



Comprehensive Synopsis of The Dreamthians and the Looms of Time

The first volume in The Dreamthians Holonovel series is entitled The Dreamthians and the Looms of Time. The epic adventure of the Dreamthians is comprised however of three HoloNovel volumes which will be written and released every two subsequent years.

This first-volume story takes place mainly in the Dreamthians realm which, the reader will find out later in the HoloNovel series, shares a metaphysical connection with the realm of the children of Earth. A dreamth is an Earthly dreamworld; a physical reality that dreamthians can bring into existence. The dreamthians action of bringing a new dreamth into existence is known as *blooving*. Blooving is the equivalent action of daydreaming, imagining and/or creating in their Earthly counterparts--mainly, children. Blooving is a compound word that combines blooming and weaving. The dreamthians have many more specific terminology and beings that are unique to their own realm and the reader will be introduced to each of them gradually as to exercise each of the readers' imagination and creativity.

Each dreamth has at its center an Anchor Tree which is a fractal entity with invisible roots, similar in power to the Tree of Life from our mythologies. It is these invisible roots of the Anchor Trees that link together the energies of the two realms (the Earthly with the Dreamthian one). Anchor Trees continuously grow and coil in tandem with the dreamthians/children of their respective realm, as they are stimulated by the act of blooving a dreamth (in Dreamthian realm), or by creating/imagining a new reality into life (in the children's Earthly realm). Anchor Trees are powerful but not invulnerable. They can be physically destroyed, or they can wilt from a lack of blooving/ dreaming, however, the rigorous act of blooving a dreamth regenerates Anchor Trees and creates new saplings. Similarly, the very act of children's dreaming or imagining (in Earthly realm) regenerates

the roots of their respective Anchor Trees and thus strengthens the energetic link between the two realms.

While different, each child corresponds to a dreamthian that they are heart linked to through the roots of the Anchor Trees. They represent two sides of the same coin. For a dreamthian, three key ingredients are needed in order to bloove a dreamth: quicklight, time crystal and aumy glow. Quicklight is the overarching influence that helps to tie both realms together, which the dreamthians collect as drops, spindle it into spindle rays then use the thread to bloove new earthly dream worlds (dreamths). Aumy glow is literally a glow that emanates from a dreamthian's chest area and relates to the blooving talents and skills of each dreamthian. *Aumy* translates to *heart* in dreamthian language. Time crystal are raw crystals embedded into the dreamthians' forehead (positioned to signify our earthly "third eye"). Time crystals also glow when a dreamthian blooves his/her own dreamth and they relate to imagination and memory skills. Children also possess an aumy glow (heart glow) but seems invisible because their glow is "white light" thus, containing all the possible colors. Similarly, children too possess a "white light" time crystal. Therefore, one can argue that children are more powerful because they possess much more powerful glows and can will into existence any reality they can imagine. Children do not need to chase or to spindle the raw material (quicklight drops) in order to create a physical reality.

Blooving a dreamscape is an individual yet collective activity and before any single dreamthian can join they must go through rigorous training in their realm, including apprenticeships, large amounts of practice, and inter-dreamth Infinite Tournays. It is the purpose of all dreamthians to complete these trials and upgrade from quicklight catching to quicklight spindling and ultimately dreamth blooving.

The Dreamthians and the Looms of Time begins in the dreamth called Almajest, where our main characters find that destructive forces from their lore are mysteriously appearing and beginning to unravel their home dreamth. Their only known enemies are the fanthotrons, who are creatures filled with and able to infect a dreamthian with the deadliest virus in the Omniverse: Fear. But legends told of other terrible creatures like the wailers, whose powerful cries alone could wreak destruction on the Aetherium Sea and rattle a dreamthian's aumy glow; or the hideous boars who could chew the very roots of the Anchor Trees to death. The most terrifying of all was the enigmatic villain Hatham, the bringer of destruction. But the legends told of another mysterious being. A being that the Dreamthians did not know whether to fear or envy: The Child. The most powerful

dreamthian in the Omniverse, more powerful than even Hatham, The Child of legend could bloove a dreamth with just their time crystal and aumy glow alone.

The Almejestian Dreamthians (Hannah, Iken, Sydney, Izzi, Dezzi, and Axel) team up with friends (Finn, Eevie, and Jovi) from the neighboring aquatic dreamth of Delphia, which they find is also slowly unraveling, to solve the mystery of what is destroying their worlds and save their homes. To make matters worse, their most revered being, the baby faelux--a being made entirely out of quicklight--is stolen. Through their journey to find and bring back the baby faelux, they find that the legends they once laughed at are truer than they thought as they face down wailers, enemy armies, and come face to face with the powerful Hatham, who Hannah finds may not be as irredeemable as they all thought.

A heart link exists between Hatham and Hannah (which is explored in the second HoloNovel), as their Earth equivalents are brother and sister who were separated after a tragic car accident which killed their parents. In the second HoloNovel the reader finds out that Hannah was merely a toddler when this occurred, but the older Hatham retained crippling memories of the incident that lead to him being traumatized and detached from his adoptive family. Environmental factors and childhood trauma led Hatham to seek solitude from a harsh and punishing world. He became very despondent, quick to anger and belligerent at times, and sought to control his surroundings as a way to mitigate future disaster, pain and suffering. As his human counterpart became more withdrawn his dreamthian side became more unstable and more powerful and sought to create a single dreamth that could exist entirely under his control: Ymagodea (taken from the Latin word meaning: in the image of God). Once this is would be completed, Hatham feels he can finally relax and ensure a peaceful, stable existence for the Omniverse. It is this dreamthian version of Hatham that the reader meets in the first HoloNovel volume.

Although Hatham is a powerful foe, our Dreamthians encounter powerful allies and meet other beings who provide much needed guidance and support on their quest. There is Metty the kryosaur, a phoenix-like creature made of crystalline material, whom Axel befriends back in Almajest. Unbeknown to Axel, Metty turns out to be a mighty Xeneph, a protector of the Dreamthians who can damage Hatham's nearly indestructible fanthotrons. Metty proves to be of paramount importance in the final battle, sacrificing herself for the sake of her friends and the Omniverse as a whole. There is Piffy, the little merdrack who helps them navigate the Aetherium Sea. There are the zolgans, creatures able to cross and even gallop on the surface of Aetherium sea. There is Noni the mechanic, an inquisitive,

small and furry creature who can detect normally invisible amounts of quicklight thread and is even able to patch dreamth. There is Ayluria the Warrior of Ellosyne, an extremely powerful dreamthian who will guide them into battle against Hatham and his army. There is Rama the scroll keeper, a being resembling a Naga (half king cobra and half boy), whose scales turn out to be a musical treasure map of the path back to Kala; a path that Hatham desperately needs as an integral step in weaving his Ymagodea. Kala is another name for Father Time. There is Gemma, the nurturing and wise being who taught Noni everything she knows about patching and repairing a dreamth. There are the noble Avestars, the guardians of the portals leading to all realms. There is Nephelys, the most trusted general in Hatham's evil army who ends up having a greater impact on the outcome of the adventure than anyone could imagine. There is the great and wise Shinnobu, a massive and ancient turtle-like being with long and braided hair and many intricate tattoos within his scales (resembling ancient tribal infinity symbols). Nicknamed the Vault, he harbors all the spindles of Mezmeria dreamthians within his cavernous rocky shell-like fortress and is one of the oldest beings in the Omniverse. Lastly, there are the Beyoundlings (known as Angels to the children of Earth) who are made entirely out of the fiber of the Anchor Tree's roots. Each Beyoundling chooses a dreamthian/child whom they fiercely protect at all times. The Beyoundlings were once children who volunteered to leave everything behind in the Earth realm and instead serve the highest purpose as guardians of innocence in all the Omniverse. They are made of pure light and love. Invisible yet ever-present, the Beyoundlings are rather...felt by a child or seen by a dreamthian through their aumy glow (heart's eyes).

During their quest, our Dreamthians find that the damage to the Omniverse is deeper than they once thought when they discover that Hatham has infected the children of Earth with the deadly Fear virus, which crippled their time crystal (imagination) and aumy glow, preventing them from dreaming and creating, sapping them of Hope, leading to the simultaneous destruction of the many Anchor Trees and dreamths. The Dreamthians must face down Hatham in an epic battle in order to free the three Looms of Time (Insight, Foresight and Hindsight), rescue the faelux and release The Child (Orie). Orie is not just any child; believed to be the Child of prophecy, she is the only one completely immune to the Fear virus. Unbeknown to Hatham, she possesses Hitha, a swirly acorn-seed-like being. She is the spirit of Curiosity and Hope and Faith all rolled into one. Together with Orie, our dreamthians figure that Hitha is the cure to Fear and they must deliver her to the children of Earth so they too can be cured. With the children of Earth being cured of Fear, they

could resume dreaming, imagining, creating and weaving their own Earthly dreamworlds, thus once more strengthening the roots of Anchor Trees everywhere in the Omniverse and help expand Dreamths everywhere.

The final battle is of epic proportions and both sides fight with all their might and Hatham is forced to unleash The Musician, an unruly creature who can unravel the aumy of any dreamthian along with their time crystal AND the very fabric of Aetherium Sea and the Kaos with his music. The Musician is forced to retreat, but it will come at a high cost: Ori sacrifices herself, (as do Gemma and Metty), by taking an arrow aimed for Hannah and allowing her more time to throw Hitha into the Earthen realm, where she spreads throughout the clouds, entering the aumy and time crystals of children (as they breathe in her fresh air-like spirit) and curing them by inspiring Curiosity and clearing a path for Mother **All Love Illuminyn** (Mother Ali). Mother Ali entwines herself around the children's hearts(aumies), cleansing and extinguishing all Fear thus, curing them. Pure Love now lives within all hearts (aumies) of children, once again. Everything happens in a rapid succession and the Avestars quickly open and close different portals, transporting our dreamthians and the faelux back home to Almajest and Delphia. They all witness and celebrate the ascension of the faelux into a star. The Avestars lull our Dreamthians into a soft sleep.

The ending of the first HoloNovel mirrors its beginning with Hannah waking up in the infirmary of the orphanage. It is still dark out, but she hears Iken's whispers, as he was praying for her recovery next to her bed. He had been sneaking in the infirmary and watched over her every night since the day she fell through the ice. After a short and quiet celebration (they didn't want to awaken the cruel Caretaker) Iken sneaks back out but Hannah senses there is still someone else in the room. A gentle voice of a girl startles her, but they soon start chatting and Hannah tells the newcomer about what she thinks it was a strange dream; a dream that was quickly fading. On the table next to Hannah's bed were a few items that Iken had managed to sneak in--gifts from the other orphans wishing for her speedy recovery. Among the items were a few rag papers and coal, as the children knew Hannah was fond of drawing. The strange girl urges Hannah to draw everything that she can still remember about her dream and Hannah complies hastily, but soon dawn arrives and they have to get ready for work at the treacherous mill. The girl leaves first, limping and clearly injured, but still walking with dignity. Hannah hesitates to leave, noticing something strangely familiar about the new girl. She goes back for another look at her drawings. To her surprise, one of her drawings resembles the very girl she just met. The

others were of Iken, a large tree, a ball made entirely of tiny flowers, an acorn seed, a petalled cross with a keyhole at the top and a little boy name Axel, who was the youngest of the 9 children of the Mill's owner.