



TERMINOLOGY FOR THE DREAMTHIANS AND THE LOOMS OF TIME

Anchor Trees	A living fractal entity similar in power to the Tree of Life from our mythologies. Anchor Trees are present at the center of every Dreamscape and, through their invisible roots, provide a connection between Realms (including Earth).
Aumy (glow)	Heart in Dreamthians language which glows according to each of the Dreamthians' talents and skills (which can be changed or refined through rigorous training).
Starnex	Spherical living entity, similar in form to the Flower of Life from our mythologies. Each Dreamthians carries a unique starnex; Dreamthians use starnexes to catch quicklight. Starnexes are essential to Dreamthians.
Palladia Flower	Blue and gold celestial flower that serves as a nursery and protector of a baby faelux until the baby faelux is able to learn and grow to be a Star at which point the Palladia Flower servers as a transporter into the Earth Realm.
Quicklight	Liquid light raw material that Dreamthians catch and use to spindle it into threads which they use in weaving a dreamscape. Quicklight comes in drops. Quicklight is very elusive and it takes great training to learn how to catch it. However, there is one event in which quicklight is found in abundance: the birth of a baby faelux.
	A supreme being made entirely of quicklight. The birth of a baby faelux is a rare event usually felt rather than seen as the cosmic nurseries conceal the

Faelux	supreme being into a Palladia Flower which lowers itself from the sky onto Aetherium Sea and hidden deeply within its waves. There, the faelux learns how to weave its first dreamscape and then sent into a different Realm to become a Star...or so the Dreamthians Legends say.
TheVault/ Shinnobu	The Vault is a giant and wise creature resembling a large turtle with his shell resembling a stony mountain. He is very ancient and he is nicknamed the Vault because within his mountainous shell he harbors the spindles of many Dreamthians who have willingly given up the very thing that made them Dreamthians: their ability to weave a dreamscape through their individual spindles.
The Mechanic	Medium size creature (size of a puppy) that has many furry wings and many furry legs. She resembles a moth as well as a fuzzy spider. Her name is Metty and she has the rare capability of seeing threads of unraveling dreamscape threads AND can patch a dreamscape. She also strains to see clearly but is unaware that she needs glasses so she has learned to use her sense of touch rather well.
Spindle	A three-leaflet object similar in structure to the seed of Life from our sacred geometry teachings. Just like the starnex, each dreamscaper carries with her or him one or more spindles. Spindles contain the quicklight thread used to weave a patch of a dreamscape.
Songdrops	Liquid crystals spheres found in the flowers of the certain lakes that reach extreme depths. Songdrops contain sounds each with a very specific purpose. Songdrops must be kept away from each other as to not touch which would result in a cataclysmic event.
Kyryons	Living 64 tetrahedron liquid structure that serves as Oracle and Guide to any dreamscaper who knows the secret path to its location.
Kryosaur	Small and curious creature that befriends Axel and made of crystalline material that reflects light like tiny prisms.
Merdrack	Small creature that can swim and use echolocation within Aetherium Sea.

Fanthotrons	Terrifying large cloud and lighting monsters that have no discernible face; just a large mouth through which they infect Dreamthians with the Fear virus. Fanthotrons carry this virus in their bellies.
Wailers	Large creatures with bodies that resemble a boat and long massive furry necks. They are one of the few beings able to cross the Aetherium Sea.
Sompyrs	Small and furry creatures that may resemble tiny birds but have an elongated soft mouth through which they eject jets and even ropes of sound that are able to coil around and stop other dangerous and malevolent sound forms.
Boars	Creatures that are able to chew and claw away at the Anchor Tree's roots.
Zolgans	Medium-size creatures that resemble a turtle. Zolgans have powerful legs enveloped by large fins so they can gallop and swim across the Aetherium Sea (also able to swim in water).
Scyshells	Aetherium Sea shells that can absorb and store certain memory waves of the Aetherium Sea. Similar to Earthly seashells these scyshells sometimes wash up on beach shores. Because they can only contain fragments of Aetherium Sea memory waves, the information inside these scyshells is unreliable at best. They are known as the gossipers of the Aetherium Sea.
Avestars	Avestars are the twelve constellations personalized as cosmic beings who are the guardians of portals in between the realms and dreamths of the Omniverse at large. They too are portrayed as teenagers (just like the rest of the dreamthians). One of the secrets they carry is that Hatham is the thirteenth constellation who was adopted long ago by Kala (Father Time). Although all 13 constellations must be present to work together to be able to open a major portal between realms, Hatham figures out a way to do it by himself and kidnaps Orie from the Children's Earthly realm and brings her into the Dreamthians' realm.