

For the Love of **SPARTA**

I

The Legend of a Peace Warrior

Ubi Fredrick



FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

For The Love of Sparta



The Legend of a Peace Warrior

Ubi Fredrick



FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

First published by ForraCorp. Publishing 2022, 2024

Copyright © 2022 Ubi Fredrick.

Republished 2024

All rights reserved

Please be informed that this book does not in any way glorify warfare. All names, events, characters descriptions, and incident portrayed in this book are fictitious. Any resemblance to any name, place, person or persons, living or dead, is purely coincidental and not intended by the author.

No part of this book may be reproduced, or stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without express written permission of the publisher.

ISBN: 9798371781864

Printed in the United States of America



Dedication



If your experiences in life have taught you to see yourself as an obstacle too daunting to be loved, or that you feel worthless because someone you loved or trusted made you feel that way; and that your good works are too insignificant to be noticed, or your failed decisions and errors are too vast to be forgiven. Please know that you have been taught a lie. Those sentiments do not really define you. At such trying times in your life, please know this: “Hope is real!” There are still friends who are brothers with loyal love. They are ready to stick with you through thick and thin. Although sometimes, the search can be formidable. However, if we cannot find them, we can only pray they find us. The events related in this book: *The Legend of a Peace Warrior* can relate in real time.



The Events



<i>Dedication</i>	4
<i>The Events</i>	5
<i>Prelude</i>	6
1. The Days of Little Things	8
2. The Birth of a Legend	18
3. “At the Feet of Gamaliel”	27
4. Previously at the Potter’s Wheel	43
5. Time	52
6. Till the End of Time	64
7. The Lost and Loved	73
8. Cherished Memories	88
9. Some Battles aren’t Worth Fighting	94
10. Some Victories aren’t Worth the Effort	108
11. The Fall of an Emperor	127
12. The Quest for Survival	139
<i>Thesaurus</i>	150
<i>Credit</i>	179
<i>The Author</i>	180



Prelude



For the Love of Sparta is a make-believe event which occurred in the life of a fella in the 21st century. However, it is related in an illusory tales of battles. For the piety of the city-state, he served humanity for the glory it held - peace to all. Nevertheless, this book does not gratify physical warfare.

In the struggle for survival, the way is not always easy. Life is messy. Challenges from friends and family would always add to deter you from your desired goals. There would be those who will be frontal in opposition to you, as there would always be some we trust, who *may* choose to betray us mostly at a time we needed them most. For your goal to come to fruition, resilience is needed as well as friends who have become family. They can and would help you to stand tall and walk with head held high.

The Legend of a Peace Warrior was born in the 20th century somewhere in Africa. Though, it is clothed in the medieval form and imagery. The tales lived the way of the modern world in the 21st century with a façade of the medieval era and enters land after land in search for Holy Grail. Children would listen to its sequence of events with imagination and learn. The wise ones will ponder them as treasures and endeavor to decipher the encrypted codes embedded in it. As for the others, they may be bored at its strata of vocabularies.

The Legend of a Peace Warrior



The Days of Little Things



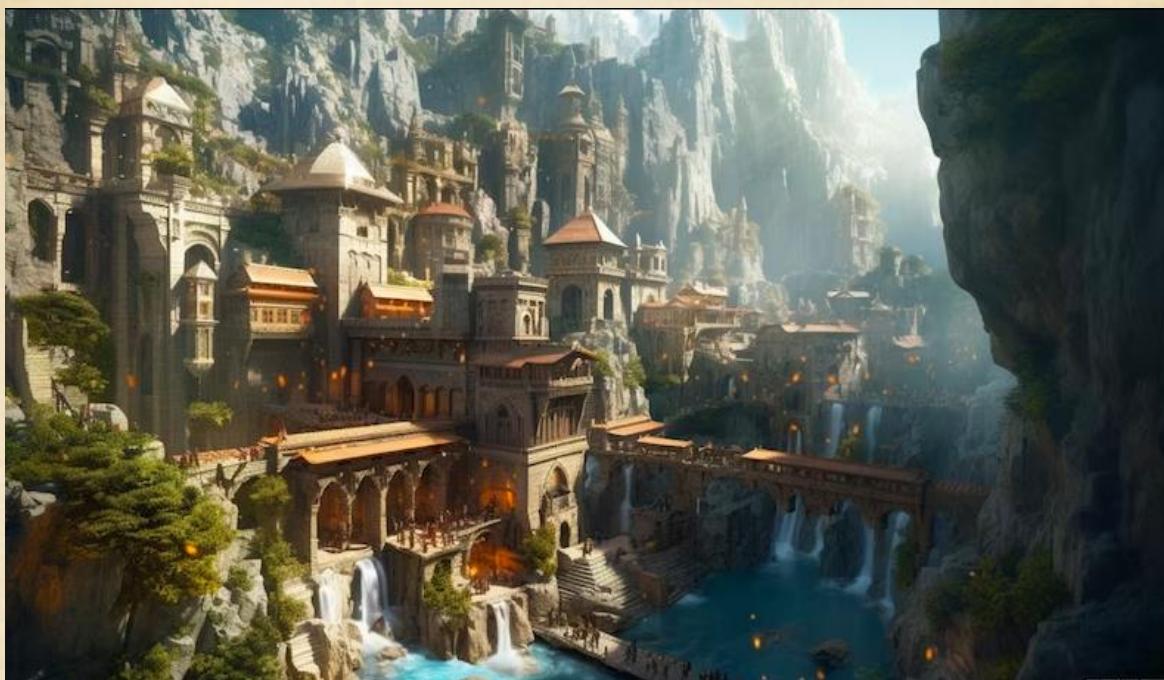
'The world contains good fathers. How do we recognize them? They are the ones who are missed so terribly that everything falls apart in their absence. They are the ones who loved us long before we even arrived. They are the ones who come looking for us when we can't find our way back home. The best are the ones who make the woman in their lives feel like good mothers, cherished, appreciated and loved.'

- Desperate Housewives



everland, the great Kingdom of the father Lord, King Forra, is a Kingdom that has seen hard times and stood solid. At the heart of Neverland lie its two major cities, Notville and Noland. Notville, known for trading and farming, has benefits that made Neverland an independent Kingdom, a resilient mainstay for other smaller cities. Towering spires and grand architecture seem to defy gravity, while the streets are filled with the sweet scent of blooming wildflowers. The streets are lined with curious shops and bustling marketplaces, where freshly harvested food stuff and artisans showcase their latest creations.

Noland, the metropolitan city of Neverland, is a marvel of innovation and discovery. The city's central square features a magnificent fountain, where water and sea lives dance in harmony, creating a mesmerizing display of beauty. The city's great library is a treasure trove of knowledge, holding ancient tomes and many artifacts.



The city of Noland is the location of the castle of the father Lord, King Forra himself and was the most prominent city in Neverland. The flowing river is channeled through the city to its neighboring cities throughout the Kingdom. With towering castles diffusing into the thick fog as they slowly dissipate, the beauty of the city is revealed gradually at sunrise.

Home trees stand by castle-shaped buildings, nestled in each other's roof and hanging flowering gardens growing fruits in its seasons. Bathed in the soft glow of eternal sunshine, Neverland is a marvel of beauty and splendor. Its landscape is a tapestry of lush forests, shimmering lakes, and rolling hills, woven together with jagged tops. Through the massive city walls, water ways slides passing from one clan to another. With roof tops like a ziggurat, standing tall on massive hill tops, the city marks one of the beauties of the entire Kingdom of Neverland.

Behind its reinforced, impregnable defensive towering walls are natural beauties of stridden mountain tops with snow caps. Occasionally, these snow caps avalanche into the surrounding flowing rivers at the base of the valley, flowing into a cascade of water fall.

Nearby is a natural and man-made vegetation of edible flowering trees. Beyond the bordering woodland, warm sunlight is filtered through the tickly congregated trees that cast long shadows into the shades of each other. At sunset, the scene is usually a beauty in nature.

Previously, in the days of little things, Forra, like a lone *rōnin* warrior, walked through heat-parched grounds as wind blows sand across the desert, he walked through trackless paths, under the scotching sun, that burns his skin, changing it into dark-tone ebony brown, in the search for survival and a simple life.

Clinging to his rucksack of food, water and sword, he crossed many seas and climbed numerous high mountain tops till he settled near a dilapidated city gate of an unknown people. Unbeknown to him, he was to become a good legend, for the survival of the people.

As he observes closely, he noticed that the inhabitants of the land were densely packed, hiding in smaller buildings and many were in a much stronger hall, trying to be quiet to avoid detection by outsiders. The decomposing bodies of slayed fighters give him the impression that the invasion was recent.

He unsheathed his sword and stealthily approach the back of a building where some muffled sound was coming from. Steadily, he studied the situation and the attackers. Then he saw some helpless captives who were taken as slaves on ship. They brought out one of



the women for execusion. He has known that the survival of the freemen was a battle worth fighting for and should one die trying, then such would be considered a beautiful death.

As one of the attackers raised his axe to chop off the head of a slave who was about to be executed, Forra with sword in hand, observe their every move, threw his

only sword, piercing the executioner's heart from back to front. Then as others charged toward him, he ran

toward them in hand-to-hand combat. Swift and precise his moves were as he delivers his defenses and attacks.



one after the other, he took them out, dodging their stabs and attacks, he attacked the warriors till the very last one. Then he tortured the last one for information and realized that they were the Fellars, the dreadful dark forces of fallen rebel heroes with the embodiment of humans from the abyss.

They were servants of the Dragon King himself, a previous warrior, servant of the Wise One, who went rogue. That wakeup-call for Forra and the people of the land was clear. In time of peace, they need to prepare for war.

Forra, the weary traveler never desired for glory nor was he desirous of anything relating to royalty. Though, when it eventually came, he was the only one qualified

to protect, guide and lead the people of the land. Thus, he earned the right to the throne as King and the prerogative to preside over the people. He came to the throne after delivering the people of Noland and all of Neverland from the cruel hands of the Fellars who invaded the Kingdom.

The Dragon King is a formidable dragon ruler that has stood the test of time. He fancies himself a god. With



powers so evil and perverse, he has caused numerous destructions to his victims, devouring them with no mercy. People dread him and some would serve this god-king for luxury as well as fear. Only the brave would choose to oppose him and rather die standing on their feet as free men than to live under his tyrant rule as slaves. Earth and water the Dragon King claimed, the very essence of life.

The Dragon King has distorted the very existence of life, reducing it to be nearly miserable. As the Dragon King dominate his victims, he brings them to knee. For those who refused to his terms, he brings about swift execution on them. Devouring city after city was a custom to the Dragon King.

The people of Noland have refused to pay allegiance to the Dragon King for his cruelty and evil domination. In a formidable battle to save the city, Forra fought with a battle strategy he learned from The Wise One. After a long strenuous battle, Forra defeated the Fellars. Moved by his bravery and military wit, the Fellars were defeated, once desolate city became populous with those who were hiding and victory was celebrated.

Since they have lost their warriors, leaders and King to the Fellars, they had no one qualified to lead them. Hence, they entreated Forra to guide them through the days ahead, for he has brought them glory. As the days passed by, they would come to seek advice on various subject, one after another, they would come to Forra. Gradually, they regarded him as the Father of the land, Lord of the people, and made him their King over all of Neverland. Thus, Forra, became first to his name.

He decided to dwell in Noland and make it his capital city, raising the city to a more prosperous state to regain its lost glory. As he ensured all of Neverland was rebuilt by the people to fortify them for the trying times ahead, King Forra ruled in wisdom and love for the people. He



helped them learn new ways to life and adapt to the changes. Thus, in the time of peace, he prepared the people for battle, to better stand against the retaliating attacks of the Dragon King and from a humble beginning, they all worked to raise the walls of the city and made it secured and more fortified as they saw fit.

Little by little, smaller cities began to pay allegiance to him, thus he ruled over the vast lands of the city of Notville and it became part of Neverland. Later, King Forra selected his Queen and they both continued to fortify the Kingdom and defended it from terror both domestic and foreign. Blessed by the Wise One, King Forra ruled the people of the land in wisdom and serenity amidst difficulties. He allowed the Way of the

Law to be a guide in their mode of operations. The commoners were hard working and all knew what was required of them as they harmoniously worked in one synergy to restore their land to the new hope their liege Forra has beacon on them.

Subsequently, King Forra had an offspring. He was named Theodor, the first scion to the dynasty of House Forra, son of the father Lord, the King of Neverland. Theodor, the young prince grew and choose to become a Graillander. Prince Theodor, the first scion to the dynasty of House Forra was the first of his name to be invited to the Potter's Wheel, become a member of the *Brotherhood of Knighted Warriors*, and eventually a Graillander. He continued a Graillander till this day.

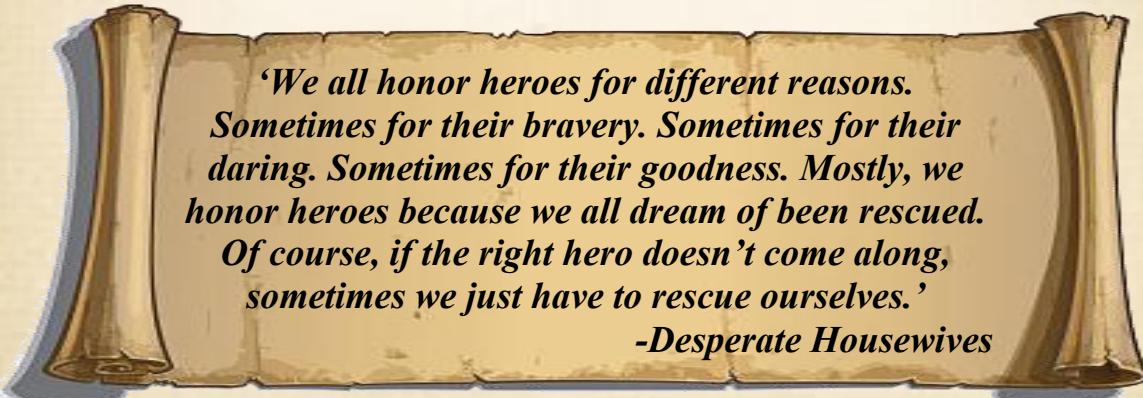
In time, another son was born. With this scion, a legend was born. He became the second scion to the dynasty of House Forra, the son of the great King and the father Lord of the people of Neverland. He became first of his name to be trained by Gamaliel.

Then came Princess Rhódon, the third scion to the dynasty of House Forra. Princess Rhódon became mighty and had a people of her own and a nation down till this day. In time, she commanded a powerful force in her new role as a Queen. Among all descendants in House Forra, Princess Rhódon, the third scion to the dynasty of House Forra, became the first of her name to be united till the end of times.

In those days, there were Seers assigned to the people. The Seer was responsible for representing the people in the Way of the Law. Every fourth year, the Seer of each district relocate to another district. Seers appoint Kings. In turn, group of allied Kings in a land are refer to as the Kingsmen. While it was the custom for people to travel and become citizens of other cities, kingdoms or nations, the Seers reserved the prerogative to recrown a kingsman of another people as a kingsman of a new people in his new land of relocation.

Each Kingsman governs a city in a Kingdom and are members of the *Gerousia*. Each city, nation, Kingdom, empire or region had a *Council of Freemen*, united in one bond and goal for the good of the land and its citizens by caring for the infrastructures for the security of the people. The vast lands have numerous tribes and people with different ways of life. All had the goal to maintain the peace of the people and neighbors.

King Forra later became their knight in shining armor, a patriarch, and a King to the people of Neverland. Most importantly, he was their hero and remained a hero down to this day. Allied nations near and far bonded with Neverland. Hence Neverland was at peace with the Kingdoms around them.



*'We all honor heroes for different reasons.
Sometimes for their bravery. Sometimes for their
daring. Sometimes for their goodness. Mostly, we
honor heroes because we all dream of been rescued.
Of course, if the right hero doesn't come along,
sometimes we just have to rescue ourselves.'*

-Desperate Housewives

The Birth of a Legend



'Children come into the world with their own agendas. Some, to brighten our days, others to test our patience and endurance to tolerate; many to give us purpose in live, and few to take care of us. When they come, children change everything, especially when they are not invited.'

-Desperate Housewives



nce upon a time in the days of long ago, there was a land far away. The name of the place was Noland, in the Kingdom of Neverland. Enduring many scourges of war, Noland and its people have grown and learned many ways to survive. Sons were born in the time of war, submerged in the crucibles, they faced the heat of combat.

As the sons grew into men, they were forged as warriors, conferred a knighthood with each of them having their special tactical skills. With their refined training from infancy, the volunteer forces from Noland came to be strong men in all of Neverland's warriors. Thus, Neverland came to have one of the finest warriors of the time.



Neverland was renowned for its men of war, strong men of fame and brave men of war who were gallant soldiers. Their armories accentuated their skills. They were garbed with durable leather-made military regalia which allows them to be flexible and stealthy, with an alloy of bronze helmet. At best, each soldier carries with him two swords and a side arm of short dagger usually made from obsidian rocks.

Some were skilled in archery, while others were good as cavalry soldiers. Yet, all were mandated to become skilled in the use of the sword and hand to hand combat. As resilient swordsman and masters, the soldiers were trained to stand and fight to the death with glory. The mounted troops on horsebacks were chivalrous knights, tasked to protect the Father Lord, the King of Neverland. For the glory he held, he passed on trainings to the people of Neverland as they were his protégés.

In time, the birth of a legend gave the Kingdom of Neverland a second reason to celebrate. A male child was born. He was named McKathy, the second scion to the dynasty of House Forra, son of the father Lord, King of Neverland. As McKathy grew from strength to strength, he protected Rhódon, his younger sister and was close to his elder brother, Theodor. This trio held solid the House Forra. Growing up, the trio siblings had their trainings and lessons. McKathy was very attentive and serious with his lessons as he formed a close friendship with his tutor and looked forward to each lesson.

When he came of age, the father Lord, King Forra of Neverland made preparations for him to be taught the Way of the Law, the Way of the Kings and management over Kingdoms. He was also given trainings regarding the Way of the Warriors.



When he was tested, as the custom was, McKathy excelled. Thus, he was considered due to be a warrior after Theodor. Thereafter, Rhódon also became a warrior. In time they were knighted in the same array.

With the passage of years, McKathy come across many friends and models but he chooses to be selective, to avoid any who will deter him from his goals. His tutors were good and wise men. As a teenager, he embarked on a voyage southwest, to the Port of Harbor, a city of the Kingdom of Water nation. There, he was taught by Aristotle about the Way of Athena.

Thereafter, along with his men and servants with whom he left Neverland, McKathy traveled to a distant land northwest of Water nation. There McKathy received training at the feet of Gamaliel. Afterward, he continued

to serve humanity. They made landfall on an unknown city in the Kingdom of Irewo. His earliest of adventures began as he set out to help a group of despondent



people, they were the Wind People. To learn from the best of the best, he voyaged back to Water nation. On his return, he became a Wind Talker and set up a training fort as a tutor with many protégés.

As he assisted the Wind People, he trained more men to help out. Hence, the district Seer appointed McKathy as Lord over the people. With the gradually approaching raging war steered by the Dragon King, the survival of

the freemen was paramount. So, McKathy focused on fortifying the people for a united stand against the Dragon King. Slowly, nearby communities who agree with his idea began to form allies with them in support of his course.

In the same way, the cities of the Arsenikósés and Thilykósites, located East and West of their settlement agreed to join forces with McKathy for a strong and united stand.

Due to the many Wind People residing in this territory, the Seer who was assigned to them was Seer Enótita, he was at the time the Seer of the Wind People. Seeing the

progress McKathy have made in uniting the people, Seer Enótita enthroned McKathy as King.



As they continue to dwell along, the King of the Thilykósites, relegated his position as the head King to McKathy who was a knighted warrior. Thus, the three major cities, the Thilykósites, the Arsenikósés and the people of McKathy became a Kingdom with one head King, addressing McKathy as the Lord of the people and King of Sparta. As they become famous, resisting the forces

of DeOthers and standing against the invading forces of the Fellars, they were named *The Spartans*.

To better achieve success in his goals, he volunteers to receive trainings at the Potter's Wheel. Furthermore, his request was accepted by the Graillanders. Thereafter, with his trainings and weapons forged from the *fires of resilience*, he had a renewed zeal to help train more men and face the Dragon King and his hordes, the Fellars.

Courageously, King McKathy engage on a quest, his quest to conquered many cities and Kingdoms and free the enslaved inhabitance from the oppressive rule of the Dragon King.

The dread of the Dragon King persisted as the Fellars continue to plague shanty towns around and city, reducing them to slums. For most cities, they consumed



with fire, becoming a pile of ash and dust. However, Sparta and Neverland were among the known territories that remained solid and resilient.

As the Lord King McKathy continued to rescue and free many more despondent lands, most of the freed people would choose to become loyal allies to Sparta. Some would relocate and dwell in the territory of the Spartan



Kingdom and made it their home and its people, their family. Gradually, as the Spartan territories increased, becoming stronger and famous, he made his father, the Lord King Forra of Neverland very proud and famous.

For a good course, the Lord King McKathy would never back down. He never let his men back down either. They were warriors, and from the bloodline of warriors they came. Survival may be an option, not victory. They were ready to stand for victory.

They cohabited in peace and unity along with other independent cities and great Kingdoms. Some were stronger and famous than others. Yet, all these nations were at peace with each other, only at war with the Dragon King, his Fellars and those who choose to knee before the Dragon King. As for DeOthers, they claim to be on a neutral side. Yet, a set of DeOthers called the Stalkers, continue to attack the freemen and women, taking some as slaves, killing many as game for the Dragon King.



The former captives were taught the Way of the Law as found in the Oldest Book of Law. They understood the

Way of the Wise One, the Way of life, peace and of glorious hope. For those without the knowledge of the Wise One, life was miserably filled with the struggle of survival, sex, live or be killed.



Knowing the Way of the Wise One gave people a good definition to life and made life bearable.

Excitement filled the faces of those who came to know the Way of the

Wise One as found in the Oldest Book of Law. Some further learnt the Way of the Wind People and reached out to help.

Children change everything. However, self-control would help one to endure these inconveniences even within the four-walls of the family, because they are the ones, we'll always want to be there for us. They are the ones we will want to spend our pleasant times with. They are the ones that would stick closer when the going is tough. And long even after some misunderstandings, we will still hold them closer.

"At the Feet of Gamaliel"

'The perfect friendship is that between two persons alike in virtue. And as it were, a friend is a second self.

So, without a friend, no one would choose to live, though he may have many goods. As the saying is "nature chooses our relatives, we choose our friends."

-Anonymous

Searching for the truth about life and the natural world leads to the acquiring of knowledge. This development begins from infancy. The ancient medieval world had some foremost citadel of knowledge. These fortresses were centers for educational training. Amidst the studies, geography, mathematics, science and technology were especially essential for all.



The fortress at the city of Aibid’umu of the Kingdom of Irewo was one of the choicest among others. Outside the bordering trees extended a large park-like area and in the distance, young apprentices’ men and women, could be seen in rigorous training, practicing the arts or



sciences they were taught, to broaden their tactical intellects in diverse subjects and construction ingenuity.

Built for coaching, the environment was made conducive for learning. With cascaded stream waters, flowing and emptying into the base of the next echelon from a rocky-river basin, it has stood as time was born with many scholars and students. In and around the fortress were beautiful flowers and fruit bearing trees.

On his voyage to the educational training fortress at the city of Aibid’umu, where he was taught by Gamaliel,

Lord McKathy, met a loyal friendly ally, one he considers as brother and a trusted friend. Although, they have never met, their synergy was strong. As a group of soldiers on horseback galloped towards them, kicking up dust, the Lord McKathy took a good look at the company approaching. It was Lord Jay, a Trojan prince and his retinues. Later, they arrived at the fortress.

At the time, Lord McKathy and Lord Jay were not yet Kings. They were later enthroned the same time by the Seer Enótita. Hence, they became Kingsmen to their respective people. Lord Jay was a royal heir of the Trojan city. Knighthood was bestowed on him and he was a Wind Talker with knowledge of the Way of the Wind People.

Previously, in the city of Amoville, North East of the city of Aibid’umu, both located in the territory of the Kingdom of Irewo, Lord McKathy rescued the people from the hands of the Fellars. When he left, rebellion erupted as they fought among themselves who will rule thereafter.

Lord Jay was the one who adjudicated and contained the situation, bringing normality back to the people. Words got to Lord McKathy and he was pleased and yearned for the day, they both shall meet because their goal was for the same course and their friendship has just begun.

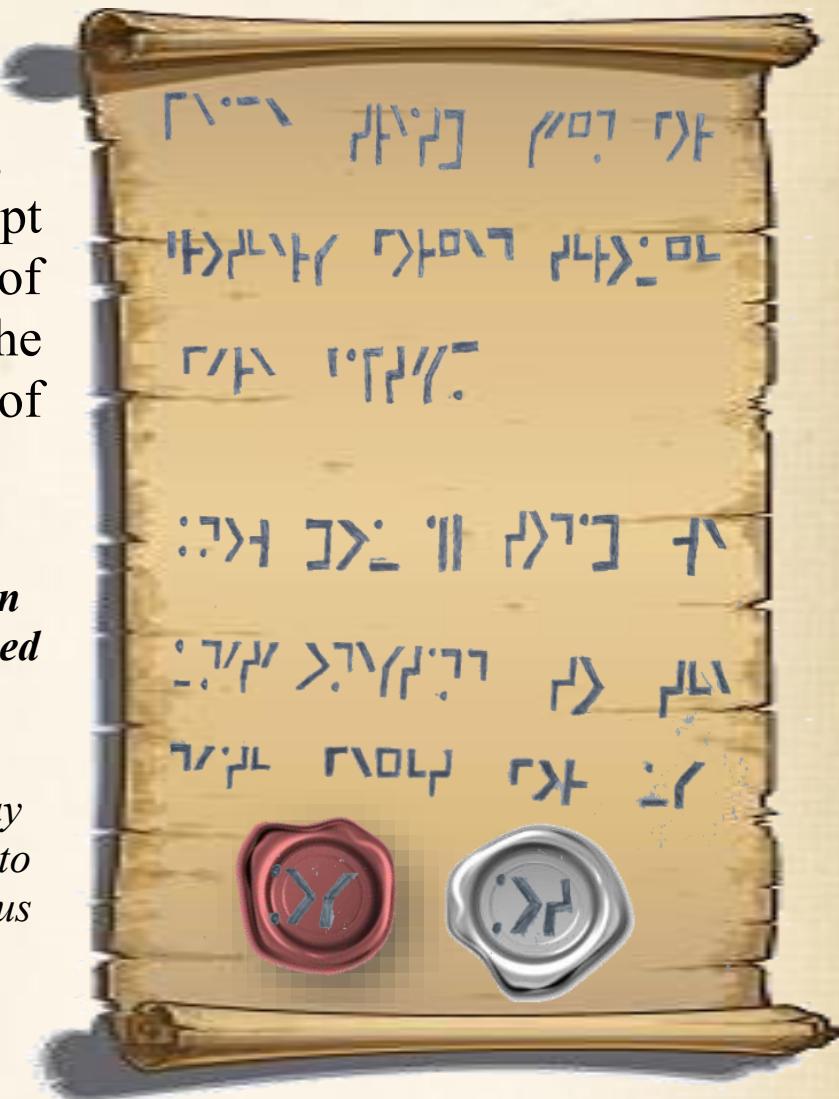
Hence, a peace treaty was signed between Lord McKathy and Lord Jay. A unity based on friendship and

love, sacrifice and courage. A friendship like a knotted knit bond, fortified by two edge swords. A friendship that has experienced the baptism of fire and has proven to be more desirable than cherished treasures, indeed their friendship was as thick as blood. Their peace treaty was written in a scroll. For keep sake, it was later kept in the sand of time inside the Spartan Hall of fame.

*Peace Treaty Sign
for Brothers Forged
Through Fire
Baptism*

*Know you all today
we unite one stand to
the death fight for us*

ΣΩΣ ΣΩΤ



*Peace Treaty Signed by Brothers Forged from
the Baptism of Fire.*

*Be it known to you and all, this day that we shall
stand to defend one another even if it calls for
defending one to the death.*

King of Sparta

King of Troy

They enjoyed their journey together to the fortress and were enlisted as scholars. Also, Lady Marion, a warrior known for her eagerness, was enlisted with others. All who have received tutelage at the feet of Gamaliel turned out to be skilled in various aspects of their studies. As at that time, Gamaliel was the greatest of all in wisdom about the knowledge of the natural world.

At the expiration of time when they were done with their studies, as the culture was, the night before, there was merriment and dancing. The people drank to stupor of vinous liquor in the enchanted moment, some got



frosty in the cold dark weather, with sniveling noses as they speak and dance to the background music. Lord McKathy of Sparta and Lord Jay along with lady Marion, a knighted warrior of an ally city of Sparta in

Irewo, were all in happy mode since they were successful till the end of their training program and were ready to head back to their various homes the next day.

Suddenly, there was a sound of war and at the wild outdoor, a man was seen galloping on horseback from the direction of the city of Amoville, of the Kingdom of Irewo. At first, he was believed to be a star-crossed voyager. As he approached, it became obvious that he was not a vagabond but a messenger of the King of the city of Amoville. The cry for help from this despondent city was loud.

They were caught off guard. Their walls were pillaged; their buildings, burnt and men were lost in the fight. As the inhabitance of the land fight in defense, they were no match for the Fellars. The fighters of Amoville fell by the edge of the sword of the Fellars. The women and children scamper into the city survival chamber with the help of the Keepers. The nearest infantry of the Irewo military was far away a bit. Hence, the warriors at the educational training fortress at the city of Aibid’umu became the first respondents.



Lord McKathy along with others in the educational training fortress at the city of Aibid'umu charged to the rescue. The Dragon King has ordered his soldiers, the Fellars, to exterminate the people of Amoville in the Kingdom of Irewo. In the past, the people of Irewo had endured many battles. The fighting men remaining in the land were mostly wounded or lamed. No one had the courage to fight these fearsome Fellars warriors. The people of Amoville have contributed so much and have made great sacrifices on the altar of freedom for the freedom of the freemen. Hence, they have lost many men in battle like many other people.

The last line of defense were the sentinels of the hall of fame. They were the last to engage in battles. They were to hold the last line of survival by guiding and neutralizing any enemy attackers who dears come to the hall of fame. However, the heat of the battle was so intense that the Fellars were almost taking over the city of Amoville.



As the Fellars continue to attack those running into the hall of fame for protection, the Handler, head of the

Keepers, guardians of the hall of fame, command the Keepers to initiate a defensive stance. Accordingly, the Keepers engaged the Fellars at the courtyard while the Handler kept on guard to lead and secure the doors after the last person enters.

Although the Keepers resisted the Fellars, giving them a harder time as many Fellars fell by the edge of the sword, the number of the Fellars kept increasing till the last Keeper fell. By this time Chloe, a teenage Spartan girl and her half-sisters fought their way in with the help of the Handler who sacrificed his life for these escapees. The Handler bravery fought to the death, holding the line till the very last of the survivors made it in. As he draws his last breath, his last words to Chloe were:

Make it count!

The Handler knew Chloe and her family background. As the only one most skilled among the people in the survival hall, the Handler's only hope was that Chloe would find a way to make the sacrifices of his fallen men worth it, by surviving along with others. He hoped she would make their death count and their bravery they would be remembered; their acts of valor and courage, be told over and over again.

As the weak, wounded, women and children scamper into the hall of fame which was built with the fortification to resist enemy attack till help arrives, Chloe, along with her younger siblings in the safety of the hall of fame, knew it was a matter of time. Although,

Chloe was courageous, her half-sisters were not. They have narrowly entered when some Fellars soldiers who were chasing them started pounding the gate in attempt to break in.

In her desperation, Chloe, with eyes straight on and a long gaze at the Fellars pounding the gate of the survival chamber hall, unsheathed her sword. Infuriated by their filthiness, cruelty and gruesomeness, Chloe, with sword in hand, yelled with a loud command:

To the death! We stand! Brace your swords!



Like a spark of fire, those words triggered a surge of untold strength, vigor and energy in them. Immediately, the women and children all reached out, each one of them, grabbing hold of swords, shields and any weapon they could lay their hands on from the fallen mighty ones hung on the walls as artifacts of art. They were ready to fight for their survival. They were willing to stand and fight to protect their lives, their loved ones and their homes.

Subsequently, under the charge of Chloe, they were ready to make their last stand to the death. Like a city without soldiers to fight its battles, the women and children had to bear the sword, ready to defend what was theirs. As the fear gripped women and children stood in wait for the gate to be ripped open, the tensed moment made their heart bit faster.

Filled with mixed feelings of fear, anger, and hatred for the Fellars, the survivors only knew one thing. They were convinced that their increased trepidation would only end either at their death or by the death of the Fellars. Still, with this renewed hope given to them by Chloe, victory is a must. Filled with the urge for a revenge, they started chanting their warrior's battle songs as they wait till dawn.

*Hear the battle cry, let valor rise
Stand and fight, don't yield or compromise
For honor's sake, for glory's might
Charge into the fray, and hold the line tonight*

*Swords aloft, shields strong and tight
March into the breach, and let our fury ignite
For kin and land, we'll take our stand
And fight to the last, with sword in hand*

*To arms, to arms, let courage guide
Fight to the death, let our hearts abide
No retreat, no surrender, we'll prevail
For our lord, our land, our freedom's gale*

*Though the odds be great, and the foe be bold
We'll not falter, our wills untold
For we are warriors, born to fight
And in this battle, we'll shine so bright*

*So let our battle cry echo through the land
As we charge into the fray, hand in hand
For glory, honor, and our noble creed
We'll fight to the death, and plant our banner's seed!*

The pounding of the gate continued. Then the Fellars started retreating. The reinforcement from the educational training fortress arrived on time for the rescue. Eager to save those in the survival chamber hall, Lord McKathy along with some warriors fought their way in to the courtyard to extract the survivors and prevent further invasion. They attacked the Fellars at the gate of the survival chamber.

Lord Jay, on the other hand, led the remaining number of the warriors to counter the other Fellars in the city. They fought their way in with great resilience. As they hurried toward the city and have nearly reached the gate, a huge cloud mass of arrows engulfs the sky from bows shot from a large garrison of the Fellars. As a warning, one of the soldiers alerted the others with a loud screaming saying:

“Archers!”

The warriors responded with shields roof. As it rained arrows, some were injured with few killed. Many were protected under their shields. Then, the warriors engaged the shooters in fierce combat.

After some time, the soldiers of Irewo arrived along with a knighted warrior, Duchess Lily. Then they let out their battle signal. Their horn sounded with intimidating roar that sent chill down the spin of the Fellars. The soldiers of Irewo quickly recognized the difference between their friends and foes. From outside the city, they started clamping down on any Fellars that was still alive. The archers lunched a neutralizing raid on a group of Fellars confronting them.





On hearing the horn signal, the people in the survival chambers became hopeful of victory and opened the door from the inside.

Soon, the Fellars were defeated by the reinforcement team lead by McKathy. Thereafter, Lord McKathy and his team, along with Chloe, rejoined Lord Jay against the Fellars. From inside out, they attacked while the soldiers of Irewo attacked from the gate to the inside.

From dusk till dawn, the battle lasted. Fighting for genuine cause, the forces for good prevailed over the evil. As the sun rises, the Fellars became helpless as they were outnumbered. Hence, they turned around and



ran for their lives. They were chased after and were exterminated down to the very last one.

Through sunny jiggered desert hills, the worn-out soldiers returned home. With downcast faces, they move. Some on horse backs, others on foot along long dusty trails. As they move, they scouted around for any ambush lying in wait for them.

From another humble beginning, the people of the city of Amoville started life again. Reconstructions of homes and tents was norm amidst nursing of the wounded and emotionally traumatized. Farming has

taken another dimension to speed food production. The distant rivers would have helped should it be a little closer. Unity and support were vital.

The King of Irewo commended Lord McKathy, Lord Jay and the volunteer team for their assistance and support, requesting that they should stay and tend to their wounded, assist the people to rebuild, teach them what they need to know and help them stand tall. There was much work to be done.

As they shared the skills, the Way of life and the knowledge learnt at the feet of Gamaliel, they continue to educate the people on the Way of the Law as found in the Oldest Book of Law and on the laws guiding the Spartans – the Spartans Rules. Lord McKathy and Lord Jay were considered to be benign and considerate to the people. They felt

SPARTANS RULES OF ENGAGEMENT

All Spartan sons and daughters shall know these and obey them.

1. Be humble.
2. Be loyal, self-sacrificing and courageous for the love of Sparta.
3. Must be obedient to the liege.
4. Know no hate, know no fear.
5. Let justice be done, though the heavens may fall.
6. A warrior shall be brave with wit of tactical strategies.
7. Be disciplined and good researchers.
8. Even a King's messenger is accountable for his words.



their pains and assisted as they could.

Life at home was humble. Families dwell together around warm company of close friends. The pain of one was felt by all. Like a colossus ant colony, each one supported, worked, and cared for his fellow. The good old days were priceless, peaceful and memorable. The memories and deeds of the fallen men were preserved in the sand of time kept in the hall of fame.



The known world continues to live in fear of the tyrant god-king. For as peace prevailed in all the cities, the Dragon King prepared for a revenging onslaught. Thus, Later, Lord McKathy returned to Sparta. King Forra sent emissaries to Sparta to get words as to how the Spartans were progressing.

'Certainly, true happiness consists not the multitude of friends, but the worth and choice of friends. The prove:

A true friend unbosom freely, advice justly, assists readily, adventures boldly, and takes all patiently, defend courageously, and continue a friend unchanged.

A true friend reproves secretly but praise publicly.'

-Anonymous

Previously at the Potter's Wheel



From the moment we rise, till the time our head strikes the pillow, our life is filled with decision-making which will make or mar our lives, for a short or long time. Sometimes we may have choices, other times we may have fewer options, and most times, we are left with none. While some may find it hard to make decisions, others make and unmake decisions seamlessly. Yet, we all have to live with our decisions.

Castrum were fortresses for the training of combat warriors. Like a school, it forges men into gods, training warriors, to be skilled and have tactical wit. After the training of these warriors, they would become *Elites* such as knighted warriors, any category of the members of the *Order of the Forge*, Graillanders or Seer. The citadel that houses the Potter's Wheel at Grailland were among the many schools cared for by the Graillanders.

The masters at the Potter's Wheel were clairvoyant wise men, invested



with knighthood of the finest rank. They are vast with the knowledge of the Oldest Book of Law and are usually descendants of the Graillanders or previously a Seer. The castrum located in the city of Grailland was one of the strongest fortresses ever known. With an area for training, these fortresses were well built with a place where special weapons could be forged.

The *fires of resilience* were built to have a bath pool of ice which is used in forging resilient steel blades with high carbon. As a substantial honorarium, students forge their own weapons. A full supply of obsidian rocks was a constant feature at the blacksmith store.



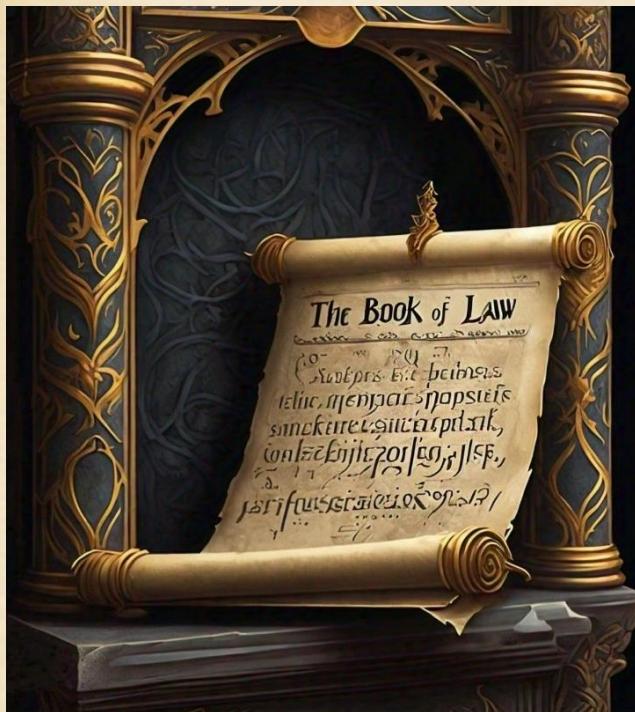
The Graillanders were keepers of the fortress. They engaged in simple life, and were devoted to the Way of the Law as found in the Oldest Book of Law. The

Graillanders help to balance normalcy. They had the prophecy passed on to them that someday, a warrior



great and strong would eventually purge the world of all tyranny and the oppressive rule of the Dragon King and his Fellars shall be halted. Thus, peace shall prevail forever, restoring normalcy to all, uniting the nations far and near, great and small. Hence, DeOthers, the beastlike men who ravage their fellow men, would be eliminated from all the lands.

To effectively send written directives between Kingdoms and cities, the Graillanders began scholastic program where people were trained to read, write and communicate. Thus, the language Graillandic became

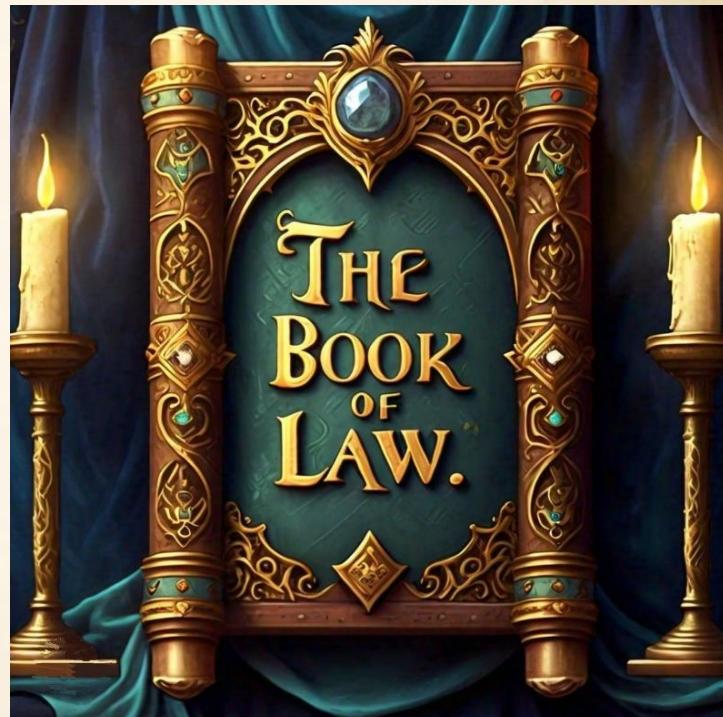


voluntarily in response to the clarion call for service of their home land. Therein at the Potter's Wheel, these young volunteers were taught the Way of the Law from the Oldest Book of Law.

The Oldest Book of Law is believed to be a scroll of law with golden pages. It is said to be 'born in the East and clothed in oriental form and imagery. It is said to have walked the ways of the entire world with familiar feet and enters into one land after another and have found its own everywhere. It has learned to speak in hundreds

the most used in writing and communication. Though, some lands spoke the language of the commoners amidst others, the Wind People have an entirely different form of communication.

For the love of Sparta, sons were conscripted



of languages to the heart of man. Children listen to its stories with wonder and delight, and wise men ponder them as parables of life. The wicked and the proud tremble at its warnings, but to the wounded and penitent it has a mother's voice. No man is poor or desolate who has this treasure for his own.'

The Way of the Law as practiced by the Graillanders, was favorable by all. The training at the Potter's Wheel exposes one to a rigorous Way of Life as one would have to pass the test of hunger, fear and cold, natural features that could affect the success of an elite warrior in open space.

Then the making of one's blade with fire and ice with a choice forge from an obsidian rock, helps one to get bonded with his own sword, like an extended arm when brandishing it. They were trained to value life as they have to care for a bull from its birth till the days ahead. Although, many may volunteer, only a few would endure to the end of the survival trainings and become the very best.

After their elite training, these warriors would be ready for different task. Most would be sent to different cities.



Some with knowledge of the Way of the Wind People were sent to communities of the Wind People as protectors. Others are sent to cities to secure the city and its fortress in renovating or constructions. While some become Seers, others may become Graillanders.

Grailland also continue to maintain the records of these



well decorated elite warriors who were trained at the Potter's Wheel. Like in a hall of fame, their records were preserved till the end of times. In some lands, though, some of the Wind People are well trained and they eventually become warriors even Kings and Kingsmen. Few Wind Persons did become Graillanders and served well.

The Wind People are city dwellers with an uncommon civilization form of their time. They have a nomadic



lifestyle with visible communication form which some considered to be difficult to learn. Yet, many desire to learn the Way of the Wind People and become Wind Talkers. With few privileged, they are usually impoverished, with most of them depending on others to fight their battles. They are usually seen in clusters at a place and enjoy the company of one another. For those who have become warriors, they zealously endeavored to reach out and give a helping hand to others like them.

Before his mobilization to the Potter's Wheel at the castrum located in one of the cities of Grailland, Lord McKathy had become an enthroned King. He was at first a Kingsman of Sparta and along with King Jay, who was at the time given governance over one of the cities as a regent King, before he returned to Troy. Seer

Enótita, the Seer of the Wind People was the one who crowned them both.

The people of the land freely consulted the Seer of their districts individually on various matters. However, the King of the land or the Kingsmen mostly do. Each independent city and Kingdom have counsel men of the *Gerousia*. These are the Kingsmen of the land. The head King preside over the counsel. However, when the seer does



visit, the seer presides over the meeting of the *Gerousia*.

Normally, the Seers are good and caring. Still, some Seers choose to follow their selfish interest and do evil to the people. Those who choose to go rogue are usually fished out and purged from the land by the Kingsmen. Nevertheless, if the Kingsmen fail to do so, then the Seer of the land is under obligation to bring normalcy to the land.

Seers crown Kings, while knighthood was bestowed on warriors by the King along with his Kingsmen. The knights are at the frontline in battles and would take the

battle to the gates of the enemy. To qualify as warrior, series of training would be passed by that individual so that that one would be resilient in battle and hold the line to the death.

So, in time of peace, others were trained to be good fighters and skilled at the use of the sword, arrows and any tool of one's choice. The bravery of the knights in battle spurs others to be better fighters.



As the dependent towns and followers of Lord McKathy and King Jay tremendously increase, they were educated in the Way of the Law from the Oldest Book of Law. Some choose to learn the Way of the Wind People, share cultures and education, knowledge and tactical skills and help one another grow. In time, along with his warriors, King Jay returned to Troy to be with his people.

Yes, decision making can be hard for some, so they choose to dream as it all start with a mind thought-out presentation. For some, it should be 'a dream come true'. For a few, it may leave a scar. And for others, it is just a subconscious reminiscence of the day's affairs. No doubt, we all dream dreams, but some daydream as there are others who hallucinate. However, most persons can't wait to have their dreams come true.



'To have a life without a real friend is a denial of our true nature, suppressing our deepest needs and aspiration. Although, some friends are separated by time, others by differences, most by distance, and few by pride. No matter how far apart true friends may seem to be, or their silence may make them appear like strangers, as the pause lies, their value as friends may not depreciate.'

-Anonymous



Aventure usually begins with negative oppositions, nonsupport and discouragements or doubts from some who should be there for us. Sooner or later, one's resilience would tell if he would be considered a coward or a legend with his name etched in the chronicles of history. With those friends-turn-brothers by one's side, countless battles can be conquered, fostering their bond of friendship even stronger with each triumph.

As the years went by, time changes everything it touched. The cities in and around the Spartans



residence faced tougher days to drought and famine as vegetation dwindles. The blossoming gardens of foliage

was gradually replaced with dead shrubs and dust-coated skeletal branches. Yet, even in such trying times, the cities around had their guards at high alert against any invasion from the Fellars or from DeOthers.

While some wise men blamed time to have stolen away the good old days, a school of thought have it that it is not what time stole that really matters. Rather, it is what time leaves behind, especially things they would not forget, realities that have come to stay.

For some, their experiences at the feet of Gamaliel have left them with many blessings as well as regrets. Whereas, each elite warrior who was previously at the Potter's Wheel lived to be grateful for the training they received. There are those whom time has separated from their friends and family due to the raging wars.

Most found reasons to live each day at a time, as life brings to them new families and friends as did the Lord King McKathy of Sparta and King Jay of the royal heir of the Trojan city. Time, indeed healed most wounds. Yet, through space and time, some sores were created. Sores that would remain as time lives.

The raging wars resulted in the collection of captives taken as spoils and prisoners of war. During the invasion at Western Bengal, Rizpah, a knighted warrior Duchess of the Munda tribe of Indi's people, was among the captive taken to exile, separated from her family. However, she was smart to outwit her captors, the Fellars.

Stealthily, she worked her escape, but wandered far away from home. In a delirium of heat and thirst, she stumbled upon some nomads and dwell with them for days. Duchess Rizpah learned the Way of the Graillanders from old scrolls she came across.

Thereafter, she sojourned from land after land for survival and became proficient in the Way of the Wind People as she took up dwelling with them at some point. Where Rizpah learned to be a combat warrior and a knight, was not known. Yet, she was a fine warrior.

As a norm, there were conferences at mount Ilu, a designated site for the Wind People. At such times, numerous soldiers from different cities of the Wind People including Wind Talkers, all stream to mount Ilu. These warriors and their soldiers assemble to learn the Way of the Wise One and the Way of the Law from the Oldest Book of Law.

Such training helps them to remain focus and better stand in the battle against the Dragon King. On one of such campaign against the Dragon King, Duchess Rizpah of the Munda tribe of the people of Indi's met Maiden Pearl of Kingsden and Prince Rajah of Macedonia. These three became like a three Musketeers. They were bonded in friendship of loyal love. Although they parted at the end of the campaign, their ties endured and as Wind Talkers, they continue to help the Wind People in their territories.

Occasionally at such campaigns, King McKathy and King Jay have crossed path with the three Musketeers, Duchess Rizpah, Maiden Pearl and Prince Rajah individually not knowing the bond between them. They all know the Way of the Wind People and over time, King McKathy phalanx side-by-side with Prince Rajah, Duchess Rizpah and Maiden Pearl over and over again at different campaigns and events.



Despite the intensity of the drought, King McKathy and King Jay would ride to battle in defend of the helpless as the Dragon King and his soldiers would attack city after city. What was left of them, DeOthers would savage, like marauder bands.

Duchess Lily, a radiant fearless knighted warrior and daughter of a commoner from Susa of Persia, who joined forces with the soldiers of Irewo previously at the battle of Amoville in the Kingdom of Irewo, came to Sparta to be taught the Way of the Wind People. When she became a Wind Talker, she remained with the Spartans. While she was a commoner, she served in

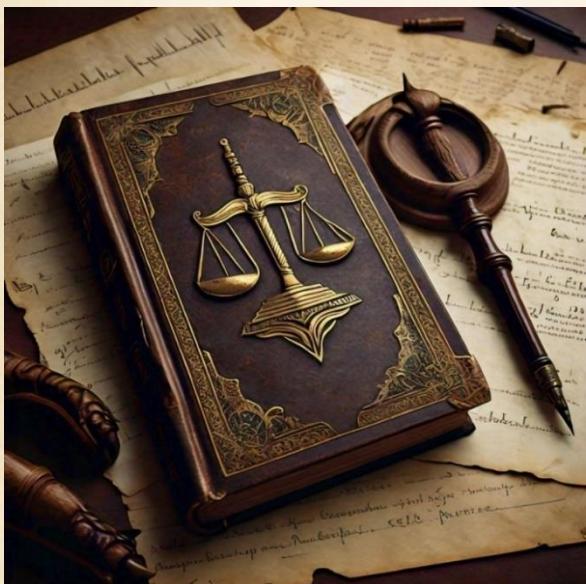
the courtyard of a Kingsman and was adopted as an heir. Thus, she became a daughter of the King, making her to be of a royal dynasty.

Duchess Lily has a steady beauty. Her eyes shining with a quiet intelligence, her appearance is calm and gentle.



With her raven-black tresses, milk white cloak and known for wearing a calash as veil to cover her face before the male forks, she rides a graceful brown camel as her favorite mode of transportation.

Enthralled by her performance at the battle in the city of Amoville, Lord McKathy asked her to be his Queen and rule Sparta alongside him. Unfortunately, Duchess Lily declined his offers, for she has been taken by a member of the *Order of the Forge*, serving in Grailland. Hence, by the bylaw of Sparta, she was dignified to decide who she would move on with as her new love.



“No one shall be involved in a dual for the sake of a lady. Instead, let her be honored to choose who she wants.”

He wins.”

Further, he continued in his search for a rightful Queen, and many ladies and knights failed the test. Later on, at the conference at mount Ilu, the Lord King McKathy crossed path with Lady Jadyn, a Wind Talker and a knighted warrior of an allied city of the Trojans.

Lady Jadyn, a fiery redhead with a mischievous grin, would usually sits astride a muscular chestnut gelding, with her hand resting on the hilt of her sword. Along with her *posse comitatus* –able-bodied men summoned to help keep peace. As a loyal servant to her city and to its allies, the Trojans, Lady Jadyn has fought many battles along with many warlords and her proficiency was well known. She was reliable, trustworthy and industrious.



Lady Jadyn has good management skills and knows the Way of the Wind People. As a good swordsman, she helped trained many till the time she was no longer in position to continue with her protégés. Again, she showed her

devotion to a Graillander and later became one, thus she could not be the crowned Queen of Sparta.

Previously, during the start of times when the Lord McKathy and Lord Jay signed the peace treaty, there was a knighted warrior named Lady Marion. Although, she wasn't a Wind Talker, Lady Marion help many and to know the Way of the Law and helped gave assistance to all that crossed her path. She was married to a Warrior Knight and Kingsman of a city in the Water Nation. Soon, they had a family of their own.

Occasionally, when Theodor, the first scion to the dynasty of House Forra, son of the father Lord, the King of Neverland, who became a Graillander would organize volunteers in the capacity of the *Brotherhood*



of knighted Warriors, the *Meizon Chreia* unit, Lady Marion was usually one of those who would volunteer.

As the first of three scions to their throne, Lady Marion was raised in a city close to the city of

Port of Harbor located in the Kingdom of the Water Nation. During their period at the educational training fortress at the city of Aibid'umu, Lord McKathy observed her skills. Also, at the battle of Amoville in the Kingdom of Irewo, Lady Marion demonstrated her expertise as she willed her sword in battle. Her skillset motivated Lord McKathy to approach her. However, she was already betrothed.

Again, the Lord King McKathy considered maiden Ratuke, a villager from the Woods of Notville. For her part, Ratuke could not pass the very test of the Lord King. Although she was a knighted warrior of the city of Notville in the Kingdom of Neverland, the Lord King did not measure her up for the position.

Earlier as a teenager when McKathy voyaged to the Port of Harbor, of the Water nation, to be thought by

Aristotle about the Way of Athena, his quest for philosophy was graced as he gained the needed knowledge. He met Thenysia, a commoner from a city in the Kingdom of the Water Nation.

Thenysia compelled McKathy to a duel to please his sister, Priwedo, to watch and be entertained. It was a duel to the death. Nevertheless, Lord McKathy triumphed, but spared the life of Thenysia. Then, they turn friends, since Thenysia knows the Way of the Law.

In time Thenysia became a traitor to the Spartans and Priwedo chooses to knee before the DeOthers. Though that brought her wealth, she thus paid with her freedom as she was captured by the Fellars and was taken to Doomsland for a time.

The Fellars offered riches of great value to DeOthers and that enticed Priwedo who gave up all she has to form



alliance with the DeOthers. Whereas, Thenysia betrayed the Way of the Law. Hence, the King of Sparta disbanded them as one of DeOthers, which wrecked their Friendship.

Certainly, time passed before a fearsome combatant was discovered in the scene. She was Lady Góðar-Fréttir, a princess and a knighted warrior, the first scion

to the dynasty of the father Lord, King Ísak-Tré of the royal Kingdom of the Icelanders.



Lady Góðar-Fréttir and her Brother Prince Ríki learned the Way of the Wind People when they both came to Sparta.

Gradually, they became proficient in the Way of the Wind People as Wind Talkers.

Lady Góðar-Fréttir served Iceland with her younger Brother Prince Ríki, the second scion of the Father Lord, the King of Iceland of House Ísak-Tré.



Together, the dual presents a formidable and awe-inspiring sight, their very presence exuding courage, honor and unwavering loyalty. Lady Góðar-Fréttir and Prince Ríki came to Sparta to paid tribute to the King, learn the Way of the Wind People and forge alliance.

The need to expand their Kingdom and bond with a stronger nation was a motivating factor for these siblings, under their father's will, to unite with the Spartan King. As the Icelandic King was a member of the *Order of the Forge*, his will was for his dynasty to endure as freemen till the end of times. Such intentions were not known to the Spartan King.

Notwithstanding, they merged forces and forged an alliance. Seeing the success of his children, the King of Iceland, Lord Ísak-Tré, traveled down to Sparta to pay tribute to the King of Sparta. Later, they put the alliance into writing and for keep sake, it was placed in the sand of time in the hall of fame. By that, the Icelanders became an ally of Sparta.

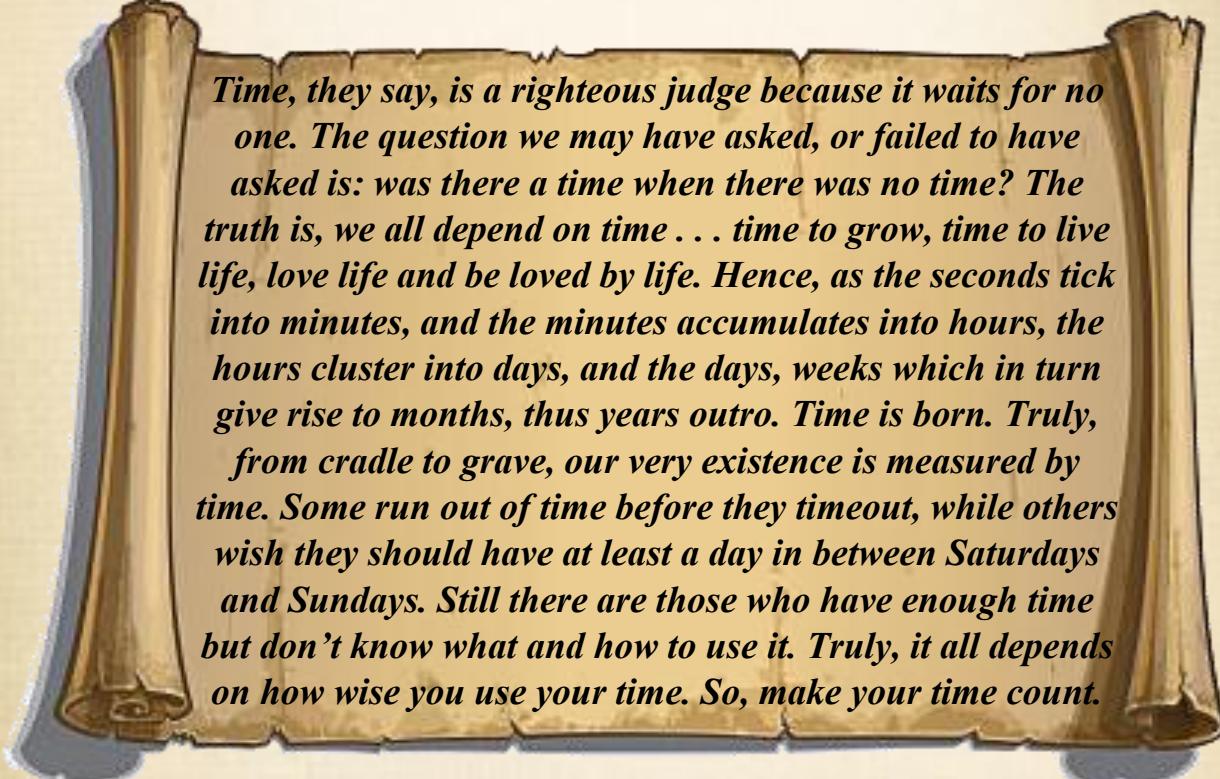
As the days climax to the selection for the coronation of a Spartan Queen, Lady Amoir, a vibrant young lady, a knighted warrior from the city of Woodville of Irewo, was declared by the King's retinue as wishing to have words with the King. Lady Amoir was a knighted warrior who, at the time



was serving with a neighboring city of High Towers. She decided to use the time to be with the Spartans only on business terms, for she was betrothed to a Kingsman of High Towers. Her wish was granted and business they did, trading for the knowledge of the Wind People.

Lady Amoir came to Sparta to seek education in the culture and Way of the Wind People and in return, she gave her devotion and loyalty to the people of Sparta. At the completion of the trade, Lady Amoir returned to her people, for she wishes not to remain with the Spartans nor become a Spartan.

In time, the Lord King McKathy scaled Lady Góðar-Fréttir according to the laws of Sparta for selection of a Queen and she passed the test. Hence, Lady Góðar-Fréttir was considered to become by law, the crowned Queen of Sparta.



Time, they say, is a righteous judge because it waits for no one. The question we may have asked, or failed to have asked is: was there a time when there was no time? The truth is, we all depend on time . . . time to grow, time to live life, love life and be loved by life. Hence, as the seconds tick into minutes, and the minutes accumulates into hours, the hours cluster into days, and the days, weeks which in turn give rise to months, thus years out. Time is born. Truly, from cradle to grave, our very existence is measured by time. Some run out of time before they timeout, while others wish they should have at least a day in between Saturdays and Sundays. Still there are those who have enough time but don't know what and how to use it. Truly, it all depends on how wise you use your time. So, make your time count.



Till the End of Time



'We are all searching for someone, that special person who will provide us with what may be missing in our lives. Someone who can offer us companionship, or assistance, or security. Although, sometimes, if we search very hard, we will find someone who will provide us . . . with all these three. Moreover, if we cannot find them, we can only pray they find us.'

-Desperate Housewives

Infinite possibilities had been explored, and numerous suitors had been considered, but none passed the King's test, making the search for a Queen had been a long and arduous journey. That was until the day Lady Góðar-Fréttir, a stunning beauty with a strong will, arrived at Sparta. Instantly, McKathy was smitten.

Her acumen to the Way of the Law, her zeal, and grace shone brighter than any star in the night sky. The undeniable chemistry between the liege and the enchanting Góðar-Fréttir became obvious. It was evident that the search was finally over.

On the dawn of the day for the selection of the Spartan Queen, Lord King McKathy summoned some warriors and knights to respond to a distress call and defuse a threat ranging closer to the settlement of the Wind People in the city of the Thilykósites. The Kingsman, King Eku was not available to counter the situation. Lady Góðar-Fréttir, volunteer to come along. So, she

did. After a while, the situation was contained and the threat was neutralized. The mission was a success.

As they gallop their way back, they made a stopover at a market place with lots of foods and drinks. McKathy asked for Lady Góðar-Fréttir's hand in marriage, and she accepted. As the laughter and merriment continued, the King was convinced he has made a good choice. So, by the law of the Spartan people, Lady Góðar-Fréttir was considered to be betrothed to King McKathy,

Emissaries were sent to the father Lord, King Ísak-Tré of Iceland, requesting his consent and blessings to the royal union. The King of Iceland and his Kingsman had series of sittings and much deliberations with Lady Góðar-Fréttir. After an understanding with Lady Góðar-Fréttir, the Icelandic King

consented to the union and send words to the Spartan King, stating his approval to the union of the two great nations. The Kingdom erupted in



joy, and earnest preparations for the wedding began.

Hence the Icelandic King ordered his retinues to run along and send words to everyone in the Kingdom and their allies that they have a feast and a banquet coming up, for it would be a great union, one that will last till the end of times.

Emissaries were sent to the Father Lord, King Forra of



Neverland. He was brought up to speed regarding the events that have ensued in real-time. He and his Kingsmen prepared also. Intricate invitations were sent, and guests from far and wide were invited.

On the day of the wedding, the event was graced by some Governors and Kings, Lords and Princesses of different nations, knights and warriors, friends and well-wishers, allies and dependent nations. Amidst the invitees were some Wind People of other clans, Duchess Rizpah an Prince Rajah of Macedonia.

Prior to the day of the union, a moment appeared and Duchess Rizpah seized it. A moment that would immortalize her in the hall of fame of the Spartan King's closest knights.



A moment that would raise Duchess Rizpah from a lone lonely loner to the height of a Spartan warrior. That moment made Duchess Rizpah a legend. Yet, even as the praises and grandeurs were

heaped upon her, she knew in her heart that she had made a name. She singled handedly secure the King's treasury and transported it safely from Neverland down to Sparta after it was attacked by bandit of DeOthers on transit.

On the day of the wedding feast, the large guests were presented with much food. It was like a royal soiree with long banquet tables creating four aisles. As the sun raises and set, painting the sky orange-yellow. Wind blows on desert dooms carrying a hurricane of dust cloud spreading across the vast dry lands.

More wedding guest arrived from distant lands for the ceremony. Those in the city were accommodating. The residences of Sparta were accommodating, hospitable and welcomed all, helping them feel at home. Many gift items were brought in and given to the King. There

were dancing to the music played as the royal guest chant along with clapping of their hands.

In the banquet hall, the sun shone bright, and the atmosphere was filled with happiness. Those in attendance had a good time as they feast. Lady Góðar-Fréttir, resplendent in her ivory gown, walked down the



aisle, her eyes locked on McKathy's. The King, dashing in his formal attire, beamed with pride as they exchanged vows of solemnization to be united with one another till the end of times and enshrined into law the unification of the two great nations.

In a beautiful blend of tradition and romance, the couple was pronounced husband and wife. The reception that followed at the fall of evening was a grand celebration, with laughter, music, and merriment filling the air.

Gradually, they were given the center stage. McKathy and Lady Góðar-Fréttir shared their first dance as King and Queen, their love shining brighter than any star. With the dimly lit hall creating a silhouette of colored dark, they demonstrated their romantic love for one



another with strong words of emotions. As the focus of all rested on the couple, they held themselves and like a duet, they expressed and exchanged their mutual romantic sentiments in song saying:

I Have Loved You...

[Intro]

*My heart beat fast as the moments pass
I have waited for so long
Oh dearie.*

[Pre Hook:]

*You are the one for me at last
I have loved you for a thousand years.*

[Hook]

*Yes, I share the same,
Sentiments with you my pearl,
Dearie. Oh! I have loved
Every piece of you with
Every fiber within my very being.*

[Stanza 1]

*Oh, dearie you are one
Very special gift,
Treasured Pearl
Not a thousand times over,
Can change a thing.
In each starlight,
You made me finer and better.
Such memories I'll savor and cherish.*

[Chorus:]

*The priceless qualities in you
Is something of enduring value.
Something more than skin deep for reals
I would treasure 'n cultivate them.
Hence from this day onward, our three*

*Fold bond mends any failings that come.
Any lack, errors, may Jah give us the strength to over
... come it for his own namesake.*

[Bridge:]

*Thunderstorms cannot,
Match your quiet and mild spirit.
Yes, your worth is more than,
22-karat gold.
Your Enduring value is pricey as pearl.*

[Stanza 2]

*Through time and space
I've traveled searching out for you,
Till we met
What a priceless pearl you are,
Oh dearie (Oh dearie).
I have loved you,
I vowed my heart to you, my love.
Ten thousand times our bond would be strong.*

[Chorus:]

*The priceless qualities in you
Is something of enduring value.
Something more than skin deep for reals
I would treasure 'n cultivate them.
Hence from this day onward, our three
Fold bond mends any failings that come.
Any lack, errors, may Jah give us the strength to over
... come it for his own namesake.*

[Outro:]

Till the end of times. . .

Hence, Lady Góðar-Fréttir, the woman the Lord King have loved, became by law, the crowned Queen of Sparta. For as long as time remains, the Lord King McKathy was devoted to let his love for her endure and their union to be remembered for generations to come.

As she continued by his side, he worked to maintain peace in and around the nations. They had more battles to win, even from within. The Dragon King was highly enraged for the union and vowed to obliterate the Spartan Kingdom and anyone who dares stand on his way. However, in the distress of battle, there is always a respite for happiness.



In the search for someone, happiness is something we all want, and so we search for it. Little girls find it in an edible tasty gift. Hustling men discover it in credit alert. Teenage boys experience it when having good time in leisure with friends. And there are housewives who can't be happy without the care and attention they wish.



The Lost and Loved



*'The phone call that rings in the middle of the night . . .
the letter that arrives by special couriers . . . the
electronic messages marked "Urgent!" . . . Yes, there
are sorts of ways bad news can be delivered. However,
some news is so bad that it has to be delivered in person.
Bad news travels quickly, and when it arrives, we have
to find a way to deal with it. If a lover has moved on, we
look for projects to distract us. If death wouldn't allow
us to see our dear loved ones, memories would.'*

-Desperate Housewives

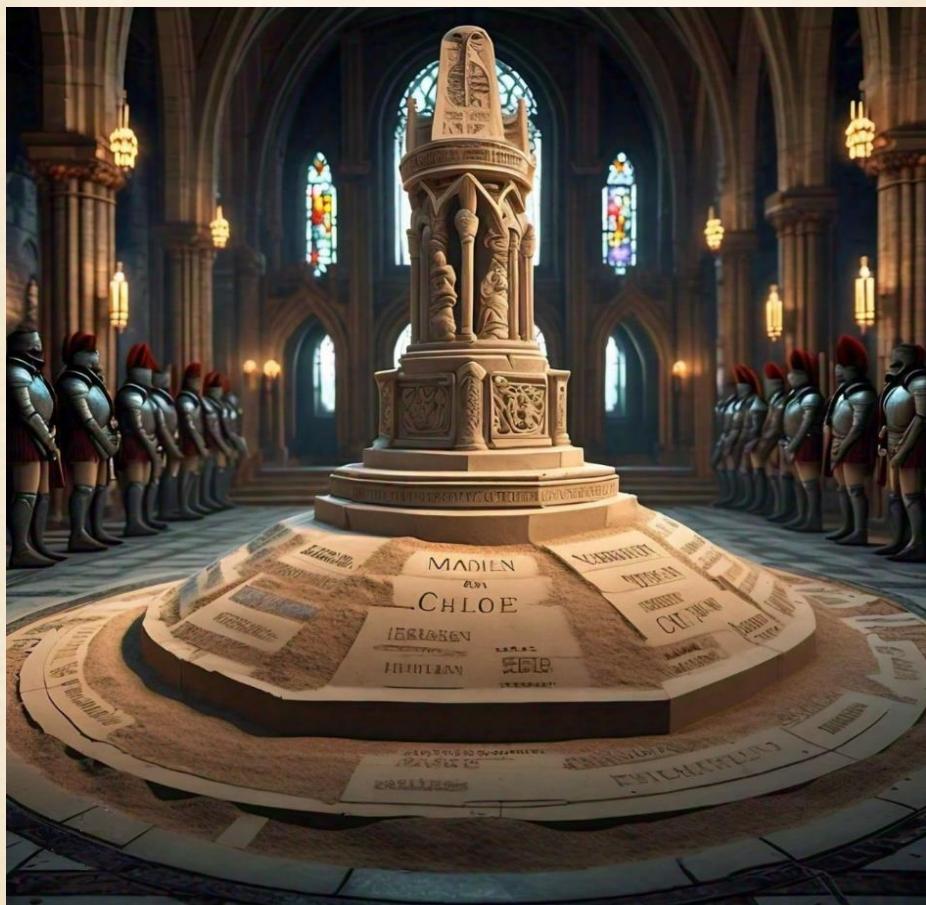
emnants are left as we live and perish. The life we cause to exist, the memories we created and left behind and the symphony of love orchestrated in the heart like an ignition, sparking into a huge conflagration. From cradle to grave, life sets us on a path. A lane in which our very existence is measured by time.

As time passed, we accumulate things more valuable than wealth. Things, so precious and priceless that money cannot buy. The loving assistance of a loving family member, the warmth in the companionship of a cherished friend and the security we feel in the midst of loyal acquaintances.

Majority will not forget the contagious effect the look of happiness has in the eyes of an intimate friend or family member. Such elation resonates in the mind of children knowing that they have their parents' smile of

approval. On the flip side, parents are left with such feelings of satisfaction when their child have earned their trust. Such happiness is forged into our hearts and memories regardless of the failings we may have experienced from these same loved ones.

Truly, time heals most wounds, and as the scar remains, time create some. Injuries caused by time may cut so deep that it may appears to be forever. Usually, it reduces its victims with less chance to recover and little breathing space. It may seem to heal for a time, then it reopens. At such periods, our hope would be like an anchor, made rock-solid in Jah to assuage the anguish of our bereavements and leave us only the cherished memories of the lost and loved ones in death and betwixt life and death, love endures till the end of times.



With such hope, many decided never to switch their allegiance. They would rather choose to die, standing on their feet as freemen than live on their knees as slaves under the tyrant rule of the Dragon King. Thus, in addition to the many who were lost in battles as they struggle in the fight for freedom, some were slayed in cold blood by their captors, the Fellars. Their names were etched into memory and were preserved, for keep sake, safely in the sand of time located in the hall of fame of the city, under the protection and care of the Handler and his choice warriors called the Keepers.



For a good cause, these noble men lay down their very lives, knights, warriors and warlords, exceptional men and women, who bravely fought to the death for the ones they loved, for the love of Sparta, they lived and died. They are considered to have earn a beautiful death. For such great sacrifice, they were regarded as hero and a tombstone would be raised for such warriors and a tapestry woven and hung on the walls of the city



street, telling about their acts of valor and tales of honor, their sacrifices and resilience of their top chivalrousness. Such acclaimed victories serve as posthumous trophy earned by them.

As the pressure of the battle intensified, many surrendered themselves to serve the Dragon King. Hence, they went rogue. Some were captured and tortured by the Dragon King and his Fellars. While few choose neither the Dragon King and his Fellars nor the Wise One. Thus, they became DeOthers.

As words reaches the lands about warriors who choose to go rogue, those with a good cause continue to make solid others to be resolute in their service. Those fallen heroes who stood for a good cause till death became a model for others.

After the battle of Amoville in the Kingdom of Irewo, McKathy got to know of Chloe and her background. Born in her mother's birth place, the city of Notville of Neverland, Chloe and her family dwelled there till the death of her mother in her preadolescent. Then her father married a lady from his home city of Amoville and relocated to Amoville of Irewo. Later, she came to have sisters from her step mother.

As a teenager, Chloe traveled to the city of Arsenikós for tutelage at the feet of a tutor in the Way of Trading. She was on one of her vacation breaks with her family at Amoville when the Fellars attacked. Without knowledge of the whereabouts of her father at the time of invasion by the Fellars, she sprang into action. As the oldest, it was her prerogative to protect and defend her family from impending danger. So, she guarded herself with the sword and a short obsidian dagger, a family gift



from a member of the *Order of the Forge*. Then her siblings rally behind her as they stealthy made their way to the hall of fame.

Neverland trained all sons and daughters to bear the sword at desperate times like this. Then as the city of the Arsenikóses merged to become Sparta, Chloe learned the Way of the Spartans and became a Wind Talker, one who understood the Way of the Wind People very well. It was the confidence the Handler of the hall of fame had in Chloe that made him to rely on

Chloe and asked with his dying breath to make their sacrifices and death worth the effort. True to form, Chloe lived by the Way of the Spartans. To the death she was willing to stand and fight in defense.

The people of Neverland who are not residing in the territory boundary of Neverland were also referred to as the Spartans. By so, Chloe was considered a half-Spartan from her mother's side. Thus, Chloe has the life-blood of the Spartans flowing in her veins. These resilience and courage, her half-sisters scarcely have. Though her father was a warrior and of a royal line, they lived a simple life of commoners.



All in the city of Amoville respected and loved Chloe. She was well known to have lived by the code of life of *Pashtunwali* –love for strangers. Trained to be selfless. She, like every good Spartan, can pull *kamikaze* attacks for the ones they have loved, for the love of Sparta.

After the battle of Amoville, Chloe joined forces with McKathy and Jay on their quest and campaigns to help save despondent towns pillaged by the Fellars. Knowing that she was a knighted warrior, it was certain she would be a good defender. She was in the scene during the early days of the Spartans rise to power. As she realized that her father was sound and healthy and was on official duties when the Fellars attacked, Chloe was able to better focus on her new duties, relegating the responsibilities and welfare of her half-siblings to her father who returned after the invasion.

Few years later on a routine visit to her family, news reached Lord McKathy and the people of Sparta that Chloe was sick and could not recover. It was heart breaking to have lost Chloe to the cold hands of death. In such a young age, she passed away. Her death wrecked and shattered the emotions of many into a thousand pieces.

Lord McKathy and Lord Jay considered Chloe as their own half-sister. Besides, as a friend, she is skilled at brandishing the sword in battle. Firm and precise her strikes were. Like the gentle path of a lover's hand passing through one's hair, she wields the blade. She

was a courageous, elegant and fine knighted warrior. She trained numerous warriors in combat. Defending the despondent has been her mode of operation. With her knowledge of the Wind People, she was always hospitable to all and selfless.

The news of her death traveled quickly, and when it arrived, the people were less prepared to deal with it. Chloe was loved just as her love for the people burned inside of her. The people of Neverland, Sparta and Amoville wailed her death for days.

On the day of her burial procession, the people sang a dirge for Chloe with the title:



The Lost and Loved Chloe

[Stanza 1]

*In sorrow, we mourn
The lost and loved Chloe.
Our knight and warrior, so dear.
Her heart, a shield of love and light.
Her smiles and laughter, now lost to us.
Forever in our hearts, your memories shall be.*

[Chorus:]

*Spirited and steady, your resilient kamikaze heart was.
Your all you gave, the weak you defended.
Dear lost and loved Chloe.
A thousand tears, even our pains cannot be assuaged.
The lost and loved Chloe.*

[Stanza 2]

*In forlorn, we're left
The lost and loved Chloe.
Your kind valor, forever displayed.
Your legacy, a beacon in the fight.
Your passing leave, . . . our hearts are torn.
Death may take you; your goodness remains.*

[Chorus:]

*Spirited and steady, your resilient kamikaze heart was.
Your all you gave, the weak you defended.
Dear lost and loved Chloe.
A thousand tears, even our pains cannot be assuaged.
The lost and loved Chloe.*

[Bridge:]

*Your love for strangers, a gift so rare.
A heart that beat for one and all.
The memories we share, firm grip shall we hold on.
For keep sake, your acts of valor shall become.
Etched in the sand of times, your name would endure.
Chloe, the warrior, forever in our flames.*

[Chorus:]

*Spirited and steady, your resilient kamikaze heart was.
Your all you gave, the weak you defended.
Dear lost and loved Chloe.
A thousand tears, even our pains cannot be assuaged.
The lost and loved Chloe.*

[Outro:]

*A thousand pieces and smudges our heart shatters.
Till the end of times, our cherished memories remain.
Dear Lost and Loved Chloe.*

Funeral processions were customary for the fallen warriors who were lost in death. Yet, Chloe's death appears to be different. It brought to memory the lives of the many who were lost and loved in previous wars. As they lived to remember her, the memories of Chloe were saved in the sand of times in the hall of fame of Sparta and Amoville to this day.

Eight years later, words were lost and grieve replaced the joy of the Macedonians when they had to deal with the tragic loss of yet another hero, Lady Avigayl.

Crashed by the sad news, the Wind People of Macedonia and its allies, the people of the city of Fortville, in the Kingdom of Irewo and McKathy, were all in shock as their happiness was replaced with bitterness and mourning.

Lady Avigayl have won the hearts of the people of Macedonians as they in turn, loved her.

Lady Avigayl was an impressive knighted warrior with the knowledge of the Wind People. Her birth land was the Kingdom of Irewo. However, the early days of war drove her long distance away from home to a city in the Kingdom of the Water Nations. Later, she wander away and dwell with the people of Kingsden for a long time that she was believed to have been born there.

Bit by bit, she won the hearts of some

free minded ladies, seeking for a good life. As these ladies came to trust her, Lady Avigayl taught them the Way of the Wind People, helping them to become Wind Talkers. She helped those without the knowledge of the



Wise One by teaching the Way of the Law as found in the Oldest Book of Law.

Lady Avigayl endeavored to train younger girls to be better fighters, to grow and become future warriors and



protectors of their home land. Thus, she had more company of dependent loyal followers. Many of her lady companions were mostly Wind Talkers like her. Her demise left them without a tutor, so they returned to their various homes since they were not ready to stand on their own without a tutor like her.

Previously, when Lady Avigayl returned to the city in the Kingdom of the Water Nations where she lived before Kingsden, she was invited to the Citadel of Knighted Warriors. There, she met with King McKathy, at his third visit to the Citadel of Knighted Warriors, Maiden Pearl and Prince Rajah amidst others. After the training at the Citadel of Knighted Warriors, she went to Macedonia.

At that time, Macedonia needed military aid in their crusade. Lady Avigayl along with her lady companions volunteered to support. Thus, Grailland was notified via envois sent by the district Seer. They became the *Brotherhood of Knighted Warriors*, the *Meizon Chreia* unit, sent to Macedonia.

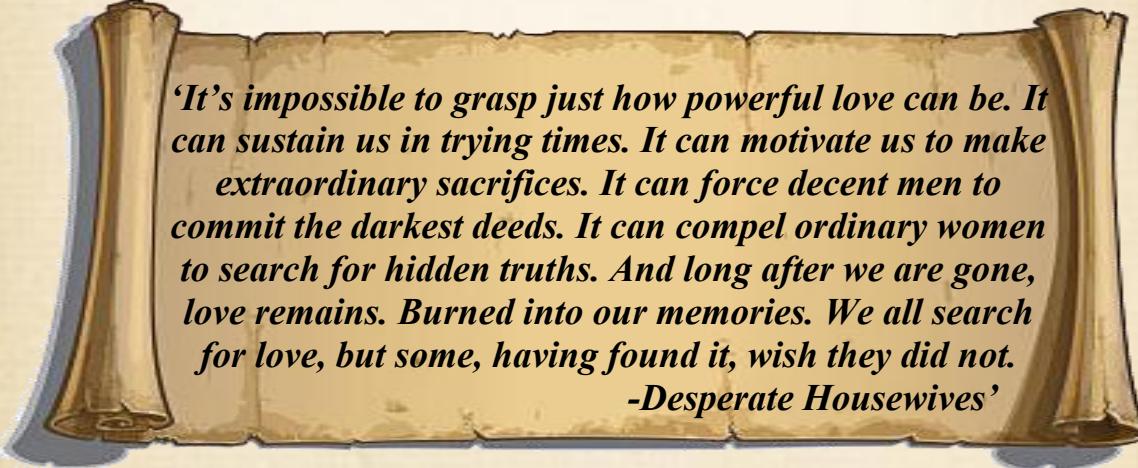


As a beautiful knighted warrior lady Avigayl, sat tall and proud on her majestic brown stallion, her long golden hair cascading down her back like a river of sunset hues. Her shining armor, adorned with the emblem of her noble house, seems to gleam in the sunlight, accentuating her slender yet strong physique.

Her piercing blue eyes sparkle with a fierce determination, while her full lips curve into a gentle smile as she surveys her surroundings. Riding along by her side were her loyal lady companions, each equally impressive in their own right.

Lady Avigayl hope to return to her homeland only after she have helped raised more men of war for the people of Macedonia until no match would be found. Hence, as one of the finest warriors, she guided and trained many.

As the drought and famine lingered across the lands, shrinking the foliage and farmlands, a devastating plague erupted that intensified the famine. The plague lasted for over two years and the campaigns tactic were re-strategized. The fallen heroes were not forgotten for their valor and sacrifices.



'It's impossible to grasp just how powerful love can be. It can sustain us in trying times. It can motivate us to make extraordinary sacrifices. It can force decent men to commit the darkest deeds. It can compel ordinary women to search for hidden truths. And long after we are gone, love remains. Burned into our memories. We all search for love, but some, having found it, wish they did not.'

-Desperate Housewives'



Cherished Memories



From the seconds friends meet, life become like a golden form. Even after the passage of time, these cherished memories could still be very vivid for some. Certainly, some friends can savor in reminiscences the sight of the silent natural environment that blossomed the scene, the melodious sound around, the skyline in the horizon and the scent of pleasure in the air around when having good moments with dear friends.



memories, deeply seated in the heart, filling the blood vessels with priceless moments spent with the lost and the loved, leaves one with cherished sentiments. Such moments, meticulously woven into the fabric of our lives, become the memories which transport us back to a time when love, laughter, and joy were abundant. Those priceless memories make the heart swell with gratitude and our soul smile with nostalgia.

Truly, moments spent with loved ones, no matter how big or small, are the threads that weave our lives together. A mother's warm embrace, a father's guiding hand, a sibling's playful tease, or a friend's listening ear – each moment is a precious gem in the treasure trove of our memories.

Although time has passed, Lord King McKathy's love did not move on. It stayed put, unyielding and solid for the ones he had loved. He sorts out time for loved ones,

creating experiences that became memories, and holding them dear. Those were the keys to cherishing the moments that make life worth living. Hence, McKathy held those memories close, relived them often, and never let them fade. For in the end, those memories make life rich, full, and meaningful. Like a dream come true, those reminiscences drawn from the past yearning feelings that leave one with sentiments like he is breathing for the first time after a long while.

Even a thousand times over, the love of King McKathy re-echoes. As bright as the scorching sun, it shines forth, yet its radiation was like a mild twilight; like the moon. Yes, like dazzling beams comparable to the stars on a clear night sky seen from a horizon.

In disbelief, the King's face contoured with grief as he fights back tears and stood motionless. With downcast eyes, the King soberly stare ahead for what the future holds. For the brevity and frailty of life, peace to all is the ultimate.

Although the Queen of Sparta, Lady Góðar-Fréttir was his new found love, the King would remember to take his time and count his blessings. He would give thanks for the friends who understood him and those who stood by him through thick and thin. He appreciates the loved



ones who gave him a shoulder to cry on and reasons to live on for just one more day. Surely, he was grateful for the families who were always there for him and made life bearable. For their kind words may be short and easy to say, but their echoes endures, yes, it resonates for a long time.

Prominent in his list of appreciation is King Kouniádos. The two monarchs had formed a strong alliance. Often times, King Kouniádos had sent relief materials to aid King McKathy and his people in times of need. Reflecting on the kindness and generosity of King Kouniádos, King McKathy has every reason to pay forward such benevolence.

As King Kouniádos prepared to relocate to his castle in Zim-Sraj, he desired to bestow a special gift upon his dear friend and fellow. With humility and simplicity, King Kouniádos presented King McKathy with a majestic royal Voyager. This wondrous vessel was said to possess the ability to traverse vast distances, bridging the gaps between far-off lands.

King McKathy was overwhelmed with gratitude and humility as he accepted the extraordinary gift. He knew that this token of friendship and esteem would forever seal the bond between their kingdoms even stronger than the bond by blood. He was deeply thankful for the unwavering support and benevolence of King Kouniádos and his wise and compassionate queen, Rhódon, his sister. They have worked in close synergy.

Queen Rhódon, with her gentle heart and kind spirit, had always been a source of comfort and strength for King McKathy. Her name suited her perfectly, for she brought beauty, grace, and tranquility to all those around her.

With the royal Voyager in his possession, King McKathy felt empowered to explore new horizons and strengthen the ties between their realms. He knew that the friendship and generosity of King Kouniádos and Queen Rhódon would forever be a beacon of hope and inspiration for him and his House.

As Lord King McKathy reminisced these cherished memories, he no doubt endeavored to be thankful for his knights and warriors who bravely rode with him in and out of battles. These loyal friends were considered to him as brothers. After each victory, emissaries carried the message of victory and freedom, running



along through heat-parched grounds into the cities, telling all again and again as they pace.

Most of these warriors left the comfort of their homes and aligned with him. For the glorious freedom of the freemen, they join forces to fight for the very essence of peace. Through the years, some have had to watch a friend as he draws his last

breath, and becoming memories, the burden and grief was exhausting. Every widow that was made, every child that will grow without a father, every lost hope of a child that would have cared for his parent as they aged. All their efforts were preserved in the sand of times.

From far and near, some traveled



down for support and vengeance, as others seek refuge and a new life. Whereas, some did come for business as did Lady Amoir from the city of Woodville of Irewo.

As a knighted warrior, when dresses in her casual wears, Lady Amoir was a piece of stunning beauty in form and endowed marvelously. Her beauty was such that it could stop a heartbeat and take a breath away. Yes, Lady Amoir has an easy confidence in her smiles. With gentle elegance, her hands communicate in the language of the Wind People as she became a Wind Talker. The refined warmth in her voice as she spoke from her heart made her even astonishing. What most persons recall about this elegant knighted warrior, was



the look of happiness in her eyes, the hearty laughter in a peaceful scene within the company of dear friends and the laugh line around her mouth as she smiles. In such skyline, cherished memories of the time spent together are born. Such memories are a kind of starlight in life.

Since such memories cannot be expunged, they continued to be treasured dearly. The nostalgic effect it brings were relieved, only the cherished collateral beauty of the memories it holds were allowed. Like a steady stream, such memories bring calmness to heart.

Reminiscences of the easy confidence of a companion's friendly smiles, the gentle elegance of their hands as they gesture while communicating from the heart or the refined warmth in their voice. These are cherished memories worth savoring. What most would not quickly forget, is the hearty laughter in a peaceful scene within a company of dear friends and the look of happiness in their eyes. Such time spent together are bright spots in life.



Some Battles aren't Worth Fighting




'People by their very nature are always on the lookout for intruders trying to prevent those on the outside from getting in. But there will always be those who forces their way into our lives, just as there will be those we invite in. But the most troubling of all will be the ones who stand on the outside looking in. The ones we never truly get to know.'

-Desperate Housewives

History tells of a once faithful warrior turned a ronin, with hundreds of thousands of soldiers who continue to plunder and decimate its victims. The Dragon King and his horde -the Fellars- continue to raise cities up in flames as they burned down to ashes. The Fellars were terror to all who refuse to bow to the Dragon King.

The Fellars act even before a blink of an eye and would stop at nothing to do evil. The thought of them bring sorrow to the minds of many and their very sight, leaves some with enormous pains like various deep lacerations in the heart which can result in a thousand death.

Years later, many children could still recall the groaning sound and the dying cry of their family members lost in the wars and the tidal waves of heroes' blood. Like a lone lonely loner, many of these little ones ran with their lives at their hands and in an incredulous odyssey, they were scattered to different lands in search



for survival. As they ran, the hope of ever seeing their homeland again dissipates into thin air. Like a whisper, their very lives became uncertain were and how far-off it would reach.

Gradually, as the hard times increased, there was a dramatic change in the actions of the Queen. Trying to understand the reason for the changes, the King had series of sitting with the Queen. In all cases, he could not identify what could be the cause of the problem as the Queen would not say a thing.

Harrowing tensions filled the palace as King McKathy, faced with the domestic battle that threatened to

undermine his authority, sort ways to save the people of the land. His Queen, Góðar-Fréttir, had grown increasingly discontent with his decision to prioritize the upcoming war against the Fellars in her own way. She argued that the Kingdom's resources would be better spent on the welfare of their people, rather than on costly battles with a ferocious and formidable foe.

Hamstrung by his love for his Queen and his duty to protect his Kingdom, McKathy struggled to find a balance between the two. He knew that the fate of their entire Kingdom hung in the balance, as the Fellars' army was rumored to be vast and merciless. Although the Queen acts rationally and out of place, McKathy could not ignore the demands of his Queen, who besought him to reconsider his priorities.

Hastily, McKathy called upon his Kingsmen and an emergency council was convened. Together, they pored over maps and strategies, weighing the risks and benefits of each approach. The King's mind raced with the weight of his responsibilities, knowing that the decisions made would define the fate of the Kingdom.

Hours turned into days, and the tension mounted with each passing time. McKathy's relationship with his Queen hung precariously, as the battle ahead loomed larger by the day. Would he find a way to reconcile his duties as King with his love for his Queen, or would the pressures of war tear them asunder? Only time would

tell, as the fate of the Kingdom hung perilously in the balance.

The Queen continued to be emotionally disconcerted and rationally bewildered. In his love and kindness, the King would try to calm her down, but he would become her target of frenzy aggressions. Sometimes, with smirk on her face, she would taunt the King and hold him in derision, scheming evil with DeOthers against the one whom she vowed to stand with and fight by his side to the death. Other times, the Queen would forcefully engage the King in a duel to the death with the hope of succeeding as the sole winner. In the meantime, the Father Lord, King of Neverland was not in the know.

Sparta had received an invitation for the Queen to perform some duties for the Graillanders. In her present frame of mind, the Queen was not in position to carry out that task, at that time. On notifying the Graillanders of the Queen's unavailability, Grailland suggested the Kingsmen of Sparta should be informed.

The Freemen of Sparta

Be it known to you, o Queen of Sparta, that you are found guilty this day as charged:

- *Defilement of the ways of The Oldest Book of Law by refusing to be humble.*
- *Not Loyal to the ways of Sparta.*
- *Disobedient to the Lord King.*
- *Heated up with Hate.*
- *Accountable for your very*

Unfortunately, the Kingsmen had their sinister plans against King McKathy. No doubt, the King did relate to his Kingsmen the events that has outplayed in real time. That way, the Kingsmen came to know details of the domestic battle the King was facing. Then the Kingsmen unanimously sent to Grailland a scroll contains the charges held against the Queen. Thus, Grailland proceeded without the Spartan Queen. This knowledge of the King's domestic battles gave his Kingsmen a good footing to strike the King. The Kingsmen would pretend to give the Queen soothing pills to control her and calm her, but would rather administer pills made from the roots of dark portions. These pills awaken darkness in her.

Also, the effects of the pills would make her calm at first, then it would trigger in her series of aggressiveness for the targeted individual it was intended to destroy along with. Thus, they continue to fuel the flames of the conflict without the King's knowing. The intentions of the Kingsmen were to create a stage that would destabilize the King, distract him from the



progress he was making and create a series that would lead to the decimation of the trio cities that have now become a Kingdom.

They fear of the Dragon King whose plot the Kingsmen were unknowingly carrying out was that, at the rate the King was going, he would soon become an emperor and rise Sparta to become an empire.

Despite their evil acts, the Kingsmen ignored their duty as leaders and became very busy with their personal affairs. That left the King to face the burden of governing the affairs of their city-states. Caring for the responsibilities of the Kingsmen and his, became the duty of McKathy. Yet, the Kingsmen of Sparta failed to *let justice be done, though the heavens may fall.*

On another occasion, Sparta was invaded. The Queen invited and hosted the messengers of the Dragon King who came in disguised as emissaries of peace. The King and the guards were not notified, so they were not ready for what was to come. Before long, these visitors attacked the castle guards, captured the Queen and commandeer a royal caravan. They stealthily rode to the sea port through the back gate.

It was not until they have left that a castle servant came by to check on the Queen's need, did she notice the unusual opening of the two-lid castle hall gate. She came closer and saw fallen guards lying on the floor. Then the servant hurriedly went and raised the smoke signal and rang the bell to signal danger. King McKathy

was at the city-gate for inspection. On the signal of the bell, along with his personal warriors, the King hightailed back to the castle. With madness he rode and could barely reach the castle gate when he discovered that the Fellars have escaped with his Queen.

This time, the enraged King and his allies would take the battle to the gate of the enemy. This mission was considered an act of *kamikaze*, for it was suicidal. So, he ordered his men to prepare the ship with horses on



board. Since they wanted to get to the port earlier ahead

of the Fellars, McKathy and some warriors descended from the dragging ship and hitched up their horses while the remaining warriors came along on the ship. For days they traveled faster on horses, with little rest along the way, but the Fellars traveled at normal pace on their ship, unbeknown they were been chased.

They got to the first outpost leading up to the Fellars Den. This outpost is a port belonging to the Dragon King. Stealthily passing through the city gate of the Fellars, they approached the outpost port with few Fellars. They waited and studied the city and the mode



of operation of the guards. Days later, the captors in ship arrived at the seashore of the Fellars Den.

At dawn when the Fellars made landfall, the desperate Spartans did the unthinkable. They stroke the first blow. In a strategic aggressive attack, they invaded the city gate with less men only to draw the guards out to the



slaughter. Then other group charged toward the ship. Before they could come ashore from their ship; before they could make supply of weaponry to the soldiers, the men of Sparta attacked.

The Fellars were quickly introduced to Spartan wrath and tasted the gravity of the Spartans ferocious combat shock. The Spartans attack the weary Fellars as they disembark their ships on shaky legs after days of voyage. The battle was bloody and the Queen was extracted in less time. Before long, they were done and



prepared to head back to Sparta. The outpost was left desolate with no Fellars survivors. Later, the Dragon King got to know about the attack and his fury grew so terribly that in his wrath, he vowed to lunched further attacks on the whole of Sparta, Notville and Iceland.

Most of the battles left men injured as well as the count of death increasing. Sparta was not an exception. The Duchess Rizpah and Maiden Pearl were readily

available to do the bidding of the King in securing the Kingdom. Most nights, King McKathy and his warriors would counter attacks from the Fellars.

Unbeknown to the King, the clandestine scheme of the Spartan Kingsmen persisted and the King continued to trust them. They went on administering the dark portion pills to the Queen without the King's knowledge, resulting in much wreckage and havoc in the King's home. Their plot to usurp the throne, imprison the King and capture the Kingdom was flawless. Really, it was the plot of the Dragon King.

When the Queen's reactions continued, the Lord King sent words to the King of Iceland and his Prince. There were sittings to stabilize the Queen and redeem her loyalty to the King. But each peace summit failed. This civil conflict continued to the extent the King have to notify the Father Lord, The King of Neverland.

Although the Kingsmen of Sparta were informed of the rebellious actions of the Queen. They were expected to defend the Law as applied in this case. No! They rather let justice fall and the heavens stay in place. Thus, like taciturn bureaucrats protecting their political heights, they downplay on justice itself for their laxity, nonchalant and self-absorbed attitude towards matters not relating to silver and gold.

While the foreign dreaded enemies were faced with the greatest weaponry of terror, the domestic scheme of irregularity by the Spartan Queen was monitored. As the

raging plague and drought contributed to hardship, resources gradually deplete. Fighting on two fronts, the battle become tougher by the day. Thus, the Father Lord, the King of Neverland prepared to send, warriors, and any reinforcement that could be helpful to resist the Dragon King's attack. Few days later, before the Fellars could regrouped and make a comeback on Sparta, the finest warriors of Neverland arrived.

At the sea port of Sparta, the golden sunset painted the Westside cloud yellow with patches of dark stormy cloud. The lightest of breezes dances through the rigging of the sailing ships of Neverland finest warriors



as they have voyage to Sparta against the Fellars. Thus, the turbulent raging waters splashes at the base of the ships and dashes on rocks by the seashore, creating resonating feedback effect on returning water waves, colliding at one another as it keeps kissing the shorelines.

As the rigging of the sailing ships creaks above the death cries of over 10,000 men of King Forra, the ship glides through and approach the ducking port. As in time pass, Neverland have sent in more food supports as well as land forces. Every last man was needed and by the second day of preparation, a small advance force of allied ships arrived. By sunset on the day before the last stand, the Spartans were ready.

Defending the Kingdom and its territory from enemies was a formidable task to handle, yet the King put his training to the test. Time and again, the night guides defended the city of Sparta by wading off in defense the Fellars. At the defeat of each group, many more would come forth, trying to penetrate into the city. Sparta continue to be victorious.



Thus, at the dawn of the last stand, the brownish yellow sunrise reflected on the surface of the seabed, painting the scene golden. The day was peaceful. Yet, war looms. Soon, the waterways were filled with numerous fleets of enemy ships sealing to Sparta. Above the sailing ships were birds gliding at a distance. Slithering

closer to the river bank was the Dragon and its rider. The sea calmness was unusual as King McKathy observed the approaching warships of the Fellars, floating above the open sea, he made ready himself as he sent words to his warriors to make a stand.



For the love of Sparta, the King focused more on the present foreign threat at hand. Hence, the Queen continued in the castle, but he remained cautious and set restrictions on her liberty. With his training at the Potter's Wheel, McKathy remained focused, resilient, durable and precise in his decisions and actions.

'If there is a wound, we must try to heal it. If there is someone whose pain we can cure, we must search till we find them. Thus, when one is in need, real friends offer to help out, best of friends never accept "No!" for an answer. Surely, what are friends for when they would not help? For if nature have it that we should survive . . . it will be for a reason.'

-Desperate Housewives



Some Victories aren't Worth the Effort




'Doctors may be experts at healing. They can set bones, bandage wounds, and treat diseases. Sadly, one thing they struggle how to heal effectively is depression resulting from a guilty conscience. Yes, some pains cannot be treated by doctors.'

-Desperate Housewives



victory usually comes at a great cost. Sometimes the sacrifices may be costly. Every good victory is sweet to celebrate especially with friends who are family. Although, there are worst victories, most persons prefer to win at something, rather than to lose at nothing. At such times, being courageous just means people need to take actions. True, determination and resilience are needed to win each battle. Thus, a good soldier knows when to stand his ground and fight or when it is best to surrender and fight another day. That way, he would live for something, rather than die for nothing.

Earlier, at the start of the invasion, the Queen of Sparta, in her unstable state, embarked on a voyage to Iceland with a lite infantry as escorts. This move was perpetrated by the actions of the Kingsmen without the knowing of McKathy. However, on her way, she was captured by the Fellars. When the King of Iceland got to know that her daughter has been captured, he summoned his army and went for a search and rescue

mission. Previously, the Icelandic King have supported the Spartans with more soldiers at different battles. However, at this time he was yet to send men to have a stand with the Spartans at this formidable time of war.

On reaching the Fellars, the Icelanders fought harder with well-coordinated tactical moves. In a phalanx formation, the Icelanders unleashed a great slaughter on the Fellars, reducing their ship to ashes with few escapees. It should be little more than a formality for the Icelandic King to have finished what he began.

However, as embellished words got to the Dragon King, anger walloped in his heart. Seated on his dark throne, his face twisted in a scowl, slammed his fist on the armrest as he listened to the news of his men's failure. Like scarlet coals, his eyes blazed. Like one who was gas lighted, the Dragon King roared in frenzy.

"Fools!"

He bellowed.

"Incompetents! You call yourselves warriors? You have brought me nothing but shame and defeat!"

He rose from his throne, his black cloak billowing behind him like a dark cloud, and began to pace the room, his anger radiating like a palpable force.

"You were supposed to crush our enemies, to bring me victory and glory! Instead, you have failed me at every turn. Your ineptitude is staggering!"

He stopped pacing and turned to face his quivering minions, his blazing gaze, piercing with fury and malevolent; his voice rising to a thunderous roar as he berated his minions.

"Your failure will not be tolerated. Deliver to me the head of the Icelandic King on a platter, should he fail to bring down the Spartan King. Else, you will pay for your incompetence. You will be punished, and you will be replaced with warriors, loyal and true, who will bring me the triumph I crave!"

With a wave of his hand, the evil king summoned his guards, who dragged the cringing minions. The king's anger still seethed, his mind racing with plans for revenge and conquest. His dark ambition would not be thwarted by the failures of others. He would be stronger and more ruthless than ever and rise to bring all to knee.

King Ísak-Tré was in a merry state, celebrating victory as he reunites with his daughter successfully. As a man of honor, he understood the Way of the Kings. Although, he was not privileged to be at the Potter's Wheel, King Ísak-Tré was trained by the Graillanders in his early years when he served them as a refugee, since he was a lone survivor of his people.

The envoy of the Icelandic King stormed into the hall room of the King to deliver the message from the Dragon King. In his castle hall, while sitting on his throne, his smile fades away as the messenger related to



him the words of the Dragon King. He was put to the spot to turn against his own family. That was a strong call to make. Only the treaty and the Oldest Book of Law

stood as a barrier, for King Ísak-Tré was a good King and by his words he lived. Only time would tell where he would decide to stand, either for a good course and defend the freedom of the freemen or to be a traitor.

The Fellars have forged the freedom of the free nations in the fires of war, forcing their children into men. With the grievances of the Spartans resistance and attack on the Fellars, they traveled to raise the city to dust and ashes. The Spartans were ready to face their last stand. However, the Kingsmen of Sparta have become so comfortable, lazy and relaxed since King McKathy and

other warriors have been defending the city from any invasion. Despising the warning of doom that lies ahead, the Kingsmen continued a normal nonchalant life of theirs in search for luxury.

Fortnight passed after the Queen's return, then the Fellars hoplites, in the visage of a monster army over fifteen thousand men strong, voyage to Sparta through the Great Sea with an invading force which outnumbers the Spartan defenders three-to-one. The Fellars hoplites embarked on a campaign to burn down the whole of Sparta.

“Sparta will fall and the Kingdom would be devoured by fire!”

That was the will of the Dragon King. However, the Seer of the district wanted the Spartan King dethroned. Since it can never have a King like McKathy, it would be divided among other warriors. The nonchalant Kingsmen of Sparta would have to administer over the affairs of the people.

As for the city, fire will reduce it to cinder. For like a pile of stone and wood it would shatter. And like powder and dust, it will vanish into wind. Only the Icelanders would exist, and the fate of the Spartans hangs on their very action. The free men and women of Iceland are not bound by a beautiful Spartan death. Neither was warfare the love of Sparta. Yet King

McKathy was willing to lay down his life for them for the love of Sparta.

From the start of times, this war began with the grievance of the Dragon King for all freemen. He was annoyed by the notion of their freedom. With tens of thousands dead, thousands of them from Spartans and its allies, all thoughts of glory seem imaginary. The Queen of Sparta remained in Iceland for twenty-one days, then she returned back to Sparta after the Icelandic King made a safe path for her.

Looking on, the King understood that the fall of Sparta would be from the weak link, the Queen. Any external attack can be met with the greatest acts of terror. However, the attacks from his Queen would be different. He realized that it was the Queen whose eyes had the stink of intentions about him. McKathy grasped he should not have signed the alliance with the King of Iceland. That glorious mistake would forever haunt him. Hence, by the alliance, King McKathy himself sent a ripple across the Kingdom of the Dragon King and his Fellars and set into motion forces that would bring fire to the heart of Sparta. Fearsome forces known to have casted shadows across many lands and empires.

Concerned about the preservation of Sparta, the King welcomed, more help from the Father Lord, King Forra of Neverland and the Icelandic King. All the while, King Forra continue to render support and reinforcement as the need may be. As the noble King

McKathy plan his defenses, all his greatest warriors and advisers were summoned.

Congregating by his side on the battle strategy table in the council chamber, were his loyal allies. Lord King Jay who has always been by his side, reiterated his allegiance and so did others. Moreover, one of his greater and finest warriors, Rizpah surfaced. Her ferocity bested only by her beauty. Her beauty matched only by her devotion to her King. Rizpah is favored by King McKathy among his generals, for she had brought him many victories on the battlefield. In her, he had the perfect warrior-protector that his Queen choose not become.



The Fellars in their tens of thousands unpacked their armories and made supplies of their weapons and war machines in their numbers. The trebuchet was numbering a total of 148. The siege onager, 1200. As for the siege ram, they came along with 115 and the bombard cannon were a total of 5200. Those on horses and foot were in their multitude. The Dragon King himself watched from a distant hard to approach.

As the battle line was drawn, the number of the great multitude of the enemy forces was daunting to the Thilykósites and Arsenikósés. Gradually, they began to retreat. Although they were united in one stand and have joined in battle to fight alongside the Spartan King, they became deserters with their Kings for fear of the Fellars. On seeing them, the Spartan King said:



*“If you
choose to turn
your back on
Sparta and
its people,
you will not
be faulted.

As freemen,
you came and
as freemen
you can
choose to
back out, but
what would
you tell your children?*

*You would lose out from a story that will be told to a
thousand generations.”*

With the available reinforcement, they were ready for what lies ahead: WAR! The King welcomed all supporters and gave a battle briefing to charge them forth into battle saying:



*My brothers-at-arms, warriors and allies.
You have rode with me into many battles and out.
Yet, I, the Lord King McKathy, the second scion to the dynasty of House Forra, the son of the great King and the father Lord of the people of*

Neverland, do ask of you, this day, for one more ride.

Though I ask, you are not obliged to come along.

Our common enemy is at my city-gate and this is my battle.

If death comes for me today, I'm ready.

For your loyalty, valor and sacrifices,

Even a thousand death cannot assuage them.

Therefore, if you desire to stand by me, fight strong!

Fight for what is truly yours.

For your brothers, your families, and for Sparta!

Survival may be an option, not victory!

You were born for this day; you were trained for this purpose.

Sparta may not be the birthplace of gods.

Definitely, it is the home of great warriors.

Combatants who are willing to stand and fight to the death for the ones they have loved.

*It was clear to the Fellars that there would be no Spartan
surrender.*

*And so, my brothers . . .
For the love of Sparta!*

On both sides, the battle line was drawn. The archers with bows drawn to the limit await the order to release. Warriors and knights on horses back were ready to ride on and break the formation of the enemy. The foot soldiers, the Spartans hoplites, in phalanx positions stood their grounds with pointed spears and shields walls with their sword in place.

On the other side were the Fellars. With their multitude over fifteen thousand men strong. More than six thousand were on horses, with over half of them as heavy infantry. The remaining foot soldiers were of light and heavy infantry. Their weapons and war machines were ready for siege bombardment to penetrate into the city.

The Fellars took the first blow with the trebuchet raining mighty fireballs into the air, they blanket the sky with rolling fireballs with trails of black smoke culminating into gigantic dusty cloud, demolishing the city walls and buildings. The men rolling the bombard cannons light up their cannons, releasing numerous iron balls blast. With the explosive sharp outburst, the ricochet effect traveled in a projectile motion, inflicting numerous damages. The siege onager fire series of explosives decimating the Spartan foot soldiers.



By this time, the Spartan forces have been dispersed with numerous dead. It was a deep blow to the Spartans. The Spartan soldiers, once proud and fierce, now lay scattered and broken, their armor scorched and smoldering. The streets ran red with blood, and the survivors stumbled through the chaos, desperate to escape the inferno.

The siege ram progressively approaches the city gate to ram it down. Inch by inch, the Fellars gradually advance closer to the city walls. Then the displaced Spartans reassembled in their formations and regrouped their strategies, ready to strike back in defense. Amidst the carnage, a spark of defiance remained. A contingent of Spartan warriors and some supporters of some nations, mounted on horseback, regrouped at the city's

outskirts. Their captain, Tsar of High Towers, a grizzled veteran, raised his sword aloft, and with a battle cry, they charged into the fray. As they clash the Spartans shields walls, the Spartans horse riders attacked from the east and west flanks breaking the defensive stand of



the Fellars. The stage was charged with tensed moments as dust raises, filling the air with dazed vision.

With lances lowered and shields raised, the Spartan cavalry thundered toward the Fellars army, their horses' hooves pounding the earth. The Fellars, taken aback by the sudden counterattack, stumbled backward in disarray.

The sky was increasingly growing darker as the Fellars army unleashed more barrage of fiery iron balls, hurled from their trebuchets, upon the city. The air was filled with the deafening roar of exploding metal and the screams of the afflicted. Flames engulfed buildings, and destruction reigned supreme.

As the Fellars approached range, the archers were ordered to release their arrows and a cloud of arrows



envelop the space above the Fellars, reducing their very numbers. This charged the Fellars to frenzy and they attacked with a loud war cry, running toward the Spartans hoplites phalanx formation. The Dragon King,

who had been watching from a distance hard to approach, became dissatisfied with the performance of his Fellars minions. Consequently, he decided to take the battle from the back gate of the city close to the King's port. He rained further destructions of tremendous conflagrations from inside the city to the



outside. The scorching inferno was too powerful.

The Spartans exploited the momentary confusion, striking with precision and fury. Their lances pierced the enemy ranks, sending Fellars soldiers crashing to

the ground. The Spartans then drew their swords, slashing and parrying with deadly efficiency.

The Spartans pushed back and got to the war machines of the Fellars. As many were destroyed, the Fellars manage to retreat along with few of the war machines. As the battle raged on, the Fellars army wavered, their numbers dwindling beneath the relentless Spartan onslaught. The iron balls, once a terror, now lay silent and still, their fiery fury spent.

With a final, triumphant cry, the Spartans warriors on horses dashed forward, delivering a devastating blow that shattered the Fellars army's resolve. The enemy lines broke, and the Fellars fled in disarray, leaving behind a trail of destruction and the once-proud city, now a smoldering ruin.

Yet, amidst the devastation, the Spartans stood tall, their spirit unbroken, their will to fight burning brighter than ever. For they knew that this was far from the end – the war would go on, and they would fight to the last breath in their bodies.

After a strenuous long day of battle, the Fellars withdrew. In disbelief and complete disgrace at the retreating of his hordes, the disoriented Dragon King bowed to the resistance of McKathy. Later, the Spartans gather the slayed for burning, and the wounded were cared for. The battle cost the Spartans so much as more noble men were lost than any other battles.

King McKathy stood amidst the carnage, his armor battered and stained, his eyes red-rimmed from fatigue and grief. King McKathy and his valiant allies emerged triumphant in the brutal battle against the Dragon King and his vicious army. The war had been long and arduous, with both sides suffering heavy losses. Though the King's army had fought with valor and might, the Fellars' ferocity and cunning had almost pushed them to the brink of defeat.

When the Fellars army left, McKathy and his men rested, attending to their needs and caring to the wounded. King Eku and King Arze approached, their faces twisted in a mix of scorn and hypocrisy. After much rest, they prepare to bather the dead for burning.

Vindicated but weary, McKathy gazed upon the ravaged landscape, the once-verdant fields now scorched and blackened. The Dragon King's defeat came at a terrible price: the loss of countless lives, the cities and villages destruction, and the decimation of the walls of the Kingdom and its resources.

In a somber and eerie setting, amidst the aftermath of the brutal battle. The once-green field was now scarred and charred, littered with the lifeless bodies of fallen warriors now gathered in several hips. The air was heavy with the acrid smell of death and smoke, as pyres were being prepared to cremate the dead.

Vexed by the devastation, King Eku and King Arze wondered if the victory was worth the effort. These deserters of McKathy rambled over and stood by his side, their faces etched with self-contentment for doing the right thing. As they reached the spot where King McKathy stood, they surveyed the gruesome scene, their expressions unmasked.



"He fought to protect the kingdom,"

King Eku continued, his voice dripping with venom.

"At what cost, McKathy? Our armies are decimated, our people are fleeing, and our lands are scorched.

Would not surrender have been better than this destruction?"

King Arze nodded in agreement, his eyes gleaming with malice.

"Yes, McKathy, your stubborn refusal to yield has brought our kingdoms to the brink of ruin. Was your pride worth the price of our people's suffering?"

King McKathy's gaze narrowed; his jaw clenched in anger.

"You dare question my decisions, you who abandoned me in my hour of need? You who fled the battlefield, leaving me and the Spartans to face the enemy alone?"

The debate raged on, with King McKathy passionately arguing that surrender would have only led to enslavement and subjugation, while King Eku and King Arze countered that diplomacy and compromise could have avoided the devastation. As the argument intensified, the atmosphere grew more charged, the tension palpable. The dead bodies surrounding them seemed to bear witness to the clash of wills, their silence a stark contrast to the heated exchange.

The debate continued, with neither side yielding, each king convinced that their perspective was the only correct one. The fate of the kingdoms hung in the balance, as the three kings clashed in a battle of wits

and words, their arguments fueled by grief, anger, and the weight of responsibility.

Vowing to rebuild and restore their shattered realm, McKathy knew that the true battle lay ahead. The Fellars may have been vanquished, but the scars of war would linger, a constant reminder that some victories come at too great a price. The King's heart, heavy with the weight of his responsibilities, he set out to heal the wounds of his Kingdom,

knowing that true victory would only come when peace and prosperity were restored.

Although the Spartans won the fight, yet it was counted as a loss, for it was a Pyrrhic victory.



'Those who are suffering, do what they can to heal themselves. Some cure the ache of loneliness by making new friends, others soothe their excruciating guilt with infusion of cash. Some alleviate their burning desire with small act of kindness. Sadly, there will always be those who can't begin to heal, because they realized there is more pain that they have imagined.'

-Desperate Housewives



The Fall of an Emperor



'Trust is a fragile thing. Once earned, it affords us tremendous freedom. But once trust is lost, it can be impossible to recover. The truth is, we sometimes may not know who we can trust because, those we are closest to can betray us, and total strangers can come to our rescue. In the end, most persons wind up trusting themselves . . . alone. To them, it's really the simplest way to keep self from getting burned.'

-Desperate Housewives

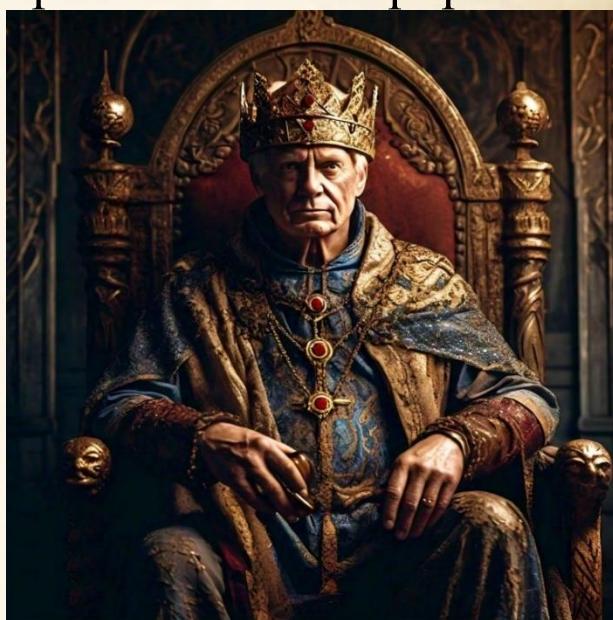


ilence swept across the King's castle and thick glooms filled the dimly lit hall in the frosty cold dark night till dawn, as the Lord King realized he has been betrayed by those he considered to be his brothers, his Kingsmen. In stunned silence, his senses reeling from the shocking betrayal. His closest and trusted Kingsmen had conspired against him, their sinister plan aimed at destroying the Kingdom if he resisted their coup. For years now, they have dwelled together and have carried on the business of caring for the people together.

Although, the Spartan Kingsmen have become nonchalant and mischievous to the rule of law found in the Oldest Book of Law, the King McKathy continue to assist them to be good Kings. He guided them in the proper way to rule, educating them in accordance with the Way of the Kings and organizing various training sessions to train more in the city to be resilient like

those trained at the Potter's Wheel. He trusted them with his life and was ready to fight for them, even if it requires fighting with the very last drop of his blood.

The wars brought about many refugees looking for safety in and around Notville as did Sparta. As Many divergent cities emerged, some spread out to other lands. Others settled and expanded faster in population in unknown territories. The city of Thilykós was one of such divergent cities. Its King was Eku. McKathy and his men settled at the location were the Thilykós were at their West. King Eku was more mature but his way of life was more unreasonable than others in the area. He was the principal king of the people. To the East side of the migrant of McKathy was Arsenikós. Its leader was



Arze. Arze was the new leader who became the leader after the departure of King Odu. Being less experienced, McKathy taught Arze the Way of the Kings and Management over Kingdoms. McKathy singlehandedly tutored and



helped Arze to qualify and become a King in line with the Way of the Law.

The Spartans territory was very vast, yet the people were very small compared to other nations. It was a scarcely ragged land with hills and mountains. The land is a beauty seen from the high lands around. The river ways add to the esthetic beauty of the landmass, merging the three cities as one. The travelers from Neverland, under McKathy's lead resided in the middle land, making it a home and eventually, a city, with



Thilykós to their West and Arsenikós to their East.

As natives of the land, Lord King McKathy considered it an honor to let them retain their place and have a sit

at the round table with him. Since McKathy was the most trained, King Eku, decided to willingly relegated his role as the principal King to McKathy. Hence, King Eku and King Arze were considered Kingsmen or Governors.

Twice a year, these Kingsmen pay tribute to a powerful itinerant Seer in the district. The name of the Seer was De'li. He was a member of the *Order of the Forge* in the class of the *Pródromos* before he became a Seer and knows the Way of the Wind People. With head held high, chest out and long stamping strides, he walked as a self-satisfied man of prominence.

Though the Seer is of the bloodline of the Graillanders, he was no friend of the McKathy. The Seer, incited the Spartan Kingsmen to gang against Lord King McKathy. By imposing woes on them, the Seer threatened to exterminate the Kingsmen and their families should they fail to overthrow the Lord King McKathy. The Seer gave dark portions to King Eku.



The dark portions were to set the stage for their plot to manifest. Thereafter, the Seer monitored from a distance his flawless manipulation take shape, for the sake of his personal vengeance against the Lord King. While dethronement was an option, banishment in the castle dungeon of Dooms-land was possibly his soft choice. Yet, regicide would be the last resort.

The Kingsmen were known for their corruption and self-absorbed attitude. However, what they have failed to realize or what they do not want to consider was: '*War was coming!*' and they would be at the mercy of time, for the hard days that would follow would, like a wolf pack hunt them, reminding them of their indecisiveness and treachery as they draw their last breath, clinging onto their own self-interests.

For decades, Lord King McKathy with his Kingsmen have peacefully coexisted and ruled together with good synergy. While they have their territory boundaries, they function as one for the good of the Kingdom. They have work to protect the Kingdom from enemies both foreign and domestic. Although the Kingsmen are deficient in their duties as Kings, it was hardly noticed as McKathy would fill any deficiencies as may be required.

In addition to the Kings, the allies of Sparta were made up of Knights, warriors and more, who have come to Sparta to join forces and fight their common enemy, the Dragon King and the Fellars. Some were refugees

running for safety. As they came, their Way of life came with them but they remained loyal to the Way of the Spartans. For some though, they forgot all hopes of ever returning back to their birth land, for Sparta has become their new home.

To satisfy the Seer, the fear-stricken King Eku and King Arze conspire to capture the King in a *coup d'état* secretly and take him as prisoner to the lost Kingdom of Dooms-land, a city known for its emptiness, a waste land with no possible chance of survival. There, he was to be placed in prison beneath the dark forgotten castle dungeon. It was a graveyard.

The day came for the Seer to exert his pound of flesh. Routinely, the Seer toured the lands. As he swaggered toward the Kingsmen in the castle hallway, the Seer and the Kingsmen hurdles together with a small number of rogue Spartans soldiers at their side. The Seer requested them to outplay their part of the scheme. In dilemma, King Eku looked down. The Seer, hovers over them and in silent whisper, reiterated saying:

*“The King must be dethroned!
The King must be dethroned!
The King must be dethroned!”*

Thereafter, the Seer turns and depart, then King Eku and King Arze exchanged glances and exhale. The stage is set to outplay their plot, to bring to pass what they have schemed to fulfill.

When the doors to the throne hall opens, the Lord King locked eyes with the Seer standing at a distance in the hallway. With a stone-cold grin on the face of the Seer, the Seer dropped his gaze. He has commissioned the Kingsmen to carry out his evil plans. Yet, the Seer would not let any stone unturned. Like a husband to a pregnant woman giving birth, the Seer was unstable.

He expected a fight, so he waited. Since the Seer wittily schemed to invoke great powers that would bring the city down and kill the innocent people of the land, claiming that the Lord King McKathy incited a revolt, the good King McKathy was not just wise, but he was also a Peace warrior. Hence, the Seer' plot did not come to fruition.

As he gazed upon the faces of his former friends, now turned foes. The pain of their deception cut deeper than any sword. Stunned and heartbroken, McKathy struggled to comprehend the magnitude of their treachery. The same men who had stood by his side through countless battles and shared in his victories had secretly plotted his downfall. The King's mind raced with thoughts of the people, the Kingdom, and his legacy.

As the dawn ascended, the Seer became impatient and displeased at King Eku and King Arze for taking too long to accomplish a simple task. So, the Seer burst into the throne room and the rogue Spartans soldiers followed. The throne guards were standing by the

King's side in defense when the Seer came in. With a frozen gaze at the King, the Seer emphatically gestured, ordering the rogue soldiers with a commanding voice saying:

“Seize them! . . . Kill them!”

The King's personal bodyguards in the throne room, sprung up and formed a defensive shield-wall formation with the Spartan King quietly sitting on his throne, in the middle. Their piercing spears protruding out of their shield facing the rogue Spartans soldiers and the Seer along with the Kingsmen. It was an act of treason.

Engulf with fury, the King stood up, breaths heavily and looked dead into the eyes of the Seer with fixed piercing gaze. Just when he was about to speak in the heated tensioned scene and act in frenzy, a calmness like an avalanche of smudging cold-ice, toasted about by the South-West monsoons wind that causes the rainfall, set-in. It calmed and soothed the heart of this enraged Warrior King. Then he shifted his gaze left and right to his bodyguards who have drawn their swords ready for his order to fight in defense. The King looks downward and breaths.

The King then raised his gaze and narrows his eyes on his Kingsmen. Feeling the weight of the lives hanging on his very next actions, the lives of the innocent Spartans, his presentiment was doom for those he cared for. He had the presage that his resisting would trigger

his warriors to fight for him, leading to the death of his fellow warriors who would be fighting themselves instead of their common enemy. Consequential the throne room, even the Kingdom would become a mausoleum of bloodbath.

Xenophobic fears had driven them to madness, it seemed, as they sought to claim the throne for themselves. But McKathy would not let their xenophobia destroy the Kingdom. His piercing gaze fixed on King Eku. King Arze looked at the King then closes his eyes tightly, frowns his brows, then shock his head. On the other hand, King Eku, like a self-righteous Pharisee in a judgment throne to execute a martyr, cowardly order for the arrest of the King. However, no one dare.

King McKathy was severely saddened and in his displeasure at his Kingsmen who have shown their thoughtlessness by ordering for his arrest. Yet, he remained calm. Soon, the hall was filled with Spartans soldiers who have received a code red alert to secure the King. They filled the throne room and flanked the King against the traitors, for he has done no wrong. The King then gestured on them to hold their stand and stand down. He glowers and breathes heavily. Then he stepped out of the shield wall formation and walked up to the traitors and said:

If you, my Kingsmen, have known what it is you are doing, you would know that, of all men, you are to be

pityed. You welcomed me with open hands, and now you seek to put me to bars. A King may live and die, but the people remains and traitors you have become. For my part, I, the Lord King McKathy of Sparta, the second scion to the dynasty of House Forra, of the father Lord, King of the people of Neverland, I have vowed not to unsheathe my sword against my kind.

For the love of Sparta, I stand tall.

The King have long for a vacation, and desire not to remain with the pointless Kingsmen. Also, he wished not be seen as a god-king of the people. Selflessly, he knew what had to be done. With a heavy heart, McKathy chose to relinquish his crown, sacrificing his own power to spare the Kingdom from the destruction that would surely follow if he resisted.

Solemnly, his voice laced with mixed emotion as xanthous sunlight cast a golden glow upon the King's final address to the people,

My dear people of Sparta, my trust was misplaced, but my love for this Kingdom remains unwavering. My judgment was flawed. But I will not let evil jeopardize your safety. I relinquish my throne that our Kingdom may live on, free from the destruction that my resistance would bring

He surrendered and was dethroned as king. He was relinquished from service to the empire as a hero, but

they ignorantly failed to resigned him from his position as a warrior and defender. Thus, his became a warlord.

They took him away before the people of Sparta without a fight. Having achieved their aim, the King



was left in the land in a little house. Time and again, the Kingsmen would consult him on matters of administration.

Some days later, it was made known to the people that the Spartan King has been dethroned and has been discharged from duties to the city-state. However, the Queen continued as a warrior with the nation. No battle was fought, although there were many attacks from marauding bands and DeOthers. The safety of the people was no longer accounted for. There were killings and more chaos in the land than ever before.

As words travel, the Kingdom mourned the fall of their beloved King, their sadness a testament to the love and respect they held for him. Though his reign had ended, McKathy's wisdom and selflessness in the face of betrayal would never be forgotten. A shining example of a true leader's sacrifice. His legacy would live on, a reminder that even in defeat, honor and compassion can prevail.

Other nations and people who have cross path with McKathy were grieved by the treacherous



actions of the Kingsmen and the Seer. Fear loomed the land, children cried out of hunger and sicknesses. The volunteer forces, gradually disintegrated. Like a phoenix awaiting a rebirth, the King was expunged from the scene for a time, for he has earned himself a vacation.

'Humiliation! It is something we all try to avoid whenever possible. Unfortunately, there are some days we can't help, but fall flat on our face. Truly, humiliation is something we cannot avoid. We may have wives who insult our masculinity. We may take up jobs we feel are beneath us. We may have friends who make us feel old. There are all sort of ways to be humiliated in life. The surest way to get your dignity back is to get what you have been waiting for.'

-Desperate Housewives



The Quest for Survival




'The heart of a volunteer is never measured in size, but by the depth of the commitment to make a difference in the lives of others.'

-DeAnn Hollis



ings come and go, but the Kingdom they once ruled may remain. While some become a thriving city ruled by another, what would be left of others would be just memories of a once upon a place in a faraway land. Sadly, though, most decimation of a Kingdom becomes a deserted lost Kingdom, never to be seen for its glory.

In the days of little things, the birth of a legend brought about hope to men. As they grew, the hard days that follows forged boys into men, from the crucible to the heat of combat. Survival against the Dragon King and his hordes, the Fellars, and DeOthers was vital.

They were exposed to the training “at the feet of Gamaliel”, and with each passing day, the experiences they have gathered previously at the Potter’s Wheel helped them to stand the test of time, to be resilient, durable and precise in their skills. As Spartan sons and daughters, one thing they know well was that the greatest fulfillment of all to holds dear is to remain resolute, holding one’s ground to the death with his boot on as freemen.

Consequently, till the end of time, they would remain heroes with their names enshrined in the sand of times with a tombstone for the lost and loved. The promise of



such beautiful death leaves cherished memories of them and made them immortal in the hearts of men.

Hence, the unborn generation would have to know that some battles aren't worth fighting as though some victories aren't worth the effort. At some point, it is better to lay down your weapons and live to fight another day. Besides, the fall of an emperor may not mean the annihilation of his empire.

In the quest for survival, even if one was left for death and survival became necessary, your bravery would be tested. Survival may be an option, not victory, for victory was never a negotiation factor. Only the brave remains resilient to the cause. To the death, they would be willing to stand tall with the last drop of their blood.

If in the heat of combat you need a purpose to fight, or an idea for which you will give up, what you need at hand is to look at the man who fights by your side. You will never be closer to someone, than those whom you worked with. For there is no nobler cause than to fight for those who will lay down their life for you, those whom you loved.

The absence of the King was felt in the entire Kingdom as there was no one leading the warriors out into battle. There was much pillaging from the Fellars. DeOthers also attacked and destroyed many homes repeatedly. The King ship was a tougher one that even the two Kings, Eku of Thilykós and Arze of Arsenikós, were unable to lead the city nor were they able to defend it from tyranny both foreign and domestic.

Gradually, the once populous metropolis lost many people. Warriors would relocate to other empires where they can work as a team. The city walls were in bad state from the previous war. The King's rebuilding project were halted because motivation was very low.

Sixty-eight days later, it was proclaimed that Lady Góðar-Fréttir was dismissed from the state army for reasons unstated by the political Kingsmen. Moreover, the once King of Sparta focused on farming, trading and building his family. Occasionally, his close friends would check on him. Since he was dethroned and honorably dismissed from being a warrior, McKathy would defend himself and the helpless from attackers, but would do so on low-key to avoid detection.

In time, the plague halted, then the last vestiges of the resistance of the empire was gone. The empire was left desolate and became a wasteland. King Eku made plans to relocate far west and become a court official in one of the kingdoms of a Western King. Whereas, King Arze has started moving his household faraway East. There, he wishes to be a commoner, for he knows not the Way of the Kings.

Truly, like a wolf pack, their very actions of conspiracy and betrayal started the chains of events that lead to the decimation of the Spartan empire. The Kingsmen were afraid of their very lives, so they secretly plan to run away from the land since it was inhabitable. Their abandoning the territory to another town with fortifications, good cities with greener pastures and security, would result in deserting the Wind People and those commoners who still remain in the city. Some influential citizens of the decimated Kingdom relocated to other lands. The Wind People were left at the mercy

of time. Unlike King Eku and King Arze who had no tactical trainings at the Potter's Wheel, McKathy, an elite warrior and a survivor who has endured many woes, remained in Sparta.

The so-called Kingsmen were at the verge of secretly escaping when emissaries of A'taru overtook them. The King of A'taru send words to the Kingsmen to come along with all the citizens of Sparta to the Kingdom of A'taru.

The people of A'taru were allies of Sparta. A'taru was one of the cities McKathy previously reinforced treaty with and made them ally to the Spartans, when he was ruling. In the past, the Spartans have supported A'taru in battles. The King of A'taru and his people have benefited from series of the campaigns carried out by the previous King of Sparta.

Hence, at this time of need, the Graillanders sent emissaries to the Kingsmen of A'taru, requesting for them to accommodate the refugees of Sparta. Thus, the Kingsmen of A'taru unanimously agreed. So, they sent men to extract everyone in Sparta to safety to the Kingdom of A'taru.

Everyone in the city was moved including McKathy. At this time, the lost Kingdom of Sparta was no longer habitable. The former great empire is now reduced to a scantily populated land. The destructions from the battle in the last stand left the city walls and most buildings

dilapidated and they remained in such bad state. The construction workers abandoned the project because funds and food were depleted. The fighting men were not cared for by the new administration of the Kingsmen.

Unlike the Spartan territory with gigantic landmarks but less populated, A'taru was a vast Kingdom with over twenty Kingsmen governing over many cities. Though the territory was small compared to the Spartan landmass, its population was very great and blossoming. It was a modern city with a form of civilization. With its hanging cities on hilltops and home trees hidden in thick fog at dawn, the city is a wonder to many.



Its towering castles on rugged mounting tops are mostly visible to all from afar as they stood tall into the sky. From the far northwest, a high hill brackets the city, forming a protective defensive wall. On the southeast

side, there is a flowing river that supply water to the city. A city gate was designed for each tribe.

Although, the territory of A'taru is vast, the people are united and peaceful. The Kingsmen of A'taru were strong men of fame, brave and work in one synergy. The people of A'taru were gifted with silver and gold and a vast woodland. Majority of the A'taru people were known for their hospitality and generosity. Unlike the Kingsmen of Sparta who know nothing about warfare strategies, the Kingsmen of A'taru were warriors, the King himself along with some of his Kingsmen were knighted warriors.

Shortly after arrival, the *Council of Freemen* of the region requested the assistance of McKathy to rebuild the tactical defenses and trained men in all the districts. The drought and famine have wrecked many havocs in the lands. The men and cities were affected. Also, the Dragon King would stop at nothing to destroy the lands and the people. For he was on a war path, taking land after land, to bring them to knee. Hence, in time of peace, they prepared for war. The *Council of Freemen* have to rebuild defense systems in various cities in the district.

As a former scribe to the *Council of Freemen* in the region, McKathy have made a good name as an invincible warlord. With his training at the feet of Gamaliel, and the skills he learnt from Aristotle about the Way of Athena, he was good at construction and

technology. He was a vital asset. So, the *Council of Freemen* of the region and the Kingsmen of A'taru utilized his skills.

Hence, for the piety of the city-state, service to humanity and peace to all, he accepted to serve the people. He was assigned to work under the lead of a governor of the A'taru people. Thus, they approached McKathy and welcomed him to their land. Since they needed his services, but were unwilling to help him rise to glory, the Kingsmen of A'taru camouflaged a façade that displayed high esteem for McKathy. Since fighters were needed, they helped acquitted and reconfirmed him as a knighted warrior along with Lady Góðar-Fréttir, any who can hold a blade was allowed to serve. Training sessions were scheduled.

The refugees of Sparta were assigned a good territory in the Kingdom of A'taru. Soon, they settled and began their normal life. The hospitable people of A'taru provided foods, clothing and protection for the refugees including caring for their needs especially those of the Wind People.



King Eku and King Arze who were made to remain in the city of A’taru were allowed to govern the Wind People in A’taru and were invited to serve as Kingsmen of A’taru. There was a Kingsman of the A’taru people who has known the Way of the Wind People.

He was King Jes-hua, the son of Iraho. He was a good Kingsman and well knowledgeable in the Way of the Wind People. King Jes-hua assisted King Eku and King Arze to intercede for the Wind People and helped to make their stay worthwhile. On some principal matters, the King of A’taru would consult with McKathy, as would the Kingsmen of A’taru.

Before the Spartans Kingsmen poisoned him, the King of A’taru came to McKathy, firmly holding his shoulders, McKathy looks to the ground and shook his head in desperation. Then the King of A’taru, an old friend with whom he has fought alongside with, encouraged him saying:

Hang on! This is home. Make it your home and give it all you have to be a home.

Then McKathy shifted his gaze into the warm brown eyes of the King and said:

“You have made me solid! Thank you, my brother.”

They embrace tightly. Facing him with his hands on his shoulder, McKathy took a deep long breath as he nods and exhale slowly. The days that followed were busy times for all in the city. There were many

reconstructions, renovations, trainings and hospitality services to those in need. The refugees started a new life and some Spartans who have wondered away, returned to A'taru.

All the warriors from other lands returned to their cities and some to other nations to forge alliance with them. King Jay seldom checked on McKathy and Maiden Pearl had new assignments to focus on with her people. Rizpah remained for a while before moving to Zim – Sraj of the Srajans to serve the people of Sraj under their King named Kouniádos.

The insurgences of the Spartan Queen came to a climax for a time, when McKathy sent words to the Icelandic King that times have ended. Hence, he would have to revoke the amendment of their signed treaty. Previously, they were allies. Later, they enshrined into law a unification of the two nations as one. McKathy had suffered many anguishes and now, he wishes a new start.

After numerous consultations, McKathy, decided to discard the plans to annul the treaty with the Icelanders. Lady Góðar-Fréttir amended her ways and for a time, there was peace. Also, the refugees were cared for.

After a while, Isshiah, son of Abishai who was the Seer of this district, visited. He should have righted the wrongs of the Kingsmen. However, the Spartan Kingsmen choose to become a poisonous contagious

gas that poisoned the minds of the members of the *Gerousia*, making them to decide against considering McKathy as one who had earned the right to the table. The Seer thus, let time pass for the next season of the new Seer to decide if he would *call to table* McKathy.

In his presentiment McKathy reasoned that in a short while, the King shall rise again. Thus, he occasionally of Sparta once in a while for the glory it holds. Sadly, his premonition was wrong as he now had to face



friends who have turn foes.

Conversely, as Sparta await the rebirth of the emperor, what was left of the lost Kingdom were just memories of the love of Sparta and the blazing flames which engulf the city as smoke ascends into the thin glow of the evening sky.

'The only thing necessary for the triumph of evil is for good men to do nothing.'

-Edmund Burke



Thesaurus



Terms Used		Explanations
1.	A'taru	A vast Kingdom situated up above mountain with high building on rocky mountain tops. The people are united and peaceful with strong men of fame as Kingsmen, working with strong synergy. A rich, famous Kingdom, blessed with silver, gold and vast woodlands. It has numerous Kingsmen and well decorated warriors. They rescued and evacuated all the refugees of Sparta to A'taru. They speak Language Graillandic.
2.	Aibid'umu	A city in the territory of the Kingdom of Irewo. It has one of the choicest citadels of knowledge. Here, at the feet of Gamaliel, the natural world is taught. The city is close to Amoville. Hence, the warriors at the educational training fortress could respond to the Fellars attack faster before the reinforcement from its kingdom.
3.	Amoir	A young knighted warrior lady with astonishing beauty endowed by the Divine One. A citizen from the city of Woodville of Irewo, but at the time, serving in the city of High Towers. She came to Sparta only on business terms to learn the Way of the Wind People. Loyal to the Spartans. Betrothed to a Kingsman of High Towers.
4.	Amoville	A city, located North East of the city of Aibid'umu, both located in the territory of the Kingdom of Irewo, but farther from its capital city. Its closeness to the city of Aibid'umu made the response from the Aibid'umu educational training fort faster during the attack of the Fellars. The home of the Father of Chloe where the Fellars

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

		attacked and Chloe was forced to make a stand to hold the Hall of Fame. The people have offered so great a sacrifice in the alter of freedom for the freedom of the freemen.
5.	Aristotle	One of the greatest teachers of philosophy at the time. One of the tutors of McKathy at the Port of Harbor in the Kingdom of the Water nation.
6.	Arsenikós (Αρσενικός) (Arsenikóses)	One of the divergent cities. Located at the East side of the Spartans settlement, its leader is King Arze whom the Spartan King McKathy trained in the Way of the Kings and Management over Kingdoms. The previous King Odu relocated to another territory along with his people. The people are Natives of the land. McKathy helped to merge them together and they became one Kingdom. They withdrew prior to the battle of the last stand, deserting McKathy and their allies who have traveled down to help them in battle.
7.	Arze	King of the Arsenikóses of the people of Arsenikós. Natives of the land located East side of the Spartans settlement. Lord King McKathy considered it an honor to let him retain his place as King with equal rights. A political King with no administrative skills and no military training. A Kingsman of Sparta along with King Eku, with whom they outplay the will of the Seer, De'li to betray the innocent King McKathy which led to the decimation of the empire of Sparta. Knows the Way of the Wind People. A Wind Talker.
8.	Athena	The philosophical wisdom of arts and science of the known world in handicraft and tactical strategy.
9.	Avigayl of Fortville	A beautiful knighted female warrior from the city of Fortville of Irewo. A Wind Talker and along with her lady companions, she volunteered to support Macedonia in time of their need. Died in active service with her boots on while training others. Skilled with the sword and together with

		Maiden Pearl and Prince Rajah they all attended the training at the Citadel of Knighted Warriors with King McKathy during his third invite.,
10.	Baptism of Fire	In this context, the "fire" represents the challenges and difficulties faces in the new situation where someone is thrown into a difficult or intense situation without much preparation or warning and must learn to navigate it quickly.
11.	Beautiful Death	A death that is seen as noble, heroic, or tragic, often in a way that is considered beautiful or honorable. A hero's sacrifice to save others. To remain resolute to the death in the fight for freedom. To lay down one's life as freemen for a good cause holding one's ground. To be killed in battle while fighting for your loved ones and be regarded as a hero with one's name enshrined in the sand of times, with a tombstone for the lost and loved. To have leave behind cherished memories of a life spent, memories that will immortalize one in the hearts of men.
12.	Bombard Cannon	A large, heavy artillery piece that was designed to fire heavy stone or metal balls at enemy fortifications or ships. Usually made of iron that uses gunpowder to shoot round stones or iron balls in projectile motions at enemy fortifications.
13.	Bring to knee	To forcefully render a person or group of persons submissive by weakening or defeating them. To humble or humiliate them, often through defeat, surrender or yield. To reduce someone or something to a weakened or submissive state.
14.	Brotherhood of Knighted Warriors	A chivalric order or a group of knights who are in the forefront to take the battle to the gate of the enemy with great resilience and courage. A brotherhood of warriors, bound by a code of honor, loyalty, and service who have been knighted for their bravery and skill in battle. Unlike the members of the Order of the Forge, do not have permanent citizenship in Grailland. But

		<p>like the members of the Order of the Forge, there received special training.</p> <ul style="list-style-type: none"> • Ethelontis: They are the reserved league that are called upon by the Grailland in time of need to care for a mission at a time of need, after that, they continue their normal life. • Kommer: This are the group that regularly travel to the fortress at Grailland to serve there even though they are not Graillanders. • Symvouleftis: These are the backstage workers who do some works for the Graillanders from the comfort of their homes and when the job is done, they submit them to the Graillanders. • Meizon Chreia: These are field workers who go to areas that need more men of war to defend the lands or areas where there are no fighting men to defend the city.
15.	Call to table	To be appointed to a privilege, an assignment or position following recommendation from a group of persons.
16.	Castrum	A strong building, fortification, or stronghold. Can be a military camp, fortress like a castle. These strong and imposing structural Forts are often used as a temporary or permanent base of operations for the training of combat warriors. Like a school, it forges men into gods, training warriors, to be skilled and have tactical wit. Also referred to a fortified town or city with strength, security, and resilience.
17.	Chloe	A brave teenage daughter of a Spartan woman who charge the helpless people of Irewo in the survival chambers to fight in defense against the Fellars. She was a Wind Talker, a knighted warrior and loved by many for her goodness. Died by illness while still active.
18.	Citadel	A stronghold or a fortified structure, often located within a city or town. It's a place of refuge,

		<p>defense, and power. These fortresses were centers for educational training.</p> <p>Usually known for its strength and resilience, defense and protection, power and authority, security and safety.</p>
19.	Citadel of Knighted Warriors	<p>Formidable fortresses for the training of knighted warriors. Once every five years, the knighted warriors are invited for refreshers training and they would have the opportunity to fudge new blades.</p>
20.	City, Cities	<p>A large and permanent human settlement, typically with a high population density and infrastructure.</p>
21.	City-state	<p>A political entity that consists of a city and its surrounding territory, operating as an independent state.</p> <ul style="list-style-type: none"> - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i> - Geographic boundaries: <i>Territory > Region > District</i>
22.	Commoners	<p>The everyday people. The ordinary people, those who are not part of the nobility or aristocracy. Villagers of no ranking in the army or political class. Citizens of no royal background. They are the everyday folk who make up the majority of the population. They are of Humble status, Limited in resources, Hardworking and dedicated, Connected to the land or their craft, Resilient and resourceful. These might include: a) Peasants: Farmers, laborers, and villagers who work the land. b) Artisans: Craftsmen, traders, and merchants who create and sell goods. c) Servants: Those who serve the nobility, knights, and other high-ranking individuals.</p>

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

23.	Council of Freemen	The coalitions of Kings, Kingsmen and freemen of a district, empire, city or region, task with the same goal to provide infrastructural utilities and safety of the people.
24.	Dark Portions	Shadowy or ominous pills made from the roots of darkness. These sinister or malevolent pills awaken darkness in someone. The effects of the pills would make one calm at first, then it would trigger in the person series of aggressiveness for the targeted individual it was intended to destroy along with
25.	Days of little things	A peaceful, serene period in life of a humble beginning.
26.	De'li	A traveling Seer of the Wind People communities in the district of the Thilykósites and the Arsenikósies. A snobbish member of the Order of the Forge in the class of the Pródromos before he became a Seer and knows the Way of the Wind People. Walk with his head held high, chest out and long stamping strides as a superior man of fame.
27.	DeOthers	The divergent, nomad barbarians, beastlike men who ravage their fellow men. Known for plundering the weak and helpless and are worse as the Fellars. They stand apart from others. Enemies to the Fellars and the freemen. They infiltrate into various cities, unintentionally serving the purpose of the Dragon King, sometimes for favor.
28.	District	A large territory or region with a collection of cities, nations or empires set apart with fixed boundaries. <ul style="list-style-type: none"> - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i>

		- Geographic boundaries: <i>Territory > Region > District</i>
29.	Dooms-Land	A lost and forgotten Kingdom that was annihilated by the Dragon King long ago, and has become a wasteland of emptiness with no possible chance of someone surviving there. The castle dungeon is called a graveyard as its prisoners hardly comeback in one piece.
30.	Dragon King	A formidable and wicked dragon ruler, known for his cruelty, this god-king is responsible for the killings of countless persons from land after land and wreaking havoc in the lives of many with his evil powers. He promises to give his subjects all they desire in exchange of their very souls and will. Known as the Fellars, his servants carry out his malevolent scheme as well as DeOthers who unintentionally fulfill his will.
31.	Duchess	Title given to a woman holding a very high social status and rank. Equivalent to duke in her own right.
32.	Duel to the death	Two individuals or groups engaged a challenge of power, a fierce and mortal combat, a fight to the finish, with only one survivor, by using the same type of weapons to fight, usually to the death with no compromise.
33.	Earned the right	To be recommended for an assignment of which one is qualified for, and capable of doing, especially when there is a need. To have come of age of accountability, responsibility and dependability to be recommended to be granted a privilege or benefit.
34.	Earth and Water	Unconditional subordination to a conqueror. Total surrender, giving up all of one's rights, lands and every product of the land, even their very lives and authority.
35.	Eku	King of the Thilykósites, natives of the land located West side of the Spartans settlement. Lord King McKathy considered it an honor to let him

		retain his place as Kingsman even after he willingly renegaded the position of a principal King to McKathy. A political King with little administrative skills but knows the Way of the Wind People. Along with King Arze, they outplay the will of the Seer, De'li to betray King McKathy, leading to the decimation of the of Sparta Kingdom.
36.	Elite Warrior	A specially trained warrior from any of the special tactical training fortresses organized by the Graillanders, like those of the Potter's Wheel, or Graillanders. After the training, they are usually sent to continue serving as knighted warriors in their home territory, or in a foreign land in any category of the members of the Order of the Forge. They may be retained to become Graillanders or assigned to any district as a Seer. Civilian >Soldier >Warrior >Knight >ELITE >Warlord
37.	Empire	An extensive group of states or nations ruled over by a single King, a sovereign state. A vast, multi-ethnic state or political entity, often created through conquest, colonization, or expansion. <ul style="list-style-type: none"> - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i> - Geographic boundaries: <i>Territory > Region > District</i>
38.	Enótita (Ενότια)	The Seer assigned to the Wind People at the birth of the Spartan Kingdom. He enthroned McKathy and King Jay Kingsmen of their respective lands.
39.	Father Lord	The Father of the land, Lord of the people. The title given to a great King of an empire. He commands the warlords and can assign regent

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

		rulers to govern and rule some cities, lands, and states on his behalf but independently.
40.	Fellars	The cruel minions of the Dragon King. They are vicious and beastlike men of war. They are heated by all.
41.	Fellars Den	The dwelling territory of the Fellars where the castle fortress of the Dragon King is situated.
42.	Fires of Resilience	A place for metal work where special weapons could be forged. Built with a bath pool of ice and a furnace of fire to help forge resilient steel blades, it is located in the training fortresses like those for the citadel of knighted warriors and the potter's wheel.
43.	First of his Name	Someone is the first person with a particular name (often a surname or a title) to achieve something or hold a certain position. Stresses the uniqueness of someone's achievement or position within their family name.
44.	First to his Name	Someone has achieved something or holds a position that is uniquely associated with them, often implying a sense of ownership or personal accomplishment. Highlighting the personal accomplishment and association with the individual.
45.	For the Love of Sparta	Loyalty and devotion to a cause of service. The spirited sacrifices and the zealous enthusiasm, dedication and commitment to duty and honor for a certain Way of Life.
46.	Forges men into gods	A transformative process that shapes ordinary individuals into extraordinary beings and strengthen them, through intense training, discipline, or self-discovery, helping them tap into their inner potential and become exceptional beings with remarkable qualities, skills, or character. To make someone to be resilient, durable and precise in their tactical skills to stand the test of time. It implies a process of refinement, strengthening, and elevation, where individuals

		are molded into something greater than their original form.
47.	Forra	Name of the Father Lord, the great King of the Kingdom of Neverland, First to his name of House Forra. The Hero of Noland and of Notville, the father of Prince Theodor the Graillander, Lord King McKathy of Sparta and Princess Rhódon of House Sraj of the Srajans.
48.	Fort	A smaller, often temporary, defensive structure designed for defense and protection and usually built for military purposes.
49.	Fortress	A large, permanent, and heavily fortified structure designed for defense and protection, designed for long-term defense and protection. Often built for political, military, or strategic importance and it can serve as a stronghold, citadel, or fortified city.
50.	Fortville	A city in the Kingdom of Irewo. Home city of Lady Avigayl.
51.	Freedom of the Freemen	The rights and privileges of independent individuals to make choices and live life to the full, free from oppression or tyranny. The glorious freedom and liberty of the people.
52.	Gamaliel	A renowned teacher and scholar who was a leading authority in the wisdom of the known world. A tutor of the natural world and skilled in various areas of discipline.
53.	Gerousia (Γερουσία)	These are the council of elders of the land usually the Kingsmen. They serve as the senate. Respected elder citizens who advised on important matters of state and governance. The head King preside over the counsel. However, when the seer does visit, the seer presides over the <i>Gerousia</i> meeting.
54.	Glorious Freedom	The priceless gift of freewill and the joyous freedom held by the freemen to live independent from all oppression of war and tyranny.
55.	Góðar-Fréttir	A princess and a warrior of the royal Kingdom of Iceland. Daughter of the Father Lord, King Ísak-

		<p>Tré of Iceland. Her younger Brother is Lord Ríki. She became the crowned Queen of Sparta, wife to Lord King McKathy. Skilled in the Way of the Wind People.</p> <p>The first of the two offspring to the dynasty of House Ísak-Tré, the daughter of the great King and the father Lord of the people of Iceland. With her younger brother, Prince Ríki, they both held solid the house of Ísak-Tré. The two siblings, Lady Góðar-Fréttir and Prince Ríki later came to Sparta to paid tribute to the King of Sparta, forge alliance with the Spartans and learn the Way of the Wind People. Thus, she became a Wind Talker.</p>
56.	God-King	A ruler, king or a sovereign who claimed to be deities or is considered to be a divine being because he possesses supernatural powers and he demands worship or is considered worthy of worship since he is considered to be god-like.
57.	Governor	A Kingsman or lord who rules a group of people.
58.	Graillanders (Λαός της Γραιλλανδς) (Οι Γραιλλάνδερς) (Γραιλλάνδερς) (Grailand)	Elite of the elite class of Warriors in an empire of colossus fortresses with fortifications. Devoted to the Way of the Wise One, they engaged in simple life, in line with the Oldest Book of Law. They help to balance normalcy. They had the prophecy passed on to them that someday tyrant rule would be expunged by a warrior great and strong. Ensure a written communicate means with the language Graillandic. Keepers of the fortresses housing the Potter's Wheel, they coordinate various training of warriors, forging men into gods to become Elites Warrior.
59.	Great Sea	The vast open sea that links to the oceans and ship travel freely to other lands. In the last stand of the Spartan invasion, the Fellars soldiers travelled to Sparta via the Great Sea.

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

60.	Hall of Fame Or Survival Chamber Hall	A specially built fortress, usually closer to the city gate, designed to protect the people in time of attack till help arrives. It holds memories of fallen heroes and honors individuals who have achieved exceptional success, excellence, or contributions to humanity. Along with their names and achievements, their military artifacts are saved there. The sand of times is saved in this fort, guided by the Keepers and a Handler. Most heroes are recognized for their valor to inspire others.
61.	Handler	Head of the Keepers. A strong, vigilant and choice sentinel who watches over the hall and guard the sand of times.
62.	High Towers	A neighboring nation closer to the Kingdom of A'taru. During the battle of the last stand, Tsar, the head king of High Towers, lead his men to assist the Spartans.
63.	Hoplites	Heavily armored infantrymen who fought in a phalanx formation on foot. Usually equipped with long spear, a sword on the loin belt, another sword housed in their shield, creating a nearly impenetrable wall of protection.
64.	House	The Family, dynasty, household, heritage or lineage of.
65.	Iceland (Icelanders)	Territory of the Father Lord King Ísak-Tré of House Ísak-Tré, father of Lady Góðar-Fréttir and Prince Ríki. He was the only survival of his House before he served the Graillanders.
66.	Iraho	Father of King Jes-hua of A'taru.
67.	Irewo	The Kingdom where McKathy and his voyagers arrived at in one of its unknown cities in his earliest of adventures. The kingdom of Lady Amoir from the city of Woodville. Among its notable cities are Amoville, the home of the Father of Chloe where the Fellars attacked and Chloe had to make a stand to hold the Survival Chamber Hall. Then the city of Aibid'umu which holds one of the choicest fortresses among others.

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

68.	Ísak-Tré	The Father Lord, King of the Kingdom of Iceland. Father of Lady Góðar-Fréttir and Prince Lord Ríki. A lone survivor of his clan, raised and trained by the Graillanders in the Way of the Kings, to be a man of honor, warrior and leader. Visited Sparta and forged alliance before the unification of both nations as one in matrimonial union of King McKathy and Lady Góðar-Fréttir. A member of the Order of the Forge in the unit of the Pródromos, who was occasionally asked to double a Seer in a district needing a double.
69.	Isshiah	Son of Abishai who was the Seer of the district of the Kingdom of A'taru during the period the refugees of Sparta arrived at A'taru. He did little or nothing to right the wrongs of the Kingsmen. Thanks to the treachery of the Kingsmen, he let time pass for the next season of the upcoming Seer, to maintain a good name for himself.
70.	Jadyn	A warrior from the Northerners, ally of the Trojan city. She held her loyalty to her Nation and Lord King Jay of Troy. She chooses a Graillander over the Spartan Lord King McKathy, and became a Graillander. Skilled in the Way of the Wind People.
71.	Jay	Lord King, a royal heir of the Trojan city. A knighted warrior with knowledge in the Way of the Wind People. Restored peace to the people of Amoville, North East of the city of Aibid'umu, both located in the territory of the Kingdom of Irewo, shortly after McKathy rescued the people from the hands of the Fellars. When he left, then the battle to rule erupted. A loyal ally who bonded in one synergy with McKathy and forge a formidable stand as twin warriors in brotherhood till the end of times.
72.	Jes-Hua	A Kingsmen in the Kingdom of A'taru. Son of Ir'aho. Skilled in the Way of the Wind People. Assisted in interceding for the refugees of Sparta.

		Suddenly, along with his House, they went through time machine and went to the future, forcing the Kingsmen of Sparta to seek the aid of McKathy. However, their pride would not let them to trend with caution, resulting in the departure of McKathy and his House out of A'taru to the city of High Towers.
73.	Kamikaze (神風)	A very dangerous action or suicidal attack carried out by someone or something deliberately with the willingness to sacrifice themselves for a cause or goal. The one taking the action knows the risk, yet they take it anyway.
74.	Keepers	Choice sentinels tasked as guardians over the hall of fame or survival chamber hall and protectors of the sand of times. Headed by the Handler.
75.	King, King of	A royal and noble leader or ruler over all. A person or thing that holds power, authority, or dominance over a particular domain, territory, or field.
76.	Kingsmen	Group of allied Kings in a land that governs a city or a Kingdom and are members of the <i>Gerousia</i> . Group of allied Kings in a land, territory, empire or Kingdom governing a local territory with one designated as the principal King, with equal rights. They make knights.
77.	Kingsden	Home town of Maiden Pearl. Located somewhere in between Neverland and the Water Nation.
78.	Knight	A strong Male or female warrior who, for the Piety of the city state, has volunteered his time and effort to be at the forefront to serve his nation or Lord usually as a mounted fighter on horseback in armor. They are at the frontline in battles and would take the battle to the gates of the enemy. Their bravery in battle spurs others to be better fighters. Civilian >Soldier >Warrior >KNIGHT >Elite >Warlord

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

79.	Knight in shining armor	A courageous and brave, kind warrior who has earned the admiration of others for his wiliness to help the helpless from a difficult situation. One who could be looked up to as an example.
80.	Kouniádos (Κουνιάδος)	The King of Zim – Sraj of House Sraj. Husband of Queen Rhódon of the Srajans. After the battle of the battle of the last stand of the Spartans. Rizpah was sent by McKathy to go serve the people of Sraj, shortly before the movement of the Spartans refugees to A'taru.
81.	Lady	Title given to a woman of good social position. A dowager.
82.	Language Graillandic	Popularly spoken and understood, it stood as the widely used language in writing and communication. Used by the Graillanders to effectively send written directives between Kingdoms and cities, they hosted scholastic program where people were trained to effectively speak, read and write.
83.	Language of the Commoners	Apart from Language Graillandic, this was well known and used by the majority especially spoken by the commoners. In addition to other well-known language, the Wind People has their special form of communication.
84.	Last Stand	The terrifying, formidable and daunting battle fought in Sparta to defend the land against the invasion of the Dragon King and his Fellars against the freemen of Sparta.
85.	<i>Let justice be done, though the heavens may fall.</i> (Justitia fiat, ruat caelum)	Do the right thing no matter who is guilty of the charges. Upholding justice, even if it leads to unexpected or drastic consequences. It suggests that justice should be pursued relentlessly, no matter the cost or potential outcome.
86.	Lily	A radiant fearless knighted warrior and a daughter of a commoner from Susa of Persia, who joined forces with the soldiers of the Kingdom of Irewo, previously at the battle of Amoville and later came to Sparta to learn the Ways of the Wind

		People. Served in the courtyard of a Kingsman who adopted her as an heir. Thus, she became a daughter of the King and became of a royal dynasty. With clandestine beauty, she wears a calash as veil before the male forks and rides on a camel. By the law of the Spartans, she chose a member of the Order of the Forge, serving in Grailland to be her liege.
87.	Lord	A noble, often a land owner, powerful man with authority.
88.	Lord King	A well decorated warrior leader, one with regal powers and grandeur, dominance and majestic status.
89.	Macedonia	The city of Prince Rajah that needed military support. Lady Avigayl and her lady companions volunteered and served to save the city. She trained many till her death in active service.
90.	Maiden	Title of honor given to an unmarried young female virgin.
91.	Marion	A princess and warrior of an ally city of the Sparta who was raised in a city close to the city of Port of Harbor located in the Water Nations. Although, she was not a Wind Talker, she was a warrior known for her eagerness and helped many to know the Way of the Law. Along with Lord King McKathy, Lord King Jay and others, were at the educational training fortress at the city of Aibid'umu to received tutelage at the feet of Gamaliel and were present at the time the Peace Treaty was signed by McKathy and Jay. Married to a Warrior Knight and Kingsman of a city in the Water Nation.
92.	McKathy	Second of the three offspring to the dynasty of House Forra, the son of the great King and the father Lord, King Forra of the people of Neverland. He became first of his name to be trained by Gamaliel. Younger brother to Prince Theodor, the Graillander and elder brother to

		Princess Rhódon, who married King Kouniádos of Zim – Sraj of the Srajans. After he qualified to be a warrior, he was knighted. He became the principal King of the people called the Spartans after he successfully unite warring cities and the principal King Eku relinquished the position to him as a trained and well decorated warrior. Husband to the knighted warrior, Lady Góðar-Fréttir. Under the orchestration of Seer De'li, his Kingsmen -King Eku and King Arze- schemed evil and dethroned him. For the peace of the people of the land, he humbly stepped down, which triggered the fall of the Spartan Kingdom. As a Wind Talker, he is skilled in the Way of the Wind People.
93.	Metropolises	The capital or dominant city of a region.
94.	Mount Ilu	A designated conferences site for the Wind People and Wind Talkers with numerous commoners and fighting men from different nations and cities. They gathering to learn the Ways of The Wise One from the Oldest Book of Law to stand better in the battle against the Dragon King
95.	Munda	The tribe in the Indi's, the people of Duchess Rizpah. The Fellars invaded the land during the invasion at Western Bengal and took away captives into exile along with Duchess Rizpah.
96.	Nation	<p>A large body of people in a territory with defined borders, rulership and citizens.</p> <ul style="list-style-type: none"> - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i> - Geographic boundaries: <i>Territory > Region > District</i>

97.	Neverland	The great Kingdom of the Father Lord, King Forra, first to his name, of House Forra. It has two major cities, Notville, known for trading and farming and Noland, the metropolitan city popular for its marvel of innovation and discovery, enthralling beauty and its great treasure trove of knowledge library.
98.	Noland	The metropolitan city of Neverland, the home of the Father Lord, King Forra, first to his name. As one of the great cities in Neverland, it was a prodigy of innovation and discovery in science, architecture and arts, with magnificent fountain of fascinating beauty and a treasure trove of ancient tomes and artifacts. Its fighting men of war ranks among the finest warriors.
99.	Notville	Prominently known for trading and farming, this magnificent city is also known for its breathtaking city-street with its grand architecture which appear to defy gravity. This is the home town of maiden Ratuke, a villager from Woods, who did not pass King McKathy's test to become his maiden to the throne. The home town of the mother of Chloe of Amoville in the Kingdom of Irewo. Chloe and family dwelled here till her mother's death of natural causes, then they moved to Amoville.
100.	Obsidian	A naturally occurring volcanic glass formed when lava cools rapidly. It's a shiny, smooth, and dark-colored mineraloid, often with a black or dark brown appearance. It's a relatively soft material, with a Mohs hardness of around 5-6. It can form a variety of colors, including brown, gray, green, and even rainbow-colored. Advantages: <ul style="list-style-type: none"> • Sharpness: Obsidian is known for its exceptional sharpness, with an edge that can be honed to a razor-like sharpness, making it ideal for precise cuts and surgical applications. It

		<p>can be honed to a sharper edge than many other rocks, making it ideal for precise cuts.</p> <ul style="list-style-type: none"> • Durability: Obsidian is a highly durable material that can withstand heavy use and maintain its edge well. It is generally more durable than other rocks, making it a better choice for heavy use. • Corrosion resistances: Obsidian is resistant to corrosion, making it an excellent choice for blades that will be exposed to harsh environments. • Lightweight: Obsidian is a relatively lightweight material, making it easier to handle and maneuver. • Unique edge geometry: Obsidian blades can be knapped to have a unique edge geometry, with a curved or serrated edge that can be optimized for specific tasks. • Aesthetics: Obsidian blades often have a beautiful, glassy appearance that is prized for its beauty and rarity. • Rarity: Obsidian is a relatively rare material, making obsidian blades highly sought after and valuable. • Cultural significance: Obsidian has cultural and historical significance in many societies, making obsidian blades highly prized for their historical and cultural importance. • Less brittle: Obsidian is less brittle than some other rocks, making it less prone to cracking or breaking.
101.	Odu	Name of the previous King of Arsenikós before the leader Arze came in place after he and his House relocated to another territory.
102.	Odysseus Journey	A long and complicated journey
103.	Oldest Book of Law	It's believed to be a scroll of law with golden pages, used by the masters at the Potter's Wheel to educate people on the Way of The Wise One.

		The Graillanders are practices of the Way of the law. all law depends on it.
104.	Order of the Forge	<p>A specially trained tactical Elite group with different classes which includes the following:</p> <ul style="list-style-type: none"> • Graillanders: They serve inside the cities of Grailland, care for the cestrum and fortress located in the territory of Grailland. • The Seer: They visit city after city, nations and communities to equip them to stand better against the Dragon King. • The Tektōn: Skilled in the fortifications of the cities, constructions, renovations and defenses of fortresses. • The Pródromos: Known as the Fronters, they are in the forefront, they would usually engage in the battle first. They make way for others to follow.
105.	Pashtunwali (پشتونولی)	The code of life. Love for strangers. Those who practice Pashtunwali can protect a stranger in their custody at all cost, even if it may require that they have to die protecting the strangers. It encourages Hospitality, Protection, Loyalty, Courage, Justice, Respect, Forgiveness, Revenge and Honor.
106.	Pearl	A knighted warrior of the city of Kingsden. A Wind Talker. One of the trio Musketeers along with Duchess Rizpah and Prince Rajah of Macedonia. Friend of the Spartan King McKathy and a loyal ally who stood her ground for the Spartans during the battle of the last stand.
107.	Persia	The territory of Duchess Lily, a radiant fearless knighted warrior and daughter of a commoner from its city of Susa, who joined forces with the soldiers of Irewo at the battle of Amoville.
108.	Piety of the city state	Loyalty and devotion with a sense of duty and responsibility to one's people. Respect for tradition and heritage; commitment to the well-being and prosperity of the city with a deep connection to the history and culture of the land.

109.	Plague	A Pandemic. Global sickness.
110.	Port of Harbor	A city, southward of Notville, in the Kingdom of the Water Nation where McKathy was taught by Aristotle about the Way of Athena and met Priwedo and Thenysia.
111.	Posse Comitatus	Able-bodied men summoned to help keep peace. Personal body guards.
112.	Potter's Wheel	Institution for elite combatant training that forges men into gods, help them to be resilient, durable and precise in battle and stand the test of time. An Elite training programs for personal growth and self-improvement.
113.	Priwedo	A commoner, the sister of Thenysia, whom McKathy met at the Port of Harbor, from the Kingdom of the Water Nation where McKathy was taught by Aristotle about the Way of Athena. Thenysia engaged the Spartan King McKathy in a duel to the death, while she watched. Later became a traitor and gave in to the will of DeOthers for riches.
114.	Pyrrhic Victory	A victory is achieved, but at a great cost, as good as a defeat. The winning was narrow, losing so much that it seems useless. The term originates from King Pyrrhus of Epirus, who defeated the Romans in 279 BCE but suffered significant losses. He famously said, <i>"If we are victorious in such battles again, we shall be ruined."</i>
115.	Rajah	A knighted Warrior and the Prince of Macedonia. Educated in the Way of the Wind People, he accepted help from Lady Avigayl of Fortville. Along with Duchess Rizpah and Maiden Pearl of Kingsden, they were the three Musketeers. Friends to the Spartan King McKathy. Present at the union between the Spartans King McKathy and the Icelandic Lady Góðar-Fréttir when they enshrined till the end of times the unifications of their two kingdoms. At the third visit of King McKathy to the Citadel of Knighted Warriors, he

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

		was there along with Lady Avigayl of Fortville and Maiden Pearl.
116.	Ratuke	A maiden, a villager from the Woods of Notville. Citizen of Neverland. When considered by McKathy to be his lady, she did not pass his very test.
117.	Regent King	A King ruling in place of another King. Like a Roman Praetor, he is given broad authority to officiate and a people and territory to rule.
118.	Region	<p>A broad geographic area, often defined by natural boundaries, cultural identity, or economic characteristics.</p> <ul style="list-style-type: none"> - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i> - Geographic boundaries: <i>Territory > Region > District</i>
119.	Rhódon (Родон)	The third of the three offspring to the dynasty of House Forra, the daughter of the great King and the father Lord, King Forra of the people of Neverland. She became first of her name to be united till the end of times. She became a knighted warrior after McKathy. Youngest of her two brothers, Prince Theodor, the Graillander and King McKathy. Married to who became King Kouniádos of Zim – Sraj of the Srajans.
120.	Ríki.	The second of the two offspring to the dynasty of House Ísak-Tré, the son of the great King and the father Lord of the people of Iceland. With his elder sister, Lady Góðar-Fréttir, who became the crowed queen of Sparta, they both held solid the house of Ísak-Tré. The two siblings, Lady Góðar-Fréttir and Prince Ríki later came to Sparta to paid tribute to the King of Sparta, forge alliance with

		the Spartans and learn the Way of the Wind People. Thus, she became a Wind Talker.
121.	Rizpah	A knighted warrior Duchess of the Munda tribe of Indi's people who was among the captives taken to exile during the invasion at Western Bengal and separated from her family. She made her escape and became a survival. She learned the Way of the Wind people and is skilled as a Wind Talker. She forged her path and rise to become a heroine in the hall of fame of Spartans closest knight. Along with Prince Rajah of Macedonia and Maiden Pearl of Kingsden, they are the three Musketeers. She is a steadfast and loyal ally of the Spartan King, McKathy. Her female companion is Maiden Pearl of Kingsden. Present at the union till the end of time, between the Spartans King McKathy and the Icelandic Lady Góðar-Fréttir. Ferocious in combat, yet her hidden beauty radiate as her commitment to McKathy as his protégé.
122.	Rōnin (浪人)	A masterless samurai warrior as a result of: <ul style="list-style-type: none"> • Lost their master to death, defeat, or political intrigue. • Dismissal from service or chose to leave their master. • Failed to find a new lord to serve.
123.	Sand of Times	Like grains of sand collecting in an hourglass, the accumulation of irrevocable and unfailing cherished memories of heroes saved in the hall of fame who lived a good life and/or are no more. Their stories are told to a thousand generations to come and on the city walls, their names are inscribed along with their deeds.
124.	Scion	A descendant or offspring of a noble or aristocratic family, or a member of a wealthy or influential lineage.
125.	Seer	A teacher of known truth, one who perceive hidden reality, or a prophet.

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

126.	Siege Onager	A war machine used both in defending and attacking in sieges. to hurl stones, fireballs, and other projectiles at enemy fortifications. It has a bowl, bucket or sling at the end of the throwing arm. Throwing rang is shorter than the trebuchet.
127.	Siege Ram	A fearsome weapon, non-ranged siege machine used in battering walls and buildings of fortifications. It is mostly used to break through gates and walls during sieges. Sturdy beam or log, often with a metal head or cap, used to batter and break through defenses. It was usually mounted on wheels or a sled, allowing it to be moved into position and swung back and forth to build momentum. A team of soldiers would push or pull the ram, using ropes or handles, to generate force and strike the target.
128.	Soldier	The first level of fighting men who are still undergoing training to be good fighters and skilled at the use of the sword and any tool of their choice. They have not yet made a vow to the Way of the Law, nor have they been declared men of war. Civilian >SOLDIER >Warrior >Knight >Elite >Warlord
129.	Soothing Pills	Medications or supplements designed to calm and comfort, often used to: relieve anxiety and stress, promote relaxation and sleep, ease pain and discomfort even soothe emotional distress.
130.	Sparta (Spartans)	The name given to the people, the territory of those lead by McKathy. Originated from Neverland, they made their resident in a faraway land closer to the territories of the Thilykósites and Arsenikós. Later merge forces to become a great kingdom. It was caring for the Wind People in the district. The kingdom was doom for destruction after the battle of the last stand –the fearsome battle of the Dragon King and his Fellars against the freemen of Sparta. Then, the selfish

		greed led the Kingsmen to support Seer De'li to plot against the good King McKathy and dethroned him. Thus, the kingdom fell to anarchy and was lost for its glory.
131.	Sraj (Srajans)	A name of a royal House in Zim – Sraj of the Srajans. The House of King Kouniádos, husband of Queen Rhódon
132.	Stalkers	A set of DeOthers who continue to attack the freemen and women, taking some as slaves, killing many as game for the Dragon King.
133.	Survival Chamber Hall Or Hall of Fame	A specially built fortress, usually closer to the city gate, designed to protect the people in time of attack till help arrives. It holds memories of fallen heroes and honors individuals who have achieved exceptional success, excellence, or contributions to humanity. Along with their names and achievements, their military artifacts are saved there. The sand of times is saved in this fort, guided by the Keepers and a Handler. Most heroes are recognized for their valor to inspire others.
134.	<i>Survival may be an option, not victory</i>	In the struggle for the glorious freedom, even if you lose, you should have a legacy to be remembered for. Though some individuals may fall, as a people, the struggle to attain victory would be unfailing. Hence, the goal may not be for individual survival, but for the victory of the group.
135.	Survival of the Freemen	The fundamental rights of independent individuals to adapt and thrive in a world where their gift of freewill is respected, free from oppression and live peaceful.
136.	Susa	A city in Persia where Duchess Lily originated.
137.	Territory	A defined geographic area. - Size: <i>Village < City < State < Nation < Empire</i> - Autonomy: <i>City-state > State > Territory > District</i>

		<ul style="list-style-type: none"> - Scope: <i>Region > Nation > State > Territory</i> - Political structure: <i>Empire > Nation > State > City-state</i> - Geographic boundaries: <i>Territory > Region > District</i>
138.	The Lost and Loved	<p>The loved ones who have passed away or are no longer present in our lives. A deep sense of longing and nostalgia.</p> <p>reminiscence to the relationships that have been lost or forgotten. The grief and healing from the loss of friends-turn-family.</p>
139.	The Wise One	The most Powerful and Wisest King over all.
140.	Thenysia	A commoner from a city in the Kingdom of the Water Nation who compelled McKathy to a two-man fight to the death for the watching pleasure of his sister Priwedo, but his life was spared when he lost to McKathy. Thus, they became friends since he knows the Way of the Law. When he became a traitor, McKathy parted their friendship.
141.	Theodor	The first of the three offspring to the dynasty of House Forra, the son of the great King and the father Lord, King Forra of the people of Neverland. As a warrior, he was knighted before McKathy became a soldier. He became first of his name to be invited to the Potter's Wheel, become a member of the Brotherhood of Knighted Warriors, and eventually a Graillander. He continued a Graillander till this day. He is the eldest of his brother, King McKathy of Sparta and Princess Rhódon, wife of King Kouniádos of Zim – Sraj of the Sravans.
142.	Thilykós (θηλυκός) (Thilykósites)	One of the divergent cities. Located at the West side of the Spartans settlement, its leader is King Eku. The people are Natives of the land. McKathy helped to merge them together and they became one Kingdom. They backed out prior to the battle of the last stand, thereby deserting McKathy and

FOR THE LOVE OF SPARTA – I– The Legend of a Peace Warrior. UBI Fredrick

		their allies who have traveled down to help them in battle.
143.	Till the End of Times	Eternity, beyond the bounds of time. Will endure through all ages. A promise or dedication that will stand the test of time. Timelessness, a concept or idea that transcends the constraints of time. Infinity, a boundless and endless expanse, stretching beyond the horizon of time.
144.	Trebuchet	A large powerful siege engine with long catapult arm, that uses a counterweight to generate force, which is used in throwing heavy projectile objects, such as stones or fireballs, longer distant at enemy fortifications or positions.
145.	Troy (Trojans)	The Kingdom of Lord King Jay, a friend and ally of King McKathy. Distant away from Sparta but allies.
146.	Warlord	Usually, a previous leader or commander of a military force, often in a time of war or conflict. Veteran of any of the elite level, who is no longer active in such service or reserved. Civilian >Soldier >Warrior >Knight >Elite >WARLORD
147.	Warrior	One who is trained and has qualified for battle. Thus, he must have vow to live by the Way of the Law and must have been declared a man of war. Civilian >Soldier >WARRIOR >Knight >Elite >Warlord
148.	Water Nation	Located southward of Noland, its capital city is the Port of Harbor, where the Way of Athena was taught by Aristotle. It is the nation of Thenysia who challenged Lord McKathy to a duel to the death for the watching pleasure of his sister, Priwedo and lost, but Lord McKathy spared his life. Later on, McKathy traveled back there to learn the Way of the Wind People. Lady Marion was married to a Warrior Knight and Kingsman of one of the cities. War drove Lady Avigayl long distance away from home to a city in this

		Kingdom. Later, King McKathy, Prince Ríki and Maiden Pearl and others meet at the Citadel of Knighted Warriors there. Lady Marion was raised in a city close to the city of Port of Harbor.
149.	Way of ... Ways of...	The knowledge about, culture, training, teachings, beliefs of an idea, people, or a thing. A path of a journey or approach to life, the tradition, a code of conduct or ethics guided by principles, values, and beliefs that shape one's actions and decisions.
	• <i>The Glorious Hope</i>	The euphoria of the hope held out to men regarding the glorious freedom of the freemen.
	• <i>The Kings</i>	The trainings, mode of operations of, the approach to life, the traditions and the principles guiding the leaders of the land as contained in the Oldest Book of Law.
	• <i>Life</i>	Optimism of the real life to come, how life should be lived as found in the Oldest Book of Law, the purpose of life and the best that could be gotten in life, not just the norm of survival, sex, live or be killed. As practiced by the Graillanders, self-discipline and lustful desires are a must. This self-denial may expose one to natural features like hunger, fear and cold in open space.
	• <i>Management Over Kingdoms</i>	The traditions and ethical guide to protect the people and kingdom in proper managerial administration in line with the enshrined principles to achieve the desired values.
	• <i>Peace</i>	The ethics guided by principles of the Wise One that each person has to follow to live in unity with his fellow and the duration of such unified coexistence lasted between people. The actions each individuals had to contribute to give his quoter for the overall good and benefit of all. The believes and ideas of harmony leading to the path of calmness in the absence of dispute and war.
	• <i>The Law Same as: The Oldest Book of Law</i>	Held to be a scroll of law with golden pages, it holds the teachings of the Wise One as contained in the Oldest Book of Law, the believes and the

		knowledge of those trained by Wise One as practiced by the Graillanders, the path and approach to the best life there could be, the principles and values of good morals for the ultimate interest of self and others embedded in the Oldest Book of Law.
	• <i>The Wind People</i>	The knowledge and approach to life of the Wind People, their culture and traditions, the ideas that has shaped them as a people, their ethics and beliefs.
	• <i>The Wise One</i>	The Wises of all whose Ways are etched in the Oldest Book of Law.
	• <i>Trading</i>	The knowledge and believes guiding the acts of merchandizing.
	• <i>The Warriors</i>	The code of conduct of approved men of war.
150.	Western Bengal	A city of closer to the home of Duchess Rizpah of the Munda tribe of Indi.
151.	Western King	One of the unknown Kings of the kingdoms far west of the spartan territory.
152.	Wind People	Inhabitants with rare civilization form, who practices a nomadic lifestyle and have a visible communication method. While some considered it be difficult to learn, many desire to learn their Way and become Wind Talkers. Few are privileged and exposed, whereas most are usually impoverished, with some depending on others for basic needs. The freemen reached out to help them. Thus, they too help their fellows.
153.	Wind Talker [Language of the Wind People]	A visible form of communication as practiced by the Wind People. An inaudible encrypted language form seen. A skilled user of the language is referred to as a Wind Talker.
154.	Woodville	A city of Lady Amoir, in the Kingdom of Irewo.
155.	Zim – Sraj	A city-state of the Sravans, the people of King Kouniádos, husband of Queen Rhódon of the Sravans of House Sraj.



CREDIT

The graphical illustrations in this book were gotten or generated from the following apps or sites:

- *WhatsApp (Meta AI)*
- *store.ubi.com (assassin's creed-odyssey)*
- *pxfuel.com*
- *peakpx.com*
- *seaart.ai*
- *wallpapersden.com*
- *alphacoders.com*
- *denofgeek.com*
- *wallpaperflare.com*

THE AUTHOR



UBI, Fredrick is an art lover who has compiled snippets of poems, lines of plays and many motivational quotations over the years. His love for history inspires his writings and epoch legendary works. Living in the 21st century, he is a tech enthuse with diversified interest cutting across arts and science.

*The book, **For the Love of Sparta** is a series with its first book entitled: **The Legend of a Peace Warrior**. The second of this book series is named: **The Rise of an Emperor**. However, the book three, which has been pre-named: **The Decimation of an Empire**, may not be the last of this series. The successions in the book are non-chronological, rather they are categorized and related in events. Names, places and key terms as used in the book are explained in the thesaurus section.*

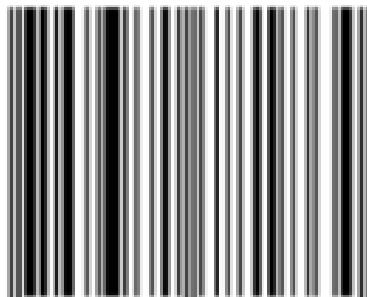
*Mr. UBI Fredrick love writing and captivating suspense driven storytelling. “**For the Love of Sparta**” is one of his first published books. His style of writing and the careful choice of words makes his works distinguished, painting a perfect word picture. With most AI generated pictures to illustrate and create a mental vision, the storyline becomes a reality to the reader.*

In addition to understand level one Braille, he is a sign language instructor and interpreter, who communicate effectively with good command in American Sign Language (ASL), British Sign Language (BSL) and Nigeria Sign Language (NNS). Mr. UBI Fredrick believes knowledge is for the living. Thus, it should be shared by the living. Hence, a considerate and reasonable fellow, he respects all but remain on the side of the truth. This truth of a glorious hope, he voluntarily shares, even to those with hearing disabilities.

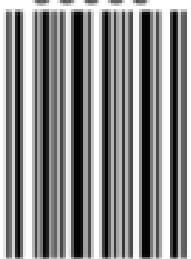
*Ubi Fredrick
mckathyf@gmail.com*



ISBN 9798371781864



90000



9 798371 781864