

## GLOSSARY

- adaptability:** the ability to thrive within a new frame of reference
- Ahmarn:** the once beautiful, religious city on Kalansi, now covered over by the Baylan Wastes
- Ancient Earth:** a time in history when Earth was surrounded by a mana field, which allowed the use of magic
- Antelope Valley:** a southwest portion of the Mojave Desert of California, which includes the cities of Palmdale and Lancaster
- Anubis:** the jackal-headed god of mummification from Egyptian mythology
- Arlar:** a powerful, miniature green dragon that can transform into human form
- astral plane:** a plane of existence where spirits, immaterial beings and the souls of astral travelers inhabit
- A.V.:** short for Antelope Valley (see above)
- Baleon:** the demi-god son of the gryphon princess Leyacien, who could fly and control the winds
- Balla:** a large and exceptionally dumb ogre who is part of Mungoth's outpost army on Kalansi
- Balsha:** a Mulshin curse, similar to the English word for defecation
- Baylan Wastes:** a desert-like portion of Kalansi that is controlled by demons
- Behemoth:** a thing of monstrous size or appearance
- bola:** a throwing weapon consisting of two or more heavy balls connected by a chord(s)
- Cahlar:** the egomaniacal, scientific leader of the trio of Mulshins who returned to Igypt
- Catching the Dragon:** a chi-kung move which looks like one is grasping a dragon over one's head
- chakra:** force, chi, or energy centers of a being's body that are the focal points for the reception and emission of energy
- chi:** the life force, or energy, that surrounds us all
- chi generation:** the ability to gather and emit energy
- Chi-Kung:** a Chinese meditative practice using slow movements and breathing techniques to develop and control one's chi
- Chinot:** the capital city of Ishtan, which is also the only pathway between north and south Ishtan
- Cohvan:** a mid-size, coastal city on the continent of Kalansi

**Colors of Cureio:** the seven houses that, in conjunction with the ruler of Cureio and the Flying Fishermen, govern the city of Cureio

**Crane pose:** a Yoga position where the body mimics a crane standing on one leg

**Cureio:** the capital city of the continent Kalansi

**Danekro:** the great bear-shifter from the continent of Malafand

**Death:** the demi-god offspring of the Mist Of Despair

**Death Portal:** a portal to Earth, created by the demi-god Death

**Diabold:** the powerful, major demon that is controlled by Jialin

**dojo:** a Japanese word for the place where martial arts training occurs

**doppelganger:** humanoid shapeshifters from Malafand

**Dopplegange:** the capital city of Malafand, which is under the control of the human-like shapeshifters

**Dovern:** the powerful female doppelganger originally from the continent of Malafand

**downward strike:** an attack that begins above the head and takes a downward path toward the opponent

**Dr. Masaaki Hatsumi:** the amazing grandmaster of Bujinkan ninjutsu, currently residing in Noda, Chiba, Japan

**Easnem:** the demi-goddess daughter of the great golden dragon Paslewo, with the knowledge of all known magical spells

**Elzer:** a sub-mage within the Flying Fishermen

**energy ball routines:** chi-kung moves were one visualizes balls of energy holding up or suspending one's body

**Fallen One, The:** a vampire-like being who has been around since the beginning of Igypkt's movement into the mana field

**Fihneum:** the head mage of the Flying Fishermen who took over when Sileya left

**fire elemental:** a giant, humanoid-shaped, magical being from the elemental plane of fire

**Fleet of Foot spell:** a spell allowing one to slightly alter time so that one travels faster than normal

**Galgalar:** a lesser demon, given his name and control over the Baylan Wastes by Diabold

**Gallen War:** a prophetic war on Igypkt that will pit good against evil

**garla root:** a vegetable on Igypkt that tastes like the combination of an onion and a potato

**General Trailerton:** a mystical being that leads the sytraks, and can traverse both the astral and normal planes

**gi:** a traditional martial arts training uniform

**Ghost:** a stone giant living in the underground tunnels of Kalansi

**golden mana:** the type of mana that transforms lower energy into higher energy

**golun:** an underground-dwelling race, who are thought to be descendants of goblins

**Gylen:** a white being in the astral plane that helps Dillon

**half-lotus:** a seated, Yoga position where the left leg is placed up onto the right thigh and the right foot is tucked under the left leg

**half-wolf:** a half-wolf, half-human creature that tends to walk on only two legs unless chasing something

**hanbo:** a martial arts staff that is approximately three feet in length

**Holding the Tiger:** a Chi-Kung move, which looks like one is holding a tiger between one's legs

**Hoshin:** also known as Hoshinjutsu and Hoshinroshiryu; a mentally pure martial art form developed by my father Dr. Glenn J. Morris

**Hythea:** the pack leader of the Wolves of Destiny, which resides in the astral plane

**Igyptkt:** the planet that Dillon and his friends are sent to in order to retrieve the mana-converting device

**Isis:** the goddess of magic from Egyptian mythology

**Iwneik:** the demi-goddess daughter of the doppelganger Luseow

**Jalouw:** one of the three Mulshin scientist who travelled to Igyptkt; she took over Cureio and the Kalansi continent

**Jangar:** an ogre that is part of Mungoth's outpost army on Kalansi

**Jearn:** an employee of the Purple House of Cureio

**Jialin:** a powerful human mage who works for Cahlar

**Kaieesh:** the Nalistatian defector who works for Cahlar

**Kailman:** the young and talented leader of Cureio's guards

**Kalansi:** one of the three continents of Igyptkt; where Dillon and his friends land

**kata:** in martial arts it refers to a set of pre-determined, detailed patterns of movement

**katana:** a Japanese sword; in the context of this novel it is referring to a samurai long sword

**ki:** the life force, or energy, that surrounds us all

**Kondit's Puzzle:** one of the ten contests used to determine the new ruler of the Purple House

**Kundalini:** another word for when one reaches true enlightenment, or divine wisdom

**Ladaen:** a city on the east side of Kalansi where Niefa, the creator of evil creatures, resides

**Leyacien:** the gryphon princess

**Lian:** one of Dillon's four close friends who is extremely smart

**lichen:** an organism that is composed of both a fungus and a photosynthetic partner in a symbiotic relationship

**Lieutenant Lynn:** a cat-like humanoid in the Mungoth army

**lifegiver:** the highest order of the Flying Fishermen, rumored to be able to bring one back from the dead

**Lifmin:** Cureio's top city-mage who is able to cast powerful sleep spells

**lotus position:** a seated, Yoga position where the left leg is placed on the right thigh and the right foot is placed on the left thigh

**Luseow:** the king of the doppelgangers, who could assume the shape and knowledge of any humanoid or magical creature

**mage:** a being who is trained and skilled in the art of magic

**Malafand:** one of the three continents on Igyptk; known as the land of shapeshifters

**mana:** another word for chi (see above)

**Mankin:** a powerful doppelganger living on Igyptk, and part of Mungoth's army

**meditation:** a holistic practice where one becomes more relaxed, and potentially more self-aware

**memoears:** a Mulshin technology worn inside one's ears; it stores vast amounts of information that can be retrieved by thought alone

**meridian point:** locations within the body where one channels chi

**Mist of Despair:** an ancient, amorphous creature that causes insanity in any who get in its path

**moalan:** an ox-like creature that is easily spooked; it has one eye in the center of its head with black horns wrapping downward

**mojuila:** the most powerful and highly-addictive drug on Igyptk; grown in the northern part of Ishtan

**Monthu:** the falcon-headed god of war from Egyptian mythology

**Muay Thai:** a martial art form originating from Thailand that is often classified as kickboxing

**Mulshins:** an alien race now based on the Moon whom Dillon and his friends encounter, and agree to help

**Mungoth:** another name for Cahlar, as he is called by the Igyptkians

**Musashi Miyamoto:** a famous samurai known for his amazing swordsmanship and strategy; author of the 'Book of Five Rings'

**Nalistat:** an island city that travels between the three continents on Igyptk

**Nalistatians:** the blue-green, aquatic race that control the island city of Nalistat

**Nallene:** a wood nymph captured and tortured by bandits

**Niefa:** an evil mage whose specialty is creating new, magical creatures

**ninjato:** a Japanese short sword, typically used by ninjas

**Ninjutsu:** a Japanese martial art form known for its stealth, strategy and espionage

**nymph:** an erotic, female spirit that is often associated with a particular area of land (e.g., tree, shrub, forest)

**parry:** to deflect or block one weapon with another

**Paseath:** the leader of all magical creatures, as described in the stories of the Gallen War

**Paslewo:** the great, golden dragon that once ruled all magical creatures

**Qwazlo:** a powerful human mage who can see into the past

**Raslya:** an ancient mage as described in the stories of the Gallen War

**redirect:** to take an attack and slightly change the expected path to avoid being hit

**Salas:** the leader of Cahlar's specialized army whose mission is to seek out and destroy any that come from the skies

**Savarail:** the Igyptian word for martial arts

**scimitar:** a wide sword having a long, curved blade

**seeker demons:** grotesque, bear-like demons that track down their prey and jump into their souls

**Sekhmet:** the lioness-headed goddess of war from Egyptian mythology

**shapeshifters:** magical creatures who can assume the shape of other beings

**Sheimda:** the bouncer at the Flying Fishermen inn; located directly outside of the city of Cureio

**shuriken:** a Japanese bladed weapon, often in the shape of a star, that is used for gouging or throwing at an opponent

**Sileya:** the former head of the Flying Fishermen; a near demi-god also known as the 'giver of life'

**Skeetat:** a tracking ogre that is part of Mungoth's outpost army on Kalansi

**Slask:** a highly-skilled assassin, who is part of the group who kidnapped Nallene, the wood nymph

**soarers:** one of the few flying creatures on Igypt; they are similar to a grey finch and travel in huge flocks

**spar:** free-form, 'practice' fighting in martial arts

**stasis spell:** a spell that freezes a being in place; essentially stopping time for that individual

**Sun Salutation:** a Yoga series of twelve poses or movements to ready the body for more intense exercises

**Sword of Bailen:** a magical sword that resides in the astral plane; if unblocked it will strike its targets weakest point

**sytraks:** astral stalkers, controlled by General Trailerton, that can rapidly transfer between the normal and astral planes

**Tai Chi:** a traditional Chinese martial arts form focused on the use of a one's internal energy

**Taima:** another name for Dillon's close friend Tanya; an American Indian name meaning 'Crash of Thunder'

**third eye:** refers to the location in the middle of the forehead from which one can see beyond his/her given physical sight

**Thoakeip:** the most-powerful, ancient mage to ever live on Igypkt; he defeated Death and saved Igypkt from the evil demi-gods

**two-stick flail:** a weapon consisting of two long rods with a rope or chain connecting them

**Unity, The:** refers to the four most important books on Igypkt

**upward block:** a defensive move where one raises an arm or weapon over the head and perpendicular to the attacker's strike

**whistling hounds:** conjured, dog-like creatures that emit a deafening whistling sound when someone invades the area they are guarding

**wakizashi:** a traditional Japanese short-sword usually carried in combination with a katana

**Wolves of Destiny:** magical creatures living in the astral plane whose job is to track down and kill sytraks

**Wynhorn:** a shape-shifting, large eagle who can also assume human form

**V-block:** crossing one's weapons or arms in a V-shape to perform a block

**vibe sword:** a Mulshin sword where the blade is pure energy and rapidly vibrates

**void:** the ultimate state of being in martial arts; the ability to do without thinking

**yang:** the masculine half of the two opposing forces in Chinese philosophy

**yin:** the feminine half of the two opposing forces in Chinese philosophy

**Yoga:** an Indian system of mental, physical and meditative exercises for obtaining complete control of one's whole being