

# *For the Love of* **SPARTA**

*The Legend of a Peace Warrior*



*Ubi Fredrick*

# For The Love of Sparta

– The Legend of a Peace Warrior

Ubi Frederick



First published by ForraCorp. Publishing 2022

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ISBN-13: 9781234567890

ISBN-10: 1477123456

Cover design by: Art Painter

Library of Congress Control Number: 2018675309

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. Sometimes though, the search can be formidable. The events in *The Legend of a Peace Warrior* can relate in real time.



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## Prelude

*The Love of Sparta* is a make-believe events which occurred in the life of a fella in the 21<sup>st</sup> 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 gratified 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 20<sup>th</sup> 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 21<sup>st</sup> 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.

## *Episode One:*

*-The Legend of a Peace Warrior*



## The Days of Little Things



*'The world contain 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.'*

Neverland, the metropolitan city and home town of the Father Lord, King Forra. A mighty sub-city state in the province of Noland, the strong hold and Capital of the empire of Nottingland. With towering castles diffusing into



the thick fog as they slowly dissipate. Home trees stand by castle-shaped buildings with massive city walls by water side. With roof tops like a ziggurat, standing tall on massive hill tops.

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 casting long shadows into the shades of each other. The scene is usually a beauty in nature.

Previously, in the days of little things, Forra, like a lonerōnin warrior, walked through heat-parched grounds as wind blows sand across the desert. With his rucksack of food, water and sword, he crossed many seas and climbed numerous high mountain tops, along trackless paths in the search for survival and a simple life. Royalty was never the ambition of this weary traveler. However,

when it eventually came, he was the only one fit for the throne as King. He was tasked to lead the people. Thus, he came to the throne after he delivered the people of Noland from the cruel hands of the Fellars.

The Dragon King is a formidable dragon ruler that has stood the test of time. He fancy 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 nearly miserable. As the Dragon King dominate his victims, he brings them to knee.

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 retreated, and victory was celebrated.

After the rescue, 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. Slowly, they regarded him as the Father Lord, and made him King of Noland. From his capital city at Neverland, King Forra ruled. In time of peace, he prepared for

battle and from a humble beginning, they all worked to raise the walls of the city and made it secured as they saw fit.

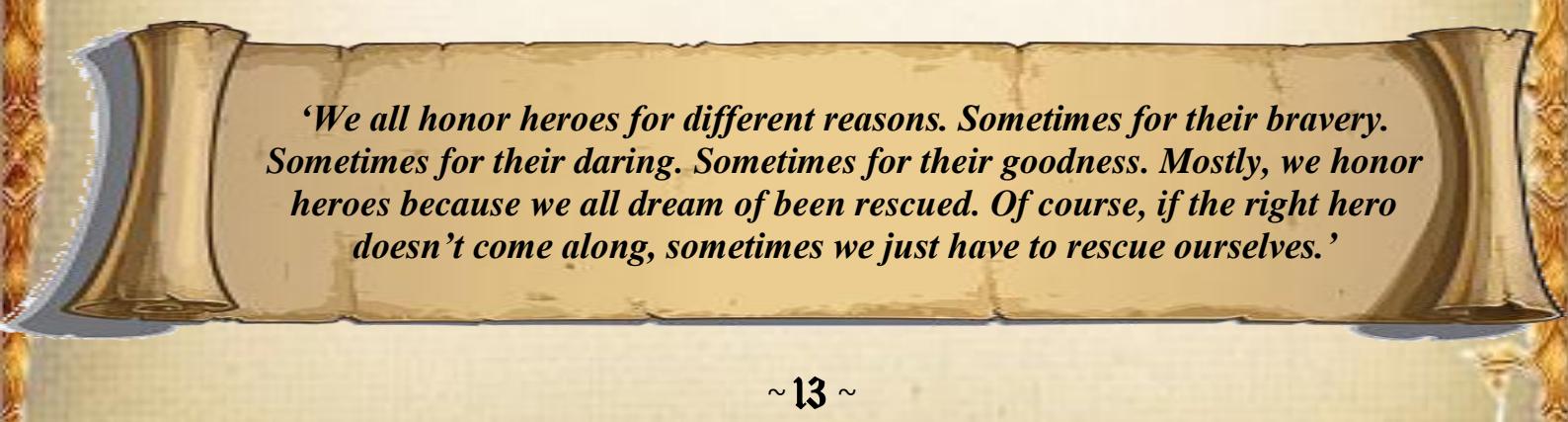
Gradually, smaller metropolises began to pay allegiance to him, thus he ruled over the vast lands of Nottingland as the Father Lord, King Forra. Later, he selected his queen and they both continued to fortify the kingdoms and defended it from terror both domestic and foreign. Blessed by The Wise One, King Forra reigned the land in tranquility amidst difficulties.

Subsequently, King Forra had an offspring and named him Theodor. The young Prince Theodor grew and choose to become a Graillander. In time, another son was born. With this scion, a legend was born. Then came Princess Rhódon, a third child. 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.

Meanwhile, there was a Seer at that time in the district. Like in every districts, the Seer was responsible for representing the people in the way

found in the Oldest Book of Law. Every fourth year, the Seer of each district relocate to another district. The Seer make Kings. In turn, group of allied Kings in a land are refer to as the Kings-men. Each Kings-man is a governor to a city in the empire. Each nation, empire or region had a *Council of Freemen*, united in one bond and goal for the good of the land and citizens. The vast lands have numerous tribes and people with different ways to life. All had the goal to maintain the peace of the people and neighbors.

King Forra thus became as knight in shining armor, a patriarch, a guardian and a King to the people of Nottingland. Most importantly, he was their hero and remained a hero down to this day. Allied nations near and far bonded with Nottingland. Hence Nottingland was at peace with the nations 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.'*



## 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.'*



nce upon a time in the days of long ago, there was a land far away. The name of the place was Noland. 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 boys grew into men, they were forged as warriors, conferred a knighthood with each of them having their special tactical skills.



Noland came to have warriors who were strong men of fame, brave men of war, and gallant soldiers. Their armories were durable, sophisticated with

technological and tactical gadgets designed for counter terrorist attack. Its soldiers are trained to stand and fight to the death with glory. The foot soldiers are resilient like the master *Samurai* soldiers, masters of the sword men. Yet, they rode on horseback as chivalrous knights, tasked to protect the Father Lord King.

In time, the birth of a legend gave the city of Neverland reasons to celebrate. A male child was born to the Father Lord, King Forra and he would be the second scion of the Kingship. McKathy, son of Forra he was named. In his teen age, he was knighted as a royal warrior.

Growing up, Lord McKathy encountered many friends. As a teenager, he embarked on a voyage southward, to the port of Harbor, a city of the Water nation. There, he was taught by Aristotle about the way of Athena.

With the passage of years, McKathy grew from strength to strength. When he earned the right to sit at the table, he was knighted as a warrior. Hence, the Lord King Forra of Neverland made preparations for the district Seer to teach him the

way of Kings and management over Kingdoms. Thereafter, McKathy traveled to a distant land to serve humanity. Later, he came to a territory close to the Thilykósites and Arsenikósés and setup a settlement along with his people. With time, they were called *The Spartans*. He thus ruled over Sparta as a regent King and was addressed as Lord McKathy. Courageously, Lord McKathy engage on a quest, his quest to conquered many cities and dominated tremendous Kingdoms that have been captured by the Dragon King and free the inhabitance from the rule of the oppressor.

The dread of the Dragon King persisted as his cohorts -the Fellars- continue to plague shanty



towns around and city states, reducing them to slums. For most cities, they consumed with fire and bring them down. However, Sparta and Nottingland, were among the known territories that remained solid and resilient.

Lord McKathy continued in his quest to rescue and free many more despondent lands and they become loyal allies to Sparta. He learned the way of the Wind people and became a Wind talker. As a warrior, he never backed 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, but victory was not. Gradually, as the Spartan territories increased and became stronger and famous, he made his father, Lord King Forra, very proud and famous. Consequently, people seek refuge and many made Nottingland as well as Sparta their home and its people, their family.

They cohabited in peace and unity along with other great empires. Some were stronger and famous than others. 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. The nations come to the rescue of most dependent cities and taught them the ways of The Wise One - the way of peace, survival and glorious hope.



Life for those without the knowledge of The Wise One was all about survival, sex, live or be killed. Knowing the ways of The Wise One gave people a good definition to life and made life bearable. Glee filled the faces of those who came to know the ways of The Wise One as found in the Oldest Book of Law. Some further learnt the way of the Wind people and reach 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 want to always 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".'*

earching 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. Built for



coaching, the environment was made conducive for learning. The fortress at the city of Nekrim was the choicest. 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.

There are beautiful flowers in and around the fortress with fruit bearing trees. Beyond the bordering trees extended a large park-like area and in the distance apprentices can be seen practicing the arts or sciences they were taught.

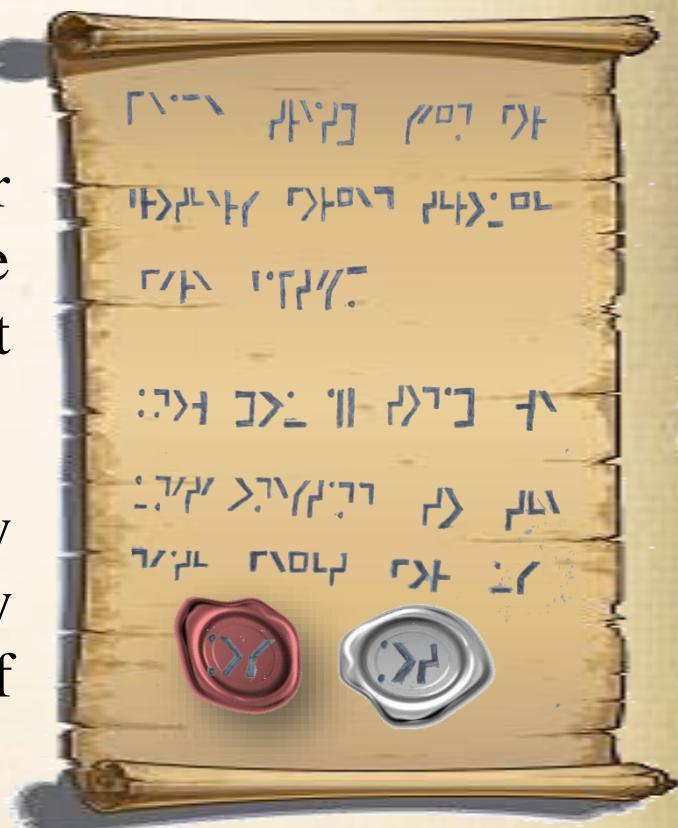
Amidst the studies, geography, mathematics, science and technology were especially essential for all to know. Young men and women, were caught up into rigorous training in diverse subjects to broaden their tactical intellects.

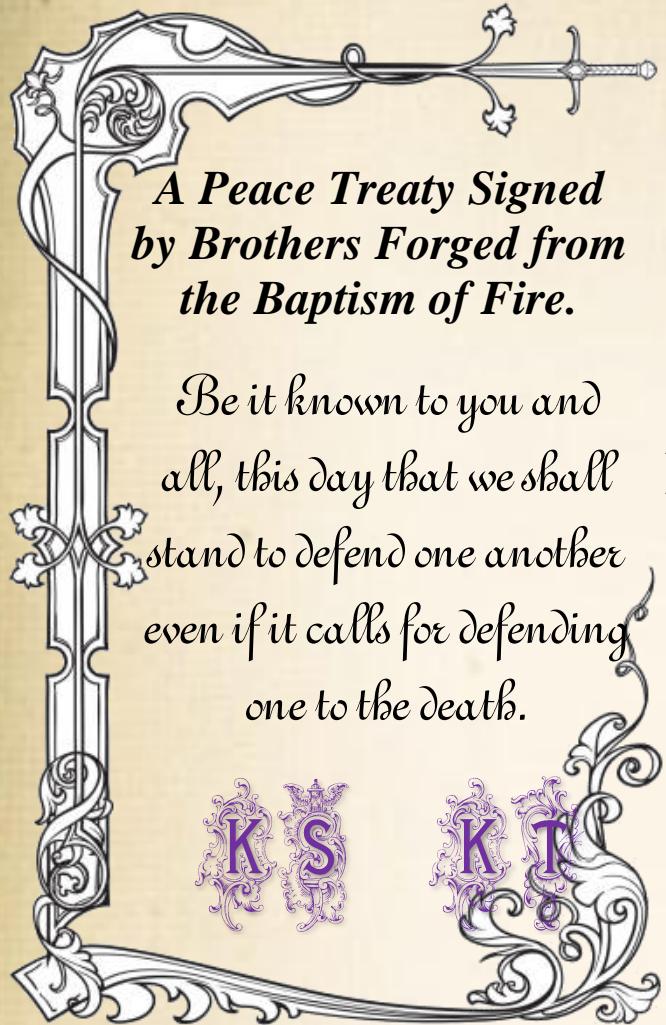
On his voyage to the educational training fortress at the city of Nekrim, where he was taught by Gamaliel about the natural world, Lord McKathy, a sapiosexual King, met an ally. As a group of soldiers on horses back gallops closing up on them, kicking up dust, the King took a good look

at the company approaching. It was Lord King Jay and his retinues.

Lord Jay -at the time, a prince- was a royal heir of the Trojan Kingdom. Knighthood was bestowed on him and he knows the way of the Wind people. Previously, in the villa of Aibid'umu, a village south of the city of Nekrim, Lord McKathy rescued them from the hands of the Fellars. After 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 friendship is for the same course and it has just began.

Hence, a peace treaty between Lord McKathy and Lord Jay, prince of the royal heir of the





Trojan Kingdom, united these two Kingdoms as one. A unity based on friendship and love, sacrifice and courage. A friendship like a knotted knit bond, fortified by two edge sword. A friendship that has experienced the baptism of fire and has proven to be more desirable than cherished treasures, indeed their friendship is more than a brotherhood.

They stood and fight to the rescue of numerous victims clamped in the cold hands of the Dragon King and his cohorts and freed the world from tyranny. Lord McKathy and Lord Jay were considered to be more benign and considerate to the people. They felt the pains of the people and assisted as they could. Their rescue mission was success after success, as they shared skills,

philosophy and knowledge they learnt at the feet of Gamaliel.

Gamaliel was the greatest of all in the wisdom of the then known world. All who have passed through the tutelage of Gamaliel turn out to be skilled in various areas of their discipline.

In time, Lord McKathy of Sparta and Lord Jay, prince of the royal heir of the Trojan Kingdom, and Lady Marion -a princess and warrior of an ally city of Sparta- all came to the end of their training program and were ready to head back to their various Kingdoms.



There was merriment the night before. As people drank to stupor of vinous liquor in the enchanted moment, some got frosty in the dark cold weather, with sniveling noses as they speak and dance to the background music. 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 Irewo, the province of Omi. At first, he was believed to be a star-crossed voyager. As he approached, it became obvious that he was not a vagabond but the King's messenger from the city of Irewo.

The cry for help from this despondent city was loud. They were caught off guard. Their buildings were pillaged, 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 Irewo fell by the edge of the sword of the Fellars. The women and children scamper into the city survival chamber hall. By this time, help was on the way. Lord McKathy along with others in the educational training fortress at the city of Nekrim were on their way for the rescue.

The Dragon King has ordered his soldiers, the Fellars, to exterminate the people of Irewo in the province of Omi. In the past, the people of Irewo had endured many battles. Consequently, they lost many warriors. No one had the courage to fight these fearsome warriors.

In desperation, a teenage Spartan girl, Chloe, with eyes straight on and a long gaze at the Fellars pounding the gate of the survival chamber hall, unsheathed her sword and yelled with a loud commanding voice:

*To the death! We stand! Brace your swords!*

Breathing life into the lifeless bodies of the women and children, they all reached out, each one of them, and grabbed hold of swords, shields and any weapon they can 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, to protect what was theirs.

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 sons had to bear the sword, ready to

defend the walls of the city and its gate. As the fear gripped women and children stood in wait for the gate to be ripped, the Fellars started retreating. The reinforcement arrived on time.

Eager to save those in the survival chamber hall, Lord McKathy and Lord Jay along with other warriors fought their way in to extract survivors and prevent further invasion. As they hurried toward the city and have nearly reached the city gate, a huge cloud mass of arrows engulf the sky from bows shot from a large garrison of the Fellars soldiers, injuring many of the forces with few killed. With an alerting scream of:

“*Archers!*”

Many were protected under their shields as it rained arrows. Then, some warriors engaged the shooters. Others entered the city to rescue and assisted the people. From dusk till dawn, the battle lasted. Fighting for genuine cause, the rescue team prevailed and many more



allies came to support the city. 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 a 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 scowled around for any arm bush lying in wait for them.

From another humble beginning, the people of Irewo in the province of Omi started life again. Reconstructions of homes and tents was a norm amidst nursing of the wounded and emotionally traumatized people. Farming has taken another dimension to speed food production. The distant rivers would have helped should it be a little closer. Unity and support was essential.

Life at home was humble. Families dwell together around warm company of close friends. The pain

**SPARTANS RULES OF  
ENGAGEMENT**

1. Spartans shall be humble.
2. Spartans shall be loyal, self-sacrificing and courageous for the love of Sparta.
3. Spartans must be obedient to the lord king.
4. Spartans must know no hate.
5. Spartans shall let justice be done, though the heavens may fall.
6. Spartans warriors shall be brave men with wit of military strategies; tactical teams.
7. To be a Spartan you have to be a warrior and know no fear.
8. Spartans sons and daughters must be disciplined and researchers.
9. Even a King's messenger is accountable for his words.



of one is felt by all. Like a colossus ant colony, each one worked for, care and support of his fellow. The good old days were priceless, peaceful and memorable.

The known world lived in fear of the tyrant god-king. For as peace prevailed in all the cities, the Dragon King prepared for a revenging onslaught. Thus, the

Spartans continue to educate the people on the laws guiding the Spartans and any onslaught. Later, Lord McKathy returned to Sparta. King Forra sent emissaries to Sparta to get words as to how the Spartans are faring. With time, the Spartans then had its Kings-men with King Eku of Thilykós as head King and they continue to dwell in unity, each governing their regions.

*'Certainly, true happiness consist 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, takes all patiently, defend courageously, and continue a friend unchanged. A true friend reproves secretly but praise*



## 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.*

## Cestrum

were forts built for the training of combat warriors. Like a school, it forges men into gods, training warriors, to be skilled and have tactical wit. All Seers of each district were once students of this citadel of education, trained to be choice warriors. 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. The



cestrum located in the city of Grailland was one of the strongest forts ever known.

The Graillanders were keepers of the fort. As commoners, they engaged in simple life, and were devoted to the ‘way of the Law’; they are defenders of the Oldest Book of Law. The Graillanders 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.

For the love of Sparta, sons were conscripted voluntarily in response to the clarion call for service of their home land. Therein, these young volunteers were taught the way of the Law from the Oldest Book of Law.

The Ways of the Law as practiced by the Graillanders, is a rigorous way of life. To be a

Graillander, 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, 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.

The Oldest Book of Law is believed to be a scroll of law with golden pages, '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 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.'

After their elite training, these warriors are sent to different districts. Some with knowledge of the way of the Wind people, are sent to the Wind people as protectors. Others are sent to distant cities to secure the city and its fort. In some lands, though, some of the Wind people are well trained and they eventually become warriors even Kings and Kings-men. Some choose to become Graillanders and serve well.

The Wind people are city dwellers without civilization form of their time. They have a nomadic lifestyle with visible communication form which is considered to be difficult to learn. Yet, some desire to learn the way of the Wind people and become Wind talkers. With few

privileged, they are usually impoverished, with most depending on others to fight its battles. They are usually seen in clusters at a place.

Before his conscription to the cestrum located in the city of Grailland, Lord McKathy was enthroned as King of Sparta and the same time, Lord Jay was made King of Troy. While he was previously trained in the way of Kings and qualified to lead his people as regent King, the Seer of a district has the power to fully make one King. The people of the land freely consulted the Seer of their districts individually on various matters. However, the King of the land or the Kings-men mostly do.

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

knighthood are bestowed on warriors by the King along with his Kings-men. The knights are at the

frontline in battles and would take the battle to the gates of the enemy. In time of peace, they help in training other combatants to be effective fighters and skilled at the use of the sword. The bravery of the knights in battle spurs others to be better fighters.

As the dependent towns and followers of the Lord King McKathy and King Jay accreted tremendously, they were educated in the ways of The Wise One from the Oldest Book of Law. Some choose to also learn the way of the Wind people. They thus share cultures and education, knowledge and tactical skills. In time, King Jay returned to Troy along with his warriors.

*Yes, decision making can be hard for some, so they choose to dream as it all start with a mind thought-out presentations. 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.*



Time

5

*'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.'*

A

As time passed by, it changes everything it touched. Life must go on. The cities in and around Nottingland faced tougher days to drought and famine as vegetation dwindle. 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.

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 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, prince of the royal heir of the Trojan Kingdom. Time, indeed healed most wounds. Yet, through space and time, some sores were created.

The raging wars lead to the collection of captives taken as spoils and prisoners of war. During the invasion at Western Bengal, Rizpah, a warrior Duchess of the Munda tribe of India, was among the captive taken to exile, separated from her family. Nevertheless, she was smart to have

outwitted her captors, the Fellars. Covertly, 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 was not known, but she became very good at it.

As a norm, there were conferences at mount Ilu, a designated site for the Wind people. At such times, numerous soldiers from different



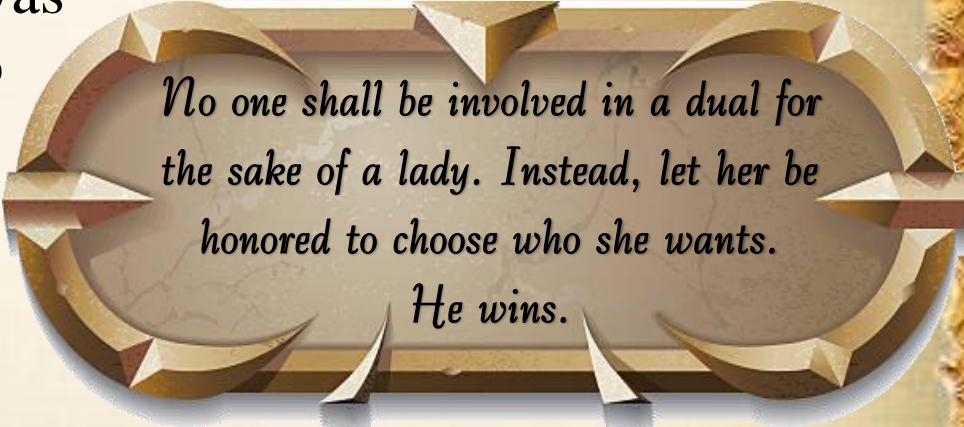
flanks all representing the Wind Talkers stream to mount Ilu. These warriors and their soldiers assemble to learn the ways of The Wise One from the Oldest Book of Law and stand better in the battle against the Dragon King. On a campaign against the Dragon King, Duchess Rizpah met Maiden Pearl of Fallujah and Prince Rajah of Macedonia. These three became like the three Musketeers. They were bonded in friendship of loyal love. Although they parted, their ties endured.

Occasionally at such campaigns, King McKathy and King Jay have phalanx side-by-side along with the three Musketeers individually without knowing the bond between them. Moreover, they all know the way of the Wind people and over time, King McKathy crossed path with Prince Rajah of Macedonia, Duchess Rizpah of the Munda Tribe and Maiden Pearl of Fallujah 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. At the battle of Irewo, the province of Omi, they met with Duchess Lily, a daughter of a commoner from Susa of Persia, who joined forces with them in battle.

Duchess Lily has known the way of the Wind people and was a fearless warrior. With steady beauty, calm and gentle, her appearance looked. She rode on camel's back and was known for wearing a calash and a veil to cover her face before the male forks. Enthralled, by her performance Lord McKathy asked her to be his queen and rule Sparta alongside him. Unfortunately, Duchess Lily has been taken by a close knight of Lord McKathy. This knight was a descendant of 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.*

In the search for a rightful queen, Lord King McKathy crossed path with Lady Jadyn, a warrior of the Northerners, a Wind talker and an ally of the Trojan Kingdom.

Along with her *posse comitatus* (able-bodied men summoned to help keep peace), Lady Jadyn has been a loyal servant to her kingdom and its ally, the Trojans. She has fought many battles along with the Trojan warlords and her proficiency was well known. Again, she indicated her devotion to a Graillander warrior and a knight.

The Peace Treaty that was signed by King Jay and King McKathy was done at the time Lady Marion was a princess and warrior of an ally city of Sparta. Back home, Lady Marion has indicated no will to respond to the emissaries of King McKathy. Hence, King McKathy did not continue to bother her to be his queen, although the crown would have fitted her.



In despondency, Lord McKathy considered maiden Ratuke, a villager from the Woods of Nottingland. However, Ratuke could not pass the very test of the Lord King. Thus, she was not measured for the position of the queen.

Earlier as a teenager when McKathy voyaged to the port of Harbor, a city of the Water nation, to be thought by Aristotle about the way of Athena, his quest for philosophy was graced as he gained the knowledge he was seeking. In those days, Thenysia compel him to a duel, while his sister, Lady Priwedo watched. It was a duel to the death. Nevertheless, when Lord McKathy prevailed, and spared the life of Prince Thenysia, the Prince of the Water nation, they became bonded in stronger friendship.

Though, the friendship was wrecked when Prince Thenysia became a traitor to the Spartans and Lady Priwedo chooses to knee before the DeOthers. The Fellars offered riches of great value to DeOthers and that enticed Lady Priwedo who gave up all she has to form alliance with the DeOthers. That brought her wealth, but by so

doing, she paid with her freedom. Prince Thenysia followed the same path and try to sell classified information of the Spartans. Hence, the King of Sparta disbanded him and declared him as one of DeOthers.

Indeed, time passed and a fearsome combatant was discovered in the scene. She was Lady Góðar-Fréttir, a princess and a warrior of the royal Kingdom of Iceland. She served Iceland with her younger Brother, Lord Ríki.



Lady Góðar-Fréttir and the Icelandic Prince, Lord Ríki paid tribute to the Lord King McKathy. Thus, they merged forces and forged an alliance.

Moved by this, the King of Iceland, Lord Ísak-Tré traveled down to pay homage and put the alliance

to law. Hence, the Icelanders became an ally of Sparta and they continued in the way of the Spartan people.

As the days climax to the selection for the coronation of a Spartan Queen, Lady Amoir, a vibrant young lady, from the Northern desert, in the district of Omi, was announced by the King's retinue as wishing to have words with the King. She wish a path with the Spartans only on business terms. 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 wish not to remain with the Spartans nor become a Spartan, since she has been taken by another.

Previously, Chloe have been in the legendary hall of fame. She was well known to have lived by the code of life and had love for strangers (*Pashtunwali*). The memories of Chloe were

saved in the sand of times in the hall of fame of the Spartans down to this day. She trained numerous warriors in combat. Chloe was believed to have been knighted by her father behind closed doors. Nevertheless, whatever the legend, she was a good soldier. Those trained were taught to be selfless. Yet, they can pull *kamikaze* attacks for the ones they have loved, for the love of Sparta. Chloe was on the scene during the days of small beginnings. At such time in history, the nation of Sparta has many warriors who embarked on campaigns to help save despondent towns pillaged by the Fellars.

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 wait 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 outro. 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.'*



In the dawn of the day for the selection of the Spartan Queen, Lord King McKathy summoned some warriors and knights along with Lady Góðar-Fréttir, to respond to and defuse a threat ranging closer to the settlement of the Wind people in the city of Omi. 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. The king has made his choice. And by the law of the Spartan people, Lady Góðar-Fréttir was tested and she passed the test. Hence, Lady Góðar-Fréttir was considered to become by law, the crowned Queen of Sparta.

Emissaries were sent to the King of Iceland, Lord Ísak-Tré requesting his consent and blessings to the royal union. The King of Iceland and his Kings-man had series of sittings and finally approved the union of the two great nations. After



an understanding with Lady Góðar-Fréttir, the Icelandic King consented to the union and send words to the Spartan King.

Hence the Icelandic Kings ordered his retinues to run-along and send words to everyone in the Kingdom and their allies that they have a feast and 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 Nottingland. He was brought up to speed regarding the events that have ensued in real-time. He and his Kings-men prepared also.

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 Duchess Rizpah and Prince Rajah of Macedonia.

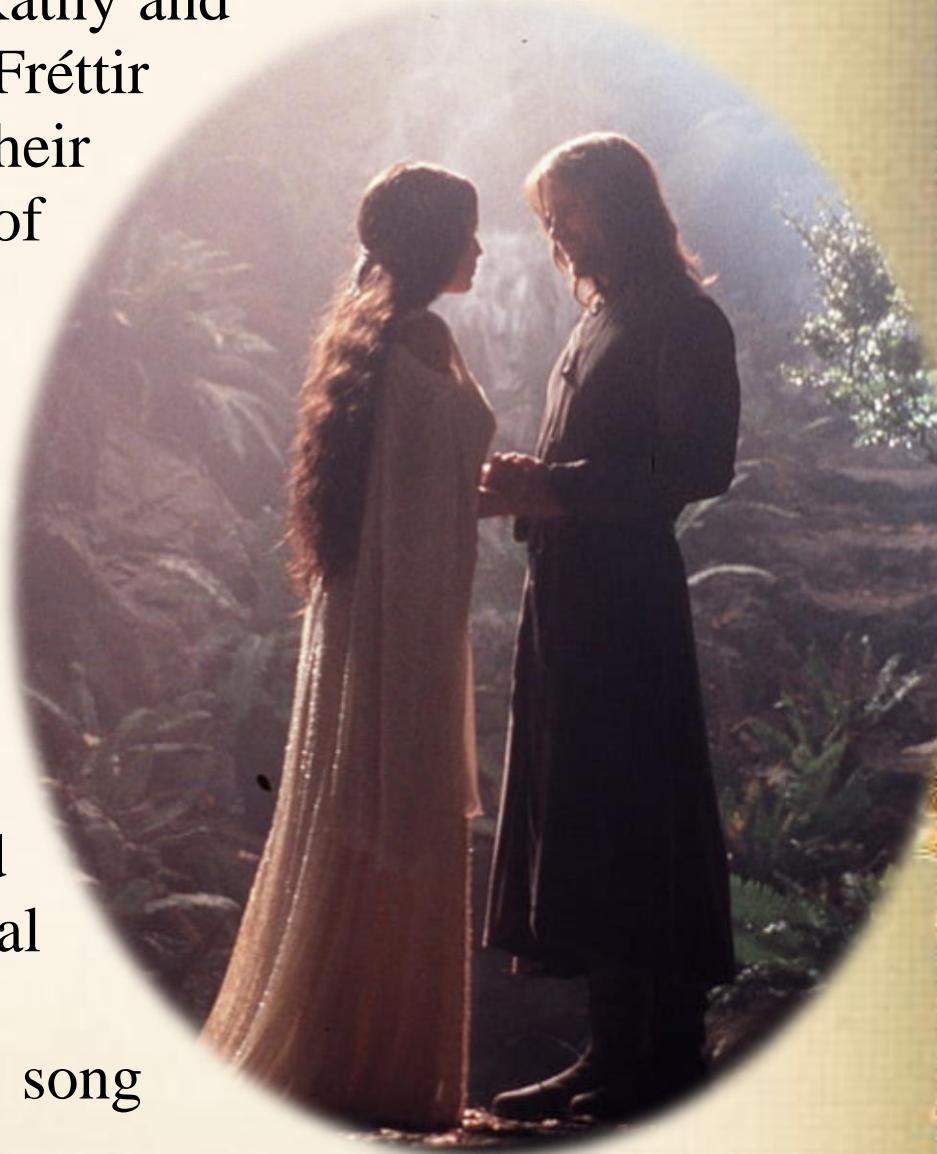
Prior to the day of the union, a moment appeared and Rizpah seized it. A moment that would immortalize her in the hall of fame of the Spartan King's closest knights. A moment that would raise her from a lone lonely loner to the height of a Spartan warrior. That moment made Rizpah a legend. Yet, even as the praises and grandeurs were heaped upon her, she knew in her heart that she had made a name. She single handedly secure the Kings treasury and transported it safely from Neverland down to Sparta after it was attacked by DeOthers on transit.

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 lands. Wedding guest arrived from distant lands for the ceremony.

In the banquet hall, those in attendance had a good time as they feast and enshrined into law the unification of the two great nations. The dimly lit hall created a silhouette of colored dark, as the Lord King McKathy and Lady Góðar-Fréttir exchanged their oath of solemnization to be united for one another till the end of times.

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 val'e;  
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 travel'd 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 val'e;  
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. . .*



Thus, Lady Góðar-Fréttir became the Queen of Sparta, wife to the Lord King McKathy. As she continued by his side, he worked at maintaining 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 to 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

7

*'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.'*



Remnants 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 the time passed, we accumulates 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 glee resonate in the mind of children knowing that they have their parents' smiles 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 usually decimate its victims with less chances of recovering and a little breathing space for a while before its next onslaught.

At such times, our hope is 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 time, our love endures.

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. Nonetheless, many though, would not switch their allegiance. They would rather choose to die as freemen than live as slaves under the tyrant rule of the Dragon King. Consequently, many good warriors were lost in battles as they struggle in the fight for freedom. They lay down their lives for a good cause. Exceptional men and women, knights and warlords who fight to the death for the ones they loved, for the love of Sparta.

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 there service. Those fallen heroes who stood for a good cause and died with glory have their names preserved in the sand of times.

Previously in the city of Irewo in the province of Omi, Chloe -a half Spartan from her mother's side- was a teenager who bravely charged the women and sons of Irewo to brace the sword and

defend their homes and the city from the invading forces of the Fellars. Though young, Chloe was able to hold their defense until reinforcement from Lord King McKathy, Lord King Jay and their allies could arrive.

It was heart breaking to have lost Chloe to the cold hands of death. She was sick and in such a young age, she passed away. Her death wrecked and shattered the emotions of many into a thousand pieces. Lord Jay and Lord McKathy considered Chloe as their own half-sister, for they all know the way of the Wind people. Beside 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 ones hair, she wield the blade. She was a courageous, elegant and fine warrior.



The news of her death traveled quickly, and when it arrived, the people were less prepared to deal with it. Chloe was loved as much as her love for the people burned inside of her. With her knowledge of the Wind people, she was always hospitable to all and selfless. Defending the despondent has been her mode of operation.

Eight years later, words were lost and grieve replaced the joy of the Macedonians. The tragic loss of yet another hero, Lady Avigayl, slammed the happiness of the Wind people and allies. She was an impressive warrior from Fallujah, the same city-state of Maiden Pearl.

At a time Macedonia needed military aid in their crusade, Lady Avigayl along with her lady companions volunteered and were approved by their King to support Prince Rajah and Macedonia. Prince Rajah was impressed by her commitment, so she quickly rose to command at his side. Lady Avigayl learned the way of the Wind people and have served alongside King McKathy, Prince Rajah of Macedonia and Maiden Pearl of Fallujah.

Lady Avigayl is known for her blue eyes and golden skin-tone; a form like those created on Mondays. As a Warrior, her skills and gift were with the sword. She was skilled to the tooth. She hoped 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.'*



## 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 sentiments like he is breathing for the first time after a long while. Like a dream come true, the reminiscences draws from the past nostalgic feelings.

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. Even a thousand times over, his love reecho, brighter than the scorching sun, 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 was appreciative for 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 for a long time.

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 victories, 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 came for business as did Lady Amoir from the Northern desert of the district of Omi. She was a vibrant young lady, in a pink veil. She was described as a piece of

beauty in form, endowed by the Divine one. Her beauty was such that 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. The refined warmth in her voice as she spoke from her heart made her even astonishing. What most persons recall about her, 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 alleviated, only the cherished collateral beauty of the memories it holds were permitted. Like a steady stream, such memories brings calmness to man's 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.'*

HISTORY tells of a warlords with hundreds of thousands of soldiers who continue to plunder and decimate its victims. The Dragon King and his horde -the Fellars- continue to rise cities up in flames as they are 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 brings sorrow to the minds of many and their very sight, leaves many with enormous pains like sharp laceration in the heart that can cause even a thousand death.

Years later, many children could still recall the groaning sound of the dying cry of their family members lost in the wars and the tidal waves of

hero's blood. Like a lone lonely loner, many of these little ones ran with their lives at their hands and in an Odysseus journey, they were scattered to different lands in search for survival. As they ran, the fear of never seeing their homeland again dissipate into thin air any hope of life left for them. Like a whisper, their very lives became uncertain were and how far-off it would reach.

Gradually, the hard times increased. Since his Kings-men were busy with their own personal affairs, neglecting their assignment as leaders, the King faced the challenge of controlling the affairs of the city-state alone. Although the *Council of Freemen* of Sparta found the Queen guilty of violating the laws of the land. Yet, the Kings-men of Sparta failed to *let justice be done, though the heavens may fall*. Still, with smirk on her face, the Queen would address the King and

### *The Freemen of Sparta*

*Be it known to thee, o Queen of Sparta, that thou is 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 words.*

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.

Subsequently, Sparta was faced with domestic invasion. The Queen of Sparta invited and hosted the messengers of the Dragon King without the knowledge of the King and the guards were not in red alert of the visit. Hence, they were ill prepared. Soon, these visitors attacked the castle guards, captured the Queen and commandeer a royal caravan and rode off to the sea port through the back gate stealthily. A servant of the castle was walking by the castle hall and noticed the unusual opening of the two lid castle hall gate. He approached 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.

He was at the city-gate for inspection. Thus, the on signal of the bell, the King hurried back with his personal warriors. With madness he rode and could barely reach the castle gate when he discovered that the Fellars have eloped with his

Queen. This time, the King and his allies took the battle to the gate of the enemy.

For days they traveled on horses with little rest along the way. They traveled faster to get to the empire of the Dragon King. Stealthily passing through the city gate of the Fellars, they approached the Fellars Den. So they waited and studied the city and the mode of operation of the guards. Some 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 strategical 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 weeks of voyage. The battle was bloody and the Queen was extracted in less time. Before long, they were done and headed back to Sparta. Later, the Dragon King got to know about the attack and his fury grew so terribly that in his wrath, he lunched further attacks on the whole of Sparta, Nottingland 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. Most nights, King McKathy and his warriors would counter attacks from the Fellars.

Sadly, the King got to know the clandestine scheme of the Spartan Queen to usurp his throne, imprison the King and capture the Kingdom of Sparta. This plot would only be successful by her coalition with the Dragon King. Coming to know the root of his problem, the Lord King send words to the King of Iceland and his Prince. There were sittings to redeem her loyalty to the King. But each peace summit failed. In the meantime, the Father Lord King of Nottingland was not in the know.

The Queen would forcefully engage the King in a duel to the death with the hope of succeeding as the sole winner. She have high and impossible hopes of been the exclusive ruler of the empire. The Kings-men of Sparta -King Eku of Thilykós and King Arze of Arsenikós- were summoned and were informed of the act of treason the queen is guilty of. Nonetheless, they would 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.

The raging plague and drought contributed to hardship. Resources were depleted. Fighting on two fronts, the battle become tougher by the day. While the foreign dreaded enemy –the Dragon King and his Fellars— were faced with the greatest weaponry of terror, the domestic scheme of treason by the Spartan Queen was monitored.

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 keep 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 forces of allied ships arrived.

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.

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 was filled with numerous fleets of enemy ships sealing to Sparta. Above the sailing



ships were birds gliding. The sea calmness was unusual as King McKathy observed the approaching warships of the Fellars, floating above the open sea.

For the love of Sparta, the King focused more on the bigger threat at hand. Hence, the Queen continued in the castle, but he remained cautious and set restrictions on her liberty. However, the training at the Potter's Wheel helped King McKathy to remain 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.'*



## 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.'*

V

Victory usually comes with a cost. Sometimes the sacrifices may be costly. Every good victory is sweet to celebrate with friends who are like family. Although, there were 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 fight and when 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 embarked on a voyage to Iceland with a lite infantry as escorts. On her way, she was captured by the Fellars. When the King of Iceland got to know that her daughter have been captured,

he summoned his army and went for a search and rescued 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.

The Icelanders fought harder. 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.

As embellished words got to the Dragon King, anger walloped in his heart. Like scarlet coals, his eyes blazed. In frenzy he roared, requesting the head of the Icelandic King on a platter should he fail to bring down the King of Sparta.

The envoy of the Icelandic King stormed into the hall room of the King to deliver the message from the Dragon King. King Ísak-Tré was in a merry state, celebrating victory as he reunite with his daughter successfully. In his castle hall, while sitting on his throne, his smile fade 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, for he was a good king and by his words he lived. As a man of honor, he understood the way of 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, He was a lone survivor of his people. For twenty one days, the Queen of Sparta remained in Iceland, then she returned to Sparta after the Icelandic King made a safe path for her.

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 Kings-men 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 Kings-men 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 Kings-men 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.

Looking on, the King realized that it was the Queen whose eyes had the stink of intentions about him. McKathy realized 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.

As the King was concerned about the preservation of Sparta, more help from the Father Lord King Forra arrived and from the Icelandic King. All the while, the Father Lord, King Forra of Nottingland continue to render support and reinforcement as the need may be.

For as the noble King McKathy plan his defenses, all his greatest generals and advisers were summoned. Congregating by his side on the battle strategy table in the council chamber, were his warriors. Lord King Jay has always been by his side, reiterated his allegiance and so did others.

Moreover, one of his greater and finest warrior, 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 were numbering a total of 148. The Siege Onager were 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 Arsenikósies. 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 free men, you came and as free men 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, allies.*

*You have rode with me into many battles and out.*

*Yet, I 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, but victory is not!  
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 - 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 fellers 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 and released numerous iron balls blast. With the explosive sharp outburst, the ricochet effect traveled in a projectile motion and inflicted



numerous damage. The Siege Onager fire series of explosives decimating the foot soldiers of the Spartan forces.

By this time, the Spartan forces have been dispersed with numerous dead. It was a deep blow to the Spartans. The Siege ram gradually approach the gates of the city to ram it down. Meanwhile, 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.

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. As they clash the Spartans shields walls, the Spartans horse riders attacked from the east and west flanks breaking the Fellars defensive stand. The Spartans pushed back and got to the war machines. Many were destroyed and the Fellars manage to retreat along with few of the machines.

After a strenuous long day of battle, the Fellars withdrew and the Dragon King watched in disbelief and complete disgrace at the retreating of his hordes. 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. 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.'*



## The Fall of an Emperor



*'Trust is a fragile thing. Once earned, it afford 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 windup trusting themselves . . . alone. To them, it's really the simplest way to keep self from getting burned.'*

Silence swept across the King's castle and thick glooms filled the dimly lit hall in the frosty cold dark night as the Lord King realized he has been betrayed by those he considered to be his brothers, his Kings-men. They have dwelled together for years and have carried on the business of caring for the people together. Although, the Spartan Kings-men have become nonchalant and mischievous to the rule of law as found in the Oldest Book of Law, the Spartan King McKathy continue to assist them to be good Kings. He guided them in the proper way to rule, and educating them in accordance with the way of Kings. He trusted them with his life and was ready to fight for them to the death, 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 Nottingland as did Sparta. The city expanded faster in population. To the West side of Sparta was θηλυκός (Thilykós) with its King, Eku and

Αρσενικός (Arsenikós) under the rule of King Arze, was located east of Sparta. 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 the Spartan King was the most trained, King Eku, relegated his role to King McKathy. Hence, King Eku of Thilykós and King Arze of Arsenikós were considered Kings-men or Governors. The Spartans territory was very vast, yet the people were very small compared to other nations.





Twice a year, these Kings-men pay tribute to a powerful itinerant Seer in the district. The name of the Seer was De'li. He was a conceited Graillander 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.

Although the Seer is of the bloodline of the Graillanders, he was no friend of the Spartan King. The Seer, incited the Kings-men of Sparta to gang against Lord King McKathy. By imposing woes on them, the Seer threatened to exterminate the Kings-men and their families should they fail to overthrow the Lord King McKathy. 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 Kings-men 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 Kings-men 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 Kings-men 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 rules of Sparta. 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 Kings-men in the castle hallway, the Seer and the Kings-men 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 have commissioned the Kings-men 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. He wittily schemed to invoke great powers that would bring the city down and kill innocent people 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.

When he became impatient and displeased at King Eku and King Arze, the Seer burst into the hall 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 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 Kings-men. 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 Kings-men. 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 sadden and in his displeasure at his Kings-men 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 Kings-men, have known what it is you are doing, you would know that, of all men, you are to be pitied.*

*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.*

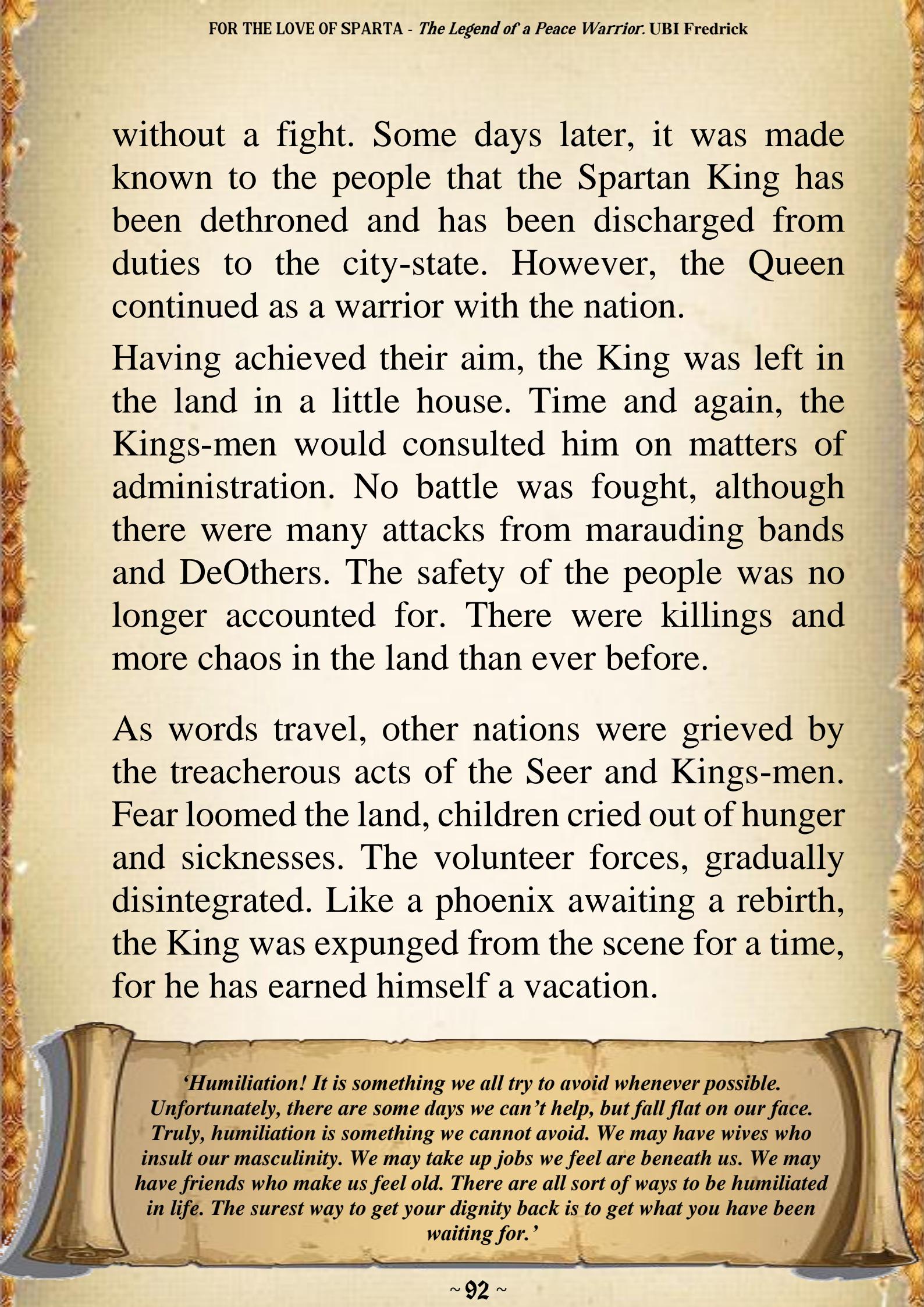
*For the love of Sparta I stand tall.*

The King have long for a vacation, and desire not to remain with the pointless Kings-men. Also, he wish not be seen as a god-king of the people. Hence, he surrendered and was dethroned. He was relinquished from service to the empire as a warlord and hero, defender of the people. They took him away before the people of Sparta

without a fight. 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.

Having achieved their aim, the King was left in the land in a little house. Time and again, the Kings-men would consulted him on matters of administration. 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, other nations were grieved by the treacherous acts of the Seer and Kings-men. 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.'*



## 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.'*

Kings come and go, but the Kingdom they once ruled may remain. While some become a thriving city ruled by another, others are memories of a once upon a place in a faraway land. Sadly, though, most decimation of an empire 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 is left for death, your bravery would be tested. Survival is a must, only the brave remain resilient. 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 were much pillaging from the Fellars. DeOthers also attacked and destroyed many homes repeatedly. The kingship 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 Kings-men.

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 the empire of a Western King. Whereas, King Arze has started moving his household faraway East. There, he wish to be a commoner, for he knows not the way of 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 Kings-men 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 was an elite survivor and remained in Sparta.

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

The people of A'taru are allies of Sparta. McKathy reinforced the treaty when he was ruling. In the past, the Spartans have merged forces with the soldiers of 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 Kings-men of A'taru, requesting for them to accommodate the refugees of Sparta. Thus, the

Kings-men of A'taru unanimously agreed. So they sent men to extract everyone in Sparta to safety in 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 reduce 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 Kings-men.

Unlike the territory of Sparta that have gigantic landmarks but less populated, A'taru was a vast kingdom with over twenty Kings-men governing over many cities. Though the territory was small compared to the Spartan landmarks, its population was very great and blossoming. It was a modern cities with a form of civilization. With its hanging cities on hilltops and home tress 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 bracket the city, forming a protective



defensive walls. 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 Kings-men 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 woodlands. These gifts, they willingly shared with other nations freely. Although the Kings-men were great

warriors, the King himself along with some of his Kings-men were well decorated knights.

The *Council of Freemen* requested the assistance of McKathy to rebuild the tactical defenses and trained men in all the districts. The drought and famine has wrecked many havoc 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 Kings-men 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, under the lead of a good governor. Thus, they approached McKathy and welcomed him to their land. The Kings-men of A'taru held McKathy in high esteem, acquitted and reconfirmed him as a knighted warrior along with Lady Góðar-Fréttir. Fighters were needed. So any who can hold a blade was allowed to serve. Training sessions were scheduled.

The Wind people were cared for and were given a place in the city. 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 Kings-men. There was a Kings-man of the A'taru people who has known the way of the Wind people. He was King Jes-h'ua, the son of Ir'aho. He was a good Kings-man and well knowledgeable in the way of the Wind people. The territory given to the refugees of Sparta was very good.

King Jes-h'ua 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 Kings-men of A'taru.

The hospitable people of A'taru provided residence, foods and protection for the refugees of Sparta including caring for the needs of the Wind people. 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 have 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 much 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 continue to visit McKathy and Maiden Pearl of Fallujah had new assignments to focus on with her people.

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 anguish and now, he wish a new start.

The King of A'taru along with his Kings-men had numerous consultations. Finally, 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 Kings-men. However, he let time pass for the next season of the upcoming Seer.

It was clear to the previous King of Sparta that in a short while, the King shall rise again. Thus, McKathy continue to visit the wasteland of Sparta once in a while for the glory it hold.



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.'*



## Thesaurus



	Terms Used	Explanations
1.	A'taru	A vast kingdom situated up above the mountains with high building on rocky mountain tops. The people are united and peaceful with strong men of fame as Kings-men, working with strong synergy. A rich, famous kingdom, blessed with silver, gold and vast woodlands. It has numerous Kings-men and well decorated warriors. It came to the rescue by evacuating all of the refugees of Sparta to A'taru
2.	Aibid'umu	A village south of the city of Nekrim, where Lord McKathy rescued the inhabitants from the Fellars attack. Later on, an uproar erupted. Lord Jay resolved the situation and normality was restored.
3.	Amoir	A vibrant young lady, with extraordinary beauty endowed by the Divine One. A citizen of the Northern desert, in the district of Omi who came to Spartans only on business terms to learn the way of the Wind People. Loyal to the Spartans.
4.	Aristotle	The name of the greatest teacher of philosophy at his time. A tutor of McKathy.
5.	Arsenikós (Arsenikóses)	Located at the East side of the Spartans settlement with its King, Arze. Close neighbors of Thilykós located West of the Spartans settlement. The natives of the land.
6.	Arze	King of the Arsenikóses, 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 Kings and have equal rights as Kings. A political King with no administrative skills and no

		military training. A Kings-man 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.
7.	Athena	The wisdom of the then known world, handicraft and tactical battle strategy.
8.	Avigayl	A beautiful knighted female warrior from Fallujah, the city-state of Maiden Pearl. A volunteer force to Macedonia in time of need. Died in active service with her boots on while training others. Skilled with the sword. Skilled in the way of the Wind people.
9.	Beautiful death	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 heroes with one's name enshrined in the sand of times and with a tombstone for the lost and loved. To have leave behind cherished memories of a life spent, memories that would make one immortal in the hearts of men.
10.	Bombard cannon	Large caliber usually made of iron that uses gunpowder to shoot round stones or iron balls in projectile motions at enemy fortifications.
11.	Bring to knee	To forcefully render a person or group of persons submissive by weakening or defeating them.
12.	Cestrum	Forts built for combat warriors. They are school to train men to be skilled warriors.
13.	Chloe	A brave teenage daughter of a Spartan woman who charge the helpless women and sons of Irewo to fight in defense against the Fellars. She was a Wind

		talker, knighted warrior and loved by many for her goodness. Died by illness while still active.
14.	City state	A city with its surrounding territory that forms an independent state.
15.	Commoners	Villagers of no ranking in the army or political class. Citizens of no royal background.
16.	Council of Freemen	The coalitions of Kings, Kings-men and freemen of a district, empire, city or region, task with the same goal to provide infrastructural utilities and safety of the people.
17.	De'li	A powerful traveling Seer in the district of the Thilykósites and the Arsenikósies, the area of the Wind people. A snobbish Graillander 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.
18.	DeOthers	Nomad barbarians, known for plundering the weak and helpless and are worse as the Fellars. Enemies to the Fellars and the freemen. They infiltrate into various cities, unintentionally serving the purpose of the Dragon King, sometimes for favor.
19.	District	A large territory or region (a city or nation) set apart with fixed boundaries in some cases. Some cities, nations and empires could fall in the same district.
20.	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.
21.	Dragon King	A difficult 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 promise to give his subjects all they desire in exchange of their very souls and will. His servants (known as the Fellars) carry out his very orders and DeOthers unintentionally fulfill his will.
22.	Duchess	Title given to a woman holding a very high rank equivalent to duke in her own right.
23.	Duel to the death	A challenge of power by using the same type of weapons to fight, usually to the death.
24.	Earned the right to sit at the table	Have come of age to be granted or claim a right, qualify for a certain privilege.
25.	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.
26.	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 Kings and have equal rights as Kings. A political King with little administrative skills but no military training. Relegated his role as principal King to the well decorated warrior King McKathy, and became a Kings-man of Sparta along with King Arze, 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.
27.	Empire	An extensive group of states or nations ruled over by a single King, a sovereign state.
28.	End of times	There is never a time when there was no time. Hence, this denote forever.

29.	Even a King's messenger is accountable for his words	Be very mindful of your words. Even a messenger of the King who is tasked to deliver a quoted speech of the King, is still liable for what his mouth say.
30.	Fallujah	Home town of Maiden Pearl and Lady Avigayl.
31.	Father Lord	The title given to a great King of an empire. He commands the warlords and can assign regent rulers to govern and rule some cities, lands, and states on his behalf but independently.
32.	Fellars	The cruel warriors and warlords under the rule of the Dragon King who is their master. They are vicious men of war and beastlike. They are heated by all.
33.	Fellars Den	The dwelling territory of the Fellars.
34.	For the love of Sparta	The Spirited zeal demonstrated by devotion to service.
35.	Forges men into gods	To make someone to be resilient, durable and precise in their tactical skills to stand the test of time.
36.	Forra	Name of the Father Lord, the great King of Neverland which is an annex in the city of Nottingland. Hero of Noland and father of Prince Theodor the Graillander, Lord King McKathy of Sparta and Princess Rhódon.
37.	Gamaliel	The greatest of all in the wisdom of the then known world. A tutor of the natural world and skilled in various areas of discipline.
38.	Glorious freedom	The priceless glory held by the freemen to live in peace and be free from all oppression of war and tyranny. The great cost of freedom of the freemen.
39.	Góðar-Fréttir	A princess and a warrior of the royal Kingdom of Iceland. Daughter of the Father Lord, King Ísak-Tré of Iceland. She served Iceland with her younger Brother, Lord Ríki. Became the crowned Queen of

		Sparta, wife to Lord King McKathy. Skilled in the way of the Wind people.
40.	Graillander	Keepers of the fort housing the Potter's wheel. Commoners with simple life style, devoted to and teachers of the 'Way of the Law' enshrined in the Oldest Book of Law. They help to restore balance to life and teach volunteers the way of elite survivors.
41.	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.
42.	Hoplites	Heavy infantry foot soldiers that fight in close formation with others. Usually equipped with shield, housing a sword and a spear then another sword on the loin belt.
43.	Iceland	Territory of the Father Lord King Ísak-Tré, father of Lady Góðar-Fréttir and Prince Lord Ríki. Forged alliance with Sparta, later Lady Góðar-Fréttir became the Queen of Sparta.
44.	Ilu (Mount)	Mount Ilu- a designated site for the conference of the Wind people and Wind Talkers with several soldiers from different nations and cities gathering to learn the ways of The Wise One from the Oldest Book of Law and stand better in the battle against the Dragon King.
45.	Irewo	A city in the province of Omi. When attacked by the Fellars, Chloe charged the women and sons to take a last stand to the death, but they were saved by reinforcement from McKathy and allied forces.
46.	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 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 peaceful good King who of justice.
47.	Isshiah	Son of Abishai. Isshiah was a Seer who visited the Kingdom of A'taru during the period the refugees of Sparta were in A'taru. He did little to right the wrongs of the Kings-men. He let time pass for the next season of the upcoming Seer.
48.	Jadyn	A warrior from the Northerners, ally of the Trojan Kingdom. She held her loyalty to her Nation and Lord King Jay of Troy. She choose a Graillander over the Spartan Lord King McKathy. Skilled in the way of the Wind people.
49.	Jay	Lord King, a royal heir of the Trojan Kingdom. A knighted warrior skilled in the way of the Wind people. Resolved an uproar that erupted in Aibid'umu after the inhabitants were rescued from the Fellars' attack by King McKathy of Sparta. A loyal ally bonded in brotherhood with the Spartan King and continued with him till the end of times.
50.	Jes-h'ua	A Kings-men 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.
51.	Kamikaze	An action or attack that is very dangerous where by the one taking it could likely be harm by the act.
52.	Kings-men.	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.

53.	Knight	A strong Male or female warrior who served his nation or Lord as a mounted soldier on horseback usually in armor.
54.	Knight in shining armor	Kind and brave warrior who is likely to rescue the helpless from a difficult situation.
55.	Lady	Title given to a woman of good social position.
56.	Let justice be done, though the heavens may fall	Do the right thing no matter who is guilty of the charges.
57.	Lily	Daughter of a commoner from the city of Susa in Persia, who joined forces with the Spartans and its allies in battle of Irewo, the province of Omi. Educated in the way of the Wind people. Chosen by a Graillander before the Spartan King met her.
58.	Lord King	Title given to a well decorated warrior King.
59.	Macedonia	The city of Prince Rajah that needed military support. Lady Avigayl and her lady companions volunteered and served and save the city. She help trained many till her death in active service.
60.	Maiden	Title of honor given to an unmarried young female virgin.
61.	Marion	A princess and warrior of an ally city of Sparta. Along with Lord King McKathy, Lord King Jay and others, they were at the educational training fortress at the city of Nekrim and as a witness to the Peace Treaty signed by the two Kings. She choose a Graillander over the Spartan Lord King McKathy.
62.	McKathy	The second son of the Father Lord, King Forra of Neverland, an annex in the city of Nottingland. Brother to Prince Theodor, the Graillander and Princess Rhódon. The Lord King of Sparta, and husband to Lady Góðar-Fréttir, the crowned Queen of Sparta. A seasoned knighted warrior and a well

		decorated soldier, dexterous in the way of the Wind People. As a Peace Warrior, he let himself be dethroned by his Kings-men in a conspiracy to save the people and maintain peace. His dethronement lead to the decimation of the empire of Sparta.
63.	Metropolises	The capital or dominant city of a region.
64.	Munda (tribe of India)	The tribe of Duchess Rizpah. The Fellars invaded the land during the invasion at Western Bengal and took away captives into exile along with Duchess Rizpah.
65.	Nekrim	A city in the province of Omi, an educational training city with fortress for training in acts and philosophy of life. Here at the feet of Gamaliel, the natural world is taught. Close to Irewo and north to the villa of Aibid'umu.
66.	Neverland	Metropolitan city and home town of the Father Lord, King Forra, located in the province of Noland. The Capital of the empire and is regarded as an extension in the urban city of Nottingland. With some of the finest warriors at the time.
67.	Noland	One of the great settlement in Nottingland. A province of Neverland. The people rebelled against the Dragon King, resulting in their destruction. Saved by Forra, they made him hero and King.
68.	Nottingland	A vast empire with many urban cities of which the province of Neverland was in it. Ruled by the Father Lord, King Forra, Nottingland stood the test of time and housed many refugees. Miles away from Sparta, traveler's usually voyage by ship.
69.	Odysseus Journey	A long and complicated journey
70.	Oldest Book of Law	Scroll of law with golden pages, used by the masters at the Potter's Wheel to educate generations on the

		ways of The Wise One. The Graillanders are practices of the law.
71.	Omi	The province were the city of Irewo is located.
72.	Pashtunwali	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.
73.	Pearl	A warrior of the city of Fallujah. Educated in the way of the Wind people, she is from the same city with Lady Avigayl. Along with Duchess Rizpah and Prince Rajah of Macedonia, they are like the three Musketeers. Friends to the Spartan King McKathy.
74.	Phalanx	Tactical formation where soldiers form a shield wall. A formation of soldiers each holding his shield on his left and his sword or spear on his right in a cascaded formation, forming a gigantic shield.
75.	Plague	A Pandemic. Global sickness.
76.	Port of Harbor	A city of the Water Nation, southward of Nottingland, where Aristotle taught the way of Athena. The city of Lady Priwedo and Prince Thenysia.
77.	Posse comitatus	Able-bodied men summoned to help keep peace. Personal body guards.
78.	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.
79.	Priwedo	A lady of a royal class from the city of Harbor. Sister to Prince Thenysia of the Water Nation who 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.

80.	Pyrrhic victory	A victory that is as good as a defeat. One in which the winner lost so much that the victory seems useless. Lost all but narrowly win.
81.	Rajah	Warrior and Prince of Macedonia. Educated in the way of the Wind people, he accepted help from Lady Avigayl of Fallujah. Along with Duchess Rizpah and Maiden Pearl of Fallujah, they are like 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 the marriage vow was sealed.
82.	Ratuke	A villager from the Woods of Nottingland. Citizen of Noland.
83.	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.
84.	Ríki.	Prince of the royal Kingdom of Iceland. Son of the Father Lord, King Ísak-Tré of Iceland. Brother to Lady Góðar-Fréttir, the crowned Queen of Sparta. Dexterous in the way of the Wind people.
85.	Rizpah	A warrior Duchess of the Munda tribe of India, was among the captive taken to exile during the invasion at Western Bengal and separated from her family. Refined in the way of the Wind people, she choose her path and rise to become a heroine in the hall of fame of Spartans generals. Along with Prince Rajah of Macedonia and Maiden Pearl of Fallujah, they are like the three Musketeers. Friend to the Spartan King McKathy. Present at the union between the Spartans King McKathy and the Icelandic Lady Góðar-Fréttir. Ferocious in combat, yet her hidden beauty radiate as her commitment to the King.

86.	Rōnin	A samurai warrior who is without a master as a result of loss of favor or death of the master.
87.	Samurai soldiers	Masters of the sword men. A traditional Japanese elite foot soldier/ warrior with double sharp sword.
88.	Sand of times	Irrevocable and unfailing cherished memories of heroes 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.
89.	Scion	Descendant, son or offspring of.
90.	Seer	A teacher of known truth, one who perceive hidden reality, or a prophet.
91.	Siege Onager	Like a smaller trebuchet, it rather have a bowl, bucket or sling at the end of the throwing arm. Throwing rang is shorter than the trebuchet.
92.	Siege ram	A non-ranged siege machine used in battering walls and buildings of fortifications.
93.	Sparta	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 Arsenikósies. Later merge forces to become a great empire, caring for the Wind people in the district.
94.	Survival chamber hall	An underground stronghold to protect civilians in times of war. Usually built to keep people in and safe with food and good running water.
95.	Survival may be an option, but victory is not	In the struggle for success, even if you lose, you should have a legacy set to be remembered for. Though some individuals may die, they as a people would attain victory.
96.	Susa	A city in Persia.
97.	The Wise One	The most Powerful and Wise King over all.

98.	Thenysia,	Prince of the Water Nation along with his sister, Maiden Priwedo, both became friends to King McKathy after he lost to the two-man fight with King McKathy. In time, he became a conspirator and chose to make ways with DeOthers.
99.	Thilykós (Thilykósites)	Natives, located at the West side of the Spartans settlement with its King, Eku. Close neighbors of Arsenikós located East of the Spartans settlement.
100.	Trebuchet	A large powerful siege engine with long catapult arm used in throwing heavy projectile objects longer distant.
101.	Trojan Kingdom (Troy)	The Kingdom of Lord King Jay, a friend and ally of King McKathy. Distant away from Sparta but allies.
102.	Water Nation	The nation of Prince Thenysia who challenged King McKathy to a duel, but lost. Located southward of Nottingland, its capital city was the Port of Harbor where the way of Athena was taught by Aristotle.
103.	Way of (Ways of)	The knowledge about, culture, training, teachings, believes or way of life of a person, people, or a thing. To learn or know the Way(s) of . . .
104.	Western Bengal	The attack by the Fellars in this territory resulted in the taking of captives along with Duchess Rizpah and many families of the Munda tribe of India.
105.	Western King	A great empire far west, standing solid, where King Eku of Thilykós was planning to relocate for safety.
106.	Wind People	City dwellers without a civilization form of their time. They have a nomadic lifestyle with visible communication form which is considered to be difficult to learn. Yet, some people desire to be Wind talkers and learn the way of the Wind people.
107.	Wind Talker	One who can communicate in the language of, or is literate in or knows the way of the Wind people.



## CREDIT



*Some quotations were made by, or gotten form the following:*

- *Ben Jonson*
- *DeAnn Hollis*
- *Desperate Housewives* (*American comedy-drama soap opera TV series*)
- *Edmund Burke*
- *Henry Van Dyke*
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**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 21<sup>st</sup> 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 episode entitled, “The Legend of a Peace Warrior.” This is the first official publishing of his books. He anticipate the second episode to be “The Rise of an Emperor.” More so, the last of the series had been pre-named “The Decimation of an Empire.” The successions in the book “For the Love of Sparta”, is non chronological, rather it is categorized and related in events.*

*Mr. UBI Fredrick love writing and captivating suspense driven storytelling. This documentation happen to be the first of his concatenation from long ago. His style of writing and the careful choice of words makes his works distinguished. He believe knowledge is for the living, hence, it should be shared by the living. He is a considerate and reasonable fellow who respect all but remain on the side of the truth. This truth he shares with all.*

*As a Sign Language instructor and interpreter, Mr. UBI Fredrick voluntarily teach interested persons Sign Language especially those with hearing disabilities. He understand and communicate effectively with American Sign Language (ASL), British Sign Language (BSL) and Nigeria Sign Language (NNS). He is working to improve in other Sign Languages like: India Sign Language (INS), Spanish Sign Language (LSE) and French Sign Language (LSF). Also, he reads level one Braille (as could be seen in chapter 3). Mr. UBI Fredrick is at the frontline in the message of hope for a better future.*

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ISBN 9798371457158



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