

## 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 Farrion 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 Borns hear the Garden Song, finish their growth and are given to Parencletes

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

**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-existers—beings that help preserve the lives of Flow Borns 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 Enzolon 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 Borns** (a.k.a Earth Dweller by Farrions)—anyone that was conceived and born on the Earth

**Earth Dweller**—see Earth Born

**Echoes**—a lower level Farrion who trains to become a Sounder, who would then 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 distant 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 Enzolon)—the place where the Flow Born are given a new chance at life

**Enzolon 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

**Enzolon Passage** (a.k.a. Amniot Passage)—the submerged long tunnel that runs between Zotaeon and the Vortex.

**Enzoaon River** (means Painful River)—the Farrion name for the Enzolon River

**Enzolon River** (means Peaceful River)—the river that 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 Enzolon 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 Enzolon 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 Enzolon 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 Enzolon 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 Koustodairions 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 Koustadarions 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

**Koustoda** (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 Borns 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 horizontally, 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 Thalion 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

**Parencletes**—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 Borns 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

**Purluminary**—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 Enzolon 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 Purluminary), usually planting incredible flora and speaking of a truth that has been, that is, or is to come

**Shadow Stream**—a slow powerful Enzolian 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

**Sunder**—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 Enzolian water

**Thailon**—the planet in the 23rd Realm that includes six continents: Tinian, Enson, 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 Ammiots 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 Enzolion 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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