

Phositron Glossary for Audiobook Users

Adredara—a planet under the control of Kunarion, the usurper Adredarian—beings who stay in the depths of the planet Adredara

Alithandra—an Enzolion saturated pole that grows on the Thanadrinoi trees and is for anyone not affected by the Enzolion water, which may be used as a dart-like projecting weapon

Ammniot Vertical—a vertical rocky tube, adjacent to the vortex that is water-filled and acts as a transport from the base of the vortex to the edge of its ring

Ammniot (a.k.a. Ammniot Mover)—a pellicle-like being that lives in the water of the Enzolion and whose substance is either translucent or transparent, whose service is to transport those favorable toward the Flow Born, whom they especially guard during their early stages within and around Zotaeon

Ammniot Passage (a. k. a. Antominairian Cavern, the Enzolion Passage, the Umbilical, or the Cavern of Death to the Farrions)—a tunnel that runs from Vomdurian bank of the Enzolion to its Zotaeon bank, a passage that is well below the surface of the Enzolion, yet far from buried by any of the river's sediment or base

Antominairian Plateform (a.k.a. the Deck)—a large space before the Ammniot Passage on the Vortex side

Antomy Crossing (a.k.a the Valley of Taire)—the valley area that is before the Doors of Diakrino, which lead into the Passage of Antomy and is wedged between the Plain of Taire

Aplomb (a.k.a. Murmurer)—a Farriion device used to communicate (see also Ipsima)

Arace'—an animal-insect creature with the head of a fierce dog, the thorax of a wasp, and the legs of a spider

Baneful Crest—an often-used name of those under the leadership of Rex Sindar for the horseshoe-like mountain thrust in Deventon, TX, also called the Quad

Black Bedrock—a twisting road that connects the Vortex of Antomy and the Fort of Vomdurian

Born Ones—a term that includes both Flow Born and Earth Born humans

Branch—an special Alithandra (weapon) that was first given to a young Abdiel by the Seeder

Brolons—beings that are no taller than six feet, are covered with iron hard scales, have four eyes equidistantly spaced around their heads, and often give assistance to Lithers

Cavern of Persons (a.k.a. Passage of Antomy)—usually entered at the vortex and exited near the Plain of Tair, an underground tunnel that is for testing, self-examination, and a place to make important decisions

Center of the Center—the innermost section of Zotaeon where Flow Births hear the Garden Song, finish their growth and are given to Parenctetes

Central Realm—a portion of the universe the lay between the Near Realm (where Earth exists) and the Far Realm (where Thailon exists)

Charions—Flow Born that have dedicated their lives to work within Koustoda and other areas

Chronicles of Successive Moments—both historic writings and predictive writings

Chronicles of Beings—a history of specific persons and planets where people, places, and events are brought together under the Directive, the Referential, the Significant, which includes the first moments of quiet and battle

Chronicles of the Moment—brief accounts of major and some minor events Co-exists—beings that help preserve the lives of Flow Births on planets usually apart from Thailon

Containing Rays—the Thought Slip compartment that forms itself for two or more travelers and is sized and shaped according to the need

Conversation Room—a room within the Honor House of Fair Fortress

Corren Realm—the main location where Rex Sindar and others plan military strategy, which is where the planet Corren resides

Crescent Isle (a.k.a. the Crescent Bridge)—a long island within the Enzolion River and almost directly across from the vortex and is mainly used by Protectors and Watchers

Dekacorps—a group of ten fierce fighting dog-insect-like creatures under the command of Lieutenant Xanolin and are for Farrion causes

Doors of Diakrino—the two great doors within the alcove, which open toward the Valley of Taire with Koustoda far off

Decision Stone (a.k.a. Palm Stone)—a simple igneous stone that is white and may slowly turn gray and eventually black if the owner alters its shape or appearance

Distance Watchers—an army corps of the Adredarians, Farrions, and others that spy on their enemies

Dracknon—an alternate Farrion fort on the Kyhedix continent that is known great darkness and hopelessness

Dry Dust—a Farrion constructed passage that runs underground and partially parallel to the Passage of Antomy, which is also underground

Earth Births (a.k.a Earth Dweller by Farrions)—anyone that was conceived and born on the Earth

Earth Dweller—see Earth Born

Echoes—a lover level Farrion who trains to become a Sounder, who would than be able to direct Arace'

Edge Line (a.k.a. Fray Line)—part of the translucent dome, especially the inside edge, that covers and protects the island city of Zotaeon, which itself may be entered through the Umbilical

Edge Realm—an area in the universe that contains the most distance planets, which is beyond the Far Real

Electron-wave Particle Port (see also Thought Slip)—the energy that contains and propels a traveler through space apart from time

Endless Flow (a.k.a. the Enzolion)—the place where the Flow Born are given a new chance at life

Enzolion Channel—a water flow that holds on to a person and moves him or her upward or downward without personal effort, which is found in the Passage of Antomy and other locations

Enzolion Passage (a.k.a. Ammniot Passage)—the submersed long tunnel that runs between Zotaeon and the Vortex.

Enzoaon River (means Painful River)—the Farrion name for the Enzolion River

Enzolion River (means Peaceful River)—the river the surrounds the nation/island Zotaeon

Eskalon—the final battle to destroy Zotaeon and the Rejuvenated Ones

Establisher, The—the being that made all that exists and who chooses to reveal Himself on the planet Purluminary

Faction Room—a meeting room where sometimes opposing ideas are hammered out within Vomduron fort

Falls of Fair Fortress—a much smaller river that flows from the Enzolion into Fair Fortress where there is a waterfall, which eventually flows into the Thannoian Ocean

Fair Fortress—A new fortress recently built south of Koustoda on the planet Thailon

Farrion—a general term used by Koustodairions to describe nearly all Vomdurian beings no matter their physical features

Flow Born—those who develop within the Enzolion River and finally complete their growth within the Center of the Center of Zotaeon

Flowered Field(s)—a field of light-filled flowers and grass that covers a plain or field that lies around the entire ridge and the Mountain Pinnacles with some scattered over Kyhedix

Focal Point—the place at the top of the vortex where Purluminary light directly strikes and allows travel across great expanses of space

Fray Line (a.k.a. Edge Line)—is a dome of dense translucent water that protects the entire city of Zotaeon, which originates from the Enzolion River's inner shoreline and arcs over the entire island-city

Future Writing (a.k.a. Enigma Writings)—the prophetic writings, which tend to be elliptical concerning the Farrions

Gardens of East Vomduria—a place behind Vomduria where Farrion fruit and other plants grow there that exclude the Enzolion water that burns their people

Garden Song (a.k.a. the Center of the Center)—a song that the Flow Born hear during their moments in the Center of the Center, which helps most Flow Born to heal and put aside lingering hurt

Glow Stone—see Palm Stone

Great Hall of First Decisions—a great hall with many seats around its periphery and allows Flow Born to think and learn before the Day of Decision

Great Tree—a life-giving tree from which small boxes are made to contain Palm Stones for the Day of Decision

Harmonizer—a Farrion being that directs the Arace' on a mission

Healer—one that supplies medical assistance for the Koustdairions who often use Horlyx steeds to transport individuals.

Honor House—a building that is part of the Fair Fortress, which includes the Conversation Room

Horlyx—an animal on Thailon and used by Koustdarions that is a combination of a horse and a lynx, some named Whirl Wind, Swift Wind and Tornado

Improv—a master trainer and director of the Arace' and who makes last moment calculations, which sometimes help advance Farrion goals

Jangery—a poison

Keepers—Farrions who lived along the outer Fort Vomurian wall and labor in a myriad of ways

Kephala—the very tall spiral tower in Vomduria that drives machinery to help destroy Zotaeon

Koustdoda (a.k.a. the Watcher's Haven or simply the Haven)—a walled city on the planet Thailon where defenders of the Flow Born reside

Koustodairions—used for those that have a connection with Koustoda and outlying areas

Kyhedix—the largest continent on the planet Thailon, which includes the city-island Zotaeon, Vomduria, Koustoda, and Fair Fortres

Lights—a translucent or transparent compartment that protects travelers through space and time when Thought Slipping

Listeners—those that have sharp hearing and are spies for Rex Sindar and others

Lither Troops—a tapeworm-like creature with allegiance to the Farrions, which have adequate girth, sharp teeth, long arms, strong hands but have short legs and slightly oversized feet and may slither like snakes

Moehiem (a.k.a. Garden Song and Center of the Center)—primary name for the place where the most powerful Palm Stones are developed within Zotaeon and where Flow Births complete their growth

Moldings (a.k.a. Darkness Shell)—a weapon of the Farrions, which is the flexible material that is extruded from the spigot or Tinon of several Farrions and is sometimes used as feet and ankle protection against any plant life containing moisture from the Enzolion

Moment Flash (a.k.a. Moment Frame)—glimpses of the place the traveler is leaving as he/she begins to Thought Slip

Moon Shooting—because of a planet's atmospheric conditions, a requirement that a Thought Slip traveler must ascend at least equal to the height of the nearest moon and then travel horizon tally, which makes short distance Thought Slipping impractical and therefore requires considerable ground or even water travel

Mountain Pinnacles—the high mountain range that is on and surrounds island Zotaeon

Mountain Tor—(a.k.a. Hydrolair)—a high, rocky tor that faces the Enzolion River

Murmurer (a.k.a. Aplomb)—a device used to communicate among the Farrions

Near Mirror—a reflective surface used to bring the onlookers image up close

Neivondulion—the misleading name for the planet Thailon that the Farrions often use

Norgants—Farrion bound creatures that are about thirteen feet tall, have porcupine-like barbs over their bodies that they are able to project toward an enemy and are better able to withstand water

Northern Dwellings—the Farrion housing location for the common laborers

Outer Flow—the perimeter of the Enzolion River where less powerful Palm Stones may be found and quickly turn from white to gray and then to black indicating no effective power left

Parenclletes—committed parent-like caretakers of the Flow Born

Palm Stone (a.k.a. Decision Stone, Power Stone)—a powerful thin flat white stone that is each unique and given to Flow Born and Earth Born, which is rarely seen by anyone except the possessor

Passage of Antomy—see Cavern of Persons

Particle Port—an elastic-like, multicolored light cylinder that becomes visible for a brief moment during initial departures and returns from Thought Slipping

Petramos Denge—an area of smooth rock next to the Forest of Fair Fortress

Plain of Decision (a.k.a. Plain of Taire; see also Valley of Decision)— an area within the Valley of Taire where Flow Births make their decision to follow either the corrupt or uncorrupt route

Plainview Forest—a forest adjacent to the Plane of Desolation, which sits on a slightly raised plain and includes the structure Koustoda

Point Tree—a tall tree just outside the Forest of Fair Fortress that marks an entrance through the forest toward Fair Fortress and eventually Koustoda

Purliminary—a planet of pure light and of various transparencies or densities, which is also the place of the Establisher, the Unique One

Quad, The (see also Baneful Crest)—a rock thrust in Deventon, TX that is in the shape of a horseshoe, which is where the solar mirror field Solaron is located at its center

Rado—a unit of water equal to the full volume of the vortex if filled to its rim

Rest, The (a.k.a. the Great Hall of Questions)—a large hall where those traveling toward the Plain of Decision take several moments to rest and consider their futures

Riscole(s)—an evil group of beings that come from Riscole

Rock Swamp (a.k.a. Valley of Stones)—where the vortex empties once the Wide Gate is opened at the vortex's bottom

Rejuvenated Ones—young Earth Born who died early

Safe Land (a.k.a. Zotaeon)—the land mass protected by the Dome and Enzolian River, which includes the Endless Flow of beings that are protected and nurtured to adulthood

Schism—the period after the rebellion by the Kakosenties that banished them to different realms and planets, which were later named Farrions for those that stayed on Thalion

Seeder—A special gardener and prophetess sent from the Brightness (the planet Purliminary), usually planting incredible flora and speaking of a truth that has been, that is, or is to come

Shadow Stream—a slow powerful Enzolion flow where bad Flow Born memories are healed

Shadow Hall—a great hall where Flow Born are healed of hurt through further talk and the care found in Shadow Stream, which is in Shadow Hall, adjacent to the vortex

Shower of Judgement—a prediction and the moment when the Alithandroi fell on many Farrion troops

Solaron—a large solar mirror field that supplies about 80% of Deventon's power needs

Song of the Goal—a song that directs Arace' to destroy specific targets

Sole Strategical Solution Soldier—a keenly skilled, close assistant to a Farrion general

Sounder—a highly trained and experienced being of the Farrions who is able to communicate with the Arace'

Speed Travel—see Thought Slipping

Tearful Hill—a place within Petramos Denge that includes the Treasured Tree

Tellers—those that speak of stories from of recent or long ago, of groups or single beings and are associated with Farrions

Treasured Tree—a landmark tree that is the highest in Petramos Denge where it resides and has life healing fruit because its roots go deep and find Enzolion water

Thailon—the planet in the 23rd Realm that includes six continents: Tinian, Ension, Coter, Deron, Gime, and Kyhedix, the last being where the island-city Zotaeon resides

Thanadrinoi—a tree with bamboo-like pods that have sharp needle-like darts that are propelled with a squeeze of the butt end of the Alithandra

Thought Slip (a.k.a. Electron-wave Particle Port, Energy Thought Slip, Transfer Beam)—the power and ability given through use of any Palm Stone that has not been diminished through a stone's alteration; see also Moon Shooting

Tinon—a spigot that is attached to some followers of Rex Sindar, which spews out either a black flexible substance that is used to imprison the opposition or a heat blast that incapacitates nearly all its victims

Towering Lights—trees that have a great luminance and are found on Zotaeon, which help provide enduring life and vitality

Transfer Beam—see also Thought Slip

Trinity Tree—a tall 150 foot Maple Tree that stands between the Deventon River and the Big Saucepan restaurant.

Trolons—(a.k.a Lithers)—tall snake/tapeworm like creatures that move quickly and fight mainly using their teeth

Troop Flyers—Farrion military officers that are used only for special tasks

Umbilical—see also Ammniot Passage

Valley of Stones—(a.k.a. Rock Swamp) the place where Farrion invaders of the vortex or Zotaeon end up after the Enzolion water-filled vortex is released

Valley of Taire—a place directly in front of the Doors of Diakrino where those that have come from the vortex and through the Passage of Antomy make a decision to follow one of two paths

Vitteron—a planet where many Appeared Ones come into being

Vomdure—a single unit of measure based the length of the Fort Vomduron

Vomduria—a Farrion unit of measurement for two or more Vomdure, which is based on the length of The Fort of Vomduron

Vomduron—the Farrion Fort on Thailon.

Vomdurian—a reference to the beings of the city-fort where the hateful Farrions reside

Vomdurian Glare—Fort Vomdurian's tall tower, which is highest in the land

Vortex of Antomy—a pathway that starts with Zotaeon, leading into the Antominairian Passage, into the Vortex, and last through the Passage of Antomy, which opens to the Valley and Plain of Taire

Vortex Ledge—a shallow ramp that lines the perimeter of the Vortex and was used to access the Black Bedrock road, which leads to or from Fort Vomduron

Walk of the Rock—stairs that are surrounded by dense brush, which are at the Alcove toward the Valley and Plain of Taire side of the stairs

Wall Dwellers—Farrions who live along the perimeter of Fort Vomduron, where ramps allow the inhabitants to ascend or descend to their homes

Water Force Defenders—troops who operate and defend the water flow areas and mechanisms on and around the vortex ring

Water Slips—a type of water elevator next to the vortex that takes one directly topside or downward, which the Ammniots control

Water-transport—a bi-directional waterway that flows in opposite directions but are side by side, yet without affecting the opposite moving water flow and is mainly in the Passage of Antomy

Wet Burning—the Enzolian effect upon Farrion kind who hate Flow Born, the city Zotaeon, and those friendly to them

Zatives—Farrion weapons, such as bows and swords that the possessor usually made and may have passed on to others, which derive their power from the Kephala Tower

Zoenaidron Trees—a common tree found on the Mountain Pinnacles that populate the villages with three types: flattened willows, broad six-lobed palmates, and narrow leaf, which have Para-fruit

Zotaeon (a.k.a. The City of the Endless Flow, the Safe Land, the Pulse of Life Anew, the Peaceful Zotaeon)—a city on the orb Thailon where Charions are given a life-giving opportunity.

Zoton—twelve brilliant white garments made of light rays, which resemble a twill weave and deflect or resist blows and encasement attempts by Farrion

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