



East Atkinos: Llama Larry

In the backwoods of Devonshire, a small cabin housed the Catbert family. The family consisted of the two parents and two young children – Larry and Kathy. The family relied upon hunting small game for food and enjoyed a carefree, rural existence.



The family often hiked through the woods to reach settlements, trading for necessities and catching up on the latest gossip. Young Larry and Kathy were trained from infancy not to roam through the dense Devonshire woods. The forest is a big and dangerous place. It is easy to get

lost and there are animals which might just eat a little boy or a little girl. They were always careful to stay close to their parents while on the trails.



Good children always mind their parents. But, as siblings are wont to do, sometimes one youngster gets their sibling into trouble.

This is what happened to Larry. One day, he and his big sister Kathy were playing in the woods near their house. Kathy, always looking for an angle to upstage her braniac brother (whose kitchen table experiments earned him the nickname “The Baron of Beryllium” and, later, “Larry the Lanthanide”) whose feats of science dazzled her parents. A bit jealous of her 6 year old brother, 10 year old Kathy sorta kinda really wanted Larry to just go away. Well, not really. But kinda really. I’ll bet many of you readers know *exactly* where Kathy is coming from...



Young Larry Catbert: science nerd and nasal gold digger extraordinaire

Kathy suggested they play hide and seek. Larry loved to win, so he was bound to hide somewhere hard to detect. She was banking on that. She hoped he would gradually hide farther and farther out, until he lost sight of the house and got lost in the woods. Kathy was the original mean girl. She figured he would panic and cry like a baby. Then she would rescue him and enjoy both his tears and her parents' delight in her diligent rescuing skills. That was her plan, anyway.



She failed to reckon for the larger game which inhabit the woods just outside of the cleared settlement areas. And this would be the oversight which ruined her nefarious plan.

Little Larry, lost and lonely, left alone in the woods, kept calling to his sister, who was determined to let him be lost a few hours before rescuing him. Larry didn't know a new game was afoot – playing hide and seek with someone else: a bear.

Larry didn't know hungry bears were out in the woods. He didn't know he was hiding from them. But, he is a fast learner. He knew he was in big trouble. Someone needed to save him. How would he avoid being a bear lunch? Who would save him? His rescue came in the most unlikely form: llamas.



A herd of llamas emerged from the trees and surrounded the hungry bear, driving him away and saving Larry.



Larry was thrilled and ever-so-thankful for his llama protectors.

From this time forward, Larry's life would change. He would live to see another day thanks to the gracious help of llamas. He would show his eternal gratitude with a thousand acts of devotion. He would now call himself "Llama Larry" and he would devote his future to serving the creatures he cherished.

Llama Larry's Album



Awww – now that’s what I call devotion!

But, Larry was a bit... misunderstood. People didn’t get the “Llama Larry” concept and Larry didn’t get that people didn’t get it. There were a few misunderstandings... a few hurt feelings... the cute Halloween costumes were fine, at first. The llama cake for his birthday was reasonable. He lost his first girlfriend after the giant llama headdress fiasco... but he still came to school dressed up as a llama for senior portrait day. Things were NOT going well for Mr. Larry. This is starting to sound a bit “True Hollywood Story” isn’t it?

Well, words were said, interventions were held and feelings continued to get hurt. Larry even began spitting on detractors much like a llama. His parents had him taken to the clinic in Georgehampton for an evaluation. Nothing physical was found to be wrong. Mentally, the diagnosis by Dr. C. N. Things was officially noted as “llamamania” – an unhealthy obsession with llamas. There is no cure, but treatment involves dissociating himself from llamas. And that was something Larry just could not do.

Life became increasingly difficult. As he slipped further and further into llamamania, he became alienated from friends and family. He started recruiting a motley band of followers to reinvent the world a create a perfect society – a utopia – founded on the basic principles of llamaism. The friends and families of the weak-willed followers protested their blind obedience to Larry to no avail. Their collective response, “We are llamas – we are not sheep” did not help bridge the gap

of understanding. The hypnotic stares of his followers also raised alarms. That, and Larry's books he checked out from the library – *How to Hypnotize for Fun and Profit* and *How to Start a Cult*. And this was no blue oyster cult – this was a llama cult.

Is anyone else thinking this library has a very strange self-help section?

With Larry and his small band of gullible followers, things became increasingly difficult. Farmers in the backcountry were not keen on this new and secretive group. And, when they started melting down schulmonetas to make llama statuettes of pure gold, fed up neighbors finally had enough. A contingent of concerned citizens marched upon Georgehampton to get an audience with Princess Shelby. By now a young adult, Larry still had not outgrown the sibling rivalry thing with his sister. She came to taunt him, sneering “Princess Shelby is gonna get you! Ha ha ha ha!” Larry was worried – what would Shelby do? Perhaps it was time to flee –just in case.

The Great Trek Begins

Larry decided to gather his disciples and form a colony on a remote island, leaving him as unquestioned leader of a Llama Republic. That was his vision. Now, would it happen? He told his followers to pack up and prepare for a great journey to a new home. Their destination: the Isle of Scout off of the East Atkinos coast. No one would be around to stop Larry from his plan: a Llama Utopia.

A lengthy and circuitous journey led the ragtag group of llama lovers to the port town of Cape Eastway, district government center of East Devonshire. A boat was hired to transport the group and their precious cargo to the Isle of Scout. Several months passed between the time Larry left his piedmont home until he arrives at his destination.



The adult Llama Larry prepares to lead his flock of llama-wannas. Well, I guess it's technically a herd of llama-wannas.

On the long trek, Larry and his small group of llama admirers gathered llamas and small change in hopes of one day getting to their isolated llama-topia off the coast. Perhaps, Larry would

establish a llamocracy of some sort. The small band of llama herders began their trek over the Devonian mountains and into eastern Devonshire. Their destination: the port town of Cape Eastway. Larry had already paid for a boat to carry them group and their supplies to the Isle of Scout. All he needed to do was to get there in time to make the agreed-upon date. Luckily, East Devonshire Eula Bird, an avian, was sympathetic to their cause. She was not interested in anything except that which would enrich her coffers. So, with the right donations, Larry and his group were given accommodations and sold supplies for the voyage (at well above market rates).

The ship Larry hired, the S. S. Oras, turned out to be a good investment. Larry used his hypnotic skills to entrance hapless Kaptain Cnowledge, who turned the ship over to Larry. Larry would keep this ship for the settlement's use and name his new llama-topia after the ship. Once the ship landed at the southern end of the Isle of Scout, work began in earnest to offload supplies from the Oras and begin building the new llama zone. Let's see what they developed.

Let's start with the small port of Oras, where the ship of the same name now rests.



The port is primitive by modern Schulminion standards, but it serves its purpose.



As we ascend the road to the settlement, we can see that the town is obviously not up to modern Schulminion standards. Rather, it seems a throwback to a much earlier age.



Approaching the homes, it would appear as if this was a typical farming village.

The homes of Larry's followers are simple wooden structures, similar to those found in ancient Schulmanicus. The difference here is that there are no shops, no civic structures, and no industrial facilities. It makes one wonder how this closed society functions. The only non-residences are llama barns and St. Larry's Church of the Llama.





Of course, the Sacred Pastures house the many llamas the group brought with them and cultivates for the town's only source of income: llama wool exports.

The Sacred Pastures are the true focal point of the community. The residents of the settlement exist more or less to service the llamas. They aspire someday to attain a llama-like state for themselves, like their leader, Llama Larry.







More llamas than you can spit at!

Other than the profusion of llamas, how is this settlement different than any other in Schulmania? Good question. Llama Larry has the surplus resources of the community diverted to a special shrine. Incidentally, the shrine also serves as his home. Golden llama statues and other llama-themed offerings are brought here for Larry to assemble into a treasury of sorts. All time not spent tending llamas is spent on the construction, maintenance, and filling of the new structure. The novel structure was designed by Larry himself. Larry become increasingly fixated on his status as the lead llama intercessor. He saw himself as transforming from humanoid to llama. He saw llamas as perfect beings and himself as a nearly-perfect being. At some point, it ceased being about the llamas. Larry was so obsessed that he led his hypnotized followers to believe it was about *him*. *He* thought it was about himself, too. He saw himself as a transcendent figure, one with the llamas and one with humanity. A bridge, if you will, between two disparate worlds. Toward this end, he commissioned his large and unique abode. This structure, part palace and part reliquary, would be the true center of the community. Here, his followers would come to worship llamas – and him. Larry had gone insane.



Llama Larry's palace, the Llama Louvre, is a structure like no other in Schulmania. Larry had a statue of himself in llama form placed at the entrance to inspire his followers.



From the windows in the eyes, Larry could survey his domain. The head, highest point in the area, was officially known as the Larry Braun Llama Dome.



Larry returned to the settlement one afternoon, thinking to himself “Here, everything is perfect. No one mocks llamas and obey my will. Truly, it is a perfect place. This llama-topia is the greatest place ever made. From this place I begin my quest to take over the world and assume my rightful place as supreme llama...” he trailed off as he noticed one of his subjects walking past his statue without stopping to admire it. Larry became enraged. He ran up to the poor man, screaming and spitting (as only a llama can) and demanded the respect he felt he was due. As Larry stormed off, he thought aloud, “I should have smitten him where he stood. But, I don’t have the power to smite. Yet...”