There was a central Teleporter Plaza (sort of a "Grand Central Station" for the Kotl) that all of the Valley's plates sent you to. It is, coincidentally enough, near the hidden entrance to the underground city. From this nexus, you could travel to any one of seven other locations in the Valley, as indicated on the diagram.



RECOGNIZING THE TRIBES

At last count, there were something like ten different human cultures within the Lost Valley, not counting strange races like the Sakhra. Here's how to tell them apart.

Except where noted, most of the people of the valley have a dusky, mesoamerican-indian skin tone.

Barako: These people look as hard and craggy as the mountains they live on. They wear clothes made of bear-hide, and carry stone-headed clubs and bows and arrows.

Barrab: These people have a slightly more Asian-yellow skin tone than the other tribes in the valley. They live on the tops of mesas and wear heavy fur clothing. Their weapons include spears (thrown with atl-atl spear throwers) and stone knives.

Disquiqui: These folk are heavy on the grass-skirt-and-flower-lei look. It's easy enough to tell one of the Disquiqui: At long range, they seem to sway and stagger a lot even when not dancing, and at close range show evidence of recent contact with high-proof alcoholic beverages. Don't light any matches around them. Those that carry weapons tend to have stone knives. They're friendly folk.

Haakur: You can always tell one of the Haakur from the other people in the valley. A Haakur is likely to be the ugliest son of a gun you've ever seen, with a massive, muscular body and a face that looks like it's been worked over by a printing press. They wear rough fur clothes and carry stone-headed clubs, spears, and knives. Stay upwind of them.

Jukari: These folks are southern mountain-dwellers, not too bright: They live near the volcanoes. The men wear just loincloths and boots, while the women add short vests to their outfits. They carry big, frightening-looking stone axes, as well as stone knives.

Kurak: This tribe lives in the middle of the jungle. They wear nicely abbreviated garments made from the fur of giant cats, and they carry spears, bows, and stone knives.

Nahuatla: A lot of these people wear elaborate feather headdresses. *All* of them tend to wear clothing made of cloth rather than leather or fur. The Nahuatla warriors carry obsidian-edged swords, stone knives, stone-headed clubs, stone-headed spears, and atl-atls (spear-throwers); many wear leather armor and carry shields.

Pindiro: These folk wear clothes made of something like deer-hide, and have a sort of American Plains Indian look to them. Their weapons include the boomerang, the spear, and the stone knife, and they also carry shields made of (I kid you not) Stegosaurus hide.

Sakhra: These guys aren't exactly people. They're a breed of large lizard which walks around on their hind legs. Professor Rafkin claims that they're intelligent; he talks to them and claims that the hissing noises they make are conversation. They carry spears and stone hammers.

Urali: These people live in the swamp. They have a lighter, more sallow skin tone than the other tribes, and have beady, suspicious eyes. They're not a very friendly folk. They wear short tunics and loincloths made of light crocodile-like hide. Their weapons include the spear, the bow, and the stone knife, mostly stolen from other tribes.

Yolaru: This is a black-skinned tribe living in the jungle near the Kuraks. The men wear loincloths, the women loincloths and breast-bands. Their weapons include the atl-atl, the throwing axe, the spear, and the stone knife.

Shamans: Incidentally, if you see a tribesman who has all sorts of strange symbols painted onto his face, treat him nicely. This is a *shaman*, a sort of witch doctor, highly respected by the tribesmen. It doesn't pay to antagonize them. (See the section on **Healing** later in this chapter.)

A Note on the Weapons of the Valley

When you're travelling around in the Valley of Eodon, it's best to go armed with modern weapons. If you have a modern rifle and a supply of ammunition, you're in good shape: In the Valley of Eodon, nothing beats a rifle.

If you lose your firearm, you can construct one out of local materials. Find the following materials and give them to the member of your expedition who is best at this sort of thing (in my case, it was Professor Rafkin): A shaft of Iron Bamboo; a quantity of Saltpeter (Potassium Nitrate); a quantity of Charcoal; and a quantity of Sulphur. These materials are found at various places in the valley; consult your maps.

If you lose your outer-world provisions, you can also manufacture crude grenades out of local materials. You'll need hardened pots from the city of Tichticatl, sulphur, charcoal, saltpeter, tar, and strips of cloth,

If no civilized weapons at all are available to you, you'll need to acquire local equipment. The best native weapons include the obsidian-edged sword used by the Nahuatla tribe and the atl-atl (spear-thrower) used by many tribes. Less effective, but still good, are the two-handed club, the spear (even without atl-atl), and the stone axe, all used by numerous tribes.

There are three types of armor in the valley: Cloth, bark (uncomfortable!) and leather. Leather is best. Likewise, there are three types of combat shields: Bark, leather, and stegosaurus hide, of which stegosaurus hide is best.

Leather armor combined with stegosaurus-hide shields can save your life in bad situations. But should you reach the underground Kotl City, toss away your stegosaurus shield and take one of the Kotl shields instead: They're far superior.

Weapon Damage:

Modern Rifle:	Amazing
Grenade:	Amazing
Bamboo Rifle:	Incredible
Fire Axe:	Excellent
Obsidian Sword:	Excellent
Atl-Atl:	Excellent
Spear:	Good
Two-Handed Hammer:	Good
Axe:	Good
Bow:	Good
Rock Hammer:	Average
Metal Hammer:	Average
Throwing Axe:	Average
Fire Extinguisher:	Average
Club:	Average
Modern Knife:	Average
Obsidian Knife:	Fair
Lit Torch:	Fair
Black Staff*:	Fair
Boomerang:	Fair
Bamboo Pole:	Poor
Stick:	Poor
Bug Bomb*:	Poor
Blowgun:	Poor (but poisonous!)

Armor & Shield Protection:

Kotl Shield:	Amazing
Shield of Krukk:	Excellent
Stegosaurus Shield:	Good
Leather Armor:	Good
Leather Shield:	Fair
Bark Armor:	Fair
Cloth Armor:	Poor
Bark Shield:	Poor



* These are Amazing against Myrmidex!

DINOSAURS OF EODON

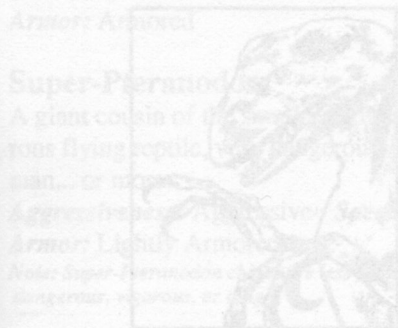
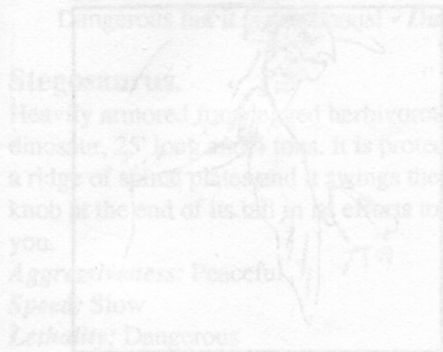
(And Other Dangers of the Lost Valley)

The Valley of Eodon is infested with a number of amazing creatures which are either unknown on or long considered extinct on the outer world. This is a guide to these creatures of Eodon.

Each one is described in the following terms:

- Aggressiveness:** How likely it is to come after you (it may be Very Aggressive, Aggressive, or Peaceful).
- Speed:** What sort of running speed or reaction time the creature has. The higher the rating, the more formidable the creature is. (Very Fast, Fast, Average, Slow)
- Lethality:** How dangerous it is in its attacks (it will be categorized as Very Dangerous, Dangerous, Average or Not Dangerous). This refers to *each wound that it does* — how likely each wound is to incapacitate or kill you. Any of the creatures listed as Not Dangerous can seriously harm you if able to bite, sting, or gore you enough times.
- Durability:** How much punishment it can take — assuming you're in a position to dish out punishment to it (it will be Very Durable, Durable, Average or Not Durable).
- Armor:** How much protection its hide offers it, assuming once again that you're attacking it (its hide will be Heavily Armored, Armored, Lightly Armored, or No Armor).

Note that millions of years of development in this valley have led to some evolutionary changes in the dinosaur species. Some are larger or smaller than their ancient ancestors from the outer world.



DINOSAURS AND OTHER REPTILES

Allosaurus.

An enormous two-legged carnivorous dinosaur, 40' long, 15' tall, 1 1/2 tons. It bites.

Aggressiveness: Aggressive

Speed: Average

Lethality: Very Dangerous

Durability: Very Durable

Armor: Armored



Ankylosaurus.

A four-legged herbivore, 18' long, 3 tons. It fights by swinging the heavy smashing end of its tail.

Aggressiveness: Peaceful • **Speed:** Slow • **Lethality:** Average

Durability: Durable • **Armor:** Heavily Armored

Apatosaurus (Brontosaurus).

A huge four-legged herbivore, easily recognized by its long, long neck; 60-100' long, 30-35 tons. It may bite but also tends to step on you. You're likely only to meet baby brontosaurus on land, so the description below is for them instead of the adults.

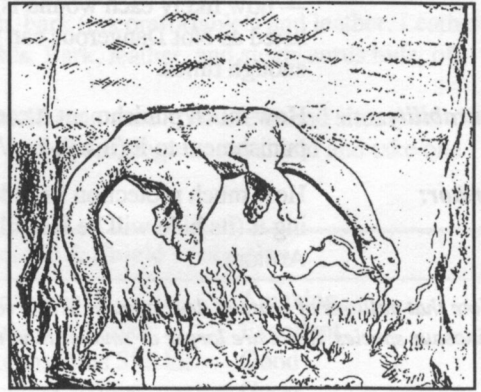
Aggressiveness: Peaceful

Speed: Slow

Lethality: Not Dangerous

Durability: Durable

Armor: Lightly Armored



Archelon (Giant Turtle).

Rather like large modern sea-turtles, but really big: 12' long, more than half a ton in weight. It fights by biting, and a tortoise this size can bite your head off.

Aggressiveness: Peaceful

Speed: Slow

Lethality: Average

Durability: Durable

Armor: Armored



Deinonychus.

A man-sized bipedal carnivore; it is a fast runner, about 6' tall, 12' long, and weighs around 150 lbs. It fights both by biting and by raking you with the enlarged claw on its lower legs.

Aggressiveness: Aggressive

Speed: Fast

Lethality: Average

Durability: Durable

Armor: Lightly Armored



Dimetrodon.

This is a low-rider reptile, 13' long and 450 lbs. It looks, I kid you not, just like one of those bad movie dinosaurs where they took a normal lizard, glued a large crest to its back, and photographed it in super-slow-motion. It's not friendly, and it attacks by biting.

Aggressiveness: Aggressive

Speed: Slow

Lethality: Dangerous

Durability: Durable

Armor: Armored



Plesiosaur.

This is a dinosaur which lives in the fresh waters of the valley. It eats fish, people and anything else it can get its teeth on. It is about 25' long, and swimming in the Valley of Eodon is not recommended.

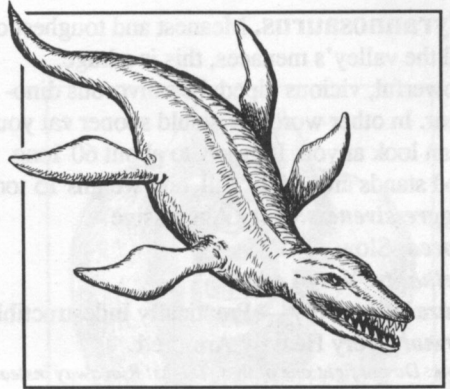
Aggressiveness: Aggressive

Speed: Fast

Lethality: Average

Durability: Durable

Armor: Lightly Armored



Snakes.

There are lots of snakes in the valley. Most are very dangerous and aggressive vipers: Annoy them at your own risk.

Aggressiveness: Aggressive • **Speed:** Slow • **Lethality:** The bite itself is Not Dangerous but it *is* poisonous! • **Durability:** Not Durable • **Armor:** No Armor

Stegosaurus.

Heavily armored four-legged herbivorous dinosaur, 25' long and 4 tons. It is protected by a ridge of spinal plates and it swings the spiky knob at the end of its tail in its efforts to kill you.

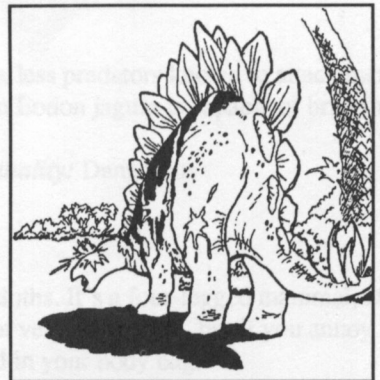
Aggressiveness: Peaceful

Speed: Slow

Lethality: Dangerous

Durability: Durable

Armor: Armored



Super-Pteranodon.

A giant cousin of the smaller pterosaurs. Wingspan 30+', weight over 100 lbs. This is a carnivorous flying reptile, very dangerous, capable of flying away while carrying the weight of a grown man... or more.

Aggressiveness: Aggressive • **Speed:** Very Fast • **Lethality:** Dangerous • **Durability:** Durable

Armor: Lightly Armored

Note: Super-Pteranodon chicks are less formidable; they're not aggressive, nor particularly fast, dangerous, vigorous, or tough.

Triceratops.

Heavily-armored four-legged herbivorous dinosaur; it is protected by a shield-like crest of armor on its head and over its neck, and uses the three long, wicked horns on that crest to stab you through. It grows to 30' long and 10 tons.

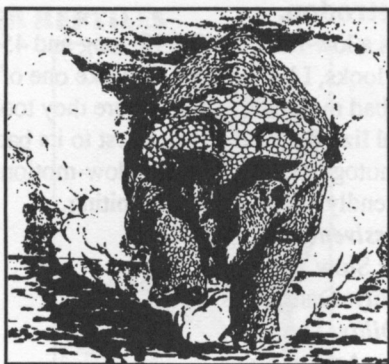
Aggressiveness: Peaceful

Speed: Slow

Lethality: Very Dangerous

Durability: Very Durable

Armor: Heavily Armored



Tyrannosaurus. Meanest and toughest of all the valley's menaces, this is a huge, powerful, vicious bipedal carnivorous dinosaur. In other words, it would sooner eat you than look at you. It grows to about 60' long and stands around 25' tall, and weighs 15 tons.

Aggressiveness: Very Aggressive

Speed: Slow

Lethality: Very Lethal

Durability: Very — Practically Indestructible

Armor: Very Heavily Armored

Note: Do not fight one of these things! Run away instead. You might be able to kill one by dropping a landslide on its head, but up-front confrontation is sure to get you killed.



MAMMALS

Alphadon (Giant Rat).

This nasty little creature is basically a giant rat. It's about a foot long and weighs several pounds. It will eat vegetable matter, but it will also eat explorers. It runs in packs and attacks by biting.

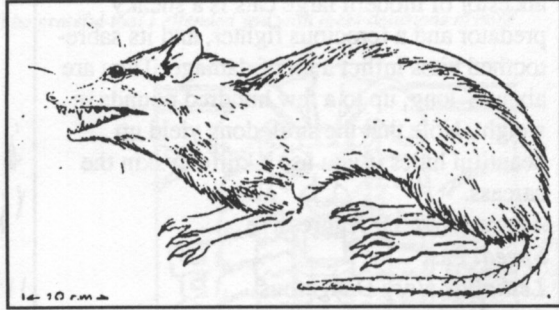
Aggressiveness: Aggressive

Speed: Average

Lethality: The bite itself is Not Dangerous — but it can give you nasty diseases!

Durability: Not Durable

Armor: No Armor



Gigantopithecus (Giant Gorilla).

This is a huge gorilla-like creature, 12' tall, 900 lbs. The one example I have seen had silvery fur and was pretty aggressive.

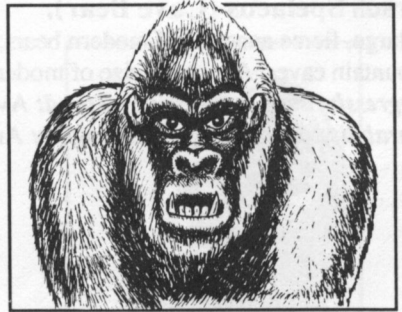
Aggressiveness: Aggressive

Speed: Average

Lethality: Dangerous

Durability: Very Durable

Armor: Lightly Armored



Hyracotherium (Eohippus, Dawn Horse).

A small ancestor of modern horses, about 2' long. It's not much of a menace: It attacks you by running away as fast as it can.

Aggressiveness: Peaceful • **Speed:** Average • **Lethality:** Not Dangerous

Durability: Not Durable • **Armor:** No Armor

Jaguar.

This is a native Eodon species of black jaguar. They're fearless predators known to attack men — and not just when they can't find easier prey: A full-grown Eodon jaguar is capable of bringing down a grown man.

Aggressiveness: Aggressive • **Speed:** Very Fast • **Lethality:** Dangerous

Durability: Durable • **Armor:** No Armor

Megatherium (Giant Sloth).

This huge, shaggy creature is an ancestor of modern tree sloths. It's a four-legged mammal, 20' long, walking 6' at the shoulder, and weighs 3 tons. It's not very aggressive, but if you annoy it, it will slap and claw you until what's left just sloshes around in your body bag.

Aggressiveness: Peaceful • **Speed:** Slow • **Lethality:** Dangerous

Durability: Durable • **Armor:** No Armor

Smilodon (Sabretooth Tiger). This ancestor of modern large cats is a sneaky predator and a ferocious fighter, and its sabre-toothed bites inflict a lot of damage. They are about 8' long, up to a few hundred pounds in weight. Note that the smilodons yield up beautiful hides if you use a knife to skin the carcass.

Aggressiveness: Aggressive

Speed: Fast

Lethality: Very Dangerous

Durability: Very Durable

Armor: Lightly Armored



Ursus Spelaeus (Cave Bear).

A large, fierce ancestor of modern bears; it inhabits caves all over the Valley of Eodon, especially mountain caves. About the size of modern brown bears.

Aggressiveness: Aggressive • **Speed:** Average • **Lethality:** Dangerous

Durability: Durable • **Armor:** Lightly Armored



VERY STRANGE THINGS

I don't have any illusions: Most of you reading this tourbook will not believe that these things exist until you see them. However, they do exist, and when you run into them, you'll be grateful that I offended you with these delusions of mine.

Automatons ("Argent Sergeants").

These man-shaped metal things move around in and clean the City of the Kotl (see the description of that place, later in the tourbook). They're shiny and silver, and hit you with their silver fists if they decide to hurt you.

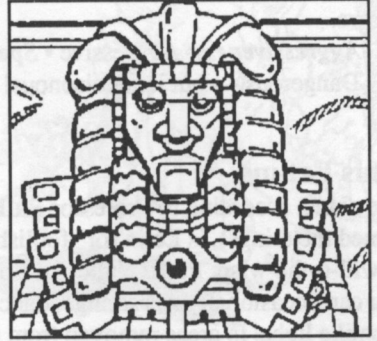
Aggressiveness: Aggressive

Speed: Average

Lethality: Average

Durability: Very Durable

Armor: Armored



Automatons (Robosauruses).

These are rather like the small automatons... except that their task seems to be to kill intruders rather than clean up, and they have the shape, size, weight and manner of an Allosaurus rather than a man. They bite. They bite clean through things.

Aggressiveness: Aggressive

Speed: Slow

Lethality: Very Dangerous

Durability: Very Durable

Armor: Heavily Armored



Coatlicues (Serpent Women).

Unless I was suffering the cruelest of delusions, there is something in the valley very like a human woman with the tail of a giant snake. I was inclined to believe I was hallucinating until some of the natives told me they'd seen them too. I've named them after Coatlicue, an important goddess of South American myth.

Aggressiveness: Very Aggressive

Speed: Fast

Lethality: Average physical damage- but she's poisonous!

Durability: No Armor

Armor: Lightly Armored



Giant Orchid.

Growing in the highest places of the lost valley are huge orchid-like plants. However, they are not inert: With even greater speed and aggression than Venus flytraps, they seize upon and digest prey, up to human-sized prey.

Aggressiveness: Aggressive • **Speed:** Very Fast • **Lethality:** Average

Durability: Average • **Armor:** Lightly Armored

Giant Spider.

This is a species of giant, nearly man-sized arachnids. They lurk in their caves during brightest daylight, and prowl around in search of food — including men — in the dark. Unless you suffer arachnophobia, you're likely to be able to beat one of these predators... but be advised that they swarm.

Aggressiveness: Aggressive • **Speed:** Average • **Lethality:** The bite itself is Not Dangerous — but it *is* poisonous! • **Durability:** Average • **Armor:** No Armor

Ignis Fatuus.

The name, according to Professor Rafkin (who named the things), is Latin for “foolish light,” or will-o-the-wisp. In the Valley of Eodon, you can occasionally see strange, dancing, wisplike lights in areas removed from man. I don't know whether these are ball lightning or a phosphorescent creature, but they do move around like something alive. The Avatar insists to this day that he had a conversation with one of them, and calls it a “Wisp.”

Aggressiveness: Peaceful

Speed: Fast

Lethality: Not Dangerous

Durability: Very — Nearly Impossible To Harm

Armor: Impossible To Tell



Myrmidex (Giant Ants).

These are savage insects the size of a man (certain types of Myrmidex grow larger, especially the queen). They are very nasty and use their claws and mandibles to kill animals and humans alike. Unless you're well-armed and feel like a deadly fight, stay away from them.

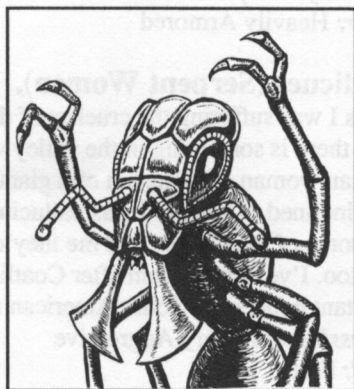
Aggressiveness: Very Aggressive

Speed: Very Fast

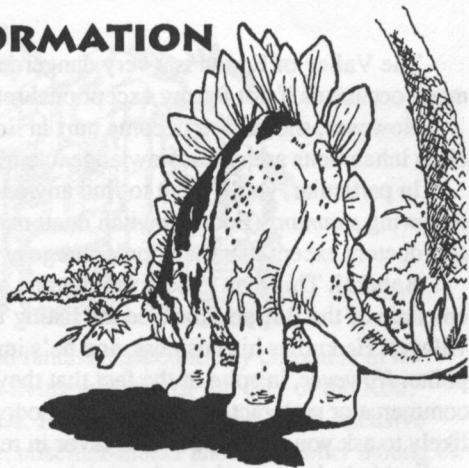
Lethality: Average

Durability: Average

Armor: Armored



PRACTICAL INFORMATION



In this section, I'll try to give you a quick and essential guide to some important facts about the valley.

FINDING FOOD

There are no supermarkets, not even mom & pop stores, in the Valley of Eodon. You have to forage for yourself at all times. Edible goods you can find in Eodon include: Bean plants, ears of corn, bananas, peppers, pteranodon eggs, and berries. If you're feeling adventuresome or desperate, or are a big fan of red meat, you can kill and cook many of Eodon's animals and fish — but not dinosaurs, parrots, Myrmidex, or giant spiders.



It's easier to find food in the villages than in the wild. The natives aren't upset if you take some, presuming that you're hungrier than they are right then. They often have lots of fruit lying around, plus cooked fish and meat chops.

In the Kotl city, you can find a type of green fruit growing in strange little trees; this fruit is edible.

TRADE

Very little trade takes place in the valley. Most of the tribesmen are horribly self-sufficient, making their own weapons and equipment at all times.

There are exceptions. Atlipacta, in Tichticatl, will trade armor and weapons for emeralds. Paxaptamac, a tailor in Tichticatl dealing especially in feathered garments, will trade emeralds for parrot feathers. And Kunawo, shaman of the Pindiro, will trade shaman's offerings for flax — but only if another shaman, such as Triolo, accompanies you. (If you don't just find flax lying around, use some yucca/flax plants to harvest some.)

LANGUAGE

Most of the natives of Eodon speak a language which they call Nahuatla. Professor Rafkin says it is strongly descended from the *nahuatl* language which was the speech of the ancient Aztecs, but that it has been contributed to by a variety of other languages.

The people of Eodon live simple lives and Nahuatla is a simple language. When you've spent a couple of weeks in the company of the tribesmen, and no one around you is speaking English, you'll find that you pick up Nahuatla very fast.

In other words, don't worry about language. You'll learn it so fast you won't even notice it.

HEALING

The Valley of Eodon is a very dangerous place. I myself might have been chewed to pieces on many occasions if not for my exceptional reflexes and cleverness.

However, should *you* become hurt in Eodon, you'll find that some of its inhabitants are quite knowledgeable healers.

In particular, you'll want to find any one of the four following *shamans* (Eodon's witch doctors, who are like real doctors except that they don't charge as much):

Balakai. This man is both the shaman and the chieftain of the Barrab tribe (see the listing for their village). He knows his business, and he's impeccably polite. *However*, in spite of the fact that they don't have commerce or malpractice insurance in Eodon, Balakai is likely to ask you for some sort of favor in return for medical help (or any other substantial sort of help); he certainly asked it of *us*.



Kunawo. This man is the shaman of the Pindirol. Aged and ailing, he is a generous and reverential man. He will heal the sick without asking for compensation, and gathers shaman's offerings (chocolate, pinde and yopo) to trade to other shamans, exchanging them for the harder-to-gather yucca flax.

Intanya. Bar none, the best healer in all the valley is Intanya, the chief shaman of the Kurak tribe. I've seen him do things which could be considered miraculous. If you or anyone in your care is ever seriously hurt, you're best off if you find your way to the Kurak village and take your injured to Intanya. He gets some funny ideas about people and what they should be doing in the valley, and I've uncovered evidence that he operates some sort of wide-spread and secretive underground organization... but he can fix you up, and won't ask for a penny.

Triolo. This fellow is the assistant shaman for the Kuraks, trained by Intanya. He's not as good as Intanya — unlike his teacher, he's often caught without all the medicines and totems he needs to complete his healing ceremonies. On the other hand, he's a courageous man and may be willing to accompany your party while you're exploring the valley.

There are other shamans. However, not all of them have any healing ability, and some of them either don't like strangers or just don't have time to deal with outsiders. So if you need medical help, go to one of the shamans mentioned above.

Standard first aid is still useful in the valley. Use cloth strips to bind wounds. Also, if you ever find any Kotl Healing Crystals, use them; they're powerful medicine.

STRANGE PROPERTY VALUES

The natives of Eodon share some peculiar values about property. Except for certain high mucky-mucks in the city of Tichitatl, they have little conception of personal property. If one of them leaves a bowl of food or a spear lying around, he won't be particularly upset when he returns to find it missing. In other words, if you're desperately short of gear and find that you have to do some midnight requisitioning, you're not going to make an enemy-for-life of the previous owner.

On the other hand, if you yourself leave anything lying around, someone else will doubtless wander off with it. If any of your possessions is irreplaceable, *don't take your eyes off it*. Ever. If you do, you'll lose it.

FITNESS AND THE VALLEY OF EODON

Just staying alive in the Valley of Eodon will keep you fit, make you more alert, improve your reaction time... it's a dangerous place. So in Eodon, you'll find that your physical and mental characteristics improve without your even noticing it. I might even say it's like a dream come true.



The history of the valley of Eodon is a bizarre and fantastic account. My chronicle of it is compiled from a number of sources: Katalkotl, the living memory of the City of the Kotl; Sysskarr, speaker of memories for the Sakkhra race; Dr. Johann Spector, who made intensive studies of both the Kotl city and the Nahuatla; Sahree, mischief-maker and story-teller among the Yolaru tribe; Fritz von Hundlaben, who shed some light on the arrival into the valley of himself and Dr. Spector; the Avatar, whose bizarre dream of a conversation has added some interesting speculation to this history; and last but certainly not least, Professor Elliot Raffkin, who lived among the Yolaru and studied all the tribes as he encountered them.

THE MOST ANCIENT HISTORY

At some point in the unimaginably distant past, a meteorite hit a patch of land on Pangaea, Earth's only continent. This meteorite was originally what the Avatar calls a "moonstone," a glossy blackish rock with some unusual energy properties. In some unknown way, according to the Avatar, a moonstone can exert influence over the very fabric of time and space.



Pangaea, over a period of millions of years, split off into numerous separate continents. The fallen moonstone ended up on what was to become South America, probably in the Amazon basin somewhere.

During this time, a species of dinosaur was evolving toward intelligence and civilization. This species probably resembled the savage *Deinonychus* at one time, but when evolution was through with it, this was the *Kotl* — an intelligent, bipedal, tool-using race resembling humanity in its size, inventiveness, and foolishness.

The Kotl, apparently, were very mystical creatures, able to sense and find sources of mystical energy — which the fallen moonstone was, in abundance. They found the moonstone, moved it to their community, and began to commune with it mystically.

Ultimately, they learned to draw power from this moonstone, to warp and bend that power to their own ends.



THE ALTERED MOONSTONE AND THE CITY OF THE KOTL

As the Kotl manipulated the moonstone, it changed. Its glossy surface became cracked and pitted. The power it supplied became warped. As the Kotl drew more energy from it, it began to exert other, stranger energies in all directions. According to Professor Raffkin and Dr. Spector, it is these energies which allowed the animal and plant life-forms to survive in the Valley of Eodon when they perished or evolved into new forms in the outer world.

The Kotl, meanwhile, became a very ambitious people. They utilized the moonstone to create a race of automatons, metallic servants powered by the moonstone's energies. The first of these automatons, Rafkin theorizes, were shaped much like the Kotl; some combat or heavy-work varieties might have been shaped like dinosaurs.

With the automatons, the Kotl built a haven — an underground city, a place impossible for most larger species in the valley to invade. They filled the place with marvelous devices powered by the moonstone. They rapidly grew to dominate the valley and its inhabitants. But — and this is only theory — it appears that they did not venture far beyond the valley, and were probably unwilling to go out into the world beyond the range of the power supplied by the moonstone.

THE CREATION OF THE MYRMIDEX

The Kotl couldn't make enough automaton servants to satisfy their ambition, so they decided to breed some living servants. However, no race with which they were familiar was ideal... so they decided to shape a *new* race of servants.

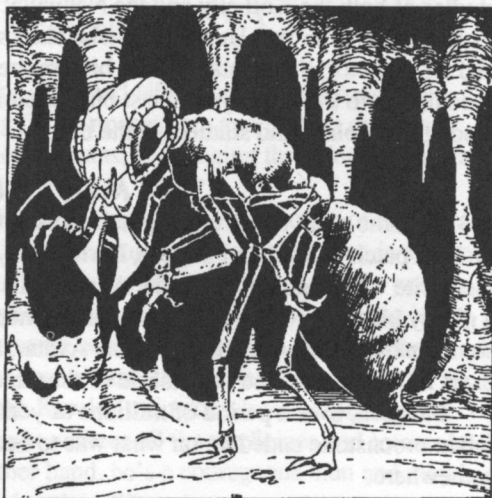
They started with the big South American jungle ant common to this region... and they began utilizing the moonstone's mystic energies to modify them. We don't know how long it took, but eventually they were successful in breeding a race of super-ant, a man-sized, intelligent insect which, they predicted, would retain the ant's work habits and tirelessness.

Unfortunately for the Kotl, these ant-things, which Professor Rafkin calls Myrmidex (from *myrmidons*, the ant-men warriors of myth), also retained the ants' killer aggressiveness. Ultimately, they rebelled against the Kotl. We don't know how long it took from the species' creation to its rebellion, but Dr. Spector believes it was thousands of years, and theorizes that the earliest Myrmidex were the perfect antlike servants the Kotl wanted...

but that subsequent breeding and alterations mutated the species until it was uncontrollable.

Instinctively recognizing their relationship with the altered moonstone, the Myrmidex seized it and forced their way out of the Kotl city, to found their own ant-hives in the upper world. Fortunately for the Kotl, their sophisticated moonstone-tapping devices continued to draw power from the moonstone, even at a distance.

Subsequently, the Myrmidex waged occasional war on the Kotl, who developed sophisticated weapons to battle them. The Kotl, however, were never able to relocate or retrieve the moonstone.



THE ARRIVAL OF HUMANS

This left the Kotl without any servants except the too-few automatons. Again, the Kotl needed to acquire some manpower.

We don't know how the Kotl first became aware of humans; perhaps they had sophisticated viewing devices we were unable to discover, and saw humans with them. The Kotl, recognizing a species like themselves in intelligence and strength (but much more primitive, more easily cowed by the Kotl mystic sciences), decided that humans would be the perfect race of servants.

One of their heroes, a Kotl named Katalkotl (the namesake of the talking historical record mentioned earlier — not the same being) led expeditions into the outer world and returned with humans from all over the place. He was apparently a great traveller and went all over the world, eventually accumulating humans from the Americas, Africa, Europe, Asia, and possibly the South



Seas. In fact, the humans brought to the valley represent such widely different places and *times* of origin (the earliest humans captured must have been the Haakur, or neanderthals, which couldn't have been less than 30,000 years ago!), that Professor Rafkin believes Katalkotl to have been either a very long-lived creature, or to have been an entire family of adventuresome Kotl.

Regardless, the humans were brought in. They were tossed into communal areas within the Kotl city and developed a pidgin language blending all their languages, but dominated by the *nahuatl* language of central America. And, not surprisingly, they soon decided they'd had enough of their slaves' existence. Like the Myrmidex, they rebelled and departed. They split up

again into respective tribes, the descendants of which still live in the Valley of Eodon. Professor Rafkin places this human exodus at around fifteen hundred years ago.

HUMAN HISTORY

Initially, the humans lived at peace with one another, and had regular multi-tribal gatherings where they came together, danced, had a conclave of chiefs, and so forth. A ritual drum-beat was used to summon the tribes to this conclave.

All good things come to an end, and so did peace. The cause of the conflict is lost to time, but the tribes began to make war on one another, and from that time until I reunited them, the tribes have been enemies most of the time.

One notable exception is the story of Oloro-of-No-Tribe. This warrior was exiled at a time when the dinosaurs were growing especially fierce and numerous. (Every tribesman says that Oloro had been exiled from *his* tribe.) Oloro, realizing that the human tribes might perish under dinosaur teeth if they didn't stop bickering, went from tribe to tribe, pledging to perform an impossible task for each chief if the chiefs would only unite against the dinosaurs. Each chief agreed. Oloro performed ten great labors (one each for the Barako, Barrab, Disquiqui, Haakur, Jukari, Kurak, Nahuatla, Pindiro, Urali, and Yolaru), built a Great Drum to summon the tribes, and died during the twelfth labor, leading all the human tribes against the dinosaurs.



Subsequently, of course, the humans went back to war with one another, but the legend of Oloro was very helpful to me: It acted as precedent when I was trying to unite the tribes.

THE KOTL DIE, THE SAKKHRA ARE BORN

About a thousand years ago, the Myrmidex were finally powerful enough to invade the Kotl city again. Their mission was the extermination of the Kotl, and they nearly succeeded: The remains of the Kotl city are littered with innumerable bodies.

However, some Kotl got to safety. Bereft of their moonstone power and their beloved city, they swiftly descended into barbarism, backsliding to a technological and cultural level similar to that of the humans of the valley. They became the Sakhkra who still live in the western region.

These were the great events which shaped the Valley of Eodon. Since the death of the Kotl city, things have been pretty much unchanged, with the humans, Myrmidex, and Sakhkra making futile war on one another, surviving from generation to generation. Doubtless, with the intrusion of modern man onto the scene, things will quickly become very, very different for the citizens of Eodon.



TOUR OF EODON

Introduction

Now, it's time for a more in-depth look at the most interesting people and places of the Valley of Eodon.

On the following pages, I'll take you on a tour through the Eodon I came to know, and love, and save. I'll provide you with maps of these sites — drawn from memory, but still very accurate.

When you're travelling through the Valley of Eodon, remember this: While the natives of the valley *look* dangerous (and most of them are!), they're not crazy brutes. They don't attack without provocation. When you meet a native, *talk* to him. Talk to everyone you meet. If you talk to them, you let them know your intentions are peaceful.

Also, these natives gossip with one another continually; often, if you talk to a native in one village, by the time you reach the next one, they will have heard of you and will be aware that you're not an enemy.

If you are (like me) shy and retiring, and don't know what to talk about, you can ask these natives their *name*, *job*, and *tribe*. These are considered polite questions.



BARAKO VILLAGE

What It's Like

The Barako tribe live in a village high up in the hills which surround the Valley of Eodon. These people are mountaineers and spend most of their time on the mountain slopes, hunting animals for food.

People, Places, and Things

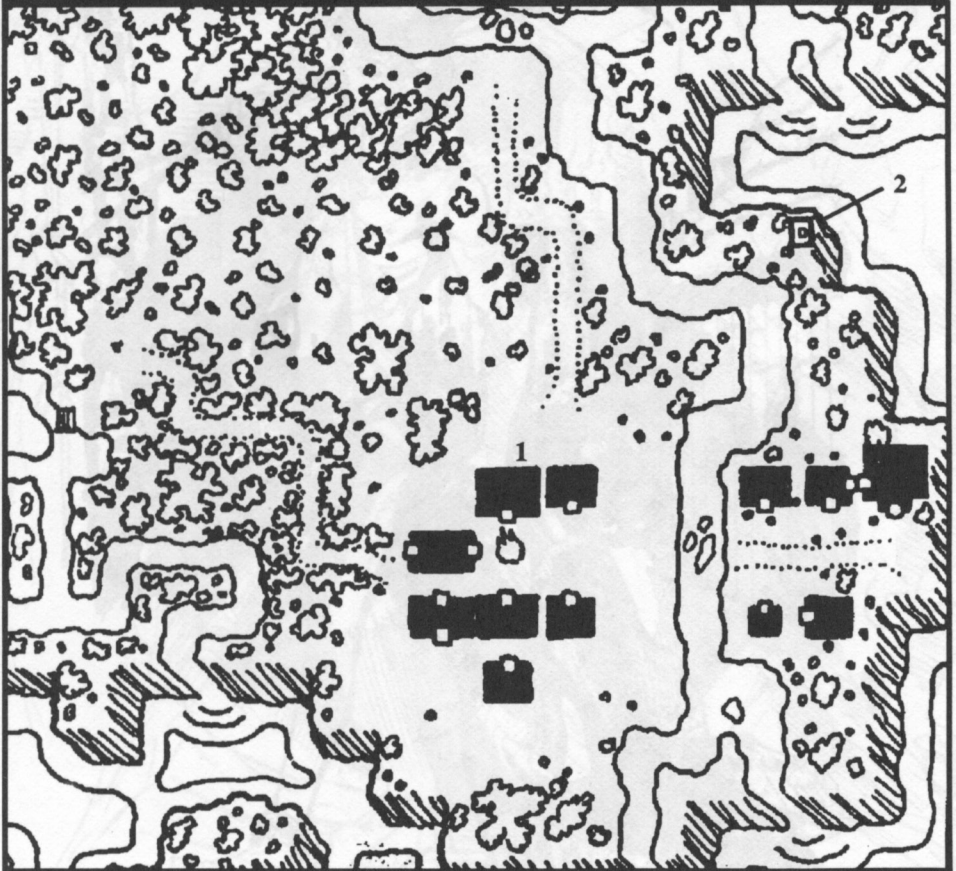
The queen of the Barako, Halawa, rules in her own right. She's the Eodon equivalent of today's single mother and businesswoman. Ask her about her *daughter* (she has a mother's pride in her child), and about *uniting* the tribes.

Her daughter, Halisa, is as rambunctious as any outer-world teenager and even more likely to get into jams.

The great woodsman Shamura is a member of the Barako tribe, but is seldom found in the vicinity of the village; he's usually out in the jungle. If you find him, ask him to *join* you: He's a top-notch guide and a loyal ally. He also has interesting things to say about his *tribe*.



BARAKO VILLAGE MAP



1. Queen's Hut
2. Teleport Plate

BARRAB VILLAGE

What It's Like

The Barrab live in a village on top of one of the three mesas in the southwestern region of the valley. The mesas are tall enough that the temperature on top of them is much cooler than the valley floor: Take cool-weather clothing when you visit.

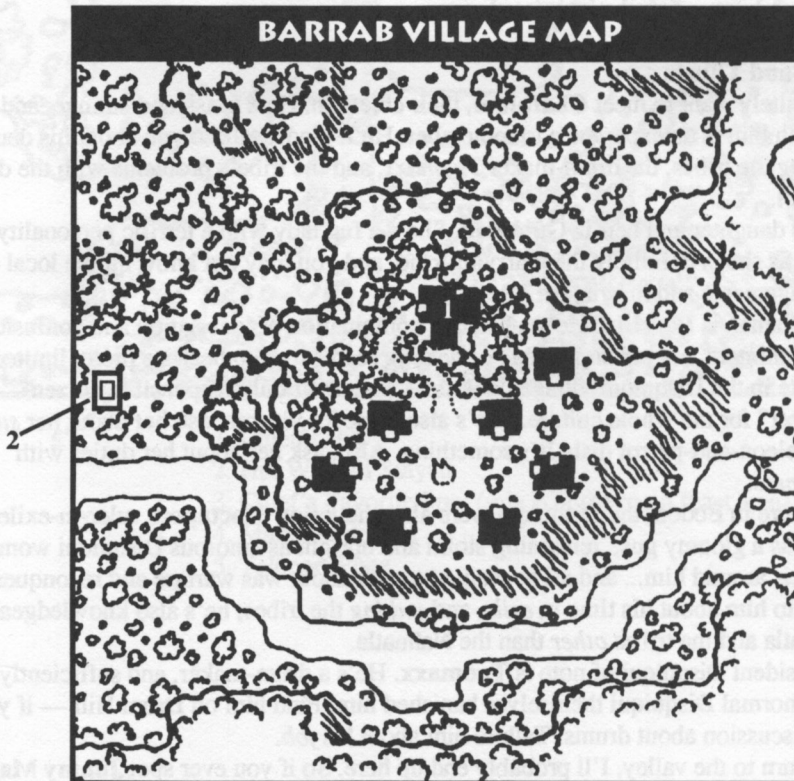
People, Places, and Things

The Barrab are ruled by Balakai, who is both their chief and their shaman. Balakai is one of the three great healers in the valley. He's a polite, talkative, and very clever man. (Ask him sometime about the duels he waged with *Tuomaxx* and *Topuru*, and you'll see what I mean.) He's happy to talk about his children, *Nakai* and *Nakola*, and many other subjects, including the *Sakkhra*, *healing* and *medicine*, and *uniting* the tribes.

Balakai's son and heir is *Nakai*, a bright (if somewhat sickly) young man. Balakai's second child is a daughter named *Nakola*, but in all the time I was in the Barrab village I never saw her; from the stories, she could well be a valley Spirit of Mischief rather than a real person.

A member of the Barrab tribe whom I encountered out in the valley proper is *Nawl*. He doesn't show up much around the village. But if you do get a chance to talk to him, don't. If you have to talk to him, you especially want to avoid talking to him about *Balakai* and the shaman's daughter *Nakola*.

Northwest of the Barrab village is the Great Mesa, an interesting geographical feature. You'll find Super-Pteranodon nests on top.



1. Chief's Hut
2. Teleport Plate

DISQUIQUI VILLAGE

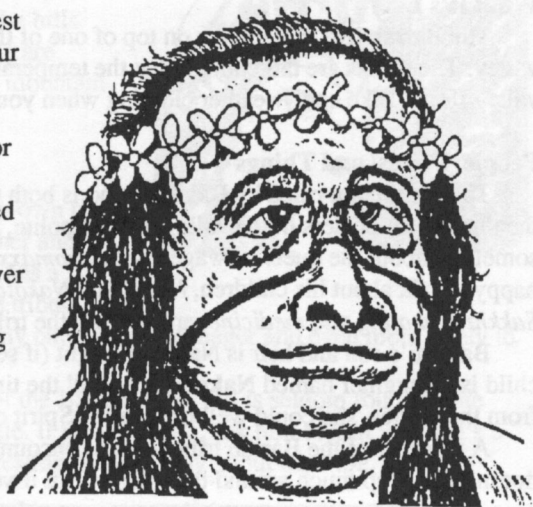
What It's Like

The Disquiqui village is the merriest, happiest place in the Valley of Eodon. It's the only 24-hour village in all the valley.

If you go to the Disquiqui village, you'll be struck by the festive air. At all hours of the day or night, you'll find people surrounding the main feasting area, dancing, singing, eating spit-roasted jungle animals and drinking a potent brew of fermented coconut milk called *plachta*. If they ever honor you by giving you a jug of *plachta*, don't waste it or fritter it away; they make that offering only once.

Disquiqui hospitality is legendary. Shortly after my arrival in the valley, I spent several idyllic weeks in the company of the Disquiqui. They put me up in the best hut in the village and offered me the hand of their princess in marriage. If you visit them, you'll probably receive the same hospitality.

Though the Disquiqui are not a violent people, the village is not 100% safe. Wild animals know that the Disquiqui are basically peaceful (which, here, means *helpless*), and sometimes stay near the village and prey upon the inebriated.



People, Places, and Things

You'll definitely want to meet **Chafblum**, their chieftain. He's brash and strange, and any conversation with him is an experience to remember. He'll gladly talk to you about his daughter *Guoblum*, uniting the tribes, the drum-maker *Tuomaxx*, and the tribe's problems with the dinosaur called *Sharptooth*.

Chafblum's daughter and heir is **Guoblum**. She's a fun lady with a terrific personality. Be careful, though, as she is definitely the marrying kind, and you may not know all the local customs concerning engagements and marriages.

The tribal shaman is **Larrifin**. He's a baffling combination of inebriation and confusion. He's good at pulling splinters, but his knowledge of healing seems to be otherwise pretty limited.

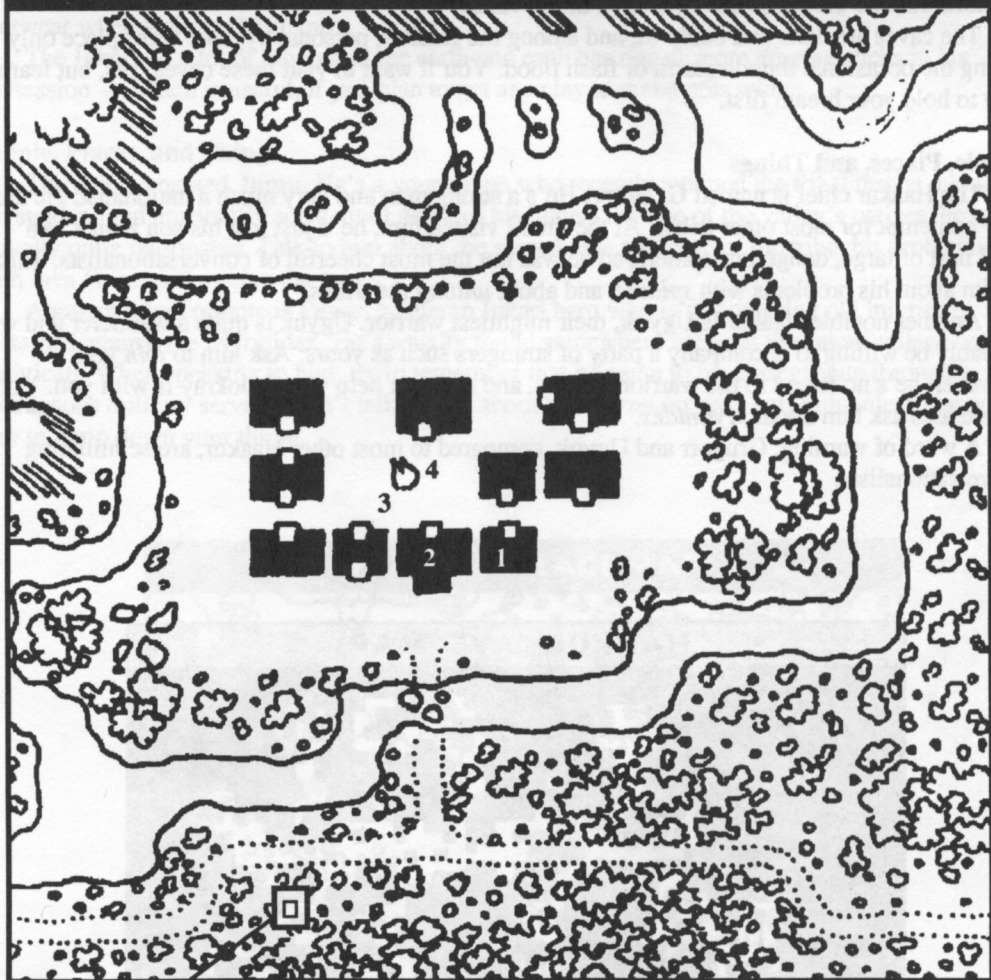
When you're in the Disquiqui village, look for **Lerei**, their only responsible citizen — the "designated driver" for the whole culture. She's also cook for visitors; ask her about her *stir*-fried-chocolate-chameleon-and-parrot dish. It's something. Also, ask her about her duties with Disquiqui *prisoners*.

When we were in Eodon, the Disquiqui were also sheltering **Moctapotl**, ruler-in-exile of Tichticatl. He was a gloomy gus, remaining stolid and upright as amorous Disquiqui women draped flower leis around him... and all he wanted to talk about was warfare and reconquering Tichticatl. Talk to him about his time in *exile*, and *uniting* the tribes; he's also knowledgeable about the Nahuatla and the tribes *other* than the Nahuatla.

One non-resident Disquiqui of note is **Tuomaxx**. He's a drum-maker, and sufficiently crazy that even the abnormal Disquiqui themselves banished him. Find him on Drum Hill — if you want an interesting discussion about drums. Talk to him about his *job*.

If I ever return to the valley, I'll probably end up here. So if you ever spot **Jimmy Malone**, ask me about my *notebook*. It's where I keep all my current thoughts and observations.

DISQUIQUI VILLAGE MAP



5

1. Chief's Hut
2. Hut Where I Stayed
3. Chief's Favorite Spot (this is at the main feast area)
4. Main Feast Area
5. Teleport Plate

HAAKUR CAVES

What It's Like

The Haakur, the most homely and primitive people of the valley, live in a series of caves on the north face of the southeastern branch of the valley.

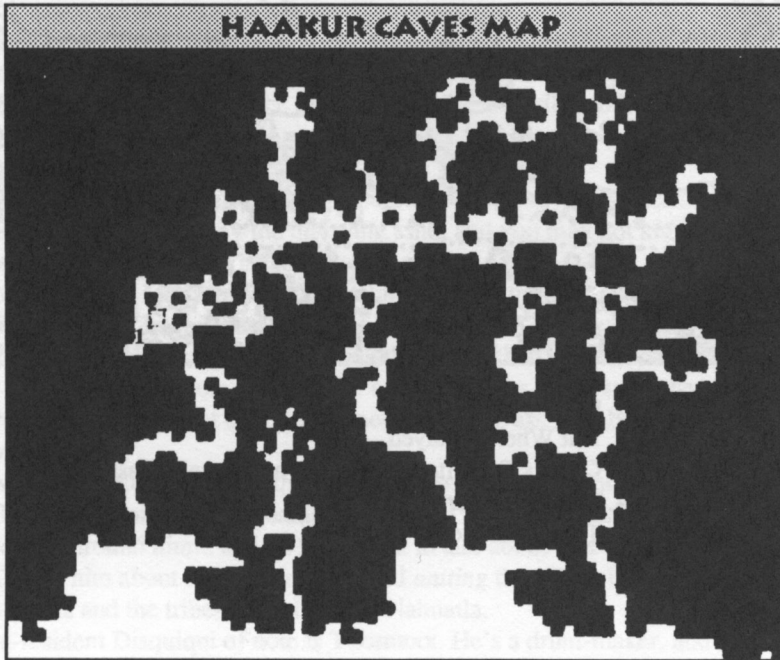
The caves are dank and badly lit, and among the Haakur, personal hygiene takes place only during the occasional thunderstorm or flash flood. You'll want to visit these caves, yes, but learn how to hold your breath first.

People, Places, and Things

The Haakur chief is named **Grugorr**. He's a strong man and very much a nationalist: He has only contempt for most other tribes. At the time I visited him, he'd just lost his son Krukk to a local nest of large, dangerous spiders, so he was not the most cheerful of conversationalists. Talk to him about his problems with *spiders*, and about *uniting* the tribes.

Another notable Haakur is **Ugyuk**, their mightiest warrior. Ugyuk is quite a wanderer and will probably be willing to accompany a party of strangers such as yours: Ask him to *join* you. However, he's no friend to the warrior Dokray, and may not help you if Dokray is with you. You should also ask him about *Myrmidex*.

A word of warning: Grugorr and Ugyuk, compared to most other Haakur, are scintillating conversationalists.



1. Chieftain's Cave

JUKARI VILLAGE

What It's Like

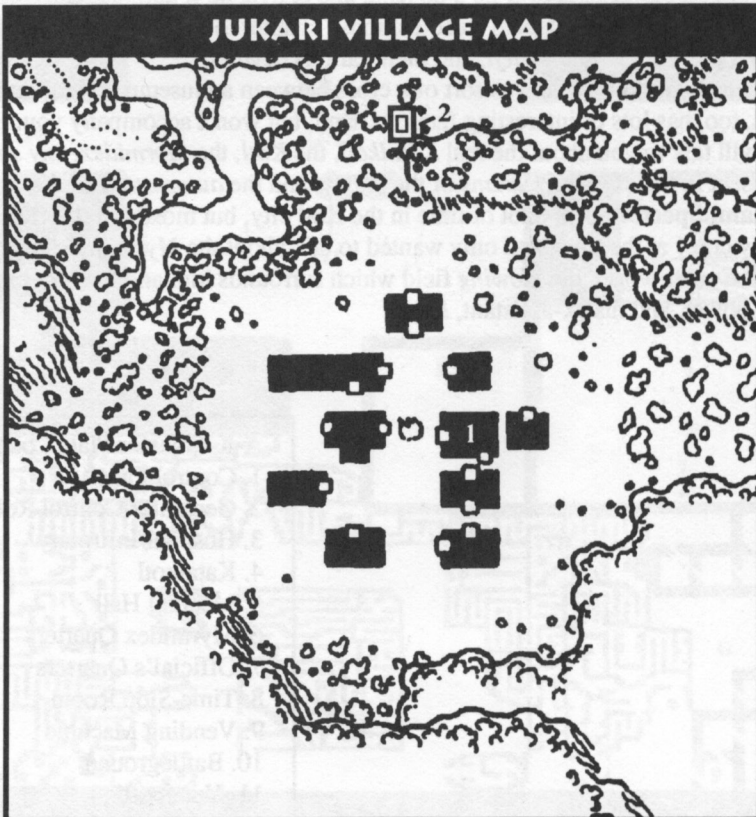
The Jukari village is built near the volcanic mountains of the southeast branch of the valley. It's not hard to reach, although you do have to deal with the occasional lava flow — pack good footwear when visiting the Jukari.

The Jukari do a lot of digging in the earth and each has one or more *digging* sticks in his possession — which is useful, if you plan to get any clay to make pots with.

People, Places, and Things

The chief is named **Jumu**. He's a young man who recently attained the tribal throne owing to the sudden (and apparently accidental) death of his father. For one of the valley's natives, he's actually quite reasonable. Talk to him about the sacred *hide* and *cave* of the tribe, his problems with lava flows, and *uniting* the tribes.

Another Jukari of note is **Pever**, a veteran Jukari hero who is still carrying old injuries sustained against the Myrmidex. He's usually found somewhere between the Jukari village and Tichticatl. When speaking to him, try to remember that he came to his current state through courageous military service. Don't talk to him about the *Myrmidex* who hurt him unless you want him to jump down your throat.



1. Chief's Hut
2. Teleport Plate

What It's Like

The Underground City of the Kotl is one of the most bizarre places to be found in the Valley of Eodon, and is already one of the most disputed. Eminent archaeologist Johann Spector claims that it was built by men in ancient times, while learned professor Elliot Raffin insists that it was built by the ancestors of the Sakkhra "people" (see the listing for them).

I have already mentioned that it was occupied by moving automatons, some man-sized and some huge. There are many other wonders there, including strange devices with unknown functions. You'll also find hundreds of desiccated insect corpses and mouldering bones (respectively, dead Myrmidex and Kotl), evidence of the final battle which depopulated the city.

Important Note: We were unable to enter the city at all until we had repaired the automaton named Yunapotli. His head was missing, removed to the palace of Tichticatl (see the entry for that place). Additionally, the crystalline brain which is housed in that head was missing, in the hands of one Fritz von Hundlaben (see the main map of the valley for the location of his cave home). I have no way of knowing what condition the city will be in if and when you find it, so facts like this can be very important.

People

There were two notable conversationalists in the city of the Kotl when we were there.

First was **Yunapotli**, a sort of automated guide and helper. He'll help you get around and give you all sorts of good information. If he's on hand and active, he'll automatically join you and guide you around. (See the "Personal Recollections" chapter to see how we activated him.) Talk to him also about the *Kotl*, why they *left*, and their various *devices*.

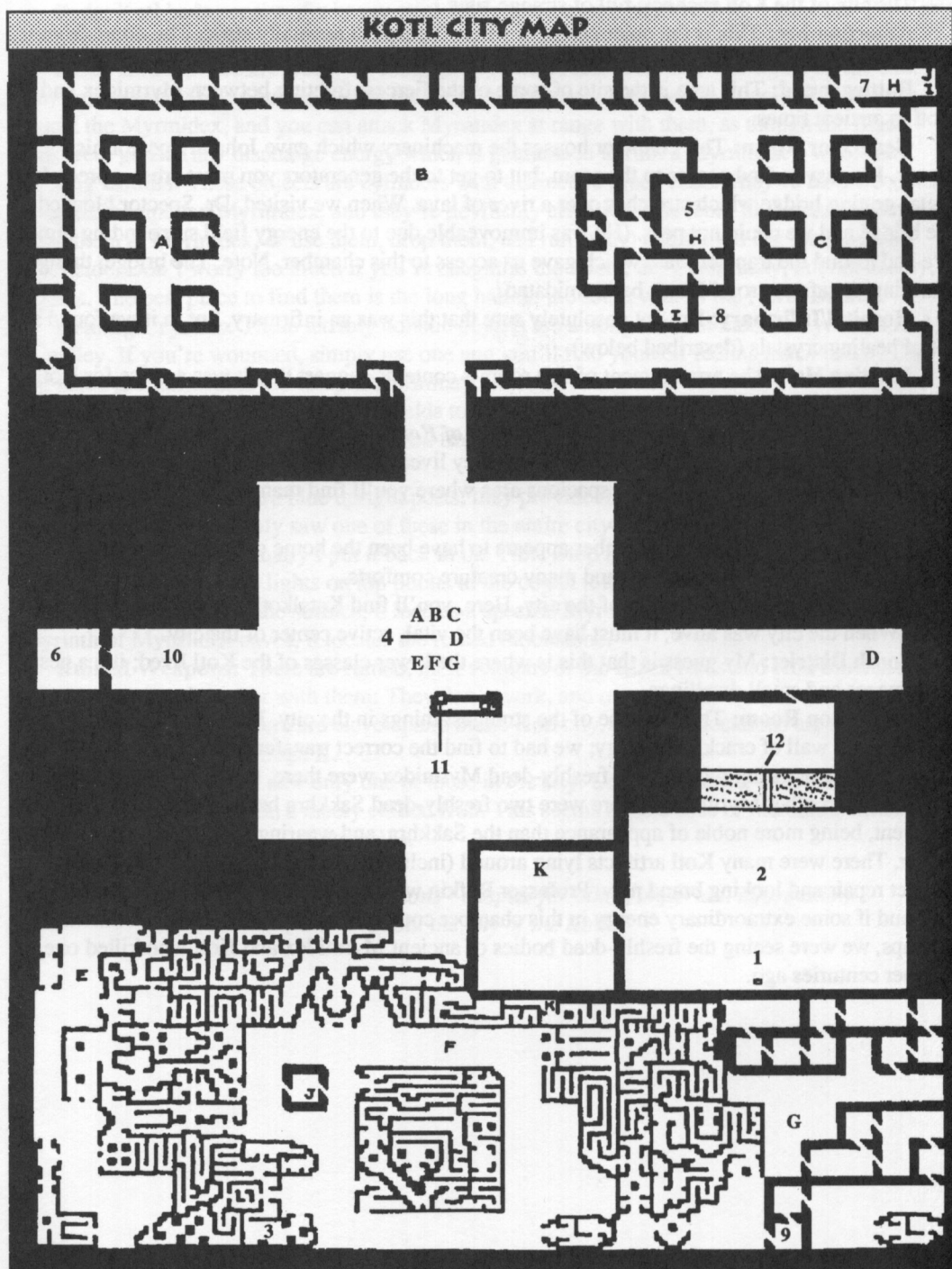
Second was **Katalkotl**, who was sort of a cross between a museum curator and a prerecorded message. He, too, has lots of interesting facts on hand, but won't accompany you. He tells many stories, and will talk to you about the real *Katalkotl*, the *Kotl*, the *Myrmidex*, any *strangers* that might be present in the city, the *humans* of the valley, and the *automatons* of the city.

Dr. Johann Spector spent a lot of time in the Kotl city, but mostly in the Generator Room. He was pretty crazy at the time, and only wanted to talk about the *Myrmidex*, the *paradise* he planned for the outer world, the *glowing* field which surrounds him and the *black* stone which was its source of power, and his ex-assistant, *Fritz*.

A-K Transfer Plate Locations

1. Control Panel
2. Generator Control Room
3. Hospital/Infirmary
4. Katalkotl
5. Meeting Hall
6. Myrmidex Quarters
7. Official's Quarters
8. Time-Stop Room
9. Vending Machine
10. Battleground
11. Yunapotli
12. Bridge across lava plt.

KOTL CITY MAP



KOTL CITY PLACES

The city of the Kotl is chock-full of strange sites.

Antechamber: This is the outer chamber where Yunapotli normally stays. The doors from it to the main city cannot be opened until Yunapotli regains his head and crystal brain.

Battleground: This area is the site of some of the fiercest fighting between Myrmidex and Kotl in ancient times.

Generator Room: This chamber houses the machinery which gave Johann Spector his power. It's easy to find access to the room, but to get to the generators you must cross a precarious metal-grating bridge which stretches over a river of lava. When we visited, Dr. Spector blocked the bridge and we could not pass. (He was immovable due to the energy field surrounding him.) We had to find the transfer plate which gave us access to this chamber. Note: The bridge, though alarming, *is* safe to cross! Don't be intimidated.

Hospital/Infirmary: I'm not absolutely sure that this was an infirmary, but in it we found a lot of healing crystals (described below).

Meeting Hall: The arrangement of this room's contents suggest that it was a place for Kotl officials to meet.

Myrmidex Quarters: You saw in the *History of Eodon* section (earlier) that the Myrmidex were apparently bred by the Kotl. This is where they lived, in ancient times, before they escaped.

North District: This is a wide, spacious area where you'll find many large rooms, broad avenues, and comfortable chambers.

Official's Quarters: This chamber appears to have been the home of some important Kotl. There are three transfer plates here and many creature comforts.

Plaza: This is the central area of the city. Here, you'll find Katalkotl and numerous transfer pads. When the city was alive, it must have been the vital, active center of the city.

South District: My guess is that this is where the lower classes of the Kotl lived; it's a nest of ratty mazes and small dwellings.

Time-Stop Room: This was one of the strangest things in the city. Entrance to this room was blocked by a wall of crackling energy; we had to find the correct transfer pad to enter. Inside, we found many interesting things. Two freshly-dead Myrmidex were there, but they looked a little different from other Myrmidex. There were two freshly-dead Sakhra here... but they, too, looked different, being more noble of appearance than the Sakhra, and wearing strange, blue, lacquered armor. There were many Kotl artifacts lying around (including the Locator Device), many in perfect repair and looking brand new. Professor Rafkin was disturbed by all this, and wondered out loud if some extraordinary energy in this chamber could possibly slow the flow of time... if, perhaps, we were seeing the freshly-dead bodies of ancient Myrmidex and Kotl who killed one another centuries ago.

KOTL CITY THINGS

Beds: Kotl beds consist of a heavy steel grating laid over a shaft with lava beneath. They're safe to step upon, but *hot*.

Black Rods: These are weapons, long, glossy black rods with faint blue lights on the end. They can be used as war-staves — just hit someone with one. But they're principally weapons against the Myrmidex, and you can attack Myrmidex at range with them, as though the Black Rods were guns. They discharge energy which is guaranteed to ruin a Myrmidex's whole day.

Bug Bombs: These objects are cylinders with distinctive green ends. They're Kotl weapons designed to wipe out Myrmidex, and they're devilishly effective. Use them like grenades (either throw them at Myrmidex, or use them, drop them, and run away) and they'll fog the area with insecticide. Don't worry too much if you're caught in the effect; the gas is nasty, but not deadly, to humans. The best place to find them is the long hall on the south wall of the North District.

Healing Crystals: These terribly holistic objects are among the best medicine you can find in the valley. If you're wounded, simply use one and you'll find yourself feeling *much* better. The best place to find them is the Hospital/Infirmary.

Kotl Shields: These are actually shields to be used in combat. They're shaped like shields but have glowing, rippling blue surfaces. If you find one of these, take it: It's the best sort of armor you can find in all the valley.

Light-Posts: These are blue upright posts; they provide illumination all over the city.

Locator Device: I only saw one of these in the entire city of the Kotl; it proved to be of enormous help, and eventually I put it back in the Time-Stop Room, where I found it. It's some sort of mystic locator; the lights on top points to the object it locates. Within the Kotl City, it locates the stairs out. On the surface, it locates a specific Myrmidex entrance hole. Within the labyrinth of Myrmidex caves, it locates the ruined moonstone.

Ruined Weapons: There are ruined, inert versions of the Black Rods and Kotl Shields all over the city. Don't bother with them: They don't work, and may even be dangerous.

Transfer Plates: There are eleven pairs in the Kotl city, and their locations are marked on the map with letters A through K.

Vending Machine: I saw only one of these in the city. Use it by putting emeralds in the hopper, and it will give you a nicely chilled fruit. This seems to be a case of incredible inflation, but maybe the Kotl had a lot of emeralds.

See the "Personal Recollections" chapter for other, important information about the city of the Kotl.

KURAK VILLAGE

What It's Like

The Kuraks live in a nice, smallish village in the jungle heart of the Valley of Eodon. Though surrounded on all sides by enemies (the Myrmidex, the Yolaru tribe, and jungle animals), they survive and thrive in this harsh environment.

People, Places, and Things

There are many interesting and helpful Kuraks, and you should get to know them.

The chief is **Aloron**, a wise ruler who looks out for his tribesmen and isn't much interested in personal profit. He likes to talk about his daughter *Aiela*, his old enemies (the *Yolaru*, the *Urali*, and the *Myrmidex*), and *uniting* the tribes.

His daughter and heir is *Aiela*, an independent woman warrior-hunter in a male-dominated tribe. *Aiela* is very curious about the valley and about outsiders and will accompany explorers on their expeditions. She likes to talk about her friend *Sahree*, her dream for *uniting* the tribes, and about *love* (she's quite a romantic).

The shaman, mentioned earlier, is **Intanya**, a very wise but somewhat spooky character. When all of us were scattered, he knew and could tell the Avatar where to find *Rafkin* and yours truly, *Jimmy Malone*. He can also *heal* just about any wound short of decapitation... and I sometimes think he could manage that, too.

His apprentice is **Triolo**, who is less knowledgeable than the chief shaman but who is willing to accompany a party of greenhorn explorers and help them through the rough spots.

Another person of note is **Tristia**. She and *Aiela*, together, constitute a Stone Age beauty contest. Between them, I'd say that *Tristia*'s the more earnest competitor, but *Aiela* wins Miss Congeniality hands down. Talk to *Tristia* about *Aiela*, about her foster father *Aloron*, and about *burning* things (her hobby, I think). I don't recommend that you get too personal with her.

KURAK VILLAGE MAP



1. Lots of Spears & Shields
2. Chief's Hut
— Aloron and Aiela
3. Shaman's Hut
— Intanya and Triolo
4. Tristia's Hut

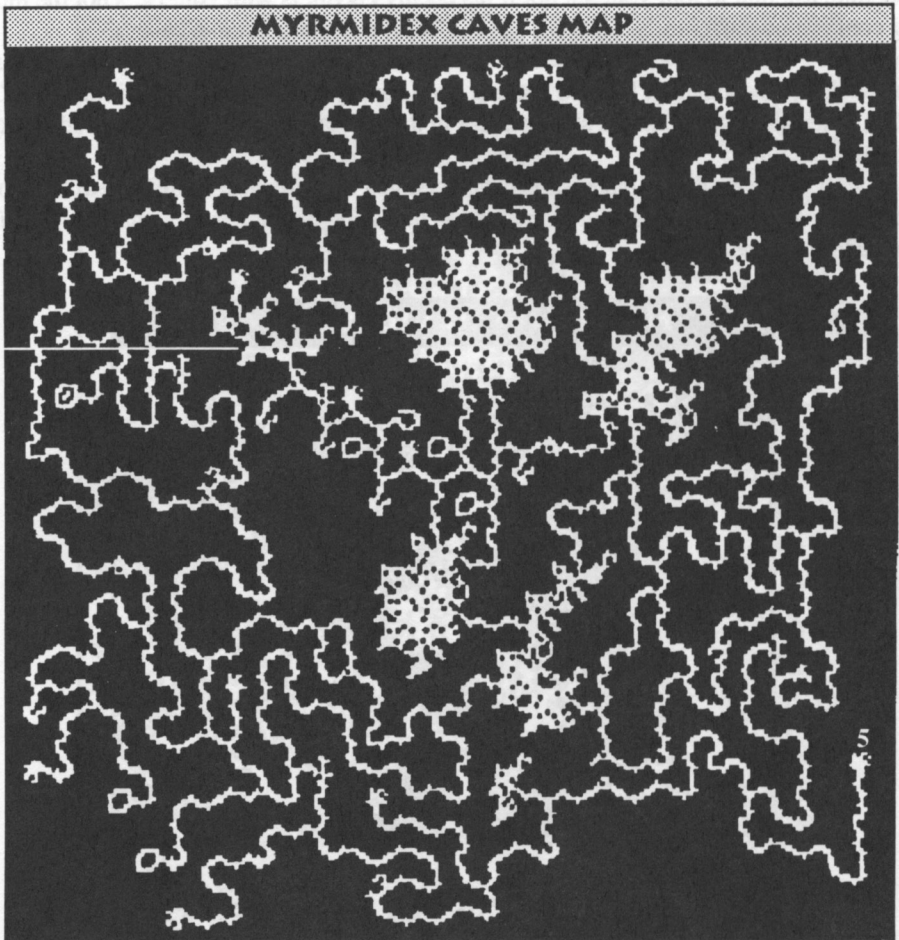
MYRMIDEX CAVES

What It's Like

These are dank, dangerous caverns burrowed out of the earth by the Myrmidex. If you wander into one, and you're not accompanied by hundreds or thousands of Eodon tribesmen (or the 101st Airborne, which would be a more than adequate substitute), *get out fast*. Unless you're with a column of military force that would intimidate a small nation, the Myrmidex will probably chop you up and feed you to their young.

People, Places, and Things

It was into these caves that the Myrmidex placed the giant black moonstone, an important object which I had to find in the course of my adventures (see the "Personal Recollections" chapter).



1. Queen's Chamber
2. Queen
3. King
4. Chamber of the Altered Moonstone
5. Main Entry (from Spider Cave)

NEW PINDIRO VILLAGE

What It's Like

This is a charming village located on a lake at the foot of a giant waterfall. It's very pretty.

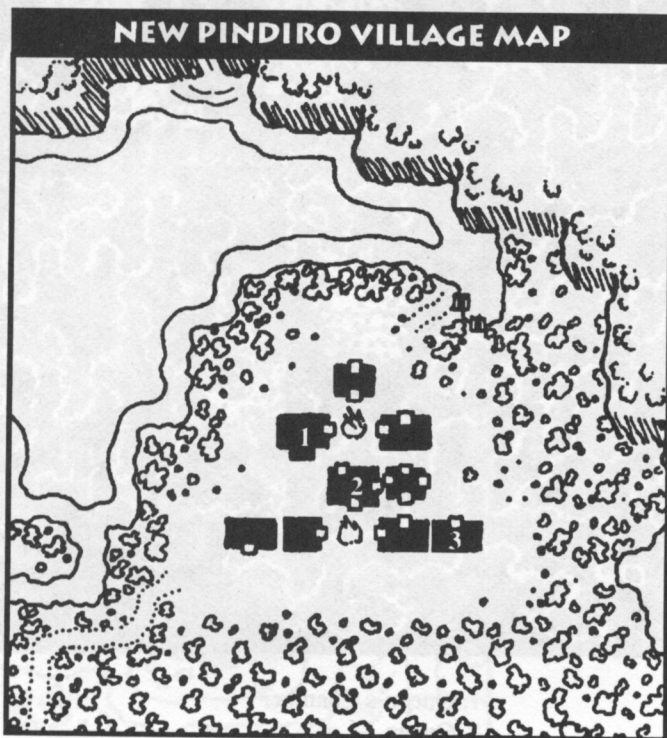
People, Places, and Things

The Pindiro are ruled by **Inara**, a self-sufficient queen. She has led her tribe through a time of confusion and disaster (an earthquake made the original village of the Pindiro uninhabitable — see the entry for the Old Pindiro Village) and is, bar none, the most agreeable and reasonable ruler I met in all my adventures in the valley. Talk to her about the Pindiro *rafts* and *paddles*, *strangers* in the area, and *uniting* the tribes.

The greatest warrior of the Pindiro is named **Dokray**. He's a quiet, sensitive brute of a man, a mighty spearman with a good heart. He's not often found in the Pindiro village itself, but he's usually wandering around in the plains south of it or the jungle just south of this valley branch. If you meet him, ask him to *join* you, but not if his enemy Ugyuk is with you. He's not the most thrilling conversationalist around, but his fighting-skills can get you out of a jam.

The Pindiro shaman is called **Kunawo**. He's a weary, weathered man who performs his shamanistic duties responsibly. He also keeps a good supply of the type of "spirit offerings" (chocolatl, pinde and yopo) that the shamans use in their rituals; our friend Triolo traded a quantity of offerings from him.

Northwest of the Pindiro village is the cave occupied by **Fritz von Hundlaben**, Spector's assistant. He was able to help us with many things, including the matter of Yunapotli's *brain*, and obtaining additional *ammo*.



1. Queen's Hut
2. Shaman's Hut
3. Dokray's Hut

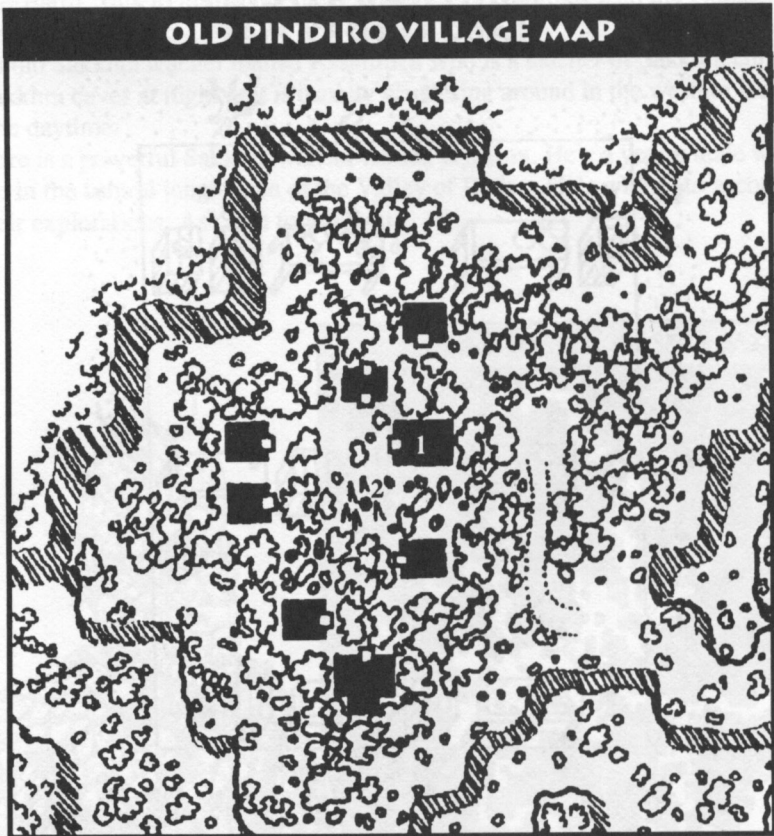
OLD PINDIRO VILLAGE

What It's Like

According to Queen Inara of the Pindiro, several years in the past, the Pindiro lived in a village just across a gorge. Their well-defended village could be reached only across an ancient rope bridge.

When Inara was younger, seismic shocks interpreted by the shamans as "spirit-warnings" gave the Pindiro enough time to flee their village. The following earthquake killed several and destroyed the bridge. Since the Pindiro didn't know how to rebuild it, they never could return to their home village.

In theory, nothing lives there now, but rumors persist of strange lights seen in the old village. Since I could never reach it, I couldn't confirm or refute any of these stories.



1. Chief's Hut
2. Myrmidex Hole

PROFESSOR RAFKIN'S LABORATORY

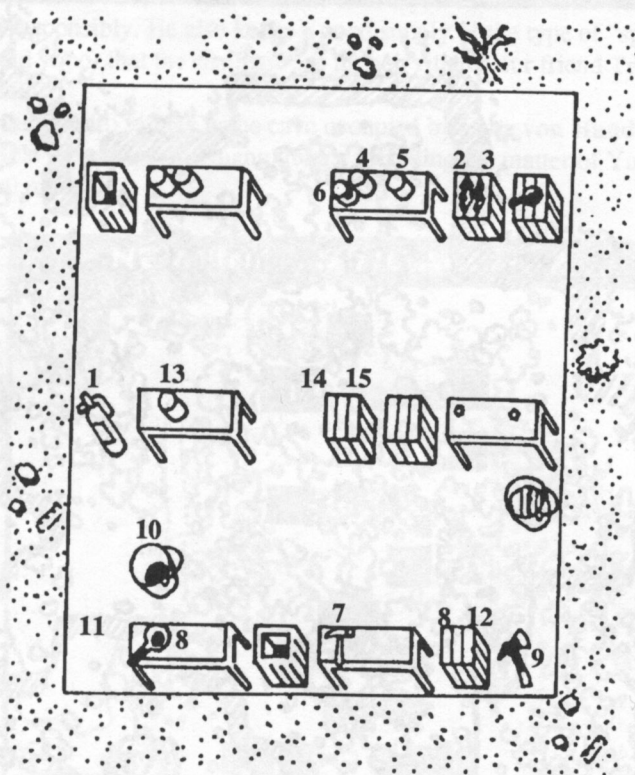
What It's Like

Doubtless you've read about the bizarre way I travelled to the Valley of Eodon. You may scoff, but when you see the remains of Professor Rafkin's laboratory, you may come to believe.

The remains of the lab — a modern floor, tables, bookshelves, and other furniture — is now located plop in the middle of the jungle south of the Kurak village. Take along all the scientific gear you care to: You'll be unable to find any evidence that the lab was transported there overland... because it *wasn't*.

After my adventures, I replaced certain of Rafkin's items in his laboratory — his fire extinguisher, fireman's axe, and metal bucket. I was concerned with them primarily because *no one in the Valley of Eodon can make anything like them* — these are the only ones to be found in all the valley. If you go there, use them, but don't lose them: They're irreplaceable.

PROFESSOR RAFKIN'S LABORATORY MAP



- | | |
|---|----------------------|
| 1. Fire Extinguisher | 9. Fireman's Axe |
| 2. Rifle | 10. Metal Bucket |
| 3. Ammunition | 11. Mortar |
| 4. Jar of Potassium Nitrate — Saltpeter | 12. Scissors |
| 5. Jar of Sulphur | 13. Jar of Magnesium |
| 6. Jar of Charcoal | 14. Bottle of Liquor |
| 7. Metal Hammer | 15. Camera |
| 8. Wire Screen | |

SAKKHRA CAVES

What It's Like

The Sakkhra, as mentioned earlier, are a race of bipedal reptiles who behave remarkably like human beings (to the point of making weapons and feuding with people, distinctly human traits). They occupy a series of dry, secure caves in the western branch of the valley. I won't make any arguments or protestations to prove their existence: When you go there, you will see them, and that's all the proof I intend to offer.

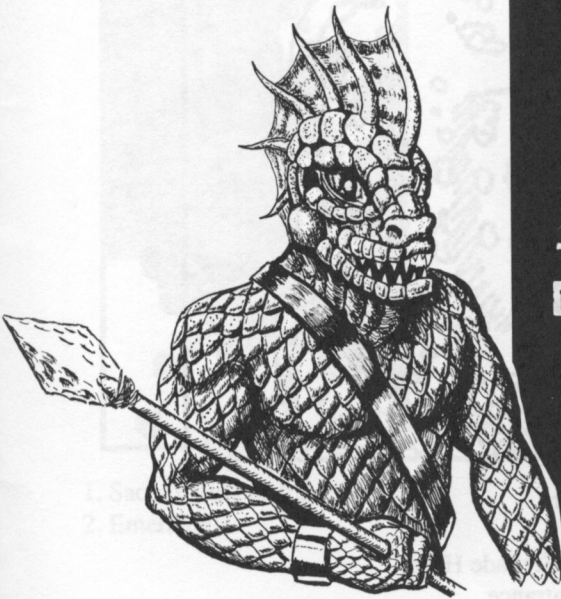
People, Places, and Things

In spite of their fierce appearance, the Sakkhra will not just attack and eat you: They *will* talk to you. So don't presume when you see one that you've just found yourself in a fight to the death.

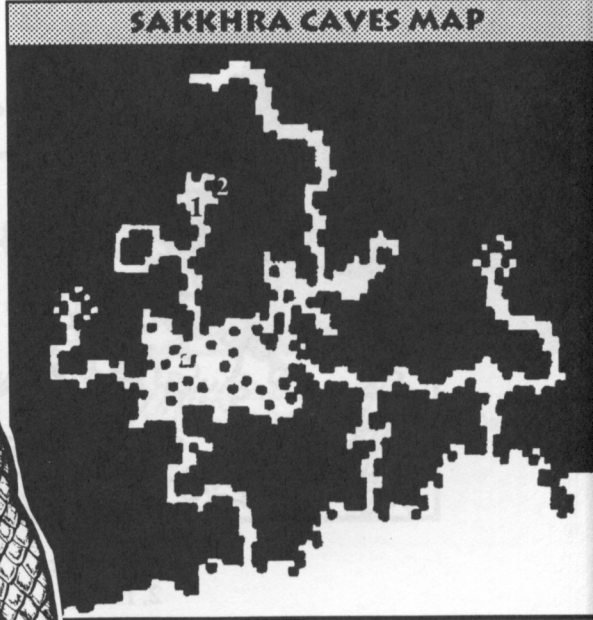
Their chief is called **Sysskarr**. He is an old, gamy warrior-reptile very much in charge of his people. Do not attempt to argue with his delusion that the Sakkhra are the most perfect race ever to slither across the Earth. Talk to him about the *blue* stones, his troubles with the *Thunderer* dinosaur, and *uniting* the tribes.

There is an old Sakkhra teacher named **Kssindra** who is a teacher of Sakkhra children. She sleeps in the Sakkhra caves at night, but is usually wandering around in the western branch of the valley during the daytime.

Finally, there is a powerful Sakkhra warrior named **Kysstaa**. He's a young male who often wanders around in the central jungle area of the Valley of Eodon. He's willing to accompany outsiders on their explorations: Ask him to *join* you.



SAKKHRA CAVES MAP



1. Chief's Cave
2. Crystal Garden

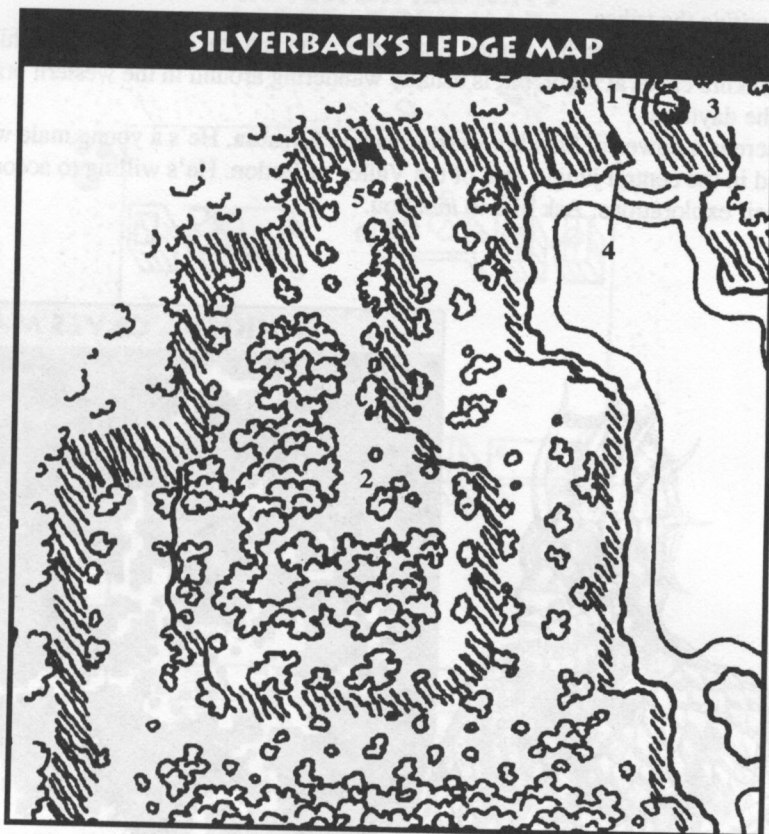
SILVERBACK'S LEDGE

What It's Like

North of the Barako village is a high mountain ledge. It's said to be frequented by the valley's giant gorillas. The Barakos call it Silverback's Ledge because of the huge silver-gray gorilla who kidnapped one of their princesses.

It's not easy to get to. If you decide to climb up to the ledge, you'll first have to find the access cave below it. You'll find a waterfall pouring off the ledge, and at ground level, behind that waterfall, is a cave opening. The waterfall is too strong to buck: You can't force your way through it, which makes it difficult to enter the cave.

In our case, I noticed that there was a boulder precariously perched beside the waterfall at the top of the ledge. A well-placed Grenade toppled the boulder into the water-flow, which stopped it. With the waterfall cut off, we were able to enter the cave and reach Silverback's Ledge.



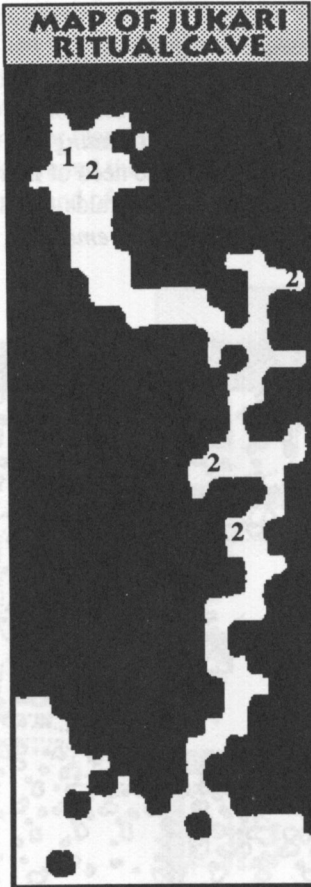
1. Boulder
2. Halisa
3. Throw Grenade Here
4. Cave entrance
5. Cave exit

SMALL CAVES

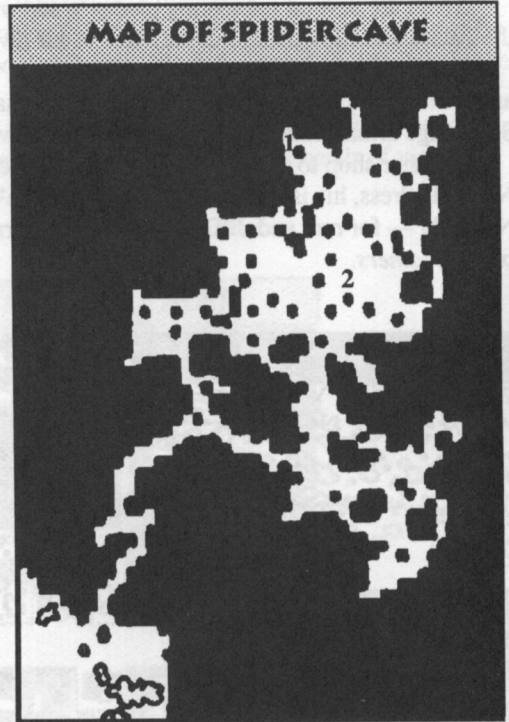
What It's Like

The Lost Valley of Eodon is riddled with many beautiful little caves, most of which seem to be occupied by cave bears or man-eating spiders or strange psychotic exiles. But they're pretty caves anyway. If you have a chance to see the interiors of some and not get killed, you'll enjoy the experience.

Below are maps of two typical caves, the **Jukari Ritual Cave** (where the Jukari hold spiritual ceremonies, keep their tribal records, and dig up rough emeralds), and the **Spider Cave** (occasionally occupied by huge, hungry arachnids — be careful).



- 1. Sacred Hide of Jukari History
- 2. Emeralds



- 1. Krukk's Shield
- 2. Entrance to Myrmidex Caves: Danger!

TICHTICATL (NAHUATLA TOWN)

What It's Like

The largest single community in the Valley of Eodon is the town of Tichticatl, where the Nahuatla live. The Nahuatla are Aztec-like tribesmen, culturally and scientifically advanced from the other tribes in the valley.

The Nahuatla build in stone and have constructed a stone palace, stone pyramids, and many buildings; this is the closest you will see to a "modern" town in the valley. But don't look for running water, television or postmen.

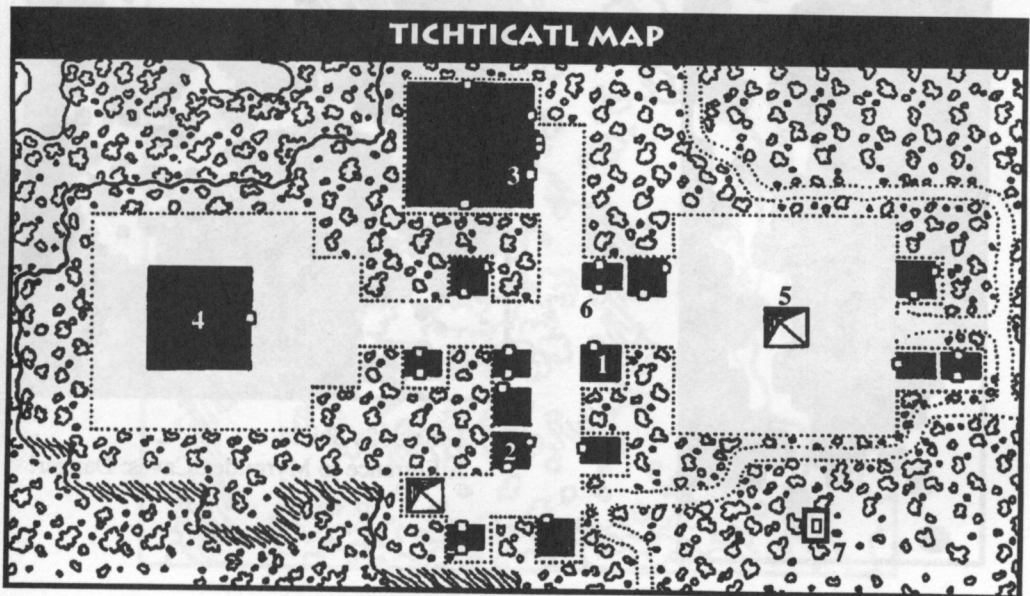
The famous Drum Hill is near the town of Tichticatl; see the valley map on pages 4-5 for its location.

People, Places, and Things

There are several interesting places to see when you're in Tichticatl. The most interesting are the Palace and the Prison, but they have their own entries on subsequent pages.

Also worth seeing is the shop of **Atlipacta**, the weapon-maker. She has a stock of weapons and armor of the type the Nahuatla use. If you have any emeralds to trade, she'll sell you all the Stone Age armaments (shields, swords, and knives) you need. Talk to her about *trading*.

Another shop to visit is that of **Paxaptamac**, the tailor. If you're ever in the need of native Nahuatla dress, his is the place to visit. Also, he'll give you hard currency — emeralds, among the Nahuatla — for rare and difficult-to-retrieve parrot feathers. Ask him about *trade*, *emeralds*, and *parrot feathers*.



1. Atlipacta's Shop
2. Pots Available Here
3. The Palace
4. The Prison
5. Pyramid
6. Paxaptamac's Shop
7. Teleport Plate

TICHTICATL'S PALACE

What It's Like

This structure is the center of government in Tichticatl. It's full of guards and Very Important People. This is definitely a worthwhile place to see.

People, Places, and Things

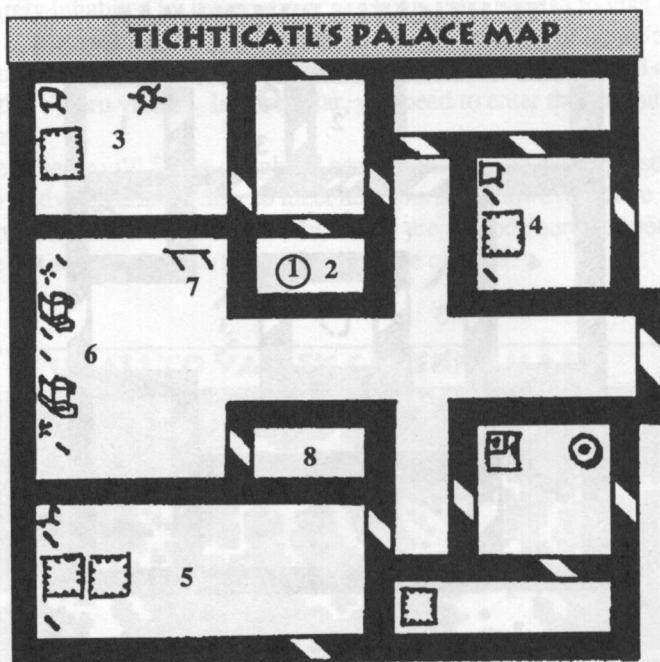
The rightful king of the Nahuatla is a warrior-ruler named **Moctapotl**. But he was in exile among the Disquiqui when we visited; see the entry for the Disquiqui village for more about him and his alleged personality.

When we visited, the throne had been usurped by a raving loonie named **Huitlapacti**. It was best not to talk to him.

Huitlapacti's queen is named **Tlapatla**. She is an easily-bored but kindly woman who has an unerring talent for winding up on the correct side of any political upheaval.

When we visited, Dr. Johann Spector was acting as the shaman for the Nahuatla and going by the name of **Zipactriotl**. He only wanted to talk about the same things he ranted about while in the Kotl city.

Another feature of the palace is the very vocal parrot named **Cleese**. He's usually to be found flapping around the throne room and dropping little editorial comments on the heads of visitors. He's an island of intellect compared to some of the Nahuatla.



1. Yunapotli's Head
2. Treasure Room
3. The King's Bedroom
4. The Queen's Bedroom
5. The Shaman's Bedroom
6. The Throne Room
7. Cleese
8. Armory

TICHTICATL'S PRISON

What It's Like

The Nahuatla are sufficiently modern that they have a prison; unlike most of the more primitive tribes, they don't just kill their prisoners right away. (The Disquiqui are the other exception.) This prison is a dingy, smelly stone building with a few cells, several guards, and quite a few weapons.

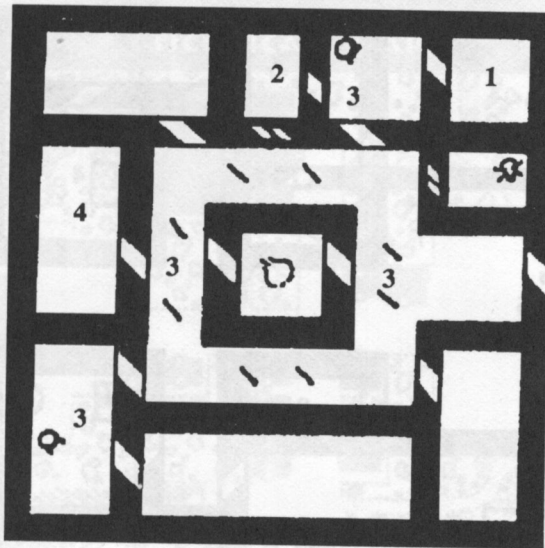
People, Places, and Things

Within the prison are a variety of **Guards**. It's best to avoid them whenever possible. Even if you're supposed to be in the prison, which you're probably not, the guards don't communicate well with one another and most will attack you.

While I was in Eodon, the Nahuatla high shaman, **Oaxtepac**, was usually to be found in the prison — in fact, he was a prisoner in one of the cells, having been placed there by Spector/Zipactriotl, who had assumed his position as shaman. I personally rescued Oaxtepac, and the grateful man had many interesting things to tell me. If you have a chance to talk to him, ask him about *Zipactriotl* (Dr. Spector), the underground *city* of the Kotl, the golden *head* of Yunapotli, and the giant *gem* of legend.

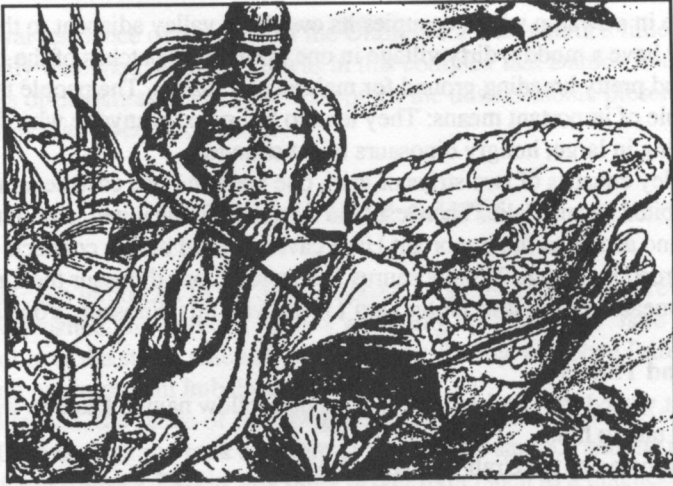
Also imprisoned was a lunatic named **Kipotli**. If he, or anyone like him, is still there, don't talk to him. Stay away from his cell. Don't go near. He's crazy.

TICHTICATL'S PRISON MAP



1. Oaxtepac's Cell
2. Kipotli's Cell
3. Guard Positions
4. Armory

URALI TO VALLEY CAVERNS

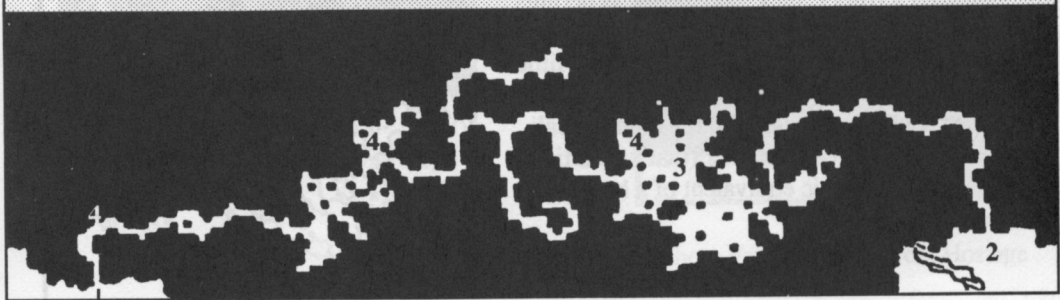


What It's Like

These caves are Eodon's equivalent to the Holland Tunnel, except, of course, that the Holland Tunnel is rarely inhabited by man-eating cave bears. If you wish to visit the Urali swamplands - about as pleasant a concept as touring the scenic landfills of New Jersey - you'll have to get there through this cave. It is one of five that dot the eastern cliff wall of the main valley, southeast of the Yolaru village. In particular, you need to enter the second cave from the north to get to the Urali.

Inside these caves you'll find a delightful assortment of cave bears, poisonous snakes, alphadons, and other native creatures eager to meet new tourists. However, there are also beautiful crystal gardens growing in some of the caverns. They are a good source of potassium nitrate (saltpeter), if you've got somebody smart enough to use the crystals.

URALI TO VALLEY CAVERNS MAP



1

1. Entrance from Valley
2. Entrance from Urali Swamplands
3. Den of Cave Bears
4. Crystal Gardens

URALI VILLAGE

What It's Like

The Urali live in a swamp which occupies its own little valley adjacent to the main Eodon valley. There they have a muddy, dirty village in one of the drier patches of the Urali swamp. This is a very scenic and pretty breeding ground for malaria and snakes. The people take pains to keep it pretty by a couple of important means: They tend to kill or exile anyone who disagrees with them, and they bring in large, hungry dinosaurs to eat strangers.

The Urali valley consists of two strips of land, one west and one east, separated by a stretch of plesiosaurus-inhabited swamp lake. The west land is mostly uninhabited, and in the east stretch is the Urali village and access to the important Urali caves. A land bridge connects the two strips of land, and it is guarded by a huge Tyrannosaurus Rex, a ferocious dinosaur the Uralis control by some mysterious means. **Important Note:** Don't mess with this dinosaur. You can't hurt it.

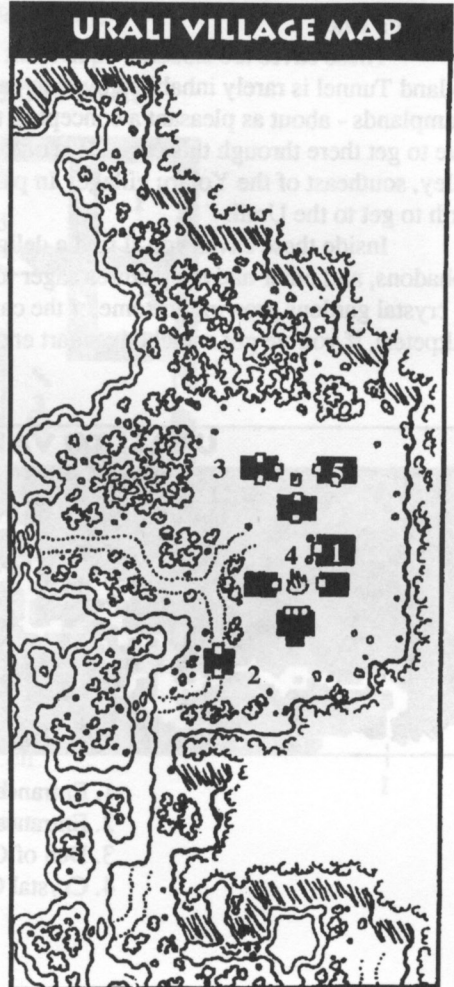
People, Places, and Things

When we first visited the Urali village, a brute of a fellow named **Darden** was chief, but it was impossible to talk to him.

Wamap is the name of the Urali shaman; while not the most confidence-inspiring of humans (take him back to the U.S., clean him up, teach him English, and give him a job, and I *still* wouldn't buy a used car from him), he can be persuaded to help explorers and travellers. Just count your fingers after shaking hands with him. Talk to him about the *rescue* of the *Fabozz*, the prison of *Aiela*, and *uniting* the tribes.

Several other **tribesmen** are willing to give you information; they're suspicious, but not paranoid, and *will* talk to you. Ask them about their secret *trail* through the territory, and about their problems with the statue of *Fabozz*.

There are some notable exiles of Urali extraction. But they are exiles: Don't expect to find them in Urali territory; they tend to live as hermits out in the Valley of Eodon proper. They include **Topuru**, a congenial madman who lives on a little island near the Barako tribe (talk to him about his *mind*, his friends the *turtles*, and the *hidden* Urali tribe), and **Denys**, a cave-painter (that's an artist, now, not the Paleolithic equivalent of a house-painter).



1. Wamap's Hut
2. To the Chief's Caves
3. To the Spirit-Caves
4. Where Fabozz Belongs
5. Lots of Clay Pots

URALI CHIEF'S CAVES

What It's Like

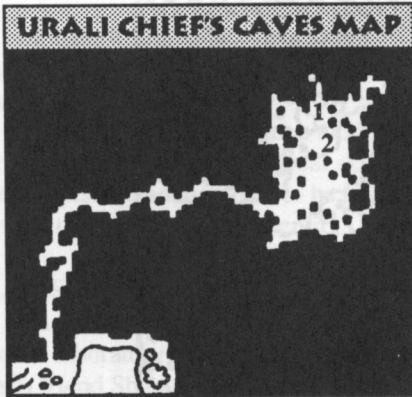
This is the royal residence of the chief of the Urali. It's a well-guarded little cave complex with only one, easily-defended, entrance. It was in this complex that Darden lived, and it was here that Aiela, princess of the Kuraks, was kept. Except for the unwholesome presence of Darden and his Urali guards, this was a very nice place.

URALI SPIRIT-CAVES

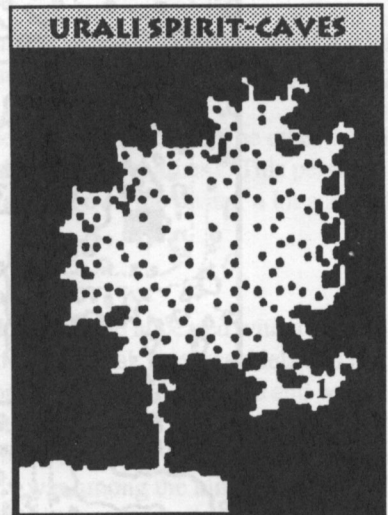
What It's Like

This is a ritual cave important to the Spirit Fabozz, a nature-spirit widely revered in the Valley of Eodon. When we visited, the statue of Fabozz was being kept "hostage" here by Chief Darden's guards. His control over the statue made all the Uralis toe the line and obey Darden. Naturally, I corrected this small but important imbalance of power.

According to legend, the statue of Fabozz gains its energy from the sun. Accordingly, I whipped out my flash camera and took a picture of the gloomy statue... and the problem was solved. According to Professor Rafkin, any other *bright* light (such as a magnesium flare) would have sufficed.



1. Darden's Chambers
2. Cage Where Aiela was Kept



1. Where Fabozz Statue Held Hostage

YOLARU VILLAGE

What It's Like

The Yolaru village is built in the central jungle region of the valley. Since it is so central, it sees a lot of traffic of villagers and dinosaurs, and its inhabitants are consequently tough and clever.

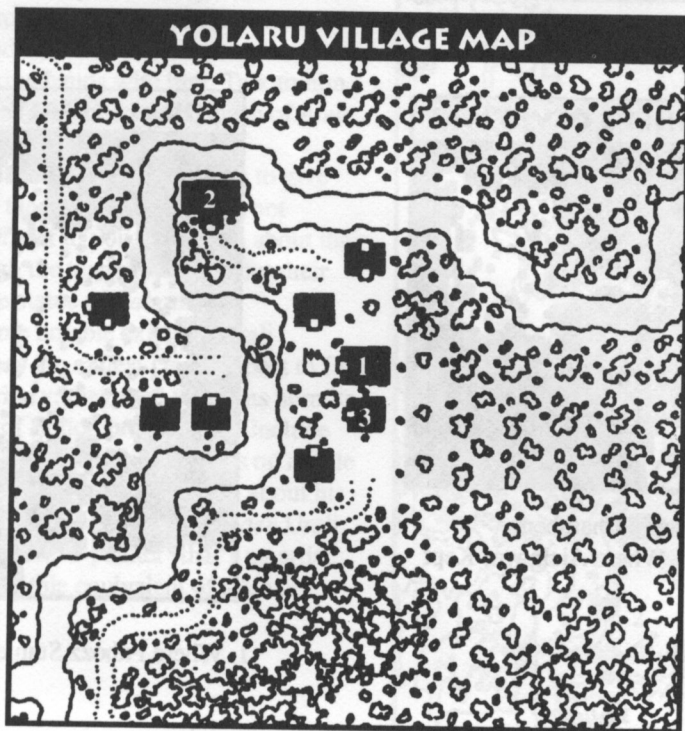
People, Places, and Things

Apaton is the chief of the Yolaru. He's a somber and responsible man who is constantly thinking of the welfare of his tribe. He also has the instincts of an outer-world arms merchant. Talk to him about Professor *Rafkin* and *uniting* the tribes.

The tribal shaman is **Mosagann**, a rather distracted man. I never managed to exchange more than about six words with him. Don't expect to gain any useful insights from him.

Mosagann's daughter is **Sahree**. She's an interesting one, like *Aiela* a she-warrior. She has a reputation as a devil's advocate and a cause of mischief. Talk to her about her *job*, her friend *Aiela*, and the story of the warrior *Oloro*.

Professor Elliot Archimedes **Rafkin** stayed behind in the Valley of Eodon when I left. He'd been a sort of shaman for the Yolaru, and if you want to find him in the valley, this village is the first place you should look. Talk to him about the *tribes* (he's learned a lot about them), and the making of *rifles*, *grenades*, and *gunpowder*, at which he has become very proficient.



1. Chief's Hut: Apaton
2. Shaman's Hut: Mosagann and Sahree
3. Rafkin's Hut

PERSONAL RECOLLECTIONS



I thought I'd reminisce about my adventures in Eodon. As you already know from articles about these events, I was transported there by bizarre means and was accompanied by two capable allies.

One was Professor Rafkin, a modern-day Renaissance man and scientist. The other was a warrior-philosopher who had great skill with weapons and enormous charisma. This person prefers to remain anonymous, to be referred to as "the Avatar." I owe the Avatar a lot and will maintain the secrecy of that identity.

We Are Separated; I Must Recover; Then I Take Command

You already know how we entered the Valley of Eodon, how we appeared with a section of Rafkin's laboratory in the middle of the jungle, how we met the Kurak princess Aiela and her Barako friend Shamuru, how we clashed with the Urali forces of Darden the Huge and were scattered across the map.

During that fight, I must have slain or wounded dozens of the Urali warriors before staggering, wounded, into the jungle. When I came to my senses, I was among the kindly Disquiqui people, who nursed me back to health and offered me their princess in marriage. I refused, intending to rush off to find my friends, but they would not let me leave until I was healed.

Meanwhile, the Avatar, less seriously hurt, recovered in the hut of Intanya, shaman of the Kuraks. Once he was fit enough to travel, he asked Intanya about his friends and learned that I was with the Disquiqui and that Rafkin was with the Yolaru. Followed by assistant shaman Triolo, he traveled to the Yolaru village, retrieved Professor Rafkin, and came to find me. Though I was still injured, I refused any further medical aid and agreed to lead Rafkin and the Avatar in their explorations of this land.

I Get Us Some Important Equipment

At that point, Professor Rafkin decided to remember that he had some useful equipment at his laboratory, including a rifle, ammunition and many other things. We found the lab south of the Kurak village, and recovered those items — plus sulphur, saltpeter and charcoal Rafkin needed to make gunpowder, and a fireman's axe, metal bucket and fire extinguisher, items I was sure would impress the natives.

With all these tools, we decided to put together some modern weapons to deal with the menaces of the jungle.

We put equal quantities of sulphur, saltpeter and charcoal into the mortar at the laboratory. We used the mortar to grind them together into a crude form of gunpowder.

I discovered a stand of very strong, tough bamboo east of the city of Tichticatl. I had to attack this tough plant to break off some poles stout enough to act as rifle barrels.

I talked to Rafkin about rifles and he assembled my poles into crude rifles. Then I distributed some gunpowder and rifles to each of us — to the outer-world men, that is; the natives wouldn't touch the stuff. It was a simple matter to *use* the rifles: Using them consisted of loading them with gunpowder. One load was one shot, then we had to reload.

We also made grenades. Using Rafkin's digging stick on the soft soil next to a river yielded a quantity of clay. We *used* the clay to form soft clay pots. Then, in many areas, we'd put the pots in an oven and use the oven to bake them into hard clay pots; in Jukari territory, we'd set them down on top of live lava flows to bake them!

Once that was done, we got some cloth, any cloth, and used a knife or scissors to cut it into strips. We took one of Rafkin's metal buckets to the tar pits south of the Kurak village and used the bucket to gather some tar. We used the tar to coat the cloth strips, making them into fuses.

In each pot, we placed five handfuls of gunpowder — no more, no less, at Rafkin's insistence. Then we used the tarred fuses to seal the pot. At that point, we had a grenade. They were simple to use: Either throw one at an enemy, or put it down, light the fuse, and run away very fast.

Suitably armed, we were now ready to tackle the dangers of the Valley of Eodon.



I Decide to Rescue Aiela

In the Kurak village, we asked the chief, Aloron, about his daughter Aiela. He'd heard that she was still in the hands of Darden, chief of the Urali. But no one knew where the Urali lived. He did mention an Urali exile, Topuru, who lived up north, near the Barakos. I resolved to go ask him how to find the Urali.

The helpful Barako natives told us where to find Topuru's island. On the shore of the lake was a large raft — so large, in fact, that it *required* four people to control, and I was glad we'd dragged Rafkin along — and we poled out to Topuru's island.

Topuru turned out to be a serious nut-case. He said he was willing to tell us where to find the Urali... but only if we'd find and return him his mind, which a man named Balakai had stolen from him. I couldn't argue that he'd *lost* his mind, and so resolved to find this Balakai, the shaman of the Barrab tribe.

I Deal With Balakai and Some Vegetable Matter

I found Balakai at the Barrab village, and learned that he had a crisis of his own: His son was sick, and only the medicinal root of a giant orchid could save this son. Instantly I offered to retrieve this root, and was told I'd have to find my way to the top of the Great Mesa to do so.

Most of the Great Mesa was sheer cliff face. But I spotted a little mesa, a needle with no visible access to the Great Mesa... except one tall tree growing there. I let the Avatar chop down the tree with his axe, and we crossed to the top of the Great Mesa.

Then we found and killed one of these giant orchids. Silly me — I hadn't bothered to ask if this plant was carnivorous. But in spite of the fact that the orchid was a dangerous predator, I managed to kill off its thrashing vines and harvest its root.

Once I took the root back to Balakai, he was all smiles and helpfulness. It turns out that we could take any blue stone of a specific type back to Topuru and he'd think it was his mind. All we had to do was go over to the neighboring Sakhra caves, use a hammer on a large blue stone there, and we'd end up with one of these little blue stones.

I Get The Truth from Topuru and Find the Urali Tribe

When we returned to Topuru and gave him his "mind," I asked him about the Urali again, and he told us that we could get to the Urali by finding the five caves due east of the city of Tichticatl, and by entering the second cave from the north. It would take us to the Urali swamp. But, there, it was next to impossible to cross a wide belt of swamp to the Urali village.

Topuru told me about the turtles — giant turtles which would ferry us across the dinosaur-infested swamp. We had to throw some turtle-bait into the water, wait for the turtles to emerge, and climb onto their backs... whereupon they could easily be steered across the swamp.

Topuru was in possession of some turtle bait. This was good news and bad news for us: We had the means to get to the Urali, but we had to walk for miles with turtle bait in our pockets, something I never want to do again. The stink was *incredible*.

We found the cave and the swamp, saw the Tyrannosaurus Rex blocking the land-path to the Urali village, and decided to take Topuru's advice. The turtles behaved just as predicted, and a few minutes later we were on the Urali side of the swamp.



I Rescue Aiela and the Great Fabozz

Some of the Urali turned out to be hostile. Imagine their conceit, attacking strangers just for violating their borders! But mostly, the hostile ones were the guards. In the village, most of the natives were friendly. It turned out that they hated their chief, Darden, and were glad to tell us where to find him.

One helpful tribesman was the shaman Wamap. He wanted Darden dead and told us how to break Darden's power. Basically, I had to rescue the Great Fabozz, the ritual statue of these Urali. Wamap told us where to find Fabozz and Aiela; they were in separate caves at different ends of this swamp.

Urali legends said that the Fabozz gained his power from the bright light of the sun. After personally defeating Darden's guards, I took a picture of the Great Fabozz with my flash camera. I don't exactly know what happened then: I heard a voice I'm not really sure about, and when my eyes had recovered from the flash, the Fabozz was gone... transported somehow back to his place of honor in the village.

Then, it was time to rescue Aiela. We'd talked to enough friendly Urali to know where most of the guards were. However, since we had freed the Great Fabozz, most of the guards treated us as heroes, and gave us no trouble. We wandered down to the caves of the chief, and found where Aiela was being kept in a cage.





I let the Avatar open her cage. This evidently impressed Aiela a great deal: She made it clear that she was interested only in the Avatar and not a more clever man such as myself.

I wasn't the only one annoyed by this, as Darden decided to wander in at about this time and attack us. But we defeated him and left, in spite of my hurt feelings.

I Decide to Save All the Tribes

During our wandering, I'd discovered that the humans of Eodon were in danger of extinction from the *Myrmidex*, the ant-like creatures mentioned earlier. Spurned in love, feeling that I had nothing to live for but the better-

ment of my fellow man, I resolved to save the tribes from this grave menace. But how?

Aiela provided the necessary clue. The Avatar was talking to her about the *Myrmidex*, when she said that she'd had a dream about uniting all the human tribes against them. That was it — unite the tribes into an irresistible army!

I Undertake A Lot of Quests

All the chiefs thought my idea was a good one — every one understood the concept of *uniting* — but most wanted something in return. At this point I rediscovered how useful my old notebook was; I kept notes about the quests we were undertaking.

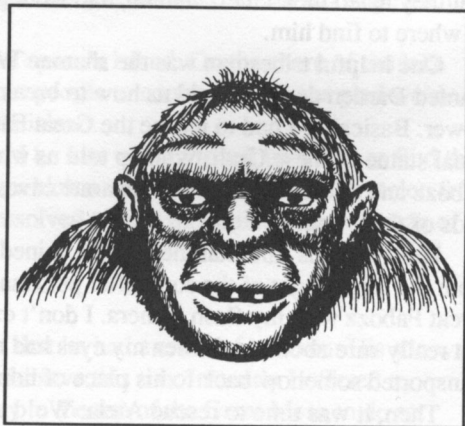
✓ I returned to the Urali village. With Darden out of the way, Wamap was now chief. I told him I wanted to unite the tribes, and he joined up right away, out of gratitude for our having saved the Great Fabozz.

✓ We traveled to the land of the Jukari and talked to their chief, Jumu. He thought this uniting the tribes business was a good idea, but said that he really needed us to restore the path to their hide of history: A recent lava flow had killed his father and their shaman and cut off passage to their ritual cave — and to the shamanistic hide kept there, the hide upon which the tribe's history was written.

The Avatar helpfully used Rafkin's fire extinguisher on that lava flow, hardening it into a surface the Jukari could walk across. We entered the ritual cave, retrieved the shaman's hide, returned that hide to Jumu, and that task was accomplished.

✓ The Haakur chief, Grugorr, said that his tribe was being preyed upon by a cave full of huge spiders. He would unite with us if we did him a favor. All we had to do was go to that cave, kill the spiders, burn the webs full of eggs, and retrieve something there — the shield of his son Krukk, who had failed in the same mission. We managed to accomplish this. We returned the shield to Grugorr, and he joined our union.

✓ The Yolaru chief, Apaton, said he'd unite with us... if we supplied him with a quantity of Nahuatla weapons, ten Nahuatla swords. This took some doing: We traveled to Tichticatl and found a weaponmaker, Atlipacta, who was good-looking and willing to offer help but *not* willing to give it away for free. She wanted emeralds for her weapons.



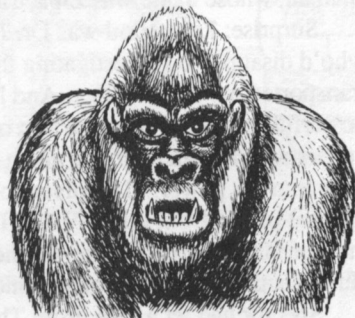
There are numerous ways to find emeralds in Eodon, but we decided to work for our money. We journeyed through the jungle, found a lot of wild parrots, and killed them. The Avatar used his knife on them to remove their colorful feathers. Fortunately, the parrots of Eodon are far from an endangered species and we didn't upset the balance of nature one whit. The tailor Paxaptamac traded us emeralds for the feathers, and we in turn traded the emeralds to Atlipacta for the weapons. Once we transported all the weapons back to Apaton and talked to him again about uniting the tribes, he was all for it, and joined right up.

When we talked to Aloron, chief of the Kuraks, about uniting, he joined right up — because I'd saved Aiela.

The Barako queen, Halawa, wasn't interested at all in uniting the tribes. Her daughter Halisa had just been stolen by a rogue gorilla, called Silverback, and taken to an inaccessible ledge northwest of the Barako village. Halawa wouldn't even talk about a merger until Halisa was retrieved.

So, we traveled to that ledge, determined what the problem was in getting up there — see the listing for “Silverback's Ledge” earlier in the tourbook for *that* story — and made our way up to the ledge. Silverback didn't much want to let Halisa go, but we persuaded him the hard way.

Once we talked to Halisa and she understood that the gorilla couldn't keep her prisoner any longer, she decided to race us back to her village. She won, too, the ungrateful minx. But when we talked to Halawa, the queen now agreed to unite with us.



The Pindiro queen, Inara, was the brightest of all the rulers of Eodon. We talked to her about my plan for uniting against the Myrmidex, and she did so at once, because it was such a good idea; she didn't even ask us for a task.

Then, it was time to return to the Disquiqui and ask them to unite with us. Naturally, the chief, Chafblum, wanted me to do them a favor...

The most foolish of us, the Avatar, had to go through a ceremony where he drank some of the local brew, called *plachta*. He survived, and we were given the *real* task. We had to bell a Tyrannosaurus which was gobbling up Disquiqui warriors. Chafblum had a way for us to do it: Take some *plachta*, use it on a spear (creating the legendary Spear of Shamap), and attack the Tyrannosaurus with it. He gave us a bell and a jug of *plachta*.

We did this. We took an ordinary spear and the *plachta*, using the jug on the spear to make the Spear of Shamap. Then it was a simple matter to find the Tyrannosaurus in question, poke it with the Spear of Shamap, and watch it doze off. We stood next to the sleeping beast, used the bell — tying it to the monster — and then ran back to Chafblum to tell him we'd succeeded.

Balakai, chief of the Barrab, liked me because I'd already saved his son Nakai. When I talked to him about

uniting the tribes, he joined right up.

Then, it was time to talk to the Sakkhra, the reptile-men. Their chief, Sysskarr, agreed to unite with us... if we dealt forcibly with the Thunderer, a tyrannosaurus living to the north of the Sakkhra caves. We couldn't just knock it out with a batch of *plachta*; we had to kill it.

We found the box canyon where the Thunderer lived and scoped out the situation. If we fought the thing, it would eat us. If we left, the Sakkhra wouldn't help us.



Someone noticed that there were a lot of boulders up on the cliff top above the Thunderer. We climbed up there and discovered that we couldn't budge the darned things... until someone thought to use grenades on them. After that, we rolled boulders until we figured out how to aim them... and dropped the Thunderer in his enormous tracks. Once we told Sysskarr what we'd done, he committed the Sakhkra to the united tribes.

That was all the tribes — except one, the toughest. Now we had to gain the help of the Nahuatla.

I Meet the Competition and Tour Tichticatl

I went to the palace of Tichticatl and discovered that the king, Huitlapacti, wouldn't even talk to me until I got permission from the shaman, whose name was Zipactriotl.

Surprise: Zipactriotl was Dr. Johann Spector, a scientist who'd disappeared investigating the same special stones that transported me to the valley. And he was crazy now, crazy and powerful, protected by some sort of energy source that I didn't understand. He talked to me about some distant city which gave him the power... I resolved to go there and see if I could pry that power from him. If I did, I thought we could restore the true Nahuatla king to the throne and depose the usurper Huitlapacti. But where would I find this hidden city?

Spector had let a clue drop: The shaman whom he'd replaced, Oaxtepac, was his prisoner in the Nahuatla prison. I took my friends there and eventually found Oaxtepac — after a little trouble with another prisoner and a bunch of guards.

Oaxtepac told me how to find the underground city. Take some special Giant Gem to the Great Mesa northwest of the Barrab tribe, to the special bracket at the north end of the mesa, and put it in that bracket at high noon. Great. But where was the Giant Gem now? Oaxtepac didn't know.

Luck was with us, though. The gem had been stolen by some raiding tribal chieftain. It turns out that this was Darden, and that he'd given it as a present to Aiela in anticipation of their wedding. She'd had it all the time!

I Tour the Kotl City

So we travelled west. On the northernmost point of the Great Mesa, the Avatar placed the gem on the bracket at high noon. Light flashed through the thing, triggered some ancient process... and to the north, a giant door levered open and revealed to us the entrance to the underground city.

We traveled there, took the stairs down... and found an antechamber, a headless golden statue, and doors we couldn't budge or bomb open. But the statue had some notes scrawled on it, notes that indicated that the statue needed its head, and something about a man named Fritz. We decided to check things out, and left this chamber.

Back in Tichticatl, we tracked Oaxtepac down again. He was still hiding out in the prison, eluding his former jailers. He knew about the golden statue's head, all right: It was in Zipactriotl's chambers in the palace. We went there. We did some sneaking and some fighting. And we found and took the gold head.



Finding Fritz was more difficult. He was Spector's former assistant, and was in hiding, keeping away from his ex-employer. We found him in a cave northwest of the Pindiro tribe. The artifact he had from that underground city was a blue crystal carved in the shape of a brain, and he handed it right over... if we promised to take him home once we knew how to leave Eodon.

Then, it was back to the underground city. We used the golden head on the statue... and it came alive, called itself Yunapotli, and talked to us. We gave it the crystal brain, and it opened up the city doors for us and gave us the guided tour.

The generator room where Spector's power lay was easy to find... but not easy to enter. A flow of lava ran underneath the room, and was open to the air near the room's entrance; we could only cross over a narrow steel-grating bridge. The trouble was that Dr. Spector was there ahead of us, crazy as a loon, blocking the bridge... and because of the power that protected him, we were unable to budge him. We couldn't get at the generators.

However, after a lot of looking around and experimenting with the transfer plates (see the **Kotl City** description in Part Two), we found our way into the generator control room (via the plate labeled K on the map). In spite of the potentially-deadly interference of some of the automations, we managed to destroy the control panel there, wrecking the generators, relieving Spector of his power — and shutting off all the power in the city.

That was bad. The automations all shut down. But so did Yunapotli. The city started to shake itself to pieces. Spector, no longer infected with this bizarre energy source, came to his senses and joined us on our mad flight out of the city.

We made our way back to Tichticatl. There, we found the true king, Moctapotl, back in charge, his warriors having toppled Huitlapacti once that tyrant was no longer protected by the strange energies from the underground city. When we talked to Moctapotl about uniting the tribes, he agreed to join up.

The tribes were now all united. But the job wasn't finished.

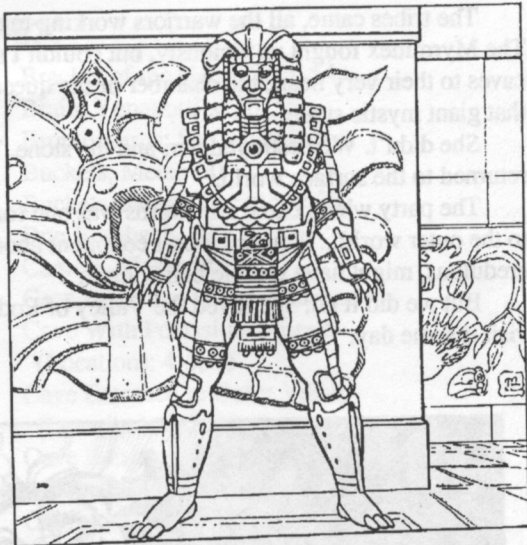
I Fulfill An Ancient Legend

From several tribesmen, including Sahree of the Yolaru, I'd heard the story about an ancient drum used to unite the tribes. There was one man alive capable of recreating that drum, the Disiqui drum-maker named Tuomaxx.

I found Tuomaxx at Drum Hill, suffered his strange behavior, and made him promise to build me another drum of legend. But I had to bring him the materials — a hide and bones.

The Kurak village is full of hides, as are many other places. I performed a midnight requisition and acquired one. Then, I traveled to the dinosaur's graveyard and found a large skeleton.

Back on Drum Hill, Tuomaxx took my offerings and recreated the drum of legend. I invited the Avatar to pound upon it and summon the tribes according to tradition. Spector let us know that we could not be content with just smashing the Myrmidex nest: We had to destroy the altered moonstone, the source of the alien power which fueled the underground city of the Kotl. If we didn't, the Myrmidex would return to plague the valley.



The tribes came, all the warriors working together, and marched upon the Myrmidex caves. The Myrmidex fought us viciously, but couldn't stand before our warriors. We penetrated their caves to their very heart, the chamber of the queen, where she tried to prevent us from reaching that giant mystic stone.

She didn't. We destroyed her, and the stone. Then we gathered our dead and injured and returned to the surface world.

The party which came afterwards was one for the books, and after that we were able to return to the outer world... though I won't comment about *that*, since my readers, no matter how credulous, might have trouble believing it.

But we did it all: We saved the Valley of Eodon — saved it, and preserved it, so that you can visit it some day.



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