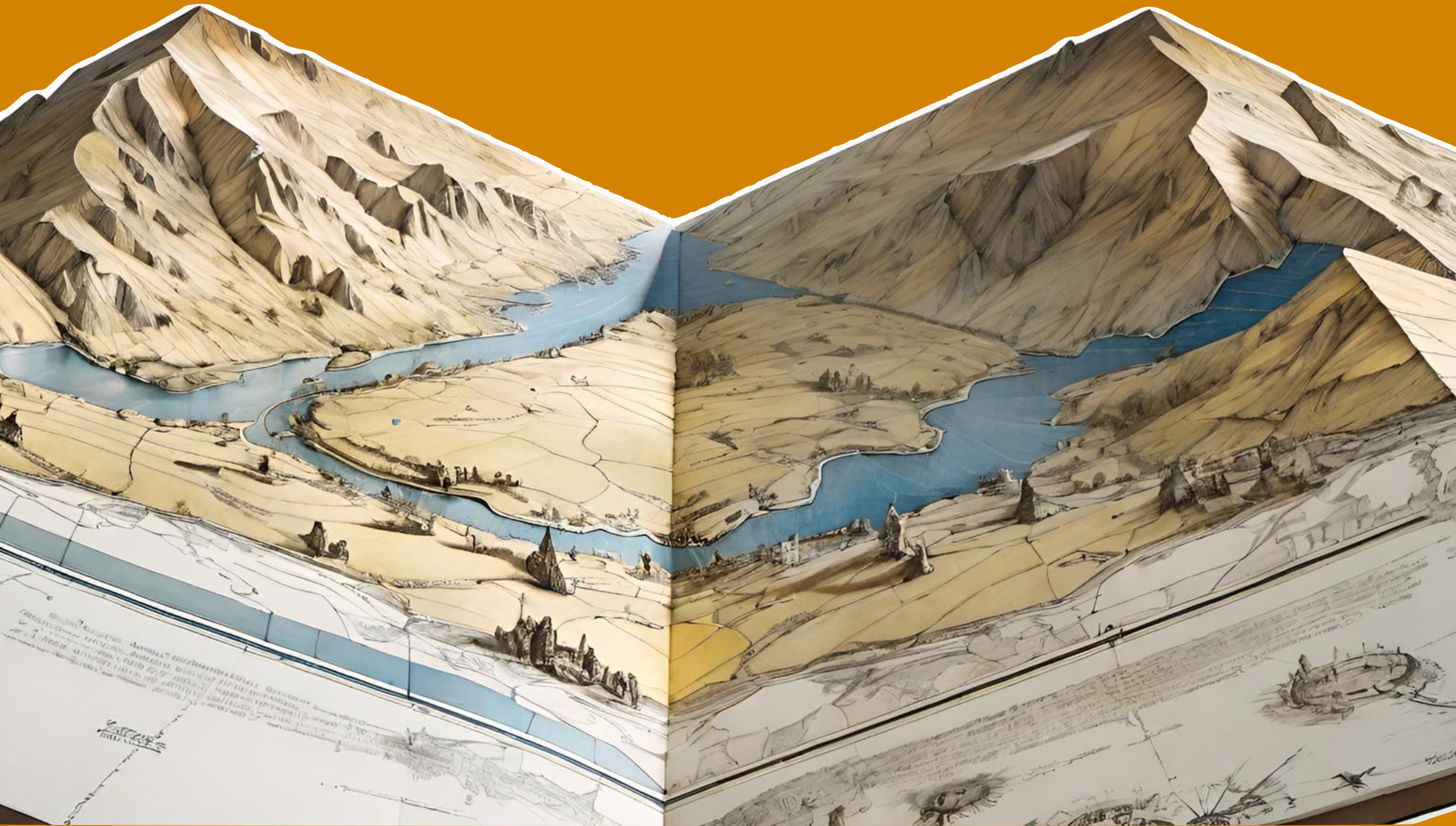


**Inclusive  
version**

**WIP  
Version**

# WAITING FOR THE **CONKERS** TO FALL

BY SAMI-COLLARD AND SUSANNAH PULHAM.





# WAITING FOR THE CONKERS TO FALL

This book is available in PDF and ePub formats. It is written in Pages for optimal viewing on an iPad split screen. The authors themselves completed the book's artwork and editing. The illustrations are by Brian Injury Art **B'Art**, adding a personal touch that hopefully enriches the reading experience.

'Madness is to see the world as it is and not as it should be.'  
- Miguel de Cervantes: Don Quixote.



[www.KnaturalliKnutti.com](http://www.KnaturalliKnutti.com)

# PROLOGUE

Caledonia is a wild and untamed land, characterised by ancient trees and jagged mountains. Its winters are harsh, marked by cold and snow. Tribes such as the Caledonians and Picts inhabited this misty region, utilising its rugged terrain to safeguard their traditions. The landscape is challenging, with rocks and bogs scattered throughout.

In 79 AD, the Romans arrived to confront the northern tribes, driven by a desire for their winter provisions. However, they encountered fierce resistance. Employing strategic tactics, the Romans ultimately emerged victorious in 83 AD.

Subsequently, cosmonauts from Tagais journeyed to Earth, landing in Caledonia and adding a new chapter to its storied history.





YR 3009



The spacecraft Tagais fighter construction programme.



## CADET TRAINING-GLIESE 12B

Fighter pilots must be highly intelligent and swift to triumph over their adversaries. In dogfights, the loser may crash, but sometimes they manage to escape just in time, ready to fly again.

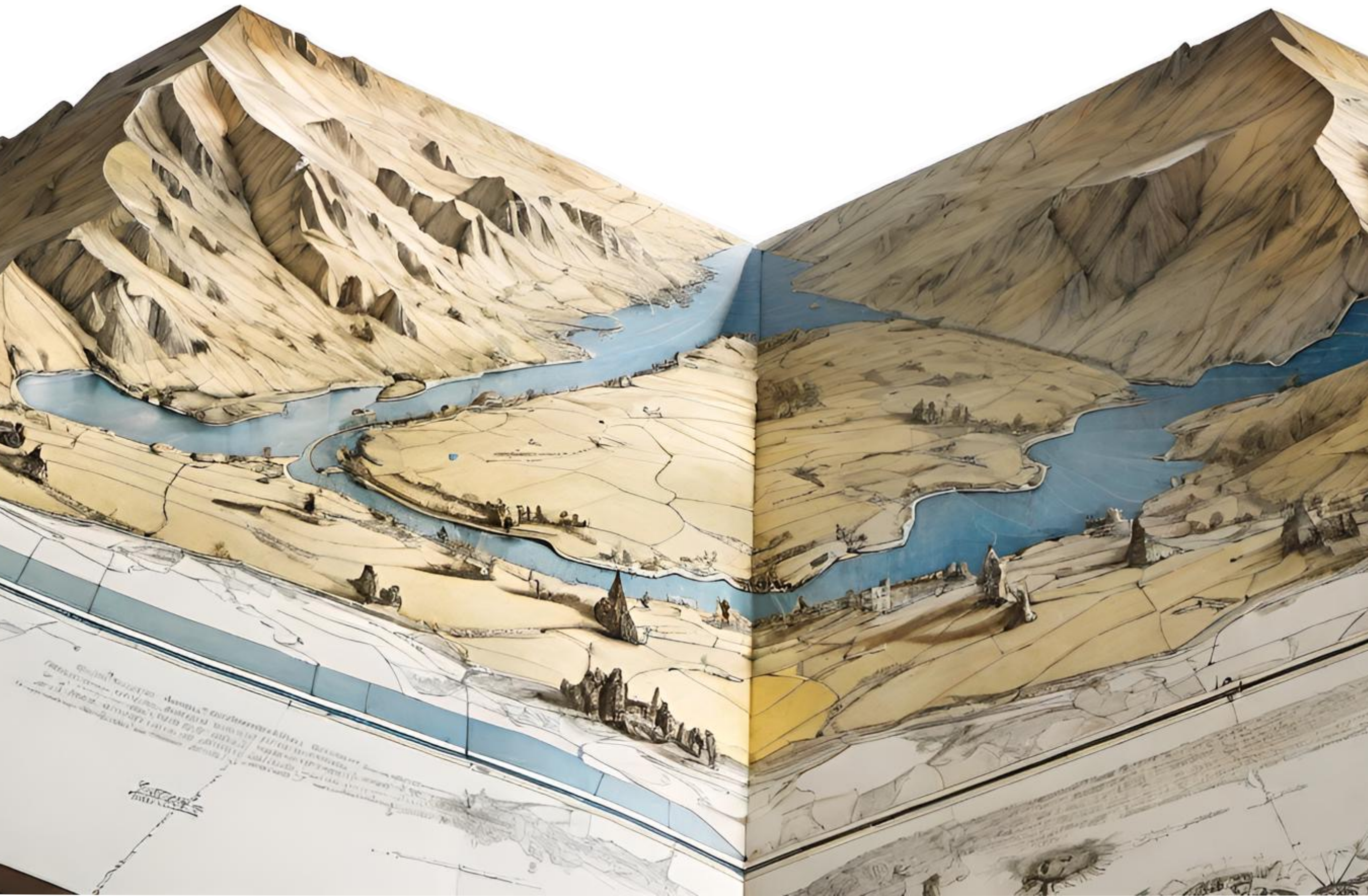
Two pilots, Skoobie and Eoin, crossed paths during a challenging training exercise. Out of twenty pilots, only they could outwit their instructor and maintain the lead in the final challenge. Skoobie noticed Eoin first and remarked with a big smile, "Are you following me or am I following you, numpty?" They decided to collaborate, quickly catching the attention of their instructors.

Throughout their training, Skoobie and Eoin mastered the art of flying and repairing planes. They excelled in these areas and enjoyed taking risks. Skoobie was the top student, inspiring everyone around him. Despite occasionally teasing each other, they forged a strong friendship. They enjoyed joking around and

sharing coffee. Skoobie wore a humorous T-shirt that read, "I am a rubbish cadet but at least I am better than him," standing next to Eoin.

One day, Skoobie and Eoin received a secret mission. They were tasked with flying a special plane from their home planet, Tagais 12B, to a location called Earth in the year 83 AD. Their objective was to locate a renowned explorer named Maxwell Armstrong. With their crew, they embarked on this thrilling adventure, prepared to be courageous and clever.







## EOIN FOUND A CAVE

Skoobie and his seven friends were ready for an exciting adventure on the mysterious Rannoch Moor. Eoin climbed up high to help everyone. They picked special plants called Scrannos to eat, wore strong clothes, and used cool gadgets. The land had big hills and tall mountains.

In late summer, there were lots of animals everywhere. Eoin was super happy to find Maxwell's emergency supplies, just like Tagais said. He found new information that could help them. Feeling good, Eoin went to find Maxwell and his team.

On the seventh day, Eoin woke up ready for fun and challenges. He had practised a lot for this trip. The night before, he and Skoobie made a plan. As the sun came up, Eoin looked at his digital map and packed a survival kit. He quietly left the tent.

Eoin walked over the bumpy land, going up and down the hills for two kilometres. He often went back to check his path, moved around, and listened carefully. The hills were steep and had loose rocks.

Looking at his map, Eoin saw about twenty people going south at a fork in the glen. They were being chased by a bigger group, about a kilometre behind, hidden in the morning mist.







## TWILIGHT MOVEMENT

Eoin stood on a large rock overlooking Rannoch Moor, a challenging landscape dotted with muddy bogs resembling quicksand. His lightweight yet sturdy armour suited the uneven terrain, allowing him to navigate the rocky ground with ease. He closely observed his friends as they cautiously moved across the rocks.

Rannoch Moor was a wild and unpredictable place. The weather could shift rapidly, and numerous animals lurked in the shadows. Various tribes inhabited the area, often clashing over resources like water and food. Throughout the day, Eoin kept a vigilant watch over his companions.

As the sun dipped below the horizon, the group gathered around a warm fire to share a meal. They had successfully caught fresh fish from a nearby stream and discovered delicious wild greens. Full

and content, Skoobie requested silence, announcing, "Eoin has something important to share."

Eoin leaned forward, revealing his discovery. "I've found a cave nearby. It appears someone hastily abandoned it. Inside, ancient wall paintings and hastily scribbled signs hint at a hurried departure. There are no footprints or remnants left behind. I believe it could serve as a secure location for storing our extra supplies, allowing us to travel more lightly."

Intrigued, the group pressed Eoin for more information. "Did you spot any signs of Maxwell and his team? Did you encounter any Scrannos? Why do you think this cave is safe?" they inquired.







## WE GO WEST

As the sun went down, the sky turned a pretty golden and red colour. The seven friends stopped to look at the beautiful view. The ground smelled nice and fresh, and the plants around them sparkled like jewels in the soft light. The wind gently moved the plants, making them look like they were dancing. The friends were amazed by the highland hills, which looked so pretty and strong. The wind also kept the bugs away, so they could enjoy the peaceful and grand view.

The friends moved carefully and confidently, using their special clothes to hide and watch out for anything dangerous. They were excited to find new things. With their bags ready and feeling hopeful, they got ready to go on their adventure. "We go west," said Skoobie bravely, leading the way. Eoin stayed very alert, looking all around to make sure everything was safe, but he stayed hidden.







## ‘THE LUGI’

Maxwell and his friends were very scared when their spaceship crashed on a rocky shore next to a calm lake. They landed on Earth a long time ago, in 79 AD, before they were supposed to. Before they could understand what happened, some fierce warriors called the Lugi captured them. The Lugi had nets, sharp spears, and torches. They took Maxwell and his friends far away to a dark and damp place where they had to stay for five long months. They were very hungry and thirsty, and they got weaker every day.

One night, when the moon was full and bright, something terrible happened. The Lugi sacrificed one of Maxwell’s friends. A scary Druid, wearing a hood and holding a staff with bones, watched over them. The sacrifices happened on an old stone altar, and the Lugi cheered. In the end, they threw the crew members into a nearby pool, waiting for a full moon tide. Maxwell still has bad dreams about this.

The next morning, Maxwell realised that every full moon, which comes about every 29.5 days, a crew member would be sacrificed because of old magic beliefs. But every 19 years in February, a special black moon would appear and stop this from happening. Even though he was hurt, Maxwell managed to escape. The Lugi warriors chased him because they wanted to catch and hurt him. They were very determined and wanted to win.







## ‘MAX ON THE RUN’

Maxwell sprinted through a dark, eerie forest, his heart pounding. Bloody footprints and the distant barking of dogs sent shivers down his spine. The night was hushed, the moon obscured by clouds, casting a misty veil over everything. Snow had blanketed the ground, and the howling wind reduced visibility to mere inches. Seven days of relentless running had left him exhausted, tripping over rocks and tree roots. Exhaustion finally overcame him, and he tumbled into a pile of damp leaves, succumbing to sleep.

When Maxwell awoke, he found himself in a small, dimly lit cave. A crackling fire cast dancing shadows on the walls, giving the impression of movement. Wrapped in a damp, musty blanket, his clothes were tattered and dirty. Yet, miraculously, he wasn't bound. The people who had found him sought to keep him warm. They offered him a peculiar-tasting drink made from berries, and despite their rough appearance, they were surprisingly kind. These were the Cerone tribesmen, ghillies, adept at surviving in the forest. He later discovered they were Calum and Hamish, firm yet friendly.

The ghillies remained in the cave until darkness descended once more, then guided Maxwell through the snow-laden forest. They tended to his wounds with specially prepared plants like heather and willow bark. For three more nights, they moved stealthily and cautiously, ensuring no one noticed their presence. Their mastery of camouflage in the snow rendered them nearly invisible. Every morning, they vigilantly watched for any potential pursuers.

On the fourth day, Maxwell and the ghillies embarked on a journey across the water. They navigated the treacherous rocky coasts of Mull and Skye with utmost care. Their destination was the island of Lewis, Tairbart, a sanctuary where Maxwell could find refuge from the forest's perils. It was also Angus Ogs' home.







# ANGUS OG AND THE DRUID

Maxwell Armstrong got off the boat with big, confident steps. Everyone on Tairbart beach looked at him because he was tall and mysterious. Even though his legs were a bit wobbly from rowing, he looked very special.

As the sun rose and made the sky golden, Maxwell walked to a big wooden fort where Angus Og, the clan chief, lived. Some friendly people helped him along the way. Maxwell looked a bit messy, but he was calm and made people want to listen to him. He wore simple clothes, but his eyes were wise and kind, like he was from another country or world, which he was!

At first, the village children were shy, but Maxwell's big smile and wave made them feel happy. When Angus Og heard Maxwell was there, he came to say hello. Everyone knew Maxwell wasn't just a visitor, but he wasn't scary either. They thought he was a traveller, a merchant, or a druid. Angus gave him a strong reed and a wooden house near the village, with a view of green fields and the ocean.

Maxwell had been through tough times before, so he was very thankful to be welcomed as a traveller and merchant. He knew a little Gaelic and learned more quickly, making him feel like he belonged in the community.







# THE DRUID

Maxwell Armstrong was waiting for Angus's druid, who was very important for big ceremonies with the Caledonian tribe. While he waited, Maxwell watched the village people doing their daily jobs. He listened to their stories and made new friends. Maxwell was really good at fixing houses and helping people feel better with his special plants. The villagers liked him a lot and thought of him as a kind healer and a great storyteller.

Even though Maxwell was always busy, he sometimes looked very tired. This was because he had a tough past. Maxwell was strong and hopeful, trying to feel better after a bad experience with a group called the Lugi. They had tried to hurt him, but he escaped through the mountains, and everyone in Caledonia knew his story. People called him Shadow Max because he was so brave. He wanted to face the Lugi Chief and the druid when the moon was full.

The Lugi were known for chasing people, but sometimes they got chased instead! This made Maxwell a legend, and children would tell stories

about him being a 'bogeyman' after he escaped across the sea.

One day, after Maxwell arrived in the village, he met Rhona, Angus Og's daughter. She had visited him when he was resting.

"Hello, young Druid. You don't seem well; you had a fever and you collapsed. You've been through the wars," Rhona said softly, her voice like a gentle song. She was the prettiest girl Maxwell had ever seen, or maybe it was just because he was sick. She gently wiped his forehead and saw how tired he was.

Rhona made a fire and tried to give him some soup, but it hurt to swallow because his throat was sore. Maxwell held her hand and whispered, "Thank you, thank you." "We must break this fever before it takes hold if you want to seek vengeance," she whispered kindly, making him feel better.







## THE YOUNG DRUID

Maxwell Armstrong was in a really hard place. He had been stuck in an old wooden cage for four months, with water rising around him. It was super cold and windy, and he didn't have much food. His cuts weren't healing, and he felt really sick.

For three long weeks, Maxwell was sometimes awake and sometimes asleep. But then, some nice people helped him, and he started to feel better. He could walk again, and that made him happy. He got new clothes, including a cool battle tunic, and a nice haircut and beard trim. These were the first steps in feeling better again.







# THE LORD OF THE ISLES

Max and Angus Og were worried the Romans might come to their land. Max thought about how to stay safe. He imagined big sea battles where they could use rocks and waves to help them. Angus's tribe, the Cerones, were known for being very brave and independent.

Max had a plan. He wanted to plant lots of trees on hills with good soil. He also needed to find coal to make tools and weapons. This winter, he would explore nearby islands with a boat builder to make maps and find coal.

Max wanted to gather 500 strong men to plant trees and 50 skilled workers to fix and make their ships better. He wanted to take care of the forests so they would always have enough trees. In April, the warriors would start training hard to row boats and fight with special swords and shields made from alder wood. Their oars were made

from strong hickory and ash trees. They would have fun tug-of-war games to practice rowing and beating Roman ships and even build battering rams to sink enemy ships.

Max had travelled a lot and learned about building ships in places like Londinium and Itius in Gaul. Angus was curious about how big their fleet needed to be. Max told Angus that he would become the Lord of the Isles. Angus smiled and invited Max to dinner.





WE WILL PICK THE BEST  
TREES FROM THE HILLS  
AND AND MAKE A PLAN  
TO PLANT NEW ONES  
QUICKLY

CERONES



## THANK THE COOK

The event was calm and quiet, with lots of secret looks and silent watching. They had a yummy meal with hot venison and oats, and fresh salmon at the start. These were special treats from their successful hunting and fishing trips.

Rhona, who was always curious, watched the druid to learn about his travels. She saw he played with his food, especially the meat, but left the veggies and scones. Her brothers ate everything and teased her, which made her laugh.

As the evening went on, they kept talking about their walk. Angus's two oldest sons were full of energy and dreams about the future. Rhona was quieter, thinking a lot. Maxwell, feeling tired from the long talk, said goodbye nicely and joked, "Thank the cook." Rhona smiled warmly and said, "Well, that's me, young druid." Maxwell felt embarrassed and left quickly, missing Rhona's soft whisper, "I really like him. Not perfect, but perfect for me."

Then she asked Max to join her for breakfast, knowing he'd like it more.

Angus Og watched his clever daughter with pride, encouraging her to ask the wizard questions. He had given him a small hut on the village's edge.

Maxwell was charming and nice, but he was a true traveller—quiet about his family and not saying much when asked. His Gaelic was okay but not great, which is normal for someone learning the language. He spoke a few languages, understood local dialects, and probably read Latin. As a wanderer, he loved exploring but agreed to stay through the winter, building a simple house deep in the forest.



## RHONA AND MAX

Max worked at the village clinic, helping people feel better. He saw that the Earth people were a bit like the Tagais because they lived in similar places. Max spent a lot of time with the boat builders and blacksmiths, and he played pretend battles with Angus Og's sons, Angus and Col. Max was getting stronger and could fight well, and everyone noticed.

Max also liked to explore the woods, help fix boats, and learn how to build things. One sunny day in May, Max took Rhona on a walk through the forest. It was a special place where she used to play with her brothers. They reached a clearing that Rhona loved very much. She had once told her brothers that she wanted to live there when she got married.

Rhona stopped and looked at Max, then playfully asked, "Do you maybe like me, young wizard?" And Max did!







## THE YOUNG DRUID

The next day, Rhona was not happy when Angus Og's helper came back. He had gone to ask Maxwell to have breakfast, but Maxwell had already left. Maxwell walked all the way across a big island called Lewis to find answers to his questions. It was a long and hard journey, and he missed a special meeting. But after three months, he came back with a simple map he made himself.

Everyone was curious about Maxwell's adventures. When he and the boat builder came back, they looked very tired. Rhona saw how thin Maxwell was and joked, "Hello, young druid. I see why they call you Shadow Druid." This made Angus Og laugh, and Maxwell was surprised by the joke.

Rhona said, "I'm leaving, father. Someone needs to eat. Invite this one for some informal tea; it's too early for ale or whisky. I'll tell the cook!"



# THE BUILDING OF GLIESA

Maxwell loved Gliesa, but he decided his home was wherever Rhona was. Sometimes, when Rhona is a bit upset, she calls him “Maxwell, the young Druid.” Maxwell has a special friendship with nature. He has trained some deer to stay near the forest’s edge to watch for danger. Above them, lots of birds like buzzards, falcons, and eagles fly gracefully, catching everyone’s attention with their sharp eyes.

A group of wolves lives in the forest and helps keep the nearby village safe. Some people say the old oak woods are haunted, but Maxwell knows the forest animals very well. The alder trees are thought to be magical doors for fairies, with many stories about their special powers.

Because of Maxwell’s bond with nature, Gliesa is a peaceful place where animals and people live happily together. It’s full of calm and energy, attracting those who want to enjoy its magic.

Meanwhile, the Shadow Druid takes care of the Scrannos, making sure they eat well to stay healthy and smart. Eating Scrannos is said to

bring good luck because they are very nutritious. Gliesa was a gift to Rhona from her dad, Angus Og, and now Maxwell is her protector. Maxwell even built homes for the Tagais if and when they arrived!







# HOMESTEAD

Max had a fun idea! He wanted to make a special place called Gliesa where people could feel better. Gliesa is surrounded by big, old trees like rowan, oak, and willow, and there's a gentle stream that goes through it. The place has a wind and water mill that helps it work all by itself. Max uses special colours and hidden pictures to keep it a secret, so only a few people know about it. He shares old plant remedies, learning from wise Celtic Druids.

Life in Gliesa is calm and close to nature. People have goats and chickens, eat oats and fresh fish, and grow lots of veggies in their gardens. Some stories say a powerful god named Odin sent Max to take care of the forest and its animals.

Max also made a cosy little house for his friend Angus Og, who visits often for fun chats and laughter. Angus's family, Rhona, young Angus, and Col, come too, sharing meals and drinks. The

woods are full of happy sounds and stories, making Gliesa a magical and warm place.

In Tarbert, the land is wild and windy, with old tree stumps and twisted trees showing how strong the forest is. These woods are important because they give wood for building ships, homes, and furniture. Clever people turn these woods into beautiful art.

The tin, lead, silver, and gold mines were used to make pretty things by skilled Celtic artisans. Maxwell and the villagers made nearby fields to grow new crops and experiment with new things, like food, like Scrannos!

Maxwells also kept bees, for highland heather honey. Rhona noticed they never seemed to sting him, only she could do that!





Knaturalli

Knutti

## ABOUT THE AUTHORS

Sami-Collard and Susannah Pulham had big bumps on their heads that made things hard for them. Some people might feel worried about them, thinking they are different, but that's not true. A healthy brain helps us do things easily, but when it's hurt, it can be tricky.

A doctor told them to try new things to help their brains get better. They haven't healed completely, but they've done a lot of good work. They like a story called "Don Quixote," which says it's okay to dream big.

They met at a poetry group and decided to make a book together. One was a teacher, and the other was a builder. They became good friends and helped each other feel better. They wrote a fun book for kids with big letters and pictures. After their injuries, it was hard to remember words and simple things. But they want to help others too. They plan to give most of the money from their book to help people with brain injuries.

Their home website, branded as knaturalli-knutti 🤪, can be found at <https://www.knaturalli-knutti.com>.

Both believe that education is a lifelong journey.

All mistakes are their own. 🤪 After all, they're two brain injury victims sharing a story.









Ricina

Monacoda

Nouantum prom:  
et Chersonesus

O C

Epidium prom.

Cernotes

Longus A.

Epidij

Ielamonius  
Sinus

Gadini

Banatia

Caledonia

Cale-don

Tania

Vacemagi

Orrea

Venni cones

Boderia estuarium

Alamus

Vendra

Otadeni

Bremenium

Curia

Colonia

Coria

Alauna

Victoria

Clota estuarium

Dam-nij

Vanduara

Carbantorigum

Dona flu.

Nouius Fluv.

Vxellum

Trimontium

Ituna estuarium

Epia cum

Moricambe  
estuarium

Monna

Oceanus

vernicus