

Petri Luosto

The Mysteries of Eden

Class 1

Women

Cassandra, an astrobiologist, long blond hairs, blue eyes, athletic body

Hera, The Manager of the Colony, dark hair, blue eyes, slim

Penthesilea, a soldier, dark skin, large, dark hair, dark eyes and well trained body

Hippolyta, The Leader of the Soldiers, blond hair and green eyes

Iphito, a soldier, Asiatic appearance

Aegea, a soldier, brown hair and blue eyes

Otrera, a soldier, very blond hair, eyes dark and light brown (heterochromia)

Themis, a farmer

Rhea, a farmer

Phoebe, a farmer

Tethys, a farmer

Theia, a farmer

Ariadne, a toxicologist, biochemist, short, thin, dark hair and blue eyes

Erigone, a biochemist

Brizo, a biochemist

Manto, a biochemist

Theonoe, a biochemist

Arachne, an engineer, red hair, blue eyes, short and sturdy

Cyane, a mechanist

Daphne, a mechanist

Dryope, a mechanist

Arge, a mechanist

Aceso, a doctor and a biologist, Asiatic appearance

Artemis, a doctor and a biologist, dark hair, green eyes and pale skin

Gaia, a geographer, dark hair and green eyes

Men

Zeus, The Manager of the Colony, light brown hair, blue eyes, sturdy

Achilles, a soldier, blond hair and blue eyes

Heracles, The Leader of the Soldiers, dark hair, dark eyes, dark skin, the strongest person

Theseus, a soldier, amber coloured eyes and brown hair

Hector, a soldier, dark hair, blue eyes

Jason, a soldier, Asiatic appearance

Iapetus, a farmer

Cronus, a farmer

Coeus, a farmer

Oceanus, a farmer

Hyperion, a farmer

Dionysos, a biochemist

Icarius, a biochemist

Laocoon, a biochemist, dark hair, pale skin and dark eyes

Mopsus, a biochemist

Telemus, a biochemist

Daedalus, an engineer

Aristobulus, a mechanist

Philon, a mechanist

Dinocrates, a mechanist

Metagenes, a mechanist

Asclepius, a doctor and a biologist, blonde hair, blue eyes and pale skin

Paeon, a doctor and biologist, dark hair, dark eyes and dark skin

Eratosthenes, a geographer, light brown hair, blue eyes and pale skin

Orpheus, a dead astrobiologist

Mr. Silva, a tracked robot for exploration

Class 2

Women

Hebe, an administrator, dark hair and dark eyes, slender

Hypatia, an astrobiologist, medium size, blue eyes, brown hair

Olympia, a soldier

Thessalonica, a soldier

Atalanta, a soldier, red hair and brown eyes, medium size, no sense of humour

Enyo, a soldier

Alexia, a soldier

Artemisia, a farmer

Amaranta, a farmer

Celandine, a farmer

Diantha, a farmer

Klytie, a farmer

Agamede, a biochemist
Melina, a biochemist
Natasa, a biochemist
Oinone, a biochemist
Theodora, a biochemist
Theano, an engineer, red hair, blue eyes, short
Amaltheia, a mechanist
Erika, a mechanist
Kalypso, a mechanist
Zenovia, a mechanist
Agnodike, a doctor
Aspasia, a doctor
Demeter, a geographer and a geologist

Men

Hephaistos, blond hair and blue eyes, an administrator
Pedanius, an astrobiologist, tall, pale skin, red hair, blue eyes
Alexander, a soldier
Cleitus, a soldier
Ptolemaios, a tall soldier with blonde hair
Lysimachus, a soldier

Seleucus, a soldier

Crysanthos, a farmer

Hyakinthos, a farmer

Pan, a farmer

Georgios, a farmer

Yiorgos, a farmer

Bion, a biochemist

Athamus, a biochemist

Arsenios, a biochemist

Podarge, a biochemist

Kosmos, a biochemist

Epimachus, an engineer, dark hair and green eyes

Diades, a mechanist

Gorgus, a mechanist

Meton, a mechanist

Harpalus, a mechanist

Machaon, a doctor

Peon, a doctor

Strabo, a geographer and a geologist

Vidarr, a fugitive, brown hair and blue eyes, medium size,
athletic

Dino, Vidarr's old mentor

Skanda, the kaptaur Emperor

Raktavija, the Empress Saityr's cousin

Brynhildir, a tall blonde spearwomen

Afkar, a dark-haired small woman with a bow

Canute, a blonde and muscular swordsman

Kaupi, Afkar's friend

Borgijid, a nomadic tribe

Todgunj, a nomad female chief, blue eyes, black hair, tall

Dursamj, an old nomad shaman man, white hair

Avarga, a nomad Borgijid, Todgunj's enforcer, blue eyes and black hair

Chapter 1, Vidarr

Vidarr looked at the silent and dark forest. He was around 30 years old human male, who had brown hair and blue eyes. His height was medium and he had an athletic body. He was trained to move very silently in the forest and avoid any attention. That ability has helped him moving a lot in both forest and in the city.

Vidarr remembered his youth in the large cities ruled by the kaptours, quadruped sentient animals who have head of a lizard, two hands and who speak with hissing voice. The kaptours rule this world. According to that they can treat people as they see fit. According to the old kaptaur legends humans came there because they were meant to be the servants of the kaptours. Humans arrived hundreds of years ago but no one exactly knows how that happened. At that time the world was much more anarchic because small states waged wars against each other.

Somehow during the last 100 years one kaptaur Chieftain, Skanda was able to unify the small kaptaur states in the one massive nation. Skanda is known to have hundreds of descendants and he has a massive harem of kaptaur mares as

well. The most unbelievable thing is that Skanda is still alive and he is around 120 years old. At that age one can say that Skanda is the eldest kaptaur ever because the kaptours rarely live over 80 years old. No one outside the Imperial Palace really knows about Skanda's health but it is known that he is still alive.

After his conquest Skanda gave large fiefs to his relatives and offspring. Now his family the most powerful landowner family in the massive Kaptaur Empire. It is known that many relatives are both greedy and ruthless Kaptours. If Skanda dies the result will most likely be a brutal civil war between his relatives and offspring.

Vidarr thinks that this is why his relatives in different fiefs exploit both humans and their kaptaur servants. Vidarr knows that Skanda will die sooner or later and then his relatives will decide through military force that who is going to be his successor. There are some legalistic kaptaur sects that are trying to create clear laws of inheritance but powerful kaptaur nobles are trying to block their reforms because that will reduce their power.

Bloody lizards. Vidarr is more interested to fight against the Kaptaur oppression on humans than the internal intrigues of the kaptaur Empire. However, he knows that the political development of the kaptaur Empire will be a reality that he must not ignore because some kaptaur nobles hate humans while other nobles seek to cooperate humans in order to gain from them. Humans do have significant power in many cities as merchants, artisans and moneylenders. According to the kaptaur laws kaptaur should not lend money from other kaptaur, but there are no laws that would ban humans lending money.

The economic power that humans have also creates oppression and banditry from the kaptaur citizens. Some kaptaur nobles allow that with impunity while others try to prevent that using harsh measures. The most important issue is how the kaptaur nobles see humans. Using humans as scapegoats is an easy way to pacify the kaptaur rabble but it will also force humans to move at the cities owned by the kaptaur nobles how treat humans better and humans will help to develop those cities.

Humans are the second class citizens in this society and they do not have much rights. Only secret societies defend the rights of

the humans and their methods vary a lot. The kaptaur nobility would most likely wipe out those secret societies if they could because they are the only way how humans can defend their rights. There are conspiracy theories among the kaptaur nobles that in practice humans run the mighty Kaptaur Empire. If that is true then why would humans allow the oppression on humans inside the Empire, Vidarr thought.

Vidarr knew all of this because he has spent most of his childhood in many kaptaur cities and castles. The kaptaur nobles often banished his family and other because after they were robbed. The only property that they were allowed to have was that they could carry. Vidarr felt that this was very unfair because humans have worked hard to have that property which was confiscated by the kaptaur nobility.

Skanda's central government was too weak to prevent the power of the kaptaur nobility. The kaptaur nobles saw their own rights on their fiefs as permanent powers and they didn't want to yield those powers. It was very likely that any attempt to change those powers would lead to the civil war that Skanda couldn't win. Even though Skanda was the Emperor among the kaptaur his

power on domestic matters was very limited. The kaptaur nobles were forced to give him troops for his wars but otherwise they ruled their fiefs very independently.

According to that it is the kaptaur nobility that runs the Empire in practice, not Skanda. It also means that the members of the kaptaur high nobility are not responsible for anyone. However, the kaptaur religion forbids to kill helpless and innocent and those rules are also applied on humans as well.

In practice, the kaptaur religion is polytheistic and they have 13 main gods and goddesses. In addition to that they have a large number of minor gods and other mythological beings. Usually kaptaur take their religion very seriously because they think that upsetting the gods would not be very wise. They believe that the gods will reward from good deeds and punish from evil deeds. It is another thing to consider what do kaptaur mean by good and bad things.

Suddenly Vidarr heard a loud snap in the forest. Someone and some people were nearby. If the approaching person does not make any noise, then it is good reason to assume that the person

is hostile. Vidarr quickly took his sword, bow and quiver with 20 arrows. He hid himself quickly and decided to wait. He wonders who was trying to stalk him and he knew that the stalker was most likely hostile. His best bet was to surprise and defeat the stalker.

Vidarr was quickly covered by a bush. Luckily for him, his camouflage cloth made him difficult to see in the dark forest. Vidarr waited patiently inside the bush and he wanted to see what was going to happen. If he was lucky the stalkers won't notice him and just go past the bush. That would be the best for him but if they get too close then he must surprise them with a sneak attack.

Vidarr assumed that the stalkers are kaptours who want to kill him. He expected that there were from 2 to 4 kaptours. It seems to be that at least one of them is a kaptour that can either read tracks on the ground and did smell his presence. The best kaptours can do both of those very well. If he does have such a tracker stalking him then he would be in serious troubles because there would also be couple of soldiers covering him.

Another possibility is that kaptours do have dogs with them but Vidarr haven't heard any barking at all. The dogs are better trackers than the best kaptours but they cannot move silently. Their barking will attract a lot of attention. Because of that Vidarr was certain that there were no dogs and there was only couple of kaptours tracking him. He knew that with a surprise advantage he will be able to kill 3 or 4 kaptours because forest isn't their natural environment. As quadrupled beings with lizard heads, kaptours favour open clearings and on the plains they can see possible threats from kilometre away.

The dark forest is completely different environment and it requires time and patience. The experienced kaptour trackers do have the skill to move in the forests and to forage food from the forest. They often move in the forest with couple other kaptours and they can hunt in the forest quite well. That kind of small groups can live from the forest and earn their annual income as well from the forest.

Sometimes these hunter groups may do surprising discoveries. According to one legend, a group of hunters found some metallic monsters far in the north and then these monsters killed most of

the hunters. However, one hunter escaped and reached his home village. Soon afterwards the same monsters attacked this village and killed most of local inhabitants. They didn't neither humans or kaptours. The legend said that this incident happened about 20 years ago.

Just couple of humans and kaptours escaped that village but people generally were very sceptical on them and that tale. The village was in the very remote location and no one had any interest sending a crew to investigate that area. The terrain was very difficult to travel and it was also considered as a worthless periphery.

Suddenly Vidarr saw the first kaptaur coming in his sight. He wondered if there was three or four kaptours. The group of five was probably too much because when the group size increased it was also more likely that the group would make noise. The first kaptaur had a light leather armour which gave little protection for the body and he had a leather helmet on his head with holes for eyes, nose and mouth. That kaptaur carried a bow and a sword as his weapons. Vidarr knew that he could kill this kaptaur if he would hit his head by his bow. It seemed to be that

this kaptaur was the tracker of the group and he was quite vigilant. Vidarr thought that it would not be wise to shoot at him when he didn't know the positions of the other members of that group. If he would shoot and kill the tracker, then it would warn the other members of the group and they would most likely take cover.

Vidarr thought that he should be cautious and allow the whole group to come at the distance of couple of dozen metres when he could use his bow to kill them rapidly. He knew that he should eliminate the whole group as fast as possible and then as fast as he can because there might be another group of kaptours nearby. It is possible that the smell of blood might attract local predators as well.

Vidarr noticed that in the behind there were two other kaptours. One of them was very large one with a spear and a shield. Another had a bow and a sword. Both of them had also leather armour. Vidarr evaluated that the kaptours with bows were the most dangerous enemies because they could shoot back. He knew that he would have the element of surprise and it means that in couple of seconds he could shoot two well aimed arrows

In this book the story which started in *Cassandra and the Unknown World*, continues. The colonists continue exploring the environment and they make discoveries which will change their lives forever.

This book also has an essay on the embryo space colonization in the end of the book.



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