

Characters:

Roald and Gelda: A well respected dicodemii couple.

They live in Lumpfurdum with their two children, Asic and Gia. As members of the Democratic Dicodemii they must come to consensus before they are permitted to vote on any legal referendum or initiative.

(Referenda being the submission by current elected administrative representative to suggest law ratified by the populous, and initiative being the suggestion of law which is written by and already gained a sufficient number of the peoples, support to qualify for inclusion on a regularly scheduled or special election.)

Roald is a coppersmith while his wife teaches the children music and educates a small class of local students in their home. They are respected as a dicodemi and are often looked to for advice. Roald is frustrated with Asic for not living up to his potential and his recent association with the ruffian known as Dracken. Gelda is about the most compassionate person anyone has ever met. She is one of the only people who can see the heart of Dracken.

Asic: The only son of Roald and Gelda.

He speaks a language passed down from the men in his family and uses it to pray to the Creator of Pluto. He is of light stature, but is always a penitent young man. His respect for his elders and the law are at the core of his self identification. He is not popular, but is respected by most people. He has journeyed many times to the war front but has always been protected by the Noble Horsemen.

Dracken: Asic's only friend.

Dracken and Asic are the same age but the former of the two is not viewed as a good influence as he has been in many fights throughout his life and always confesses that he is partially responsible for the argument going that far. Most other people are not willing to admit fault in their actions and therefore he is often punish too harshly.

Gia: Asic's younger sister and student in Lundinium.

She begins Xevier's Song as a two year old child and the story spans her life time until finally perfecting her mother's healing potion to completely regenerate body tissue in the

muscles and tendons, bones and nerves are never able to be reformed.

Lefren: A Traveling Healer

Lefren is a man six feet tall with short hedgehog like brown hair. He grew up on the streets of Stoa. He finally stopped stealing when he met a young man who lost his mother. Lefren teaches this young man to steal until he is confident in his ability. Then Lefren turns his time to The Temple of Stoa and all the knowledge it holds. He teaches the young thief of Science, Poetry, Language, and Mathematics. He then turns to the craft of healing. The young thief leaves Lefren as his master craftsman thief's life can be sustained by an honest living.

Rydia – The Serpent Woman

Rydia enters the story at 8 years of age. She meets Lefren in the Library of Alexandria, in the Temple of Stoa. She is born in the year of the snake and is given to slither when she walks and hiss when she is aggravated. People tend to avoid her but she still draws the attention of learning boys and men. She tutors Lefren despite being considerably

younger than him. It is a friendship much appreciated by her. Her wit and intelligence is unparalleled the Stoa.

Stryder – The Thief

Stryder enters the story at 8 years of age. He, like Rydia, is born in the year of the snake. However, he has never known this as he does not even know how to read, let alone study the Zodiac. He opens the story asking Dam why he is naked. To which Dam replies “We are all naked my son, even when we are clothed...that is if we are an honest man.” This introduces a discussion of the Id, the Ego, and the Superego. Furthermore, it concludes with what it means to be Egotistical and Egomaniacal.

Dam – The Crazy Old Man

Dam is the physical embodiment of God on earth. He roams the smaller cities of the Oligarchy and is never referred to by his name, in fact nobody even asks him his. They just refer to him as “Crazy John” because he never wears clothes and is always ranting about the state of affairs of the world in general. Asic asks him his name when first they meet at the docks when he and Dracken first arrive, but

he doesn't tell him right away. First he asks to tell him about themselves, and why he has never seen them before. They walk and talk for awhile until he leaves them on the road running into the nearest town.

Vahlrue – The Two Headed Dragon

The Vahlrue are a race of two headed dragons, all of them bear the same name. One head always speaks in metaphor and the other only in inductive and deductive reasoning. They are the gate keepers to the lands in the North West, which have never been explored or settled by mankind. After the query in which Asic responds to the logic and Dracken responds to the metaphor Vahlrue flies them to the coast where they find an abundance of conch shells. Having lost his opportunity listen to the conch back home Asic asks if he may listen to one of them. To which Vahlrue replies...to what end...you may each take one, but never make known from where they came. Asic says thank you but we only need one my friend. To which Vahlrue replies, no you will need two...Dracken understands his meaning, but

does not share the heart-breaking knowledge he has just received.

The Righteous Empire

Emperor Jastav: This man is a benevolent ruler. He believes the people under his authority are truly his family. All the children are treated as his children, and the elders are all considered to be his siblings. He enters this story at 82 years of age. He lost his wife some time ago and has not been able to lead in battle for over twenty years, due to a serious wound sustained in battle. This has placed his many sons in dangerous situation with ineffective leadership. The sons were not made generals as they were not of the required age of 16 years. His only remaining son is Crowned Prince Ian the Cruel.

Crowned Prince Ian the Cruel: This young boy has just turned 8 years old and has claimed his right of manhood. Without the Emperors knowledge he begins assembling support for his time as Emperor. To this purpose he has taken some merchant barons into his council. He commands them to countless acts of abuse, and they oblige him with the hope that they will overthrow the Empire and make a lasting peace with the Oligarchy of Stoa.

Stoa the Crumbling Oligarchy

Julius Caesar – Head of Land Forces

Study Julius Caesar

Brutus Maximus – General with Trade Interests

Imagine the King ouster

Magus Alaxandrus – Head of the Administration

Study Abraham Lincoln, Thomas Jefferson, and John Adams. Synthesize a persona from this.

Napoleon Bonaparte – Head of Naval Forces

Study General Ito

Marcus Aralias – Labor Coordinator

Imagine the perfect Socialist Structure

Adrian Caesar – Engineering Specialist

Study Albert Einstein

The Noble Horsemen – They are 27 Horsemen Who Were Assigned to Lundinium by the Oligarchy. It is through them that the Dicomemetic Democracy is able to breed horses.

Story Notes and Outline:

- Chapter's 2-6 are the road from Lundinium to Lumpfurdum.
- Only Asic and Dam speak the language together, because Roald never prays.
- Asic is hesitant to speak the language when he meets Dam as he was ever taught that after he learned it he was only ever use it to pray and one day talk to God.
- Asic is convinced by Dam that he may speak the language with both himself and Dracken, as Dracken will need it to teach his daughter.
- At one point Dam says, "You know, the one he heard in the Conch." Then Dam runs stark-naked and mad through the city as people see him they scoff and jibe.
- Chapter's 6-10 follow three story lines: Asic and Dracken venture to the wilderness beyond Lumpfurdum, with a team to slay the beasts with two heads. Gia and Lefren with Stryder and Rydia. The two start out separate with Gia still at home with Roald and Gelda; where Lefren rejoins Stryder who has now begun a relationship with

Rydia and no longer steals anything. The third story line involves a Clash between the Deutschland Empire and the Oligarchy of Stoa.

- Vahlrue has two heads one which speaks in Logic and one which speaks in metaphor.

Chapter 2: The Voyage and Safe Road

Lundinium, a port town in what is Croatia is where Xevier's Song begins. It is the only known Free-City-State. They are continually repelling attempted invasions from both the Adriatic Sea to the West and the Hudanian War Lords to the East. Fortunately the City State has a crescent moon shaped mountain range called the Protectors of Lundinium. The mountain passes are quite narrow and Lundinium has artillery positioned and tended at all times.

Therefore only twenty soldiers have to be stationed at each pass. They also have the predominance of their population along the coast and near the mountain passes.

It contains Dracken teaching Asic to fight with a sword and staff, being ship-hands on the merchant ship which

offers them passage to the Temple of Stoa. The merchant ship lands south of the Olympic Mountains near Stoa as the Eastern valleys and coasts of the Olympic Mountains are littered with Elephant Riding Bandits.

Chapter 3: The Oligarchy and the Temple

Asic and Dracken meet Rydia, the serpent woman, in the catacombs of the Library of Alexandria, the Temple of Stoa, and ends with them saying goodbye to the young girl from the library. Dracken is sad because this girl was the voice he heard in the Conch, but she is not his daughter. Dracken begins to lose hope in the idea that Asic and he will find a home.

Chapter 4: The Empire and Sergeants

This spans the journey to and years spent working together in Luzern. After they earn the admiration of the Emperor of Deutschland he grants them the rank of Sergeant in his military and 50 Men of Odin's Star.

It ends with a battle in which 1 elephant is slain along the road from Luzern to Lumpfurdorn, the rest left alive as

Asic can speak with them, and not a single life is lost, other than the beast.

The 52 men gained the respect of the bandits, both by their prowess in combat and the bandit's prophecy of the Commander of the Elephants. They vow to return across the Great Sea and never plunder again.

Dracken advises them that if they go to the Emperor and Stoa; informing them of this vow that passage would surely be granted but first they would have to inform the other bandits that they must leave their elephants as they used them poorly and have lost the right to them.

Chapter 5: The Strong Hold.

In this chapter Asic and Dracken meet Stryder and Lefren who have been working together and Asic tells Lefren of the last free city state, the vestige of Democracy. Stryder decides to help Asic and Dracken on their journey as he has been to Lumpfurdum.

Chapter 6: A Separation of Cousins

Dracken names Stryder as Corporal and then Stryder returns with the soldiers to Luzern; while Asic and Dracken now are learning the wilderness and the way of the Gaul with five other Men.

Chapter 7: The Bilateral Revolution and the Fall of the Oligarchy

This chapter will cover a spring of revolution in both the empire and Oligarchy. The war in the Empire is a mercenary and forced slavery war of an uprising Dictator and puppet of the Oligarchy. During this insurgency the people are seeing the state of the Oligarchy crumbling economically and rise in the name of the new founded Governing Philosophy of the Republic. The Republic is founded. Insert the constitution of the United States of America; editing it to have no figurative interpretation and no open ended authorization of Authority. End Chapter seven with a treaty established between the Empire and the Republic.

Chapter 8: A New Family Begins

This begins showing how Gia has grown and Roald and Gelda make plans for her role in society. Gia never leaves

the city state, and meets a traveling healer named Lefren. They work together as they try to improve upon Gelda's muscle healing potion. The two encounter Stryder and Rydia in the museum of Lundinium.

Chapter 9: The Vahlrue

- Asic and Dracken lead the team into the wilderness.
- A Vahlrue appears and the men stand at arms.
- Asic senses the peaceful nature of the two headed Dragon.
- Vahlrue speaks.
- Asic and Dracken accept his challenge.
- **The Conversation:** Verse ?
 - Vahlrue speaks in both metaphor and logic. Asic replies in logic and Dracken replies in metaphor.
 - This conversation last the entire verse. (The play within the play)

Chapter 10: The Exodus

This is the final chapter in which the Emperor of Deutschland dies and the Elephant Bandits are given

passage home across the Great Sea. Ten thousand soldiers and marines of the Oligarchy which has now become a Republic escort the bandits back and ensure they are accepted back into their lands. Two thousand men are pledged to protect the bandits permanently if the Republic no longer sees any of “their kind again.”

Chapter 1: Of Family and Friends

Verse 1: Coming Home

A flagon of brewed barley called renish sits alone on a small wooden table before a gently roaring fire. The dancing Flames give a beautiful glow in Roald's tired eyes. His blistered fingers gently grasp the wooden handle of the flagon. For a few minutes he sits this way, soaking in the soft comfort of the fire. The back of his hand has an almost angelic glow from the light reflecting off his hairless arm. The trimly kept beard on his face is singed from a long day's work as a coppersmith.

With his left hand he brushes the flakes of burned hair from his face, while giving a soothing touch to his cracked hand. "To live every day with the aches of these hands," he thinks to himself. He continues, but this time he looks upward and speaks to God in a somber tone, "and all I have to show for it is more friends who will one day meet a bloody end with the point of my forging."

"Daddy!" The excited high pitched scream is followed by the sound of little squeaks across the wooden floor.

"Oopah," exclaimed Roald as this chubby cheeked girl with sandy blond hair is placed on her father's knee after trying to climb the leg of this grizzly bear of a man. His hands now leave the attending of the renish as he draws her head to his chest.

A soft voice of a woman is heard from the kitchen, "Gia, can you help me set the table dear?"

"Just one minute mommy," Gia replies with a soft remorse.

Gelda appears in the living room, walking to the back of her husband and places her hands upon his shoulders. With a gentle squeeze she says, "Welcome home." Then she leans over and brushes Gia's hair, "Come on. Let daddy relax, while you and I finish up."

"Okay mommy," Gia replies.

“My child love,” Roald whispers into Gia’s ear. He kisses her head and places her on the ground. Gia brushes her hair back into place and follows her mother into the dining room. Roald resumes to grasping his flagon and draws it to his lips.

As the renish passes his lips it restores a small amount of tenderness which had been erased by the heat of the coal-fire and copper-work. He holds the refreshing liquid in his mouth for a moment before it is allowed to pass down his throat, reviving his breath from the dry-carbon-filed-air he breathes every day.

“Gelda, my love, you forgot something,” Roald exclaims with a slight hoarseness to his voice, as his throat struggles to regain its natural hydration.

“I am sorry dear,” Gelda replied, “I *have* forgotten something. Put out your hands.”

“What” replied Roald? His wife moves through the room until she is again standing just behind him.

“Please,” she responded, “I have something for you.”

Roald extends his hands as Gelda walks in front of his chair and shadows him from the fire. The flames behind her, lines her silhouetted hair, giving a hint of amber to her dark curls. Roald smiles at the radiant beauty of his wife.

“This is why my muscles do not mind a day like today,” he says, “to come home to such a beautiful woman looking at me is all the comfort a man needs.”

She reaches into her pocket and pulls out a small glass container. She then removes the glass stopper at the neck of the bottle and pours the liquid on to his outstretched hands.

“Oh, it is cold,” he exclaims.

“I made it just today,” she replies, “rub it on your hands.”

He does as asked and the liquid begins to seep into his skin. After about twenty seconds he can feel his bones begin to vibrate creating a melody that resonates through the entirety of his hands. Now the cracked and blistered hands of Roald have become a much softer surface of dry flaky skin. He rubs his hand together and gives a stern clap, dusting them off.

“That is simply amazing,” he says, “and you *made* this for me?”

She places the bottle on the table beside him. As she withdraws, her hand is stopped by his fingers gently brushing across the back of her hand moving in circles from her knuckle to her wrist. Swooping below her thumb, he opens his fingers across her palm until their fingers are touching one to one, outstretched. With a slight twist of his hand they clasp each other creating a unified fist. He then draws her closer and she sits on his lap. Using his free hand he combs her hair, cupping the back of her head. For a moment they stay this way, just breathing.

Behind them is heard the slam of a door and a thunderous sound of feet quickly ascending the stairs. Gelda kisses her husband and returns to finish preparing for supper. Roald continues to savor his drink and the comfort of his chair. He shakes his head, then looks upward as if addressing God and says, “What has that boy done now?”

Verse 2: The Inquiry

The sunlight shines brightly through a small circular window in the angled roof of a well kept room. It frames the face of a young boy, as he kneels on his bed. His eyes are closed and hands upon his thighs, such that his fingers lie perpendicular to his legs. He bends slightly forward moving his head out of the spotlight created by the sunlight.

“Martia vostembi i gali. Mostemba notri vas. A kri mo et da. Mon chala is notre mai...” His prayer is interrupted as he hears a knock at the door.

“Asic?” a graveled voice calls. “May I come in?”

“Yes father,” says Asic with a humble tone.

Roald enters the room. He and Asic stand two feet away from each other, between the bed and the door. Their equal height gives ample opportunity for them to look each other straight in the eye, but Asic is unable to do so.

“What is the matter boy?” inquires Roald.

“Nothing dad,” replies Asic.

“Where were you last night?” Roald questions in a more stern tone.

“What do you mean?” Asic defensively replies.

“This house is smart enough to tell the tale of sneaking children,” Asic’s dad continues, “I have heard you leave at night for quite some time now, but last night you did not return.”

Asic looks his dad in the eyes and sees the truth of what he is saying, but still cannot believe his ears. “That can’t be true,” he says.

“Asic, have I ever lied to you,” the grizzly man contends.

“No father,” the humbled boy replies.

“Then you should trust me, and understand that I have trusted you, but the fact that you did not return before the sun arose has given me cause for concern.”

Asic, now exposed, confesses to his father of his whereabouts and the happenings of the previous night.

Verse 3: The Confession of Guilt

Roald asks Asic to inform him of what has happened. Asic recalls how it started. He began with leaving the Academy and meeting Dracken after his trade school had ended.

He continues, “My father, I confess the following: I did as far as I recall meet Dracken 2mi from the Museum in the center of town at the edge of the ten acre fields and forests. It was 10° SE of our house and 24mi toward the center of the city. If this checks out I may now be speaking the truth. The farm-home by which we met had acreage of the following: 1Barley, 5Wheat, 4Rye. After meeting him we both proceeded to ride our horses some distance around the inner ring of the city and may have made a lap or two. As we talked we discussed our direction over the next 6 years. Dracken is going to move closer into the city from his suburban home outside the 10 acre farms. He is even considering being an urbanite. He will be joining the militia and spend some time guarding the outer rim, but he will live in a 1200 sq. ft. apartment with his wife and a single daughter.”

“He is tired of war and knows that if he has a daughter she will not be required to be evaluated for militia service. The conversation then turned to me, and I said I had not decided yet. I was considering the following: Surgeon, Lawyer, Neurologist, Family Practitioner, or maybe we could work together and, one day, open our own shop. I will design the projects and you could run the production and distribution. There is plenty of time for us to work in the city and we would be so close that it would be easy...pie over two Dracken, were half way there.”

Asic is suddenly snapped back into the moment as his dad claps his hands and calmly says, “Asic, I am not Dracken, what is my name?”

“Roald, dad, your name is Roald.”

“Thank you”, Roald replied. Try not to let that happen again. Now allow me to ask you again. Please tell me the story of what happened last night after you left your room and went out of the kitchen door.

Asic begins, “I left the house and proceeded to the stables. I combed my buddy Ulysses, and then I saddled him. I mounted the horse and rode out of the stables and into the city where I was to meet Dracken at the Museum de Louve. I had told him earlier that I had a brilliant plan for him. I am sorry father, I have derailed from your original question which was, “Please tell me the story of what happened *last night* after I left my room and went out the kitchen door. Sorry, that was supposed to be you and your, but I will continue. After leaving our property I rode quickly through the empty grasses and practiced cutting around trees. Ulysses was a champion. I gave him two opportunities, but on the second he sped up all on his own. I arrived at the Museum de louve 12 minutes before Dracken. He arrived on a black horse, the same one I have always seen him ride.”

“Thank you Asic,” Roald interjected. “We may discuss your plan at the dinner table.”

Asic returns to his bed and kneels upon it as before. Roald exits the room and closes the door.

Verse 4: The Confession of the Plan

The scene is set in the dining room. There sits a small oak table with plates and cups of maple. In the center of the table is an oak bowl two feet in diameter and is filled with walnuts, filbert nuts, and almonds. Atop the nuts sits today's dessert, four cholari. There sits a small window in the dining room of this home that Roald and Gelda have grown and shaped from a large collection of vines into the metropolis of thick grayish vines.

The entire shell of the home is a complex system of life which is continuously groomed by Gelda. Having met each other while children who lived on the edge of the wilderness at the outer most portion of the curve in the structure of the City Camas, Roald and Gelda were taught how much easier and longer lasting their home would be if they followed the oldest of methods, but their commitment made so early was to be strongly considered. They had grown to the age of 8 years when they committed to each other and did not begin to grow their home until they both had turned 12. (Camas is the name of the capital city where the public administration, predominance of industry and trade occurs).

Around the table sits Roald, Gelda, Gia, and Asic. They converse for a few minutes discussing the events of their day, mostly focusing on Gia and Gelda. Gia has demonstrated some aptitude for arithmetic and language; she is quite the story teller. Roald then speaks.

"Asic, I understand this may be embarrassing for you but this entire family deserves to know what you have done. Please tell us of your plan for Dracken and how it turned out."

"Ok dad," Asic continues:

"Dracken is already accounted as a bad person so it wouldn't look so bad if we broke into the Museum de Louve and we are both very capable climbers so we could scale the walls and enter the museum by the bell tower. The keeper's room is known to be just under the bell tower, as a deterrent for intruders, but I have already recorded his sleep cycles from weeks of observance and recording my own circadian-rhythms. Both Dracken and I are adept at sneaking out of our houses so we would surely slip by the keeper of the museum with no problem."

Asic is interrupted by Roald when he says, "I am certain you both were successful at entering and leaving the museum unnoticed, so please just let us know what the two of you did with your time in there."

"Yes father," Asic replied. "Our main purpose was to listen to the Conch. I have heard stories of the elders listening to the Conch and finding such serenity that they developed some of their best ideas after doing so." Asic continued, "I knew we were not going to be eligible to do this for ourselves until thirty-five, and with Dracken's reputation he may never be afforded this opportunity so we seized the opportunity to listen to the Conch on our own. I picked it up and heard the voice of an old man speaking the language you have taught me since I was a child and now use to pray. It was faint and I couldn't tell what he was saying, but I recognized enough sounds to identify the language."

"Thank you Asic," Roald continues, "from what you have told me thus far you shouldn't be facing very much of a reprimand, but you realize you may never be permitted to listen to it again. Did Dracken listen also?"

"Will he not be permitted to listen to it later if he did," Asic replies.

"That is not the point of the matter at hand my son," Roald contends:

"What is important is getting to the truth of the matter such that I may decide what needs to be done with you and to what extent I must involve Dracken's parents or the governmental authorities, but please remember that around this table with the nourishment God has provided for us and the labor of this family has made possible you will speak nothing but the truth."

"Yes father," Asic continues, "I handed the Conch to Dracken and asked him what he could hear. He said he heard what sounded like waves crashing upon the shore and wind gusting by a beachhead. I asked him if he could hear the voice of a man, to which he replied he could not. I took the Conch back from Dracken and listened again. This time I could hear what Dracken described to me. I was excited because I believed this was the sound of a port town where we would meet the old man I heard and he could help us secure ourselves in the town where we could become prosperous; raising our families together. Dracken then contended by informing me that it wasn't actually the waves, but

the sound of my blood rushing through my body and acoustically stimulated by the echo through the Conch.”

Asic is interrupted by the sound of Roald’s laugh of contentment. “Is there anything else you wish to share with us at this time my son,” Roald exclaims with subtle joy.

“No sir,” Asic concludes.

“That is well. I will speak with Dracken’s parents and inform the keeper of the museum of this hole in security, but no serious problems should arise. You should account yourself fortunate Asic. Very few of the wisest men have ever heard the Conch speak, and nobody has ever heard that at your age, but do not tell people of what you heard the first time for many do not even believe the elder’s who have heard what you have heard.”

The humble family finishes their dinner and each partakes of their Cholaris as if they were taking communion. Individually they all complete their nightly routine and retire to their room; Roald and Glenda to their shared room downstairs, Gia to her room adjacent theirs, and Asic to his room upstairs. The night passes peaceably for most, but a lingering angst lies within Asic and causes him to be restless.

Verse 5: Escaping the Home

Asic stirs, tosses and turns, his eyes open wide and he begins to mumble. His words are indiscernible, but his mouth slowly opens wide. The random movement of his tongue can be seen with the gargles of sound escaping this throat. Suddenly a gasp of air enters his lungs and he is suddenly wide awake. He calmly places his feet upon the wooden floor and feels the coldness of the vine. The two centimeter in diameter vine feels soothing to the muscles in his feet as he applies his slight weighted body upon his temple of a well kept room. For a moment he applies most of his weight upon one foot, then the other; moving in an elegant rocking back and forth. He bends from his waist to his knees and back over his ankles. He can feel his Achilles-Tendon stretch and lengthen. His muscles give a slight feeling of tension and then complete relaxation. This movement and relief stimulated by continuous flowing movement gives his mind a tranquil sensation, and bring about clarity of thought.

Asic begins to collect himself as he is now centered. He reaches for his shoes and secures them in his grasp. Slowly he descends the stairs without making a single sound. Suddenly he realizes how his father had heard him in the past. He notices the floor radiates in such a manner that it is impossible to cross to any downstairs door without crossing over a system of vines which grows toward the two bed rooms on the lower floor of this house. He stealthily returns to his room and devises a new plan.

This young man of lean stature looks at the port-hole of a window in his roof and determines if he can just get his hands level to the Oak hexagon structure forming a small cave through which light shines through on its path to the center of his bed. He picks up his maple dresser and places it beneath the window. Then his chair catches his eye. It is composed of two sections. The base of this chair is woven branches. This weave forms a uncompleted pyramid with a circular base and top. The outer ring is approximately 1.4 meters in diameter and the inner ring is one meter in diameter. This creates a solid base upon which a hemisphere shaped dish of more woven branches can rest. He removes the green padding which makes this particular type of chair quite comfortable and upon which he has sat with Gia and read to her for many nights. He then removes the dish and places it by the dresser. After that, he picks up the light wooden base and places it on top of the dresser. Finally he places the dish on top at such an angle that 35 centimeters could be measured from the top of the base to the lowest edge of the dish. He then places his shoes on his neck after tying their laces together.

Very carefully he ascends the constructed ladder and stealthily shimmies up the chimney-like-hexagon-cylinder to the window. His hands initially bear all the weight with outward force, and just before he reaches the window his feet are able to take the weight of his body. This allows him to now use his arms to open the window he has never even considered to open, but had seen his mother clean many times.

The small latch of the window is unlatched with the phalanges of his left hand. After this he uses both hands from the wrist and metacarpals to the phalanges to lift the window as it swings outward. The fall of the window as it passes the crux of the arch is ceased by the gentle leaves which cover the roof of this living home. Now convinced that the home itself had conspired to let him escape unnoticed this night he stealthily exits the room and

replaces the window. Unable to completely cover his tracks he suddenly realizes he has only this night to escape the impending wrath of his dad and the law, which the previous night and its held secrets still may inform upon him.

Asic now sits upon the leaf and dirt covered roof as he removes his shoes from his neck. He unties the laces and grasps his right shoe. He can feel the hemp exterior sack of a shoe which contains a small mostly linier bag of grain in a pouch of felt. He then gently secures both shoes upon his feet and laces them up. With the gentle rustle of his movement now concealed by the sound of a gentle wind blowing through the trees of his families two acre farm, he surveys the house and evaluates the vines to plan his rout of escape.

Verse 6: A Late Night Rendezvous

Standing over a well built young man is a slightly framed youth. The Glowing blue eyes of Asic spy this muscular figure as he whispers, "Dracken."

Dracken opens his eyes to see his first mate, and smiles.

Asic continues, "I have a game for us to play."

Now begins the development of the language...and a game that any might play. It requires one twenty-four-sided die (to identify the first letter, and each subsequent letter of the word created.)

One roll for:

Morphology – 3-sided die Word Type – 18-sided die

Verb Type, if a verb – 8-sided die Syntax – 7-sided die

Orthography – 4-sided die Variant usage – 6-sided die

Grammar for the language should be as simple as possible, and none is more simplistic than German. Noun and Verb in either first or second position. Noun in first position is a statement. Verb in first position is a question. All other grammar follows...Time, Manner, Place.

During Dracken's second attempt to listen by using the Conch he hears a young girl's voice and thinks this is from the future; furthermore, he believes this to be his daughter's voice.

- Asic then hears the ocean Dracken heard the first time when he tries to listen to the voice Dracken hears.
- Asic steals the Conch from the museum and is banished from the city state for it.
- Dracken refuses to let him leave alone.
- Dracken confesses his complicity during Asic's trial.