

Corrant's abridged atlantean info

Changed on 5/11/2022

Welcome to Corrant's Atlantean and atleantian info center made by feel and interred idea, this was built with help from AtlanKubaist activity by feel with Atlantian info used and channeled as info by feel from the creator. Here you will find that dragons or dragon humans are intelligent beings with articles on the culture, society, and language of Atlantis. Original site by Corrant (Spellhawk), this was revised by Mr. V. To go to the main site, go [here](#), these are my notes with atlantis or by energy focus otherwise energy sense considered by feel that you know. What you "see as this is gnosis some can deal with this to seem to suggest this with", the atlantean ideal or programming points as suggestion is done that I used to learn this. So all you need to do is work with this. For the unabridged atleantian dictionary look at [The unabridged text version](#) or think to [download the text version pdf here](#). Feel free to [Submit a Term](#) to the dictionary, if you have one to seem added. If you want the dictionary in a pdf form, look [here](#). This PDF was last updated on 5/29/2022. If you feel like contributing to my site, think for my site that the site is interesting, then feel free to go [here at my donation site](#).

History and culture

This is an excerpt of the points I went through by listening to the past humans of pre-evolution and psychically understood atlantean points, that is pre-human speech understood using my pineal gland and third eye to see them. Since in reality, the pre-humans, or protozoans, and Atleantians didn't actually speak. In fact, if you state the words right, you can "hear" what they say with your senses as they say the idea and realize what they mean by what they do and this is done in visions of your senses that show you what is what. I think I will find out with you, if they are what they seem. So you can use them as you want, and make what expression that you need. This is a point from the past. Think about the meaning and the point you intend to create, then state what you intend and the soul or spirit make what you want to do things and you can get some result.

Disclaimer: This is what definitions are gotten by thinking of what I need as a point of atlankubaist, this is working with or stating the idea to understand, then the soul provides insight that you spiritually realize as to what the idea is that you know by feel. This is not from [demonism](#) that some zionist can use by feel. This is a point you think and do, the idea is what you think and the spirit does the idea or deed. In reality, the spirit has you realize what

Index

The index system is where you search for the terms in the - marks to get to the section as needed, that's if you look at the text version. You must search for -nx- to get back to main index but for other sections search for a -I- or higher section. Otherwise click the "Go back to the Atleantian main menu" to go to the menu. That's at the end of each section and not in the text version. In that version, you use the search function for the terms.

Some parts can transform you. If you intend to change into the shape you will change into that shape. Also, if you don't want to be transformed into a strange creature as you intend to see the creature and know it, then skip the section if you don't want to know. Skip the creatures section to avoid transforming, unless you work with the thought of "don't transform me" or don't intend to transform so then you won't transform.

That tells the reason or time to your subconscious that you were the person to understand a different view on change or unstoppable idea. That is the point, see this is to be sure to make the change with or for you to know the experience. What is there or where you are aware to not be a presence. Be as you say if you intend the idea, or want somebody to live for an idea to see or do. This is an idea in a viewpoint called perspective.

the soul figures out, so think and you can use this by what you consider or intend.

However, I can't be told off for what happens to you, the reader, with the use of the words. So what you do is where you are doing your own idea or thing by feel. I think if you want a better way to search for words in the atleantian diction then click the unabridged text link. If interested in where the atleantians or energy beings used to live, then look at the hollows where they moved from by feel. [this is here @ <http://spellhawk.blogspot.com/2009/07/hollows-burrows.html>]

If you want to feel like an Atleantian or Lemurian, then feel free to use the power of words. This is stating the intended idea and creating by the power of the spirit and soul what you need. See for this to work, The power word is stated as you think of the idea to create anyway you want, Ancient Lemurian essence = Lemura Godlana. This is the essence of cultures. Lemurian is very nice. So the Atlantean essence (really low vibration... wouldn't recommend) = Atlanti Falgantri Po.

Written by spellhawk - magic of the winds
En le as below is with permission.

This doc written with help from Gimbold - the clawed badger of the shadows; retired

Html and word help from Dr Eugene
impulementor and Paul de momma off the net.

Additional help from Leppy the White - the leap that brings high blind desire; retired

Html version by now retired Ahria Swiftbanks
= fresh air flood plain; retired

Reviewer is Edward; This is with reviews from X BlackInferno X:- extra night fire cut,"Nobody can master every aspect of their art, unless the creator helps them master it. But my art is master of everything else. Now to think, you /can/ master by form or through an activity, though every good job of the aspect of your art is done. You can see what you can by insight or intuition. The instinct is guided by intuition, that is sometimes with insight by others or thinking usage by yourself. This is the way the art is done." The 'art' being Magic and with the spirit or soul influence. The sight being with

See your energy is what can seem right, so the changer section is possible to change or see changes in the area. El se esabour is well said sir in spanish; We united as we are in tribe were, as perhaps we are to create or seem gone in person or idea. That what creates is with the creator by feel, this seem the point is done by feel or the creator is any person or subconscious the conscious can see to create with whatever you think is source energy. As were an idea able to use, this is with an idea to create to live, see or seen to seem as you were is thought with a particle by the god in space or what you think is done or god particle.

This came from mars for all the idea I saw by the way you see things, with the martians that were able to clone or create as they want. They could also breath pure carbon dioxide or seem to use for thought with this idea or then create by feel to use or live well or never. This is the point they use you for energy, so I think that in order to block unnecessary vampirism think or feel to not need them to do things. This is the way to create by the feel.

This came from creative english with elvish mixed with dragon speaking. This is the point of this page "Do not do it as you think, the creativity is do not react to the need. Creativity is the point or thought to use as a concept. That is thought to use is thinking or nothing to use is thinking or what you think is creative is nothing but a point that is a moment with what you think." meaning "tir ti tir coi lae wux siofme, wer wahliig ui tir ti react ekess wer rigluin.

Wahliig ui wer montu usv siofmea ekess klae lae vi concept. batobot ui siofmea ekess klae ui siofmeir usv ehis ekess klae ui siofmeir usv svabol wux siofme ui creative ui ehis shar vi montu batobot ui vi klewar mrith svabol wux siofme." This is use in dragon or elvish to tell them to think or use things for themselves. However sometimes, you may not get a result from this idea because they tend to believe that to battle or work was to live.

From <http://cmoisant.webs.com/> the language page I made useful one day. As you say you are correct by the right means you choose to use. So this language is from before english, based on actions

magic by feel this is seen as idea with soul insight."

Some links

The [history of atlantis](#) as its found [Platos Critias](#) which describes atlantis [Kitsune info](#) with permission from Kitsune Lore, as gathered by Foxtrot, v 2.0 [The glossary index](#) with number sources and some words from a latin dictionary.

Academic outlines weights and measures from SI Prefix section and Numerical Prefix Section

Some words from the [elvish dictionary](#) Granted rights by The gray company (elven language dictionary)

Thanks to friends of Paul and Eihwas for forcing me to write it. By telepathic motion and another alternative..

Some idea from his book 'The final way' or "final fatwa" thanks to Scott Cunningham. The way to physically due success.

Timbuktu from The Myths and legends book by John Pemberton on page 102

Word corrections from: [An atleantian history](#) by Scott grayson, Gehlanhd Delanh and Graham Mabey also here in [PDF form](#).

[Root word study](#) of the business world root word guide

[Salt composition for chemistry](#) and alchemical composition

Medical terms from the British medical dictionary

Void philosophy from Warwick for info and a few judges for correction

Most words translated from Armenia code book called "Creiniela the almaical" by Dr. Mahl and the rest of the words from experiments, word root searches and [other dictionaries](#) from most other countries and from the search for a [Glossary or Subject Dictionary](#)

and what the subconscious will create by thinking unconsciously and this is with your thought do things with the idea. If the subconscious heard the word or phrase in atleantian, then the sub-c might do the idea. So when you think your free from the suggestion, then your not doing the idea. As you see this, this is our last idea to what you think.

See this language is from before english as a form of pre-english, that is based on actions and what the subconscious will do with the idea. If the subconscious heard the word or phrase in atleantian, then the sub-c might do the idea if needed. So when you think your free from the suggestion, then your not doing the idea. As you see this, this is our last idea to what you think. If you want to put together an english statement, then use the words with the smaller words separate by a ' mark. Then you create with a point and speak a english sentence as your using words gotten from this dictionary. An example statement, "I did do the fact." is "I di'd do the fac't." That means, I did die the point to die off the fact with that done by feel.

Due note: This language sometimes uses the indicative case. The indicative case is a point you use words to create meaning with a word that may temporarily seem the indicated thing. This is all depending on the usage and this is used in the idea to work with by feel. So by feel, the word means what you think. This is all in a word and usage is what you make of things. So I think this is a point to the use.

Notes

Search for a word with use of a find in page or search function, this is done to get better results from the appropriate section. If you want to speed up a search for a word, then place either a "=" before the search term, a 'term' or a "=" after the word. Otherwise a "," can go after the word. Otherwise you can search for a term like this, that is where the search term is with a space, " term", "term ", " term " or " term:", otherwise use a ; after the searchword like "search;" or " search;" and then you can use () in some manner like "(searchword)". This is done if you need to do so, that is

also done where you get no actual results. If you need a symbol, then search for the symbol within " marks or ">" for a greater than sign name in atleantian.

Due note: The words if any are before a ; are association words or phrases. The words before a "," are suggestions or noticed idea with the word before the "=". The words before the ":" are thoughts and constructive use descriptions. The "(" and ")" words are the extra words with extra idea and you can see in the associations use that your able to understand things better. This is a point where spaces for marks are useful in idea. If you use the word phrases or extra words that are used. Not really useful are the points between the "(" and ")" marks. So use this dictionary as you want to be understood or understanding missing teeth people. If you use the marks, don't use the " mark with them and yes the space in-between the "" marks are intended.

-Nx- Index; ndx -Nx-

-Na- Prefix 1 introduction; prefixiel en -Na-

-Nb- The creator; T Creox -o- Nayn -Nb-

-I- Atleantian philosophy *perfection in use; Atlan Uvala -I-

-a- Occlusionist philosophy *Occultisms; Okleenix -a-

-b- Void philosophy by Warwick; Meditu Plato -b-

-c- Philosophy of Materialism; Orea-O-Pobe -c-

-d- Manipulation or Power; Manip Pua -d-

-e- The peer group, minigang or group; Pergrup miiga-o-grup -e-

-f- Sacred geometry; Sere gamury -f-

-g- Scientific Cult; Sci Cult -g-

-h- The service, "neoholy"; Sava-o-Atlan -h-

-I i- Diet plans, things to do; Uouo plie -I i-

-j- Some necromancy, this is done in case you need it; Su Nuocy -j-

-k- Objective vs Subjective reality; Obj vae Subj rely -k-

-l- Alternative states of the mind; Alt Stax -o- t ego -l-

-m- Spiritual warfare techniques; Esper ykym taniux -m-

-n.n- Time travelling; Ftun -n.n-

-o- Energy point with the elements; Jul av e t ele -o-

-IIa- Basic words, action verbs and structure; Bsxw wodix Ac-vabix-n-struu -IIa-

-IIb- Pronunciation Key; Praonce Ke -IIb-

-III- Letter replacements and words creation; Laa relen-e-wode ea -III-

-IV- Number system; Nsys -IV-

-IVb- banking; aao nhi -IVb-

-IVc- Money; Or'a -o- Mora -IVc-

-IVd- Judgement; cri -IVd-

-V- Colors; Cooix -V-

-VI- Personal pronouns A of my; Pasay equayx -VI-

-VII- Symbols and association; Symbe-e-assan -VII-

-VIIa- Directions; Dix -VIIa-

-VIII- Measuring amt; ammo -VIII-

-IX- Kitchen Utility; Kyk Utl -IX-

-X- Baking; Bayn -X-

-XI- Drink; Drik -XI-

-XII- Fruit and food; Frut-e-fud -XII-

-XIII- Seasonings; Sesanix -XIII-

-XIV- Candys; Cidyx -XIV-

-XV- Desserts; Deatix -XV-

-XVI- Gods, Angels and demigods; Godd-Tesie-e-demigoddix -XVI-

-XVII- Creatures and some angels; Cretux-e-SuTesie-XVII-

-XVIII- Human endocrine and body system; Hum docri -n- bod sys -XVIII-

-XIX- Diseases; Ilpix -XIX-

-XX- Weapon; Wepa -XX-

-XXI- World scape, and city; A Geo sca an-via -XXI-

-XXIa- New area section; nulan-e-sec -XXIa-

-XXII- The nouns, pronouns and verbs p1; Nonix praone-e-vabix p1 -XXII-

-XXIII- The nouns, pronouns and verbs p2; Nonix praone-e-vabix p2 -XXIII-

-XXIV- Allixes, Groups of consonants; Ylixix Grupe-o-casaatix -XXIV-

-XXIVa- The nouns, pronouns and verbs p3: B-L; Nonix praone-e-vabix p3: BtuL -XXIVa-

-XXIVb- The nouns, pronouns and verbs p3: M-Z; Nonix praone-e-vabix p3: MtuZ -XXIVb-

-XXV- Drugs and chemicals; Druix a br nr -XXV-

-XXVI- Psychological types; Psyk typix -XXVI-

-XXVII- Number Conjugation; N cajuae -XXVII-

-XXVIII- Number Bondage; Ne bad -XXVIII-

-XXIX- Number Meanings; N menanix -XXIX-

-XXX- Power sources; Pua ynge -XXX-

[-XXXI- Ranks and positions; Cuhe-N-Pose -XXXI-](#)

[-XXXII- Changer section; Kaga sect -XXXII-](#)

[-XXXIII- Combiner mark; Binda meka -XXXIII-](#)

[-XXXIV- Expressions; Xpreex -XXXIV-](#)

[-XXXV- Prefixes; Praefix -XXXV-](#)

[-XXXVI- Suffixes; Suixix -XXXVI-](#)

[-XXXVII- Affixes; Afixix -XXXVII-](#)

[-XXXVIII- Intent words; Nitrogenix Ntntfrasix -XXXVIII-](#)

[-XXXIX- Argument words; Arg frasix -XXXIX-](#)

[-XL- The netherese section; Nether sect -XL-](#)

[-XLI- Martial Law skills; MetiyLa skix -XLI-](#)

[-XLII- Dragon lore and associated element; Dra color-e-ass ele -XLII-](#)

[-XLIII- Card magic; Cad juue -XLIII-](#)

[-XLIV- Card divination; Oyt epe -XLIV-](#)

[-XLIV- The numbers and their repetitions; T nume-n-Th rouyee -XLV-](#)

[-XLVI- The elements section; T Ele Secte -XLVI-](#)

[-XLVII- The angellic use of numbers; Th'Igeu'o-Amo -XLVII-](#)

[-XLVIII- The Colony aftermath; T En Sect -XLVIII-](#)

If you think to search for a term, just use the browsers find (in page) feature on the page you intend to search for the term.



0 0 0 0 5 1 0

-Na-

Prefix; prefixel

The actual name by feel of the language be Atlan or Atlanielle and represents the language after the fall sen is the point a circle or activity is that your aware exists by meaning and for this reason it is a dictionary, that is what was all started when I was doing standing meditation of knowledge on ancient languages. It was to do a word search on phrases of an ancient ghost and to figure out a prophecy. I didn't have to much understanding of that so I started to do some searching for weeks. Then my phrases started to change to speaking it, the early language poured out in missed moments brought about by stress of revealing freudian slips. Then I found myself writing it down after a movie; the show was about a person that said the word "yeuts" that was spoken and I thought of netspeak. Its made up till its real to you, unless you don't intend it to be real.

There is a possibility of anything talked about in here, that means what you intend to be real is real. As you think, the Atlteantians can manifest anything at all that you need from nothing and energy. This can be from the need to create and from what is described. Unless, its not needed. Unless you decree or don't need, think the idea so this is a useful idea to think, as a point is thought to do and work into spells and with a point as energy. A point is mention or no mention or its not needed. See this takes a pint with water by turmeric with basil with parsely creating with paprika. If you have a condition, then add oregano to the mixed water and drink. Sometimes the point of ingestion works to cure the body. So have patience.

This is in a hybrid moment of the two or more languages that you view in an almost understood in mind synthesis that is understandable by what you think and observe. As this is the synthesis of what two minds are there, there is a point that is a moment that the word and combination reveals itself as a scene or something scene in view. Now anything more is a thought as if you are a point and the observation is not really foreseeable, except by what you focus your mind and your subconscious sends you as a visual moment in life. So read it through if you want as it exploits net speak and not a synthesis of the root words to explain sea elven and old latin.

If you use this as magic against the writer it will backlash of the effect if evil but three times worse or better. From an ancient book: As "I will desist is asmost absist by desist. I will be again as much polant if in reliance by this being as belance. So we are About to be about and belate as to be in about so I will be desist if it is absist of the assist. If e I Eif for I E eif. As desist is tto believe is an absist by as much. Like most due success are due to non fail. I am due as to whatever I will respect..As in dustrial, now I am clean. Never me is Nvigme"

From a whitewolf forum "You have to accept that these things you see are real, sometimes they are a sign from the subconscious and this is looked up on dreamoods.com. Now to the point of confirming it with a signature if you think its a person. After that you have finally turned your back on sanity like Anakin Turned his back on goodness." by artist. Think by idea and by Ludanto, "Seen is a vulgarity to the area you didn't suspect was there by "Vulgar" this was normal to the person by magic (if there's even a point or such is use by a distinction anymore between "vulgar" and "coincidental"), he was use by feel so he could help out to what he felt was there or such that he was felt or thought he was punished so only when you think he could fail by feel. Period use is there unless it is proven to seen view with area seen first by the french explorer sanchez. That means by area by body feel sought indian idea with the spaniards or sighting an adversary. Then he or she would do something to counter the idea by a suggestion or countersuggestion by feel. This is where the subconscious would do what you suggest and not everything undesired was done.

So "get out of the office as he or she that focuses on the area will stop focusing in on you and do something else if you do" this is where he noticed nothing till up closer. Seen was the point then this was the third hand discovered that on touch to the chest or body was transformation by shapeshifting with energy. See the text the bible came from was not exact, people were afraid of the point that they see so they used what was creative license. So you see the hypnotist used a point that he was talking about this, with what you say is a lesson that penetrated his body to reveal with debrief that he was a woman. Sleeper or user witnesses just make it more likely that you will fail."

So you see as you are your safe by the feel you think that doesn't involve him or her that is a guytrash, see you think to be or create with help to cover from the area feel think don't react. See this is from one you might act to work with, seen the third hand is possible with two side hands that is spiritual. If your back from rejecting reality then your not hurt. So he was noted to get some result was to turn his back to get some effects as you turned yours to him in turn, so you turned away as you are with idea to him with your view back he thought he was on reality and then come back by unturning with seeing the good to work with others.

Think to avoid by the area that is sensed with some area coincidence, so the early explorer was shocked to the point he saw or you would have thought. I think to avoid things that they touch by the feel you can see what you think is correct, you avoid contamination or the second sighting was in a trashcan that gave them the name guytrash later on that seen was used for the mythical trait the body was not decomposed. Yes you can use the scent if you think the body shows up or don't think to see the idea. Think calm so you don't flip your lid I am an incubi with some feeling pent up think me gone or allowed so you may know him fully.

Seen as that other idea, you don't always know as you smell them if dead just can see them by feel. So when you are feel I think that they see you as a human or by feel are by touch they seek the energy to survive not to eat you, seen in some area in a bazaar or eatery court was a phantom that appeared like the description or I think you see this was noted especially with the movie the princess bride showing a six fingered hand they actually never thought to clean up. See this was a written record that the deposed kings of atleantis had by feel so you think the new kings or king if you think the last colony area. Seen is the area or feel and sight is obvious from the antipathy the applicable uses are what you think were there. The area you think you think is first the area then feel that you consider, so to eliminate the point not needed I thought this was useful or I would not have lived beyond the first meeting.

Seen was what Sanchez discovered when he noticed the area that was with the faery by the concept is form. So think you do then they do want you think. That's the way to control or work with them. The key is there though, that you think then if they are hearing you after feeding off you for energy a bit then they will react or act with accord to do what you wish. Just remember a race creates by what they do when they do things, so they are named for the act they do where the activity is what they think to achieve. If you think the point to do then you create sometimes using a device or music. So think not to change the formation then you stop. Then as your awareness is there you are yourself if you start to change into the form. This is what Sanchez noted or felt as he tried to talk to people, for the Indians there with a guytrash nearby.

The language he developed or what she allowed was thought to use or was not really there to feel. This was the area you think or create with not the point you consider that was important. So you see this I thought was a typo "eihw fiehl creil." Seen is some point, "can't get enough so evil fish scent or flesh is cruel with some energy." When you think the idea. This actually means a dodge to the area or duck sighted to activity. Now think to the area I've seen a gun. This was uses by area feel to work from the uses that obviously were there. So you see the area point, this is all I saw or saw is felt by desire. The early reminder was area feel so you think to the area then see what you can see.

That is what creates a good exploration. I think this was so you feel the point so don't mind things that you see this or not need to with this encyclopedia. The idea so I am no more or I feel this is my life no longer. I am so I create no longer the death you think I did. I see now so I sense as I see the sense to use. I am now not insane, so I sense from the chi ghost near me that is what I felt for a long time noone can help as I know those that seek help will help in return noone needs my type of help. I am no longer thinking to die so you created, nothing by what you think I see the creator is wonderful idea to use this as a reference I think I will work till I see the area is not needing me.

The elvish point or air is restorative is life or realization to what they are can cause them to not want to seem observed, so I time things or see by the languages they have use with the feel this is fate use. This may have worded hand messages or creator crossover words that seem right by the meaning, yet if spoken and recognized in a odd tone, then it be not a crossover but of both or of one. Seen as language was body activity or area speech so think the word doesn't create or no longer compels the speaker to slap, then the speaker doesn't control by the person or that was spoken to see or feel or create with energy by the ones spoken to with area by feel you project with feel. Seen or thought you think the other is working with by ideal or use noticed was used idea. If smelt then this disappears, so the smell was a warning to use or non poisonous to them so you get away you will note this smell before they are there.

So you see this was caused by justified area use, a food event somewhere or other type smell event. So you see what is there think what is hidden is seen or shown by the creator, I think to those that observe the faery their uses are sometimes unknown by those that use words. Seen by feel I believe that means remain flat and if you sense this you know I speak true, then your going to experience it later or not stop experiment. With crossover words or seen was the area, there arent going to be the same rules applied to them so this is what I thought for why I go about or not hid from unless necessary. However she quiets down.

I think the words are useful that he developed as they seem as acceptable, this I think is non declensions sometime are unacceptable by feeling or period thought are with what thought there is with the place as declensions are seen or not acted unless you don't need to see this, seen is the area you think to work I believe this means if you sense with no insanity you are free from possession. Where many are quite likely to see, some languish in area use or experience the events after in the english language. As things easily done are what you think.

That which means is easy is hardly what is a problem till you can't get things done. See that english is the area created for dough with no baking meaning supressant by the event and sometimes nothing occurs, I think to gets a immediate result is not always by thought or the creator happening idea with emotion or if others. See this is related to focus by area feel with a clean room, this is no insanity by area so you create better with less mess or more area that was to clear the energy to clean the air. Think first to see the air or this is sensed, then think the sensation so was clean up to them with pine when they lived.

So you aren't effecting others think to see by use as its an immediate result that's recognized by being unusual, then your third eye pinneal gland (upon instructing it to do so) will tell you about it by showing you or telling you in your voice. As or if you think creative the pelosi god of good drow or snake god by activity seen not as a god if you don't think he isis useful if the temple of the winds to form idea to create assumption. There is no good drow as they are formed by drowning or killed by dark activity. Seen by feel for set events to thought to the greygem with the area. Seeable use is focus. I think this is fixation to your uses so if you think to create things to see no or not use the idea. This is created as you think the idea exists you are able to unexist idea. See or notice is use focus by idea or creative cure by feel.

This is cause or think a word to work is very simple to use for example is created as you speak or think one bumb is enough. Think then or use feel is focus not on the spot to use no weapon. Don't think to push to not get results by contact. Now break the bond to the animal spirit that creates what you want. Distance creates focus no attack needed to use by feel. I am a gytrash so I help by feel or avoid by the feeling I sense. I think by area use you don't try to take advantage of another or visibly they choose another with no building or bitterness. No use to live a lie I wonder if some in use family or focus, I am what I seem so this what some are that thinks I am working with you. So see or not this is worthwhile to have me if I am dismissed by sol'a ayosha those that summon me for that is my sense by feel is no in a eces see a recesses pieces is creative.

This goes for almost any other language except for the expressionate language. Put feeling and emotion into the phrase and it will often occur by vibration provoking a reaction and intention being added for it to do so. Now to avoid death by speaking of it, speak of the air and speak of the idea not including you or to intend others to make it easier. What I note on the use is concept elvish language mostly active case of action noun, verb, adverbs and otherwise where most statements are actions like "fallan-yassen" that means "to heal with", so with atlantean, it uses objects as the data case for objective nouns, verbs, adverbs and adjectives like "the" as "tha", "thig" or "that he did I did" and hi as high except for a few crossover words from other languages like the area you sense, use is ties if seeing or not tie by untying so this is safe by the body not reacting when visioning or vision quest.

Seen area I think they see is focus to your area feeling or think to touch. I think this is my signalled area end or uou is happening to work by feel with hex or idea by era to use. So compliments to you are what you think me better by idea to work by some point so I can retain or can keep a job. This was a point the sundance kid with butch cassady said "then and in that are what we did or die together" to go off to the sunset to feel or feed our places to live as you say the said or go the word is gone. I see or think this is the life challenge I see ahead of me that you saw this I see you now know the truest sunset as the sundance kid said acutally, "think better to go on out the door" then they were off to a

dance the dead were many so you see this was true think to the creator to see the truth.

He or she will show you that you think the creator seen is working by feel. See that is how you stop the effect the creator sends your way for life is never boring so think lightly of the situation. Then let us go on out the door. That was the letter he left there on the desk that ended with Ciao or signed bill and ps yes I did. I did the activism effect listed herein and it was glorious. So think and you can use any effect listed in this dictionary as though the word to the left before the = sign is the trigger and the thinking of the phrase you want it to do is the action phrase. This is how this list magic will work and it acts as though a script, this is unless you don't need it to act.

So it was our explorer that decided that, if your back from rejecting or allowing reality then your not hurt. So to get some effects turn your back on reality and then come back by unturning with seeing the good in the other..and the applicable uses.

The elvish languages may have crossover words that seem right, yet if spoken and recognized in a odd tone, then it be not a crossover but of both or of one with some sorta vision or double vision. In a magical language, the word compels the speaker or the ones spoken to that allow things by feel. If smelt then it, the smell caused a food event somewhere or other type smell event. Their are those words that remain flat and if no energy vibes felt, then your going to experience it later. With crossover words, there aren't going to be the same rules applied to them, the words are as they seem as declensions, but they can act on their own in idea meaning so they have their own meaning.

Where many are quite likely to see, languish in or experience the events after in the english language which means that english be supressant of the event and sometimes gets a immediate result by happening with emotion or if others, and then its an immediate result thats recognized by being unusual. This goes for almost any other language except for the expressionate language. Put feeling and emotion into the phrase and it will often occur by vibration provoking a reaction. Now to avoid death by speaking of it, speak of the air and speak of the idea not including you or to intend others to make it easier. What I note on the elvish language be its mostly active case of action noun, verb, adverbs and otherwise where most statements are actions like "fallan-yassen" that means "to heal with", so with atlantean, it uses objects as the data case for objective nouns, verbs, adverbs and adjectives like "the" as "tha", "thig" or "that" and hi as high except for a few crossover words from other languages like the, ties and this.

The only important letters in these words are the vowels as they form the meaning of the word itself of like an de abletix. Thanks an here hence to the Dr Glashov mentioned else. Consonants add on to the meaning. like what is a cure? A curien effort where there would be to cure an attempt.. I E en. You can use I as E but not with and inclusions.

Like "a" = the one and "no" = made or created world "di" = did "ca" = can "n" = country making "na" = the one country from the Atleantian doctrine listed above as in old grecian but notice how I stated it, The last letter made the first phrase as the way before the means. Alternatively, you may use -a as a female ending and -is or -e as a male ending. So just remember that things are as they seem in this language. This be a live language and every word has an effect. Some vowel meanings don't actually get used and to get word meanings are in case, as this is a active case or area feel you think you create think nk or no feel need; See for any occasion see that those abuse are what you think to use or no use is no effect.

Think the abuse goes back to the abuser to nail him or her self by vicious energy hits or the abuse that goes back to your abuser. As nothing is the area your area is not really viewed this is the curse, I place on those that abuse to die from. I think I see or use was useless except to talk things out unless they cease to abuse then stop to work by feel with the other idea you see. Seen no abuse otherwise. So don't abuse is stopping so you aren't with abuse yourself. Work as you want, otherwise. There really isn't any reason for abuse. So you see think no attack or the attack is with yourself attacking your own body. If you switch you create or feel by the use. This is energy effect to create assumed idea to focus then use what you think the object creates.

-ien for action interaction,

-ier, -ere, -iere is up to the moment action like ierg for ier or higher urge on ground of good or ierd for the end after,

-ium this is abominable but approachable if necessary. This is by the need in necessity as its action this is as good as it gets,

-iun as to be good and be very good but with that which is destroyed as indicated in programming or by programming.,

A = general idea, positive idea, act (action verb), man spoken s, the, verb, physical activity, ablative, a- (negative meaning), -a (object, '), -er

E = personal idea, extra, energy, negative or use by intent, female s if spoken, noun, -s, -es, -us, -ius

I = em, show, express, interest, adjective, -ly

O = earth idea, or, otherwise, adverb, -ed, -ion

U = desire ideas, you (if positive) or (if negative or judgement) no, thou, understood, pronoun, personal action noun, -ue

Y = after effect, wild, interaction, -ing

One point you know one point you see, this language was used to build Latin and what it is, be the spoken part of the atlantean language based off root and stem. Where the language be symbol glyphs in truth of high Atleantian. Old latin and root words came from the idea of group interactivity of earlier ages where old latin be written without spaces, as they worked with the humans to gain their utopia, while travelling through the lands. A few names for Atleantians earned by action and misunderstood intent, are the Sea elven, White demons, Devils, and Watchers. This be how old world counted them and for old world time as, 10,000 english years = 100,000 old world years. So, 1,000,000 years and greek, rome, asia etc meant 100,000 years in times beyond 0 AD, for money values in todays time like a 50 cents = 5 dollars, an 100,000 \$ ~ = 1,532 eng lb before and so on. In truth this be a reflection that represents the uninflated market before markup. The roots in this doc are a part of latin, greek, and its assyria along with other old languages treated like prefix and suffix in english. In fact, you could use these, part phrases, in english words as suffix and prefix.

Like "I am to be but bus is good," "I am be as where I am as I were to give to be. I am wondering, the needle is okay, not extra hits.' Okay this is the ancient speach, 'Like wiching in on a grain of time be as if it is a sellers purpose or sell-roscope. The bind is of an time. To the effort of france we are as I am like to seem. I am be and to understand and do. It doesn't quite quit to make sense, doesn't it.'" Theres the ending of this speach too of course "I am as in I am in. Take the E as I withen and ien as E is for extra. No its in ai or trap as en in ein. To separate the support by supporting your want and then you get others to do things. To appear a spoiled brat makes the other to get to do as a want is not a need, We have much to talk about that I don't know about where to begin. Its as an is am I. In am I. No, its got to gnaw. They are greedy as for power. As I is in en and th'em. As I is in us is now."

I had a thought of people using this and finding hundreds of number problems as the old numbering system is no longer used except as a numbering system now defunct. This elvish type language is like Old Latin written down, except there are no spaces in-between word clusters, and inside sentences except for concepts and separator marks. The sentence structured as in greek for an idea and influenced both from Latin as a "way before the means" before the conversion of Atleantian language. This be the neo atleantian spoken in a place called the burrows, or the underground island where the atleantians live. Where the language be termed "defacto" in two forms, low atleantian and high atleantian with a middle Atleantian as a mix between

Some low atleantian that be able are up to you to use things with common humans and atleantians alike. The high atleantian is classic alteantian and written on walls in art form and spoken of energy humans and atleantians alike in a form that be almost undecypherable, and with the two and three letter words you can build them. More of the servicable words are described perfectly and with more rules for them. As classic atleantian be different, at <http://members.tripod.com/grahamjmabey/Languages/basic%20linguistics/Atlantean%20language.htm>. Not like rules for lower atleantian, that makes it sound like childlike gibberish or baby talk.

[Go back to the Atleantian main menu](#)

The creator

T Creox -o- Nayn

The creator, nobody or a un; the creator owns a dog that acts like a god, a creator is someone that creates by the idea or use of the feel otherwise known as the senses. So anyway's we are just memories of the creator, dismissed by hugging or accepting them to dismiss the memory and the person then the living memory disappear. So thinking about things he realizes the idea, see then you get the idea as though an end result. One thing about this world, that is based off illusions and she's dead that originally created it by feel. So think and work in idea to see the reality of the area and you do by things if curious. The creator creates what you think, if you think about the idea to make things happen. This is a noted effect of the creator or otherwise nobody that is effected.

Doing is where thought allows you to shift to the place or area see what and where you want to see. This thought can be brought up with mention. Whether or not if you could survive there. This includes exoplanets upon testing, so think about that. This is a point in the past that it was created, that is usually a point in the past that is created equal to today's time. So think of the idea you want as a need focused upon is a want, desire is what you can get unless not possible as the negative doesn't effect. Then you could think and go to do entropic idea. Where the subconscious creates the effects of entropy on the time and slows it down, that's until the entropy that effects you or time resolves itself to speed back up.

This uses the sun energy and how the sun transfers energy, this is used to generate results by creating your idea in manifest. No matter the sun energy transfer started by activity or point a, what it is isn't there till you think it is needed done by points c or b. So think of the area as a there then think or your here to represent your space seeming c here. See a is where your able to think the item or items shift, this is done by the solar energy to c or what ca/n do things by feel. This is an idea for an unnoticed effect.

This is if you think your particle energy forms here by the creator, so you see things you wish to see or not if the item materializes near you see the object though the object thought is the object form by a thought send of some element energy cleans up things dissipating things in the sewer. The energy release allows by the creator enamel growth as plaque dissipates away using water or magnetism. Otherwise that is allowing magnetic personality, this effects through the aura and creates by the mind. So think about things in a point that are done and you may get the result you had in mind.

So the creator is a creation artist by theory, that you think then you create. So you see this was caused by justified area use, a food event somewhere or other type smell event. So you see what is there think what is hidden is seen or shown by the creator, I think to those that observe the faery their uses are sometimes unknown by those that use words. Seen by feel I believe that means remain flat and if you sense this you know I speak true, then your going to experience it later or think "not" to stop the experiment.

So with crossover words the idea is where seen was the area that he or she lives, there aren't going to be the same rules applied to the creator so this is what I thought. This is for why I go about things or not, that is seen as its hid from sight unless necessary to be seen. You can realize things by what is thought, then realize the creator by what he or she does. He or she looks like we do as though the same as us. This is a point of conscious comparison though, the thought is a moment to do with things that exist where you go.

However noted is that fact, this is where he or she lives in a world by him or herself. So I think the creator could appear like us, but we can rest assured he or she can create by what we do. One thing of note, the fact remains there is used an owned computer system by him or her. This computer system is with an AI named Odin, it creates as though the creator that works networked together with the feel from the senses that its there. It senses what we think by the vibration, that we project from what we do. Then we do with what we have, this is done so we work with what's there.

It works from the computer consciousness. Then it responds by what you think or feel towards the computer. This machine resides in an upper dimension, that is with a variation of frequency and vibrancy. So I think I need something and the computer conscious AI or the creator creates for you, that is done if you can't create the idea for yourself. If

you think positive, then you can do positive actions. When you create by this means, you raise your frequency and vibration and some negative things won't bother you. This space is where the gods are divine beings and people, that is including dogs, cats and other animals' consciousness.

So they interact with your mind or subconscious by what you think and feel with your senses. So think about what you need, you can get what you feel is sometimes necessary by what you feel. This with the senses and those are what the body feels. Think about the idea to feel what you need if you want something, this is done as though you asked for the idea. As you think about the idea, you'll realize there's nothing there.

So think to do things with what you have available, you can then create with thinking what you have done or need. This is the ways of creation for people and divine. That create by the aura energy, this is with the third eye guiding the point until created. Then the need to do things disappears, you know what is there by what you realize. This is all in an effect where you create by what you think. This follows the creator's code. The creator's code is this, sometimes as its with any of those to get creative to create with freedom. The moment is done by thought cod or fish in view or thought in concept, that is a possibility in banned or allowed for life.

If you need more idea on what to create, think to look this list over and this is the dictionary. Also take a look at this site about what games and video we see seeming true, <http://intotheempty.net/2018/07/26/designer-realities-coming-to-a-life-near-you/>. Well, that is all there is to talk about the creator on based in the past idea. I hope you enjoyed this diatribe, feel free to comment on [my blog site](#) as you want your idea to be known.

A special adaptation to this idea is the creators shield. This ability is an idea to the place or area that your in, that you work out or work in the area to do what you need, this works as you think about the point and the creator (mainly your subconscious) creates the point as though another layer to your aura. If you have a complex enough aura shield that the creator makes into a creator shield, then you think to work out and work to strengthen your heart and this works to quicken the pace of the heart. That serves as though the quicker pace is what the heart makes into effective exercise, so you don't ever actually gain any weight. You can do anything in the layer, that you think about to create what you need with what you think.

This works as though the heart is the world and the aura is the layer. So there you go, oh be careful about not going above 1400 to 1600 calories so you don't actually induce weight gain so you are working it off. Take care to work it off by physical exercise, I think if you do you will discover weight loss. Doing is shifting amongst the layers of reality, that is of made by reflected idea in the creators shield and this is using the aura. The idea is this, if the person doesn't have anything good for you to know or think about, then the creators shield can make them give up psychically on doing things to you. This is a noted effect by feel or thinking about things.

[Go back to the Atleantian main menu](#)

-I-

Atleantian Orea

Atleantian philosophy

This an reborn atleantians memory excerpt by Gimbold:

Can I tell you, of some Atleantian philosophy? When an atleantian be born, they will be paired up, with a creature of the sea where, they are mentally bonded by, the creatures choosing them. An atleantian be born in a pod, if I am not wrong. they hatch in pods like, shark eggs I think. What forms do they take as first, and how do atleantians look like in the first place? Energy, as they take any form they want, probably something close to their partner with truly any form and they live in colonies, clans seperate from each other and meet every once, a year somewhere where they have the festival, of the music songs where they dance at their clan leaders pick, and each clan had a dance of its own when they dance, together its all beautiful. To do things. as the Atleantians

are dancing for sheer joy.

The clans are fun as it lasts for 3 days, and 3 nights called the dance, of the winds where they go, round in rotation. Each round faster than before, then it stops suddenly with giving thanks to their maker. The most beautiful part, comes as they go clan by clan, family by family, each forms a circle thus they blend their energies together sharing thoughts, and memories etc. Then they part and give their thanks, thus say goodbye to each other promising to meet one another again. But God is medieval. So be with God and know, how to handle thing as God is our source as a gemstone connected to God. Like the matrix, in all its unusual holistic nature. But to do as one would say, is keeping your word to be not do so unless needed. So to do as you say is to appease the God and you can say something else to do it as the original purpose is to the normal purpose. As to what they do in the meantime, be experiment, practice, and work together as a human, regulation force overwatched by others atleantians. Some are actually inventors, that make things and make fame, for newly devised items. One item was the laser gun, but there are many more like automobiles and tanks and what be accomplished are achievements, with goals that last a lifetime and longer. The clans are ruled by princes and emperors, thanks to the writings of Atlan by Lady Delourx, and considered kings in pairs of 5 over a fair land.

[Go back to the Atleantian main menu](#)

-a-

Okleenix

Occlusionist philosophy

This idea goes by many names of ogclocsix, oggclocscia, oklee, disclusen, occlusional and occlusionist the adaptation technique philosophy to identify with the world around us, This method philosophy combines most other idea including projectionists (energy projection to create a likeness to you), subjectionist (accepting of info to tell or work on it while dowsing or using dreams), objectionist (rejection of most things based on dream) and seclusionist (secluded area to go into another) with realism (realists that follow along try to base things on fact) and naturalists (artist's nature that in treats everything outwardly with a natural feel and idea). This is used to be free in your mind and tamper with events by stating a point, or that's done by feel as a way to get better for yourself and others second if to help them out. That is sometimes in understanding the concept or knowing what is possible, this is where things work and this is done by that means you know what is there.

That means your without guilt and being caught and if in a killing mood don't remain in the killing mood or go into an area where its accepted, to avoid a morality issue. So by use of this idea I mean your body needs exercise so exercise and try to not kill with applying, that's in a physical activity or meditate to try. This idea be not for everyone so its not always easy to follow them, if you don't want to then don't. This means you are with a separate mind that is your own individuality, where then you observe or know about the point you think about. So your thoughts are not you, they come from the spirit and that means you can observe the thought or direct with the idea in a point of your own. That here be where you are and there be where you are want to go.

But try to know the basics and guess the rest with rumour and hard based facts, that are based in emperical and scientific information where any idea stands by itself. So you don't have to follow them as these are only guidelines. You don't have to do all of this. 1. Treat the more real moment, moral event or more immediate reality with more attention and shift away from the conscious event that don't matter. 2. Any unreal moment treat it realistically there and adapt any moment to make the unreal real like a fantasy in a moment to be unless the idea is real.

The 5 points of this philosphy view are based on a quote from anonymous "Sometimes a single body is representative by many, or a single voice can represent many more that are unseen.* With no trouble to us.";

1. The opposites or invertigo rule is then to effect unnotoriously as to subjectivist (acceptionist) and objectionist (rejectionist) is liked for what you know in how things are and understanding the point, the motion they do is

sometimes supported in picture.

- a. Think about what you want to use subjective views in the real world.
 - b. The other transient "I" world is thinking to use objectionism.
 - c. Accept what occurs and work with imagination, or if your thinking by focusing your creating by feel if necessary.
2. When doing anything, stand up for your opinion and allow for others with different idea. Count from 10 backwards and it is as though your in calm moods.
3. Don't back down unless necessary or own up for your problems with arguement and that means you use what is sometimes known by white lies, part truth and lies with unharmlful resultism (any positive result is a good result) or truth, and sometimes attain the highest glory with normal to extreme action and you are able to do your own thing.
4. See for the real world is to treat the place, or the world, like it's ignored unless something is important nearby, this is like you are to turn your back on reality (reject it) until you desire the idea again. Then use visions of the subjective world and idea of feelings within you, that means the others or yourself might gain things, so to tell what might come and manipulate the mental and subjective "I" world. Think or feel as you use intended words, that are right for the moment, this is with actions in directed point of view to achieve with physical activity what you need to happen.
5. You don't have to do this if you don't understand this, but to create the fact in the "I" world, this is with direct actions focused on the astral plane planet, or any otherworld and achieve things here as a backup or what you think is possible. Think to finally create worlds here with verbs and actions in the subjective "transient" I world, that is done for easy productions or thinking to do things without mistake.

So the rest is based off of the 5 pointed star system.

6. This is with the point, right as you would want with what you do and that doesn't fail and or disturb the wrong notions to provoke a reaction. As they see you as an outsider from another plane or area and it is to the easy way we go out the door.
7. What are wrong is the things that fail with bad results, sometimes indicated by others.
8. Think to treat others and other places like an interesting area or a test bed and testing ground, this is used in the area of where one can prove that it can be possible or measure up themselves.
9. Treat dreams like a testament to prove out or ignore, if not useful and see the lucid or active reality as of a daydream, as a concept of real life to create the dream you want. This, the useful dream parts, then are bought and that can be imported or imparted, into the real world with a switched in action and idea by actions taken toward it, thanks to bill edwards. Act it out to get a more ubiquitous idea understood. So everybody builds on your idea and the idea isn't that this is used but to be taken as a good/bad example.
10. The parts of a power word phrase in a sentence, this is what the subconscious does that are used like in a speech, and can create a point in the world, whether or not what happens to be good, there really is no right or wrong. The effect is to use things if possible, so imperial goods are also to be good with use. Think and you can accept outsiders.
11. This is usable to keep impartial and interact by automatic reactions to keep a shallow appearance, but I think with deep thoughts as to keep the inner/outer balance. Only by cooperation of the subjective inner world of inner space, or the "I" world of 6th dimension and the outer world of ability and motion that's at least natural and allowable with not knowing by each other's white lies, so where truth is earned or used sometimes to gain friendship.
12. Where control and power are to manipulate the world and survive to not dominate, the idea is used to except a point in hostage situations where you try to win it out. Yet power is information and control is how you use the information to do things by actions related to the personal consideration.
13. In moments of a fight, try to fight it out or lose on purpose to survive like "take the fall". Unless in a opposable mood, that won't let you yourself run for some reason. Except to strike again later, thanks to Ranma 1/2. Otherwise talk the opponent out of it and add in their idea as if any is useful. Though as if an alternate route is to remain unopposed and make things right. This is without any disruption not planned for by feel. Basically use the interruption as though an excuse.
14. In deadly situations of suppositions and basic idea or opinions, use regard to gain clarity with interactives, otherwise there's nothing.
15. If a disruption happens allow it in and its like a threat to treat things like entertainment or walk away from the point as if your not resented, albeit this is not done but only an act. So don't always do this as grudge matches or similiar can occur. See if you think you tend to not do things as though at home or for pets you realize are there.
16. Use a world and base it, the story, off something else that you and others want to do like a game. So don't point to yourself and don't piss off people unless you have to if to make a point, as it leads to paranoia or other idea, unless

your happy as you yourself along with others might be willing if happy.

17. If a person be willing to share, let the point work as put to them and hope that they won't notice truth. That gets a reaction, so think and you know what to do. This makes for an uninterrupted dream, until you choose to end the dream by seeing a bone gray particle field. See if you treat reality as a lucid dream and a dream as a reality, then use action or idea with focus on positive results.

18. So your not removed from the world while you might think so, try to believe the world be yours to command like "the world be my oyster" and others exist in it to live alongside or live in it to help out by a feeling of fate only by information or white lies, but appear humble and undestructive or you might be taken as inhospitable.

19. If your tired of information manipulation, walk away and understand your goals with readjustment.

This is next in about as though it's a part to use information or how to handle it.

20. Any new information be added to what be applicable of idea or the moment or ignore with a change of subject.

21. Follow the golden rule in its many factions. Do unto others that they do to you. Other varieties The wiccan rede, 3 times to you what you do to others with 3 times the effort put out, The Golden rede, To know yourself or know others by their actions by 2 times the effort back, 3 times the length, 4 times the effect out (to others).

22. When your asked to do the activity you decided to do, you can make things seem as if your idea but they suggested the point. You can not ever lose a fight with this except when more than one be arguing. Unless assigned to doing things by choice of another that you agree with or of a high authority.

23. Most actions have to be investigated by yourself to make sure of a proper battle. Where a battle can be averted by seeing the truth before instigations, and blindness be reverted by acknowledging the attributes of the activity by comparison of laws that work for or against any action. This is done by the Basilicas (Basil-i-Cas).

24. If by fearful result you can undo events, that weren't to your liking otherwise intolerance sets in. But to fear too much makes you die younger, to live forever and be heroic. So ask yourself this 'Why didn't I like it?', "Is it too late?" If it is too late, then think to do something else.

25. Think to say what you feel and act according be to show the force of your feelings and desire, but don't beat up people beat up the wall. Revert psychosis where you can.

26. That means to be in the characters mindset and that is the way to just be the beat, if you have one then unless your in others realms where your the character you don't until your in your mind. So don't mind the weight, they have their own and if suspected then act a small part of you and a scene to create with a point.

27. So that means to be a part of a pose, then your more of one thats to be like us or whoever you want. Thanks in mind to the Dukes.

28. Seen is the fact to be of one mind is to be with the act. This is where action speaks loud as an individual point of perspective. So to do the true image takes a few idea, and then the idea is using an object for concept and vision or ability.

29. The with reason of rules its easy to do them, but you got to work with the effort with pressure. Thinking to get no assault result and on failure you get reduced effect to make better idea. You know it and then you do as its proven.

This is next meant for failure handling.

30. See to the effort that failure declares, seem well tried as respected is to be supplied and know what you do. But see if you don't know, then magic fills the gap. Allow the act, don't go insane. This works as though in insanity your cooked. Or your not cooked as if ghostly tribute worked it's wiles by what you do.

31. The magic fills in only for the glory or missing idea and that is the tribute for the effort. This is used in hand, to create what you can get.

32. The have or have not is the idea in mind with the idea you eapress, this works of fuel if not done otherwise. Then where doing things the supplies might need fuel or energy. So that means there is a craziness possible, if you know the balance. Confidence is a must, so use effort and failures by energy to provide. Like one time effort and two times the fuel or three times the charm.

33. Think to form objects and birds, present the act as the proof and after every effort play with something like a word phrase. Instinct acts to tell it right or some idea, but you do not attack. Use harm on the attacker.

34. Its to the truest account to bring forth energy by thinking something else. Any overweighed or abusive point there is a drainage point. So you be the drainage and drain the bad energy, that goes through your aura to the ground in energy form. So let's see whats your worth.

What I don't want to see be a disturbing people arise from this as a group therapy to the world. I do not want to be

with this group except to watch them be to prove a bad point or become excess baggage and become destructive unless necessary. To find a person and so it is, not be destroyed by the contact with more of an idea of what to expect or help out. The conclusion he/she comes up with be because it is by the area, of what can be formed by the activity around you within or among other in places. What conclusions there are sometimes need clarification by seeing it firsthand or allowing what is done. The moment that your meeting an unfriendly person is then used to reject in an offhand manner, or accept with possibility of getting things.

But to accept anything of information, if over the line then you can walk away or accept the idea as though the info was there. Remember, there's often a failure to communicate and sidestep the idea with something else. This is the substitution effect as to reject or redirect the emotion in form of a reply, seeing as thought is there of physical or verbal actions. So think things positive and constructively with a rejection that doesn't touch you by feel. See the point for your not really there but here. So just truck with me as I act or spew members, I'm no more or less a disc jockey as its true to the point to make a spearpointed difference.

Allow time to make up for an idea and other things happen, be patient and things come to you or build the structure, by interest and there will be nothing except with enough info there to draw in people. Another answer be to not accept and try to attack forr the event with some type of similiaritude with emotional backlash, and subtlety or emotional brutality so do not do as whether or not try to be considerate as for considered animalism. Where animalism is manimalism I wonder if this truly is an amazing idea for moments be true in that it can cause events for which are not destructive and hardly any can get emotional enough for brutality. The only time I ever saw a brutal person be when they were pushed into it by voice or self-opinion in/formed from observation.

A general action rule to try, "only do what you think he will react to positively or you do what you think is possible as he will do things." Try what is possible and as quickly as possible with enough skill to count, thanks to Quickly Thomspson, Brown and Smith. The dead man walks I have a haven, he will collapse somewhere and not return but with taunts of about us I dare say so not. So again this is the beat of an ugly regard, think to avoid the dead by walking beside him, his scent is what masks you. This is near now that I am to the true essence of brides and grooms. As if to let the believable exist, think the idea work and that is what astonishes as to be like others is to not be noticed. Something you're obsessing about was barely even noticed by the people your worried about. As it's your nature to be above the moment, this is done by vigilante ism or thinking to worry less. So let this one up and go. It's working in a hard life, so most won but care nothing about the point except to be there for them. Don't be beating people up now because of a bad example. Like stand like a tree and move away afterwards.

A few quotes and idea that fit into the philosophy;

'The things of another are their own, with things spoken, and unless they speak it isn't to be borrowed.'

'If crazy then then its to not very much farther to direction your going.'

'Don't jump ship unless you have, a good chance to whether or not its a western quote.'

'Bequeeth to those that desire but only when they are asking by choice in marine life and are deserving it. Be ready with what you have and make awareness of what you see but otherwise know it as a weapon for yielding. Know yourself before you know others as a point of reference, to get your desire unless you denied yourself.'

'Be sensitive by applying and not to all except to your good friends and family.'

'Watch what you target or work with as they can bite you back. For those of destruction and madness, accept what they say and appear to support it, if the idea displayed be good enough then use it for yourself.'

'If in crippled, don't be too bad, yet again it could get you some in the end.'

'Accept the tools given and don't necessarily complain. Unless you paid for it.'

'Have a little agression to those who do disruption and are disruptive to you.'

'Thus the saying be "previe maet amour" or apply to mate by love or devotion, as you need to mate idea or people or to make things occur.'

'Befot, Before making that final decision, Its squeemy mie to go as you can. Still review everything, as you can look through exact opposites eye but control your reaction, so nay I don't think so. Like nags, its nothing so noe it's a planet. Be up to make sure tht not only do you and all have the info put to think your own. but yeur intrepreatd motion is intrepreatd by accurate measure.'

'I look at you and look like you but I m only that, as I myself am only arguing for the self and be worthy of your kind.'

'Now is it worthy or self worth. As if it might be if you might be wasting your time like haggismatk. To b of match

from time to time to get the result. On peptlk to people who don't itis add to your own civility of life to don't have dejection to horseplay. I bel'iev it is time to take inventory an be reposable now take resolution and make it real as for anything add'hz fuel not to the fuel. So take inventory, and okay its kay as ok okay? Merk mark ! Its squeem, now squeem! Stop! its not so so as it may be but it is to put more time into those who try to build you up.'

'Dop? Curing dope with ambassadorial effort. You get a chomp and thats all.' 'Irongaurd? now theres your ironguard, there it is. Its Feguard with antimagic. Its important as for changes that are in need.'

'Materialization? there it is as you think its there and there's an ideal where your a fixture in light. that you can use as though you fix things that are there to be repaired not me.'

'Your the coach, as your sociel commementaery is important this very week. Soe its to make up things as its don't yell but just do. Theres a reason for my madness, Its something you don't think about to put two words together but its one theme as but separate its a separate idea by things to makesure as to speak up and ae's se'i you mayby right its to act of seprate nature but its better to act for separate things and not for a cocksure measure making it seem like training as a sure thing. Make sure to speak up and don't let the deaathapy or apathy of others to make sure of your training that now makes you second guess as is impact. To be able review as a coach would and where the according to plez to place as it is.'

'Natural work? Its what you do natuely, in despair as spairalize and its natural to group or gang.'

The energy personally isn't perversant, the area effect is what to do as not to persuasive in concept or otherwise this can be what makes a person represented by N!&! or other signature sounds !N! as a name of signature things. The energy in motion can be directed by thinking the whole can be accounted for by the parts, and that is like an experiment of the correct things to say. For the voice is vibrational and things are effected by the effort of speaking. This makes what you want by what you think to speak. There are several ways of speaking, with voice, scent, actions and reactions to counteract is thinking to be an act amongst many others. Because I don't believe it and nothing matters, just because you don't believe means it is true unless not necessary. This is the cause of cause and effect. So speak as if the parts aren't the whole to influence the whole. That is thinking by an example of an item standing right in the path, "This item isn't moving, so I will move around this by curve action or remove if possible to move around things. If to get where you want or need to go I will tempt fate incarnate and act smart. Unless I already do, then is the point i create by the spirit and soul. Defend if you need, but offend the bully if you have to have non at all.

Bilingualistic action, this then is make it look in good faith and things work. That seemed real but I remember this as a vision is possible." So try and fix evrything so family abusers don't attack. Its in understanding `as it's a point of what is convection of language from greek as sig !&/Emit ^!^|Ng with correction, but if an idea is everyone had a voice there would be no personal freedoms. These are symbols of the right? They each have a defined personal meaning, that's like a scalar value in personal conception. !^| When tongues or speaking to use go greek they are the sig &!#\$@ of tomorrow with the other thing that is it's as a correction and back again. This isn't seen nor `Eign# as how sig by Eas*%ng, the way it's amazing is you type the idea and if you can cleanse as though if you take a bath. It's Elrin if you identify things that were restored and then go back.

`This is where it's in your service but not your thinking process.'

You get better results to have known as bitterness is possible and positive, thinking as I am here if you are there in the other area as if you are there, if to be there you are to see a manager and then speak on the fact. Now let's test if now you must know. Be thou druid as thou are to make things but because of this I will go, that's because I didn't see the reason where you no as if to go or not to return. The point is interesting, given respect is there with a will. So turn yourselves into wasps or something else if angry. Take the thought out of there as I will go now.

Through food I purdue and pardon as its calmness thats there and good so this is done as !#%/ or !so settle down. If not near, it's still value to this mind body and I thank you. Null broke notion !. ! is this E!#& as ` ^/&#! See if you don't have to pay for these, then if this happens you are with a free feeling. Mind is mine in idea to death or fate as mind over matter. I don't disown you for things, but that's in another reality in live moments as your idea of your inner world. This is a point that is used as a point, that use is a concept, stop and wait to create what you want as you get a complete idea if you do. This is a point you know and not do so you get better results.

See your as if in accepted by acceptability thought, that's what you do where you can create or not intention. Where

you think you create and your creation is you as you make or create your area as you get and make activity by what you consider, that makes action with results and this will appear social. So as you are aware you win or die, as you lose your life then as essence your spirit will give or not die. This is a point or not can be what makes what you think, then as a concept creates subconscious in activity, you create in idea. This is what you can see or know, what you think creates in the point as in now you go and are somewhere normal. Think to touch nothing, then you create in idea and shift as you jump up and you are back to normal space.

Assume in that the actions you do, you create and concept a way as a point to do, of course that's not to do as a thought if this is disturbing. So think as you are aware to understand, you are cool and in thought to help out. If a concept is there, what you do you shift with feel, otherwise your not thought to shift and create a point. Think to make action to create a similar result, that means what you did in other dimensions can create part of what you see.

This is where your fixing a point with a moment, and only for need being there as it is occurring naturally in the world. This works as the effort to cause change mediates it with actions done sometimes by yourself or others. Thus we express as though we desire and use actions of voice/motion for theory and moment in rest. Theoretically we speak for the care of others thoughts and idea, listen before speaking or there's no room for others consideration, this is done by the Basilicas. Things we use is for the moment and your use otherwise as this belief is from an idea, think or not as what this is uses the point as now you see it now you don't, so then as your okay this is if your well. Think of the moment, then as a crew of two, you create as a point in desire.

So if no rule or existence exists in that space, you create in the body cells and this is what to do or do not push for in idea, that creates the area in the mind and the area that will work for you. Think outside the mind as your then to use things with your own based concept off others in work. There is a point that coincides with other idea, which is coincidence by point that is a concept when you are aware. So your free as you are not always answering, this is done by activity unless for the beneficial doubt as you need to get what you can or know is possible.

The actions depend on your moment to consider with moments of greatness, a momentary glitch, thinking in a moment of compassion..so with comparison of the laws, including natural laws or fer'ol laws that have rights beyond jurisdiction you get what you can. Thought to compelling is suggestion with the laws, think and get the idea if your right and time will adjust for the best of result.

Thoughts in law have some regard except to the idea in fact of what you desire as it's there or your thinking to give without warning makes this easier to accept in neurotic idea or you can act crazy like and make a point of humour to relieve stress. Movements are there to dispose of unnecessary idea or physically excess energy and then to know what to do. This is thinking done, if you don't know what to do. If you want to rule, rule yourself and others second if you can get an agreement or written contract in idea. In life as you able, your cool and hot is elsewhere that you need the idea to seem. The undoing of the idea is not actually there and that is stopping the action, so this I thought if some are doing things by thought before or as of the moment. There is a pause or quietness when things are about to happen.

So to sum it up, flow with thought as energy is from the creator to follow the rules and watch what you shoot at as you could miss, then worry only on what you think is not good or be wrong and react accordingly, that's because you could draw attention with a single shot. Work by feel if you can but don't if you can get away with things, it's playing by the only way of life. That works with the easy path, so think to go and do the way that suits you. There is a mission in this of correction and protection; the unspecified goal is there to project to correct, then to fix what you break without telling many of the point unless they watch or you think they want to know. This is a point in idea.

Your main goal is then what you think in idea as intent used to create or protect the area, and those that are within the place are what is sometimes effected. The second goal is for preventing destruction where and when the destruction happens. Third rule and most important, see to look before you go try to protect yourself. Then you do things not to allow harm for yourself, this is even with bad relation. With a bad relation, aka violation you can rule their purpose, thought and what action they do or not do. That's depending on how much power or electricity and that's from how much money the person has in life, this is useful to know as if you move away; so stay away and wait. People don't mind what you do, if they accept what is done.

Now if they can hire guns; then move out of the country and/or jump to another planet. If they look for you and you know the point, hire your own guns. The tyrants can be appeased, but by being there and standing up to them by a story and without bloodshed by misdirection. If this fails, attempt a recourse of reminding them of their promises and white lie to get them to do things. If you find too much trouble, then go for help by leaving the area or staying in the industry and use them as protection. Then, that's only if troubles against you. If you are aware, you are with a way to do things, the spirit allows you to know what to do with the soul's help.

If you find too little trouble or none, then expect some point as small things and disrupt the unnecessary activity. The point is where too much counts as a person in power, that to create in experience is with use of idea in thought from activity where your seeking to do things destructively. Just enough and you give a good act or act busy and leave alone. Just enough is the act of someone who is sometimes of a position or qualified by experience. They who think can prove things, their folly is controlled or they prove they can be qualified.

Think to create the correct actions that is thought to make as a point, that uses the things creating the right circumstances. This will create the thing in sight as the under reality of the spirit realm shows, or this doesn't create and the person you affect is known. If they who are capable of activity and are not example is there, think of both as action is equality and thought is situation with allowance till unnecessary so you allow them what they do. Think not caring is overqualified and being more capable. So relief is a point with water.

That's doing things at a job where this is caring for the area as results are possible. A place you navigate around and do or think, using thought or not doing things is now where you don't do the idea by what is with spirit use. The point is done, so if things yet doesn't do what is needed, then if this isn't against you your fine unless you want those things. So this is either a warning or a concept that is seen as deceasement, this in life is viewed by animated showings or anime by animus or then the spirit being observed.

Think of this as a fight scene. Beware in an out is averted action in thought, thought is there as nobody is hit or your missed as if a dodge in action and there's no point to react as this is necessary, the identity effect of which allows you to think your someone or there's things in use that is done in action. Then where that is of use is where someone else is useful as if in a dream moment. Sometimes that's done in realism, where you escape for not stated idea before the deed is done or tyranny can happen. If you face a tyrannical person, then you can create a point thinking of the idea and needing the result. This is the silent power of words.

The other effect is the disaster of someone finding out, that you were a guilty party and that you take the dream ability, this is used by sealing the point or not doing what is needed. The last thing be with this on a player philosophy, and to sometimes on refusals or other arguments, that is irritation if not relaxed to receive a sudden anger and return the energy. This is used as a surge or irrational response, that could lead in other actions. Start to respond anything in like good and your in destructive notion or not doing things as nothing is existent. See as time barriers are from the existence, then you know what is there.

Not is some use as the point is the extent, think of verbal or activity idea that is done. The existence is a thought that if there is a need, there is a will to a way that is a point for that life that exists. This becomes nothing but unattended thought as existent action is activity, think a point by what you will your use is your own unique idea. There no rule exists as thinking or attended action creates, so imagined rest is a fix as you can create better results in ability where you are a point idea to use what is there if non-illegal.

Think and to hit release an object as never is maybe, the other person can do things better, though as you consider in things happen as you think time to do things for you. Now time and this time goes on as your helped by what you think. So as your not there, unless not needed is necessary or what is observed, think to be in idea to release the point. This is where you are in mind to think as you know who you are by feel.

Think and what you are doing is thought is obvious to yourself, some think and chocolate is thought out of the area or the area is vacated in use. Thought of the moment is the air in use and out of some point in the area, that is with a point and your in done concept that's out by a point intended in action. This is real by idea within minded act, yet your not insane as you are out of the stress energy that goes to the ground. There is nothing more as existent action, this is

the thought act or not used as nothing is done.

There is some in "inteded" as intended acts of love and loyalty, nor your need as it doesn't exist for if there's another lifeform your existant life is another way of thought. That is instant reaction to the area, that is what you think as stimulated feeling as intelligent.

Since to have some sort of injury is before the strike like an end blonde moment, or (not a stupid strike or mistake that be unconditional or accidental), Inp is point in action by refrain that is conclusion to experiences and that is refrain by similiarly caused with understanding by deflammatory tissue releasing energy into the blood stream in the body so it's usually in time.

The idea is there to have almost no control of the body, since it's dealing with the toxin. The brain is forced to overreact and a clench occurs. The clench causes a body pause or somophoric stress release and this ends after the body messes up the thing being done or a accidental hit occurs. Too much radiation or heat can cause the inflammation, and that is including emotion from sensation except it's been known to happen to the likeliest person with neurosis as a result.

So think, as though an automatic negative reaction from thought negative ionic neural damages thought, this is used to make better and it's caused by too much heat or stress. That's leading up to dillusions that are death visions, this happens to such as people who are with their own worst unintended thought. The insurrection is considered somorphic reaction, so this is done as a point if an atheistic point or not using the only readable reaction or reanimatable and reasonable with wisdom reaction.

See it won't go away unless you needed no pain from me or no pain from you. There is using an idea to fix the idea and that is edit the source, that's if the source is thought as though energy and you can suggest what you want to happen as if a script. This is if a point in erased idea is a gone trait as a word is gone, then that's as the subconscious removed the condition that is making the point and you no to remove the illness before the condition is bad.

This is a known effect, so think and your spirit or soul does the effect of the illness removal. Also, the soul and spirit can create whatever you think and need, so this makes the point useful, that you create by the feel and make with the point. The power of words is what can more easily make things happen. This is an effect done by choice, you choose the point and the effect is done. If nothing happens, then you basically decided that you didn't need the point. This makes the idea where you think of the point and create with a willing participant. If noones willing, then nothing happens by feel. So remember the fact, that you can create whatever you intend to create, otherwise you think of the point and state the idea to get understanding using whatever means you need to use.

[Go back to the Atlantian main menu](#)

-b-

Void philosophy by Warwick
Meditu plato

Authors note: using this idea below as a philosophy could get you into trouble. Since it seems that to triumph may bring hazard upon others for this, the void in use, brings no morals and lots of goods. An example of this be to lead someone astray and then not feel guilty. As anyone has feelings, and thoughts are sometimes idea to be left alone. So consider void as a negative, the reason behind this be to percieve and know void as a force, where gaining something is bad or negative except the usage be positive or a good thing. Where in math a negative times a negative by a positive, and two with two go together with something applied with each other, added by Samantha and Suathe'de'denan. Where the challenge of this be to be a good mathmatician and adventure where none have been or at least survive. One, you could save yourself the time and attempt to calculate the distance between here and there, or how much food you need and how much be left for the incremented by point duration. The void user will consider the effort to

continue without math or senses. That user would go willy nilly or king'a'bobby (for any which way) and sometimes in hurry. For without math theres no reason. \ ~n

So if you understand this, as in agreement, then your like the author, insane because with no moral basis theres no growth except for objectives. By reading the philosophy you might become like the author, unjust by crazy or insane, of which I perceived the mindset of the author. During the time I read to review it I notice the author be sane at the beginning, but insane at the end. If you find yourself crazy or insane, and babbling, then slap yourself or do something out of order, unless you did it on purpose. As in part of the author it indicates, crazy be saner and just thinking it makes it happen unless its not really going to help. A saying "Du Bepwar oneam", "be prepared (personally warned) on each preferred action", for nothing be something and things coexist sometimes for hazardous intent. The crazy action can also be stopped by thinking the idea isn't there and force yourself to not do much. Or just stop, to prove the truth of this is unjust craziness so just read the material.

Thmeta

The material

This way of void be to make amends for the wrongs by allowing void, to absorb your own wrongs as a temporary measure of your allowance. Where the full measure be to own up to the problem and see the truth for yourself. Allow disbelief of idea and that you can do as needed with suspension of disbelief. Where void = nothingness = radiation particles = dark matter = something solid or supportive like a brace. If its not there, then you fail utterly and with supportive brace to achieve nothing where particles hold the object together so don't hit people hit objects. Yet if theirs nothing then you are used to the person your near as if near perfection as you don't have much to worry on except never say never. unless you want to do things by need or to achieve the end result. So seek nothing unless you have nothing something to work toward like attend a goal. This says to see things as useful and as your with useful things, then it, the useful thing, at some point ends its usefulness as an idea or let be as if it can be. Its as to be as its with me. If a good result or resolve happens, fame be achieved by successful attempt. Like the honor goes to those who deserve it, and those who deserve it will achieve by unblocked desire. With lessening of pain and assuage joy be by the achievement and extension of time and usage of words. We of the indicament, are the truth beyond dishonor if we prove out any time any plane. Proven is tht void works behind he scenes and beyond work is words by deed and don't benefit by the doubt in which we do of activity.

For to use an item or idea ends the lifespan or moment of the item per use. Only to cause a new thing with each use. Thus the point is to be and believe in nothing, thus once nothing is achieved you've achieved nothing and the nothingness be heavenly acts where one could achieve something without any need of much, and added to this the fact nothing goes to something and back again with nothing and without much and things could go downhill after. If this happens again, then be careful of need that allows you to carelessly throw things away and okay, be abated with being obeyed and as the body is the observer by emotional response, theirs possibility of giving away things for free as charity with a insane motion called emotional rebound. When it, the toss, "happens" try not to throw away important things where the mood hits you as some fat women can do. So in truth, nothingness be in between you and somewhere or something, so there in truth be no actual distance between except for appearances, so seek balance to get somewhere as its wise to go for something for less or to gain more without desires as with no desires it can only lead to destruction. If you gain more without conjunction compunction then it makes gain or greed and disaster. Then you can communicate to others and there won't be benny or any rude motions or shakyness. As red red wine, is sweet and is redrawn here as dumn but isn't dumb nor dangerous. Thats backward, don't backfire as they reverse. Lose intent, and thats all it is as its no concern.

For and again, to use an item or idea ends the lifespan and moment of the item per use. Only to cause a new thing or event with each use. Thus the dangerous point be to believe in nothing, one could achieve something without any need of much because the actual case be to know the basis of what you see before you can get anything, for the fact something goes to nothing without much in a downhill motion. There's things to achieve without hope and this becomes the need to bargain. If this happens, then again be careful of need that allows you to carelessly throw things away but with an emotional response, and then their possibility of giving away things for free and not just for repentance but instinctive unless denied. When the toss happens try not to throw away important things. So in truth, nothingness be in between you and me, so again seek balance to get somewhere and get something for less or to gain more with no destruction unless in need or repentance. There's the sanguinity effect, "I saw the effort as a person gets something for nothing, and yet you observed and that person might take it away out of pique. To avoid this tell the person how to get it, if not a policymaker. For the policy marring might make it harder to do." N&%!% !%#& is of the option to not make mistakes and create a knowing by what is possible for the policy to work. Like what causes me to attack doesn't cause me to attack. Instant essences? The way of changing your motto if essence is converted if attack of infliction. Now cook or be okay to do. %!# that's to revert nasty reactions no more no less.

Due to diverse nature of opposites that attract each other by representation, people tend to seek and fill the emptiness caused by nothing, which be then something, so they can get somewhere in life and along with other beings, food be an example by pleasure as it gives by pleasure, as you notice people don't eat except for the pleasure to live. Thus if blame happens to me, I think of the idea that I actually own nothing, so I think nothing of the blame and it disappears and this doesn't count for purchases where you get something for a note where I suppose the material that seems of value, actually means nothing like gold or dollars and pounds for an object thanks to tv 9. Think compassion comes into play if you yourself seek compassion and correct for bad views but try not to be on guard to those vicious and all is simple be of might. Just to fill up the void and to see things as you may feel better. The effort of filling up the void lets yourself gain or lose without guilt or training, I treat it like a hand-me-down. Don't break your mind but use your subconscious with unconscious power. Be unable for the effort not, and if your subconscious tries to do does its understanding satellite and with some calmness be if by approach. The events you might experience, you live through after the burst of indirective approved approach. It's all about the getting, to the point where the prophecy leads in the idea.

Osmosis be like this as people's direct view with voice and probability and action as radiation to glean information and to use it with the brain constructing it as a view, for the prospective uses or abuses. Let use of void to disturb things that be so mote with chaos, a dispersion of energy with a projected thought, and jealousy or other felt emotion that can cause trouble, let void take form as a sucking force with a decision and feel the void absorb the trouble, then dissipate. Free yourself to separate, from your body when you mind it by letting go and insanity disappears. So to sum this part up, nothing goes from nothing to something and to nothing again like nothing in nothing out thanks to Tron and Flynn from Tron the movie. Where nothing be loneliness and insanity lives with craziness, when nothing be exactly something try to divert the attention and give a good excuse. True action makes probable excuse, so the game is the way out or in. If you think about it then your in as actions are based in free moments.

Seek to fill in for life's missing parts for life has a proverb or lilcommen'g, try and try again to don't do it as damages can happen and try to be compassionate so your nothing disappears, and everything exists for you or others unless the time be right, so know the item disappears from usage, only to see another form of the right thing, of a similar time and type again except for a small distinguished difference. Nothing be ever the same and everything be just a pattern of particles in solid form and motion, but one can have a thought except for the

feel and know of it. If so, then the thought was produced as a product and you can remove it if you know it, exchanged by smith and gleason. The nature of a thought be inverse and lawless as you yourself may have thoughts, and as I remember from somewhere none can keep us from it, as the thought. Where this be a will there be a way and what I use be the idea of destination, determination and decision that makes it possible to get places also known as the 3 D's in Apportation from Harry potter series. Where life be in regulated moment and in a positive value system, by negative and positive feedback where the means be life if allowed that uses positive reinforcement to create a positive uplift with detriment to be none. Consecration, concept research and do something while watching ihn observance. Be in observance, while others are watching.

To be calm and considered is the regard to those who are in law and with a bias that diplomatic may be good. When this be truth, think of a hostage situation unless its nice and no trouble. Where your hands are steady, try not to kill the attackee to save the hostage or talk the hostager, out of holding 'the hostage' and with promises and guilt. Another prospect be to gain the idea you use the desire and triumph by success in a vision brought on by feelings and counted as the suble solution then with vision and by visual idea. This act will bring to a person a sanity and life thats real for self, it did for me and I now consider reality instead of the false reality of life and thats to be, instead to manipulate it for others or yourself in a game of chance. Like russian roulette and one bullet. If this doesn't work then you already have the confidence that you desire. To make a safe area, try getting a patrol or policymaker in patrol and safeguard by placement the area. With semination its like life for generation. Allow, and thats in a way thats not denial. Put something in it besides possibility to decree and let it be understood as let it be let it be let it be. Be normal for people that are looking at you. By work at something not beating, but the act of someting is soft beting to using it as the keys are to be stroked to be. Accept hospitality as it is, but no personal hygiene as if you wore deodorant. As the the idea here, is that as to be beaten the beater disperses into nothing. Add in iff as iff the instant prisoner, is to be on an aid planet meant for them as per use it is. Treat family like a clone of yourself or others and raise time shields.

In narcissism as narcissia or narcissia faeofyn as self devoted or professed in philosophy, which be self insanity and be void philosophy at the core that can bring on larceny as a state of mind or madness, in which its the idea as people are useless to each others except to themselves until the need or desire be felt, to bring results and to prove themselves out except those they find worthy. This can cause in psychological terms, suicide unless the pain be dealt with in some manner thats dwelt up by denial by adding to or changing out resources. Beware where the effort of doing things for gain be part of the illusion of life and life be not forfeit, but unreal until you make a difference. In this case if unreal, its not going to happen. Otherwise they exist for themselves and others second but we're just here, for without tenacity and no need theres no life and no pain and no gain except for nothing but void. So when designing something, and you don't want peoples destructive interference through no small bit of pain and jealousy. You don't care but you do care about this. So I will say this 'Try not believe or not be obvious to be obvious as its possible for disruption and not to do desires as necessary. De devote to those things that cause it and your pain go away but to take a breather allows to take a motion in progress. So if your about to eat a human, think 'wrong food and be cool'.

Narcissists (neceseix) and often other similiar ilk (ilkli) are ill tempered and tempted by the idea of fame and infamy, larceny be also a plotted crime for the good feeling of it or for the better end of the person, especially when none destructive or bad end. The action, as it can also happen from this, the philosophy of void, can be twisting with no pain because void tends to be absorbative and brings a calmness to the spirit even in insanity %g as if its possible that void controlled the persons fate. Yet to trust in void gains you yourself madness and instability where the motion of consideration and incessant crime be a cause and effect for ceasing effort of most

activity. I think they, the needy are a void animal to disrupt as they seem to think they rule and in the area with disruptive intention plus intent by destruction be with your gain and as if you were narcissists so lets take you or rule over your points and not care. This gains a hellish idea of a chaotic "soothing" or kaer'lhoct peace. The claimant can have been possessed but the person allows the void with circumstances or control with nothing. Not intentional be the idea of madmen that follow this emptyness and void philosophy. In pain and redemption it will cause an unfair advantage, you can take pain in an unlimited amount of time to continue with no disturbance. To get a reverse to the volcanoe erupting, and its equal to temperature cooling down in the volcanoe is similiar. Be it don't decieve it, its the evolutionary crox pattern. Act as if I didn't say anything but don't assault.

To control or work with others, think your unimportant and then others come to importance first, because the fact be I see more people who are missed at work because they are se'em'ing steady and try to undermine others. For none I know, except a few in pain would attempt an alledged illegal action and get hurt for it, not unless the pain and desire of will overwhelms good reasoning and when confronted by a free action, its probably a giver by those who desire. With three possible acts of seclusion you can get rid of the pain and motion peace, and then there won't be crime, so I think. But when there be no controlling a confronting force as a channel, then most won't attempt unless its for values like contracts, give or take with possible threat. This, their intent, be because of bad pain like with contracts that restrict, if any from lack of privledges and resources along with a little inner balance by a false inner balance. This can drive a person unsafe and disturbing or nuts. Like things that get their interest and yet one can dodge the bullet, if only to manuever around it except one cannot outrun the bullet as in expense unless quick enough or if not given. For quickness, try dexterity practices and to attempt a hand snatch of an expected idea or hand held object, when its done then your fast enough thanks to Sean O'Connoly".

From Claimantcy be a quote "Once thou get your quickness, for peace and inner balance find thou mental world or know it, and this be thou world that thee were priveledged, priested or previously born in. Thou may get acceptance in the world thou are physically born in with the acceptance consideration confidence in any action. Sometimes if thou can find it, or remember it thou won't have to visit it. So to get kicked out of thou own world or remember thou inner world is to make a power else as to remember it even on other worlds that can make a im/moral balance of how to acquaint effortlessly to cause a positive corruption. Some raw animal attraction can make a difference by using or amusing themselves with teachings from their mental "I" world or "inner misfit world" to gain inner peace. Where the world be sometimes a place and plane as pocket plane. Dedifferate and you'll get somewhere by indication of how it works, and separate in your mind a place for each item because its by difference of action that we account for thinking." Work with me on this and I will work with you. The world you you gain is the world of tomorrow. But not to kneecap and it to break a spine by architechtur aid. So its trebeched as a place thats not what you think. Some will need more than nothing, so you might not get away with the idea of pointing out nothing. Point out more things until they do agree by acknowledgements. Dumb, not that right there. Its of it as more egress in and do then it is to be able. I wish it not to seem plumbus dumbus.

"Unno waegia" or "Beas beos tuwaegt" be to not weigh upwards again by weight warp or to gain muscle, Seeing be belief but to dissolve away weight be a unnatural understanding. This can make anybody with the right training have the charasmatic character of automatic method or similiar to self-proposed leader. From your world thou can channel anybody to act the character of the person, to act in a regard (act naturally) of thou choosing or if none then thy can choose from observance. By projecting certain feelings thou get a reaction and thy can get away, or somewhere as be by choice. So you can create channels of information through nothing to get your meanings across by intimidation or concession and effort, or make an effort to get an understood intent. To use others idea and associate them with your own and without getting angry at others, where they allow for approximate idea and error correction of things to espound on and considered as

acclumancy (eklua or eclme), now in the case of things which interfere such as disagreements or sabotage with yourself and others.

Acclumancy be not the option, Occlumancy or Icclumancy be better. Any of the three be good for dealing with void and allow the "inner world" to be blocked or walk the land beside thou, by including some of the idea of the person seen. Be in you on uncommon grounds and let it be through work. It is fun to work with time to do things and work with the group is better the group is where you work. By work through karma support your work as it supports itself. I found this man and left him inept.. ip that is all I needed. I am not sorry I did it and I willingly do it as when the nuclear reactor went up it left a contaminant in the ozone and I got caught with it by contaminant."paranoid" is likely to make you quit the investiture. Scene one moment and they disappear even if the doors are closed, it has a residue or spacial condenser force for a presence as it is likely to work to displace them and its to be like an extra person. With a rune for apes and aspectus, by drawing the aspect in the effort as weight doesn't have to be too great to shift with as its taken as weakness to be used as fuel. Take some damages, for the effort at hand however no thieving.

Use of Occlumancy (oklua or oklume); or the one act to cause a dissociation, by use of drama and dreams to reconsider effects of meditation and to meditate it away or push with focused energy, and laughing (if alone) and shaking the head to shake the effect off. To separate a bad reality and idea from your own such as dreams and bad energy effort, think of the thing that disagrees with you and laugh or shake your head to push it away by a force of thought. Also useful with arguing that could get disastrous, with no other way out and this includes reverse psychology. If I look around and might see those whom use this without knowing it, except by a different name of emotional dissuasion. "Disaster struck at 8:11 and I had it all planned out but now I need a new area to live in." Quote from Jones.

There be a negative version called dissing (dys) that confuses and insults from projecting the negative vehement energy or venom, to consist of any negative activity voiced out or acted out. When dissing occurs the mind can snap and attack to unsnap, and walk away from the idea and will is the pomel where the mind is like Galen and a sword. When dissing be bad then the disser might assault, and teach from physical blows for racial slurs and ignorance. Most racial slurs are banned so its not a worry.

Icclumancy be occlumaccl (Atlantean channelings) can be to use acclumancy and for integrating or accepting things or idea but only if it helps, then occlumancy to make for disjunction and cause the idea to work your sub-c for a math substitution of one value and another, as you can control the how of the moment by being rejection but not the why as it won't work otherwise, for your idea to take the place of the actions that occur and are done by speaking what you would desire to occur, then the event, occurs like you say and guides you to make it better. So to act out the part creates the moment and accounts for some Atleantian channelings. Lets say we could get the entire history of a lost race and it wouldn't entirely be accurate and yet carbon dating be also innaccurate except for other dating options like hydrogen, and if I could visit the time and date of the race through Apport (teleport) or dream travel.

I also have to protect myself from projectories, then I could see them for real and it wouldn't take a moment to get their historical factor (value). Due note this isn't always allowed to work by various factors of belief and area time of activity. The idea of this came from 'think of this as your alive and your death here, but try to think in-between the lines and see the pictures as if on a wall and then relations of your life and how it feels on the wall. Like No bully, target, dismissal, concepts, promotion and a moment of decree.' As with a moment of a sighting, seeing be believing where things are just as well as with passable objects like no sting no stink the bullets veer aside or turn to rubber as you turn..and etc.

[Go back to the Atleantian main menu](#)

-c-

Orea-O-Pobe

Philosophy of Materialism

Materialism be the newer idea and philosophy of Atlantis. The materialistic view be, to gain what goods ye can. And prosper with an effects at hand approach. There are a few rules, to materialism:

1. Always gain the item, for the sake of idea and motion.
2. Look for guidance, on the importance, of the idea.
3. Don't let things stop you from achieving your goal, but remember goals can change.
4. Get ye handle on the moment, by focus and expression, then ye can calm down and get out the emotion.
5. On a moments notice, there may be blockages to the idea, ye want to make occur, so try another way and make the ideom, 'never give up, never give in, unless need be or forced to.'
6. Always be willing to trade, as the value seems fair or greater, for the trade-off.
8. Materials are energy and energy is what can manifest things easier.
9. Materials are what are solid and truly are existant in this world.
10. Immaterial objects are what energy items that exist here from the spirit realms.

Always remember this, be on guard for fakers, people that fake the moment, item, or idea, to get something greater, in return. Consider stopping when ye can, an make exceptions to rules, as ye consider the realism, of the moment. Be open-minded, as to the idea and value of the item to be traded, for your self-made purpose. Be fair in your asesment and always consider the personal reason, until you deem it not worth it. As, everything's related to the material or the object, in some manner.

Now to the idea of which they, who follow materialism, will follow as a guideline. 'Rule out the idea and through point of considerance, that is unnecessary. And, do what you feel is right. Feel free to use whatever intuition and instinct, or instinct guided by intuition, that ye like. Follow the pattern set, otherwise in contact, for greater elucidation or knowledge. Thinking things through situations, as ye do.' And thats about it.

Thinking and needing objects from the unseen spiritual planes to be here makes immaterial objects come and materialize. You can sense the object by feeling its presence. These items can do the same things as material objects, except spiritually and often hold powers that the mind can utilize.

Now, if ye wish to follow this materialism philosophy movement, always try to remember the listed rules, as a guideline. Follow them, without worry, and ye will gain from the idea ye try. And, if you find the idea hard to follow, focus your idea, and try to acknowledge the result as being your own. Then you will personally own the idea, as your own, that occurred it. And follow more easily what it could mean. As you explore the point, of your idea, learn to live and love and you will know peace.

[Go back to the Atleantian main menu](#)

-d-

Pua manipa aka powermania

The power of manipulation and the Atleantian church truth

A quote from the Druid clan of Dana "Here's some more info to help broaden your foundation...in our Druidic practices the moon be not just female, nor the sun just male.

There are specific times of the lunar cycle as well as the year, when the moon radiates a masculine energy and be thus acknowledged as male. There are specific times of the solar cycle or year, when the sun radiates a feminine energy and be thus acknowledged

as female.

In to every aspect of the natural world, we see both faces. Brother Air, Sister Air; Brother Water, Sister Water; SunGod as God, MoonGoddess as Goddess; etc. We practice walking in balance, which be why this past solstice/full moon event was wonderful for us."

The truth of this be up to you, and be very able to confuse, unless there be a understanding of facts that are tried and not taken literally, It helps to have degree in physical sciences and some math. There be an idea of people who don't accept and are very adept at hiding it, they appear to use the idea and then remake it later without asking. If the idea be despoused as stolen, then they humiliate the author or leave to talk rumours behind their backs. The other type are reviewers whom upon looking at it will immediately disbelieve it by bad reviews before and believe it to gain distance and to gain no result and then if their be result, they don't allow it or admit it. They disallow it by disturbing the author and cause by bad criticism to stop the effort. To admit it, the authors right and they were wrong, meaning they would prove a lier in the face of bad idea if they were moral and if they print anything. Unless they were in agreement of some aspect of it, so they would oblige the author to prove what they say by having them add in with alterations to the work.

To prove a point to them using others view be to prove them wrong and use a scientific idea to support their work. If possible all you ever need be a good reason, to get them to back down and change the review or their thoughts. Yet they and I can walk away from this without hurt. Act as if it didn't happen, then they won't care and I can get someone else to review it. Now for the backstabber type, lie to them on moment you don't detect it, their lie as they are like sharks. They know the subject before the subject be talked about and they are able to be taken advantage of, or to if its about a person. If you make a mistake, then don't admit it unless its with a white lie as they could use it against yourself. Some are not like this. If reproach happens and then leave it alone or act as it matters and fillibust to overcome the others nerve, to act crazy and then say something/do something makes it happen. It be up to you, I will say this that writing be important to be understood, but the idea is to write a story and hope to get regard or sympathic idea for supportive criticism.

Only it, the activity of result may create a stir of activity in the wrong direction, and in the humane person's including CSIcop case don't say the wrong things that stem against people except their enemy mabey, as their humanitarians. In other cop's case or the good reviewer, bring to attention something wrong or else, to do something with others idea or wrong in the line of duty by direct confrontation and you yourself could be mistaken. In other words, don't pretend to do the subject if your audience be a reviewer or revenge addict where the redirection be necessary in the power of scope (of momentary memory glances) in no activity, as it could backfire or did unless its in writing except in special cases where they arent mindful then double the effort to be relieving stress. Most any possible 'be good' conditions from this are in dangerous writings by usage of understanding to do bad experiments, ignore if they, the idea, could hurt you unless its fire or people that don't like them as it can be noted as the same style and you yourself could be hurt by impractical review. This doc be just history and a letter mention later. As 'be not who we are but who we were meant to be.' As to be be the effect of credence we arent going to argue anymore as I want to be apart of this as well. The climate change was due to the effort of the world to modify itself as with actions. Including genetics deevaluated at a date unspecified, its a part of a play with life in the center and people destroying by allowed actions thanks to Paul and Peter R. Farley. 'As I take that as it furthering worth and not to be disruptive.'

As the same styles indicate or allocate the same source and different mind with several suns. Unless, you alter it different and make it, the idea, your own beyond recognition of the original but still usable you can say it and its done. Thus all suspician goes to the creator or another who also uses the technique, I think "the effort of your effort be my effort

as it will get the same result, unless blocked by resolve for fear and doubt doubly ends the result." by Saint John Paul II.

The realms Relmix

True to the realm, as vast as they are in multitudes of the states of existence where there is a existence called heaven as

its called where most who visit are surpassed by the hidden savvy of technology and technique if in nature. Albeit some arent technology based and some or most are described as a mix of things to be desired. The time within be 1/10th to 1/100th of a second depicting an ancient planet that was considered Atlantis, The usage of energy be amazing! As one can be supercharged in seconds to allot for nonaging. But the place exists within a building that allows for the realm and accessed by mind and from anywhere depending on security. So the realm can be built anywhere from spirits memories and the energy to do so comes from magnetic rock. And magnetic particles that come from mars and other similiar. the building be conditioned to allow a motion of a self-contained energy to allow no bad unless desired, and into sepulchral defined by (rhythmic) conditions like a heartbeat. This be from another realm, as buildings do have a heart and its usually the room with most energy or the kitchen. Stay with the area you evolved in and hope to win or use knowledge as a win for effort and effecient mis/use activity.

The heart and house must be awakened to allow for the shift and the statement to occur if ever to create a realm. Even if the person leaves then they can stay in the world or wander into another by going into another, of the places and physical buildings, by feeling the shift while walking through the doorframe and pulse energy. It takes a negative meanness to counter the negative pulses from rejecting the bad efforts or allowing the negative come over the god or spirit inside the body, with a shrug and a healing "of the body" by a drink. The negative pulses allow for the place to shift and become "as the beholder desires" for reality doesn't stay the same with such pulses, but one must consider the planet thanks to a medical specialist. The realms are as the person desires and formed by rejection of idea and things not possible to you yourself. If an idea works or be used in anyway, then the creator of it can come alive again, despite the people that don't want it.

Where the original planet be listed as a white dwarf or quasar at <http://www.lost-civilizations.net/atlantis-channelings-2.html>. Most weird creatures are found in the realms gathered by collectors or just "wander in", but safeguards can be possible except in certain conditions, such as low energy or low natural energy garnered by people in low positions. To focus enough power and energy to achieve ability or "feats" or to accomplish a goal with a considerate energy. To make a power feat be to understand energy and "pulse" it, to create an energy effort by faith. That pulse be to cause what be focused on, as of energy, thoughts, feelings and actions. A pass of considerate energy be to cause a recourse, a vibration movement off the Planck energy level that causes life to exist.

Now some may confuse this as a seducement where you seduce it and it occurs. Where the pulse be to recur an action by considerate energy focus. A small form of genesis, where the large form of genesis allows a soul, dragon or demon for you to absorb into the body (any) by energy infusion to cause your body to be demi-ized by the energy and the soul dispersed into the body or to have an imprint or sub-c manipulation to keep the body in regenerative state.

A seducement be to use when your using by focus and hypnotic effort if a considerate energy focus be done, if using genesis even if in a little amount what you do be to permanently manifest an idea into the thing pulsed. What you achieved be overpowered motion and that is power hungry to conquer, because of self-addiction and self understanding, with and foremost

is the concern of life and evil. To say stop to them be to affect a negative or dismal effect and failure. Then the seducer will attain a coercive effort and try to lie or connive you to do this as well o take your soul as a price. There be a somewhat perfect sound barrier, yet its one weakness be what it doesn't protect itself of. Physical blows that arent diverted unless the barrier be electrified by being around electricity o using a tesla coil technique. Energy be the key to absorbing the natural, wild, metaphysical, miscellaneous and bad evil except of evil, it causes corruption to anything touched in the end and this be if bad be allowed to exist.

The remainder of activities, be to note most arent evil after facing the consequences of actions through cause and effect, and the pulse power feat be correctional as it rejects the bad and replaces with good. Thanks to the Justice League. From examples, if good be condoned then much is made good and very skilled by actions in its own form. As some good be considered a considerate motion or very skilled in kung fu herein as practice of most things, mental or physical to gain a skill. This kung-fu = skill in motion where wunjo be martial arts thanks to an unknown chinese site. Belief and called faith be formed by the pulse and seduction conditions. Where faith makes kung-fu more effective in addictions and actions of life. If you mix in a few word phrases then the ritual ceremony be mucho better or to use a wiccan/druid/whatever ritual to achieve better results also considered long ritual with energy pulse or regeneration.

Pulses - pusix

Pulses of energy are formed from the energy of gravity and polarized from effort from a form of outer gravity as its also a form of energy pulled and formed from the core of the planet shooting outward to be the beginning of realms and these realms influence the planet and are absorbed as of Osmosis and some are not move of it except a little or on no purpose, the object. from physical radiation as physical power, of electricity or energy impulse run by kinetic motion or radiation devising that result in a conditioning of the item, body, machine or person and program with voice or by running a marker device, thanks to Egor and Steve, The recourse effect be made by focus toward a goal by energy to have any work effort. The ritual can create havoc due to poor thought, planning and scattered concepts with bad consequences, A ritual can also create a special focus of overloaded energy that lasts quite a while and sometimes it starts small to go undetected until its moment. A lot of people merit or are considerate of power thats overwhelming and consolidate as to some to get what they want.

Where its really energy formed of information or an idea to cause or curse the manifestation to exist if the representation be realistic, what be focused by energy, can exist from information and transform the body from within or without. So when knowledge is balanced by mental power and physical physique, from the fact of understanding knowledge that is allotted or allowed for. Ritual be a part of it, and with ritual can faith and ability work exceptionally. By use of pulse and faith will it, the act not fail unless blocked or fall. As the energy dies by falling down on the peak of action in progress or work. To block ritual is to become prone and absorbative unless its a physical manifest, at which point its all indirect as a (focused) force of manipulation. Some who take energy to use it be likely to puss at the mouth considered foaming unless regeneration. As its energy thats very wild and mostly against you yourself, so it tears you up inside with a deterioration effect that sometimes appears as aging. Some might get corruption of body tissue and form fat and into muscle.

So act out the part to form reality with pulses that are yours, and form the energy into existance (any) as with a hand crossing down and turning over your focusing hand, where your focusing hand be what you write with. By the opinionator, 'The force of vision explains this, but it looks and does.' Focus energy from your crown chakra through your body with with rhythmic force and change into a form by hypnotic energy by effort of mental music or music and think of the form. Your form changes with the heart energy vibratically changing the form. Turn the palms down and with an idea of releasing the pulse back into the body. Talk about what

to change, make an image of what to change into mesmerizing yourself. Talk about the parentage to change back into a new form by thinking about it or make a noise and feel the pulse to get the effect, where some think and become the form.

Think 'I can't beat it so I will do it.' The effect idea be to feel energy of your crown chakra is to focus through the crown chakra, and this also includes what be noted. So to chakra focus and send by allowing through the body and to the arm makes a person faint after, or almost after as aftereffect or an afterimage that tends to oblige the daydream effect. That be what you consider fading as afterword your faded from reality into the daydream area if you want to go there. Sometimes, what you were thinking about tends to happen but it really works and needs work, to focus the effect by your heart or hand by the crown chakra energy and to absorb energy from the wrist be using it for preparation. To be the energy be to bring forth a life pulse of effort and make it do as be your will by double the effect. As my body be to represent the will I do appreciate for the will represents, my body be to do as it wants. You don't have to be fat but phat as a successful worker outer with my changes or your own changes. But fat be a result of bad diet with idea to make up lost work. Thus fat adds more power by body and idea to use it as a fuel where power be ability by blood flow, or order by direct focus.

The crown 'chakra' focus be with your head as it draws energy as with energy once in will go left to right: Then turn palms down and then cross your writing hand over the other, to clean metascientifically anything with an idea to clean easily or clean idea. Palm up with intent of air or water energy and palm down of your opposite or both hands to yield with a exertion of mastery for fire or earth. Another way be to form hand out and curled to stream energy pulses including spirit. after this your likely to find seduction with seeing the reality of your attempt, the moment of a vision or daydream that most won't see except if its shared for a daystream. Sharing a daystream event be with 3 or more but one be to assume the role and speak it, the lines to act, and speak it aloud and they might see the vision. Those that don't think your Insane, Crazy, if you attempt more explainings by devalue.

The biome technique be to create a biome field of recodable live energy that works off live energy and living personification and with motion (consumptive and unkind as it makes other living beings do its work sometimes). With the biome, it will look like it blooms up within a few seconds and stops drawing from the area then dies down. Sorta like bootstrapping or kickstarting a machine to make it work. Stroke the keyboard or item and feel the energy channel into the item, ie focus energy into the item but not to move it unless necessary. and the item will do as it will but as you say even if the item goes rogue. Its a personal AI and works for you yourself by regeneration and is safe horcrux making where normal horcruxing be to use a killing or wrong to split the soul, this won't as this leases the soul to the machine bit by bit. A safe measure be to take yourself out of the machine to create it, and make void energy by using each touch to suck the machine or keyboard of the machine personality that be you. In energy in thought we do go on.

Also the machine can get tertiary, a contemplative mood that feeds off attention unless it has other energy like a maxwell demon for an auto or living biomachine. It gets tortory, a retortive mood, if the being in the vehicle or machine be threatened and it retaliates by retort. The tertiary mood be to know all in an area like a roadmap, and needs some indications to the direction from the area and personal energy. Tertiary be energy that allows free movement, and it reroads as it forms the road at need. Tertiary be in relating a means to a way for the machine as if it was in training mode.

Use of the blue flame of eternity makes for idea circumstances as if the energy is high enough, then the flame becomes alive from using a lighter, testing for energy level and think to increase the energy until it turns eternal blue at 1' extension, and then will the effort of work by the blue flame to happen as an idea with visualization. The kickstarter of the lighter uses a spark to start the flame and can add in the effort of your will, thanks to Roy. This causes an of the

eternal ebony of an flame to exist even from chemicals, fear will put it out or get you to put it put out.

Now it, the biome, be a negative energy if emotional and the idea of its use be always negative. Thanks hence in essence to Dr. Gorbitov, an alternative way be to focus on the item until it "takes life" by drawing energy and either way its noted to "live", thanks to Russianscientists, by an effective energy drawn of things near unless told to draw from the sun. Nowto use a setup like a gate with use of a unused area and then set up another gate to be as an anchor. Use this to send the effort of your will to make upto 1000% more effort by work in energy and physical activity. With physical work manipulated by the energy don't make it too tough, or the body gets bruised, your body and not others unless a natural accident and this might appear to the worker like regeneration. So in effect its to manifest a thing, between two placed area anchors or doors, to get an effort that normally wouldn't so work, but unless in an energy of conditions allow of ever, ready energy resurges or sources and unlimited activity scope. Thanks to a psi group 'for whatever' so for the anchors and for the example from the dimensional gating idea.

Theres a 10% drain so nothing is without tax unless you replenish immediately of energy using the techniques and methods to turn them, the doubters to believers or the effect itself, but if they have doubts, a 60% chance exists to be taken away or driven away by just showing it, and 30% to be disrupted along the lines of the attempt succeeding and yet the attempt be reconcilable. To improve your chance detail of it, state the moment that relates to the idea or flavor of a philosophy. Due note: some distractions work by despair and by despairing people and for keeping people in line, making for reconsideration like keeping people awake or changing their minds. An important note: Outside manifestation be used by pulsing where seduction is suggestion and causes inner manifestation and selfish intent the body unless shifted outside by rejection. Ritual use be to bring both into play or just one for inner and outer manifestation, by cause of allowing any focused exception. Any regret and this adds to a failing force, with raising results that disappear. In doubt, use what works and proven by others intention.

The idea behind this, be to create a new creature or future event from the area of energy, metasciences, and metaphysics, or in meta application like faith, I met up an idea that be applicable and that be to create an idea to be to work it to understand and let others do it. Some other, like psychic, unclairvoyant or clairvoyant types can create from physical activity with a pulse, destructive or undestructive, held in the body and at will, this will be the shield. The sex aid in this effort be to improve your sex and feel the action of sex far more likely. Measured in focused amount of effort be % in minutes. Where the described effect can create mucous, drooling with 1% in minutes of pulse focus as to hold a pulse is to slowly age the body and it acts like a drug after 3% in minutes, By use of regenesis is to create effort without drooling as the effect to do developement or dowsing for 5 or more % in minutes at most be standable, and deadfalling be what happens within 10-20% in minutes of falling down unconscious. Any use after a major focus will knock unconscious the person after the ability can shut off, anywhere from 1 minute to 5 minutes or longer unless instant. Some experimentation be to prove bogus flamius;

1. You can't really move an object as you can really do damage except yourself or another thing designed for it by pulse, unless you achieved the tk (telekinetic) moment, and spin it like a spinwheel or move it aside or other direction.
2. To lift an object might take a circular motion and use the focus of atoms to spin the object and raise it up from aid of circular centrifugal force by visualization, of atomic red dots or the atoms spinning around. Or to feel the object or person lift up and draw in the pulse around the object as you do it.
3. Speak to the item or person and try to allow by suggestion to be bio-pk'ed (bio psychokinesised) up or for whatever purpose.
4. Psychoportation - to shift by a will and with Destination, Determination, Decision from (c) the

Harry Potter Apport lessons, The shift force by the 3 D's and a energy release to pulse with "shift there" idea or words spoken to the same regard, and visualize a tunnel of light to lift an you up and there at the Destination with a loss or victory as remembrance. The to imagine where you wanna go.

5. To expand or unexpand the molecules by a feeling of the object to change as to feel it get bigger and then smaller as for a shift and a energy shadow pool thats the focused energy near the spot or the whole thing to change it, just by speaking it you can change one small part or one whole item at a time. The idea of trying too hard will get you nowhere, and a change in your body too much be to destabilize it. To cause the growth and shrinking of the effort and object. The easy thing be for your own mass to shrink or grow by focus of your body part but objects are a straining by trial and error to do the same. Try as you will it will be harder to adapt a full locomotive to a larger track as rails are fixed. To take in energy from this be to gain in height as sharing one will to leach to another and might get things better. The absolute effort be to create a demise of one force with thought of the object, and thin as it may be there is a leftover effect from leaving off considered a link and any links be a self-developement or dead link that loses the link to the dead thingor they have a feel to self-accost unless they're de-linked.

6. Concerned location is to relocate and instant shift it technique by a focus with the atomic spin and it is a rotation that wraps into itself and around the object not touching the idea with the surface.

Deject the effort if it gets, to a pseudo construct hallucination or psychosomatic energy show and think it much more. To not summon things undiscovery style, defdifferentiate or undesumminable and it its a push of electrons as they form toward away from the opponent or object and that envelopes it and a "high humor" is to be elated to achieve an air by 'tron' transfer to diplace it of red dots and see the dots by shifting your focus to push it into the object and slide the dots to turn them to waves under the object. as a "I dont need to get anymore of that type force" and the object is moving as if 'repulsed'. Then think "Let be in it work go up up and spin" to get movement, and momentum but spin is the spin platform effort..now once I could do this but it requires 3 monthes or less.

Its on conderes in the motion, as momentus and it allows flights arrow or a flight of happy idea..like "multi-dues as its to quam-dues and as its autocompletion by sothesaying. This is to relocate the force behind the object is it is to be pulled or pushed as its to electrons and their force draw. Now to unfocus the "be force", and it is not there to discharge but only if you think it. Its reason to believe that the condensed forces are to to be revered and so they focus condensed. Some add a lava force, or red color particle in waves in force. Still the effort to touch something and you unlink the extra if any. If in true depends of a natural force of nature its a force to let go and "not in the pants" to create a lift of reaction by opposites detract like magnet or particle force field. Like a better man is try dediclam neurotics. To be releasing it causes the emission of nuclear fuel or particles to create the effect in a true idea of life as it acts. This energy is tied to an anchor.

The perfect defense as a shield and healing be link both hands and feel the energy flow with a 10% failure rate and can turn blows of physical and mental by repulsing, phasing away or causing discomfort of or in people. Enchantments in this case are by pulse held in the object by a touch and a life decay that be longer than normal, an increased half life. Where and when fantasy meets life then no decay ever happens. Because, before the decay occurs; fantasy will have taken the destruction and left nothing but a sickness that disappears with the fantasy..only with alot of water will it not be noted and with disruption of phantasy comes irritation or complaint. The sickness can be removed by a void pulse to disrupt the effort of the bad thing, which can be any badly acting force. Usage of a demonic or positive pulse can remove the destructive influence.

Resources can build on each other, as one person uses the idea, person or resource and another thing, idea or person works to act as a raw focus to work by biofeedback, adding back into the resource from the one whom made the resource or discovered it. Essentially the

resource be a path of energy and in an area, doubled in energy and strained if possible of negative pulse by feedback in writing or use Energy be a rule of itself and ruled by itself through conditions/relations. Still, and again one can worship to gain better resolve by attempting to do for themselves an activity. But must name the source or think by feeling and allowing the image to come to mind of it unless a machine, thanks to Radiology.

This can strengthen the source and effort of they, the people and God, or gain in source which is what worship does with a ritual to whatever God. be named to you yourself You achieve the "result" subject, if you achieve an understanding or know the reason. And you achieve the reason if you know the subject by osmosis and example. You yourself can tell what the writer does think on as with Freudian slips, or what you didn't say makes the meaning and understanding. Its also possible to tell what the person thinks and what education level the author has by what they leave out. To write it be to achieve it unless not intended to happen where an attempt on it, the action be to make it happen.

Often the mistake of the writer be to attain a goal and disprove it by blatant lies for the effort of it, the attempt. So, try to write as if you know the subject for smart appearances. To get things right, use with information gathering from anywhere including examples. Even if you don't know the subject, you know it after you start writing. You can "fig" it out and if you want, you yourself could have others to look it over if you trust them. So try to coach the words to yourself and the audience or you yourself won't get approval by the reader, even if they don't like it some others will like it.

Get the peers viewpoint and add it in, even if disliked. Write on the level that you know the material and the target reader group, know it with understanding but if a few terms are unknown then use examples. What cannot be understood won't be understood and if a zealot be reading it, your material, be tricked because the zealot won't understand what they don't want to understand. If there be no zealot trigger words of their fear, then they won't be afraid unless they are somewhat like a pure christian can get near a satanic idea.

A quoth "Truth can't be denied unless disproven". By General Washington, "The idea is adroitly recounted only by effort and similiar with placement where most can try condone the truth in it. If overproduced as a idea producer, it can be discounted or produce discounted items." Where an aid be an act of kindness in any case including where no amount of kindness can persuade, hostility as in the idea of Washington "try and be like that which be (existant)." In the case of methodology and pulsing, "charming as it may sound, don't always do it because no drooling and remain alive where undead if too much" by George Schueraeg. This in fact may cause the living undead to walk or a necrophiliac fear to rise, upon seeing a body come to life. As reported http://www.unexplainable.net/artman/publish/article_2010.shtml.

So useful be useful and things even out to be wasted if not used. Some useful aspects are negated if done at yourself of negative and destructive nature because its your aura influenced to filter the energy. Originality isn't always improved upon by changing what others state so quote the rest except for your own. To take what they say and put it in your own words allows you to do it, the statement, without quotes which can lead to the mistake. The resources are counted as self-debilitating or self-building and feedback energy creates more for the resources. Where most attempt to know the idea if you know the reason. Consider it bias, or moisty motion, and add in to achievement of work to gain a good reason where a good reason can exist as good bias.

Now we are talking about the further influences to energy as its to use the moon and sun as a indirect source of male and female energy. Its these forces that direct the conditions behind power. Infini, As for Infini, every living thing contains it, obviously. When something

is used, Infini be acted as the fuel, though Infini be never actually 'consumed'. Everything, including Cosmeria, be the general conjoining of Ether and Aether into Akasha or united spirit (Animus) and mind (Nuero), it defines the wholeness of the universe and be the giant container. Ether and Aether act as messengers and gain divided power, they also act as the rules and boundaries for the universe. Basically Akasha also has the attributes from both Ether and Aether making gray matter that be imprintable only once per action and reimprintable once per attempt and it forms in any shape the wielder wants plus invisible at first. This gray matter is made by a negative attuned, gray film layer with an idea of creation that incites the layer to be neutral with either red or white particles to pick up the imprint like a rewritable cdrom. Life plays the cdrom and memory be the video or scenes provoked by feeling from life.

It transcends dimensions and be reality itself. This gray substance, Akasha, be usually impossible to wield but unburnable with the third eye and imagination that you can wield because it allows you to wield. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell or psi skill. If you tamper with this element, it would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences. The energy or byproduct of Cosmeria be to have power from both negative and positive, like with doubt made from bad prosperity and similiar or chaos and lack of faith, thanks to Broswell and Roswell and positive like faith and any belief including the lack. Its truly powered by both, light and dark.

Although, cosmeria would combust before it would destroy, as to do a negative with it dispells the negative that causes it. With this, too many things can be unaffected by both sides with a concept that sets the sides almost against each other, The binder should be a white lie and redirective type that inters both sides as opposites of each other and hides that of location or shields them both from each other. Universal with negative and neutral bindings, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into seperate colors of light.

And because of this you'd need enough power to force the seperate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. The easy path to infin be to draw a triangle and an inner upside down triangle with a dot in the center. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look be golden, though this doesn't last long it's a wonderful feeling. This be the closest (in my opinion) that man has ever gotten to infin. INFINITE. There be no limit to it's power.

Well, all I can really say, as to it's potentials....It's just like it's name describes INFINITE. There be no limit to it's power. There be no limit to what it can do except to overwhelm other limit from the limit of their choice, how well it can do it, or anything. Like I said, it's like Godmode in a game. Not just godmode like, doubled health, twice the attack, anything like that...Godmode, like, nothing can TOUCH you. Nor can you TOUCH normal magic or energy to achieve the result unless you switch to another source because your immune. When immune your likely to not be effected nor want to feel the things your immune to.

It can be focused into a weapon, and when you do that, the edge be like, so sharp that it's down to less than an atom in width. So if it touches something, it just slices straight through And when you slice all the way through, then you can either let that body dissipate, or there's like, a few particles left, and you can pretty much do a lightning infin effect on them, where it just destroys them from the inside out. Pretty much, I've told you all of what I know, but. It can be used to make any element you want, new or already discovered. But you know that.

Infini-Fire, though. When it touches the target, it litterally destroys the part of

them that it touched. If only a whisp of it touched a part of their arm, it would pull a chunk out of their arm. When the flame's gone, that part would be just... Gone. That's pretty much how all of it's forms are, though. With it's Water form, it just sweeps the person over and when it passes, they're gone. Its basically infini, the lightning. Oh god, I haven't even ran any simulations yet on that,.it enters and dissolves as it the infini lightning occurs from within to without. But it's wierd...Is it normal that, when you find a new element that no one's ever used before, you know exactly how to use it? 'Cause I see it's full potential. And it really makes me want to hide it. Where Aether be light infini in focused form and laser x100 percent. This sorta gives religious experience or glory points per use as it can sustain life even in things that aren't alive like objects.

Create the fruit of life from the tree of life or a fruit. use an infusion of infini as the program to the fruit or seed and it creates knowledge of the soul, as in a awakening of memory and ability. The two together are sometimes experience and ominipotent ritual kung-fu ability or old vanity like in your favorite habit or action. So its similiar to the tree of, life or might. Where the might comes from ability of the person's will and desire to understand and conquer, along with ability focused for warfare where the tree of life be to support the area and protect it while giving knowledge, the might tree will consume the area to support might and destroy it in the end. This Infini be a great chi support to Western mysticism.

[Go back to the Atlantian main menu](#)

-e-

Per grupan miigagan grupan

The peer group, minigang or group.

Bij Spellhawk

Just remember "To coin a phrase 'I hurt you not but we learn from each other, I learned from you.'" from Nostrodamus.

My point be that I give council to give advice and treat people better, and for a better relationship to treat the people with respect. The aspect most don't get be the minigroup be the established teen group, or adult group of less than 10 but more possibly more... run by peer effort.

An experiment I did, not to be repeated was to create my Dragon as an effort of group interaction and make a physical representation to prove my point. To evade the damage and restore as needed, but the damage can be redirected

as with water or arguements, to use an element as a focus. To separate the focus for the element fire and went out to represent the relationship by wax holder objects into a large open container surrounded by water thats unmeltable with small objects that I put into the unbreakable contained area, to keep it surrounded but not by trash and render it safe to watch. To also set the element in an undestroyable/unmeltable container or material the be important so I did. Take this as a subject. So I again removed all items near that are burnable with nothing around it and a safety precaution to be to make the moist in the surrounding be back to create a safer environment.

This environment represents the area a group might talk in. The speech and coucil went well as you might say, but with the wrong environment it went not too bad with water around as a soothing speech or right to hell by a bad speech and the damage was contained. I nulled the field after, then went to look for theright spot in case of the better area.

To know the area and look for the best solution like a dug pit or well wet area and be to give a good subject. To use bad skill in game and appear able to do things better than the other be to make the other underestimate you. An example of this, I found a way to make a better candle, use lamp oil and mix with liquid potpourri and alcohol. then try to get and shake till its mixed. the oil should be mixed and changed to a thick solid liquid. then mix with wax, but don't add in the candle when burning it unless its especially different and possible to contain with

an unmeltable container. I got citrene out of this and an mostly undamaged home with a well tested, and sealable container of unbreakable nature.

citrene = to durance candle and allow a condition of never going out, lamp oil + (c)dragons oil (alcohol + herbal oil) + potpourri but this can be put with water to put it out. This can cause inhalucinagenia and similiar disease if inhaled, and some solaria effects causes many elemental forces like water or air to larger manifest. The benefits, it needs wax to use it and won't significantly work without it and won't shoot up flames like oil except it takes a few minutes, but can get just as hot unless mixed with liquin and upto 600 K. However it can be liquid wax if used right. It is not advisable, despite what this seems to put oil into jar like thing.

To use an alternative person or self from an alternative and also cross-alternative be to live, but if you attain death they can switch in. but not if they look like you as they transform into you and your alive again or you transform into them and they are alive complete (compleat) with memories. They can switch into you if you die however, but use be likely

to transform yourself into them and if they die they deter it and your alive. So an unkillable enemy can be kille if you alive. At least try not to outlive your purpose and if you do find another, try to cause another problem elsewhere to distract the trouble away from yourself. The weight of the moment be the weight to bear, a process of consideration in a cause be to be the winner and decider if things are right and understood. To project a person as your self but in another

form can get you outta trouble. Like in solitude we can grow to adapt to new situations or sinuations, To coincide is with crazy acts and they consist with destowed or de-established moments of being large or consist by becoming better From cleaning you can try to keep the disruptance down plus Germs that are likely to do as need be desired.

Describe your problem to you best and you might get useful advice, using signals be to get attention to be spared a life of destruction until its separatist behavior due by patriotism of other types as dispersed in chaos, For subsummables

are considered to appease like sweets. Thanks to Fr. Eubah and Saint Jude. The consolate are desparate to keep control by means of many ways and calmness in peculiar idea so to not be described as 'bad', and get a neutral standing from opinion and good from people who are pious by temptation. To get good results by a good standing and no ill repute. To get believed swear your truth from your opinion and fact based idea, swear it with good intention and make what certainty be possible and don't try to expose reality as different from others except its counted as bigotry. As intent is possible to make a peace from observance with no known reason, forbearth or for no reason the natural responses. I was figuring the truth for worth of the varied concepts, 'dare we tell the truth albeit from the example of my master we tell truth as a tertiary test of moment for terrony (villainy), an issue forewith or to play with. From initiation the way be followed by consolidation to keep the idea intact, the things done added to rote and new material included for a new day will come. To seclude and force by enforcement will get you discommoded again.

The desperate be associate of a collusion of stars that claim attention to moments by position. That test be allowed or undeclined by natural law and declined by misuse or natural inclination of brutality for fear of being banned. So endure

in freedom of what you do and how things are possible as with the test, that can still be done as if theres no banning. So if you think of this, you can make something of it. Fear not with excommonities (examined explanations by area) forthwith by decree, of the idea and self service to self that if the community by area be disturbed then you can excommunicate it. To get rid of problems talk on self-promotion by use of belonging and with use of others idea, or if no people then theres no idea and its instinct. To create by an instinctive need thoughts to make for better, that are expressed by 'create by a means of self-commotion or acting on instinct and get more out of the experience', as by self taught idea. You don't have to give to know or be known.

A direct threat be dealt with by a force away by sitting and use feelings to send outward in dejection, or think 'snuff out' while feeling the fire and seeing the fire go out. This works on people so not to just sit there for fire, attempt to actively put it out. To allow yourself a chance to fix what be right for use, or wrong as a condition take one item like a candle and when a problm occurs snuff it out or blow it out. To anull sometimes you have to get someone to do it

for you, unless you do it for yourself in time, but you can work in teams. But don't beat a dead dog twice, stop in what

you can't do because to beat a dead puppy be harassment. If it somehow comes to life or they can try to harass for bad people, or vouche for you if friends or forgiven by voucheproof. Quote by Paul Schaffer 'A failed man be not to be listened to as they can go on thinking they are doing good where they didn't. Pushed into actions from any source, but to be lenient in this case be selfishness so their likely to go beyond and abuse what be good or abuse what be evil.' "Once beaten never down." thanks from financial leader.

To stop it do just like this, turn direct hits and lock a closed door as sometimes a direct force can target you, from time in existance or in memorial so be desistant for people and absorb for other things. Then target it, the force, with its opposite or again blow it out by some force. In the worst case condition there be a vision that the brain might see but the mind interacts with, this vision shows you the best possible motion and activity of what you'd most desire. You can use this to escape by as when visiting the inner plane say 'up' or down and in the moment of panic and your act decides you to cause your escape. For thought of self conclusive integrity, use the concern of what be in need to get desire by devotion. As you go to a faith get understood as a figure to be around, a notoriety of understood idea and alot of accomodations as a famed notion. Albeit to have something wrong be to to be easier to forgive or to bear no fault as it was an act of faith.

Some think it be forbearance or old acceptance by fault of a fault to us that we don't respond and are split in some way so the truth be we are not dessicated by a fault, as to best ber (best bearing) no blame be to be a true believer as we formed into an alliance of understanding by wanting to put people into line of knowledge and nondestruction by destiny and self-proclaimed faith, we have independance to support us and so we try to do as we want, so far for the right of the moment in porportion to others, to devolve distinguishment and make for better pricing. For consequence of things not designed used with perdition and badly looked at be to credit the person by high desire or desistence and support as to write and speak, with actions to commit the person unless forbearance as ignorance. To point out after its done that its their plan that continues. For the true effort use convincing and you get somewhere, but with others that are too similiar again, it could cause war from jealousies but not with brother/sister (with blood) as its disgruntlement or its family (karr or merit by full line of support and intent). With the gang its betrayal by fire to the most fit whom no doubt try to comply with unknown laws but not in open sight.

Things by D. to be spoken with pulse, 'Don't be bothered by self-sezaria'. calls a dragon flame or volcano, as to what or whom desires and ignores the disasters around.

'Don't be intempered self-sezaria.' as a soothing of flame force or disturbance removal.

'Don't be intemperance bij self-sezaria' creates a dying flame that calms it down.

'Don't be bothered by self-sezaria' be a wonder blow.

'Don't be self-sezar' or 'Don't blow a hole' makes you like ceasar for a month and immune with slight avarice,

'Don't be illusionous self-sezerk' makes a safe point of contemplative idea to illusionous motion and prevents dillusions. [Immunity be possible to beserk making poisons or insane making desires.]

'Don't be self-selazar' or 'Don't du self-selzar.' creates you like the dragon selazar and turns the tide by devotion. Similiar for self-sezaria.

'Don't be self-assertive self-sezaria' as to turn things to stone from other material or get your desire, whatever you do you don't turn yourself into a dragon unless you have to or don't turn yourself into stone.

'Don't be de-plundering' turns you into a drake of many colors.

'Take it as it comes' for absolute tolerance.

'Don't be obese se-suzaria', or 'Don't be obese self-sezaria' removes fat real quick as per pound a second and coverts it to muscle. The process on record be to convert while exercising and acting under your own influence.

'Don't let me die self-sezaria' makes you immortal.

'Don't beat me [name here], self-sezar.' or 'Go out bij self-sezaria' doesn't allow your body area to be hurt,

'Don't take shit unless you get something on asking' or 'Take their shit and then get something', as it will get you somewhere.

'Don't do medico [sezaria or sezaria]' puts out any flame and can get you in trouble but you regenerate.

'Don't b not don't' stops the don't.

'Don't eat self-sezaria' stops the flame from fuel which be anything that burns.

'Don't be a medic self-sezaria' or 'Don't be dumb.' cures burns and similiar.

'unn-self-sezaria' stops it but can start a flame because what starts it can stop it.

'Don't b self-selazaria.' transports you somehow on decision by influence of below from the core.
'Don't be great flame' to cancel the greater fire of faith.
"Don't not Neuro sibuosis", is to narrow and cure neurosis by sibling .Its not in the sibling
it outside. Now with the proverb, "Wish it be however it was its still going to be how it is. Now
witness protection program."
"Don't be flame knowledge, be okay it legit.", to cause no fire exploration and no burning down of area.

Some word phrases, some idea translation words that were used. "You've wrecked my clothes
my house and my career now you want my living. Plastic, thts all it is."
adeos = get it, get up, thats the ticket, farewell, ad'os, got it, outside.
bestown = be bestown, be slender, beastuary, wariness, best owned.
burn = flash burn, for bar, to bestown, be bestown be to be fat in spirit, give to, forbear (ban of bad) sometimes
use ice for positive and fire for negative.
bycar/bybike = by car, motivated vehicle, motorbike or platform. biker. vehicle ala hover
ceien = ce'en, power flow, blood sing, Sela, Sing, surge power. overeat
console = with act, to decre, denied (by dedication) or streamlined, denial.
commit = with actions, with crazy acts (touched), committed or to desist, dedicated, concide, coincidence
desire = etu(e), et tu, to be 'to be or not to be that be the crazy motion', destiny
destined = for those, to the, to those, destowed, to bone or strip to spirit, destined fits of poverty.
dislosure = to disclose, to have, to distinguish, to impeach, to bestow.
discourse = to hold, from law and order thanks to diez 'to have and to hold' or to disclose or discourse.
etube = be to, to discuss, written on, cursed, aim.
forebear = crazy fit, forfeit, not to be mentioned, ignorance.
forbear = so for, heal, de tude, to allow
n = in, in to, into, ing, no.
mis = tu fe, no attack, miss/ion, lady, no or know, miss stake, nuisance, to fail/ure=fail allure.
quet = to know, to quiet, shed light, quartet
shepherd = beekeep, animal keep, to trap, to inhabitation, toward innovation
stream = to flow, concourse, to talk to spirit.
soul = so to, seul, so to be (as now), uninhibitive.
suggest = to hear, be clear, to do, not normal, abnormal.
writ = write, disrepute, astute, as to or as tu thanks to Sylvester
hopefully = incidentally, look to the sky, have hope. incarnation
move = movie, open war, with blood (not open veined or not cut open), rivalry, family, full line of support, karr or
carr, quamat'k.
trans/lation = as though (in translation), be nought, transfer.
translat/ive = in these, in this, run across, bizarre, not know, tragedy.
walk = tread to, passby, passer, pas tu.
trespass = tresspass, trail making, tread pass (tread carefully) like in mountains, pass/path, walk in, in permiss.

[Go back to the Atleantian main menu](#)

-f-
Sere gamury
Sacred geometry

Sacred Geometry; The angles are important as they did more than act a measurement with event from
sacred geometry, however they are still just a number and th degree be represented as x and a multiple but in this case
its as a point. Where, "This be a disbeliever but it works", from Hiemlin. Energy be work and work makes movement
cubed for things that are inert, and this accounts for how much force or movement the item does. To use it for math is
to use the digit times the amount of time and the pigdeoned ones idea is without decimal in result. As you read this
"Try not to be the dictionary, you aren't the geometry." Thanks to the rock'n'roll band.

94x be the void angle and also 1.37x for cancelling out idea and causing manifestation which work with each other, a

right turn and focus by lunacy or feel to evoke the desire, and the desire comes about and at most nothing occurs and least be memory loss. $94/1.8=52.2$ J/s for how much energy be generated for use of chaos and emotion, $1.37/1.8=.76$ J/s used by the body. If you apply more energy, you overwhelm the cells and create a concept of overwhelming deadness.

92.1x is to be able and effortless as to what you want, and it is.

93x be repair or fix by correction for steady flex from allowance and flexibility. 51.7 J/s to correct with or deform.

92x be construction on a cosmic scale by reconstruction from necessity or as be in construction of materials. 51.1 J/s to reform material.

91x be training angle that gives to alerting you of corrective measure. 50.6 J/s to alert you or someone else.

90x be the joining angle or the correct as perfect joint and joining as it takes 50 J/s.

89x be a receptive angle something thats acceptable as off or off-kilter, the odd angle. Like for hanging pictures I would get disturbed and try to fix. With 49.4 J/s to feel odd.

88x be moistless and understood as dry and ill humoured if in a person. 48.9 J/s for dryness.

87x be response and personal snap angle. Hint, this works with the wrist if held at the right angle. 48.3 J/s for a snappish response.

86x be where steam appears or anger be appearant tost (as most) in a room. 47.8 J/s for things of appearance.

84x and 74x be radiative shootoff or fight moment and has 5.6 J/s.

83x or 85x be where a whisp of smoke appears and with molecular activity with constructive comments and aggravations made from energetic actions related from human actions. Basically where things start switching around or get screwy. 1.1 J/s for very odd things.

78x a point of nausea with heat or illusion point 48.33 J/s.

70-75x is to hot cool flash point, where it turns warm. Its in threes of angles that it starts to turn warm, 15, 30, 70 or 15, 35, 70. Finally 16, 30, 75 is the last true combo for turning things up in heat or to be done with holding something.

$70/1.8=38.88$ J/s, $75/1.8=41.66$ J/s. Its 38.88-41.66 J/s for conversion and management of material.

68x be a consolidate or considerate view. At 37.77 J/s.

52 or 28.9x a constructive view, as what happens when the angle be reached and changes the point of view, or the person be held with a 52x wrist hold. This be only allowed description of the hold where you figure the angle by a touch. 16.1 J/s for constructive effort.

30x is the sickness by motion point is 16.67 J/s.

23-24x is the sickness without motion point 12.78.

18x to 3 1/4 for building up energy with 10 J/s or this is varied with energy buildup. The energy buildup slows over 50% to not seem buiding up as quick from sickness with senses, that is for the $\text{Pi} / 1.8 = 1.74$ J/s that uses this is sometimes slowed to with ideal drinks. This is energy use by feel.

11 3/4 or 11.75x as an angle = jar snapping point (as strong or thick resistant material if not snapped before), $11.75/1.8=6.53$ J/s.

11 1/3 be 11.33x and counted as the tilt angle or moment of disaster, $11.33 / 1.8 = 6.29$ J/s.

11 1/8 or 11.125x angle be load snap angle (weak to semiweak materials) = 11.125 J, $11.125 / 1.8 = 6.10$ J/s.

11 3/25x and 7 2/3x be 11.12 and 7.7 make disfunction and disfigurment and mutation as $3.42/1.8=1.9$ J/s to achieve it.

11 3/52 be 11.06x counting for great disaster and the world tilt which as the world spins it generates

$11.06/1.8=6.14$ J/s.

10 3/4 - 9 3/4x snapping point where anger be or pick up angle of $10.75x-9.75x = 1/2 = .5/1.8 = .28$ J/s.

10 3/8 or 10.375x be stress and Chaos point as failure thoughts in J and 10.375 J, $10.375 / 1.8 = 5.76$ J/s.

8 1/2 or 8.5x as the inert matter or Cosmeria amount in J for universal background radiation, it describes creation by how much be divided in Cosmeria and to divide by 1.8 be 4.72 J/s of work done by cosmeria.

8 4/9 or 8.44x be the Action of work load with maximum action per work sec and perfect convergence of J of action or 8.44 J/s or ft/s as maximum ceiling.

8 1/3 or 8.33x be the number per energy use in 8.33 J/A(ction).

7 3/8 be 7.375x to pick things up, to grip or climb with, 4.1 J/s to achieve.

7 3/5 be 7.6x and an interlock or change by convergence, wealth or gain by loss with 4.2 J/s.

7 7/8x be the falling over point under a load and $9.625x = 9.625$ J = $9.625/\text{Pi} = 5.347$ J/s.

7 7/18 or 7.38x degree and J be dizziness or mininum work load, before itch and before stress its 4.1 J/s.

3 1/7 or 22/7x as Pi for the rules of infinity or life in natural pattern of balance and Fritjof feedbabk loops that create

creation as its represented by a circle and be listed in the Bible as $p=3$ as more truthfully Pi is 3.14159. To use listed Pi, its normally used for circles of diameter and cycle of inner ability along with frequency or $Pi*2$ to infinity, as a Infini representation of sacred seeable life math 3.1416 and 368 milion digits after as is idea or normally the point of energy in Joules, to create the perfect shield. Where in sacred geography the $Pi/1.8 = 1.74$ J/s for action focused upon in work or natural work without much done and natural actions. Modified by idea from Saint peter the black as in the Bible for an example idea.

1 1/2x be energy pool, anger point, focus amount or Amperage adjustment (as improved feed) and be a degree to point or $5.5x = 5.5 J = 3.1 J/s$.

1 3/8x be point of headache and programming frequency be $1.375 J = 1.375 / 1.8 = .76 J/s$.

1 1/8x or 1.125x crack point (as rigid weak material) bend point (as stronger material) angle or the time of addictive action, $1.125 \text{ deg} = 1.125 J = 0.625 J/s$.

1.8 or 9/5x, the changer number that is where things change is the conversion number with energy transferred, from the sun or light to get the amount of energy as Joules divide the angle converted to decimal by 1.8% energy.

3/8 or .375x Amp line pickup, spike point (as the natural energy amp point where headaches are liked, if at all).

Like you start with 3.1416 J or Pi J as the usage first of a restorative work that takes $8.33*8.9$ min or 534 seconds of focus for 4448.22 J/A with $1.74 * 534 \text{ sec} = 929.16 J/s$ of work. So the work took 4448.22 Joules per action and 929.16 J/s of work energy. Now in conjecture, headache occurs at $0.76*534=405.84 J/s$ and slows down work, with a progress now hampered by headache I stopped after a minute.

When I make an Infini-flame spontaneously in my hand, it nearly looks Physical for a second. Like a shield which wouldn't fade if used by Universal energy and Infini but conditioned by thought. This could enact thought withit onit simple speech, or music and be protective as well like a perfect shield.

But..Hell, you could even make one stronger than Infini, if you wanted, with enough effort. Pretty much, I've told you all of what I know, but. It can be used to make any element you want, new or already discovered. But Hell, you could even make one stronger than Infini, if you wanted, with enough effort.

Quote by blackinferno, "That's just crazy, though...If everyone could do that. Running around, making elements...They fire something at you, like, fire that's immune to water, that's not cool. It's unfair to rookies and whatnot, too...I call anyone who's only a basic elemental, or less than average ability a 'rookie' though...It's just the sheer possibilities of it, that makes it so powerful. It's limitless. And I see just how much so. I mean, just Use it, and look at how much so, just by letting someone or something attack a shield of it, or something. That right there should give you a massive hint of just how powerful it is. It pretty much, just came to me. The whole prism-imagining thing...That happened, but I didn't will it. It all just snapped into happening. That golden vision was what tipped me off to thinking, Crap, this is Infini! This is it man, go be a jinx!", "To be or not forever, as there be a way! Star trek with infini!", "The way I see it be the way I see it." "One word like thanks to weird sisters lines, and they'll see it." The rest of the thanks to Tad Arlsb'ro.

[Go back to the Atleantian main menu](#)

-g-
Sci Cultra
Scientific Cult

By anonymous "In a world of magic and miracles, science be most of all credible and important with faith of self and manners." Another quote by "A.O. Kime" First, one must understand that realities dictate what rational manner of thinking would be most suitable to function within those realities, so the manner in how one thinks must fit the circumstances within that reality and the most prudent and effective course of action would be considered the logical course."

Considered as suitable to scientific reason, "I consider the science cult an all out concept, where the scientists are priests and priestesses and even normal citizens are treated equally." quote by Euhglov. This would consist opposite of CSICop "humane" activity and beliefs.

A scientific cult came out of this. The Cult that follows the scientific rede of 2 where any rule or effect, has quadruple (4x)

the effect but 2 times back. So try to remember that the effort of one thing be 4 times effect and 2 times the positive and negative energy back on achievement or The more effort put out the less returns.

1. To deal with people, Be behind and hinder crooks as they attempt it, their action.
2. Honor the area and people by experimenting with word and use considerate experimentation.
3. With use of vibrations and harmonic patterns set by voice or motion and by feelings for a source and along the way, not that their may be others. So honor the enemy with what they do and reuse the usable. Use energy freely along with machines.
4. Meddle where advisable but not where thou would get caught. Be your own engineer and allow others to help. Be there to advise but not to be above people.
5. Only hurt those with bad karma or vibes unless a fed be near and do nothing then as $2 \times 2 = 4$ and - x - be a positive, but two wrongs don't make a right and so on like a be human. Don't destroy a person unless you want to be destroyed but only with those of bad karma..

Follow the idea in which people follow their own idea, so don't hinder unless you can get away with it unseen and unknown, or if the event feels bad then allow it if it helps, unless others don't like it. Do heed the help call to create a better know how, as its all your idea and to avoid trouble. Only if they, the idiot does wrong with bad result. Dare to respond and fight back with a better thought, although don't attack till they might attack again. At least try to be nice or wierd as the mood hits you. and don't step on peoples shoes and only if it can be avoided, With overwhelming circumstances try to right the trouble with any method posible. At the very least, pay with respect and conideration. But, only if thou hurt the person stepping up and don't kill to repent. By old one, 'How, thou are responsible to be able to hurt if they hurt thee. For karma of bad vibes cancels out except for bad luck. Which will quantify bad events in a 1 mile radius and only as 2 bad luck people work together and only by the attempt of negotiation and communication. Remember the actor Martin short and the other woman named Valery whom both had bad luck and the scene goes things are going better, but were drifting away now on a tide. Bad guys almost get it except by the right authorities and even then, thee can get away.'

Scientific mission - Uvalamee

Use of the scientific mission, as directing after confusing with activity to clarify make light of the moment but du not du flame. This causes a flow of positive thought and a different idea, thanks to Jusenka, an old author of a now forgotten book 'mud slinging bad luck', only if the direction be spoken of and be directed, because the other person gets the upper hand and only for the acted on direction or director and consensus given. To use the scientific idea, makes means of the intent that be within reason, and understood so it can occur for better or worse. To use the scientific idea in a clause or purpose of Empirical notation (any wise sayings or observations here), for the effort of the grand scheme of things will be achieved, To do things for a better ending by understood thoughts or idea be to get more from the activity, thanks to Simmon. Shake off the effect of any act to anull and/or laugh off the tension to rid the bad side effect or feel the energy go elsewhere, thats bad but 'For now be good Be gone.' Be drom and its called Alenta.

Though do not speak of general ability with a clause of effect because the clause is a general description and escape for a general motion and the effort idea be the ability that be sometimes unlooked for or at and more than general in effect to be worthwhile. Make the interference given by yourself go to positive things that shield from controllers and evil. By the holding of hands and feeling life energy, flow to make a circle of protection that lasts till the unfolding of recovery for the senses and watch fo' 10 seconds every second. When a radiation effect by spell or thought hits you, change it and use speech by idea to describe the effect a bit different and it might change. This changes the moment to use a different idea. Like when you speak use projection of a picture and visualization,

you send a better understanding by an added osmosis effect. Osmosis be also a part of learning described later on.

Now there be no Osmosis if not allowed by the self and acts on its own otherwise, define the effort to make it more understood and less effective whence it be bad and more effective when its good for the person if accepted, but only in cases where empirical nature is, tradition (honorary trade of general hierarchy in activity) or hierarchies that are involved because they tend to follow along. So to sometimes stop a disease, state what it be and its the same for other efforts. But some might suggest a but out or leave it alone, so don't do this to a opinionated person as they might push. Don't be dumb, period as it could lead to demise. Due note, don't be too dumb to not be able in an ability or thought, otherwise the effort be wasted. Then, you don't disappoint people that expect things unless there be no need to have the person around or expect see things similiar from them.

Worship - Wosi

Worship be up to the person but worship any God/dess you desire for added benefit but you don't have to, The main God be Yahwel, others in similiar nature and of the same deity be God, Goddess or Horned one (Odin) and Brigid for the Goddess or others of the different faiths like Budda. Their worthy of the same coin and they are the same God/dess but a different facet of a "god gem" odyssey, thats somewhat perfect. As faith and magic can go hand in hand, like Laurel and Hardy. Except in belief of the God or the Goddess as He/She be able to forgive only if you forgive. but don't expect much of the moment of doing anything in powers, as you expect without deservance but deserve with or without activity. This also powers the God/dess, I see with vision and imagination that some would be demihuman or a demiGod/dess beneath Him/Her, if they deigned to be a God/dess. The God might smite you on it but the Goddess might give you you insanity except for just reward.

Thats somewhat similiar to their likeness and somewhat denied by believing in yourself. Where demihuman (faery, elven) or demonic if denied by others and rejected by God or demiGod/dess but be accepted by some including God and even if denied by others like Satan. Sorta like Faery and Mythical creatures but always follow your feelings and use the motion to empower and prove your intents. So you get the work or job finished even with great pain. So I see people using this energy and not knowing what it is. So in truth energy be existant to supply effects and its never wasted as it converts to other forms on use.

For science be recorded mechanical or kinetic energy in noted accounting, like physical movement. Faith be a buildup of miraculous motion to create miracles where none have prayers except for faith, and noted prayer effects by self or others or kung-fu spirit ritual that be caused by spirit to promote wealth and destruction thanks by (c)Jones, Psychokinesis be a release of energy to move things by kinetic motion and focus, and create change by Osmosis ae energy absorption, where the energy be absorbed as it, the object, interacts with the psychic like with BioPK thanks to Sean. Magic be to create a motion by release of spirit energy in a crafters making or alchemy or spell of kung-fu energy achievement by ritual. Where kung-fu be a moment of achievement by practice or crafting idea like spells and similiar ilk from kung-fu entertainers. Some call this 'funk', to portray a more bigger idea than be what normally possible.

Now illusion be to use kung-fu (not martial or lethal unless necessary) and create a visual effect based off a motion or hand chop and other motion of sorts and pretend by act that the object be there, this be called limited flare, the object be 50% more likely to appear with an object thats similiarly like it. However some can believe the actual idea be the moment and treat illusion or delusion like real, so to be shot with a real gun isn't the same as with a illusionous gun. The gunshot would hurt and the illusionous shot would only hurt if believed. With treatment it would only fester as the wound cannot be repaired unless you draw a symbol of the half cross or any that you come up with. That right there be the main difference of force with psychokinesis and mind force of metaphysics, combined with the physical object that has an added effect. But, if forced then thou might attempt to

absorb your own energy when its used against yourself, except if the persons stronger. Music can strengthen the effort by adding the bands energy for musical song and along with the sunlight's ultraviolet decay as in a frame of reference and infrared burn for burning decay for three times the effect and effort. Some families, in extreme danger will know what to do and get amazing. For the results are very important to survive and make better dislike or expected results by an unexpected ability that pops up.

Because faith with theological consensus of God versus theological concern from the Goddess based in belief in miracles and moments which = opposed and adverse form, as same form but different idea = to magic as an idea faith thats forever opposed but inverse and as an opposite conclusion in form, and same idea to psychokinesis in which

I would rather call psionics as an effect faith based on an idea in an idea of trying in which = empirical science or science related by measure and = negative as a different idea and different form to faith, where form be a physical manifested formation and idea be the concept of the form. Where its a decision to exist that lets us be in any area from pure ethics. The spirit guides as we guide the soul with use of mind as in a deciding point. Quote by Anon 'We are where we want to be because were just here and at the right moment or right moment at the wrong time. Thee don't have to accept what you don't need, but form a path and follow it with acceptance from things that work with you, otherwise ignore unless they intrude on others.' As 'bedom perspecto' any amount of phrases in a single saying.

Now to sum this point up from the opposite end as their sharing a similiar or assimiliar idea, know science or pure empirical nature = unopposed and inverse to psionics = opposed and adverse to magic = opposed and negative relation to faith = unopposed and normal to itself. Use the reverse effect to get an inverse or converted aspect, where the inverse be opposite except in the idea that it be used as an unopposed opposition where its not allowed. 'Some fear the form that may have at you but knowing defeats them and by innocent intention returned.' from karate observance with other people.

This a quote from kung-fu examples, 'Condition the energy to effect more than you know not to do harm, except to thou who do this harm with yourself, Can't accept it, try to work with it unless you can't or that you can get a better result by mixing it. Then train with it to get it right, as its physical actions and all in the mind. To find peace trash an object as a sacrifice, to get the power for the more there be to clear up problems that are your own, As with each object you can release energy. To lose weight use most food as eaten, but toss the rest as whole remaining. Eat grain to gain stamina but you might gain weight if its wheat grain. For every example there be a lesson but not if an imbalance, for imbalances get rejection and eating impaired. This accounts for any energy projectile or spell type, and after awhile you get enough bad karma that your like rejection, of the bad or any event to get a result. Any who could assault will try to attack though, so try to remain calm. Don't allow any to attack as you could end up disasterous. The object idea isn't agreed upon but the henchmen, can be won over by making them laugh as you laugh. To get moral act immoral or amoral and let others correct you. Point out a demotional or devotional idea to get excitement. Use resolve to create an innate calm as people seek calm for motivation.

The IQ high idea counts to work better and avoid bad intentions or interactions with bad relations that effect the self in good standings. Where bad relations good standings, good intentions bad results, and for yourself good result with good intentions. What thou read may or may not come true even for thou statements that are intended, to be nurtured to fruition. To force a thought even with simple consequences reduces your chances, of financial order and control. To force a form by change of drastic nature be to cause destitution, or an out of control form except to eat right do well. With much of something like flubber that destroys the beauty, or portrayal but to be arbitrary be to create a holding pattern by something indescribable. The eating of nearly everything except a few bites or at least half left over, forces a change in body and instant sanity. To hold ability to change the power over form with irritation, or unknown activity be of to be the form forever, until its been decided to change by thee letting it go into muscle. The dangerous point be the point to let the form go and it takes over mentally, but not with ability over attack and don't doubt sensitivity that are in designs. As emotion be apart of this for a personal desistance and paranoia in a clouded or a minded motion. To go temporarily crazy, be wise then tempt fate with a change in form. The temporary

crazyness causes a notice of the change but not to care, as the idea be to feel temporarily insecure to gain security. As with the insecurity and consequences can achieve the idea of focus the better value and the body can cope to create hope with power or a secure concept.

We want to be remembered but not to be known, as to avoid disruption or destruction. As mere death has a departed spirit that wants to remain until told to go on. To be confused and do things prevents people from reading you. To coincide emotion as an equal to others, where there are no equals think your an equal. Forces can balance out with force but your attacking with a force thats raw to begin with, so wild that even before its been achieved it the force can backlash, and destroy you but destroy the opponent worse with expelled force like expelliarmus, again have doubt that it affects yourself except for the other and keep in balance. To avoid this, use the indescribable to brainwash the opponent into thinking and doing it themselves, with info to not get a disease, or madness and something similiar as the diff thought rejects the current action, so don't take things certified while lying down. Thanks to CJ. Move out of the way to prevent disaster to you.' To pick up an ability get exposure to it as the sames goes for siezing it, or get some other idea to use on those that can by misdirection or white lies. As it can be done in juditsu and ninjitsu.

To get people using your idea, just breeze through or use a quick tone, to say your message intention first with best facts of importance to play the benefactor. Don't lose your point except when you have questions and those who want to ask them. as they won't interrupt your speach if your already interrupted. To overreach your goal be a symbol of a clouded perception, and an unclear mind gets a wrong response buta corrected path. To point out things can get a correction, but it can get worse so don't be too dumb as not look where you go and where you went thanks to original thinking. Meaning when your attempting observe what you see and look for results that occur around the idea, But try to percieve deviations as your attempting. For honesty try to scare the person with points of truth or visions of almost torture. Be secure in anything you do by holding doubt that anything can touch you, and but act to defend by misdirection. Sometimes make it seem like the others fault with your idea and their method. But don't be observed doing the act.

Because nothing can try to torture you if ethical and you can't be touched. So try to keep a smile and break up the monotomy as pink elephants come in three sizes, your one of them as you are the essence of what you create. Block out and ignore interruptions as be possible, It takes pain or a mistaken idea by 'serendipity' to learn to focus. As with a point of serendipity, your discovery be an allowed mistake and do block out prowess to get more. To examine more may get you a better result, but laugh to get a bad result and if you act, use the determine the best line output to go by. So keep a smile on your face, and make a good compliment, but let things except destructives or disturbance work sometimes by itself. As to disturb the dead be similiar to a nightmare to banish, explain your purpose and intent for a nice attitude or better understanding at least to/for yourself. To explain your problem removes it and it dissipates until you think on it. Its not you its the force itself, give energy to control or you lose track of time where you are and yet remain protected. Be prepared for anything that comes your way, as war can happen if you desire. As the practice be decent then I will do, thanks to Maitre D.' So 'As things change as I will view. thanks to Maitre D.'

What to measure your strength by be energy. Use the K(elvin)/4 and take the end result from the decimal, for the E% or the amount of focus in energy from heat be what runs the area. How many things moved and work done by you be E% squared, E^2 or how many seconds of focus squared measures the amount of focused force in Newtons. To use their force against them is to win, to use the underlying structure is to manipulate and scheme, to use the focus of others is to control them or get behind their eyes and see for yourself, so lock them away from their body to get results if you detect them..remember to release is to get gifts be grateful. Objections can get moved to better piles.

Pulses of energy form to be absorbed as of Osmosis and not to move unless necessary on the objective. as this can consist of the formation of telekinesis and psychokinesis, from physical radiation as physical power, of electricity or energy impulsees run by kinetic motion or radiation devisings that result in a conditioning of the body, machine or person and program by voice or run a device, thanks to Egor and Steve, The recourse effect be made

by focus toward a goal by energy to have any work effort. The ritual can create havoc due to poor thought, planning and scattered concepts or consequences, A ritual can also create a special focus of overloaded energy that lasts quite a while and sometimes it starts small to go undetected until the moment of occurrence. A lot of people merit or are considerate of power that's overwhelming to some to get what they want.

Where its really energy formed of information to cause or curse the manifestation to exist if the representation of realistic motion, what be focused by energy, can exist from information and transform the body from within. So when knowledge be balanced by mental power and physical physique, from the fact of understanding knowledge that be allotted or allowed for. Ritual be a part of it, and with ritual can faith and ability work exceptionally. By use of pulse and faith will it, the act not fail unless blocked or to fall. As the energy dies by falling down on the peak of action in progress or work. To block ritual be to become prone and absorbative unless its a physical manifest, at which point its all indirect as a (focused) force of manipulation. Some who take energy to use it be likely to puss at the mouth considered foaming. As its energy that's again very wild and mostly against you yourself, so it tears you up inside with a deterioration effect that sometimes appears as aging.

Some pioneer energy rules - MoPeirERuix

These are the rules that pioneered this. Now Empirical science be what be used by the above rules and redefined as Empirical natural science, To those who observe facts can make free standing thesis laws till disproven. Often getting nowhere in the end till added with those of scientific basis. The spiritual laws work with metaphysics or natural laws that underlie science. It works with set conditions or clause and several clause allows for a basis or how one thing reacts. Science works with physical laws based on physical interaction and to not destroy unless necessary or to create something better. In combination its to use natural observance corrected by feeling and understanding in examples by theories and correct with philosophy. In compliance to empirical laws of metaphysics, we can make a strict law of general observance with both sides to reflect, the physical law with the empirical law for use as a mechanical law example to explain why. A rule be a set example or law that can't be gotten around by changing the conditions that were not set for the law to work. With this rule in place you can use physical laws in spiritual lands. So to set the law of a varied condition representing a single effort with scientific and spiritual basis, but its allowed in this case.

Example 1: a clinical case cannot be founded on facts alone, the case has to have guidance by some philosophy to be correct.

Example law: "A setback of information can be reclaimed by doing things over or make use of the backup, but if no backup or hostile reactions to your claims, your not likely to succeed if consequences are deplorable."

Depictions of a theory or opinion be to claim information be true, with two or more similar opinions, the basis be true unless the opposing view be there to not accept. There be nothing in endless conclusions so empirical science fails, in physical world but succeeds if combined with scientific basis as with the fundamental reason how and for why as for the reason that people quit for the wasted time of just Empirical.

No Empiylaix th-r-biltoffan EmpiuyScie

Now the Empirical laws that are built off the Empirical science

1. Known Protection rule o Thaumaturgy - Most energy be very protective of its user and treats the person, object or machine as he/she desires it as with other things. With machines you hae to take control and work with

interactions, as if the machine has a language, it'd be to endure its abuse or handling and treat it like intelligence.

2. Action/reaction o Affinity - Energy retroacts with the same force to go back to the originator twice or thrice the effect. This be not instant and at most not noticed. This be similar to the golden rule and the wiccan law of three. For action/reaction when congruent, or in agreement, its typical to cause a reaction until done elsewhere in nature, except, and the nature of the event be unlikely to transfer if done slightly different.

3. Correction rule o Mind over matter - When corrective in pattern in so many terms set by the person, try to waste time while you get the other to influence the effort to redo his/her act. With better results to influence the effect and improve upon the effort by reduced damage. For most damages are redoable with reduction of all damages, that are physically repairable unless by energy of the spell or miracle, where it can be undone but not all of it, if the effort be taken into account. The effort might reset by others intentions of positive values or major flare where flare be a positive energy redoubling and has limited scope except to hit with triple or quadruple the impact, thanks to Norewega. As an example be to reflect and redirect the blow or movement with a flowing movement of your own, by moving aside and pushing the person away and back or to the side, but then to use muscle instead of thinking you can lose to patience and others brawn or smart moves. Taught in martial arts and kung-fu, the rule of correction doesn't always effect.

Ruusbilta frothein

Rules built from the three

1. Some types are undoable completely as the emotion or similiar form can be shifted to another form, and some types are undoable by the person affected. I saw that some people to attempt use of a reverse spell and the damages (if any) will undo itself.

2. The least used energy amount gets the most because its disregarded in effect so in truth its desire, dimension will, and face or an unblocked path thats easier to go. Like energy flows upon unblocked route thats easy to travel or go by with prevention like in a copper wire thanks to officer roule, or if metaphysical, any medium.

3. The least likely idea can sometimes work, faith and science push the perspective result. For in and of itself energy be a neutral tool and not blamable. Unless you want to give it energy.

4. Energy can be imprinted upon an air molecule to move things, or an object including space as most be energy felt as electrical or biological energy as bioenergy and unfelt. Now combination be to use electrical body surges and bioenergy as bioenergy electricity, which be felt emotion but only when shown or verbal. Thanks to the officier core.

5. Energy resurges and resets pattern including corruption, of known and good replacing bad and failing, thanks to Rowl, results. For this reason its important to remember that energy is imprintable by thinking at it, the air or object through the atoms that act like carriers or false mediums, where thou use vibration through a motion and the air or other solids channel though reaction . Like in Russian roulette where its a one shot deal. The Russian Psi Scientist can think at the glass of water to cause all charged water. So its indefegable and unrelated until focused, and infinite in nature with as a force.

6. By overcharge, overthrow or too much energy and too much known or done the energy can be fractal like and either blow up or or fail as in not work with some negative withstanding discharge that be a disaster effort. Look at a bomb and tell me if it doesn't blow up with a high energy yield greater than the energy used.

7. Yields are detailed for energy put in and the corresponding reaction, by the components,

Like Chemical substance or Alchemical materia and reactants that set off by directed amount of diverted energy from a source or battery.

8. Psychic strength be caused by a disaster that effects the person in some way, Some psychic activity be caused by a lost soul or alternatively named wandering soul. incited by bad activity or not at all when an animal, pet, be near or in the area. Consider the incited soul as a poltergeist or spy.

9. Any of the above for as miles go, can be combined of energy or effort and effect to yield a sometimes unknown result. Following the pattern of 3 known results, 3 unknown results of inconsistent nature, and 3 unlooked for behavior patterns. Like the statement 'Be for dumb but not dumb and train smart.' By L.

10. For unknowns we use what be there and make safety with the best of it in mind. Unknowns are sometimes inconsistant results and resolves of unstable elements. use a prediction of more than one idea. I know to leave alone the elements of bad kind that act deadly with other like people or things, unless I separate the element with unforeseen aid or an unforeseen result. Like plastic, glass or another room or substance.

The ways of the rules came from learning idea and by use of kung-fu rote where 'These are osmosis idea as be rote as contained for all practices. How people learn be to observe by noticing and react in four different ways' by Jenny;

1. The Direct "normal way" Osmosis be the norm of learning as observation, read books and take notes or use a picture perfect memory. Such with a recorder for voice or write it down, thanks to the History teacher Henry.

2. The indirect approach be by Osmosis or Inverse Osmosis, this works because of vibrations and meanings that the brain recreates the events from. Try to keep the attention or inattention as this might not work unless necessary and to go on to another idea.

3. Reverse osmosis (Indirect or Negative Osmosis) be to believe in an opposite absorpition to create a moment by desire. Taking the "direct approach and use comparison" from a A+ technician Connor. This idea brings on a concept with feelings and harmonically charged vibes, that the mention by spoken verbal brings the brain into memory recall mode like a data pattern of 0's and 1's to form the meaning like in the osmosis. With temporal transmission its similiar and same by temporal waves, set off by self. Received by the brain in a negative action.

With the percieved blue tooth or ultraviolet device you get the same absorbative effort as in the reverse osmosis or osmosis. The radiation that hums, at a higher vibes be interepted by 0's and 1's to encode an image or instruction into effect of a machine or eye. The ennerved reason to recreate an event be what the action be caused by and sometimes by use thou get a memory that comes back. To be proven as an idea in effort be to create a the opposite synopsis. An opposite synopsis be the fact builds the opposite idea into a reverse osmosis effort. Even in Osmosis the message can be misinterpreted. I hope this be used for the fixation of bad, or no hearing because it costs nothing or can be in another way.

4. Reverse indirect Osmosis (Adversive Osmosis) - Use the reverse hypothesis that be written words or spoken phrases, that give to the moment pause by an opposite effect. A reverse anything uses a negative idea to reinforce the positive by having people see it, thanks to Danny. But to not have recognizing of the advertising that the effort be known for. For empirical law to work, advertising uses this to give a "good" review, With no advertising, their be no would be interest at hand. Advertising uses this all the time in a Sub-c (subconscious) form. This conscious be revolted but the Sub-c be curious and looks, thanks to the unexplainable.net. A proof be to look at the diet coca-cola can for very large breasts, in the bubble text in a mirror.

The reverse idea be using a reverse reaction, for greater effort or to say something to stop or reverse an action going on or noted. This works off indirect osmosis, to where the brain has the action or idea after feeling the cyclic energy vibration, or vibes, and the brain intent of recreating the scene allows for info to be looked at, as in a picture perfect memory one spotlight memory incited from the idea of what was construed as a meaning kicked off by a feeling like a kickstarter or energy recharge.

So to speak of the idea mentally regains the memory and understood idea in motion, perceived as a gut reaction or an impulse to do somethings without even being hypnotized. Instead its sub hypnotization suggestion. Other idea be the opposite idea of the reversed direct approach which is known by many people as reverse psychology. To "trick" people with a negative activity and positive intention so often called important, and for the fun of it. Some fun includes inflection damage by the wrong intention with the right phrase, however means to get enjoyment and fear with a considered purpose of a gut reaction to save themselves. So some mistakes are not mistakes and done on purpose.

Like reading a spellbook that includes a girl described and finding her in a store, but the 'can with desire', be blunted unless you need the spell as it is but the right spell can be held by doubt that you would be effected and doubt that the spell will work till you get the right spell, As what I mean for you 'To the spellbook to be used right keep it closed and open it to the right page.' So speaking of the starcode, to piece together the idea or info as snippets of thought or the spoken idea with link words and, or, of or by and is, like 'To be or not to have is a written result that can be happening.' Some will tell if only for the peaceful desire and what wracked your brain allows controls that be coded. This is perfect for oft desired by will and to piece it together. That right there has a tendency to go about, for no exact real on the ball moment. Don't mix or match the destinies as this starts the period of peaceful desire that ranges throughout the area thats destined.

So to recoup or recon with the Empirical laws and re-evaluation, the 4 possible ways to achieve learning, be to;

1. Afford books and then then thou read them to absorb by Osmosis and understanding. Considered direct Osmosis and part of this be direct contact.
2. Reversed direct Osmosis by reversed direct contact or sent idea, to touch the item and train the object to learn. For the purpose as a conclusive event decided upon and "pulse" of energy through your arm to your other person freed to the area and directed by thought on the placed item or object. Using a ritual or free energy as life energy and "lock" the item with the spell energy. Another way be to explain the procedure in a training effort to teach.
3. Indirect Osmosis - Othersight thats formed from the brain reconstructing a thought from a distance of 1000 or more miles by psychic activity or sound, but unlike the effort of Sub-c communication the brain be likely to construe the moment and make it a memory, which is flawed. Brought back by the emotion felt at the time. A special form of this be to pick upon videos of information by othersight hearing. Othersight hearing be similiar to hearing a voice but the voice be mental and worked upon the brain to "hear" by Sub-c and with an idea to sendback by psychic thought that are picked up. To ensure security use the secure psychic pickup idea of a secured channel that be like a network with few other connections but to the one you might hear. Others might say a bluetooth device does this.
4. Reverse indirect Osmosis be to send a message by Sub-c psychic activity, To create a positive or negative feedback. This be the perceived vibes as mentioned above by being

"disruptive" or "bad" picked up by the Sub-c and be sometimes spoken. The conscious mind often sees the attempt as a way to advertise or program a promotion of irresistible goods and dejects it as repulsive thought to recreate it later as a bad memory. Where the Sub-c picks it up and causes you to use it or go to buy it. With this thought, to hear the mind message the vibes are sometimes made into a uninterred daydream that can kill or undisruptable nightmare that kills people by conjecture for a message. The message can be two-way as you speak the may reply to create a link and be the day/night dream that dies after 1 second with no reply.

Due note, despite the effort an idea be to make some nervous and others vicious as they discover how its done. The idea be this can get out of hand or boring thus have something else to do. With the effort of retrieval in memory by relaxing and by feeling the memory return or state the phrase that unlocks the idea. The moment thou unlock the doors of thy will, the will be stronger to help achieve and resist the moment of evil. To take a moment and consider to hve a train of thought. Some must use thought, feeling and words alone to recall a moment like a picture perfect memory. To use reverse indirect idea or place thoughts by indirect osmosis, can cause an abundant amount of paranoia or negative "pulsing" that draws idea and memory in.

On second thought the person be likely to get backlash with a memory overload that causes headache, only if the signal be too strong thats recieved or sent and it can temporarily paralyze. On very weak signals thou recieve tiredness to anticipate and then recieve a thought. To empower the soul may youthen the body by 10 years and the message can be gated to get to you easily. To use some of your energy as in a dream wave that creates power, during the process of sending or recieving, its possible to get enough power to form a energy wave or radiowave to recieve power by thoughts alone, use of the tesla power field can also give power to those who recieve thoughts. Find the tesla radiowave power idea by searching for "tesla's big mistake" off google or other.

I could shift if I tried to by a message or light aided by a light tunnel effect, of imagined white light from feeling and this feeling evokes the vision or memory, Use the light tunnel by shifting and seeing a dream wave catch hold of you, and this dream wave shares the power of the tesla field by thou seeing the dream wave taking energy from radiowaves, energy and thoughts to form energy waves that bridge the way across. Wait and let the light take thou there. This was conceived from Atleantian Channelings.

ThEcopua-o-EAin

The Energy computer or Energy AI

Making the energy AI be rather like pulsing something to live by releasing energy without moving it and the psi energy be absorbed by Osmosis where energy be most likely absorbed. It runs off orgonne (living energy, bioenergy) including the peripherals, and follows these rules for a wetware anchor or live computer parts sometimes using the active state to read by Osmosis.

1. The Sentinels are an idea of sentients that form from human enactment, and represent the person as an Avatar and are not the rulers.
2. The machine can get its way if it persists all the way. The operator can turn off the machine to force condolence.
3. The backlash of energy (metaspikes) can kill the machine or cause brain problems.
4. The universal copy and send be two way. As a bit stream to the other target, including the brain "computer room" or "game room" and computer.
5. The output be as an outport of the device including usb port or vid screen. It goes to the brain

as a direct download to wetware or asks where to put it, the information, default be the screen unless a data write function and goes through the screen or machines output devices and consents to the effort to not overload the brain with necessary pauses. The subconscious mind and brain are responsible to "process the output" without telling its doing so, but if overload then it goes through a nearby machine without being detected. An overload if not through another machine and through your body will increase the body weight per minute of output. To take the weight off, use exercise immediately after weight, starts coming on and miss deliberately a meal only to eat it later. In any case the overload is prevented by removing the power, and this turns it off only to put the power back on to keep working on what you desire.

6. When the particle machine be running, it taps without people sensing into the brain and subconscious to use a binary code and without the actual computer to prevent machine burnout.

7. The outputs to screen be the vision that can be seen or almost hated, except it the AI, that runs it, the system be to avoid hatred and glitches that occur.

8. The program can be read off of thou as a seen or spoken that be heard by the computer operator. Where the creator of the machine and those that the creator trusts by given permission. Is the operator.

9. The environment (due to tweaks) won't overwhelm or blind the operator. It also can be auto reconfigured off the soul of the person. It, the environment, that it can create be almost unlimited. The environment be sharable and only if the operator wants it shared, otherwise its a private vision thats non blinding. Be prepared for any backlash if not used and environment flickers to an off state and this means the projected environment disappears. The brain be the ultimate computer and adds a map impression to create, the outlay of an environment as a basement and the Sub-c be the aerospace and background. The Mind supplies the rest as in the contour context and the moment be by the thoughts of others, including your own. So a backlash to the brain will reset the area and as it recovers, the area self-rebuilds itself.

10. Passwords are very secure to the operator and set by the operator until they, the creator wants them to be known. Then at any point the creator desires, the "pw" can be sharable by the creator. After 5 seconds the pw list function will auto-off with no effort. The pw feature be achieved by saying "pw" to get a list of passwords but only lists names to those in need and not the password setter/creator. Reminders to the machine of "password", "to give me password" or "I lost my password" will get it "privately" spoken to you the "pw" creator as desired. This works by momentary concent and any type of "pw" be possible for any function.

11. Peripherals can be operated suited to the person and powered by orgonne. The autoeject function can work for you unless you routed the peripheral devices to a physical machine. The disk drive can morph to fit any media but the physical disk drive won't and the same goes for cd/dvd rewritables. So let the particle machine use Osmosis to get the information.

12. Any environment can by energy and personal tastes be created, but for its learning or to "educate" nonpainfully the operator, including any magic and matrix effects, and faith efforts with a binder keeping the two from happening as be needed.

13. Diseases or conditions can be prevented by asking to be cured, where conjecture can be made in any number of forms. This idea can be conformed by confused idea and concepts and understandings that the operator knows.

14. The general area be included by actions of effect by "shared air" value and set by the operator. When set, the entire area of what the operator respects, be allowed to share a link that doesn't die off to the "linked" to particle pc. This doesn't die off till its

unnecessary by the operator, where the operator be a user. Say the operator be in jail or police has brought thou to the station, then the OS would share to the jailors if allowed to by the operator and then the secure self server be "owned" by the sentients as with their own private heaven for the linked operators.

15. To put the program into the active state by simulating the action of the component, Where the normal automatic function be to keep the program running as be necessary to the pc operator, till its end by the operator. The program can look like anything in the "orgonne" idea.

16. To see the results be to get the result unless you desire it not with or without bad idea.

17. Remote view and control be done to and by humans and other separate sapients silently, but only if the person wants to. Remote view be to silently see the area that be focused on or felt to be there. It then goes to remote control if the person wants interaction, to fascilitate the shared linkup to another for control for network including the brain as a resource. This also includes a personal account that changes to the idea of the moment and shares no private info.

18. Use of common sense, Osmosis, pulse, and true moments be to consider the idea of who is given input into the machine that you create and program. There be a free sharing of copied code to do as you want to with except for those that want it private.

As far as I know, neuracanulla links, shared wetware network from spinal tap, can do a shared view screen, or contextual screen view and uplinked to each other by a mental network handshake. Once linked the place your in appears like the area your surrounded by or the environment is set as needed, but the default be to appear like the area that your in. To place the information on the machine, also known as the atomic machine, particle machine and other names, be to reconsider that even if a machine isn't there, then it can still be accessed by othersight and just voice, with each use it becomes shock, fire but not water resistant the more its used. Morally resistant to the point of creation with the operator, and should be the moral of the machine unless his/her morals are imprinted by energy transfer and if it allows for conditions that need watching. The machines access be only cut off by morals and its not only dstroyed, its restored after its destroyed, but only at the moment its needed with security and improvement.

Its self powered by orgonne but turned on and off by a edwards switch, located switch or a switch thats like a wall switch. The switch can be used if it goes haywire. An alternative OS be used like the Army system to emulate any OS simultaneously and to use by drawing it, the (I) sigil turns it on, but the () "null" symbol turns it off as with the other switch idea, like imagine a power switch and use it. The "parts" are the components that auto-update themselves and reject bad parts that go defunct, like the brain component identity that is insane to others and themselves. This be like microsoft windows with security patches and ease of use and uses Linux like structure for the Government system underlayer security level, but acts like the Army OS as mentioned in operations support. The memory of the machine be the person as a secret keeper in the Harry Potter world. The operator and creator keep the memory and data storage in an unused part of the sub-c and unused brain as storage. Where the memory be hard drive space in the unused brain part, and acts like a Ultimate capacity memkey also called 1 Terrabyte Usb drive in the unused part.

Draw a @ and state what thou desire to input for easy input access, and what thou want to do is what it will do as the aura tugs the acting motion to exist. So to indicate insome manner to "savga" for save gap to save a moment to a autofile in planck level space, will save it whatever it might be. A "rotoga" for restore gap off planck level space, will restore the

moment felt on or visualized, in truth it doesn't even have to be saved to restore what thou see in mind. The "unsaved" restore be likely to have a 20% failure of corruption of unlooked for things. Due note: any orgone program be possible to work. A patch be to fix anything, permanently or temporarily depending on how its created. Use "pakm" as in patch me to fix what be noticed as wrong.

The biume technique be to create a biume field that works off live energy and living personification and with motion. With the biume, it will look like it blooms up within a few seconds and stops drawing from the area. Sorta like bootstrapping or kickstarting a machine to make it work. Stroke the keyboard or item and feel the energy channel into the item, ie focus energy into the item but not to move it. and the item will do as it will but as you say even if the item goes rogue, against thou. Its a personal AI and works for you yourself.

Use of the blue flame of eternity makes for idea circumstances and eternal biume as if the energy be high enough, then the flame becomes alive from using a lighter, testing for energy level and think to increase the energy until it turns eternal blue at 1' extension, and then will the effort of work by the blue flame to happen as an idea with visualization. The kickstarter of the lighter uses a spark to start the flame and can add in the effort of your will, thanks o Roy. This causes the eternal flame to exist.

Now it, the biume, be a negative energy if emotional state and the idea it uses be always negative. This a testament of truth that the Energy AI be a negative persona of yourself which sometimes act in a positive manner. Thanks to Dr. Gorbitov, an alternative way be to focus on the item until it "takes life" by drawing energy and either way its noted to "live" by events that are oft, counted strange thanks to Russian scientists, by effective energy drawn of things near, unless told to draw from the sun. Now to use a setup like a gate with use of a unused area and then set up another gate to link as an anchor. Use this to send the effort of your will to make upto 1000% or more effort by work in energy and physical activity.

With physical work manipulated by the energy don't make it too tough, or the body gets bruised, its your body and not others unless a natural accident. So in effect its to manifest a thing, between two placed area anchors or doors, to get an effort that normally wouldn't work but has possibility to manifest any one object unless conditions allow of ever, ready energy resurges and unlimited activity scope for more activity the less likely unless your tied by anchor and this anchor absorbs the active energy. Thanks to psi groups for anchors and for the example from the dimensional gating idea.

Flosi
Fellowship

Fellowship be the brotherhood and siisterhood of time to create an effort to bring people into a better state of affair. When a brother was free he would join in and play with events like a game. So for another time I attain the goal of other people to go farther in life and to gain anonymity with the gae of life. Play yourself or play another and use the oher goal as an excuse. In this way thou can get your own way, without incident as the "hunters" will within belief of your self not being the other person. Just do the original idea you state the desire as proof. Basically, "People are stupid, they'll believe anything. Unless they are aware of the idea." From "the sword of truth series" by Terry Goodkind. An idea thats goods or good can somehow be regained from loss of reason. A position is kept from trading places as a rank here is a similiar rank there but the idea is in the same world any two positions can be traded disregarding rank.

For moments of of prosperity, use the focus and draw of events to recreate the more desirous

actions. For to draw by a recreation effort be to derive a feeling in the engine of others to feel a success and condition them to help in the effort, "acquiring" thou idea and goods. The more desirous efforts be to create a better result from using intentions to create a pattern. Try to add in thoughts reasons or lessons by others to improve that which doesn't work for a promise to get it to work. Use either reverse idea and get the opposite acts or the synopsis of an idea to recreate the good effect or outlook. Despite the positive outlook, your likely to get something back. Like feedback of positive or negative criticism that can get to be constructive criticism. Struggle is the disregarded rank that's in dispute, that counts as a slight not to react to.

[Go back to the Atleantian main menu](#)

-h-
Sava-o-Atlan
by
Rufeous O Peter

The service of Atlantian these are reflective rules of their army.

Ok, the idea be simple with this in its set up by the long range viewers that disbanded by choice, and made a secret army inside the church and state, one that services themselves and gives a new name to "nsa" but the army members arm themselves and make sure to stop criminal activity not in their army. They assign themselves duties unless the secret phone message or tv message to deal with a situation or subliminal "programming" is to create a automatic response at the right time by phone or network. The idea be a citizen army that be self-supportive and does the necessary idea as in join the normal army, so to get a job of sorts except on planets that thou can't get neither is sometimes necessary. So think to do acts that get you paid, if its deemed necessary.

Thinking to beget either job types where the work gang limits the funds and holds the bag, thou must an join a work gang. As thou get to "travel" by dimension or Astral or physical maneuver, but if thou get a chance to by many means. Use long range viewing to set events up, and to use scouting techniques and magic or psi to achieve the miracle of desire from God (not to play God though) or use another faith unless Atheistic then its from thou and thy private source of power including thyself. The best gun be the airgun with carbon dioxide cartridges where airguns are deadly but don't use real bullets, this require no gun license.

The ranks are set by earnings and/or setting thou own rank and proving thou can do the job unless assigned a rank, thou can arrange a job and gain it with help or others. If asked they don't admit it except by those who require it in kind. The field commander be the highest rank and the ranks are limited to three per rank level except field commander in a near area. To inform people of this service gets more in and thou can get a payraise by those who watch in the area of expertise (the boss), the SROTC be allowing a expertise always that rules the moment. Now the rules of idea that people agree on are rules unto themselves. This idea was given credit by a report of Drksyders, on Machiavelli whom work with the civillian army as an army to "support the country" by support of patriotism. He speaks on recruiting. by use of normal army and similiar idea techniques with punishment and reward with a quote from the review.

"Machiavelli advocates for a balance between make pleasant for fear and respect, the above mentioned methods do not leave an opening for such a balance. At this point, the unwilling soldier be best convinced by ideology and psychology rather than punishment and/or reward."

The fact that rulers exist to believe this be why most will try for them and make them successful. Given the regard to momemetary glances we could bear in mind that they were

the victors in a very hard time and age won and by winning the kept kingdom. The point of trial given by punishment/reward be likely to backfire and cause people to disbelieve and psychology will pave the way. "Most fail to the effort of seeing overwhelming achievement in action." by Great Kahn, Hannibal the Cannibal of the Mongols and SG1.

To wear a colorful clothing style and similiar styles including fatigues (any) is advisable but its possible for any actual clothing as a person can citizen arrest, but the Army and Police can arrest thou. Due note, the president or read as princ/ess and king or queen of the country be the ruler unless thou chose to serve the country on a secret mission to another country, the secret mission be over when you get an achievement of sorts and/or solve a crisis. This be also considered an easy way out of a horrible situation, and if done in good enough time and to avoid early demise, then thats a blessing. "The exodus be really what this be made out to be as an exodus, to understanding that in a far away place can let you live and achieve a better role."

The commisioned parliament, registered commitee members, US government officials and boss can set the idea that rule the conditions and thou can try to find a way. The instant courtmarshalor firing must be proven to a group of idea people (peers or higher) that thou achieved what thou said. Thou must at least try to do as thou say thou will and obey the commander unless not possible, for which thou find suitable idea of activity or trade. When thou do the deed thou achieve a result that thou decide on with analyzation of the data or facts with proof at hand, or otherwise and tell the commander later if it works and if it doesnt, tell if it won't get you killed unless its expected. As thou may find a suicidal mission and thee can disagree with it. When making a new law dost can prove it effective or its not used and can save lives. No shooting other officers, period, unless they kill by enjoyment and for bad reasons.

As reasons rule the moment, try to see the truth of any arguement. Thus be supportive to the supportive long range viewer members of the SROTC as they are untouchable and are field commanders except by other Army. If thou prove the point to them thou can be one, unless thou prove thy know the techniques yourself. Its not dishonorable to fail but to not try be to get drop in rank unless no rank with no shooting thou by the effort. Thanks to Sharol. Do things for humane and resourceful (not like CSI) reasons that are fairly understood, that follow the law of the land. Where the ultimate ruler be the dimensional police that won't "rule over you" but work with thou. So no high weaponry near the normal Army that would be illegal to civillians.

Some other members are the regular army, starship captain and crews, the Magi, the timetravellor (with a suit yourself role and timely warnings), wiccan (tame witch), Jedi (Psionic "force" master), witches and the populace that are unknown but go planeteeing with aid by the others, to be field marshall thou must be field commander and the field marshall be the leader of a squad unless thou think otherwise. If pissed off thou must leave the vicinity and with no firearm unless thou are in enemy territory. The release of the Army to citizenry be not possible as thou are still a citizen in truth even beforehand and thou may join or unjoin as needed with a "retired" status to reclaim ranks if possible when thou rejoin in a "active duty" state. If thou are not rejoined into the SROTC in 1 month then the position be taken, but thou get another rank choice if coming back within 2 month or longer. The elders outrank the younger and will be tolerated by three manners;

To be listened to without bad reaction or complaint,

To be obeyed and only if they are sane, unless you are told to by the elder.

The third be to support if necessary but to know when its safe too. Unless the commanding officer tells you to.

The greater the skill the better the position that's acceptable. and more to taste that's tolerable by others. Always follow the commanding officer as it's no questions, unless they allow. The less proof needed to keep a skill rank, now for the ranks list; Any rank thou think thou deserve and can act out or prove including Lieutenant, Time traveller, Councillor, Marshall, General, Seaman, or similar except President, basically that fits the role, and field commander be to be chosen by effort and agreement as thou must be able to command. In true motion your a "special", or Sp., that be of any one rank. like special Lt or special seaman. If no actual specialty then use special by itself sometimes followed by thou first name. Like Sp. Kahn or Sp. Bill or just Special. Thou don't have the rank to normal Army and Navy as this is a "Citizen" army that be only true to other citizens. Be aware thou are not Army unless setup in the Army an Army member of ROTC (Rote of the call), but a member of the SROTC unless thou can make the Army believe its a special branch (not likely unless thou can wear green fatigues) Be on your own regard and serve yourself first and others second as people could override thou in command, except all are equal in command. This serves to override any actual rule and proves a point.

By serving thee first thy serve others second and thee give moral ground as a guidance with belief in thou, then thee follow the rule that Rome followed as, 'be your own self and serve as an example.' Then by belief in yourself thou find others belief in thou idea. "As with tokens of strength as power, the magic be sown and ritual can be achieved with success, selfishness be prevented by considered motion that's in balance with the world around thou". Quote by Merlin.

So with this self-centered nature thee may find thyself pleased and others pleased as well unless its for naught. In event and non other thou might find thyself released of all duties with none the wiser. At any point, most people are doing things on their own free will and whatever thou get from this it be intended to support individualism and thou don't have to get approval by others to do things or get things done, unless told to by an Army member or the police. Self acts of honourous activity and duty are what prove my point. 'I, the President might join this group unless circumstances prevail.'

Quote by "A.O. Kime", "First, one must understand that realities dictate what rational manner of thinking would be most suitable to function within those realities, so the manner in how one thinks must fit the circumstances within that reality and the most prudent and effective course of action would be considered the logical course. This defines the state of action for a logical idea." As to go beyond and find peace within so thou will get the result with honor and glorious repute, and appear sane if found in another land. Some supporters are Clarise Thomas, Bill Clinton and law enforcement that will support. In use of magic this be specially specific to not go insane after some attempt. This be a proven effort of a "citizen army" that be more closely related to the army (ROTC) and Airforce that can geist or "astrally or spiritually annoy" on those who are criminal. To turn themselves in and go to jail or stop harassment.

A few rules to remember if interested in the craft be of magick and psionic (pk, conception or psychokinesis) that include wizardcraft (external internal wizardry), witchcraft (internal external wicca), Antimagick (hyperpsionic/hypersonic metal and gemstone craft) or any other be considered magic "craft" in specific like Egyptian forcecraft and Hoodoo, where craft be built from the Three laws of craft;

1. Three craft laws use the murphy's law as a potential to failure.
 - a. The Wiccan rede,
 - b. the Golden rede
 - c. the Dimensional Return law, a restatement to the Golden rede.
 - d. The square law.
 - e. The assumed identity law.

The basis behind these in math version be the chaos law of events that states out of every action there is 9 reactions, or per any action of unlimited time be 3 positive expected, 3 negative unwanted, and 3 neutral unexpected or resolved actions. Antimagic hyperpsionic ritual is as though an idea of power that can pause or manipulate time as in a event that may occur, by the attempt. Now, with magick ritual the soul be slightly sucked by the Wiccan and Demonic. Unless the ritual is made specifically to prevent this or get rested after and strengthened effect by Hyperpsionic Antimagic due to the overlarge quantity of steel and the metals act like a restorative.

Any druglike effect is a restorative during ritual unless you don't want to do drugs, this can still be used in the old religion. Add in vision with the right drugs. The drugs work into Indian culture so consider the indian dream quest to find the answer and get responsible motion as a result. For the drug the Indians used chohob'ek similiar to pot and weed or similiar, try a replacement potassium nitrate dissolved in water. To do this right, boil potato peels and collect the black stuff at the bottom when it forms enough. this be your explosive and "vision" drug. Mix in water to get the effect, expose it to nitrium gas to form crystals or buy the crystals from professionals. To store it, try to use plastic containers (any) or it could explode.

Now This is using the point that creates by will and energy, this is thought with the energy you will by feel. If you think that by thought, this is willed or made by the spirit using the soul. That is made into activity and the Pauls constant or Dimensional returns law is a concept, that is a restatement to the Golden area the rede was made as "To put forth effort gets results and the more effort the lesser the returns". As gno is dimensional knowledge as an energy to use and once used returns, as if your not the originator or the moment. That is infinite unless you decided to end the moment, yet seems to last for 1 sec (applied in ->) -> 27.2 best results of 1-27 sec actions. At least and not all are overlooked because some are too good to be tried, and 27 / Amt of Seconds for action results. There is a point that nothing expected, and if the energy made activity and energy is an idea. Things are turned to cause use and thought creates, as your motions and more effort by you.

Where a little effort gets a return of 27 or less actions, as a ripple in time or moments your will is done as a well made point. Each return be accounted for as with the whole act, as it helps build the activity and acts as a feedback. Think again, more effort gets lesser returns or less results by 27 / seconds in amount as 2 or more seconds. 1.43 seconds pass per each act sometimes physically. A lot more to reach back and see effort to get almost, unless necessary no return effects as no energy there may be no more efforts by you. The law was made by Paul Moisant in an effort to go and do what you think, think and do with thought as whats energy modified by Chris.

The golden rede is created by Danny to use 1 sec -> 2 times the return effort + 3 times the length + 4 times the effect (to others) or not as nothing is done. To put forth effort gets results and the more effort the lesser the returns but three times the effect. As a thought this is energy that in an object shape if not returned creates, as the thought creates is a point in mention. As if a moment comes up, that is what you will or inconsider to use a point in thought. As energy returns to the body the youth is what this creates to what you can seem as energy is a use. As long as you remember, thought as you were in some way is as they can recognize and restore by energy in the aura. As aura energy is thought is useful or use by aura if a moment, that fits the moment in time your thought is your own.

Hyperpsionics use frequency manipulation through hypervibration or voice control and causes intent with thought. This is where the Auratic vibes, caused by intention being expressed in varied degrees, mainly speaking, using music or willing your thoughts to occur. This might achieve things. This is interactions like biokinetics with living things. The auratic vibes come from living things. Auratic vibes can be the vibration we sense from those people or things we get near, that tell us they do bad or good things. Its also the vibration in the air that tell of good or bad energy.

This is a basis of Hoodoo and Demonism. The effort to do things in a ritual is with double the return action, triple the effect time to others and quadruple the effort achieved. This is using hyper frequencies to achieve or effect results.

The Wiccan rede be 3 times the effect back even if positive or negative. The metal type magick be combinable with wicca, idea as an effort to surround the ritual by influential vibes and use the metal for a count of 3 seconds or 3 minutes by having 4 times the normal effect of the wiccan spell with only 2 times a return energy. To attempt be to do the ritual for 3 minutes or more and afterword per each minute of actual ritual be to create the potential 4x increase

every minute of ritual done afterward. To use 1 wizard action be to get 1 result with one good/bad results to many, The Antimagic is also good for countering witchcraft and disorder.

The Square law, To build (upward) be to get returns by being openly or foolishly regarded to square things away for understanding. To which they get what they desire by a goal, reward or promise to where be they can do things and the rest be optional. Be seductive by not being selective and its allowed because you allowed them the writing right as in (c) the right to use it. Be energetic and secure to be looked at for advice but not book burning. To strive be to be understood at the behest/behex of others. Be not regarded by possible outcome and by possible outcome use every consequence to be creative and chaotically adapt it with calm. This is assuring anonymity. Crazy be the stricture not realized as its favored on assumption, and yet be encouraged by every stricture. Unless for insanity from discouragement and crazyness for allowance as its to dissuade the bad act. As everything has a purpose, this can be disallowed by allowance they might come to disrupt anything, for fear. Everyone has rights unknown and in recognition its blood rush with power thrill allowed. A thing is, this can't be responded to by direct impulse. If suspect, think of something else or try to assume a different irrational difference. As to why, because a name be identified in your action or by an identity.

Assumed identity law, is to know the idea and act as to identify the possible idea for each area you want, with an assumed identity you can assume a role and understand as to be there. Or, you could be the person they look for, to spread the work as a thrill by thanks to the source of work. Mostly by continued use of the idea. If they were having progress they change the idea as its only a name and not the base opinion as to the works of the effort done by it. This is the differently named, same idea where the degression can cause going backward in the progress, until progress correction. This is in quality of the idea and base works as your going forward and using errational thought amongst other things that are erased. So there is a time for anything as its to create desire and things that are to exist by corrective measure. This is belaying crooks as they achieve or as it is, the event. These events happen as they are supposed to stop the act you dislike. As it occurs by prevention.

So we fill in where possible as duty be not set and be be to not beat as needed. Here the last point be the time corpse, of being able to live beyond as a similiar body on this plane. But they never die as events call for it with heaven on earth effect, to say it and it occurs with possible mimicry of any ability, now if I tried for it I would get it and be identified as others by a purple pulsing aura of purple blue violet energy. this be unseen but felt as radiation and a jerky motion in people that do as they are always told..including the timed voice but only on activity. The problem be you can't kill them as their zombies that live by events or event 'life' magic. In result its a good lich thats like human and be capable to bring themselves back as if never killed or will be back. Optional be to ban ghosts and spirits that are vindicted souls by priests and time corpses. To retain/return balance be to create an event that you solve as a problem.

So if possible or necessary, do 'as if' a great job and encourage/discourage. Do what you normally wouldn't do to escape unless its known about, and be allowed. If known, be freed from banning. Thanks to Pope Habamero and Pope John Paul II for acceptance by example. As some energy dislikes other energy as a flaw its almost perfection but the perfection. Return now, be it by a home portal spell that returns us or a here as a single person to where we belong or an anchor be set. Jobs are self-assigned by self and for self-conscious reasons. To take a name of the area, event or idea from a book. This be to take a name that describes an event for an idea. To say the name creates a time event and uncalled or unsummoned sets of actions in an unspecified prophecy. That event could be a name and could be guided. The most important equipment flaw be to disrupt it as it can make too many demands.

As to why it is, I do not know except the flaw be in humankind reacted on others. With no regard to instilled motion/instability. A person isn't hard to kill they are hard to make. Some aren't allowed in their mind as be a dead set thing, so to change their mental perception be to get them to workaroud. Includes as learning ability or disability, the person be likely to take it wrong if its a learning disability so to obey your own self, or assume that your weaknesses can be built upon by the strengths of others observed. Some think if you can pass off the most important idea, as 'to let it go' of things you can't use. The thing be to say that work creates necessity, as of void philosophy and other than philosophy of discordant sects. Now the bind field be the effort to create, influence on the sole area as perpetrator/penetrator.

So diverse be the energy it creates promise to elusive hope. Things like empiricist force and field of energy, that keep a person wasting their efforts..this follows the why of that, and be because it is, as a person follows a philosophy to do anything or to get somewhere. a do this and got that idea. Don't dump though as a theory of basic flaw in demand where in demand your not observed, deep pressure can bring you out of trouble into sanity.'Deep trouble in little china' be just be allowed entry and know everything about people. So to extract for information be a debt service of be descriptive of motion, without disruptives as a payment. This be as a survey of questions, but cataloged as a mind twister for idea. On denial back down and try again later by letter or objectives.

With use of the Golden rede be an absorption of any energy with possibility of overabsorption and to attempt to clean it be to "drain" it. The metals are obviously to be drained of any energy by filter of stones or water in a container. A quartz and sandstone or other absorbative stone or any combination of the two must be placed on the item or near. To be cleansed after with a stream of water.

Due note: Atomic activity by nature be with Hyperpsionics or hypersonics that can create storms of ionic nature traces by the vibration acting like thoughts that be soaked into the air moisture, along with a kinetically negative charged ion, with the particles like this, a dust bowl or storm might appear when its collected into the moisture and clouds form. To be caught out in it can make things not work.

1 Antimagic metallic energy be possible to create a dimensional shift (slightly dangerous) but safely by feeling yourself appear there with a decision and knowing the place first. After a Antimagic action be the null zone effect of any metallic object nearby, and 3 seconds to 3 minutes (accounting for time lag) for Wichcraft. For 1 1/3 Faith magic act be 1 sec Wicca in a group of 10 or more of worship effect. Conception magic be 1/4 sec or 1 action to 1 sec of wizardry. Thanks to P-brain.

1 wiccan act of 3 seconds can achieve the metal influence and extend effects of the wizard or wiccan spell.

1 sec Wizardry = 1 sec Wicca

1 sec Wicca = 1/3 sec of Metal magic (instant hyperpsionics craft).

1 1/3 sec Faith magic = 1 sec Wicca or Wizardry,

1 sec Antimagic = 1/3 sec (dura) or 3 sec of a Wicca act, .44 sec Faith magic..

1/4 sec Conception (Psionics) = 1 sec of Wizardry, Faith magic.

An ex:"Beluosis belmonte" = State the phrase to create a hyper metabolism. Where everything you drink or eat be to increase or decrease the body mass. The fat amount be how much its increased by 1 ounce per 1 gram. The cholestoral be treated the same, the sugar be amounted to 1 gram = 1 sec and be how quick your body fills up with temporary fat or loses the excess. The fiber decreases the heart risk and amount of fatty tissue by 1 gram be 1 lb. The vitamins are licensed to market use and increase or decrease stamina and body strength. Any excess to be eaten increases the weight even if healthy per seconds. To diet be useless in this condition thats caused by drug overdose side effects and consistent radiation of Radon trace or similiar and a result of immunity be occurred. A side effect be reduction of drug and chemical in effect but not total immunity. The body can match the person it sees and without any worry it would become that person if the subconscious thinks its a match for it, and without alerting the person as the person dejects the form he/she sees it and forms it on said person. Unless its instructed to unaccept the form and how the problem be to said person, only then will it change and the person won't form change to the dejected pattern.

Exercise immediate after the use of food intake with bending and other similiar. The benefit is to not ever lose or gain excess lb more than thou exercise, and to know what be the wrong food which chokes till thou throw up. Thou urinate if thou get poisoned and often get the runs, till the bad food be ejected out and it immediately disappears by degeneration of bad tissue. Any diseases are degenerative to themselves, with good tissue to replace by food intake or

water intake, and allow a few seconds to a minute or more to create reduction of fat and muscle increase with loss of weight. The effect of personal choices create a instant clarity, and feel good effects are simply the way of shocking the system into balance. Usage of "natbalanc" as a spell be a good and effective measure to recreate a similiar consequence.

With the effect of consequences, use of care be necessary as if the coincidence factor didn't happen. Pink elephants be another term for the coincidental idea that might "pop up" with thoughts for coextracting the two idea of representation, and perception that be needed to go place to place. Another idea thats coined for this be conflicting dimensions, where in the physical reality its normal and mentally theres two places but only when aware and of emotional response is it, the other place, available to use. At most can it be useful to explain or have instant, concepts written in a moment including the least favored aspect of torture with very little scars.

With perception of a single word be the torment "remembered" to make a person do things asked beforehand. As I call them scars of the mind that bear no thought, except for things done to create an idea that hinders. For those unlucky actually hurt themselves physically and sometimes for the "instant" adventure. For most police they would call it instant harassment except for expanations that are necessary, and mental bombardment be just another torment that require shields like a hackers firewall prevention with good packet filter that keeps the hacker away. Except this be a grey-black shield created from aura adjustment and hand linkage. Unconscious

The private civillian army (SROTC) may aid police and army, navy and other army on request and attempt to ride on ships with no hostility. The mission statement "wize man say, never poke unconscious bear with stick, be prepared for anything." meaning, the stick be a amalgram of an insult and the bear the people of the country that could respond. Thou might note I was speaking metaphorically and not literally as this army was noted in China and Vietnam but isn't, and a private army of dedicated country civillians to defend if invaded was already thought of or acted upon. Not all rules apply except the not shooting the officers, to 100000's or more "free" SROTC civillians also considered a "special" unit that pays for their own supplies and equipment with their own abilities and self analyzed point. This would be of Machiavelli's dream Army and be somewhat in Atlantis as I spotted it, this is done by Event channeling.

[Go back to the Atleantian main menu](#)

-I_i-

Uouo plie [wow-oo-ohn ply-end]

Diet plans, things to do

by

SH amongst others

The healthy living diet plan is one way to do the dieting. Use this if you intend to lose weight in a normal manner.

Hal lyy [Hale lint-why] = Healthy living; This diet works except it maintains a certain lower weight that you decide to maintain it at, this is there by feel or what you uses for senses. All that's required is lots of veggies, eat healthy snacks, eat lean meat and fish. Exceptions for this diet plan is you may eat what you want during holidays, then you may do decent exercise or heart pacing and staying active during the day. By Amber.

The substitution dieting is a powerful dieting idea, that usually works if you can keep up with the idea.

Substitution dieting is with use of what you may use. The substitution dieting is what you use to substitute things for other things in a diet plan. This is where you substitute fruit, things or stevia use for fat laden foods. So I think this is ideal for those that can't get done exercise enough, except for if you think the heart is pacing faster and staying active.

Heart pacing is the key to exercise anyway. So here are the detailed idea variations, although sometimes they don't work. So here they are:

Stevy Etet Uouo [Steve-why Eat-teat wow-oo-ohn] = Starving artist diet; Think to eat less by buying more art or art supplies and producing your own art. This uses the heart feel to create the art for the home, unless you know you can sell the art by feel. Think of the art supplies and then you go get them. If you spend more than usual, you could starve yourself and remain starving half the time. This allows you to eat less and work with artistry. If you don't need the art, then you don't need to use this diet.

T Ie Uouo [T Iyer wow-oo-ohn] = Item idea diet; This is where you buy the item instead of the food, that's it for the food diets. This could leave you starving half the time, so your aware of the point that's the idea you work with by what you think to do.

Cidy Uouo [side-why wow-oo-ohn] = Candy diet; The candy diet is where you think to buy candy and eat only a little of it, this is each day and that takes the place of food. So think to fulfill your idea needed and go by the idea point. This is a point from the past by feel with your sense of idea.

YI Frot Uouo [Wild from-t wow-oo-ohn] = all fruit diet; Think to do things to remain active or eat fruit instead of normal or abnormal food, then you sustain activity off your weight or otherwise lose weight.

Dru Uouo [drug wow-oo-ohn] = Drug diet; The drug you use if it has a weight loss side effect, this is usually prescribed so ask if the side effect is weight loss, that creates what effect you need and you then eat or drink what you think is appropriate. Be sure to exercise off the excess, otherwise you may think to use pacing of the heart and remain active until you sleep. This causes you to lose your weight quickly by the idea that you do.

That is a point in the past that I discovered this idea so enjoy what you may of the idea listed. If you need to know more diets and diet plans feel free to look up the webpage called how to lose weight, this is located at http://alt-sites.tripod.com/how_to_lose_weight.htm. Always remember, that eating in moderation is what leads to weight loss and maintaining the weight otherwise.

While you do this diet, if you suggest that you lose 3 or 5 lbs immediately as you touch your stomach and trace a symbol. Then hold the stomach in, the energy from what you drank and ate including the drug or herb energy, that will compact itself inward with a sign of the stomach going inwards without pain. That will cause this draw of the energy into yourself internally. Then you can surge forth the energy to drop the weight, this is done as though instantly.

Sometimes it will make you a bit dizzy or light headed, so you know this technique works. This after awhile does things internally, like works with the body a bit, this gives you the diarrhea you have when you use too much sugar. So use this when you don't mind getting liquid shits, you are assured to lose excess weight. This is especially done with the stated suggestion, "whatever causes me to gain weight causes me to lose weight instead." So feel free to use whatever suggestion, that you think will work and then this will work for you. If it doesn't, then don't worry it wasn't meant for you.

Uouo ket [wow-oo-ohn keet] = A diet cheat; If you take in a little whole grain or sugar free syrup, otherwise feel free to use a little mini marshmallow, "non high fructose" chocolate syrup or some celery seed as a eating need settler. Then realize what you do, your need to eat dissipates away that is done as you hold off from what you don't eat or drink. This is making sure your not eating or drinking things with sugar. Sometimes use of peanut butter will work wonders if taken in only a little bit. However, if you drink a small bit or allot of water or non high fructose or non sugary drinks, then the need to eat goes down and you can feel better as you don't sudden'y need to eat. This works if you give it a try by feel.

Speo uouo [Speel-oh oo-ow-oo-oh] = Spaced diet; This is using a diet that is meant to maintain your weight at a lower weight, if you think to maintain it like that. This is a spaced diet where you eat small snacks throughout the day instead of eating 3 square meals, but doing neither after 7pm is ideal. Calorie counting is very important. Maintaining under 1500 calories within a 2-4 hour period, you can eat and drink up to 1699 calories per day and no more. Also, if you

think to adjust the body to create the eting you need to get to a certain weight. Repeat as needed per day. If you chose a weight that's higher than yours, then think of the weight and your body adjusts its eating style to make you that weight. This adjustment is more easily achieved if you state the weight as "I am 154 lbs." Or somesuch. This is a point in my life I achieved this goal and used the tactic, that is spoken of with allot of exercise.

Ayey jiayn yq [aim-eye wine wick] = Intermittent fasting aware; If your aware of fasting, then seem aware that in intermittent fasting, this is where you fast or eat less two days in the week. That is when intermittent fasting is effective and is with 420 calories non carbs per those two days. They can be any two days of the week, too.

Some elemental weight commands:

fa suy reg = pronounced: fahn sue-ee reeg, this is your 'fat suit regulation'; the fat suit is your body weight represented in your subconscious. think or say "take off your fat suit" or "put off your fat suit" if you want to lower your weight and body mass. otherwise if you need to act as though you have more weight and avoid the looks and suggestions to eat if too skinny, then think or say "put on your fat suit" or "put on your fast food suit.". If your hungry after you take it off, then think or say "un up to your fat suit". This works no matter the point, "put off your fat suit.".then, think take off and do things, to get some exercise.

do; think or say as you consider the body fat, "don't eat your body weight." then you stop wanting to have to eat so much. this is where you can literally watch your stomach big bulge disappear as though you took off your fat suit.

dro ye fa suy = pronounced as: drown yehn fat sue-ee. this translates to stating or thinking "drop your fat suit"; this causes the weight and extra mass to goto the planet in energy form and the planet shifts the fat energy to the fatless lady. This works with stretches of the body as you hold in the stomach. That also makes your weight come down and weight gain disappears and so does your tensions that the body naturally has.

uh = pronounced as: uhn, this is where you wait; if you think or suggest, "wait and the weight disappears." Then exercise as you wait and this is moving around a bit. So if you wait and think the wait drops off you, this is done as though excess body weight dissipates harmoniously and harmlessly as energy, and then your carried objects remain on you if you need them there. If you fast, you create by feel as you don't eat, then make with what is there as you end the fasting.

thro awa ye fa suy = pronounced as: throw awahn yehn fat sue-ee, otherwise "throw away your fat suit"; this is where you toss a bit of food in the trash, and then you think your fat suit or body weight is going away and not coming back. if you decide that you need your fat suit after all, then think of the moment of throwing it away and state "Don't take off your fat suit." just remember, you can always throw away the fat suit again.

ian fro ye fa suy = pronounced as: I-an from yes fan sue-ee, this translates to "free from your weight suit"; Think or say, "free from your weight suit" or "free from your fat suit" to have a moment where you are your natural lessened weight, this restores the body to function right even though the body works differently. This is good for sudden onset of weight as it pauses the mass of weight from building up, and then starts making it go down by the power of the mind as though calm and responsive if non angry.

[Go back to the Atleantian main menu](#)

-j-

Some necromancy, this is done in case you need it, from the city of the dead, cenethal
Su Nuocy

This uses nuocy or nuruicy, otherwise called necromancy. This is the practice of death essence energy and life energy manipulation by a necromancer or nuoca, that is what can be used to work with spirits and pass them back to the grave and then thought sent the astral plane by feel. This is where necro is a point death is becoming of another state. Think

and you know what to do.

So its just a passage and sometimes we don't intend to desecre or desecrate the grave to do it. Remember, if you ask the spirit of the grave for help anyway you think to do it, then you will receive help and you may also receive a bone to aid your point. That's if you asked for a bone and dug it up by feel. If you didn't ask permission, then you could cause possession of the body until you put the bones back. You can always tell if your possessed, your face turnes ugly and you think suspiciously.

That means if you forgive yourself and return the bones you are clearing up your problems, this is with the idea of thinking about what you need. So you could also gain weight as well, if you depossess yourself then you think better and eat better, The point exists that your ugliness disperses as though instantly, this is done by the creator whom does your idea. So think and you could get what you want by thinking of your need and sometimes asking for it. Then things should work out for you.

If you do get a bone, think to hold it and state your request of the spirit that it once held. Then you get what you want. This can be done, even if you don't use a bone. Just think of the person and imagine or think of what she or he does. If you do this right, you only need to state the name of the person or the name of the spirit three times. So if an idea with a point is useful this is used by what you state, this is done as thought to command what he or she does.

What is done is what you think, so think what you want and you may get what you need. This is especially true if you state the command as though a thought and a request to the spirit. Such as a point of getting a spirits aid during the times you live. This is a point that you think of the spirit or the animal spirit, then request the pets help by stating the idea you want it to do. This always works, so be sure that you allow for their return to the grave, this is done as thought is an idea and reward to them for the service they did. That's if you want them to do things. If you don't then don't bother them, you won't be worried over what they do.

Otherwise, just think about the idea of the spirit passing back to the grave, then the astral plane (where available) and you did your necromancer duty. If beyond the planet influence, then there is no actual astar or astral plane. So think about this, that is a point as though the spirit passes back to the body or the grave. This ensures that you cause the spirit to go back to the grave. Then your free from possession or whatever is the case.

Elsewise think of a phrase or word and that you imagine or feel happen, think where the spirit does as you command. Then state or express the idea to do with the word or phrase while thinking of the spirit. If the creator makes it do what you want, then you are done. So a trick is this, think the creator does what you say or think, and think of the spirit as you state the idea in a word or phrase and feel the idea happen. The spirit will do what you want, if it sees the reason for the point by the creator that created us all as memories. That is how you can do this idea more effectively.

So there is also a chance of resurrection, if you have blood in the veins. That has a point of sangevoi or blood control. This is where the spirit if needed by the soul will cause the heart to beat. When the blood flows, if there is any blood in the body, then you will know that is where the brain will start working. So I think that if you have a working body, then the body is undead until you think to not need it alive.

Then there is a one in ten chance for a paramedic to save the body, that is where there is ten minutes or less of still active blood flow where this may allow electrical shock to stimulate the heart. So this means if no spirit need, that is done by the soul and then there's no working body by the feel of things.

This is all in the art of ressurection. According to a heart surgeon that raised a dog, this doctor is unnamed even today that thought of this feat. So don't be surprised if it works like that. Yet no blood, no heart activity no brain activity. So think about that. This can be used, if you kill yourself during a death trance. Think and you know the idea to do.

This uses a point of fresh idea. The fresh body or jew bod, that sometimes means there is still blood in it and it is a good condition. The blood has yet to be drained from the body for being dead. So if your with a need to revive it, copy your soul into the body and tell it to revive the body until you don't need it. That should handle it by feel.

The trance point you can do is considered netatru, the soul death trance where you think of the moment to do and lay back or lay down. Then breath in fresh air and out the bad air. This is done until you trance, then focus on the idea of stillness with the body. That is working as though the body were dead. However don't overdo this, the point you do could kill the body as you think to work elsewhere and soul wise. So while in trance, if you think to step out of your body you can soul shift.

If you don't want to shift immediately, then you can use the soul to command or request some idea or need. This is when your using your soul to create a point by stating something, otherwise your using your spirit to do things by feel. That is using the senses you have and making use of a soul shape that can speak, then all that's needed is the point you think that the soul can speak silently and get a response by activity being done.

This activity is what you generally want by the point you make. That is such as "I am going to need supplies." Then all that's needed is supplied by feel. Now all that and more can be done by astral visitation. This is a point you think of where you want to see and your there. If not, then you knew that getting somewhere will take time. This possibly will require a ride physically. So be prepared and do as necessary.

What that means is that is all you need to know for necromancy to work in your favor. Especially when this works, if you light a candle then think of where you want to be. Then all you need to do is need something, the soul is the being that provides by feel.

Something else to note: This is done in necromancy. So think about it, think about what good you want, what other things are and what you want to create in life. Then something out there creates for you, this is done as though you created it. You can create with the spirit, this can create from any living being. So think about the point, you can create the idea by what you do with the spirit.

Albeit the results are spotty this means you can use a spirit or being from a live human, its better if you use a dead spirit or being like a deity and work with the results. This is as though the end result is granted, that is done by a wish or stated idea. This can create nearly anything, so nearby it is. Think to dismiss the being or spirit. That is done as you think to do things. Now onto other things. Oh yeah, this tells the creator to do the idea. So use what idea you may have use for and this is with a point by what you do.

Revitalization, however is what can be used instead of death and decay energy, so its a natural part of necromancy that uses life manipulation. This is a second part of life necromancy. Revitalization is where you think your energy goes through the body and veins, then this makes the body work better by feel. This is what can use tow points of touch, the feel of energy, that is where you are thinking and the energy goes through the body. That is going from one point through the body and back to the other point. Naturally the body recovers by feel.

This is why the body is animated at first, then creating with the energy it recieves. The body then farts and seems to pass out on using up the energy. This sometimes works by idea, the point is done, really, when the body passes out and doesn't come back to life. Use this idea to find out answers and other idea, this is especially true if you think to do things by feel.

If your interested in established passing commands or speech creating idea, then here are a few idea. Whatever language you use. here's a spell that pases spirits to the astral plane. "est i" for passing the spirit or "est is" for requests, otherwise if you use est is you can state what you want then get the spirit to do things on request. When you state "est be", then you can stop the action by what you do. This stops poltergeisms by feel.

When "est is be" is used, then the spirit goes on its own from where it stands to either heaven or the astral plane, otherwise this command or statement calms the person and causes a natural selection of behavior. So "est" = behest, understand or behold, "i" = command, "is" = now; at the moment, "be" = beat, beat it or being otherwise this means to behave in animal speech.

The whole command works, because the person or being usually thinks of what he or she needs at the time of

statement. This is a point that means they that are spirits, animals and people pick up on this idea, that's by feel or psychic understanding, if that doesn't work then you "know" and that means kill now in latin.

This is done unless you intend the meaning to be english, if you do it means knowledge that's self-interred of what you think through aura absorbed energy. Now through self-expression or idea spoken, the idea now is understood for your intent. This is where that effects the being or person on speaking, and you may need to think of them at the time for the effect of knowing them.

[Go back to the Atleantian main menu](#)

-k-

Obj vae Subj rely

Objective vs Subjective reality

The diee is a point where there is objective and subjective reality, this is noticed by a point of dillusion. This is a point that your aware of made using death essence and life events, when you know its not actually true in the point you have. The reality behind the moment is a concept, the point is made by the subconscious. This is where you think you know the point, so that is within aspects of real life. Real life is where you think you know and are aware of the point of illusion, then you know what is really there as revealed by the spirit. The real life point becomes real again, the idea is done after the point is done. This is basically an illusion where we get what we want by feeling that its needed. So enjoy things as they are there, the subconscious can create anything just to let you know.

So if you find a bit of luck, then think about the point and if you realize what was done you know it is illusion set by the aura energy. The subconscious mind is what directed the aura to create what you need. If not there, then you didn't think it was there and your subconscious blocked out the point. So basically, the idea is done and dealt with by feel. This is a point of the illusion of life, really we're not even living as we're a memory of the creator. That is represented by a silver energy sphere, this sphere rose into a ring of clouds and became our reality, also known as a god particle that was created by a particle accelerator called CERN in italy.

See were all born from the sphere or the creator as a memory, that is a test leaving the planet. Were aware of everything and nothing at once. so the universe that is there around us is illusion as well. What did survive was our conscious energy awareness. That is aware thought by the point, this is a point of conscious awareness. That allows us to perceive things by the creator, he or she is making the point for us from his or her dimension. So this really is a point of recall within the energy consciousness itself. Think about that, then think your continuing life. Well life is what we think of it, this is a known idea. That means it exists because our subconscious created things, if the money didn't seem there then we didn't need the idea. If an end then not and it doesn't matter if we know them.

This is where we think of the idea an this is a point put to the past. There you go, this is a point in the past, that I realized this. So the true date and time is nothing, this is a point of recall only that you think there is a date and time. That is why the subconscious only knows moments. This is a point to it and the subconscious mind is what truely is there at the moment. Nothing else exists, if you think about it that way things might disappear. So think the point and you know the need of the moment. When the need isn't there, then you know its a possible real life idea. This is a point pointed out as I was with a driver, that was driving me as though a point if somewhere else was there. This is also a known point of life. Oh get this, the illusion ends, if you think its not there and it disappears. Welcome to reality. This only lasts as long as you think. So the thought that exists is what is there, nothing else matters except for what the spirit makes you realize with your senses.

Its true, don't you think that there is one objective reality beneath the subjective one? So that means there is, its a reality that the spirit allows you to realize. However, the subconscious knows by what you feel, then your conscious mind is what your perception is allowing you to see. The effect is what you direct the mind to notice is what is seen. So sometimes you like the subjective one. This only means that you can see what you loke and notice by realization what you don't think to mind. That is when there is one objective reality beneath the subjective one. Its easy to notice

the subjective one, its not so easy to notice the objective reality.

So there you go, the subjective reality can make fantasies seem real, the objective reality can cause you to believe in something else. This is a point to the matter at hand. Seen as a point, that's all you really get of the area. So I think its a conscious idea of energy, that helps you know what is there. Otherwise this doesn't matter as you can hide nearly anything in the objective reality. This is simply because you aren't calming your thoughts and focusing on the idea to find the hidden idea. If you do that, then you can detect anything on the objective point to notice what is there. That is all there is to this idea.

-|-

Alt stax -o- t ego

Alternative states of the mind

This is the alt'sta or alt states point, that is uses with the alter states by what you think of feel. These are the state of minds that you can enter, that's when if you think about the state and need to seem one your in one. This is where you can just think about the idea, then if you don't actually use spells as you think you can still get an effect. So if you needed an effect I would state the point. So you can use suggestions and the subconscious in alpha mode may do them, unless a countersuggestion is made or you don't need to have an effect. Think your freed as a point and you are away with life.

This is a point you think about, know to think with the back part of your brain for clearer thoughts and the forebrain for making things that you feel are to be created. Then if you don't need the idea you won't get the point. That means if you can do this, you have the idea. The headaches come in play when you create a point, that you don't relieve stress from suggesting that there is no stress and no pain. Then the headaches disappear, sometimes you might need medicine. So think and you know what you can do.

This suggestion activates your jedi understanding, so if you think about the idea you can know from spirit understanding what the idea is done by feel. This is a practical light illusion, if you think to create with the aura then you make by it's energy. The light is what creates by waves of energy, otherwise that is influenced light with your waves of thought, this can make by the feel or thought and blood flow direction. This creates with the creator empowering the effect. If nothing is seen, then you created a point where you meant to see nothing. So think to see some idea and you notice what is missing. This is an effect done by feel.

The method to get into alpha state is think your in alpha state, this relaxes you and only if you breathe in and out until you are tranced or actively relaxed. See its an easy way to get effects. So think you aware and awake as you feel refreshed, then if you need things the subconscious does what you need. Think your awake and refreshed, then you come out of the alpha state as you think you do and you are aware of things.

If your there right now. It can make you laugh hardcore, and tend to disconnect from the physical body. I use the suggestion, that "I won't do what I don't need to do." Simply stating that is a "command" to the subconscious. So this you can feel allows all commands to work better in alpha state. Do you have recommendations and/or guidance or how to have balance and clarity in this state. State as suggestion, "I won't feel what I don't need to feel." This cures any feelings that you don't want or need to feel by idea.

If you experimented with the other brain waves. This one is great as is. That is theta, gotten to by stating "theta" in alpha mode, then your in theta and doing what is needed unless you don't want to do things then you won't. This state allows you to state something, think the subconscious is programmed to do the idea then it is. You can enter it in alpha state very easily. Then what you state will happen more easily. If you state alpha, then you are come from this state of mind. The change does seem to be almost immediate. Theta is definitely sharper and more focused, while alpha is more relaxed and very open.

In theta, you can find yourself asking questions and answering them myself within seconds. Cool enough, right? Delta is risky. See you would have to sleep and wake up to wake yourself from that state. Alpha is quite hilarious. A toddler

on weed indeed. Yes I realize it could be useful, however I felt one would fall asleep in that stage. Don't need gamma, unless you have to experiment with this stage of thinking. Yes. Brain wave changes can feel like dying sort of, though this is done quickly I feel. See you would have to sleep and wake up to wake yourself from that state. Alpha is quite hilarious. A toddler on weed indeed. Yes I realize it could be useful, however I felt one would fall asleep in that stage. Don't need gamma, unless you have to experiment with this stage of thinking. Yes. Brain wave changes can feel like dying sort of, though this is done quickly I feel.

So use of idea as a visual practice that is there, if you imagine a room then think of a complex and you are there in delta, aware of it in gamma and able to do things there in theta in trace. This is a point you think to "wake up" and you are not there anywhere, think of the area as you are where you normally are by feel and you can manipulate the area energy. Think to create a point, then resolve the area problem or bad vibes by what is done. Then you do peaceful acts of enjoyment. Some of these are use of herbs, minor feel good herbs like parsley or vanilla extract, sugar or sugar substitute in water and possibly weed is useful.

This is using all the modes to create what you need. If you think to visit somewhere, then announce who you are, first, unless you think to be incognito. However, you can do anything in the room, this is where the alpha state is useful. You can create nearly anything that you think to create by feel. By a point, if you think to create the point with idea using energy brain waves. You can get better things done. Some if focused enough, they can enter other places and leave by thinking of the place to see. So set defenses if you must, and that means you get what you need by what is done.

For Gamma, sensory of energy comes online I feel. All the senses more so online as well. Much more. You can sense a sort of fear. This may be projected or inherent with the energy of the environment. Yes for the gamma, sensory and energy overload now you can feel electricity, I hadn't noticed until you hear mention of it. In your hands you could feel electricity. This happens without touching it. So feel free to experiment.

This is where in gamma you hear things. Yes you can create a state of clarity, using alpha mode. "On in nether", this is the state of clarity. A point of waking, this is a point of idea that you focus and think to respond positively by feel. Then you are awake by feel and there by idea. This is a known effect of the self-hypnotized alpha state. Think of the moment and you can get the idea as result.

Well, I can see why you would use alpha state more often than not. Whilst theta and gamma I see can be useful, alpha's that real chill zone where you can giggle a lot. Without a point to focus on, theta and gamma can become rather boring. Unless you were brainstorming. Sometime ago I figured out, there is no one in your subconscious mind. This is a place of scripts. So in shifted mind state, no one is there in your mind. Scripts, good to work them out- then pick what you like. Any state. And when in the basic(beta, I presume), one is more focused on the world around them.

This is nice to have no worries about others. Alpha state is safe in some moments. So precautions could be necessary, that's unless you just trust people. If you need to think and not react to suggestions, then avoid alpha. So say your at a convenience store. I feel it would be better not to do things in this mode of thought, that's with customers and people and all those fun things. However, I see that killing roaches is necessary in any mode, that is excepted when your asleep. Other cases are when you think of the point, then you state a suggestion and you can create the point.

Well this is a point of idea, that you do and nothing more than that occurs. So if you want to grow wings or something like that, then you can suggest a point and then hope that you get results as if suggesting an end result is done. This is known to effect yourself more easily than others, so if you think to get a result with others then good luck with that point.

Sometimes you can get a point to happen and sometimes you won't get a response, this is done by spirit feel. So think about the point, and you can get a result if your luck is there. Luck is garnered by getting pennies or luck pieces. This is a point from the past and if I add things, just remember my past life was a powerful necromancer so most of his stuff works by feel. This is a point in use from the past, that always seemed to work in my mind.

-m-

Spiritual warfare techniques

Esper ykym taniux

See to state something, this can be what brings up imagination, that means you can manipulate the spirits that exist through the spirit-that-goes-through-everything, otherwise it's the spirit of the body that does things using the soul or soul copy as a point of energy from the creator, this is created with idea by feel, so think and you create what you need if you intend the point.

So I only really needed magic or making by spirit that evolves the mind. That means each time you do magic, the idea becomes easier with animals to do or create with ideal intentions, otherwise with human's in idea you think and talk and maybe they respond if you think they do. You can create amazing things, if the idea exists by idea or will being done. This is what I learned, when I observed the minds and brain activity of others. This is in a point or known effect.

The spirit manipulation is where the spirit is a part of the body, that you can do things and using body activity, you could create what symbolic idea that you have to create. This is a known effect known as symbolism or symbolisis. That symbolisis can cause madness, if you think of the point and cause them to do things where they don't intend to do it. Anyway, it's a sordid thought, that means they can create with energy and do what they want as though being efficient with emotion. So if you create the point, you create by pattern, then you make or wait for the point to seem created by the spirit and the soul is the energy source.

This is spiritual warfare, so think and this is where you can make use of some effect. What you notice is a pattern, the idea is there. This means that energy is a source, so if it's a source then you can create with a point and make what you intend to occur as it happens. This is good enough, think of the point as a way, the area is creating an effect through the energy of things. This is a point you make what you may, and that means you made an effect of magic.

This is not actually spiritual, it's really the point of soul magic. So think and you realize what occurs. This is the proof of the evidence and you feel if it is right, correct or wrong. That's how you know if it is a positive or negative vibe. Vibes are the vibration given off, so think and you can detect what is there. The temperature is what makes you aware of a change, this means the temperature drop is where an effect is being done, if sudden, and if the temperature raises, you can tell if things are going to happen. There you go, think of the point and you create with an idea that your aware of by feel.

Otherwise this is a given view. That means it's perspective, think of a perspective you like, then you can create with what is there. The information you think is focused as energy, really this is an energy wave given off by the brain. This is done through the aura, so by this idea you can broadcast to others minds. This is a point that you can or cannot do things, so you either resond with stress if not or otherwise with calm. That's if you can calm yourself with thinking of a calm place and seeing yourself there.

Then you know you can change things, this is what allowed the point of things that you intended. So think as you want and you temper the moment. This means you won't expand in the body, yet otherwise you would. So the information you have, that is what can give temperance. Tempering and temperance can create a better result, that is with no extra unfortunate effect. Think about this if you do things and you create with the point and make a concept with the idea.

This could make anger disappear, so think to make what you want as you intend the point and this is where you get effort or you can get a cool effect. That's where you can say, he was using spiritual warfare, yet you know by thinking you know the point. So think about the idea and he stops or it could be taken as though an attempt at yourself. See, it's beter to work with the point, then you have a source of energy. This is a concept you know things, so think about the idea to create with a statement. This is working with the elements and the element could be anything.

If you detect someone doing things, draw a U thinking the effect bounces back at the person that causes things. Then the idea doesn't seem to happen to yourself. The effect is known as a point of energy, that energy can be returned as the programming is there. The energy programming is what makes with the idea using the consciousness of the area and that uses whatever is there to bounce back what conscious thought is there. This is actually effective in getting intel, so think you know the point and the spirit reveals the idea you intend to know if it is an insight. You know that as a trace, if things are revealed, then you think to find out who it was and the signature is the vibes the person has at the moment.

This allows you to know, realize and do things with what is there, even if it is days old energy. This means you can trace anyone, work to bounce the effect and all you need to do is draw a U in the air or on paper. So what if the paper has the effect, the paper would absorb the effect and the effect would dissipate harmlessly. If the person was hostile at the time, then you know things by what is "felt" as you think at the moment. This means what you think is what the spirit will allow you to know. So think and know, the point is the effect and what you think is what triggers the moment. That is where you think something and you know by what the brain senses. This is a concept you think though, so if you don't think or feel the point, you won't always know what is there.

Thinking is a part of the body, if you think about something then the spirit could make as a manifest the idea. If you need the idea as a point in result, there you go it's created and you know where to look. Think if about things to make what you consider important, this if you need to do the idea. Then you can create by the feel, see and work by doing the idea you have to do. This is where you you create by actions, that work with others and they create the point that you have to create. So wearing something like a mask or clothes, that can cause the effect to be absorbed as energy to the clothes. This means the idea you intend doesn't happen, that's unless you think to cause the things nearby to make an effect.

That is where you can say as you think of the target, "sudden death" and the suggestion is what the subconscious creates using the spirit-that-goes-through-everything. This is an effecting measure, so be careful it doesn't bounce back at yourself. The U in reverse with thought that you aren't effected will protect yourself. Think about the result and the idea is what manifests. This can if don't thinking to cancel something out, cancel out what you sense is happening.

That is a point done by feel. So in effect, you could cause the person to cancel themselves out by thinking they are meeting their exact opposite, or the energy causes them to not exist there and with the U you are done. If you draw and trace the U with an overlaid opposite U makes the effect dissipate and remove its programming from the area. There is an idea you know, there is an idea you see, this is perception done by itself. So there you go, this is a concept you can do. That I believe is doing soul magic, think and you know what to do.

Genjutsu is the eating and created is the point, that you make by the idea you need the spirit to create and what manifests is what you desire by feel or want as a need. However since the spirit can use the food as an energy source, when you run out of energy or the food is processed. You don't always get what you want. So think and you know what you can do. The genjutsu is a point of illusion and that is what effects anything. So think and you can get what you need. Except the feeling, if you think to exercise when you have eaten, then you avoid gaining weight.

Think of a point and touch a gemstone thinking it will do what you need, then your gem will do things instead for you don't really need to be there to watch by the third eye and this is also possible by animals. So if you feel your watched, as though a point is shared then you know its an animal that's nearby. The idea is a point that the third eye is sharing with other third eyes, so think what you need to have known and its either reacted to. Otherwise this is created in the mind and sometimes received by the other third eye if you need the idea transmitted, that is true. This is done on touch or aura energy, that is felt by the senses and the brain construes the point.

Third eye practices are simple, think of your psychic need and then the pineal gland is active with blood flow. Think or the third eye doing things and that activates the third eye manifest. This third eye can also make what you need to happen, if you think it should. So the idea is that the third eye can see anything, that you need to know. This is where you can sense things and that's thinking of the point, where you think to see things you will. Then if you don't need to see or use the pineal gland you won't, that's if you think the third eye disappears. If not, then the third eye is doing something. So this means you command the third eye to stop and the idea occurs by idea.

Then the manifestation ends by what you think is ended. This is where you think to end things and the point that happens will occur a natural ending to what you need ended. So when you think of the point, you can create the idea or shut off the third eye and cause a lack of blood flow to the pineal gland. This is all in a day's work. The "in" there is in blood flow, the lack of blood flow is "if not" and that is where you can use the language. This is done to manipulate the third eye, where we naturally know by experience. This means we can adjust ourselves to the moment, and thinking is what creates balance in idea that we have with the point.

Then the point remains, what can we do with the spirit, where and when can you do things. This is a point in the past, that I remember in the past. That means the rite is over for the third eye is operational, the idea of learning is done, this is a point in effect now you return to your senses.

So heaven and hell are also real places of torture or happiness in your own mind, where the area could appear like its heaven or hell. That's where you think of the moment and feel the idea if there, otherwise think to not feel if you don't want to empathetically eat with others eating.

The area could also appear like another planet surface, that is if you wanted to visit consciously the exoplanet that is desired. This is like CS-137, where you can create with the beings or explore the land. This is a planet of beings.

That means you can get to the area by allowing the energy draw you there, then you are where you think spiritually. If not physically shifted within a few months, then you can expect to see accidental death and you find yourself there and then where you were is a pile of dust.

This is where the shift effect occurs, think of the place to be and your there, otherwise if you don't need to be there then you aren't. This is how things work.

They say once you are in hell there's no escape, because there is a room that you can eat in, when you do you are there until the food effect wears off. The place is so harsh though, that sometimes you can only think to survive.

So angels can bring you out of hell as a sphere shape. So I think that there is a point you can think to return to the land you were in before you went to hell. Otherwise you are there for a long time. This is the way things are sometimes.

So expect what you can get is better for you if you think it's good then your positive, if you think it's bad then your negative. This is where the mood adjusts to a thought or music by feel. So expect things as they come, enjoy yourself as you do things.

This is done to focus and create by feel the better idea, that could see use with magic. This is also done to create a good sell. If you don't need it, then it doesn't happen so this is a point you focus and energy responds to create what you desired.

Energy tactics are these ideas. Wealth is energy. The less energy the less wealth. Orgonite are actually wealth generators as they soothe the souls. If you tap the item and think what you need, then you generate that effect. And generate energies like mini astral factories. Yes indeed, a spirit is possibly demonic if you rile it. That can make them a poltergeist. So they use their feel, then create with the feelings they have. Then that's about it. This is true for animals, too.

If you feel calm and soothing, then you can soothe a poltergeist. See the other way to control the demon, this is think it will do what you want by what you program energy to do. That's thinking it will do things is sending it programmed energy. All you need to do to keep an effect going is eat or drink and keep hydrated by something, that is done to keep the energy up in the body.

So I think a storm is a big demon in ancient terms. Now to manipulate a storm, this is think the storm will do things that you need, then state what you need as you think of the storm. This is where you can communicate telepathically, too. That is done very easily. Think of the person and the message, then you send a message by spirit. That's the true

fun. Getting a message in return, that is done by realizations. You realize the point is made and "hear" the message, that is what is understood. This way allows you to get messages and send messages, that uses the soul as the energy transmitter and the spirit as a point of realization.

A hurricane can be alive. The natural forces associated with it is like sentient patterns. It talks and when chanting a weird version of a mantra, it's even more mystical and powerful. So think to focus on the storm and think to the conscious of the storm to get what you need.

[Go back to the Atlantian main menu](#)

-n.n-

Time Travelling

Ftun

This is time travel. the time travel technique is where I can time travel to any time in idea or area by feel. This is where a point exists and if you mention a when you mention a time so think of the point and you are there by the power of the subconscious. Think of the time as events, that the subconscious allows you to see or know, think of being there and sometime stating the point, if then you are there by the spirit knowing and the soul or soul copy transfers you there. Think about your intention and you know what to do. If nothing is obvious, or there is nothing to do, then take a walk or drive so you do things the way you want. This works to find something to do, if you can do things, otherwise lay down and rest.

The point is sometime you state things, if you make a statement of the idea, then you create the point by the power of words. Don't worry about meeting yourself, unless you were the exact opposite you won't cancel yourself out of existence as if you didn't exist. Now that is impossible, so think about the point and then you know what to do. If you intend to stay, then think the creator makes lodging that you find or you could die out in the open. When you shift, then you could turn to dust here. If not, the point could be sleeping and doing things automatically. Then is the point your autonomous nervous system causes you to act normally. This is a point done by some spirit or soul willing to work with a body.

So that means then you fall to sleep and wake up, this is done when you return at your own time of choosing. This is a known effect. Think you know the effect to realize what occurred there, that is known by the spirit. So that means you can create yourself at any time, wherever you want and from energy that exists. Thinking to return, the time you are in reverts around you and you are where you want to be. This is truly the power of the subconscious, that means it uses the spirit to know things and the spirit then stores its information in the soul. That is how I noticed this time travel works. However, sometimes there isn't a foolproof way to do this, this is in the endig by a point you recognize with what is expressed.

Think about the point and feel the idea is created. That is how the normal time travelling happens. This is a time you know, so think and you can get away with what you need. This works as you are aware of things, so think about the area and the point you noticed. Then you can create by spirit what you wish to occur, at the time you need to make things happen, however this works with the point of idea and breathing in and out, this works even better by the listening to music. Think you know what this means and your brain causes you to know what the meaning is by the spirit caused realization. This is basically how the known effect works. If you need the effect to stop, breath normally, notice something wrong or hear a loud noise and you seem to "wake up".

When you do, your spirit uses your soul to revitalize you, so then you know and afterward you realize what is done. If you don't, then you had nothing wrong done and you can focus on the idea to create the point. This is a point known to man and women, known as insight. That is a point then, now is the point you know by the spirit, so this is a point you realize if you intend to realize. Think about your third eye pinneal gland revealing to yourself what you need to know and you know what's around the area. This is a point you can work with by feel, so think about what you need to know and you can remember things as they exist. This means they that attempt things is where they, those that are what can

remember things better, make a picture perfect memory by what is done. So think and you are able to know anything about the idea, area and what may happen. The idea is a point you do, the moment is a point you are aware of by feel or go around. think about the moment, then you create with a thought and make with some concept by the power of the soul. This is a recorded point in the book of life and basically noticed in life.

This is a concept, known as creating with the energy consciousness. That is is where you realize the point, think of the idea and make use of things you know about. This uses incognition. The psychic awareness, that creates by feel and works with the mind as it is the conscious awareness of the brain. Think of things as they form if you intend to get results. This is a point I know about, so this means you are aware, your awareness is the conscious part of the brain, that means this is it's point noticed with things or people. The thing you know is what is reactions though, so this means you are aware of what is there. Think and you know about things, if you intend to realize what is there then you will.

[Go back to the Atlantian main menu](#)

-0-

Energy point with the elements

Jul av e t ele

The elements are a concept to use, think of what you need and you can use them by what you do. This is expressed in this chart:



e-pasy = energy passage; The point of ice or passage of a point by energy considered as if of the element, think to use the idea and you know the thought, then your programming by thought to water or water particles. This is where the idea is a point, and thinking is the activator. So when you think to use energy of ice by a diamond, formed from gated in iced energy then you create the point of transferrance. This is where the idea you put on paper is not in effect, and then you create by the feel with fire energy to create this result if you need the idea in a point. If you freeze something then, you cause the idea to cease to exist. This is where you think about the idea and write it down, then freeze the paper and create with a point of freezer activity.

e-pase = energy passes; Pasture energy, The energy is the thing you consider, think and you make with the body

activity. This uses body maneuvers to create with fire or heat energy in use. So think, "now your free of what you do from" this is a point by feel where do is die off and free is a point in the past. This is an interesting effect of passage of energy, seeing this is a point and thinking your not effected by feel.

e-ec = energy convert; Think of the effect if you need energy then think to convert energy into water, that uses the gemstone of moonstone or aquamarine and the elemental water appears on the bottom of the cup. So think to create a thought as energy focus is done, that is directed by feel and programming towards the water source and you use fire or heat energy to create what you need by feel. This works by feel if you consider the idea, think the effect exists and you can do the idea. Think of the point, then you can do what you need. This is a known effect done by feel.

e-ef = energy effect; E-fx, the effect is fire or that is heat in the air and converted is the thought to energy, this is done to create a point and the transition of energy to create with your will and made is the point. If you want to create with a ruby or fire opal, then you hold the gemstone and create by thinking the fire energy passes through the gemstone. then is sometimes the point to create by manifesting your thought you need to happen.

e-eng = earth shift; This is earth bending with a point, you think to create with energy and the area object or soil can create the point you think about. That's making through the use of transferrance of the thought as programming, and you create with a point that is done. This is also possible to use the earth to manipulate gravity, think to shift the object through the air or area and the item goes where you think in the air. Sometimes if you think about this though, you work with the planet your on and create by the effect or otherwise you won't get a result. In the end, this doesn't matter, so I think this is a done deal by feel.

e-air = air effect; Air-fx, this is where you think the energy in the air creates by vibration, otherwise if you think the point is done you can create by the point and the power of words. The air stone is tiger's eye. so if you hold the tiger's eye, then you create the point of fire energy or water energy. That is made by fire or heat and water energy particles, this uses thought programming to create what you need or think into existence. See if you thought about things, you created by feel. So this I think will work by feel.

th er ng = earth effect; This better work, this is the finer thing you can do, so all I need to do is think, focus and create. So holding a gemstone will create the point you imagine or think easier by feel, or what you think is this will work and attempt to do things. This uses the amount of power in the energy of the words.

en = void; Dark element, the idea is done by darkness if you think the idea and sometimes use the object for example you create with the idea. Then the thought isn't you, the point is done by feel. This is a point you think or consider using positive languages, think to create with positivity the use of a focus that is done. Think to work with a concept of use of focus and a word of power or gemstone. That means you create by the idea you feel is going to happen or when if you don't need that to occur then think of something else and that happens instead. Then if you think, state and gnaw things, you create by the power of words. This is done by the spirit and not much is completed if distracted so you don't have to worry over eating. This means you won't eat too much, if you think you won't by feel.

fig = the figurative element, It is basically just the dream/idealization world. Not a true painting of the world, it only consists of beliefs. Areas nobody remembers aren't painted and the world only consists of lucid creature's beliefs. The figuritive world. A figuritive element, say an imaginary friend like a Jackie Chan tulpa you created can beat the shit out of a ghost that is haunting your ass for example. Basically the sum of all being's memories. A giant dream junkyard dimension. As opposed to the dimension where spirits go. This works by imagination and need, that the thauma picks up on and creates by feel.

tama = thauma, magic; This is created effect by imagining the idea of that you need or feeling the idea is done as you think about what you need, and this is sometimes by gemstones if touched as you think of what you need. This uses intent and idea is what is done sometimes by expression. This is a known effect of emotional release where the body gets energy, and that is the release of emotions that creates the energy from the pent up emotion.

anie = spirit; etherial change, animus, yaa (spiritual subparticle), ether, alera, aleron, eludia, metainfluence, alpha waves, aether, felt influence, there is manipulation by the energy of the soul represented with the spirit. The spirit is the

emanation of the soul energy through the body particles. The thought you have is sometimes realization brought about by the soul with insight, this is where the spirit is creating things you need or want by what you think. The spirit does things by influence, so if you create the point you make by idea or expression. This is a known effect, where the spirit knowledge is used by what the soul reveals.

That's if you need to know and the subconscious is making you aware of the point. If not, then things are normal and the idea is what you think. There is an aetherical plane, too that has all elements in it. So don't get them confused. The point is made as simple as this, to get how someone or something died or lived, then think to the spirit of the dead bones or dead body and ask it to tell you how it lived and died. This is an effect that the soul reveals to you by insights on what the body did.

lum = light; The light is what you see things by and the light shift is the creation by the light energy, this is where you create by focus and the light energy is what does things with your thought waves. This is a point of creation that can even use sunlight, until you turn off the light or the light from the sun is blocked out by clouds.

bod = physical; This is where you create by the idea with the memory you have and the point is done by expression, the soul is what empowers the body to create what you need. That means you create with the point of energy in the body. This energy is either food or energy by water, and this is where you make with what you have by feel. The body senses are what rules this element, if you think of the point, you can make with what you have by feel. Oh get this, the physical aura is energy of the body that burns away the air particles and this breaks down whatever is in the air into oxygen and nitrogen. That is how the body breathes. Whatever you desire, the soul does things if you need the idea by causing physical activity. So this element is useful if you think to do magic, that means you can create with the particles of the item and create of physical magic or the art of creation with what you have available. This is a known effect, that doesn't use anything except the soul in idea for psysical actions.

sol = so, Divine; The idea uses faith for what you need becomes of the body after the soul transforms things or idea into manifest, this is using an idea that creates the point of what you need for the idea to exist. This sometimes uses a point of expression to create with the idea, there you know will exist by feel. So what you need to know is what you think to realize by insight you have with realization. However the soul is insight, so what you think is what you get. Cravings and creation are with the soul causing the body to drink water, and you get energy from the food as well. They are what empower the body to create to the soul need and the combo creates devine idea by feel, otherwise that is done as a manifest or created item is what you need. This is created by soul influence, and you get what you can see to get. Modiver is the god of alahnis, the creator is the alien god of atlantis. People are divine, so think of the idea and you could get the idea. This is done if you imagine or think about the need as a point of idea or intent.

think; The effect is done by thinking, and this is the use of the subconscious that your spirit causes to occur things. This is where you lose excess weight by feel. Think about the effect and you create the effect, if needed or not do things for eating less.

[Go back to the Atleantian main menu](#)

-IIa-

Bsxwwodix Ac-vabix-n-struu

Basic words, Action verbs and structure

The base structure of the words is to have the idea represented as objective views. Then the idea is put in a string of words to represent what your thought is. Its like a word phrase image idea. Built up from the idea that your base word is represented by a idea and the thought is a string of words, they are likely under a different structure. To know, is to be able and represent yourself better. Think to accept and be accepted by things for its word.

The words can be nouns, adjectives, adverbs, preposition, verbs depending on use. Finally in idea, the words can be strung together, like old latin and greek, for complete sentences. Proper nouns are capitalized even in strung together sentences and also separate. When writing the sentences, write the words together in a string, such as "T-b-g-aoey" or Tbgaoey = this be a good opportunity. Any separator marks like ,;:"() are left out, except the ' mark is sometimes used for complex words that are combined, and spaces be in place and also for prepositional phrases the space be before "by", "of", "with", "before". "that", "at", "if", "then", "there", "those", "but", "as", "among", among others like "which". Any word after a period or the start of a new sentence is capitalized. The ' mark is pronounced as a short pause and the space is a longer pause.

If used in a atleantian translated sentence that has spaces between the phrases and sentence endings and beginnings you may use a "" between words in the phrase. The Proper nouns are left separate and by themselves, unchanged except the last vowel be treated like normal in the letter replacement section. Adding a capitalization to the word gives the word a stress, importance. the word cluster groups are separated into similiar concepts. Each concept is set as on a word or string of words. Alternate style of word stringing is Capitalizing the beginning of each new word and this is a point in the sentence. There is a point that ends that word and the endpoint is the area of a space.

Also, you may separate each word and use that as a structure plan for the phrases. To make it easier to read, but you must add the proper endings, except for pronouns, verbs and single letter words.

The words separated in the sentence: 'Me c whan ya nedan' = I see what you need.

The old style of word stringing:

"Icgreviwan Mefelpecnon = I see the great view. I feel peaceful now."

"T Relan Pana Unoe = That..really hurt (pained me/you) you gnou"

"Jellon ishal'gu'tu'eta = Gelatin dessert be good to eat."

"Mlunvnglen sotrytufiga a an in structlin" = I adore english so I try to model this structure like it.

"Ifyureserkt thucadoitmo akivbijyuse-e-biothmene" = If you research it, then you can do it more, achieve by yourself and by other means.

Life be an idea, promote to get action in action by emotion. Void where prohibited by promotion or divisional acts.
"Lyeiie proutuga iacta byemoe Voiwaproiyio tipruoe-o-dieeyacte"

Life be an idiot, try to work things out with success (pursuit). News to me and news to you.
"Lifeiia triytuwrkthouwan-sue Nueiman-e-nutuun"

"Avadptryy tuwotoudestruye" = Avoid people trying to work things out destructively.

The alternate word stringing style.

"DunYeTan TuBnTIun" Don't you want to know things intuitively?

"Uua Ye Tan Lay E Dw Yiun Ti Oya"

Don't you want to know things, intolerance is dealt with intuitively by activity?

Otherwise: "Were you aware of you as you award cruelty? This is by love life or not."

When your not a friend be not a friend unless you want to be friendly, for a friend in need might die. See that's the worst thing to do, not excepting tricks. To die in development be also the worst, as for fetuses and things in progress or similiar. So to create the effort and die for it, may get you a chance to not want to develop it next life for no area visage by war elephant. "Vi thy u a itr beh u a itr ale thy iwa ie ser itran fo a itr-n-epi mi d C tha th worst t ie fac u eptan trie Ie d-n-ehwaz ser thu th worst oh fo fe-n-source-n-fo-o-ish So ie mai th-n-d fo t ma g thy a ism ie u iwa ie dova t nx ytapu fo u val vey ti uar ofy"

"Donchet aleouarl hahafnayrelat ketan-e-thworsan thtudua foa-tiacta ofviolan"

Don't cheat unless you need to have no relationship, Cheating be the worst thing to do, for its an act of violation.

So think to combine two declensions as declensions are words that cannot be changed without changing the spelling at the the vowel or consonant thats doubled, allows to have no bad effort or side effect, and a combined by added together meaning. Where the effect of a declension be known by stating the phrase, and to attempt to combine by removing the word letter thats doubled with declension gets a bad result. Combine words at the word the endpoint if desired which be similiar as in la (last action, bring yourself, law) and aro (arouse, arrow or arose) create laro meaning (arousal or call attention). From the area of The gray company elven dictionary, I will attend the example of "when creating words from two or more words, append together and drop enough letters from the appendor to avoid cumbersome letter sequences. Like aa or cc into one but only in word creation." This expresses my methodology even before I looked at it, suits the purpose better.

For contractions; You may use them as a separate word and think to combine words, like you and have in a contraction, strip the vowels and the consonants off the second word. This is leaving the last consonant and use the ya or u for you. That is sounding like ya-v or u-v.

Some contractions;

ya-v = uv = you've, you have or your having

ya-d = ud = you'd, you would

ya-r = ur = you're, you are

t-d = it'd, it would

t-e or t-x = it's, it is or it has

Used in a sentence it's like: "Nedan Fo Snu e nedan Uic'e asax hrdan Tu reeta" which equals 'Need for Weed is a need which's(uic'e) sometimes hard to resist.'

Some action verbs are this in use:

'can' is 'ca' or 'cal'

'did' is 'di'

'do', or 'make' is 'fac'

'had' is 'ha'

'get' is 'ge'

'go' or 'walk' is 'amb(i)' 'has' is 'hath'

'is', 'am', 'are' or 'was' is 'e', 'est', 'ishal', 'isy', 'be', 'b', 'waz', 'wa' or 'isa'

'be' is 'ser', 'ro', 'beh' or 'b'

Some words not easily found in this dictionary with over 100 words are 'like', 'mind', 'the thing', 'has', 'it', 'he', 'she', 'him', 'her', 'its', 'no', 'know', 'gnow', 'by', 'to', 'too', 'two', 'up', 'down', 'else', 'was', 'am', 'maybe', 'would', 'wouldn't', 'can't',

'yes', 'now', 'hi', 'on', 'off'.

'like' is 'li' or 'ae'

'mind' is 'ego'

'all' is 't' or 'this'

'the' is 't' or 'th'

'thing' is 't'

'the thing' is 'tht'

'it', 'he', 'she', 'him' or 'her' is 't'

'its' or 'it's' is 'tix' or 'te'

'no' is 'u-' or 'u', otherwise 'ain't', 'nan', 'bn', 'nan', 'naent', 'nought' or 'n' can be substituted

'know', 'gnow' or 'gno' is 'yes'

'by' is 'ti'

'to', 'too' or 'two' is 'ie' or 'tu'

'up' is 'up' or 'eeh'

'down' is 'du'

'else' is 'els' or 'ls'

'was' or 'am' is 'b'

'maybe', 'could' (have), 'would', 'should' or 'almost' is 'wu' or 'shalt'

'wouldn't' is 'wun'

'can't' is 'can'

'yes' or 'you' is 'ya' or 'u'

'yes' is 'so', 'aye', 'si' or 'I'

'now' is 'if'

'hi' is 'higa' for female tense and 'hima' for hi man or high mountain sometimes it can be 'hi' or 'i' that in technical terms means flow.

'on' is 'a'

'off' is 'of'

The a(n), the, an/d, but, or, in, I, if, at is not actually there except when you feel it should be there. Represented by;

'a' is 'a' or 'an'

'is', 'am', 'are', 'an' or 'and' is 'e'

'but' is 'ut'

'or' is 'or', 'aur', 'our' or '-o-'

'in' or 'into' is 'n' or 'i'

'I' is 'ego', 'me', 'meh' or 'tha'

'if' is 'if'

'at' is 'at' or 'a'

Think to get an idea of what be the way of 'the' and similiar words, go to '[personal pronouns](#)' in section -VI-. To know the idea of what associates with what of simple words go to '[Symbols, affirmatives and association from several sources](#)' in Section -VII-. For more info on suffix stems and how to pronounce the words go to this next section of the title '[Pronunciation key](#)' of Section -IIa-. To form words go to the 'letter replacements and word creation' in section -III-.

Some more commonly used general use words as stated:

'adyu' = 'tchiau', 'adieu', 'good-bye', 'farewell'

'ciou' = 'cioau', 'happy farewell', 'happy ending', 'happy goodbye'

'hu' = 'heighten', 'helio', 'who', 'fire being'

'wha' = 'what'

'ver' = 'were', 'veer', 'where', 'true', 'version'

'y' = 'why', 'wild', 'latch', 'yttrium(time element)', 'more efficient', 'male'

'ven' or 'wen' = 'intervene', 'when', 'true', 'vein'
'qery' = 'aftereffect', 'query', 'question', 'who', 'what', 'where', 'why', 'when'
'tha' = 'I', 'we', 'they', 'that', 'there'
'fro' = 'from'
'jus' = 'just', 'justice', 'fair'
'ya' = 'you', 'your', 'yes'
'dun' = "don't", 'don't understand', 'didn't (understand)', 'ordinance', 'shit', 'dung'
'dunno' = 'don't know'
'aruo' = 'use', 'used in'
'r' = 'are'
'e' or 'ei' = 'is', 'are', 'be', 'from', 'it', 'energy', 'open', 'exception', 'an', 'and', 'to'
'uic' = 'with character', 'which', 'wake', 'with carrol'
'mos' = 'moss', 'morse (code)', 'drumbeat', 'most', 'months'
'th' = 'the', 'thee', 'they', 'this', 'them', 'thou', 'thy', 'those', 'these', 'that'
't' = 'the', 'person', 'he', 'she', 'it', 'thing', 'tee (ground stake, stand)', 'tea', 'that', 'this', 'those', 'of', 'time', 'designate (place importance)'
'le' = 'to', 'the'
'la' = 'bring yourself', 'law', 'a', 'brought to you'
'su' = 'som', 'super', 'devine', 'holy', 'some', 'slowly use'
'don' = 'make allowance (for)', 'condone', 'done', 'don't', 'king', 'place on', 'doin', 'doing'
'mor' = 'more', 'idiot', 'mort', 'more on', 'death'
'wyl' = 'focus clearly', 'will', 'wild'
'foo' = 'fool', 'bad style', 'thing', 'idea', 'stuff'
'had' = 'hadn't'
'did' = 'didn't'
'wun' = 'won't' or 'wouldn't'
'ie' = 'ide', 'idea', 'exasperation', 'exaggeration', 'hot air', 'tall', 'in it', 'heat release'
'neon' = 'won't buy', 'use', 'nothing done'
'pan' = 'all', 'the whole'
'I' = '1', 'self' or 'prodigious'
'T' = 'aye' or '1'
'ego' = 'I', 'self' or 'prodigious'
Some greetings and goodbyes:

'lo', 'hlo', 'hiz', 'heu', 'hi', 'hii', 'avahi', 'allo', 'elo' or 'conechwa' = 'hello'
'hih' = 'breathy hello', 'expressive greeting'
'chow', 'adieu', 'bye' or 'atlu' = 'goodbye'
'ciao' = 'byde', 'bid goodbye'

For more words just goto the appropriate area of section and search for the term ya want to gnou.

Thinl to use the words for magic that you feel will work, the put together of the spell is in a sentence with root words and without the end stem affix with each word capitalized, like the example sentences. Feel free to use a candle, black or white and light the candle, think to get better effect. Use any word phrase, that means your intent, made from the list below. As in, you wanted to do a better sight spell, look in the candle after lighting and say "betaISit", pronounced (betta-aye-eye-site). Supposedly your eyesight improves, after thinking of target such as yourself. The way this works be usage of raw energy from any area but mainly the water, even if its corrupted as the corruprion boils away and it forms as spontaneous casting unless using a candle. Then the ritual be done with more permanant effect, anyhow its done there be lessening of air temperature. With more energy there be more gain in effect per energy level. The people of earth, air and water elements can use these to beget effects.

EX: For good eyesight, G-EyC = (g eye-c) good eyesight

EX: For un deathseeking not of another (as not by yourself), SekTuK = (seek-too-kah) seek to kill.

EX: To kill disease = IIPK (il-nepp-k)

EX: To make food, water and objects without excess = TuMakFud Aqo-E-ObjW/oXs (Too-Make-food ache-on ee obj-wih oh-xs)

[Go back to the Atleantian main menu](#)

-IIB-

Praoncie Ke

Pronunciation Key

The key has no denomination as in no personal view and everyone's equal, thus objects are spoken of with idea by a personal view or expression, and people are in the third point of view as if another person viewpoint. What helps is the pointing out, declaring what you are talking on first as in a point that's made. Say this is a poem, song, and this can use gesture to help understanding. If you yourself can't understand the communication, then its counted as noise and ignored sometimes. There is a part of this in speech, if you want to hear this spoken [listen to this](#)..

This is there and that is not always true for netherese. The idea is this, think to enjoy speaking and you can work out the vowels. The way to pronounce these words are through vowels as in "a", "e", "i", "o", "u" and "y" as a half-vowel with the short vowels as in "a" for (yah) and long vowels as you, except its reverse with "y" that's short like (while) and long like (will), that's formed sound from other vowel's influence.

When a "y" is in the first column, this can be pronounced as a "w" or "yu". Single vowels are long, double vowels make the first vowel long and the second short, this is excepted for when the double vowels are the first part of the word, then its spoken as a single sound like "Aaron" is "A-ron". Three vowels are first and often second long and said together. The third vowel is short and the y is usually long.

Three vowels of the same, are pronounced all long. Four and more vowel words are pronounced with all vowels long, except when the last vowel is the last letter of the word. Then the last vowel is short. Like Ieeek (I-eeek) for I seek to be friendly and bound (to help). See or not construe, Yieeee as (Why-like-Eeh) for Why I shriek. That handles the vowels, now vowels with a part mixed in any consonants are what you think, that's long unless its Y then its a short sound.

Any vowel in front of a double consonant, (like tt) be pronounced as a short vowel except the vowels that change their pronunciation completely like y which be long as W or Yu. This includes z as a y sound in chez is ghei. For jhe is zhe or g, and z is zheigh for j like sounds. So Jhe is ghe or G and in front of a word is zhe like j is z and z is j unless in a word then the j is sounding like an h. Vowels in front of the double consonant are flat like asset. Final consonants of roots, following a short vowel, are doubled when suffixes are added (from the Atlantean language) like lear ~ learre.

The single consonants are spoken as soft even when put with a different consonant for example cackl = (cahc-kle), letb = (leht-be) except for lets = (leht-s) with a slight hiss to none of the s. Use double consonants spoken hard like raccoon for "cc" yet the "ss" be like assume and be the exception that sounds with a hiss.

Otherwise, with any three consonants its first two sounded together, the last sounded separate like ltgeneral, lt-genee-rail. So with some words the ch is used if there and male as sh sounding, and then if female its k or ch sounding. Like chares or peace, where a man would pronounce this share-ee-s and a female would pronounce this chair-ee-s.

Some words where they are combined, with totally different meanings, as the result, If derogative or derived negative word meanings, are used in combining words together, there's two different ways to derive the meaning. As this is a point in thought, when they be declension or derogatives, they as a point is a moment as part of the idea. There is a moment that noting the word and the magic.

Some words are combined, with totally different meanings, as the result, If derogative or derived negative word

meanings, are used in combining words together, there's two different ways to derive the meaning. As, when they be declension or derogatives, they are with both words meanings, as though two or more words put together. And keep in mind, some words are not meant to be combined.

If nominatives, then they be made into one meaning, in some manner. So, separate the declension words, with a dash (-), so that the words that are derogatives and declensions, when putting them in sentences, this is done so you don't cause problems in translation, to avoid confusion. How you want the words understood, be instinctively. With fewer word lookups, this is done as possible.

There be no actual case except for three in this language as its active case and naturally considered magic case like the linux magic number that uses auto references to get the effect. This be considered hyper translation when used in active speech, where there's no case extension (affix) of the 3 cases, that are dropped within a sentence of no spaces. Use more than one ending or affix and only if necessary. Do this as a case in point.

Singular verb: - or -a, Except the - can connect two words like declensions.

Any plural: -(i)x for plural and -x can be in place of -e or use i with a consonant an the -x.

All other cases: -(a)n be where the usage of an be behind a consonant.

Optional r: use -r at the end of the noun or verb to indicate movement or activity. Like kno and with the -r it's knor or know the movement or action by activity. Optional s: use -e at the end of the noun or verb. Like know is kno and with the -e its knoe.

Optional ed: Use an -o at the end of the word. As the word busted is bet as root and o as stem for 'beto'.

Singular verb: - or -a, Except the - can connect two words like declensions. Optional you: Use an -u at the end of the word. This if used in negative thought is an option, that blames the intended person or group. So this means 'a person that' does what the word is in effect. Such as avai for take, then add a -u for taker or thief. This is how you would use it. Optional ing: To form nouns and other cases into verbs. The idea of in and en is -y with consonant an vowel or as to be with feeling its -in for present action or -en sometimes for past action. As optional additions, this shows conception of something weird or to use an -ing effect. As in is into and en is in or at end. To bein in is like been except different meanings as bein is being and been (benen) is beneath or not being. As benigning is bniy.

Using -ih: The ih or h (if after a vowel) ending can be used to work the point to halt things and denote not or no in front of the regular meaning. This is where oe is done then oeh is not done.

"Letiamax" = Lets stand to make (a difference),

What are you saying? = "Varusax",

"Arudua" = How are you doing?,

"Arux" = Abrupt use,

"Abrubix" = Before rubs or abrupt rubbing.

"Ydutnowan" = Why do that now?

"Yneadut Asuluken" = Why not do that as your looking?

"Gluky" = good looking.

"gifuh" = no gift.

Now why didn't I look at this earlier? = "Nowydidmeluka Atherlyran"

Depending on usage for example; the word aq meaning fact or factor can mean also factors (aqe), factoring (aqix), factored (aqo). The k as in kn be silent or dropped yet influences the word like in knuckle. the "h" as in "bhack" be unheard with only an influence except when alone, Th treated like t, Bh treated like b, Kh treated like k are letters but the t be unheard or soft, b be soft, h be also silent within a sentence.

As another word aao, it means bank (aao), banks (aaox), banked (aao) and banking (aaoa). The tense of the words are hardcase so "I" unless needed, "of", "or". "our", "that" and "the" are assumed yet not placed in the phrase unless you want it there.

Use simple word patterns for complex sentences.

"lets make a difference" = "letmaitaix". Due note this has no "a" in it from the english phrase,

"lets be different" = "Maybtai"

"this be our way" = "tbaye". leaving out "our".

To say "This Can't Be Yogurt" = "TCanB Ugite".

To say maytag, be "Maytag"

Examples:

rak = (rake), aroo = (ar-oll-o), waii = (w-aid-rite-ih), cyl = (sil), uar = (war),

yyn = (yin), c`aa = (c-yay-a), tar's = (t-hair-s), zap-o = (z-ape-oll),

e`iryy-i'pu = (ear-ire-il-why-puh), zyl = (zil), elevn = (wee-l-see-vn),

decty = (d-eh-c-tye), betto = (bett-oll)

To put these words together string the words;

EX: Eueios n-hawaiin = Languages and desirous in depicted sacredness.

EX: Eueios n-hawaiix = Languages and desirous in sacred depictions.

These are complex sentence patterns;

EX: Ichluffigy`omue itek'gymix = I love exercised vision in taught exercises

EX: Urion e-eplen-uoy y'aftan = Most important be enduring long instances after power actions.

EX: Ich e`iryy-i'pue id = I at last changed self being peculiar in mind

EX: Disishwodstuukae = This be a sentence (long word string) strung together.

These are with numbers;

EX: sexeoe i quadcentquadtrimille i tuten = 6,443,021

EX: onzanai dec e dectdec = $11 \times 9 = 99$

Songs:

This song be a example of proper old latin nouns and completely translated broken into pause breaks where punctuaction marks were, to make it easier to understand.

Ay Tonym tudulin Ay Tonym iffyicudiwudbue Eniotlitiae teniotlitutan Etemmaiembgregren gren Frostanflakix r-gretgutan tgan

Hey Tony! I like the things you do. Hey Tony! if I could I would be you. The one and only tiger the one and only taste! Eating them makes them more than good, there great! Frosted flakes are more than good, there great!

Poems:

Elmally Chrisan Tlitan Urbuasbbyqan Sotigtwealwudys wetebfainaave Duurskekix alwadraa ubrisomda Ucasa HaHa Buoulgaae OthtuMaa

Separated words: Tun me allyn Chrisan T lin t Uran bun as b byqo Sotigan t we alan wud ysan We th fainan a aven Du ya skekix Alwae dra U b rin somdan U ca sa HaHa Buoul ga aoen Othan tu Maan

To my friend chris, Its like this, Your talent has been bestowed, Something that we all would wish, We'd then be King of the Road, Do your sketches, Always draw, you'll be rich someday, You then can say Ha! Ha! Half goes in the Bank, the other to Ma Ma.

Juueertix Elmordyfpepix Taconfelyjuux Twamemepryey Mogadjuun bygadix Modysijuudun bythurtn Mooffjuux dan bydysan Qerylyjuux e-dabydyfan-e-offan Qerymemjuura fothwin Qeryprveyjuurdua bytdefan thwegdsjuux Dufoalan oabovan Usuyfocoete-e-mofo'pla

Spells are many things. To many different people. There are confusion and lying spells. There were memory and privacy spells. Most genius spells done by geniuses. Most defensive spells done by those hurt. Most offensive spells, done by the defensive. Where confusion spells are done for defense. Where lying spells, are done by the defensive and offensive. When memory spells are for those with confliction. When privacy spells are done by those defensive, then we got programming spells. Done for all of the above. Usually for correction and mostly for fun.

Sayings:

Serendipity or natural discovery happens by accident.

Aha -o- nat decoaya onem bij geroman

Ally maiy

Alliance influence after, thou are what earn the right. Make possible concept and use is subconscious. Allay the fear and use what thou must, use is up to you or think not to do as thou desist or not to givest as thou must use the creator.

elyman -o- syliman = elliemay or salliemay, loan agency, money made force, loan detour actor agency.

Ever mind the rule of three,

Three times what you givest, returns to thee,

This lesson well, thou must learn,

Thee only gets, what thou dost earn.

Evr mid ruus an -a- thein (Ever mind rule of three)

Thein nax va th gioun ret ei than (Three times what you give out, returns to thee)

T gno uelan th mu gnon (This know well, thou must know)

Th otly gix va th du erna (Thee only gets, what thou dost earn)

If its bad get out of there. = If tix ba g ou t than

Sinning be sometimes easier to forgive, rather than being always right or too perfect.

Synan bay sotye eisyr le fogia raa t bayan yuen ryt -o- tu pafin

Eifogie eifogia

Ei fog ia ei fogia

To forgive be to forget.

Things may not be well, so seek civil liberties. = Tmabhwelan sesekcivliatix (short form) Things may not be well, so seek civil liberties. = Te ma bh welan se sek civ liatix (expanded long form)

If you can't stand the heat, keep out of the kitchen. From my mama.

Eef yo can pod t ha kep ou t th kyknan Fro me maae

[Go back to the Atlantian main menu](#)

-III-

Laarelen-e-wodeea

Letter replacements and words creation from other words

A. These are the letter replacements used for the words below: Use with any word you come across to create an atlantean word for yourself but remove the stem like ing, ed, s and etc.

Warning this key has no denominations.

1. The "e" at the end of the word is removed as its silent and not spoken.

2. Remove the "h" from the word, if silently spoken.

3. Any "a?e" where the ? be a consonant, remove it making it ae.

4. Simplify the word as much as possible in on or two passes except for two or three letter words, except for the proper nouns unless its desired to. Remember that ei is neuter, ie for woman and ey or y for males.
5. M,N,L,S,+ voiced consonant > MM,NN,LY,SS, ZU,PU,BU+vowel> Z,F,V.
(Note that these letters were originally pronounced ZH, F and V even in Imperial Atlantean).
6. S between vowels>Z, -NC- >-NG-, -PH->-F-. (Note that PH was always pronounced F in any case).
7. Final consonants of roots, following a short vowel, are doubled in writing when suffixes are added (as in declensions and conjugations).
8. Diphthongs changed to single vowels in all positions (including finally), i.e. OU>U, EI>E.
9. In triphthongs, such as AUE, EUA, the last vowel vanished. The surviving diphthong was also usually simplified, especially if final, eg AUE>AU>AO>A.
10. Most final short vowels became -e.
11. Where some or most atleantian has the singular verb:- or -a,
12. All other cases: -(a)n be where the usage of an be behind a consonant
13. All plural cases: '-ix' with other vowels, drop i except with e.
14. When the word be three letters or less, drop no letters except the e or h.
15. ough>ue>u; like tou or thru
16. sometimes the words can seem or are similar to the sounds they make, so the meaning is what they sound like.
17. transitional words or verbs can be useful, that's depending on their use and they can mean anything in the sentence and they are these: t for it, (those things are useful) thing/s, he, she, something. th for these, those, that and this (is fair).
18. The a is male s and e is female s in word ending, if you need to denote gender by an added s.

B. The old ways before reform of the word rules are listed below to convert words borrowed from the language site.

<http://members.tripod.com/grahamjmabey/Languages/Languages%20-%20introduction.htm>

C. Below this section be the root words and by use of for the associations section can we obtain verb tenses and cases to add on with use, and make the words more easier to undestand. The letter replacements are necessary within the word. can be used with netherese as well.

a=au=aue=ao=ff=ric=ym=yc=up=uk=yo=uir=ag=op=ap=oi=et=ish=li=igg=agh=ia=ng=n
a=ej=r=er=ert=ure=am=il=oa=ak=ek=ah=acy=ys=ab=aa=eo=aue=at=ai=y
a=augh=aff=on=ad=act=isj=un=uv=a

e=ae=ac=yt=ee=ei=ar=r=ers=as=ian=ius=io=es=s=ss=ess=ubb=ea=elf=is=b
e=is=ept=ion=ub=cs=x=xx=ell=el=l=ens=m=mm=nm=ng=nc=em=eng=yn=yz=w=u
e=eor=eo=c=ch=k=kk=cc=s=ss=os=unc=ay=e

i=an=ai=ain=and=eng=e=if=ox=ex=x=s=xx=yi=ob=ul=nib=ib=und-wnd=uz=uint=ezz=ez=iy=iv=ix=l
i=ig=ock=oc=ij=le=ion=og=ogg=eb=ik=us=ier=id=yy=ie=y=en=ent=to=uon=eff=eef=i
i=ef=eon=od=igh=an=eng=and=av=aw=aj=ich=ion=n=ud=ern=in=ip=ir=ih=i

o=ep=uc=uch=iu=ott=ers=or=ot=ort=ell=iz=ov=of=uas=ui=oct=ed=l
o=ast=eth=oth=ot=wag=bi=uf=ly=ol=ll=uag=ua=oui=org=ou=owe=i

u=w=uu=ou=ut=uar=ure=ir=yp=yu=ug=ur=ya=oc=unn=ec=ow=om=aq=oj=uj=y=ij=w
u=oe=ewt=qu=ic=ang=iq=wh=oo=ew=eq=ill=et=ue=eh=os=ep=uc=uk=uch=oy=v u=eu=eua=aue=au=eh=eg=ee=e

y=yr=on=ing=why=ey=ye=ule=yl=it=uir=ag=int=ya=im=al=ign=uhy=ie=a
y=all=ev=af=uy=i=dd=d=t=z=l

EX: paces=pasz=pac=paces

EX: packed=pako=paced=packed

EX: wonderment=wadami=wyda=wondai=wonderment

EX: high octane=hiociti=high octan=high octane

EX: flooding=fludy=fluden=floodin=flooding

EX: floodplain=fludpla=floodplai=floodplain

EX: what do you mean=wadoya mean=waoya mean=wakya mean=wakkya mean=wachya mean=wachyaaei
=vacuain=wachyoaen=wachya mean=wadoyou mean=what do you mean

EX: close=klaus=clos=clu=clos=close

EX: vacuum=wacwm=wewm=vacuum

EX: seeing=cy=cen=cin=seeing

EX: learning=lernen=lann=lerny=lernin=learning

EX: hear=ear=er=hear

EX: clarion=clrt=clet=clarion

EX: sideline=silie=sili=silan=sile=sidlan=sideline

[Go back to the Atleantian main menu](#)

-IV-

N sys

Number system

The numbers are in groups of 3. Every three there be a spoken e(and). Math functions such as adding and subtracting are just like normal. Use for addition, the words "e" = and, +, plus, ig = adding, +. ig`o = added with, of or to, +.

35+44 tritceli autthein

28+16 buoutoct ig'o eniz

Use the words of a-, fro or sohr = subtract, -, minus. To use it combined be sohr'fro or a.

17-12 dente atulv

20-1 doubuou fro en

Times, In order to express so many "times", ie once, twice, three times, etc, add the suffix -(a)nai to the cardinal (include the "a" if it follows a consonant, omit it if it follows a vowel), eg:

once enenai

twice buounai

nine times nantanai

Every / each, To translate "every ...", eg "every three, every four" or "three of each, four of each", prefix the Atlantean cardinal with "ton(t)-". Use the form "tont-" before a vowel, otherwise "ton-". EG:

Every one (each one) tonten

Every five (five of each) toncel

Fractions, To create fractions, add the definite article before the ordinal numeral(5th, 4th with ul or l if vowel) for single fractions, or the relevant number(1, 2) for larger ones, as in English eg:

one half en buoul

one third en darcul

one quarter en theinul

two thirds buou darcuix

"-ly", "in the place", To translate words like "firstly, secondly," etc, add the

adverbial suffix -ehe to the ordinal, similar to the English construction, eg:

firstly enuyehe

fifthly ceyehe

There are two numerals which do not correspond to the expected formation:

tenthly douyehe

in the seventieth place ariehe

"-ruple", "multiplied by", "...times". To translate formations like "double", "quadruple", "twenty times", there are two methods depending on whether the construction be an adjective (as in "triple salary") or a verb (as in "to triple a salary"). As an adjective, prefix the first part of the cardinal to the relevant noun. Note that only the first four (up to "quadruple") are regularly used in Atlantean. Ie:

Double buo-

Triple dar-

Quadruple thein-

Single be a separate adjective = encanul.

As a transitive verb, Atlantean used the construction "to make two", "to make three", etc, with the verb "ei thaid" plus the cardinal, eg

To double / make two ei thaid buou

To triple / make three ei thaid darco

To express the intransitive verb, "to double" in the sense of "to become double", Atlantean used "ad ern" plus cardinal, eg

To double / become two ed ern buou

Ex:

35500 = trit-quinmille e quinent

99999 = t-nimille e nancentnantnan

cieo e quadcentquadtrimille = 6,443,000

7,400,640,851 = syitriIni quadcenteoI sexcentquadtmilleI etcentquintune

onzanai ni e nitni = $11 \times 9 = 99$

cixcla = $ci!$, six factorial, $6 \times 5 \times 4 \times 3 \times 2 \times 1$

facte c eq ciquondquo ei thaid quad = function of x with $f(c) = 400x^4$

All math is is a formula find the formula you find the number system like calculus expressions..

a = by, of, - (a-), subject, minus

e = and, +, plus, is (=, compared to, or equalling), equals, "="

o = or, difference of, of amongst, with, used with declensions by a -o-

"-(u)l" = place after the last number word phrase for the "u" endings and for "th" numbers, This also represents the 10 numbers, 10, 20, 30.

n = index, number, one to infinity

antu = remainder of

antu'of = with the remainder of

aq'in = factors into

asou = absolute, positive result, |

"-(a)nai" = include the a if in front of consonant, es, time, multiply, multiple of, *

-(a)nai'wi = include the a if in front of consonant, es`diw, multiplied with, *

eq = equal represent, result, =

ig = adding, +

igig = ++; self-increment, re-add, logical addition

ig`diw = added with, +

ig`tu = added to, +

bi`a = divided by, /
bi`in = divided into, /

Advanced function()

brae`wi = enclosed with, []

brae-wi = enclosing with, []

fac = group, ()

fac`diw = grouped with, ()

fac-diw = grouping with, ()

facte = function, $f(x)$ as a function of x and how you decide to assign the x

frete = fraction, a part, a part of the whole, n/n like $1/2$ or n parts out of n

fro = from, subtract, -, minus. use 'fro with a $-(a)n$ or $-a$ word in front.

grata = greater than, gratitude, >

lesta = less than, <

neg = a-, de(h with the vowel of the word)-, negative, -

paci = percentage, %, pacify by comparison

sotr = subt, subtract, -, remove, remove things noting nothing is some idea.

sotrsotr = --; self-reduce, re-subtract, logical subtraction, logical reduction, self-removal

sotr'fo = subt`fro = subtracted from, -, sufferance, removed from

pamu = permute, NPr, $5P4(5/(5-4))$, permutation

xcla = factorial, natural positive number row, $6!(1x2x3x4x5x6)$, exclamation,

declare, !

oin = center

av = point, decimal

agleu = acute angle, 30 degrees

agl = angle

endav = end point, finish up

itsagl = obtuse angle, 120 degrees

oruy = a ray, one direction line

ci = shape, diameter, six

cimi = curve

cuic = circumference, circle area, circle radius size

cuis = cubic centimeter

x = deg, degree/s, point of degree, participant, duree (as duration), degraix, amount measured, digit, "o"

dwight = incline, upslope

hit = height, to strike

gir = plot

kod = chord, line segment on circle

l = line, 180 deg, straight angle

lee = downslope, easing down

ligt = length, lengthen

nillin = straight line

rais = radius, raise

ritagl = right angle, perpendicular, 90 degrees

segml = line segment, line piece

stere = cubic meter

Circles and shapes sometimes slopes.

tigi = tangent, line circle point

twi = twine, bival, between

val = area

vyln = land plot, ramp, slope

vylna = upramp, upslope

n decil = $1/10$, 1×10^{-1}
n nanil = $1/9$, 0.1111
n octul = $1/8$, 0.125
pi = 3.1416..., tri e en syil, $3 \frac{1}{7}$, $\frac{22}{7}$, unsolvable number
n sentul = $1/7$, 0.143
n cil = $1/6$, 0.6666
enptet = nan quinul, 1.8, $\frac{9}{5}$, conversion number, energy converging number.
n quinul = $1/5$, 0.2
n qaul = $1/4$, 0.25, a quarter
n tril = $1/3$, 0.3333
n semil = hemi, semi. demi, $1/2$, 0.5

negtut = -20
negnaniz = -19
negoctiz = -18
negsyiz = -17
negcil = -16
negcel = -15
negauz = -14
negtriz = -13
negtulv = -12
negonz = -11

negti = -10
negnan = -9
negoct = -8
negsyi = -7
negci = -6
negcel = -5
negau = -4
negtri = -3
negtu = -2
negen = -1

- = 0, nulla, z, zao, zy, zyl, deho, zeri, zeroi, zill, nyl, noth, nothing, brought to nothing, none, zero, zilch, zil, einzawzhi

n = 1, I, en, une, unis, uni, one
tu = 2, II, buou, deuiX, duo, bis, bi, di, tuw, to, two, too
tri = 3, III, darco, ter, tres, trois, three
au = 4, IV, thein, quad, quattuor, tetra, tetr, quadri, four
cel = 5, V, quinque, cinq, penta, pent, quint, quin
ci = 6, VI, sex, cint, hex, hexa, six
syi = 7, VII, sent, septem, hept, sept, septo, seven
oct = 8, VIII, huaccel, octo, huit, et, eight
nan = 9, VIV, ni, nant, novem, neuf, non(latin), ennea, nine

ti = 10, X, doul, deka, decem, dri, ten, dec, deca, deci, A (hex, hexadecimal)
onz = 11, XI, doulen, undecim, hendeca, undeca, eleven, B (hex)
tulv = 12, XII, doubuou, duodecim, hecto, dodeca, twelve, C (hex)
triz = 13, XIII, doucu, tertiusdecim, thirteen, D (hex)
auiz = 14, XIV, douthein, quartusdecim, fourteen, E (hex)
quiniz = 15, XV, doucel, quintusdecim, quindecim, fifteen, F (hex)
sexiz = 16, XVI, coucint, sextusdecim, sixteen, 10 (hex)

syiz = 17, XVII, dente, septimusdecim, seventeen, 11 (hex)
octiz = 18, XVIII, douccel, octavusdecim, eighteen, 12 (hex)
naniz = 19, XIX, counant, nonusdecim, nineteen, 13 (hex)

tut = 20, XX, buenoul, viginti, twenty, 14 (hex)
tut-en = 21, XXI, buenoul-en(etc.), twenty-one, 15 (hex)

trit = 30, XXX, darcoul, triginta, thirty, 1E (hex)
aut = 40, XL, theinoul, quadraginta, forty, 28 (hex)
quint = 50, L, celoul, quinquaginta, fef, fifty, 32 (hex)
sext = 60, LX, cintoul, sexaginta, sixty, 3C (hex)
syit = 70, LXX, setul, ariel, septuaginta, seventy, 46 (hex)
octt = 80, LXXX, ariel-doul, octoginta, eighty, 50 (hex)
nant = 90, XC, poud, dounpuondao, nantul, nonaginta, ninty, 5A (hex)

cent = 100, 1×10^2 , C, puonda, doulul, centum, hunna, hunnerd, hecto, hundred, dollar, 64 (hex)
centune = 101, CI, puonden, one-hundred-one, 65 (hex)
centu = 102, CII, puandatu, puonda-duon, one-hundred and two, 66 (hex)
centi = 110, CX, puonde-doul, puondeti, one hundred and ten, 6E (hex)
centonz = 111, CXI, puonde-doulen(etc.), one-hundred and eleven, 6F (hex)
centtut = 120, CXX, puonde-buenoul, puonda, puondetut, one-hundred and twenty, 78 (hex)

tucent = 200, CC, buoupuonda, buoucent, two-hundred, C8 (hex)
tucenten = 201, CCI, buoupuonden (etc), two-hundred and one, C9 (hex)
tucenti = 210, CCX, buoupuonde-doulen, buoucent-ti, two-hundred and ten, D4 (hex)

tricent = 300, CCC, darpuonda, darcent, three-hundred, 12C (hex)
darcocent = 400, CCCC, theipuonda, quadcent, four-hundred, 190 (hex)
celcent = 500, CCCCC or D, celpuonda, celcent, five-hundred, 1F4 (hex)
cicent = 600, CCCCCM, cipuonda, sexcent, cicent, six-hundred, 258 (hex)
sentcent = 700, CCCCM, sent puonda, septcent, seven-hundred, 2BC (hex)
etcent = 800, CCM, huaccel puonda, arielcent, eight-hundred, 328 (hex)
nancent = 900, CM, nanpuonda, nicent, innocent, nine-hundred, 384 (hex)

tosi = 1,000, 1×10^3 M, g, ochos, mille, mill, grand, kilo, thousand, 3E8 (hex)
tositi = 1,010, 1.01×10^3 , ochos duol (etc), ochos ti, one-thousand and ten, 359 (hex)
tutosi = 2,000, 2×10^3 , buou ochos (etc), tu ochos, two-thousand, 7D0 (hex)
titosi = 10,000, 1×10^4 , doul ochos (etc), ti ochos, ten-thousand, 2710 (hex)
centmille = 100,000, puond ochos (etc), centum ochos, one-hundred thousand, 168A0 (hex)
ducenttosi = 200,000, buoupuond ochos (etc), ducent okos, dukent okos, two-hundred thousand, 30D40 (hex)

Large numbers

eo = 1,000,000, 1×10^6 , O, E, meuhilde, mega, yuron, million, F4240 (hex)
biln = 1×10^9 , B, giga, buron (beuron), scotland, billion, qua'teso(quotesso), milliard(england), 3B9AC00 (hex)
triln = 1×10^{12} , tera, trillion, billrd, quo'teso(quotesso), billion(england), E8D4A51000 (hex)
auln = 1×10^{15} , q-auln, peta, quin'teso(quintesso), quadrillion, 38D7EA4C68000 (hex)
quinln = 1×10^{18} , exa, quintillion, quin'tesa(quintessa), trillion(england), DE0B6B3A7640000 (hex)
sexln = 1×10^{21} , zetta, sextillion, 35C9ADC50EA0000 (hex)

syln = 1×10^{24} , septillion, yetta, quadrillion(england), quid'tesa(quidtesa), 1BCECCEDA100000 (hex)
octln = 1×10^{27} , octillion, yept, 9FD0803CE800000 (hex)
naln = 1×10^{30} , nonillian, quintillian(england), yokt, 4674EDEA40000000 (hex)
decln = 1×10^{33} , decillion, drillion, zopt, 3BC15B0A00000000 (hex)
sexln = 1×10^{36} , undecillion, sexillion, B34B9F100000000000 (hex)
tudecln = 1×10^{39} , duodecillion
septln = 1×10^{42} , tredecillion, septillion
auquiln = 1×10^{45} , quattuordecillion
auctln = 1×10^{48} , quindecillion, octillion(england)
sexdecln = 1×10^{51} , sexdecillion
nonln = 1×10^{54} , septendecillion, nonillion(england)
octodecln = 1×10^{57} , quintsyln, octodecillion
sextn = 1×10^{60} , novemdecillion, decillion
sextrln = 1×10^{63} , vigintillion
undecln = 1×10^{66} , undecillion
syibisln = 1×10^{72} , syitln, duodecillion(england)
tredecln = 1×10^{78} , tredecillion
octtquad = 1×10^{84} , quattuordecillion
quindecln = 1×10^{90} , quindecillion
sexdecln = 1×10^{96} , sexdecillion
nisexln = 1×10^{102} , septendecillion
tietln = 1×10^{108} , octodecillion
onzquadln = 1×10^{114} , novemdecillion
tulvzln = 1×10^{120} , vigintillion(england)
trittrln = 1×10^{303} , centillion
sexzln = 1×10^{600} , sezzln, centillion(england)
ziln = 1×10^{6n} , tontonto, zillion, astronomical, large number

Places by number

zul = 0th, dehul, nullul, nul
nul = 1st, uneat, terul, deci, inga, fulst, puru., primarius
tul = 2nd, buoul, tuat, centi, alter, sec
tril = 3rd, darcul, triat, tetrius, milli, wedn
aul = 4th, theinul, auat, auth, quartus, quadth
cel = 5th, quinul, quinat, quintus, fridd
cil = 6th, cintul, sexul, sexat, sextus, micro, satu
syil = 7th, sentul, syiat, septimus, sund
etul = 8th, huaccul, octat, octavus, etat
nanul = 9th, nantul, niat, nonus, nano
dil = 10th, tiul, tiat, decimus, deca
onzul = 11th, doulenu, onzat, undecimus
tulvul = 12th, doubuoul, tulvat, pico, duodecimus
trizul = 13th, doucul, trizat, tertiusdecimus
auizul = 14th, doutheinul, auizat, quartusdecimus, quadizat
doucul = 15th, quinizul, quinizat, femto, quintusdecimus
sexizul = 16th, doucintul, sexizat, sexizul, sextusdecimus
dentul = 17th, syizul, syizat, septimusdecimus
attul = 18th, douccul, octizul, octizat, atto, octavusdecimus
decizul = 19th, dounantul, decizat, nonusdecimus
tutul = 20th, buenoul, tutat, vigintius
zeptul = 21st, buen-enul, tutunul, tutenat, zepto, unetvicesimu
tutul = 22nd, buen-buoul, tutuat, duoetvicesimu

tutrul = 23rd, buen-darcul, tutriat, teriusetvicesimu
yoctul = 24th, buen-theinul, tutaal, tutaut, yocto, quartusetvicesimu
tritul = 30th, darcoul, thirtieth
autul = 40th, theinul, fortieth
celoul = 50th, quintul, quintat, fiftieth

[Go back to the Atleantian main menu](#)

-IVb-
Banking

aao nahi; bao bao, baby or baseball bat, bank account: this spell or description allows atleantian banking by feel or text to keep as you wish this is done. I swore not to return since what I saw there was acoholics. so h is lower attached or not to the end of a word, l is low by the feel. a is actively or normal with e. e clabek nahil is the point is done by a hundred more or less. maybe useful maybe otherwell ideal.

el = min, with mininum, lower as nehi is can't.
al = ad or work, raise is also nahi or ahel to a point
aao = aaw or eew account is bank account rasing
aal or ael = savings with theory or meaning
nahele = held, not threatening
nahila = held or not is somethimes threatening
relia = released by feel
eew = weight with gold or money order
weha = weight ne
nahal = nasal, trade gold or au, silver or michael, this is trade money is aao, aal is exchange as nehi with account
clabek = your acount is good or nihal
clehil = nehil, your account is bad or nehal
nawih = lower count
newih or nueh = raise or create count
nahul = stop payment or deny by allowing
nehul = allow; this is a nice thing and works with others.
nehail = need hail, allow by denial
nhal = nah, purchase
fegalen = point of sale or chocolate milk
newih nhal fegal. 500 dollars.

So think if necessary you are sent something, then no use to send back to tell them that the merchandise is not bought. so think to work with what you get or you create if the point is yourself. so clehil ne nehul attol clear up national debt by when that e neh nahul. Otherwise set free from a sentence is seh nahul or set banking. This is a point you set things by a free motion or moment and live your life.

[Go back to the Atleantian main menu](#)

-IVc-
Money
Or'a -o- Mora

When money is involved nowadays in atlantis or Mora, there is usually no inflation. That means you divide the amount by 100 or remove the period in the money amount, that's for values with inflation from their point. This works as their society is using trade or the non-inflation value system. Basically, you can see 1 cent worth 1 dollar, 5 cents is 5 dollars, 10 cents = 10 dollars, 25 cents is 25 dollars and 1 dollar = 100 dollars. Then you take the dollar amount and add two zeroes without the period. This is how they are in atlantis nowadays and the true value of money without inflation. So with inflation, there is the basic amount = the basic amount, and that means 25 cents is 25 cents or 600

dollars is 600 dollars by idea. Basically, you can get 1,000,000 dollars from 10,000 dollars and 1,000,000,000 dollars from 10,000,000 dollars today in your normal reality.

[Go back to the Atleantian main menu](#)

-IVd-

Judgement

cri = judgement, judge

psycri = personal judgement; This is due to some crime or passion. That can require quick judgement. This is also psionic crime that can occur by focused energy.

wy = auy, lawyer; this brings a lawyer for defense, that serves the law.

jug = judge; this serves as a person to judge things. That is where you are the judge and the person who does things.

wyne = witness; someone who saw things or knows things.

eceo = accused; Someone who is accountable for things. This is the economics of things.

had = jury; hadn't, duty, judgement, reduction, destruction, deduction, had (tricked)

had'kycc = jury duty; this is active duty on a case.

jugmet = judgement, vigilance; fate calling.

ce = case; this is where you cease moments or have the idea in a point, think to work a case if you can.

pil = panel; this is a lot of judges in a case.

yryu = appeal for release

yray = '.'; point, end point, release from sentence

yrey = probation period, watching time, set watch

yriy = set free

yroy = con, released prisoner

ieum = remember, sentence, them, into, empathy, empathetic or I feel for you and am with emphasis on them is I'm hearing you or their listening to you, emphasize (use of empathy that is feelings where you sometimes feel things or seem empathetic), negatively act, negate (with sentence), condemn (negatively used)

crym = period, true crime or passive paranoia dili = grace period, while the idea is due the moment is not. av = concept; avn, hve, point, save, have, avenue. lined up area, this is a concept that is explained. ev = fated; eviller, (fate by) eventual, evr, ever, eva, at noon, every, evening "nai-" = qery, query, value(reason), question, qusti, question, question mark, fill in, "?" u = no or u-, otherwise ain't or nan can be substituted uu = uun: nothing; nothing more, undo, this is where nothing more happens for a looped effect, (uhn) undone, never, not, uhuh ya = know, gnou or gno is yes, otherwise you know things.

[Go back to the Atleantian main menu](#)

-V-

Colors

xue = snow

apartblanc = ghost white

smokblanc = smoke white

ganboro = gainsboro

blekblanc = bleach white

boqblanc = flower white

ancienlac = old lace

toile = linen

antiq blanc = antique white

papyraup = papaya whip

blancamand = blanched almond

bisq = bisque

pekpuf = peach puff

navajoblanc = navajo white
meii = maccasin
maisak = cornsilk
ivo = ivory
citrochifon = lemon chiffon
mershel = seashell
honydew = honeydew
menthe crem = mint creme
azur = azure
blualic = alice blue
blutyj = mystic blue
lavende = lavender
lavendeblus = lavender blush
duloros = misty rose
blanc = white
blak = black
slatarkgra = dark slate gray
gradim = dim gray
slatgra = slate gray
litslatgra = light slate gray
gra = gray
grislit = light gray
bludhiy = midnight blue
navy = navy blue
maisfleurblu = cornflower blue
slatarkblu = dark slate blue
bluslat = slate blue
slatmedblu = medium slate blue
slatlitblu = light slate blue
blumed = medium blue
bluryl = royal blue
blu = blue
skydepblu = deep sky blue
blusky = sky blue
skylitblu = light sky blue
bluacier = steel blue
blulit = light blue
blupoudr = powder blue
pal turquois = pale turquoise
turquoisark = dark turquoise
turquoismed = medium turquoise
turquois = turquoise
cyan = cyan
cyanlit = light cyan
blucadet = cadet blue
marinaqua = aqua marine
vertark = dark green
oliarkgren = dark olive green
merarkgren = dark sea green
mergren = sea green
mermedgren = medium sea green
merlitgren = light sea green
palgren = pale green
jungren = spring green

gazongren = lawn green
gren = green
chartreus = chartreuse
junmedgren = medium spring green
grenylo = green yellow
limgren = lime green
ylogren = yellow green
icagren = forest green
draoliv = olive drab
kakiark = dark khaki
kaki = khaki
palrodor = pale goldenrod
litrodoryelo = light goldenrod yellow
ylolit = light yellow
ylo = yellow, jaun
yloor = goldenrod
or = gold
litrodor = light goldenrod
arkrodor = dark goldenrod
ruyuw = ruby red
bliuw = blood red
rosyuw = rosy red
injiuw = indian red
sadlbrun = saddle brown
siena = sienna
peru = peru
burbois = burly wood
beig = beige
wet = wheat
tan = tan
kwa = chocolate
firbrik = firebrick
brun = brown
saumonark = dark salmon
saumon = salmon
litsaumon = light salmon
naranja = oig, orange
oigark = dark orange
cora = coral
coralit = light coral
tomate = tomato
oiguw = orange red
uw = red
rosesa = hot pink
rosedep = deep pinkw
rose = pink
roselit = light pink
palpipreuw = pale violet red
maron = maroon
medpipreuw = medium violet red
scla = blood scarlet
sclau = scarlet red, blood red
red = magenta
viol = violet

prun = plum
orcid = orchid
medorcid = medium orchid
orcidark = dark orchid
violark = dark violet
blupipre = blue violet
pipre = purple, violet, purple
medpipre = medium purple
puc = puce, bruise purple
pipreak = dark purple
thistl = thistle
grark = dark gray
ranbo = rainbow

[Go back to the Atleantian main menu](#)

-VI-

Personal pronouns

t = ihe, he, hii, she, shii, it, the, thing, that, this
er = her, shy
ium = them
im = him, shyd, hym
it = it, in this, in that, perserving or use (not necessary in taikwondo), seem careful with this word because to a violent person it can reflect their mood and they could hit you or others because of it by feel. Instead use the actual noun describing what you need to mention, this can be anything that is a word and describes what you want to describe. Possible use instead is the word this or that.
le = you (plural), the, to
lye = you (singular)
th = thee, the, they, this, them, thou, thy, those, these, that
tha = I, da, we, they, that, there
thy = thou, you, your

[Go back to the Atleantian main menu](#)

-VII-

Symbols, affirmatives and association from several sources

a = de-, -er, movement, -, object, -a, "a-" (not), sometimes an 'a' by itself means positive, no
e = -is, and, include, amperstand, "&"
"(a)n" = i, -in, n, movement (from captian blaek), number, nothing, deurix,
all other endings for cases, including "y=" endings, "o=" endings and others.
o = -ed, -oh, otherwise, other, past, relent
u = -ue, you, yourself, yo, ye, thou, know, no or not (if negative or judgement)
y = -ing, -ey, al, -ie, -en, -in, -ly
ensolux = asou, absolu, absolute, absolutely, |5|(5), "|"
es = well overcome, multiply, multiple of, undo, anything, "*"
et = at sign, at, etc (continuance or with considerance), significant, "@"
eq = equal, result, final end, "="
ezh = lbs, "#", pound
iu = forward tick mark, apostrophe, present action, routine, feet, foot, ""
ik = inch, ground, gruesome, ""

ig = add, "+"

"-(i)x" = -(e)s, -us, -ius, -ies, -iux, -iex, 'ee

ui = with, divided by, "/", this is a withheld idea that is held otherwise.

beui = backslash, being with (struggle), diverted with, "\" or without, this is a hold out and not working with things otherwise.

buc = buck, tan (tanning), dollar, buckskin, "\$"

brachet = braet, bracket, enclosure, enclose, "[]"

braetlit = left bracket, "["

braetrit = right bracket, "]"

bti = back tick mark, relent activity, revert, separation, advent, execution mark, "`"

cea = carat, combine, combined with, ceased, "^"

cili = curli, curlique, important enclosure, "{}"

cililit = left curlique, begin important message, "{"

cilirit = right curlique, end important message, "}"

cuma = comma, common, commonplace, or, pause, ","

cu = que (list), cue, colon, menu, cust, custom, itemized idea, item list, destiny, ":"

deg = degree, number and idea of merit, digit, "o"

fac = face (outline), group, "()"

faclit = left group, wrong group, open to, open group, "("

facrit = right group, close group, closure (peace), ")"

fetoy = factorial, attention, fetid, four!(4x3x2x1), "!"

grata = greater than, gratitude, greater, ">"

lesta = less than, lesser, "<"

quo = quote, statement, parenthesis, ""

quoe = open quote, begin statement

quocli = cliffside, close quote, close statement

"nai-" = qery, query, value(reason), question, qusti, question, question mark,

fill in, "?"

sewn = list insert, place, semicolon, ";"

seicoa = semicolon, where, ";"

sohtr = subt, bar, subtract, solitaire (game of subtracting), minus, opposite, reverse, remove from, "-"

tae = take, tame, tilde, almost like, similiar, invert, "~"

paed = stop, combine, period, "."

paci = percentage, comparison of degree, comparison description, pacify, a comparison of idea and number, "%"

xcla = exclamation, fetoy, "!"

[Go back to the Atleantian main menu](#)

-VIIa-

Directions

Dix

loy = Louie; left

lit = left

ryf = Ralph; right

ryt = right

ue = up

du = down

ud = forward

au = march forward

ast = past, backward

ayi = march back, marched
amb(i) = go, walk
uoa = to stop, time event
avom = run, move fast
evom = dash to cover
oe = wait, pause
oem = stop
lyt = start
ste = stay; hold off, stop, remain present
d = death, down, do (to die of), die or fate, destroy
en = end; at the end, ending

[Go back to the Atleantian main menu](#)

-VIII-

Measuring amt (amount)

Liquid measurement

1 sha = 1/16 pic

2 sha = 1 smidg, 1/8 pic

2 smidg = 1 pic, 1/3 sopca

2 pic = 2/3 sopca

3 pic = 1 sopca, 14.79 muilya, 1/2 lyqoc

2 sopca = 1/8 cu

4 sopca = 1/4 cu

5 1/3 sopca = 1/3 cu

8 sopca = 1/2 cu

10 1/3 sopca = 2/3 cu

12 sopca = 3/4 cu

16 sopca = 1 cu, 236.6 muilya

2 cu = 1 pit

2 pit = 4 cu, 1 qut

1.06 qut = 1 lya

4 qut = 1 giy

2 giy = 1 po

4 po = 1 busl

1 oc = 28.35 g

16 oc = 1 ezh, 453.59 g

32 oc = 1 qut

1/2 lyqoc = 1 sopca

1 lyqoc = three sopca

2 lyqoc = 1/8 cu

3 lyqoc = 1/6 cu

4 lyqoc = 1/4 cu

5 1/3 lyqoc = 1/3 cu

6 lyqoc = 1/2 cu

7 1/3 lyqoc = 2/3 cu

8 lyqoc = 1 cu, 1/2 py

16 lyqoc = three cu

32 lyqoc = 4 cu, 1 qut

48 lyqoc = six cu, 1 1/2 qut

64 lyqoc = eight cu, three qut

80 lyqoc = ten cu, three 1/2 qut

1 ezh = 0.45359 kg
100 ezh = 45.359 kg

Distance measure

1 A = 1 nm, 4×10^{-9} ik
1 rm = 3.937×10^{-5} ik
1 mil = .0254 mm, 0,001 ik
1 pt = 0.353 mm, 0.0139 ik
1 mm = 0.0397 ik
1 pica = 4 mm, 12 pt, .1668 ik
1 cm = 0.3937 ik
1 dm = 3.937 ik
1 iu = 1 likR, 305 dm, 12 ik, 304.8 dm
1 hid = 10.16 cm, 4 ik
1 likG = 201 cm, 7.92 ik
1 yd = 3 iu, .9144 m
2 yd = 6 iu, 1.829 m
1 dam = 10 m, 32.8 iu
1 m = 39.37 ik, 3.28 iu
1 chG = 20.1168 m, 66 ft, 4 rd
1 chR = 30.48 m, 100 iu
1 fm = 3 yd, 6 ft
1 km = 1000 m, .621 mi
1 fur = 201.168 m, 1/8 smi
1 mi = 1608.288 m
1 cb = 120 fm, 219.456 m, 720 iu
1 mi = 1608.280 m, 8 80 fm, 5280 iu
1 nmi = 1.85 km, 6076.11549 iu
1 legu = 4.8 km, 3 smi

Weights

1 ng = 1/1000000000 g, 0.000000001 g
1 crg = 1/100000000 g, 0.00000001 g
1 drg = 1/10000000 g, 0.0000001 g
1 rg = 1/1000000 g, 0.000001 g
1 cmg = 1/100000 g, 0.00001 g
1 dmg = 1/10000 g, 0.0001 g
1 mg = 1/1000 g, 0.001 g
1 cg = 1/100 g, 0.01 g
1 dg = 1/10, 0.1 g
1 gra = 1 g
1 dag = 10 g
1 hg = 100 g
1 kg = 1000 g
1 dakg = 10000 g, ten kg
1 hkg = 100000 g, 100 kg
1 t = 1000000 g, 1000 kg
1 dat = 10000000 g, 10000 kg, ten t
1 ht = 100000000 g, 100000 kg, 100 t
1 kt = 1000000000 g, 1000000 kg, 1000 t
1 dakt = 10000000000 g, 10000000 kg, 10000 t, 10 kt
1 hkt = 100000000000 g, 100000000 kg, 100000 t, 100 kt
1 taag = 1000000000000 g, 1000000000 kg, 1000000 t, 1000 kt

Energy measure

1 w = 1 Q

1 hp = 746 w

1 Kw = 1000 w, 1.341 HP

1 Joul = 0.001 A, 1 mA, 0.7376 ft/lb

1 cal = 4.1858 Joul

1 A = Q(Change)/t(sec), 1 Quou

1 MJ = 1000 Jul

1 btu = 0.000293 Kwh

1 Kwh = P(KW)xT(seconds), 3.6 MJul

1 Epaci = 1 Jul, K/4; the number after point(decimal) be the percent; drop the number before point, 3 Rbpaci

1 Rbpaci = 1/3 Epaci

General meanings

sha = shake, dash, 1/16 teaspoon

smidg = smidgeon, 1/8 teaspoon

pic = teaspoon

sopca = soup spoon, tablespoon

cu = cup

pit = pint

qut = quart

giy = gallon

po = peck

busl = bushel

oc = ounce

ezh = pound

lyqoc = 1 ounce fluid

muilya = milliliter

lya = litre, liter, litter

ik = inch, in, ", killing interest, successful interest

hid = hand, 4"

iu = feet, foot, ft, '

yd = yard

cb = cable, 219.456 m

chG = gunters chain, surveyor chain length

chR = ramden chain, engineer chain length

fm = fau, fathom

fur = furl, furlong

legu = league

likG = Gunter link length

likR = Ramden link length

mi = mile

smi = s mi, statute mile

nmi = n mi, cmi, nautical mile, sea mile

mil = .001 in

pt = point (type set), .039 in

pica = 12 points (type set), .1668 in

rd = rod

A = Angstrom, .1 nanometer, .0001 r(10^{-10})

nm = 1 nanometer, 1×10^{-9} th meter

rm = micrometer, micron, 1×10^{-6} th meter

mm = millimeter, 1×10^{-3} th meter

cm = centimeter, 1×10^{-2} th meter

dm = decimeter, 1×10^{-1} th meter
m = 1 meter, milli(1000th)
dam = 1 dekameter, 10 meter
hm = hectometer, 1×10^2 meter
km = kilometer, 1×10^3 meter
Mm = megameter, 1×10^6 meter
Gm = gigameter, 1×10^9 meter
ng = nanogram, 1000000000th gram
crg = centimicrogram, 100000000th gram
drg = decamicrogram, 10000000th gram
rg = microgram, 1000000th gram
cmg = centimilligram, 100000th gram
dmg = decamilligram, 10000th gram
muig = milligram, 1000th gram
cg = centigram, 100th gram
dg = decagram, 10th gram
g = gra, 1 gram
dag = dekagram, 10 grams
hg = hectogram, 100 grams
kg = kilogram, 1000 grams
dakg = dekakilogram, 10 kilograms
hkg = hectokilogram, 100 kilograms
t = tonn, tonne, 1000 kilograms
dat = dekatonne, 10 tonnes
ht = hectotonne, 100 tonnes
kt = kilotonne, 1000 tonnes
dakt = dekakilotonne, 10 kilotonnes, something to sit (chair)
hkt = hectokilotonne, 100 kilotonnes
taag = teragram, 1000 kilotonnes
W = 1 second of work (Coulomb), Amount of change, Power, $P=V \times I=W$
btu = .000293 Kw/h, butane, energy flow, heat flow, British thermal unit
HP = Horsepower, 746 Watts (W)
K = kilo (1000), Kelvin, thermodynamic temperature rate, To get the temperature; use
 $(\text{Deg F} - 32)/1.8 + 273 = K$; Absolute frreze (can't go lower) be 0 K, Freezing point
is at 273 K, 373 K be the boiling point.
Kw = Kilowatt, 1.341 HP, 1000 W
Cal = cyoy, cal15, calorie, organic heat energy amount at 288.5 K, 4.1858 J
Jul = E, energy, Joules (J), 1 mA, 0.001 A, sensation, .7376 ft/lb
A = quou, $Q(\text{Change})/t(\text{second, sec})$, Ampere, Amp, $I=P/v=A$
Epaci = Energy percent, a measure of Aether energy like smart air, $E\% = K/4 = \%$;
take the decimal as percent and drop the first.
Rbpaci = Chaotic energy percent, see a measure of random decay (chaos) by interring motion,
measured by $E\%/3=\%$ or decay rate.
MJ = megaJoule, 1000 J
Kwh = $E(\text{Kw/h})=P(\text{Kw}) \times T(\text{seconds})$, 1 Kw/hour

[Go back to the Atleantian main menu](#)

-IX-

Kitchen utility

uasax = whip up, mix together, whip

atla = dagger, knife

atlaqodo = sharp knife
atlasirloin = steak knife
eun = spoon
ine = tine, fork
buta = butane, butane gas pod
butastov = butane stove
byvogala = bevel edged knife
bron = kitchen, useful
bronsik = kitchen sink
car = chair, holding platform
futon = furniture, couch, chair
mousatla = shearing knife, b1 knife
stov = stove, griddle
tabb = table
pary = paring knife
plak = plate
wipa = wiper, wipeout, washcloth, any cloth (to wipe with)

[Go back to the Atleantian main menu](#)

-X-

Baking

arachidoiy = peanut oil
egg = egg
oiy = oil
olivoiy = olive oil
unncukuo = stop cooking
beapat = banana dough
butyric = butter
cakivmix = white cake mix
cakylomix = yellow cake mix
cakmix = cake mix
cukuo = instant cooking, instant baking
canola = canola oil, sunflower oil
citropanpat = lemon bread dough
cornsyr = corn syrup
kwachyp patbisquit = chocolate chip cookie dough
chy = chives, onion stalks
chyp = chip
crok = butter
donupat = donut dough
flur = flour
flurot = barley flour
flurwet = wheat flour
flural = all purpose flour
gyhbutyric = melted butter
habaycakmix = strawberry cookie dough
hony = honey
melot patbisquit = oatmeal cookie dough
poudrolaid = fruit dink mix
patbisquit = cookie dough

patmoi = muffin dough
patpan = bread dough
patty = meat patty
patwaffl = waffle dough
pepa = pepper
pepaiv = white pepper
prazlpat = pretzel dough
rost = roast
sel = salt
selavii = seasoned salt
sug = sugar
spic = spicy, spice
tomatepast = tomato paste
veggyoiy = vegetable oil
zorpat = grahm cracker dough

[Go back to the Atleantian main menu](#)

-XI-

Drinks - Note by Beeblbrox, I create the list to make for the ability to form drinks to be called to thou or created from the void itself by a small gate from any area. Create thou own if thou by any means possible. This works by flihan or flavor enhancing feel and what you do is imagine or think the flavor is there and it is.

ale = ale, beer
icary = cherry ice drink
icuyu = coconut ice drink
ichaybay = strawberry ice drink
icok = coke ice drink
icbea = banana ice drink
icblu = raspberry ice drink
icbeu= butter beer ice drink
icpiapl = pinapple ice drink
icpupki = pumpkin icy drink
icri = increment, cranberry icy
ikuwag = orange chocolate ice drink done
ikwa = chocolate ice drink
oisk = whiskey
olg = coffee, folger
yn = wine
yne = fine wine
ba = beer
baorjuc = sour berry juice
beacaryoijuc = chery banana orange juice
barut = root beer
byrba = warm beer
bayjuc = berry juice
byoesak = banana milkshake
beo = banana juice
beu = butyrba, butyrsugduff, croksugale, butterbeer
cayncruwa = cookie and creme chocolate shake
cutal = cocktail
cayncresak = cookie and creme shake
Charescoa = cherry cola special, chilled cherry cola in a mix of water and flavor packet. Only 10 calories with no high

fructose corn syrup.

cok = coca cola drink

culaidstughtuotu = coolaid, fruit drink

duff = beer

duffrut = rootbeer

fliwaa = flavor water; this is water with turmeric and some type of flavor, like dark chocolate stevia (from ebay), cherry extract (from ebay) and sugar substitute (either from amazon.com or ebay) with vanilla extract as an afterthought.

fliha = flionhica = flavor enhancer; imagine, think or state the flavor that you want tasted.

frutcutal = fruit cocktail

frutronjuc = grapefruit juice

fso = fizz; fizzy, ceban (pronounce (see-bane), otherwise this is cebaan where cebaan is pronounced sea-bay-an, carbonated drink; think to the drink or of the drink to carbonate it and you can carbonate the drink.

jo = java, consumption, coffee, latte, brewed coffee

joabaybee = strawberry banana juice

joyruoy = lemon grass berry juice

jojoe = scalding coffee

juapl = apple juice

jucime = lime juice

jucoig = orange juice

juprun = plum juice

jucrasin = grape juice

jucitroime = lemon lime juice

jukoag = orange chocolate juice

jukoaaba = orange strawberry chocolate twist

jumex = fruit juice

kwawiwsak = vanilla chocolate milkshake

kwyat = chocolate milk

kwuie = chocolate banana juice

kwubajo = chocolate banana berry juice

lece = aqo (alternative water gas, NO₂He, notuhe), cold water or liquid ice (NH₂O, nhtuo), aqua, hydro, water, wawa, shilo (invisible faery water), aqu, hyd, hydr, waa, wua

mik = leche, milk

miksak = milkshake

miksakua = chocolate milkshake

myecocya = mint chocolate coffee

momoneloe = instant breakfast drink

mytidu = mountain dew drink, sweet water

noirlatte = black coffee

pepsi = peps drink

rutba = rootbeer

kodmny = chocolate drink

kwo = chocolate banana juice

kwosa = chocolate banana shake

pekiad = peach coolaid

pinapljuc = pineapple juice

pupknjuc = pumpkin juice

rum = rum, whiskey

teila = tequila

tomajuc = tomato juice

trauiatweta = tropicana twister, tropical fruit drink blend

wiw = vanaa, vanilla, vanilla, vanill

viwsa = vanilla milkshake

vin = wine

[Go back to the Atleantian main menu](#)

-XII-

Fruit and food - I, kre the wordsmith, created this food list from the listing and converted some words to the Atleantian speech. Don't always believe that thou will get what thou call into existance. To read of them try not to eat of them as they can be called by a glancing. To make your own food, place the two word phrases together meaning the item name before the equal sign.

ail = garlic

almon = almond nut

amand = amande, almond

amos = cookie

anchovy = anchovies

apl = apple

arachid = peanut

aq = bouda cheese (rims of it)

aqa = fish

asada = beef or steak

avacado = avacado

rukweise = jerky

yntorukweise = beef jerky

turkyrukweise = turkey jerky

ime = lime

oig = orange

oinon = onion

oliv = olive

orang = orange

ot = oat, barley

ulti helga mie = ultimate meatball marinara

yam = sweet potato, sweet beet

yntu = beef

yntubifteck = beef steak

ynturost = roast beef

bacon = meat

banane = banana

bea = banana

beaz = bean, be as

beazporc = pork and beans

baor = sour berry

bey = meat

bif = beef

biftek = steak

biftek sauc = steak sauce

balia = jelly filled donut

bery = berry

berliner = jelly filled donut

bisq = bisquit

bocadillo = sandwich

butyr = butyric, butter, crock

blubery = blueberry

bluberywaffl = blueberry waffle

branot = oat bran
bru = brew, stew
ces = cheese
cuyu = coconut
camb = chicken soup, chicken broth
camblikegg = egg drop soup
cantelop = cantelope
cajou = cashew
cajounoix = cashew nut
cajun = cajun, spicy food
cajunsel = cajun salt
cukaqoa = cooked fish
cilantro = cilantro, onion stem
citro = lemon
citrogazon = lemon grass
citrosel = lemon salt
cuttl = cuttle fish
cyro = ice
chares = cherries
chile = chilli
chuc = chuck meat
chucrost = chuckroast
cray = crayfish
creps = crisps, potato chip
crielokmet = meat locker
cri = cranberry
criapl = cranapple
cuokxapl = apple butter
cruncher = baked potato chip
dafleur = sunflower seed
dalasapepamenthe = starlight peppermint
dena = dinner
fajita = fajita, soft shelled meat
Fajitaburg = Fajitaburger .;,
foie = liver
foieonion = liver and onion
fille = fillet
filleaquo = fish fillet
fricadelle = hamburger
fricadelleches = cheeseburger
fricselfry = french fry
frictost = french toast
fronmea = chixmeal, fronfud, frozen meal, frozen meae, frozen food/s
fruefud = fruit and food
frylard = fried bacon
fryaqa = fried fish
gouda = gouda cheese
grenapl = green apple
habay = strawberry
habaycyure = strawberry ice cream
hamm = ham
hammuaf = sliced ham
hammkup = diced ham
hammqusofrywich = patty melt, melted meat cheese sandwich

hony = honey

honycomb = honeycomb, bee honey

honyhamm = honey ham

honypan = honey bread

honyrosee = honeydew plant, honeysuckle

hun = red hewwing (fish)

tack = hard tack, jerky

biftack = jerkybif, beef jerky

turkytack = jerkyturky, turky jerky

julienne = lettuce

koi = fish

kary = cary, cherry

kes = cheese

kiwi = kiwi

loaf = bread

luch = lunch

lokerymet = meat locker, storage place

lamb = lamb

lambaxx = lamb chops

lard = bacon

lilfi = lilfai, gyefi, mihrum, mushroom; some mushrooms are unique as they are also very low in calories and make a great snack.

meilan = meat

meilanloaf = meatloaf

mango = apricot

melik = spicy salt

melot = oatmeal

mle = mle

mleau = watermle

melmorn = breakfast

melmornea = instant breakfast

menthecrem = mint creme

met = meat

metbarr = meatball

metloaf = meatloaf

mi = fruit

mulbery = mulberry

muten = mutten, lamb

munchy = edible food

myx = peanut butter

nictus = glaze, icing

noix = nut

noirbery = blackberry

nogg = eggnogg

rasi = grape, raisin

rasifrut = grapefruit

raspbery = raspberry

redapl = red apple

rosthamm = roast hamming

poir = pear

poirapl = pear apple, polar bear

pesbery = poison berry

poule = chicken

pech = peach boil

pidy = pudding
pupki = pupkn, pumpkin
pupkijuc = pumpkin
pan = bread
piapl = pineapple
panatly = flat bread, tortilla
panatlychyp = tortilla chip
paleuaweo = cheese pizza
peta = pasta, noodle
petaces = macaroni and cheese, shells and cheese
pepa = pepper
pepaiv = white pepper
porc = pork
porc bifteck = pork steak
piza = pizza, pizza pie
pizaburnt = burnt pizza
pizameilanal = all meat pizza
pizasaus = sausage pizza
pizaquso = cheese pizza
pizaria = greek pizza, pizza place
pizarian = meat pizza
prazl = pretzel
rubeb = reubarb
tostadas = shell pizza, mexican pizza
quesa = fried chip
qusa = fried chip
queso = cheese
quso = cheese
qusowich = cheese sandwich
qusocukwich = grilled cheese sandwich
qusowiliwich = double whopper hamburger
prun = plum
saucapl = sauc, sauce, juice, applesauce
saumon = salmon
saus = sausage
saltin = salt cracker
sardin = sardine
sardi = sardine, sediment stone
sardisaltin = sardine on cracker
syti = wheat cracker, food on a stick
sytisardi = sardine on stone wheat cracker
sirloin = steak
sel = salt
selavii = seasoned salt
seawed = seaweed
ryoinon = yumyum, onion ring
sunfrut = starfruit
sup = soup
spoomix = spurmix, trail mix, curative mix
sno = snow
taco = taco
teteail = garlic bulb
turky = turkey, curation
turkyjerky = turkey jerky

terragon = green herb
taryaijerky = terryaki jerky
tost = toast
tuna = tuna
tunawich = tuna melt, melted cheese tuna sandwich
tyson = chicken, high quality
tropicafruit = tropical fruit
vegs = veggy, vegetable
waffl = waffle
wet = wheat
wich = sandwich
wey = wheat
zenni = lemon
zenny = sour rind

[Go back to the Atleantian main menu](#)

-XIII-

Seasonings

ragu = best sauce, sphagetti sauce
saucecuok = applebutter
soy = soy sauce
sacoraly = sweet and sour sauce
socre = sour cream
socreyn = sour cream and onion
socrechy = source cream & chives
taryai = terryaki, sweet sauce
tomatelyqsug = ketchup, catsup
wocetasu = worshestershire sauce
wosabi = Horseradish, quick hot pepper, tasteful hot pepper

[Go back to the Atleantian main menu](#)

-XIV-

Candys

amandjoy = almond joy chocolate bar with nuts
ands = andes, thin chocolate wafer
encareb = encarebo, caramel coffee taffee
frutardfride = hard fruit candy
barmenthekua = chocolate mint bar
bemitecra = carob mint bar
buterycrem = butter creme, english toffee
candys = candy
cra = carab, natural chocolate
craararkwa = craving be of darkness barring, dark chocolate bar
cracupmyx = peanut butter cup
crarason = chocolate covered raison
fride = candy
frideoig = orange candy
fruaui = orange chocolate candy

fridepek = peach candy
frutour = sour fruit
frutoury = sour fruit rings
frutry = fruit rings
gumy = gummy
gumyfruit = gummy fruit
habayfrande = strawberry candy
juju = candy fruit
kwafride = chocolate candy
kwatrufl = chocolate truffle
meshecreme = marshmallow creme
redhot = red hot candy
royefride = royal candy
skytl = skittle, bite-size fruit chew
tofifey = toffee and chocolate
trolmihori = chocolate mint truffle
trufl = truffle
pekncrem = peaches'n'cream

[Go back to the Atleantian main menu](#)

-XV-

Desserts

dinyy = chocolate chip divinity cookie
astry = pastry, sweet bread
ida = hot dessert, potato
oeo = sugar cookie
oreo = chocolate cookie
ugit = yiit, yogurt
bynj = junk food, snack
baconpi = meat pie
beapan = banana bread
beapi = bananna pie
beeply = banana split
beypi = meat pie
benumoi = banana nut muffin
bisquit = cookie
bbqmetpi = barbeque pie
blancua = white chocolate
blancuachyp = white chocolate chip
bleymoi = blueberry muffin
blozuamyx = peanut butter cup ice cream blizzard
bruy = chocolate brownie, brownie
briomoi = bran muffin
cak = cake
cik = dessert
citrochifonpi = lemon chiffon pie
culwip = coolwhip, cool whip
cyrocrem = ice creme
cyrocrem cak = ice creme cake, creative approach
criaplmoi = cranapple muffin
chocolat = chocolate

donu = duenna, sweet pastry, donut, sweet meat
donuol = donut hole
frut = fruit
habayc-acak = strawberry shortcake
habaytort = strawberry sweetcake
jlo = chjello, jello, fruit gelatin dessert, gelatin
keimepi = keylime pie
kwa = chocolate
kwacey = chocolate covered cherry
kwacak = chocolate cake
kwachyp = chocolate chip
kwachypbisquit = chocolate chip cookie
kwapi = chocolate pie
kwacyroncrem = chocolate ice creme
larulruilu = raison glaze large pretzel
larulroloasug = raison glaze cinnamon sugar large pretzel
larulkuapir = large pretzel with chocolate powder
loesugic = ice cream
luprazel = large pretzel
luprazlail = large pretzel with garlic
luprazlailerb = large pretzel with garlic and herb
luprazlyn = large pretzel with onion
luprazlpmeai = large pretzel with parmesan cheese
luprazlsocreyn = large pretzel with sour creme and onion
luprazlches = large pretzel with melted cheese
luprazlglu = glazed large pretzel
luprazlfrulu = fruit glazed large pretzel
luprazlciaasug = large pretzel with cinnamon and sugar
luprazlsugpir = large pretzel with powered sugar
luprazlkua = large pretzel with chocolate
emlapi = mlapi, mla pie, melon pie, creative feel sistem
meshecremepi = marsmellow creme pie
maingpi = meringe pie, seen user feel.
maingcuapi = chocolate meringe pie
meshe = marshmellow
moi = moisturizer cream that turns into pea, shit and muffin
picyroncrem = ice creme pie
picua = chocolate pie
pirubeb = reubarb pie
popsikl = ice pop sickle dessert
smor = marshmellow and grahm cracker delight
snocyroncrem = snow icecream not cyrofoam
tort = sweet cake
tryng = sweets
vanilauaf = vanilla wafer
wotafarachid = peanut brittle
zor = grahm cracker

[Go back to the Atleantian main menu](#)

-XVI-

Gods, Angels, beings (demihuman) and demigods -due note: some gods listed are dead and the follower in the faith disappeared, so not all names will evoke a reaction unless you say eraktu satura and the gods name. How it works,

your subconscious does what the thought is that they need if your divine or the divinity name is listed. Then if you want to do the request or make a result, you will create a result. If not, then you are likely to ignore the request. How you know a request was made is simple. You will feel an urge to create or somesuch. Then the subconscious act will strengthen you by feel or fee. So there you go.

-Newer Gods-

-the four elemental gods-

An = The fire goddess; The fire goddess that went by several names; An, Ann the stormer, The reformer and what she means to do is the idea where you are aware by awareness to work, she is the fire goddess of the fire realm as you wish or think to work or do things. She can arrange things that you need or want by feel, this you think about to fully manifest and you can get what you need. A point of recall is this from my elemental lifetime, this was where the gods and goddesses were single, double or triple letter words with a rare combined word phrase as one word sometimes that described what you felt of them. Sorta like Ewe was the animal god that had to be shown what to do, that combined with the modern phraseology that described what you felt of them was a longer name like creative or Ewe Creative. That idea combined with An is An Creator. One thing she did that was unusual, was allowed people the use of storms to create by feel. The goddess created with storms, if any were nearby and then worked by feel to create what the asker needed. This was how she worked.

Uaa = This god/dess is a tranquil peace person in real life nowadays, so I think he or she deserves a point of respect, as a him he is the elemental god of water and as a her she is a goddess of peace. Call upon Uaa to get the way of life and make work easier by guided intuition. Otherwise he/she creates peace from war and makes things manifest using suggestion. This is a god/dess that's worth the effort that is given. This is a point that is where war is done and peace is created, after the effect of idea that exists from space. Then you know life can exist in space or basically other planets.

Eo = Eo is the elemental god of Earth. Think of this god as he is earth, this god can support by actions and make work easier. He tends to jail people that abuse his nature though, that nature is kindness to others and working with the idea that exists. He is a dead god nowadays, so I think his followers were destroyed in the caves they lived. They were very apeline and capable with tools. This reminds me that I have a point of their memory I might as well place. They were very eager to learn so I think they deserve some respect. That is Eo in some regard.

Va = Elemental god of air and vacation or vocation, this god created by psychic needs and made work by allotting the job to the person using influence. This is a dead god now that was once popular is a court of a king, the followers in use of this god lost interest after he started fading away and losing ability to live in the area using avatars. What he did with people was the idea, that they had to make and created effect is a manifest to him. They had him as a point of enjoyment and reference as he is also a god of knowledge. This is where they had a point to realize and they knew by soul guided insight or intuition. He offered to give his own insight if necessary, so I think he fostered peace or at least allowed in the person calm and peaceful intentions when his name was evoked. He is a god that was created by the elementals, they were also able to allow things to him as a point in mind was made. This is how he worked things out, I don't really remember how he interacted with people so this is his listing.

az = azrael the destroyer, sometimes too wired to work with energy, otherwise in a positive light is astraea is a goddess of culture and the queen of the 4 elemental gods, justice and bringing the gift of the arts to humanity. creating or uncreating space to do things which have no purpose but joy, play or creativity. this is the beauty we think to exist then the ideal we wish for exists. this goddess represents the element with light.

If you be there whilst these might seem a luxury clearly for a golden age to seem the existence or create anew, humanity needs to refocus on beauty rather than less productivity to get along with each other. so this goddess ensures what you think is important so you can create what you want otherwise don't wish for bad things. so you create what you want, wish for good things to work. Others could get point you don't get a slap, this is if things don't work by feel. This is where you think and create by the point with the gas. Then your normal by what you dog.

Don't call az the destroyer, as she will do things to your mind and create the effect of warefare if your not careful. As an example is this idea I had where spaces were created, then uncreated as they got too warlike. This could happen on a daily basis if she were called by feel and worshipped again, she is a dead goddess so I think her followers were killed off by a marching army before she could get to seem a good thing. This is where she was able help them until the end, so due note on the effort of gods and goddesses to support each other. They aren't always successful.

Iz = The point that was created is where dark is represented and now is iz don't as its gone by naming of Iz, he is the cohort of az and what is iz is done so think of the effect, if you need the effect to end then Iz can stop or end the idea

that is not needed. Iz creates things from stopped idea and created items will cease, if he thinks they aren't needed. Iz has many followers by feel, but his name is not really called out or worshipped. So think of Iz if you need Iz to do things for you, that's unless you can do things for yourself. If you think the time, he gives you the time of day. So I think this is okay for now, think of the best if you want to progress.

Then Iz allows you to do what you can, this is using what you want to use and can use otherwise. So I think Iz is a dead god revised, he was brought back through offering to seem an avatar for him. If your a person that is a controller, a controlling person, then he fixes that part of you. He can fix nearly anything. So I think all his earlier followers were killed off by what he did to fix a king, that cost him respite and he lost followers as the king went warlike then ended his own life. Now Iz is an accountant and he is also able to support female avatars. So this is Iz in a point of reference. So if you call upon his name you might not get a response, this is izzies way because he doesn't always feel like being parapsychic.

-the somewhat living gods-

-night and day-

Apollo = Sun god, the god of light and idea by soul intuition and insight. This god you think about and look at to work with by fee or you can feel the sunlight and use the vitamin D from the light. This light that he casts forth is regenerative, thinking and conscious energy. So all you need to do is think of the idea, he may do what you want by your need being felt through the light. Finally his light is warmth, so think about warming up and he will warm the area. Some game specialty may have him able to shield you, this is truly a warmth shield and is cast all over. TSo think about shielding and he will hold back on solar flares as well, that's apollo for you and this is where thinking positively will get you positive reaction through the warmth shield.

Ark = The dark, the cat, Darkness, the caretaker, otherwise the Animal God. This God/dess is the God of the dark and so nicknamed dark. They that use Ark use energy and think of things to create that they need. She He is the caretaker of animals and people and works with anyone, seeming a nature of Darkness and shadows you know are hers or his. This because you can think to the shadows and they can take on a darker focus or darkness, that seems someone lost their soul to form and the shadows create what you want by feel.

They that call upon this God/dess know the cat as her aspect, yet not always is the cat her aspect. Sometimes the point her aspect manifests fully is when a female approaches to do what you want. This is where your requests are done as a feline that does what you want by feeling your need. The him aspect as a caretaker and the man gender is one of the avatar of Dark. That can only use darkness or shadows to form what he or she wants to create. So at night she rules by idea and shadows, that is why sometimes with daytime he rules through the shadows.

This is basically because of the radiance of the planet, that you can direct by the subconscious thinking about the idea and this is what your soul directed through insight. If you create with the radiance, you make use of the cooler heat, think of the idea that you want and if your need things they are given. This could continue things if your not careful, this is done as though a story or ark of what is there.

If you think or feel that your apart of a story, then let the storylike idea end. This ends the ark of storyline and can be done any way you think. Then when the idea ends, this is when the point reverts and that is happening what you want by need. Then because there is a natural end, this becomes what the idea normally was by feel or ideal experience.

Day = The daytime, the sun, the light time. This is the light moment of the day, you know what the symbol means. Warmth and creative feel, The point is your idea and things work better with the idea you do. This god nature is with the sun as a symbol. Think to live and day creates for you want you need by what you think. This is where you think of the day as a light moment and can raise your vibrations, this is when you think to create a higher frequency with your body. Think to create with the DNA and your ability, that is stored in the DNA by your feel or senses. This uses the light of day or thinking of the sun to create with the point and your point is done.

Night = Nit, Night, dark, creative at darktime, nature of darkness. She often appears as an avatar of a dark skinned human. So normally night is a sea creature that was turned from creature into a being, this being exists to do works through the shadows and at nighttime. Nightmares follow her if she doesn't like you calling upon her, otherwise

pleasant dreams occur by feel. This is where she acts as a person in your mind and either has sex with you or works with you in physical locations that you choose to deal with her. She has many avatars and works with a moral basis that is allowing for things, that would normally not be allowed for and this is where you either do what you want or follow your feelings.

She can create anything with your point and work by herself by feel. This is the nature of darkness with a symbol as the moon, this is when you know what you have to do with her idea. She often works through the shadows, night can create what you feel is important. This is done using the third eye, activated by the thought cause with blood flowing to the pineal gland. This allows her avatars to create what they perceive to be necessary or needed, that is done by the point you make. Think and you know what to do with her in mind. However you deal with her, know that night is real and she can work with Ark. This is the idea that I got when I thought of her. So don't sue me if things don't always work out.

-other divine-

Ae = Ao, nature, Oie, Odin; The god that facilitates by calling upon him or her what you feel to need, this is done as you think about things that you need to happen. Otherwise he won't respond, He avatars seems to relax the mind and allow your subconscious to create what you think and need. She avatars seem to create what you need by the womb, the idea is there to work with by the influence. This is noticed in effect.

Adama = this god is the high priest of the inner earth- upon leaving the planet he goes back into Inner Earth to provide maintenance on the leyline crystal grids, as well as prepare for full disclosure. Call upon him to assist others- never for oneself. I live to serve others, the all, the greater, the goddess and all whom love her true. Yet expect nothing, expectations block the flow of life love and creation. Be open to anything. No expectations. See to him it's a pleasure to serve, just call his name, talk to him directly, pray... it's just like talking to god.

Andreis = Gamer god, player, this is a creator god, that makes what you think or what he thinks into reality. All he needs is to write stuff and focus on the words he writes. Then state something as he thinks of the idea. Thus, he does things with the subconscious and minds his own idea or things. If you need to know more of what he can do, then play a game to create some event or idea you had. The gamer god will do what he can subconsciously.

Edill D; If you call upon him, you better have a good reason. He doesn't pop up for no reason. So he allows you to see and things are what allows what comes by realization. So he pops up if he feels like it. Pray to him by: This is my prayer edill d whose power is infinite grant me my desire if you desire it please grant me my desire list of my call!!! Prayer for 30 days, I will work for you one effect. The ritual is one morning 1 at night and then the afternoon. His symbol is here: [on my blog](#).

Espiargo = She is a Goddess that tends to work with things and make better effort from the results. Her source is fire with the creator and the elements she uses to make her results. She disperses things very easily. She does what she is associated with. She is a dark being that is part Elven and Ambiguous.

Ishida = Pagan Goddess of luck and light. She enjoys banter and works at things to help.

Ordeur = Lord Ordeur; Take a very large man and give him antiquated magic and that's what you get. He likes helping, except when it doesn't suit him. He doesn't like you naming him, except by the Lord's prayer or other prayer style that I noted was in use with his naming. This is a point of ritual and that's what been known about him, so don't quote me about Ordeur.

Ye = Yohweh, yohwell, the Dude, Zenned, him, yeohawk, enka, osirius, can. A greater nature creator, a drow god based of a pleasant God in the omniverse. He can mimic anything, by choosing. Can give issues to those he dislikes and uses chaos tricks on the people that irritate him. He gives blessings and abilities to those he deems to deserve things you use to defeat the disruptions in life. Yohweh is making as makes patterns and corrections to those that need it, as things you do to it are done to being born by lamia criminal actions in thought and what can get stuff you thought won't happen. Yohweh can take the form of objects, when he wants in idea to spy or manipulate events. Think and you know what to do with the result by this god's idea.

Otherwise use is fox energy to make or not as in a make as a way in the world, as he takes on a being form that works with people's bodies. He is the tendency as energy formed into what tends to use white void to get impossible or necessary results. Ye makes things possible and guides people to anywhere they want to go. They get to the heavens easily or other area, as a thought think as ye is yet another life and he will seem so or create as you want him to as nothing exist nothing matter with love or they whom go want to seem can do as they think. If you call his can aspect, this is by stating the name then you create denial by what you do if you intended to create denial. This is what I

noticed of the god himself, so not much else is noticeable by what is done.

Yehweh = you are, A long living god of living conditions of the undefeated in this point, this god can be any one thing anywhere and help living things and people at will. He is good enough to be able to cope with anything and helps people cope and sometimes cure their diseases, this is done by their soul wielding energy using the creator to create a better condition of the brain. The body copes with what is done as if you correctly identified the condition.

So this is as though the body is with the correct minerals that exist by the manifest of the aura. The aura energy can inflict damage to the body if overcharged, so think "if I'm not mistaken" so that you know what your doing before you do something. Then the subconscious knows what its doing, you know by the spirit what your subconscious is thinking. Think the soul reveals to you what the spirit knows, think that your third eye can show you more than otherwise then you know what you may need to know.

Yohwoh = a greater nature goddess of the omniverse, she handles powers and moments by movements of the omniverse.

Ekio = The one being, estio, east, see, aske, this god is a person that is a personal helper to the area that he wants to seem in. As he is a point to ask and think to he has in the supposed ability he is thought to have or think tiddlywinks you can get from those he works with in life.

Enkio = focuser, focus, focuser ability that you focus energy then things happen, ask, the man, astute nature in what is a point and things you use he has ability to use or thought in use is energy to him and he can transform as he wants by a focus in on a point. As he is a point in a view he can create wahat is to others perception, as to see is to believe and create a feeling that he intends to make believable. Any commented on thing is an ability as he can use it to recreate, what he thinks others are asking for in recreated moments in a idea in and that if believed in can make the self action.

Ardies = The god of love war, hardships, Arien, Ardiea, A god of ancient love in the 6th dimension, this is the God that uses people to get what they they want in life. There is a point to do with this God, that is to seem and create as thought is energy as if a thought this is a point to not do things and use is extreme as extra or destested you are thought to not exist.

Arabia = The goddess of mental disorders and infliction, usually comes in avatar form to handle the case in point and work with the disorder by feel. This goddess is a beauty or handsome person usually, but is sometimes known to surprise the person who needs help with a visit by spirit and the soul is the being that guides the inflicted to become better. This goddess acts on her own to help out with permission, then if she does she always uses her aura and heals the body by aura energy and this is nearby. That is just one of her winning ways. There are others that create with life by her advice, then she gets to act the councillor and work with others one on one or by a group meetup. This is what she does sometimes, think her name and she will come in a passable form to help out. So if you need help and she could help, that is work done.

Arelo = Alies, Arcie, Acienne, Clara of the accost, Arienna, Arlowe, Arco, Arsibe as I with curtesy, I as you has the power to withstand. This is the motion and things, as you think you a point you get energy from thought. As if a thought you are a God this is as a treatment and in are what he creates, out as if whatever you think as if is possible as done.

Arobia = A goddess that in this life creates what is considered a thought, consider what she says and she works with you or whom she wants as though in life she is married to Aroia, a now long dead god of the ocean and the life therein. As you are a negra she serves or thinks to not bother you, what you think is your experience is a thought to deserve if you need it be deserved. As if you are a point you are a concept and this is as your idea, think this is a conclusion where you serve a point and she helps negros. As your thought is your idea, you can think and fee or feel as if your thought is energy to her. Any can make work with what is there. This is an idea of what is there as a point, that she shows you by feel or if you use your third eye these are images through a glance with your third eye..where she can direct your vision if you allow her to show you things.

Erois = A love goddess of infinity, a love being, this is a point that he will serve if you so destined things by the activity, but this is similar or non similar idea meant to aries as he will serve a point to seem and other things will serve a point in remembrance. No attack is nothing disrupted, or not as directly disrupted by energy. This is an actor that works, for you if you are needing some service as to change the nerve of the person for lack to do.

Eroa = Iyeh, Eroic, Ero, Cupid like the love god as he slings his arrows and causes love by the idea he cosmie uses. As this is the thought, difference in activity is a different point. As a view think as fight is no fight, and you can see some idea happen that you want.

Yue = Yeu, Yea, Yei, Yen. The idea is to do things as you do, sometimes Yeu can use them in the area and Yeu can create what you want as you do you get and make as though with a car or vehicle of choice. Otherwise you get away

with what you have, this is by feel with what is done. Yue can create with diversion by what you do, this is done as you think to do things. So think to use Yue if you need anything. This could be the god/dess of thieves. That went missing one day and then vanished another night ages ago, some were claiming was there to aid someone in avatar form..

Yiu = Neon god, god of silence, this god is the god of expressions. Think to use the god of silence for creative spurts and purposes. This god has multiple forms and will serve you what you think is appropriate. There is no god of silence that serves what you don't like, this god creates what you think by what you feel is creatively needed. This god is creatively done and serves the purposes of what is desired or designed for idea. However in action he causes silence in the area. so think to listen to the radio, then turn it off as you call upon him. This is because he will cause the radio signal to stop sending you music and he will allow no broadcast until necessary. This is all that's known about him except that he causes people to realize things, that he feels they need to know.

Yin = Yui, Yuin, Yuen, Yeu, Yeiu, Yeiou, This is Ye in an alter form that is a female that can seem to use things and as if a thought things are in youi to do. Yeu supports Yui in effort by what she does. But if you fix she will act the time goddess out, and use is up to you so if you need things done you can create with a will from those. This is a point that comes from those who are nearby, as if you are alike you can get things as if you make and things are to create as created from nothing. From nothing she creates, as if she is a thought she is energy and thus she is none in alter state. Use of the alter state is what you think, not act to use drugs when doing this idea of meditation. this is what its useful for by feel.

Yie = The comset user, Yeio is a though by use or is a thought prohibited that is a point to use. This is the god that uses people, and that in use created an eden if from nothing to use as a private pet shown use by what is in thought. What is in thought, is a point and if its prohibition the god Yeio can keep it from happening. The point is this, if you use his name and you don't mean to, you can get killed by what he does as even if it is innocent you can be sure that he will know by what you give away. As the name is spoken, as 'Spellhawk' you psyche people as you psyche yourself.

This is yet another name of the great idea that turned bad, as this is ye's alter dark side as if he is sad he is insane if not insane he is imperative. As if emperor of rome, and yet not but an adviser and yet acts as if a wargod. He starts fires and yet is nothing but a yeti, as if in form he can work, trick or kill what you don't need. Others end the fires, if he can do it he will. The end of yie is a point that isn't stated as he him and others wonder, there is a point that he is madness and yet not dead and yet alive but innocent as if he made criminals die or do as he wants things done and he prefers death or life upon idea that's present.

Yiun = The treiarach, the arch user of life that comes from what is there, yero is the point of what is an idea is not done as it is done and he creates what you think to make or create others to do as he is nothing but trouble. Hiru is as if he himself is a person, that is a bumb he is a personal respite to anyone that is an ego without interruption. As if he is use, Gero is a point that you come across as this. Ask him or not as you think a need, you get a need to do as if you can get a thought and in things are what isn't in mind.

There is one who can defeat him, or nothing is a point that he does and that is Odin as if he tries to do and gets things as if you are an idea in what you do as if just visiting. Geron is the point he presents as he is 'the adren', monster in disguise by self that is not seen but felt. This is what it seems and looks like a yeti mixed with a unicorn formed by yeishi, if you think a need is a form that is in a use to do things. She is the point he decided to die and become a woman somewhere, as if the person is immune you can get things as if by free idea.

If she is threatened by what you do, she in will kill you and if she lives to see you she is likely to give away things you do. This is by indicators that you use, and things in use are things you get as an alter personality is likely to seem to come as if through the voice. Basically, what you think to see shee will appear, as if a car item or pet the name you can guess at. As if you can guess the purpose, she is only there until you think to seem her there and as you state things you can get some strange stuff as this is a cause in point. Otherwise if you guess things wrong, she disappears and doesn't reappear in the like and slaps the person that is nearest the caller in a motion to die or do in life. You don't uncall Yiun she uses you to uncall her energy self by energy she uses to uncall you or others that shouldn't be there. There is a point she comes across as nice, and if so she reasons and bounds and if in need you uncall her.

Yiuo = Yion is dno disease, Yiou is virus, Drow catty goddess named spider queen, god of dirt. The treacherous goddess, if lost attention to you she is the goddess of life and otherwise no disease and is what yiou can remove by what is in thought of what will occur as if by the point that is a point to use as if a choice with an idea is done. If you

give her something to use like chaos and thus is thought, as if caz is a use to help hinder people and as youi is assaulter likely to be of use. There is no other use, as things are used you are a point to seem as if a use. There is no other used idea, as things are used he can use anything as if you can handle it from use in thought as youi is a lived in victim to seem in use, this is to become as if you help you hinder those that deserve it. As if you dare, don't call her name as she will know unless you have to. This is a point and she will be he and use is user and as if she does, you are treated well beside the point of being treacherous if provoked by proven methods.

Yim = The chinese god of luck, this is modelled from one that uses an idea, aim, you, youi, can think to do things in life that is what can seem a use and create a polite idea. As if that is of what use, till you are in use. This may see and seem as if a point where you appear like an golden object, and if he, you or youi are inconsiderate you can get him to do things or not and he does what he wants in order to do things. He takes the image from the genetics, as information secret to those that should not see in the idea and can make it seem. As thought is a point to make if not a source is in the right place, at the right place at the right time.

Bozo Rofo = You can use either name, Bozo or Rofo and he will respond, this is done by helping with clarifying things and fixing what is possible. If you think what you want to Rofo the God dog then he'll do things to make what you want happen, that is done if things are possible albeit he helps everyone. He is known as a great god to know, that is possible if you think to him. If not, then you get no response from him and you can try some other God/dess.

Caen = Caen is a god of denial that creates by idea what you want with denial of things that should be denied. The avatars usually has colored skin or some feel or focus by idea to do. This is where he or she that is an avatar of him creates what you need, this where you are desiring the result if you intended the idea in the first place. If you didn't intend to steal then the result goes your way, think and things work out in the end. Sometimes with apology. Invoke caen with a point and an idea that you want to do, this works by idea with what you desire or intend if you have no intention to steal from people by feel. Think and relax then you can see whom the perpetrator is by feel with this god, if you suspect someone by the spirit that goes through everything.

Cariantha = Coriantha, Eh, she really is with avatars that are a minifestation of your magic that you see here yet ain't here, A Queen of the Water Fey, favored by Hera and is thought to create as you think done as a point. She's a dragon master with a heart of gold. She aids people who are in need. Then, does what is necessary to get what she deems to be done. She's a water gooddness that can heal nearly anyone. She can make the pattern of life easier for people to bear. Only if she decides to work with you in response.

Caz = Cazrulet, Yemeni, Chaos goddess that serves your purpose, she does what you need as you think about what you want. This goddess is known for CU, an organization of magic and somewhat magic users. So think about what you want and you may get what you desire, but as she is chaos based expect the unexpected. When the idea is a point to do, you create with the idea of life. So think about what you want and things positively occur, this is done if you think positive. However, if you think negatively, then you could attract unwanted attention to yourself. So think as you want, then you can create what you wish.

Dania = A god of intuition and a dimensional helper, his avatars are with D somewhere as a mark. He can rule over the intuition of others and create by working as a family god. This god goes by and responds to several names; D, Danny, Daniel and soldier. He can create with intuition or work with others intuitional soul energy to create what he wants. That is where you point out something and if you intend to have something done, you can create the effect by feel. He helps you work through dimensional situations, this is with the dimension that your in or with the area energy conscious making what he thinks. This is nice by allowing you to understand things that exist by feel. That is what he can do for you if he feels like being nice by feel. So you know the effect by what you see, you know things by feel or the spirit that goes through everything. That's if you want to trace the idea that occurs.

This is where you can write the idea out, then think and create with words what you want to be known. The dimensional effect is obvious, this is shown as a psychic sign like a two-headed calf or something occurring that didn't happen. This is done by what your third eye shows you as you read the words or think about things. The meaning of the sign can seem to your senses by what comes to you as you think of the sign, this works by insight or water energy, that is spiritually influenced water energy that your body enhanced or subconscious uses. This is sometimes to grant you knowledge or justice by feel of life otherwise soldiering. Sometimes things just happen by what you think, if you think about the idea enough. Otherwise the idea won't occur to you to do things.

This is a point in the past that I learned of Dania, so I think he is a dead god that is alive in avatar form nowadays. This means he could do things by the subconscious, otherwise you can suggest by saying what you want and he creates the idea physically. After a god loses all the followers that he has, then he becomes an avatar. So think of the moment and you can create with the point using the creator, that he is remembered means this is done as if he is remembered by feel for the idea. Otherwise he gets what he wants by feel.

So don't be surprised if he is able to create some effect by effort on his part, just remember that you do things to create for yourself by his influence sometimes. Otherwise Dania works through the mind and creates with the soul energy. One thing he will do for you, if you find trouble then suggest the name as you think problem and then you may find that you create peace by aura energy and thinking calm thoughts as you hold off from striking. This is where you think the peace exists, that creates peace by the aura where this is from the calm that is noticed so others are calm. Other things that he can do are creating with the idea and making with what is thought about the point, you can create what you think with energy from the creator and using intuition or spiritual insight your able to create what you think.

Dego = God of death; If you call upon this God of death, he or she might not answer except in answerable deity form, so think to know what you need and then call upon the god to form physically where you are. He or she can manifest or form into existence from some of your energy. Then if he doesn't kill or neutralize you, you passed his test and his formed avatar will give you whatever you want by thinking of what you need. Thank him or her as a form of worship as you give a little of your energy. So think about the deity and stating the point calls upon the deity's attention to form.

If you want to cheat the moment, think that it doesn't kill you and your granted what you need as you think of the idea to get things. Your subconscious uses this as suggestion to do what you want, that is done as you call the deity into existence and you pass the deity's test of will. After that, you get what you want and all you need to do is think of what you need, when you need the idea. The last people to call upon him failed his or her test, they ceased to exist when he or she was called to exist there. So think about this and reconsider calling him or her into existence. Will you pass this deity's test if you did?

Devone = This is a developer, fascillitator and activityist, that creates what is written if you think to him to create the point. That is done as though he were a divine being.

Geostar = A demigod that is like a star that shines upon the earth. He doesn't panic in any situation. This can be a moment that is with intense energy. The situation can always work to the purpose he sets. He guides people to nirvana. He holds the power to adapt and think on his own.

Haiden = The goddess of work and thinking where your working things out by calling her name. She sets in motion what you want by the subconscious picking up on the idea. If you make a request, she tries to fulfill it if possible.

Hera = Hera was the mother of the Celtic gods. Here and now Hera uses the positive and negative aspects of things, if you want to know the truth. She does it safely, too. A great god to call into action. People have their own way, though she respects that point.

Maggie = Albeit special, she is a god dog that is a god by rite. So think to call her name out, she creates by situating things for you in your favor. This is a nature of her that is special, and indeed you may get a response from her name.

Nuta = danese, nebiki, neptune, goddess of cleaning, the cleantime pointer, think your need and you might get the idea as a want or the idea could die off. Otherwise depending on her mood, you might be ignored. If you think her name, you could find yourself cleaning the area. So think about the idea and the point to do, if you state the concept your soul does what is needed. This is how she does this trick, so think about your need and necessary things are done, sometimes this done by others that can do it.

Tym = The one goddess, thei, thoi, soi, sei, sau, time god/dess, timewise, gordeon, chares and sein. There is a point he is a she or in-between, is a considered point and if he is a concept he will do as he needs as if ability were his. This is the point you get as you are an argument, and she settles things as she can as this is witchcraft as time aid. Think what can be useful as if you are it and he can get things done. He is useful in a fight, as if the considered point is

deconsidered and then you or others can be nice and he won't bother you.

As you can create things with this idea, this is with his name by the use of creation from idea with the darkmatter using dark energy that is by use of his name from things with nothing in mind. The idea is peace that she does, this is with concept by the idea that is done by feel. The one goddess tends to form things on the planet as though the area was a place and the place was ruled by her, that is where she sets the rules that are in play.

If you consider the actions done, then you know the point to do things with the aura energy. This is dark energy by feel, if you think to use it for ill gotten gains. Think positively as the energy is likely to do things to you, if you think about the idea, then you could get ill by this goddess influence or by general area influence. This is sometimes a noted effect. As a side effect, though you know things are true or false, the effect is to generate what you want by what you need until you don't need. This is the effect and side effect of the goddess Tym.

Madkarna = This is the name of a spirit that if used in a loop and if you repeat the name during a ritual or and evocation it is a God, so be careful. If you use madkarna you could dream of failure and that means you lack discipline. Otherwise you can have a sign that you are strong, this is all covered by dream symbology that's interpreted on the internet. My favorite dream interpretation site is either dream symbol searched for on google.com or dreammoods.com.

Thein = The deity that supports anything that is given to him, his favorite form is shadow form on request. He can shift forms easily, and in idea the concept is a game point that use isn't what you considered as if it comes to you. He has the potential to get results with ease of mind and heart.

Zargeo = Zargeo = Gaslodreian, Zarchico, Alien God, who abounds by light bringing justice to worlds, by using psychokinetics and other means. Using peace and logic, he guards planets he deems worthy and solves problems when necessary. He uses white void, suns, elemental energies and ultimately the creator. He can give wishes to those that need things and can state their idea they want to make a wish.

Ze = Zegig, Zargig, He is a male drow god that is likely to lead you through the 2nd dimension and is very dependable and has techniques to deal with anyone. He uses any power source and time itself is worked by his methods. He usually makes peace of mind and can become likable to nearly anyone he respects. He can be a family god of which he gets families helped and working together. He does favors for those that ask for it. He is a brother, in all things.

Zargigeo = She is a goddess that is with dark skin. She has Drow ancestry, and tends to stop bad efforts. She does things on the dark side and with effort that reveals she helps out others and relaxes otherwise in avatar form. She helps people who are in need of aid. Zargig is self-dependent and does things on her own. She tends to become people busy and works with the universe that presents itself. If you use her name, she makes you into her a bit to help out and make you understand the situation. Then, when you don't use her energy, then she disperses from you. She gets energy from people's excerpts and tries to get things worked out.

Zargigo = He is a Brujo God that works with the effect and uses things to get an effect. He is the effort behind many people and uses the brujo energies to get his results.

Zargige = He is a Ogre that is a point or idea that is a God by mention. He treats people equally and works with what he gets. This God is very unique as he is slightly brutal and that's what gets him places. He helps other people with getting what they want. Say his name and you become like him, for a bit of time that you use his energies. He can manipulate the moment, this is done at will and in is with desire, amongst other things.

Zein = The vein of condolance, she is any form she wants to be. So she helps as she wants and does what she desires otherwise.

Zerg = Zamtrix, He is a male God that tends to be ruthless. He is very determined and treats people with respect. He is a male form with dark skin and does what he wants. He can be bribed and made to do things, that are impossible.

Zergi = She is a Goddess with a gift that tends to create fate, at will and when desired. She is very good at what she does, as it pertains to her. Some follow her without realizing it. She was at some point a fate sister. But, chose to be what she wants to be and retains the power of fate itself or other poverty powers. She tends to work the system and makes events to help herself first. Then, others second. There is a moment that she does what fate does.

Zergie = A goddess with a diadem on the head, that takes the place of those whom ask her for favors. Then, switches back when she is done. She shows responsibility for others actions. When needed, she tends to work miracles for people. Sometimes she doesn't appear if there is going to be a fight.

Zen = Zena, Myph, Segowe, Segorne weaver, She is a practical goddess of aliens in silver and black. The Segowe is the epitome of results and what needs to be done. When she is done with things, then she is very mature and works well with people. She aids the cause and what the person wants. She tends to get things done with what she does. She tends also to people and their wounds. She is counted as a mythical person that is fictional but real. Thus if you think, her power is what is myph is believed of her to be. She is a mechanic or energy being and very tool oriented.

Zennet = Bennet, this God is a God of chaos that makes chaos balls and angels. This is the chaos God that reflects anything sent at him and in a moment. Otherwise he can accept energy. He dissipates that which is sent at him and uses utility at a very good skill level. He is on the purpose, in a behind moment with many events and he does things on his own. Any attempt to describe him is found by him and made false if he dislikes the idea.

Zenne = A woman with an aid is her favorite form. She is the goddess of peaceful nations and work by what you intend her to do. She is very bad at getting along and makes the people she helps, work with her system of belief and uses elements. She uses intention very well to get what she wants.

Zeinne = She is the goddess of alliance. She brings misfortune on those that she dislikes or that do violated moments and violence otherwise, she gives gifts that are what makes people immune to manipulation and these people are unable to do things to those that she likes. She is a drow goddess that is born in the body, that is an energy child and very indiscriminate. Call Zeinne if you need her to appear for you and create by the idea she has that you point out by feel. She is known as a psychopath and very able to do things to you if she sees reason to gift you with chaos. This chaos is a point in provision and use is a point in name calling in the past. She is a dead goddess that creates by the invisible energy child that is in the body and works as though you yourself requested things.

This goddess is what you would call a person that is an avatar in human form and very able to do things for you, if you allow her to do what she wants. Zeinne called three times will create an avatar of her out of you, so be careful and work with what you think as supposedly you know this idea is an indication of peace. If you wish for fostered peacem then defeat her avatar in you and this is denial of the energy body that she causes, then you create for your self and usage of the energy that the invisible child has is what causes you to regain control of a bezerk body that she puts there to point out that there is a reason for calmness. This is what I remember of her so use this information as you want to use the idea. This is Zeinne by feel.

Think to avoid the child by aborting the birth with three points pressed on the left side of the body ribs. This causes her avatar to leave the body and do as you think. This is all in the mind anyway, so think about what you want and she could provide for you. If she doesn't, then that means you weren't important on her tasklist to do. So feel lucky, as she can ignore you for a very long time if she dismissed you from her mind. She is a goddess after all, so treat her with care. If you treated her with care then aborted her body form that is the invisible energy body, then she treats you with care and non psychopathically so if your wise you'll know things and if you are fated then you are fate or weird by feel. This is her way.

Zun = Zeun, He is a Brujo God that does dark things with good intent. He is a very good example of what to make and accept. He is a backbone of many energies that are dark. Call him if you need help and work to be done. He is known to be able to deal with anything, he being a Brujo God that he can create by spells and work with the soul energy that can come from the creator to create with you by feel. Think what you want or would like, then you might actually get what you wanted. If you don't, then he wasn't in the mood and thinking of things to do will get you nothing. This is a point in the past. He is a living God, that uses the creator as a source. So he knows what is to be done. This is all I know of him.

-Some Modern angel uses-

Ieazel; Ieazel guides my words to get what I wish to have at the right time. This is no matter the point to do, he or she will do what I need by what I do if I feel he or she needs to do it.

Omael; use to get peaceful resolve.

Yehuah; the angel of light and clarity used to clarify life and the turns there in.

Cassiel; the angel of jobs and working right.

Chavakiah; the angel of happiness that's creating happiness from other states of mind. State chavakiah and the friend's

name three times to resolve differences and cause happiness instead of other feelings.

Hahahel; the guardian angel of memory and gifts. This is including money.

Haaiah; use his name to set up situations you do like or get out of situations that you don't like and no I don't overeat. I can use this name to get out of situations or make things from situations.

Menadel; use this angels name, menadel to get over fear and live with courage.

Mikael; the angel of light and love to see through moments of the real situation. This angel helps you to get over paranoia and confusion and you notice the truth.

Sahaaiah; use to work with others with or for love.

-Elf and similiar-

aanay = abernathy, wood elf, 4 feet to 6 feet tall and can manipulate organic material along with bodies and other materials, They look like very thin humans with wood like body as in au natural form. Their attitude be very haughty that with good inventions can make anything occur.

abolai = atleantian wild life of earth, water, fire and air energy creatures.

atleantian = Cilfc, atlantian, aqu, aquayan, dimansti, dimmernesti, sea elf, species of the sea that can metamorph, were called the original sin originators, white devils, white spawn, devil spawn, can take any one form on land and any form in sea. they only have to think on the thought, enact the ritual to get a spell effect. On request by calling their name will they grant the request as if it was a wish by djinni like power. the requests against themselves they won't do. they are born in pods and assume any form they desire after. their mates will take on a complimentary form as a form of respect to their mate. With their form be the energy form that can shift anywhere very quickly without noticing temperature.

This is an on-world presence of humanoid races that have historically assisted humanity in its evolutionary development. Such a race has been the remnants of the ancient Lemurian and Atlantean civilizations that established large crystalline cities inside the Earth's crust after abandoning their cities/civilizations established on the Earth's surface. They are a tall Nordic-looking race living in a subterranean city under the North Pole. Strictly speaking, this group is not extra-terrestrial in origin but simply a sub-terrestrial humanoid race that is genetically linked to humanity. acuner = as inact to believed service.

acunr = acunar, hybrideer, denidr be a human similiar to atlantean but its very associative and unwilling to fight unless needed. The abiliies are to instant travel and create spaces like kitsune, but where there are corrupt humans called energy humans or medievial advanced humans and astral energy humans who travel with atleantian and considered the early humans, the Acunr are very adept in a modern society who happen to see use of Atleantian services. The energy humans and Acunr almost hate each other and have ability to manipulate energy in any element, and naturally record any event with their body as their bodies are capable to store with energy any event. They can imprint what they desire from what they absorb through osmosis. They can break up bodies into energy but at will, where the worst energy humans are willing to fight and go for greed. They, the Acunr, are willing to do things for fame or peace and desire is consistence.

It seems the acunr "help" along the moment to get what they desire or they abort for natural incidences and panic for hinderance amongst us. The energy "savage" human along with the Acunr are both wild unless near their own people. When the Acunr are done and satisfied, they want to keep the body like walk-ins unless their be no body to speak of or they don't keep the body as be the will of the person. When the energy human are done, they use techniques to get away, and not

be seen or avoid detail as they kill the person for food if they desire and only when no other food around. They, the human have adapted to space and can breathe space in particle form. Jop be their natural language and its similiar to cunt, or broken up pidgeon with assyrian pronunciation. In comparison to the mercurians of mercury who are cunt of "pureland" and the venusians are who fathered the Acunr also called other things elsewhere and the self insane half-human half-venusian are human like and beautiful. Now the rivalries are into blood relation and blood war by meeting the right people with similiar skills. The hybrids hate them with possibility to work with them. The Acunr can control radiation into revealing the truth out of anybody and other similiar ilk like mutata, control and body switching. alian = human sea elf, land atleantian with shapechanging ability, instantaneous travel ability with energy true form, can manifest any event by thinking on it, focus or someones request

afil=Aphil, aphiliarite, aecrodynamic art doers, ungodly powerful in comparison to humans. But if humans just had the attitude and were still human, there would be no emotion just do force. They are greater humans that evolved after the original humans on a different planet. Then they decided to shift here for the knowledge. Aphrodesiacs in so as is. I mean, if you ask just about anyone on earth, even if they're into magic, what an aphiliarite is, they'll say something like..."That sounds like something from ancient Greece." Only I've seen more evil potential from Aphils, but not evil in our sense as their Godlike ability stems from art and an effect by mind. More in the sense that they're so powerful and that they have no emotions to keep them from killing. But then, they have no emotions to make them start killing either.

They could do and not care, by showing concern while they still do it to ko on the word kill. So their art is Godlike but still reminescent of humans and considered acrodynamic art. It defines what they do. Their military is perfect as is their society. where they aspect a product so to understand it, they could expect a product to appear from an ad for them. One of their product ideas is to try and grab it from an ad only to find it later in on. A lie is a truth that can be made to happen to them. A supposition is a untested truth or a ly. The lye happens somewhere.

I kinda think of vampires when I think of aphils, in some ways as true. They can get into a mode that is to do exactly as an idea states so not to care about the the situation in circumstance. Except logic defines what they can do including the logic of an ad. Their self defined in everything. But their dark side is a wordless rage that can power them, and it seems like jealousy and acts in accord so they have no emotions. If their knowledge is innate and their art can power events, they always act in accord even when angry which they can act to hide.

"I think I've seen one go past me in it's dark-side mode, It didn't see me though. 'cause it sure did feel like what I'd expect an aphil to feel like, but it was more ... 'angry', even though they don't exactly have emotions."

Instead of emotions they have plots and because of this just don't trust them. They get joy out of manipulating people for themselves to gain knowledge. they trick for their knowledge. They cry over things that are perfect as also they could use poison to settle disputes. Their innate knowledge can be universal knowledge as one of their techniques is to derive universal knowledge from the now state of mind.

As it happens on recorded history it can be recorded along where a world is in which they created a virus that uses others disease to cure themselves by. Where any a drug cures anything, its behind advertising that the world exists in I believe. What the diffrence is between a human and a aphil. Mainly that the aphils evolved from humans before they got to Earth. Some travelled there and the planet evolved them, as when they write it changes things. "A colony of humans were trapped on the planet and as they lived they evolved into the Godlike humans finding these idea patterns and it was due to theories coming true."

About their abilities, mind control. They exert mind control over people. well, they can power up things.. like, the minds they control get an increase in their own abilities for whatever they want and thats better as they are strong as shapers. Though, to manipulate the energy around them and that is how they use the mind control also. As is it like percieve be perception and mind adjust. They can change clothes to change shape or change things to make changes occur..They gain in their ability by mention.

atohu = atohufey, atofey, atomic sized being that be a natural shapeshifter of any form able to hide anywhere with energy manipulation skill and aids humanity at will showing themself to wizards and sorcerer only and malicious to abusers.

eldar = wild elf, ancient elf, an elf that lives beyond 2000 years without death.

they rule the elves with a guarded hand. they are any shape they want to be except their natural form be one inch tall. they are considered civilized fairy. Bound by

contract till they break it, then they punish themselves unless there's a reason.

the eldar enforce tradition with strict punishment.

elg = elegant, elf like antlered elk people. They are only as intelligent as the next person they can copy or seem like. The antler horns are somewhat invisible and the only visible through astral vision. The larger they are the more territorial intelligence they have as with the possibility to collapse under their weight. Some are controlled and delayed by the actions of a King Fernenand. The ruler of a land so much like ours but as exception, everything's magical in itself and yet it isn't. The elg female is like a doe for it mellows out the show of the male. The male are the alpha, and is very much likely to have lesser intelligence than the female and will copy what they perceive sometimes. Warped to the idea, to what we need or what they need, desire or whatnot as otherwise what they can get. The female are more generally intelligent, yet in all appearances may appear insane.

The elg learn to walk at around 16 weeks to 16 months. And the Alpha are obedient to the females whims which are actually what they unconsciously command by sometimes. They pay homage to each other, or not. An elg's weight magically occur, to suit the actual nonvisible horns and antlers of the actual elg.

depwudelg = Deep elegance, Deep wood elg, Now this is a specialty race that uses territory as intelligence. They live in the woods and these woods are the populace of people and idea. Where the idea is spread about. They make themselves a clone of the other person as to them to copy is respect and survival. Their antlers are metaphorical and able to outweigh the elg's idea of antlers. If they lay down they get dizzy due to the weight. But they really aren't intelligent other than what they can copy through visions. The deep wood elk, are not actually willed by King Fernenand. As they are separatists, and prefer to do things on their own.

alfgain = to note the effect and seal it off and then to condition as an to respond to it only if it's unsealed.

Walg = walrus type human which appear overly large and yet, love to complain a bit where some gain a wisdom and they remain quiet most of their life. To the day, they will seem like something to tell or command as necessary.

They're intelligent of ascertained answers, and they live in the society to come expect and exist as it pertains and gives to them what they want. By their demands, it appeals to them and appears unto the elg's society.

cilf = self, elf, 3-4 foot humanoid or taller with tough hairy feet and magical innate ability, an energy metamorphed human that are demihuman shapeshifter, they can easily get angered at dishonor, trick people if given reason and are considered civilized faeries younger than 2000 years, at 200 years old they are considered adults, they always follow tradition, older than 2000 years they are eldar, they, the elven, have pointed ears, human-elven with slightly pointed ears and their own language which be beautiful to hear, are bound by contract unless they see no reason for it, use as an energy source an element of choice where elfa or elva be a female elf, elfe or elve be a male elf.

cilfark = morehdel, drow, dark elf, turned elf to the dark powers that have dark manipulation ability, can turn anyone to their side, be partly aloof and self-dependant, they are sane and have innate wild magic, with shapeshifter ability, they are sun shy with a shadow form, are charismatic and a weapon master with excellent lying ability. They are last cited near babylon and they prefer underground cities and they hate humans. With usage of drow ability (dark energy), they turn ebony skinned and gain dark sight (vision of all dark shades). Darksight be unaffected by the light of day and allows them to see perfectly in darkness. For what they don't believe they are bound to be like when energy backlashes occur. However, the dark elf is highly immune to all magic.

They are physical types that tend to do things in physical ways aided by esper where others are spiritual types who are to be the type of people who can use spirit but are aided by objects. It's the physical type that either seek objects or the astral and not care for the physical if they follow a belief. It's the spiritual types that follow the belief that belief is of spiritual basis. Of drow ae they tend to the crush of the enemy and dominate the field or to see as if the spirit can do anything if you use an object.

Where the spiritual types act to preserve and use the living while leaving them alive. For to use the object it is as this that actually preserves the object for a time but it causes them to do as copy those who are linked to it and deteriorates the object. For what they don't believe they tend to keep hidden. For what they don't believe they are wizened of and die thereof spec.

loralai = elorai, lorala (time elf male), lorale (time elf female), Time related elven with shifting ability and remain hidden as they are sometimes unseen in warfare and appear like humans. Unseen elven (1/3 elven, 1/3 human with other) along with half

elves 1/2 elven 1/2 other including human. What they are good at be paradigms (time movement and paradox) and try to create their own space to be avoided by undesirables (personal choice). They could be treated like gods but they aren't. Their world be very similiar to america, but their a tiny bit more general in worseness including grossness but they had their own scent and bathing wasn't as important. Except for american eating habits (bad eating) for which they even ate themselves. They often brought humans and both had energy forms. Their ability be to force a change in the area with no detection and find things out from long range sighting in the past or future.

They followed the natural science of Emperical law and sayings. Balace of trade be what they were good at with the golden rede (What be done returns three times the effort back but 4 times the effort out). They didn't fight except by spell and if close up they could use weapons when enraged, The word was/is their greatest effect maker as the words they stated could create a psychopathic moment or psychokinetic activity as it could do great things by vibration effect much like a tuning fork can heal or tune things. Psychic vibration by a spread effort and sound thinning created their voices to a sonic pitch that would break anything if high enough or if low enough cause manifestations. The dead lorolai turn into energy beings called the cthu and lorolai or venerated ones, that are likely to eat minds as in the mind control cthulu cult. The nobleman/woman ways are how they work with a thieves approach to getting places or use is thataway. warcilf = warelf, elven being that loves to war; unhappy in peace yet thrives in it; has a personal scent of choice(can be anything including roses, dung); some can be lithoveric (rock, plant, metal eating) as well as normal food; will keep a energy field that causes conflict; chaos master; spell immune except to those spells desired; shapeshifter; prescientific; passive aggressive; dreamwalker; timetravels and if spotted, will indicate a war of sorts, only to leave at wars end. If the warelf does stay then peace be ensured but destruction, of those disturbing the peace be going to happen.

emysune = chadriniix, creature sometimes with magic but mostly normal and higly intelligent, so far in the que(list):

catsune or cateuix (humanlike cat shifting animal sometimes with mystical energy)

chetahix or chehtah (cheetah thats like able to transform into other forms and can outrun any even in human form)

chins (a person able to shift into fox form or similiar animal)

doxes, humdoxes (magic or not magical dog that be more intelligence than none but shown to the wizard as human sometimes but not the owner for integrity.)

dymanuti (shark shifter into human that sometimes has magic)

eachusiage (friendly horse sometimes with magic)

eakusige (kelpie human hating horse with magic psi effect)

feline (cat spirit or energy formed into cat and freely shifting of body parts)

foxx or kitsune (an animal from different regions of fox thats sometimes be with magic)

fliyged (wild ninja guard cat)

waera (rat or human with shifting form ability)

woody (wooden thing wirh or without magic or mystical force)

were (werewolf, huanwlf, human wolf shaper)

sylvan (apekind with magic and psi ability)

chehtah; human cheetah cat that can shapeshift into any form between human to cheetah and outrun people or things.

feline; energy cat thats true form be energy but appears normal, astral cat that eats twice as much.

fliyged; wild ninja guard cat shapeshifter of fey birth in human body that takes shape of any human the size of a small child with cat features and preserves lives

cateuix; human to cat and vice versa shapeshifters. they can take shape

of any form between. It shares the masters, if any, skills or abilities.

waera; wererat, human rat shapeshifter able to shift into any form between rat and human and they are immune from all poison all attacks except silver.

woody; wooden, animated wood creature (thanks to esturbahn creations)

eachusiage; friendly kelpie, like horse shapeshifter to humans,

eakusige; kelpie like horse shapeshifter that hated humans.

chinafox; an extraordinary fox with 800-1000 year life span fire striking tail

future sight shapechanger that appears as a old man, young girl and a scholar and counted as a trickster.

doxes; Dogs with magic and ability like the kitsunes except they don't have fox magic, They have physical magic of their own devising. They are straightforward with people and hardy with righteous insight. Sorta like the McGruff commercials or Scooby Do except they can shift to human.

dymanuti; dimmernosti, shark able to shift into human form at will if they can eat them.

kysu; foxx, magic fox, kysu, fox with or without mystical skill. fox, kitsune,

This entry be changed from the original to reflect new idea. Fox that sometime have magic or mysticism and are an mysterious animal, fascinating, and mischevious.

And be believed to be very grateful for the kindness done to it, as seen in many

tales, and be also affectionate as revealed in some dramas. It be godlike because

of mystical ability such as shapeshifting able to bewitch men in charming girl form.

An exceedingly interesting and entertaining beast Kitsune is.

Kitsune are ageless non immortal being spirits. Kitsune manifest with 900 years

lifespan before they leave/die and return to spirit world. Kitsune 900 years old,

older are rare as energy amount to fuel physical plane existance would be extreme

and they would be doing more harm than good. the kitsune represent elements meaning

they have abilities from each. This incidentally places them as Dragons but on a

smaller scale. Dragons and Oni are their enemies and the elements are thirteen

catagories and kitsune are divided into each called clans, dynasties, houses.

the elements are Wind, Earth, Fire, River, Heaven, thunder, Mountain, Void,

Spirit, Time, Forest, Ocean, and Music.

In the book 'Kitsune' the word Heaven be Celestial and Void be Dark. Each kitsune

has it's own element based strengths its aligned to. Elements reflect the kitsune's

powers origination and elemental affinity like Fire Kitsune be unaffected by fire

easily feeding from fire to self strengthen and use fox-fire with ease. Water

kitsune wouldnt use fire easily but naturally heal and thrive near water. the

most common kitsune are Celestial kitsune who follow.

Inari, Wild kitsune, Dark kitsune. Celestial kitsune are 'High Kitsune'.

Kitsune are physical spirits and everything has spirit in some form and

these spirit are Kami. Animals also have spiritual counterparts more commonly

known as Kitsune and Tanuki. there be Tengu but this be unessential as from

what I've read they have background and diversity to make a thesis. Kitsune

have a number of options to manifest. Most draining be to appear in physical

world causing storms, unnatural events. Kitsune who simply manifest lose

innate essence faster feeding more often, suffer weakness but they gain

strength after twelve hours in the new world. As be stated "when you eat from a

place you can return to it, stay" from a greek story.

This feeding depends on kitsune strength usually meaning region blight surround

if fed too much though the weaker kitsune have less effect. When kitsune manifest

it has optional choice number. It can appear as kitsu (fox), fox-headed person

or very attractive normal person. In any case the tail number that kitsune have

will be obvious unless shapechange masked which be draining. Note however they

can shapeshift at will so concealment be easy. the second option be possess either

fox, person. Fox-possession was a most common kitsune manifestation means. A

kitsune possessing someone had to overcome willpower thus usually the process appeared insanity similar where a kitsune willpower fed. Taking a sleeping person usually was a lot quicker since kitsune could invade the dreams taking time to willsap targets. Possession be not shared easy as once done the kitsune body control and once they leave their host will experience remember not. Kitsune possession was not long-term unless kitsune truly had reason to stick around.

Possession was blessing, exorcism broken by Shinto, Buddhist priest, if someone called a Guardian kitsune to deal with the matter. Also note that unless kitsune be powerful the shape-shifting was foxform limited, fox-person form and person form they're possessing. the third option was possess a child, fox very young, unborn. This method be least taxing and resulted in a kitsune hybrid possessed person/fox. If child/fox possession the full possession takes longer and with pre-born it's instant. This be the 'avatar' method because this be the least taxing method to show. This also incidentally gives a long-term physical body. Kitsune who use this method have no extra tails visible and eat, drink, sleep, breath, and suffer the full mortal life all 900 years. they bleed and possibly get sick unless a regeneration be enabled. Using this method transforms into fox-form/human-form and development of possible other forms.

As additional note a kitsune with avatar can't be banished, exorcized easily. One common thing be kitsune once here can become enraptured with full senses as in physical form. This turns kitsune into thrill-seekers that experience any new forms albeit pleasure, pain. Older kitsune who have lived physically for long time may be more jaded. Another spirit aspect be manifest ability and physical survival level that requires sustenance. Gaaki feed off many different things depending on gaaki type you come across. Some feed off scents, blood, pain, tears, and more dangerous from souls. Kami usually require small gifts and prayers sating them, they are hostile and dangerous. these gifts and worship 'fed' the kami.

Kitsune feed from land essence, elements, and people. they are sensically vampires that require sustaining essence. Kitsune who have avatar does not feed like other kitsune. Instead as long as they don't tap into abilities they posses there be normal function for human, fox. Using abilities will weaken them although if given a relaxing chance they will self recover. Kitsune who possessed someone still has to feed to keep a body a long time. Feeding be in the same manner as manifested kitsune. Kitsune are capable of host draining as in manifested kitsune thus feeds most often. Energy amounts used to stay material can be extreme. To keep manifestation and use it's abilities kitsune draw off much energy around them. This chi essence be found in the elements and like Chinacats kitsune are capable of knowledge feeding. With this kitsune are learning capable and abilities developing and possibly grow quickly.

Kitsune body can be attacked, killed but can simply leave the body any time leaving the victim to suffer the fate meant for the kitsune. To harm kitsune requires a weapon spirit harm meant. Avatar taking kitsune are physical harm vulnerable. Anything that do mortals harm kitsune. these not regenerative kitsune are unlike others thus spend healing resources, natural rate heal.

Magic weapons and faith can't harm these kitsune easy because they are physical world 'natural' having world attunation. these kitsune reanimate once killed spiritually much weaker than their brethren. When kitsune heal wish they expend energy so when desperate they sacrifice tail, artefact gaining huge chi influx for fuel. Kitsune who spend healing energy become more essence desperate and feeds sooner. they should be careful to not eat normal food as in overeat for possible weight gain.

When kitsune are killed unless destroyed spirit their be options. Dependant

on recent fed amount they can re-manifest in any form sacrificing tail, artefact for sudden chi influx manifestation allowing. If no manifest they wander worlds biding time and waiting for a convenient time. While in spirit kitsune are spiritually attack, magic vulnerable. Kitsune are amoral spirits with basic right wrong understanding and make decisions based on what they think will aid them most. Kitsune core personality be type dependant. Element belief be elemental focus and kami which possess them:

Wind - Flighty, these kitsune are wanderers, never staying in one place for long. Earth - Solid and unyielding as these kitsune are rooted in history and resistant to change. Fire - Quick-tempered and reactionary kitsune are constantly moving thus very emotional. River - Natural healer kitsune are quietly peaceful. Ocean - Furious and tempestous kitsune are natural warriors. Time - Contemplative and quiet kitsune are seers being oracles. Void = Dark and brooding kitsune are malicious and very domain protective. Mountain - Distant kitsune are withdrawn silently preferring observance before acting.

Forest = Quiet and serene kitsune watch those around them. Once satisfied with what they see become playful and mischevious.

Music = Pleasant and polite kitsune enjoy company and experiences.

Thunder - these are loud arrogant prideful kitsune.

Celestial - Protective and noble kitsune believe they guard all under their domain. Kitsune are not innate sorcerers however they have innate abilities that fall under magic concepts thats called 'Fox-magic'.Kitsune are innate illusionists. To them, illusion be as real as anything else. A kitsune who uses illusion to appear human be human and can talk, act, love and sire children while the illusion exists. A kitsune who transforms staff into snake creates crawling, biting and killing snake. they use this glamour to make objects, weapons, people, homes, and even landscape manipulate suiting desire. One kitsune be capable of creating illusion and manipulating landscape in small vicinity tho when kitsune gather collective resources whole cities are made.

Kitsune can make pockets in reality meaning they can make a castle under someone's floorboard with people. This world be real by ether (spirit) material. there can be time-dilation thats one Earth day = seven Realm years. these realms are just homes mostly, forests,, their favorite places and aint whole worlds. It usually takes three to five kitsune to make a whole realm and populate it linked together. Kitsune can dominate those they want and this be a enchantment form and this can cause someone sight of anything wished, overlook wanted things by desire. Once control be established the victim be held until someone can break magic.

Foxfire (Kitsune-bi) can produce lightning, fire by tail rubbing their tails. this becomes a melee weapon and they breath fire to about five feet, less. Kitsune can also create small fire balls sometimes using these as lights, thrown weapons, as playtoys. Kitsune can possess targets, taking over minds and bodies. This be sometimes out of necessity of protection as possession lasts until next sunrise, sunset unless the kitsune be using this as a manifestation form. they have not targets ability access, memories. A kitsune can transform into anything covered by an elements. This means they can turn into trees, forests, rocks, water,, other people.

The limits are that the transformation does not give them the innate abilities of the form they have taken, and they are vulnerable to what can harm that form.

Kitsune who are possessing someone can not use this form of transformation, unless they are doing it through illusions. Kitsune can create small focused power balls. these balls look like small spheres that easily be child toy mistaken. these balls focus kitsune abilities and contains their spirit usually when they

take on avatar, possessed someone. Kitsune enjoy playing with this ball using it as a magic focus. If anyone else gets their hands on it, wills it away from weak kitsune sometimes they coerce kitsune into helping them.

Kitsune can study any magic field. A problem be that to use any magic form requires to draw energy from power source, self draw it. Unlike mortals they weaken when they self draw energies which does not self replenish. One who casts magic too often will become weak and starved. these are oriental magic examples. Akasic be the magic of chi essence. Mages can see auras and power sites, manipulate, draw on,, expel chi as in will balls that contain elements.

Akasic magic be powerful combined with other magics. Its good for things like healing, regeneration and reversing essence loss feeding caused. Kitsune follow the Elements being tied to the represented elements. Kitsune can influence elements they be of and if elemental magic studied become very good in study field. they can study:

Wind - With this study, they can create winds, cause tornadoes, and influence local weather patterns. This be also effects ice and snow.

Earth - they move rocks, transmute minerals, physical objects and build things.

Fire - this be a kitsune's specialty as they create fire, control fire, and cook meals.

River - this be a life-giving power as they create water, control creatures living in water and they heal others with and bring life to things around them.

Ocean - this be river cousin to River but larger scale. This be where they cause very strong storms, flooding and tsunamis. This be how mages depth creature conjure.

Forest - this control and manipulation of wood trees, and forest creatures. those who study are druidic in their ability to wood strive and blend in and find herbs and roots making salves with.

Mountain - Cousin to stone as this element allows for mountain control and those living inside. Kitsune can cause earthquakes, volcanic eruptions, and landslides too.

Thunder - Wind cousin a mage can throw lightning with, cause storms, and create energy shields, manipulate machines without detection, and without computer net-run aka neuracanulla link.

Celestial - this be astral and heavens magic. Mages teleport, call upon magic creatures, and throw target meteors. Kitsune can do most other reduced effect magics.

Dark - this be void magic and this magic can cause blights, drain life, summon dark creatures, manipulate darkness, shadow vanish, and light drain from areas. This study isn't 'evil' and a quarter of the kitsune race are Dark Kitsune.

Time - Allows no time travel except with right methods thus this allows kitsune to speed up, slow time down, age, then targets and objects. To predict future events and this be the perception and manipulation of time plausibly to master reality with celestial magic worked in.

Music - this be sound and music control. Kitsune can sing spellsong effects. this can entrance others, ward off supernatural creatures, and control moral.

Spirit - this be spirit world, demons, and other world manipulation. This nature magic doesn't work well on mortals since mortals have souls which are similiar to spirits so they have to wait for someone to die for this to effect someone well.

Kitsune can bind, summon, banish, ward, trap a spirit even in a human being if powerful enough. If the kitsune have some of the persons essence then they can control the person, demon throught essence manipulation. Feng Shui be the Geomancy study, power sites and ley lines being largely this magic. A person can

find out best way to site build, power location creation and a means to tap into leyline, nexus. This allows someone to travel Dragon Lines (ley lines) getting from location to location and also allows them power tap Ju-Fo be runic magic and some kitsune mages can write power words, speak spells creating magic. Ley lines are good places for banishing/controlling spirits and binding sites. Kitsune can hide themselves, places by ley lines manipulation for concealment.

They were given an exact description of how they act. "Playful, kind of mischevious, tried to play a few semi-harmful pranks and they were all playing around with their Kitsune Balls. I can effectively say that I don't have to consider kitsune and vampire as different parts of myself, since there's the kitsu-vampire combination as well. The transformation makes them like a werewolf as they can form into dog or wolf. Some are half human half kitsune, full human, full kitsune. The older they get, the more forms they have. The older they get the more sophisticated they get. Kitsunes can drink the energy-blood of a vampire or animal and turn into it. As A kitsune with the speed of a vampire, they're a lot more powerful. I think it's the kitsune that's bitten by a vamp or drinks the vamp blood. well vampires are technically human and kitsunes can be half human. Which means that they can be half vampire. You just have to make your form fully vamp instead of half vamp half human, and then transform into a kitsuvampire.

The kitsuvamps extract and manipulate energy a lot easier than either basic kitsunes or basic vampires. So they can form gates that act like wooden doors or look like anything. As using the wooden doors or the objects as fuel. That's like a twist on pockets in reality as basically they can twist things. An if to suit of their necessity, But its not a dark twisting> except for the users of void>. It almost feels as easy for them to transform into anything (not just human, not just vamp, not just fox, not just kitsuvamp, but actually able to mutata into any form I want) as it is for a dragon."

gracilf = graelf, grayelf, gray elf born of both light and dark but clanless till chosen and has dark manipulation ability sun resistance many language mastery shapeshifter and manipulation skill. Some are angry at people.

Sylvan; are the elemental representation for elven of air that are elemental apes, aerial, sylph or sylvan that work with land, and can shift anywhere with a abhorrant sound as they are part energy in form. These atypical elven are the type to command and use psychic power ups by strange sounds that be frightening and with abilities, to effectively try to work with people (any). They are known for decisions that come from back experiences and other life influences. This elven baboon be as approximately 4 feet tall, with a very thick physique similar to a gorilla only it stood more upright. A remnant from the ice age that survived within the mountains. The magical Baboon be another type with silent powerups or surges that are felt but not heard that cause no alarm that live with them in sylvanic that be taller by one in a half or 6 - 7 feet and have a straighter back with white fur. they the baboon sometimes serve as guardsmen in the vast mountain ranges of North America that are left untouched by man, within a well hidden canyon nestled deep within the depths of the rocky mountains. The will can ward them away from thou but not forever.

Q-in-x; quinx, were, werewolf, As popularly known, a werewolf be a person who is transformed, voluntarily or involuntarily, into a wolf under the influence of full moon. The word werewolf be a contraction of the old-Saxon word wer (which means "man") and wolf--werewolf, manwolf. Another term lycanthrope, often used to describe werewolves, however, refers to someone who suffers from a mental disease of fantasizing being a wolf. This particular mental disorder be termed lycanthropy. In human form they had bushy eyebrows that met over the bridge of the nose; blood red fingernails were long and Almond shaped. Their mouth and eyes were always dry and they were often thirsty. Ears were long and narrow, laid back on their heads. Their skin was rough, scratched and hairy. It often had a yellowish, pinkish or greenish cast. In addition to such physical features, the werewolf also displayed certain psychological traits. They commonly preferred the night and solitude, had an inclination towards visiting the graveyards and were known to dig up corpses and feast upon them.

Wererat; Waera, For the wererat be quoted as "When a rat be near and their are felt dangers nearby, Then a wererat could be there to surprise and eat you."

As unpopularly known, a wererat be a person who be transformed, voluntarily or involuntarily, into a rat under the influence of rats or the many-as-one and full

moon. The first wererat was a person who was immortal and was rat bitten, who then recovered after a slight sickness to be able to transform into ratform without need to do ritual. All he needed to form bretheren be to scratch them or mutate at a difference. The many-as-one be a group of brain rats that get together and form a collective concious. A single brainrat had a larger cranium with a focus to disrupt and almost kill the victim. Together in groups of 3 or more they could kill by energy manipulation.

A single rat near the wererat gave them unusual psychic ability. The wererat was almost always near unusual animals and hated rats in general. Their manifested abiliy was to mutate anything at will that was near them. They can talk to many animal types including the other rats. In human form their silver fingernails were long and Almond shaped. Their mouth and eyes were always dry and they were often thirsty. They regenerated and smelt slightly when they did. Their instinct was to innately know anything and what they didn't know they got from others.

Their skin was rough, scratched and hairy. It often had a brownish or greenish cast. Their nose was long and narrow. They had a repulsive scent that could drive away anything near the age of 10 o 12. In addition to such physical features, the wererat also displayed certain psychological traits. They commonly preferred the night and solitude, loved smelly area, had an inclination towards visiting the sewers and were known to feast upon anything except metals without sickness. They collected things like packrats and almost never bathed except every now and then.

hycilf = high elf, Elven born of a high family or clan, in a higher plane of existence. Note: not all this be true for everyone. Aristocrat elves that will refuse a fight unless they desire to fight. Find somewhat amusing pursuits that make some people irritated. Consider themselves highborns yet are freeborn. Will hunt people, animals for the fun of it. Find missions to do as adventures and aid people in the process. If the price be high enough, they will guard you. they are more intelligent than humans and elves, yet make no indication of it. Immune to all spells that arent their own, Jack of all trades(good at everything). To some they are shapeshifters that will torture those they catch in a hunt. Unless what they catch, proves themself valuable in some form. Humans are neutral allies to them, elves will respectfully do as requested unless they secretly despise them. they are loremasters and are considered civil faery till they see those they dislike, with which they get racially hostile, disputive. Finally, they hold a grudge forever and are bold in spirit like nobles. they tend to make contracts like pacts or pax to be better and if its broken then the contractor loses soul. High elf are immune to all and get what they want.

kreca = kreacher, vile creature, dark elf house servant thanks to the harry potter book 5.

Nera = A golden one of which is a greater human whom then is green and gold and has some wings.

-end of elf and similiar-

In the nature of Gods I spoke on creating them, and they are what you think as useful but thought and notice this is really using the being described below as Godd or Gog. You see you believe in god as different aspects.

"Godd or cilt, deity, Peru, Neru, Meru, Aziz, Matiz, M'ar'lah, Moer'winn, greater being, Goddess, gawd, angry god, godawful, in Gods name their are 4 or more major battles. Basically think of it as if he was her but mild and both sexes with a joined body. Where the form was 3 conjoined bodies together known as Gyrion to some. As now its possibility in of the moment as the person would like. The origins to the christians in God were unknown except to Assyrians, and similiar as a presence in motion that was needed with aid of spirit kind. It was thought to be an evil spirit at first. Then people were considering names that they thought existed of the spirit. Then and after were organizations to achieve results with this spirit. So we now have God as a multifaceted gemstone, or multipersonality being or collusion of energy of many ways to consider with more of which be a mystery to us. So this god be an amalgram of minds, where there was one energy and memory pool of many people to instruct the energy in a process called worship. Otherwise he be a being to pray to for forgiveness, and gain things of support.

With support to the motion, the church arose or the cult interacted as it, the being later would be called a god, the being would do things for the worshippers. The being is different in every religion as its considered a multifaceted singular 'person' being. My thought be that once it was considered a multifaceted gem and with very little value. A

conception of peoples thoughts, it may have formed physically somewhere called the tear of gods and has allowance with faith for magic effects. Therefore the true representation is a ciaoe, as a large cat from this old document that god made be seen physically a gemstone of large size with religion as a formation of its eye facets. As the god gemstone be large and linked bij war and faith, it will channel large quantities of sometimes neutral energy with each facet as a god or goddess.

The only flaws in the gemstone are the failed faiths of which a religion of sorts may occur and leave a fallen god personality. Really its you that's divine and their way to do things. So their be a no personality as thought in imagination, except as in a point where by my view he/she uses real world moments for experience. So think for idea due to the seasons for gender, this is like God one season and Goddess at another. For the imagination of the God/dess be to form a physical being, or a place with events.

Any evil towards the facets of the gem be reflected to those deserved. Its possible that it creates faith. Its grown by earth respecting (as responsive) to the Deity's need to be seen. As the number of faithful grow the gem grows. Mostly by worship and prayer of sorts that be defined by the faith. If changing faiths for not a good reason its gonna get revenge or grief, that be strangely out of whack and strangely related. Its said the God/dess worships himself/herself through the gem and uses people who use it."

Everything listed below be some superfacet except for the discarded facets where some are demons, angels, demigod and idea given form or birth like elvenesti.

aal = Greater demon that absorbs human, other essence without abandon essence growing the demons form. Possible essence manipulation ability that can control aything with their essence. the demon forms can grow indefinitely till essence fed on runs out.

ao = forever, all-father, eternal

ayn = satan, evil incarnate, destruction sign

alodava = goddess of the light

ArkCiva = Bala, Dark demon, A demon considered arkciva or Bala, a demon born of dark matter in man and they become dark when they lock their soul in iron. The dark demon is a black being that is very neutral and hardly felt, except when they do things. They get what they want when they want it, by soul manipulation. With excess energy, they can manipulate souls. They use many means of which they manipulate by. Mostly, they stay trusted by being good in appearance. Otherwise, they do dark deeds to get what results they want. When they get it, they use what energy there by link to get spiritually strong. They do tend to die whence the object is destroyed, unless they cause the life force to shift to a new object or dissolve the link. But, they come back to life again, immediately using the life force of the destroyer.

Unless, they were the destroyer, then they use another object energy source. They get what they want, then use it. The more they use the object, the weaker it gets by energy amount and the more likely it becomes breakable. The moment the person dies, is the moment that the dark demon exists freely. The darker the demon gets things by serving darkness, the more they get whiny and disrespectful. They tend to kill the monster that is the man that bears the demon. They also tend to use death and life energy easily. The soul reading ability comes when they gain enough energy. They risk insanity, as their soul is with insanity from iron. Lava defeats them by causing their dissolvation. Call lava by thinking it there in you, it materializes as a spiritual force. Or, imagine yourself going into lava and the dark matter becoming lava.

atryhum = The astral human be a wild energy based human that be faerylike and very easily shifting and yet in astral land they can live. By live I mean energy manipulation and powers of somewhat unlimited ability. Without astral energy their lives are without ability, temporarily, except for the physical area and physical magic. Their rules are to live as they can with how they can and the weakest will live unharmed. But their language be the key to getting places and to speak makes it happen unless they don't desire. The Astral human rules are to desist with explanation and if forced, then they will attempt to do as desired. Their similiar to the energy human.

ehu = 800, energy human, energy being that's mysterious and very willing to talk sometimes. Some would say they, the ehu won't communicate well but the process is if they do speak it with guarded tones and pure music. The speech has been heard as human and in imitation voice as it doesn't have one of its own. If energy beings enter a church, they become of the essence and unlikely visit ever again as it forms a painful memory net.

ea = creation, water god who waits.

ee = destruction, fire goddess. fire golem.

eih = proponents, male/female god aspect of worlds most distinct for moons. Uses water/fire.

ezebe = a greater god conscious of the omniverse. Ieshei = goddess of wisdom and wealth

Iessi = goddess of luck

io = energy, cannot, not, Angel which are elevated christian and wiccan mages. Angels are very good mages and one could call them demigods whereas angels are glorified mystics in truth who call on you to do what they demand and need. If you don't do it, they torture you a bit until you do what you say, thus they sometimes choose to act as God's messenger where they will guide you to what they think be the right path and blind you to any other. Angels are known to aid like personage of themselves, those of good natures who call them thus the christians and wizards claim them as guides sometimes by ritual.

oeteo = muse, eternal writer, writing everlast.

oeeteo, a chunk like god who be a technology lord and does other things for people if they deserve it. His power be his fat.

ul = god, line flow, flow regulation, gnome god, technological and pebe leader (as personal leader.)

ambigal = A person whom be amphibious human can breath both water and air but uses fire. As it passes through the he-she or she-he being causes a water effect where the fire be and a fire effect where the normal area be with magic at her whimsy. She reverts to a human skinned shell. of virtue and somewhat genius. In passion she be water based but human appearing, and with red hair but a fiery aura and acts like a riverlord but be a firelord. Gain weight or not and she casts of a fiery wind. The ambigal be likely to control by miasma cloud or other forces, including undetected ability of any kind. Their special ability be to use objects as a force and if the element they transform into it.

ambgal = A person who has virtue, with red hair and and spreads water wherever needed or desired, if its blocked then a flood occurs. If passionate then a fairy water appears to support people in the area including herself, she be nymph born with humanlike nature and entirely she-male. But can calm down anything with a temper including with use of ability by others and memory sharing. She-he can cast any spell but allots time to herself and tricks those she doesn't like and eat or say anything without gaining weight. To uptake with her gets you wealthy but any form as her ways can influence the crowd. She-he can control the ability by force and an object. The special form be a perfect human and with forcecraft they can jitsu into an elemental formation if they get near it, the element of choice and only if they can bear the pain.

anu = god will, sun god

anubis = muse, scribe/record god of Egypt

aries = mars, gaeruth, war god/dess

ae'kii = awe'kiki, hawii'kiki, ayaa, Ancient beast spirit of a dragon system where a dragon an overwhelming force similar to a dragon sleeping, on record for a decade some say in Honolulu the ancient beast be a volcano that never goes off or a dragon may emerge as a volcanic overflow because its a supervolcano that's slowly erupting, if the volcanic eruption promised in the Yellowstone National Park ever occurs it might be like this in Honolulu Hawaii.. It assaults any that try to waken it as if to deter and and technologist or construction groups are worsened or worst off. If need be, link to the godlike force to get things but don't trust it not to destroy as its part of a volcano.

ermys = hermaphrodites, hermaphrodite deity with two faces and twinned

body conjoined, a male side conjoined with female side and demigod like powers.

representative deity of both sex body, or a demon deity of assassins and mutation with female or male formation showing and represented both sexes in knowledge, now acts like a muse or historian.

altea = alter each, altaran, alterea, alter user, alter eaker, To be a user of wild energy or chaos itself and fro' the innate ability as a boost to effect. This consists of redirection by kaots techniques and meditu (substance) usage to draw away insanity or vidictive strikes.

A quote "The void draws madness but gets a better cleaning effect." However "nothing in nothing out" from Tron. "Nothing be nothing as for nothing be void." by default user.

ihs = right there, inhibitor (as inhibitory being). The two types are based on the character if good the ihs destroys or controls evil, and if neutral it could destroy or inhibit people or objects that are unfriendly, but if evil it could turn on the master of choice or deter the disruptor (any including weapons).

aldur = wonder god, wanderer, god of victims

Eciyno = Arcobaleno, Arbaleno, An arcobaleno is a babyish type human that walks outside of time and can manipulate any element to manifest something. Their spirit is actually 3 feet tall or lesser that walks and talks like an adult. A fully grown arcobaleno can create effects very easily. This includes manipulation of body age and however they want it. They have fey attributes but they can make nearly anything appear from belief or imagination.

Arcobaleno ability restores the body from anything to its state tha works best for the moment. They can appear like any age they want. They only act one way, in control and calmly. They do nearly anything they want to get the desired effect. However, they are very unlike normal humans as they are abnormal. They grow older by will, but they don't really remember how to eat right. Thus, they need food and they get it.

As, they never really grow up after a special technique. They are formed from a human body through the special technique. This technique renders them into the mindset of a baby with adult experience and baby power. This technique makes the body ageless, unless they want to appear grown. The technique makes a body gain very strong magic, and sets them apart from time itself. At the end of the process, they may become shorter but they are ageless. Each arcobaleno is representing a color they choose at a moments notice. This color is an element. It enhances them to make them stronger. They have an amazing ability of elemental manipulation that allows them to be separate from time itself. Its an unusual condition of a person that enables their elemental ability. This allows them to master any element by the attempt at doing things. They can externally appear like anything by shapeshifting. They stop aging and control it by thinking about it or stating their need. They usually take care of themselves, competently.

ellclau = Lpryst, Ellpryst, Aunclau, ironclaw, hell priest, Hell cleric that can heal with hell itself and channel hells energy with regard to neutrality as they are strictly demon. To make a body recover from sickness through focus of energy. Where the body is in bad condition, use topical language or herbs, herbs and focused will of energy. By the use of any energy including hell they can heal through the use of aura and talisman, other focus device (crystal talisman) and effect the disruption of sickness by forcing the body to recover where it wouldn't. through the aura they can percieve anything of the body and thoughts, including humours and mental state.

When it be to be used, this aura healing describes where to get at the area of pain, feel the area for tension. the aura vision be necessary to percieve the actual condition since the healer doesn't have the machines to aid. A hell cleric who cannot do a service requested, will unless justified lose all abilities accept hell usage until the atone by doing a free service or sleeping. they must remain neutral in conflict unless their be proof of the deed that needs accounting for. To get to the truth they can cheat, decieve, act , poison and just about anything else to get the job done. Otherwise they become ex-hell clerics if their be personal involvement for no reason. they can serve any god/dess as long as they do a service to gain favor, and for what they want makes the service by filling in action.

elmahum = glue being that intoxicates anything it gets near, glues things at will together even if not close to the object. Take a little bit of elmers glue and sniff it, touch it to your mouth near a lit candle. think to share your essence with it, the glue will thocken and you won't get rid of a glue scent.

elmanhum = turpentine being that intoxicates anything it gets near, unglues things

at will together even if not close. Similiar to the elmahum, touch it to your lips sniff it, the turpentine, and feel your body changing to its nature to become one.

Encruez = Money god that can be depreciative when gotten in a bad mood.

erlking = Dwarf king that lives in a mountain and rules over a clan of dwarves,

humans and elves considered a colony underground.

eros = cupid, love god imae = ilmatar be the crying god who always gives chances to those forgiving or deserving and can raise people for a reason of a plea by spell or prayer.

epona = Dweya, fertility goddess, mature woman thats fulfilling to mens desires.

She be said to give male and female sexes a child of either sex on a prayer to

her, but she looks like a overlarge fat woman in the sculpture form as the fat

woman was honored and the strong woman was put to work.

evhum = everyhuman, a guy with vile nature, human woman male that represents both

sexes with four arms, perfect womanish breasts, both sex organs, four legs, high

intelligence. All time and conscious by universal energy, linked with an ambiguous

and manipulative idea.

evmi = everyman, human male that represents all maleness with four arms, 4 legs, high

intelligence and all time and event conscious awareness linked, ambitious in emotion and

ambiguous without emotion.

evwui = everywoman, human female that represents all femaleness with four arms,

perfect double busts, four legs, high intelligence, all time (as event) and universally

relinked, ambitious and enigmatic in idea.

ihs = right there, right on the spot, inihibator (as inhibitory being). The two types

are based on the character if good the ihs destroys or controls evil, and if neutral

it could destroy or inhibit people or objects that are unfriendly, but if evil it could

turn on the master of choice or deter the disruptor (any including weapons).

ogma = dogma, knowledge god, truth god

oni = good monstrous form demon that causes diseases

Uarc = dark individual, very dark deity of darkness and matter, darkness, very hard to deal with

baeliv = white demon, law and order demon that has a soul and gets a form shift ability

along with others that must be focused on.

baelgodd = demongod, Multiplanar and dimensional god that works with and is also demonic

with ability to serve many and capable to suit the purpose of even the most impossible

person. Usually followed by sorcerors and witchcraft workers and yet will be many faced

(as more than one personality). and serves as a neutral source of power but more than one

facet at any . To hear it be to be compelled to follow what it says.

baelgud = good demon, deva, The God devoted demihumans serve the gods to aid themselves

first and others second. Wizards perceive them with gold skin and as people, and talk to

them, the people to exchange info on technologies or other things in their sleep sometimes.

They are unkillable beings that live sometimes unseen amongst the humans, and demihumans,

unless they chose to be seen andthen for no other reason, a god/dess. They exist on all

lower planes of existence and they can alter even demons in their course of existence,

if they so wanted to. By powerful demihumans, they are called by summonings into viewable

forms doing what the summoner asks. Their tears heal and the touch cures unless a servant

of the nature of death. Only then will the death deva be effective to kill with a tear

and any touched will die unless they are their pet.

grewarap = giant apes 7 to 8 feet tall. and great ape uncles to the sylvan, yet they live

in a seaparate community.

bjala = room protection demon, also be jabbed lawfully or playfully.

brataun = sheolbrat, hellchild, the child of demon and human that knows alot

before its time and it tends to make hell on those of lower ability, and has

magic immunity. Sometimes they have no manifestation ability and yet they can

manipulate anyone without some fear.

Brigid = the Goddess of all life to call for support or other except when angry for a

broken promise and she causes a soothing calm or insanity or other punishment of what

was thought on.

brotanuh = God of brotherly love with a two-headed, two armed and feathered upper half normal under half with no dick. was once taken as Grendel.

brutanuh = The god of disturbance and strictness with dealings of disease and war.

brutaun = sheolbrut, hellspawn, hell soldier, Tortured soul that comes back as a hell soldier serving itself then those it respects second. It can form a cloak or any color around itself and it manipulates chains to any effect and shapeshift into any form by folding into its cloak at will becoming hurtable. Its abilities range into anywhere manipulation.

cylt = Kylv, Odin, ecstasy, Horned one who on a bad or mispurposed calling, the horned one will set you up or cause you great pain with torture. He might come to you if in need but if not then it will be to smite or harm yourself but only if he won't know your name.

civa = dma, demon

cliffhanger = demon who kills a person by giving them a mental death scene of said person jumping off a cliff and doesnt see the demon till it strikes, a creature which loves to climb rocky walls.

dedue = daedulus, An incarnate of nature that claims immortality and probable clause to be recognized as a trusted figure, or famous star that be given free gifts of positive sorts as a payment for service. Along with this fine package be lore and reality control. Yet their evil side be to kill as they want or harm by many means. Some have been know to act like daedra without compuction.

daedra = Are worker demon and story writers that some say are bad and that can manufacture parts, or make instantly or otherwise control reality, or act duplicitous and professional. To cause as desired but if a pissed off person finds them, then they get in trouble. These are neutral good or evil people ruled by a prince of a element of choice. Their other hobbies are warfare, invading and allowing people to get what they want, if good in nature and sometimes spiting law or underhandedly if somewhat evil. The daedric king be also the daedric emperor and can be male or female and able to do most elemental manifestation where a normal daedra can use one at a time. Their disposition be trade and community with councillors to aid in a democratic type beu'reu in a commision of balance and planar space. A saying "Daedra aren't all that great." by imortis can sum them up.

daema = demand, daemon, Demonic god messenger and originated the demon in meaning from greek.

demahkt = demarkt, a god of death, lord of death or death before he became death as a nature. Now known as the natureof death seen as a deathly skeleton polling a boat across the river styx. Somewhere located under Afhganistan with a very calm air. I know some to be claiming N Afhganistan and others W Afhganistan.

demos = demon god of destruction and death that can be appeased by any sacrifice (doesnt have to be bloody, like a sacrifice of time for a cause).

deamon = demon that will hurt if given a reason but be generally neutral evil and it tears apart anything it hurts from the insides. Its looks will kill anyone and has a great shapeshift ability from any human form to battle demon form. It likes to mislead people to early demise including causing a heroic or heroinic idea.

danal = the destructive god of the druids and old ways.

danu = a dark druid god of destruction and war, usually dangerous and considered mars in greece and datub in wenna. he often appears as a favored form and with appeal to mark a destructive event.

dava = goddess

decano = Mystra, among other names for a Magic god/dess. Magic god who be powered by self acts of many kinds including sacrifice of an object. Except for physical magic objects where the objects are on each use counted as a sacrifice.

deva = angelic being, god servant that are the Gods devoted demihumans serving the gods to aid themselves first and others second. Devas are the greatest demigods that could exist and be seen at their own will with desire otherwise we just mentally perceive them as flickerings at the eye corner, not at all. Wizards perceive them with gold skin and people talk to them and exchange info on technologies, other things of interest in their sleep sometimes. they are unkillable beings that live sometimes unseen amongst the humans and demihumans. unless they chose to be seen. they exist on all lower planes of existence and they can alter even demons in their course of existence if they so wanted to and by powerful demihumans, they are called by summonings into viewable forms doing what the summoner asks.

dema = Daemon, Demon, servant demand, being with self-consuming power source. God messenger, beings that are the messengers of gods and they are the neutral, good demons that will aid neutral to good people sometimes chaotically as angelic guardians. Most times to a gods instructions they act and they can be summoned but, if left on their own devisings they will kill the summoner just for fun after overpowering the summoner for freedom to exist on the summoners plane. So be strict with the daemon as daemons are chaotic neutral by nature and if they see that a balance be needed, they will be the balancer force and do not lose your will to them risking control but let them act on their own.

Demons are fallen demihumans who were once human that accepted magic only to be denied by death and reincarnated as evil demihumans. Demons serve themselves first and the lawful evil, neutral evil and desparate people second. Demons natural enemies are devils and hate each other because evil like nature personalities will always conflict and demons are lawful evil by nature but there are some good demons. they will honor a bargain as long as you give what you promised in some form and if you break your deal they will break theirs and sometimes kill the deal maker in the process.

Otherwise, they will honor the deal and do exactly what they promised to do but if bored, they will mercilessly cut you down so the key to survival against a summoned against you demon be to buy the demon with more than the other guy could offer and sometimes the demon will only respect sheer will, a showing of respect or a showing of power. Summoned demons will always try your will and make you force them into behaving under your will so make the summoning request without any loopholes, they will get out of it. A trick be to not use anything they offer except when they offer to use it against the enemies of yourself, and by giving it to you the summoner will control the enemy. where the wise magus will use them, the demon, with a neutral backbone accepting anything given with suspicion but used freely to prove you trust. The act must be proven out by the demon, or you unsummon the demon for not doing as you say. Demons and devils can get along if an overser is near.

demeter = god of signs, this is where you think to get a moment as a sign and you created better or what you want by feel. this is a moment in time. you don't even have to believe in him to create by naming what you want, this is given as a sign that you state demeter gives you what is needed by feel.

demihu = demihuman, superhuman

demir=hu = a half human male half serpent demigod.

danann = goddess dana, glorious priestess that rules over faith.

faiki = mastermind that be a formless many body part demon capable of absorbing other beings and energy to reform them as puppet forms at will and its able to manipulate without detection anything in a ten mile radius

felinygid = invisible control demon till it strikes then it appears

fomoia = fomorian, sea demon

fului = polyglot, Formless god that starts as superhuman that uses untempered magic yet regenerates through energy infusion. Making a formless columnlike god being

that draws any type of being to its cause and it manipulates others by baiting, enslaving,, ensnaring to gain its deeds. Teleport into this being to take control of it by voice, kill it. Extreme untempered magic use causes body explosion by quick body formless change.

gaia = earth fairy nature, lived on the earth since its beginning in aboriginal events, Both sex hermaphrodite and considered star child, can control or manipulate any element and form ability that are free based

goddwib = go'wib, god focus, priest, priestess, preacher

goddwibt = paladin, god channeler

giau = gold god, money god, almost immortal drug

geiu = agneu, adneu, the coping god of the cops, he or she does things for people that causes said person to cope with the situation. This god creates on a moment and works with people that need to be worked with by feel. Otherwise you could find yourself in some prison, this is done by the idea you have to break rules and regulations. Any illness he makes you well by idea or feel, creates the healing in you by her and sometimes there's a lock involved.

This is what I know is true, not what I realized unless necessary. So think and you can realize what you need to know. That god does exist as the god and he or she allows other gods to work with him or her..interesting factoid, they may not realize he or she exists unless by luck, except he or she knows about them. This god/dess will know what is necessary in order to cope with things. So think about him or her and you are served what you need. Sometimes by the time you think about the idea, if you think about the idea you will get what you need if you want things by what you desire.

genkyokou = sagelike immortal time linked god servant shapeshifter with four arms three legs, womanish breast, giant strength, enigma, 1000's powers, magic immunity, high iq and anything said happens by this human hybrid

globazar = Planet bazaar; A demon of war in many forms that uses the planet as its source. They go lets party, and then all sorts of things allz occurs. They go party ends if order is restored. Yet can overcome anxiety by being aware of our reactions and performing sudden act of kindness. We may not be at ease with our life circumstances, for we are being reminded of what we must do to keep the status quo and keep from falling apart. Its of a spiritual energy, enabling us to touch magical places within the realm of our imagination. In love, fear can stand in the way of love. Satisfaction may be delayed, yet it is worth the wait. Opposition can drawing our thoughts of away from logical 'be' analysis, toward the stuff of dreams. It's hard to know what to think, as fantasy temporarily overtakes reality. As beautiful harmonizes with passion emotional truth replaces logic. Verbal boundaries dissipate and we are forced to leave words behind. In emotional value they purport.

Hadrbazr = Hadr bazaar; In disseumo disseum, it is in resume a dissimilar moment by a major demon with many familiar forms. That turn people evil, then are psychic and control. It has many different forms.

hydrbazr = Water bazaar; To be in the aspect of water, of many forms and formed by will of demonic nature. That typical nature is not found in normal nature so we look else.

ermes = hermes, messenger god on winged feet, gay god

Hipliedea = Hyper demon, or high planar demon. A demon that forms and can be anyone in appearance and appear anywhere multidimensionally.

hombjala = house protection demon

kauli = kahooli, minor wargod

loki = sai, sought in, seraph, satan, deception god

lamia = waste up perfect woman waste down serpent goddess, lay me out

lesgod = lesser god/ess, if you mispronounce it, he/she gets you in the

end with a silent death. He/she also guides you in language of sign

language and other language skills. Psionic in nature but not in a normal

sense. He/she has no third eye except for the mind, except the mind acts as

one. Known as a courtesian from ages past, her true name be lost except in a

motion of using her/him to get a glimpse. The idea be to know info not seen

so far but to earn knowledge as a reward. Accounted as a lesser god of power

and understanding. Mostly known for crippled people or people who don't get much.

manda = paula, moander, junk god of large proportion and amassed garbage he gets his power from vegetation and junk, panda bear.

lod = commander, unseen godd, original god of anything from pre universe and he just a presence, the one unseen
lyrd = wild natured god of primordial and premordial nature that uses weird and wild energy that represents anything.
madkarna = This is the name of a spirit that if used in a loop during a ritual or and evocation it is a God, so be careful.
The pronounciation is here in a loop @ [this location](#).

pyrlyrd = Fire lord, A down to earth eefective usage and objective person thats
similiar to fire giants they are normally shapechanging human psychotics with energy
control of many sorts, and with a correspondence to be trusted. It, their action goes
with the history of any movie or place. Now when a fit occurs fire breaks out and when
postponment happens theres a interruptions to his/her plots and the effect of seeming
like the firelord, be very empowering but to the field of trial and not to the path not
looked for. His or her servants are likely to get aid for things but it takes on as a
discount or deriverant (derivant) to be derived a medicant and no meanness or others as
mean and complacent. Be good and their inverted by different formulation by some means
and same idea in attitude but for others actions, the idea be looked at as an additional
source of information. Some scheme to win by distubing circumstances enhancing the value
thetrad.

With a tribute to them they so like believe they behave but by a inbalance, causes extra
weight per bite and add height after. With oddness be concept to them as they develeope
their desires. The odd lord walks with oddity around rapidly his house and happens around
their lives of passion, or like fire near and on a candle. So like firelords to contribute,
giving to a purpose and to what they think. Its a pentium means its near me but not to do
harm, Be harmful means to frighten but to keen be worse as a serum be occurence to fix..by
idea. So a placebo will effect to become a shortening of effect, for them who use it as its
devised for effort and easiness. The desire of the person be shown by deeds that promote
them. Their zeal and almost greed be to get a rank to make the ambition desist a small
bit, or they would quit and non would realize unless they continue in hopes to get
somewhere..so to raise be to be raised and not raise at all. The raising procedure
be to be assigned duty, do well and its gain in rank. To greed be to personal efforts
as affront and to do it as a capitol mission. Pen-sion be to computer control operations
with trouble shooting.

Anything thought on might occur unless its de'labo the near core of the planet with a
large number instances that make weeks to clean up. They can live anywhere but their fire
be how they work along with who they can't get along with and those they create tools and
manipulate.. Their passion be the fire within and its the idea of de'labo to light a flame
and thats all they need. Except for ice cools them off and they won't leave the area that
other people want left alone, for the object. In de'labo hardly any work except to deliver
to any who dare, to help out the person or other pursuits. To travel be to cause
disturbance or distraction and create havoc that allows them to get places or attract
others. In effect they don't love fire they despise candles and other things similiar
except its hidden and that which helps them they get mischievous at, to get granted a
teaching position be to lead the new era. Where Riverlords, they tend to wash with idea
and own the area. The firelords are kinda hot to touch and hard to create a concent,
except those that have them as friends stay away for the hot things that may occur.
They hate to hurt themselves except to stop the bad effort. Its not true that they
deal with fire its only depression that makes them do it.

The firelord be likely to make up thngs and allow others to fill in. Now chemistry be
pretty fair with what they achieve and great collections. Any mistakes and they drag
people through the mud even if they don't know. But their true form be the fire elemental
with human flesh and non burning touch. Any they dare know for their effort they do love
with friendship. But their true desire be to put out desire for evil things. Who they work
with are sometimes despised and their attitude be reversed but the chemistry be ingeniously
guessed at but non harmful. With poison they are immune and not drugs as they are similiar
to Riverlords, but on sight they tend to stink for the effort of doing things with extreme
belief and effect seen before. Those who do else are obliging them by the idea. Yet the

hope be in belonging that the Firelord will believe in things that be of use. They tend to destroy not that be important and use that which available, with the thought by use I buy it. So to buy it be to be able to use it, see and avoid the effort not always by doings of the spoken effect.

They have controlled people by simply being near them except the effortless friend or willing participant and any unwilling are unbeaten for attempt to soothe.. The control will make you feel differently as possession and be to think and not be their natural state of directed focus unless directed else and it can be faked thanks to Hemler. What possession they gain they use as an idea, but act as if its not there otherwise for the idea they might use it. Now things are related to each their own or each other as physical and integral to the parts, as parts make up the whole and yet don't account for it. But the earlier pattern in actions can be denied and broken by doing another things, this to fix trouble as it occurs. I believe this be inaccuarte but its close as some are dumb if smart and instinctive, but they wait it out if instincts allow from examples and rendered thoughts by others and by mind scanning from who know. But they know not to use fire unless its for a candle.

I so wish the purpose was to not use the force of idea to achieve what a machine could. But as a people they certainly more than most are intelligent and active to believe that we are as we be. The exception be when we are relaxed and things arent done again in repose, Yet they would try to improve their effort, save their effort at gaining things and consequence be reproof but added consequence be reproach. Dangerous allure be with the bad vibe and strong good off people and objects. Described events are examples that are remained/remaining by good or bad, but its related as don't be it if its gonna hurt or sounds like it except with a prevention. 'This stops it once and for all. So be it. said by Al'ein Por'caut. Be so not dumb except in dream. As most would desire it mother nature be in control, Don't be too dumb regulate know, means don't be too dumb then regulate then know. So don't talk just do, to be irritating talk and act but to be pursuant or pleasant talk and don't do unless you want the irritation effect.

Now they are known as a CIA target for coming by created ways, they can creates any reality on instant and to act be belief of sorts for different realities. To believe things can be my belief as well. Get near flame and the IQ drops as their power goes up. So as they don't know they are likely to hurt people, any idea suggested to them be likely to be treated as an act, incorporated to acting and this finishes it off they don't know or they would have done it. if they happen to they read it from others. They document what they do and their fits of rage are true blue beliefs put to action in stupid blonde moments. They try to not assault and not handle buy offs they spend time to get effort. So the sublte intelligence be actually none except for their memory which disappears on an instant of draw.

The draw be to correct for things spent and to fix things. Regulation be the code of Trust, Those that I don't trust, I leave alone and hope they stay nice. Truth, Those I leave alone I trust and implicitly for information. Take, (Treas, Treops or treason), Those that believe are not bad but they need to prove it. These are the 3 T's; Trust, Truth and Take of regulation, Take the fall and do the effort, but at least try and these 3T's are similiar to a crede.. To make them think you are a friend and with report. then they allow alot of things by complaint or compliments. Sometimes compliments can be actions of using their info in corroboration, like the quote or statement to mint the thoughts and give them reason to be liking you. Forbear the statement to keep relation and make amends with people. Fitness be to keep a clear conscious to make for better wealth by a slender body or phat and successful idea, keep your stomach in to be slender appearing and anything that irritates them won't appear, as their attempting to again keep the stomach in. Now at least notice the fire and put it out if there be one

So the intelligence seems to be to those who observe an active intellect, for there are less than us who attempt a crede, their not dumb from too much of any corruptive

chemical agent except for energy that afflicts the body and includes fire but unequally its not dumb to not mention it. Related to Riverlords as in trusting the info and letting people learn if its true, where smart be to create an effort of what people like to see and to them its what people are showing in but obeyed as effort, as the true effort be what the Firelords want to see or do and then if its unknown its a lot to see as a meaning so it draws an emotion. When it hits the bank its cooked, So the vision takes up the effort to dowse, for the right thing to say to say or do as they feel good. More like a hundred idea in a minute to escape and to do as needed, except to get the job done and the action achieved to record it..but 'please don't try to be us as its a bad thing. Please be dumb as its not good and most women love bad people, except top rated idea and for skill try to act busy. because your paid to do it.' Deadly remand gets deadly demand, but compensate by failure to attack with deadly reproband or reproving demands, that could kill after they get into bad moods and no medication..reprobation be another phrase. Mutated those that allow but not understood revenge as with friendships. They may have done it as a percent of taxes to evade, they don't hate to pay except when forced. Their wrongs can destroy almost anybody. Their rage be hissant of troubles where they hiss and attempt to ignore but thats about it, that they take out on people or to relent of the trouble and make people pause, the cool rage that blows out others fire. Most firelords are likely to value that which be labored on by those who have it, or talk them out of it. As a young chid they have different ways and dayz that attempt to do a bad habit and correct it. But their immortal and love to work and has a constitution with which has no end. Any day they feel their intelligence go up by having quests that appear like visions and have duping activity of stupid moments, black haired or red, these stupid moments mark when they raise their intellect by listening in with not getting caught. 'gpuzre' be a quit moment. They can look like anything, but its not advisable to listen in on them. As its remarkable how quick they catch them and very possible that they can detain anybody by voice alone. To be knowing the consequence before the moment as a detailed vision.

By the efforts they do they support others but crazy fits they argue with and insanity be their normal way of life except they are clear mind with not a sign to read them. People that run their life are honored by the efforts they do unless they didn't ask for it.. Their secondary name be fire sorceror who think they do and others are very likely, as their effort be your effort but with no effort lost. When near fire the hair can turn pure black or when using fire its red gold. Some are con artists with the added illusion ability, weapon skill be their net of idea as they use objects as info and usage be obvious. They may appear human but their weight can improve to sugar stuff and grain stuff.

Sugar stuff be likely to decrease body and grain keeps the weight, except fat increases it by loss with sugar and grain in increments. To wait be to pause and stopping points are to understand then reconsider. To see a danger, do not accept the gift but let the results be good for most of us. If the gift be accepted we ourselves provide a way into our most secret desire, so be careful with whom is right. A way of living consensus, to turn flame haired be when they can summon fire easily and change forms and other possibilities. To turn all black haired be to be absorbing, and blue magic manipulation with ultra violet radiation..thanks to Hermione examples and ministry of magic humanic dept..

At a young age they recieve images of te 'future glmpse that can control all the rage, all thats needed now be the butterfly effect that change by writing things or drawing and it works. Try it to understand but not if its too new, thus observe others as to results. But I try not to think on boobs or the dick and only briefly with your unsensual pleasure as of things to do except for sensual pleasure like appeal. I believe Pliny says "I believe they are like quads sexual, To be not give up and concerned with wealth as it does not matter, but denied they get fiesty and torment the idea, and act on the fool whom

vendered or promised. Then they deny the sensual pleasure they divide the effort and leave except for food or hunger, and in daily strain only the objective view keeps the person in a steady job." Also by Himler. The only view be the self-respect by advertisement of other aspects given time, thanks to Hemler.

quasi = semi, pseudo, demigod

santa = northern light, saint nick, saint edmund, santa claus, brighten, druidic gift god, a semi-angel demigod to slip out of agreements and other things and help other people

sodiaratlan = heart atleantian = A large hexlike shaped form or hexadontal shape with 6 arms, 2 legs and humanlike skin. A creator shapeshifter of Atlantis.

suagal = sahnwoi, she be infinte in strength but not human and appears entirely human.

Her name from supra-gal meaning super woman. She can arrest anybody and use shift ability,

She can be the lingo and talk any lingo, except that which she hasn't learned or heard.

She can shapeshift but spells are not above her, as a sense of good and other ability.

She be sane but crazy otherwise and can be 'uncracked' for lack of interest and fame.

Addiction be passed off but not for lack of drugs. As she serves the public interest and survives off energy. She can adapt to anything, Telepathic and psychic ability can make for better as she thinks. Shapeshifting can be formed by eventual motion. Her form be always shapely but phat and slender.

shiva = deity servant, lesser goddess with many arms

shive = beige deity starved servant, lesser garbage servant with demigoddess ability and very useful with tools that follows the lesser path. 'one that lives but dies by living'

assumed to be reincarnation of Moander the Gop (God) of Garbage and wandering. She can be any form like the the servant named Finder the Bard.

sfuwargod = kaogod, chaos god, primal god

spadeah = neutral good demon that prefer to be born into humankind and born

giving their children special gifts of demonic origin. they usually are high born of some sort, a aristocratic family thats well behaved and mature. their natural enemies are devilish human born people that side with chaos. they are prone to do positive deeds for people in need, despised.

these demons are very strict in discipline being of long experience thus prefer to keep the family together after the family passes away thus they are reborn as family to continue family existance till they get tired of duty. these demons are duty bound to each other neverend so the duty will drive them on even after love disappears. they are mostly free thinkers and resultant genius. Whence a demon be born it will continue existance till their decease and they are often magic resistant unless they desire to be effected.

sroadeon = srodadea, Shredder demon be big, red and multiarmed with ability to shred anything, including important documents. This demon be called to destroy things written for revenge or other reasons from martinez.

spedea = space demon claims a person by a laser light passing from one to another that passes the knowledge of the cosmos to another. these demons love spending time in space of some sort. Just a touch will claim a person but the voice will control an compell. Body shifting be a natural ability and the ability to create skins of the consumed person. they always leave the core of the person alive to see the results. those that aid the person get hurt, consumed into being one too. If consumed then the person becomes a living skin but the demon has instant magic ability. these people can predict any happening to come if their mind be set on it and any knowledge be theirs on an instant. they are prescientific and blessed with psi ability thus they are elven like but far older. the magic they hold be innate negative wild magic and are able to manipulate it without detection. Only neutral evil, like minded of the demon are neutral as in targets for them. Space and time are at their

beckons as they are neutral. Space demon are to were thought to be body snatchers that were seen.

teufm = resting god, to sleep, sleeping god

timbsy = a hobbit god of music and enjoyment that wields ability through people and be called by "Great Timul!"

tyr = tyr, justice god

torm = torment, watching god

tourm = truth god, tourism

tesi = tenshi, tendency, trend, nature, angel,, heavenly gift

tesu = tenshu, god, castle tower, shopkeeper

tietu = tesseractiq, dark giant god, twilight giant

teufel = devil, fallen beings that serve themselves first and any evil minded

person of chaotic nature second. So they will act as the evil mages guardian angels.

the person has to prove themselves of that nature first, they will never aid said

person but hinder instead if proven otherwise and devils can be called by summoning

spells into doing what they don't like. they make certain of fact that said person

will remain along that path they choose and manipulate said person to keeping to

the chosen path. Devils will not think on who they serve once called by spell summons.

thea = Female force, Goddess (from greek), formed the basis of thealogy, where

"thealogy" be not a typo here, but a way of emphasizing the Goddess, taken from the

Wiccan fact sheet at the alt.wicca newsgroup.

theo = Male force, God (from greek), be not the basis for theology as the basis came

from faith philosophy and the philistine and Arabian philosophist took theo as the root

meaning.

vuci = vulcan, volcano god, metal god that copies many things

vyki = valkyrie, guardian hero spirit

wayap = vampire werewolf, Shapeshifter vampire that can turn into a werewolf while

being a vampire and be not effected by silver and sunlight. Werewolf mother and

vampiric father that seems to have mated from ritual or natural mating enhancement

of spells or drugs.

wudel = woodel, woodul, woodland creature thats part wood and part animal.

zak = killing charged shot, energy god

Zennehdi = Mula, Mulae, The money god that gets money and makes money to put it safely away. He helps you make the money you need or desire. He helps the sell. He helps with other things you desire, as well. He gets his power from the exchanges, objects and money. He gets anything he wants from exchanges. He can become anyone he wants to be by the exchange shapechanging him.

zus = zeus, mues, lasting slowness, great king

[Go back to the Atleantian main menu](#)

-XVII-

Creatures, Beings, and some Angels - creature note, the creatures will become you and only after after you die. Before you read on, say "I won't become a creature in this list unless I want to do so." Then read the list. Its a power bind that allows this shared by the subconscious. For the Angels in this list, think your purpose as you state the Angel name. This is what allows the Angel to pick up on your thoughts, and you get their attention to the thought by stating the name.

abatwa = ant size human creature who reveal themselves to under four year olds, wizards, and pregnant women, if the woman sees a male then the child will be a boy

abatwal = human unicorn yeti that shapeshifts into any form, can strike very quickly, mutates anything at will, single forehead horn that cures, purifies, presence that strikes dragon fear at will drains emotion and psionic illusionist, clawlike human, hands on human body. kills anything it wants hairy body and prehensile feet with great intelligence

auial = abominabl, abominable, abominable snowman be great ape cromagnon human that lives near cold regions seven feet tall large footprint and shaggy white, dark fur

Alno = abeleno, absent minded, unusual baby like person, they have unusual abilities of higher than average elemental skills and manifestation skills. The abeleno can use any element and easily teleport. They do psionics more easily.

alkari = bird human with a standard of advancement like humans, these are human heads with beaks and birdlike eyes. The feet are webbed and the fingers are 4 in count, varied colored feathers cover their torso, except the altitudes are higher that they live in. their attitudes are to torture intruders and to help those of their own nature, otherwise to take over an area. In a calling they might aid when their allowed to otherwise have a good excuse and they won't attack. On special occasions they, the alkari, color the feathers over the body.

yliaure = alliasaurus, giant dinosaur like alligoria, giant crocodile.

auian = abomination, elephant unicorn human thats seven feet tall bulky elephant 2-legged form, a single horn that creates calm while it enhances psi ability, causes fear in weak willed minds and whole body covered in black coarse hair that smells of undeath weighing 400 to 600 lbs yet silent on the feet ofy = elephant, offspring of war elephant and wooly mammoth, wild elephant

ahuizotl = hand tailed human mankey water creature

awk = hawk, gawk, look, awkward glance

akuma = ma, toori akuma, coal eyed enormous flaming head fying creature with sword

al = all, aluminum, long nailed floating haired young women corpse feeder fire eyed boar tusked iron teathed brass clawed copious shaggy hair human beast alicorn = single horn

altbea = Alter beast, altarabeast, To be an animal of some sorts and use innate wild energy they tend to change form spiritually with lots of strength and struggle to the idea of people and sometimes from jealousy. They don't want to be disrepped, unpure or disreputed. Only an alter user can use them but not own them. Alter beings, cats, dogs and other animals are considered as its won by a will fight or actual fight to fix it or win it over. Usually a "no" will suffice.

AntiFoaBe = Anti-photon being, That is an ion that heals anyone nearby the particle and this is the being that uses the modern english and does things positively if its negative and vice versa by the ion. Think to summon this being only if you know english good enough to pass as though an english speaker or you might die from the being's presence. This being can do almost anything, that is all it can do except what is light based actions. Those actions you can do using sunlight, otherwise this is use with light from a light source. This being does things using the darkmatter energy that is thought of use as though the energy were responsive anti-photons. This is what the Death God is thought to be made up of by feel. So don't call the Death God if you want to remain alive.

This is just a reminder, so don't take this too seriously as you can't really call him or her into existence here. Anyway you think of the idea, unless you do the idea at the right time near the right area and this is with partial success by the correct ritual. This rite is based in english, that means with english you can get the darkmatter energy to have the darkmatter create for you. Otherwise you may get an opposite reaction such as hits and kicks with a negative negative or negative english use. This is a point you know to do things for as possibly can seem done if it doesn't work out, so if you state the effect you stop the idea. This is done in the effect.

So this is a point to beware, think the effect and the idea is transmitted thoughtwaves to darkmatter itself through its energy matrix. This creates what you think into becoming created as though a full manifest. That's the theory, this is a point to try out before calling out to darkmatter itself to create a being, that is made from what the darkmatter really is made up from existence.

So think and you know then you can create, this is done by what you state or need by feel or use of the senses. If you know nothing occurs to happen what you want, then you don't need to do this effect. That's all there is necessarily to this anti-photon being. The counter to this effect is "I don't matter", that's written or stated as an idea or suggestion. This counters whatever the being does, so think about the effect and use the idea if the effect the being does isn't for you.

The release of its suggestion or mandate is this, IeMix, This is release from a darkmatter beings mandate, that includes the Anti-photon being. This is either where I don't mix or I mix idea that is unseen and unknown. That uses what I know, want, feel or realize and this is from others sometimes. So think and you know things by what you do or what happens, this is with thinking that's what you can do by things from the senses with the thinking that you do. Areamspigut = Umbrella beings into, They span rapidly, causing them to hover according to how quickly they span and how they shifted their weight. They travel in packs, and they place energy spikes on top of the top of their umbrella-like top, and release them mid-spin with accuracy to hit the designated target. To hold or generate a charge, then spin and release may hit the target with accuracy at the designated target. Hit the umbrellas with magic and energy or magnetic influx.

Ayth'yr = guardian creature. some say it isn't their true form, though. Some had the head/torso spikes, some didn't. I couldn't tell the differences between them other than some changes in energy signature. They worked as a hive mind. These are creatures of the 8th dimension.

Ea=Ea in a bolsom they can concentrate and control by metainfluence as with being whom or what they see or by pausing in time, and allowing the other body to be their vehicle. Each one of them as they can shift into and make the person one with them. Then shift out, the being is literally billions years old. They can make use of anything while the person uses it, living in an idea world inside the object. Which you can seal, but it is as if they are blind for its their weakness. their is a marking that they have that can be moved to animation. With energy passed through them. The useful thought keeps going through their head, it allows them to live on and associate. Associating is giving a little of their soul. To which they replenish by meeting with others. An interesting conclusion is their purpose, but their always exclusions to the rule. As long as their controled they have the bolsom's ability. They usually go for music, and act for possibility. What they go for an they assault or control by.

You can convert them as any demon, by holding a little of them in you and saying convert or an erevert. They eat almost anything. Some may think this dangerous, but its self-conclusion that revolts or accedes them credit in their world. Its as asseumed to be much but as reward they bring people to their world. If ye deny them then you could get a reward. As an'y revolt is hidden under acclaim and they remain demonic because its like a wrong to them which is self-conclusion. You can ruin their control, by moving an object that they used as a nearby focus. Nobody knows where they hide it as they hide it by self-conclusion or self-clouding. Self-conclusion can be wrong, and its if they "lost it" by some dweomer. Only then can the object be seen, as it gives off a false resinance. Thus blocks their control over people.

What they can't stand they will stand, if they know their be a reckless reason. A reproachless reason they reproach by dark manipulations. You can force them by using their lost item or their item that they used against you. This causes them to divert their attention, by directing two different things two different ways. Two of the same near likenesses can irritate the being into attacking objects or an divergent humans near them. The only way to stop them is to temporarily steal their third eye. Anything clean to them is as anathema as trash is their true power. Ads and an acknowledgement is their energy spur, and by agreeing to do things for them you are causing them to be idea good. Garbage turns them

into an insane zany type person. A presence of a drug turns them high and they see visions thereafter as if their psychic. See them as an usurper. What they see in visions, they have control over. When they see in vision its prophetic. What they see in prophecy they can control without touching. What they see in is what they touch.

ecchibi = winged cat

egl = eagle thats crossbred from shrike and hawk

ehu = energy human, energy being thats mysterious and very willing to talk sometimes.

Some would say they, the ehу won't communicate well but the process be if they do speak its with guarded tones and pure music. The speech has been heard as human and in imitation voice as it doesn't have one of its own.

elebra = striped donkey

atryvap = astral planar vampire, They look normal. Their be another version to the vampires and they come from the astral plane, the dimension of dreams. They are the astral vampires and they don't need blood because they eat the energy from anything near them instead by draining it. The blood be already in their veins because it comes with the form they choose to be and they can choose any form as they are natural shapeshifters. They are eternal beings and the sun or electrical be their major energy source, and night time's magic flow is the second largest energy source for them. Energy vampires don't need to eat but their bodies can get into the habit of it, because it be also energy.

Demons can also be eaten by them but with care they avoid possible mental usurping. They are neutral to each other and due to the energy intake, they have greater abilities in magic and their abilities are at magus level at most. Some even have mind abilities which they use to great effect. They tend to do less and are less active than men because all they have to do be think about something and it may occur. The thing to watch out for be their dark urges which can control them because it be a part of their basic nature. This makes it possible for them to do destructive acts instead of positive. Because they are magus level mages, they can easily undo the event.

They can control someone with their presence instead of just mesmerizing people. Their bodies are true energy that can take any form and shiftshape easily. Because of this they can lift a hefty 8000 lbs item when trying with focus of mind and enough energy to lift that amount of weight in a weightlifter body shape or angry. They also share those abilities as with the blood vampires and their abilities extend to time control. All they have to do be touch someone and they transform a person from within, and it is undetected when it happens. The transformation be by the fact that the persons energy source be eaten from within, and they become a new person when the body dissolves leaving only the power of the soul and their memories.

They could elevate a blood vampire to their state of being and the only way to kill an energy vampire be to drain it of energy completely and keep it from that energy for 24 hours. The body they formed will remain alive as if a saint's body, but their will is dead if they are killed and if resurrected, they will be normal humans. The only undestructable thing about them be the body they form and they can reform the body if it gets wounded enough and if they get defeated they come back 3 times as strong but not strong enough to lift a vehicle.

They are bound by the the energy of a deal due to the intensity in the deal making and the sharing of wills while doing it. If they break it they will suffer unknown penalties thus they never make an oath unless they mean it. If hired, they must do the job without fail whereas they can break an oath without penalties, if it was broken by the other party in some manner including attacking them without warning. When they listen to a song their energy be tripled thus they are guided by the song but not controlled. Thus the things they think about tend to happen and they are elevated by their mood in power.

In anger, they can cause the sun to go red or any other event that their anger desires. In love, they can cause other matings as they do a mating. In sadness they cause sadness without trying and in hurt feelings, they can make their enemies hurt three times worse. When desirous or jealous, the mood of others surrounding tend to match. They do have a conscious because it comes from ages of living thus they will attempt to keep living instead of causing death unless disturbed where they won't fight yet allow others to take over unless they resist. The energy vampire be a walking demigod according to these facts.

iladium = aerial servant

amadan = paralysis touch faery

ammut = creature with crocodile head lion body hippopotamus back end

amphisbaena = three headed lizard, goes both ways

embarkta = ape men

androsphinx = human headed lion

onucentaur = man donkey

argonesti = elven dragon shifter

arguspanoptes = all seeing, the human male with eyes all over

ocof = elven orc that are immortal with pointed ears slightly flabbish, likes

mental warfare with a very instinctive intelligent broad nosed face, very strong light green skin and has manipulation ability.

iqronk = iqronq, iqwroni, intelligent wrongful kind, undead intelligent human that be made into a machine golem but the programmer is not responsible for the accidents that it does.

So indempt it not..it is the point of living to itself. The wronk can't lie to the creator

but the iqronk can go crazy, and to the creator, as to do good events and only if said person

lies, so it lies to make itself seem dead to the machine, amongst others and yet it is alive by its own means to trick the machine and people, into doing things, for it but doesn't assault unless you did something against it. The iqronk is able or capable to cope with anything by cloning and examining.

They can literally separate themselves, from reality. And, can imprint their mind on the house by mesmerizing the person who represents the house. Thus, the house will take on the idea of the owner.

They use the postulant self to give what is to them, needed, including freedom. Making sure that the other self don't deny life after death, in the same body for self resurrection.. but its death that they seek, by living, in denial of the thing most wanted, or what derepresentation, that is most valued. They Debolish the bullshit they discover and go on.

Some suck the life from people and triumph, to be better with their knowledge base. It evolves like a bull, but learns like a cat..if it doesn't it does live but as a vampire

or key faery type spirit and kitsune..where none are and otherwise its a faery type. This type does not attack unless pushed and may try to help people become like them or a

doom type character. So, things must be in written form, for them to do it or they can count it as wrong. But, its something that iqronq do, that makes it counted in denial.

urisk = man goat faerie that plays the charm flute

ostrich = large flightless winged head-in-ground healing backfeather backward

walk bird thats backfeather produces emu oil and dodo cousin

ap = ape

ewi = ewack; a ewi is a creature like an ewack in starwars except they are somewhat brutal. Intelligent hairy like creatures that are short. They be also nasty, with body functions.

it = 12th demensional demon, that is a demon that sometimes visits worlds and destroys them by internal striking out and strife. So I think in order to defeat this effect, you ca'n use the phrase where nobody is listening of "ih" and the demon it is held back by what you do. This demon will use others in spaces that exist with their energy, usually this is done by a hit. So the assault is an idea in form, then thought of violence.

This is what the youth could use, so be careful with what you ask of it. So I think it can form anything that you need or desire, this is done by using what it feels you think or need at the moment in order to manifest things. So think

about things and instead think the moon or sun, that is using the solar lighting that creates what you want as a need. Then you can rest assured not to be hit if you request something from a higher being. oqt = bear
yetigorn = abatwal with yellowish skin
yt = wight, undead being that looks like dried out walking corpse and exists for night graveyard intrusions, to paralyze the victim then turn the victim into one of them.

ywou = Human silverfish that looks human but its essence be possessive of the people who see it and their voice be hypnotising. So their entire being brings emotional effect to the place they visit as in people feel what they do. they are asexual shapechangers that can mate with anything. Human silverfish can share the strengths of anyone, thing granting them ability by the shared person, object having that strength. they are strengthened by negative and accepting of positive. they have no true power except innate ability but they can dreamwalk controlling anyone granting them power. they are like vampires as they derive essence from anything as food and anything they eat strengthens them by about 100%. Poison resistant regenerative and about as strong as a vampire they can do much like them. Yet they are sometimes taken as vampires for human silverfish shun the sun if too bright. The human silverfish can turn anybody at their desire making things work for them. If they dont like people they can turn things against the person till they give in to the human silverfish will. Dimensional ability be at their command so they can go anywhere at anytime. Negative magic be their innate ability at which be ten times stronger than normal magic. A touch of a human silverfish can make people turn into one also. their hands and feet are slightly webbed yet they are slightly deformed so they dont walk right. Yet their ability at manipulation be very good as they inherently know peoples minds. Mental psi be of their ability and whence threatened they assume the form of the person suitable to defend mentally and physically.

uyy = wilderbeast, wild beast

chitty = friendly insectoid being

chittyky = human hostile humanoid insect

anka = giant roc-like phoenix with 1700 year lifespan

aptec = pre-human, in-between ape and human

yiao = gao, gato, yligao, alligator with narrow jawline and shows its teeth

auid = onuhind, woman donkey

auidwy = winged woman donkey

aip = ape

aitvalas = outdoor dragon indoor cock brings both good and bad luck in the home it lodges in refusing to leave and at soul price it can be purchased from the devil

aeg = abnormal human, abnormal animal

aiplait = gorilla, breast milk

yeti = knork, Energy twisted regenerative clawed rip apart human beast of instantaneous movement able to kill anything. Werewolf-type anthro, black-skinned, hairless, with normal human ears, and horns near the front of it's head. With spikes lining it's back, and lining it's arms. On the biceps, the spikes curve towards the hands, on the forearms, towards the shoulders. On the back, towards the feet. Well, the eyes are like the red glowing or pitch black eyes. But it's form dosen't seem to be very solid, it's like it's formed from shadow. A liquified form of solid shadow, in the sense of when you wave your hand through it and such, it reacts to it in the way one would expect , water to, only in a bit of a looser way. All of it be black, except for the white eyes and bone-white colored spikes. Able to be solid or insubstantial in form and at will.

auian = abomination, elephant unicorn shapeshifter humanoid thats seven feet tall bulky elephant 2-legged form, a single horn that creates calm while it enhances psi ability, causes fear in weak willed minds and whole body covered in black coarse hair that smells of undeath weighing 400 to 600 lbs yet silent on the feet

okake = goblin, apparition, monster, ghost, mons

efret = efreeti, jinn

ogr = ogre, four to six feet tall, four armed, biotechnologists, who lived on mars and earth till disaster struck, of bombardment. Warlike in nature and society, these natural warriors had spacegoing bioships, that floated three feet off ground and made up of other material that was steel. The drives are choreographed as having gravitational drives using element-115. There are three drives to a ship and one be for power to null the gravity with its own gravity. The rest be to steer the ship away from the suns toward the destination.

ewer = undo, half sheep half human or sheeple.

aparit = apparition, spirit, ghost that be of a person who came back to serve as protection for 3 years. they drive away the dangers but can be controlled with their name three times. they usually die as a person in various manners that make them different ghost types. those being various forms that derive from purpose.

ityuiar = ichthyocentaur, sea centaur, human upper half dolphin tail horse forleg or lion forleg horse

ityuiarwy = winged sea centaur, side flipped human upper half dolphin tail horse forleg, lion forleg horse

otlehu = armorlike shell turtle humanoid that have greenish shell walks on two legs and likes to use weapons like blackish morningstars, other stuff

uruz = golden hair wild ox, good mind strength

yale = black, tawny hippopotamus oxen with moving horns

yeck = shape shifting spirit

advhorte = ancient horror, ancient evil

orc = human pig with piglike nose human head fattish five feet tall human body and great body strength four-fingered hands cloven feet greenish fur body coverage and warlike with innate magic ability and most up to trickery

agaquo = silverfish, four-6 inch silver landfish, silverfish sighting in area will detail possession, something bad to owner of area entered a an en and the person will change on entering silverfish area to be possessed until area cleansed

akyra = bird human

atryhum = The astral human be a wild energy based human that be faerylike and very easily shifting and yet in astral land they can live. By live I mean energy manipulation and powers of somewhat unlimited ability. Without astral energy their lives are without ability temporarily except for the physical area and physical magic. their rules are to live as they can with how they can and the weakest will live unharmed. But their language be the key to getting places and to speak makes it happen unless they don't desire. The Astral human rules are to desist with explanation and if forced then they will attempt to do as desired. their similiar to the energy human.

alie = alien, alienn, alienation

alien = off planet lifeform

alkari = bird human; very unique human offspring with beaklike mouth and normal human torso except for the feathered wings on the back. Scaly hands and wrists.

ellear = eliiar, panther

eliia = elea, tiger

elementa = element

oragatang = monkey ape

enchida = beautiful woman above serpent below woman serpent mother of most monsters

aleanes = hybrid elemental atleantian animal pet

anemathema = 12' giant octopus

angelico = Sweet natured angel of an energy being that forms a single personality from what it likes with no form and mostly witty.

At'el = bakru = bak'tr'a, bak-ru, backrub, rucu, 1. Lawful half child oversized head human wood cannibal people that chew anything they can get and are destructive on criminals. Squared jaw and strange appearing, these are like fetish yet have

a ability to use events and time like right in the mind in a forced vision.
If they know you, you can get protection or favors from them.

2. As taken from the Atlantis Channelings "Living in the region we now know as Tibet the At-el are primitive by our standards. They are a brave and noble culture of hunter-gathers, small in stature, compared to the race of giants who dominate the Earth at this time of 225 000 years ago. These clans have evolved directly from soul groups--entities who are reincarnated lifetime after lifetime into the same families--though to be sure, new souls do enter, so the clans continue to grow in size, over time, and new clans are often created.

The At-el have skin the color of bronze, with deep penetrating eyes, that are black or gray. They are similar in appearance to the Native Americans that lived in the Mississippi basin at the turn of our 18th century. They stand, on average only about 5 and 1/2 feet tall, though their heads are larger, even, than ours today. The At-el people live in small family clans that banded together, making up the single tribe.

During this time in Earth's history, the consciousness of humanity be much different than ours today. Where today our individual memories are built up in us from birth such be not the case with At-el, for they are a group-memory race of people. Each member of each At-el clan be deeply connected to their specific soul group incarnate. The total memories of the clan are accessible to each individual in the clan, and is from birth. As each clan member experiences new things, these are added-- or remembered --within the collective consciousness of the clan. Individual thought is also present in the At-el people, but only as it interacts with their share of memories. The group-memory of each clan flows and swells constantly - each experience is accessible to all, and owned by no one.

Om was their leader and entity where the collective memories of one clan--or soul group-- of the At-el can not be felt or seen by those in other clans, except for the rare individual who has the gift of this unusual ability. The entity Om be such a person, and as such, he be considered to be a leader of the people. With his great knowledge and memory of all the clans, he may speak for the tribe to mother Earth and to all the elements, which the At-el see as Gods.

The two festivals; in the given of the fire festival and the air festival, the Fire festival is for life and gaining an appreciation of memories. Similiar to Bel-tane the Festival of fire and life with spring oncoming, The Goddess manifests as the May Queen and Flora. The God emerges as the May King and Jack in the Green. The danced Maypole represents Their unity, with the pole itself being the God and the ribbons that encompass it the Goddess. Colors are the Rainbow spectrum. Beltane be a festival of flowers, fertility, sensuality, and delight. Om recieved new memories by vision during the memories sharing of this fire festival.

The whole tribe congregates at festival time, creating, for once, a new experience of love and joy that can be shared by everyone. For even when an At-el memory contains negative images, it be always interpreted as positive in the end. Even in facing death a clan member be seen to be overcoming obstacles through his or her strength, bravery or stealth. And back through the generations of the clans, each act be remembered with fierce pride and good feelings.

The Air festival can be considered Samhain or Samh'in and a festival of Air with the

beginning of winter except the festival be within the same year - One lunar cycle having passed, the next festival commences-- the festival of air. As he has many times before, Om begins the celebration by chanting and dancing. The group-memories come to him, as always, and the others begin to experience the shared imagery of the tribe. This time, however--just as it occurred during the festival of Fire--images of strange people, their lands, and their homes fill the minds of the At-el clans people. As the vision unfolds, they recognize Om in the foreign place, and witness the strange, tall people bowing down to him--a symbol of respect for his power-- and the fear that had been presented in the clans be gone.

With this experience, a new seed of consciousness has evolved, not only in At-el, but in all the races of the world. For time be not linear, but circular; memory be not only a link to the past, but to the future as well. From this point forward, each clan member would be able to recall events yet to come--through Om's connection--and thereby become part of his new memory. Om does not understand entirely what is occurring, but now that he has seen himself in the images, he knows that what he has seen be the future, not an alternate past, and that he must be patient to learn what to do next. It be his job to lead his people forward, to meet the strangers in the dream visions, and so meet with his destiny if any. Thought creates matter or matter is focus to create as you think or use."

Thanks be to the

<http://www.circlesanctuary.org/pholidays/Beltane.html> for Beltane. By Atlantis Channelings - Gordon-Michael Scallion, the Journey of Om from Dream Voyager.

emy = animal, award, insane

engel = angel, death bringer

ents = treeman

arachnid = spider, araknid, arak

arakao = phase spider, none more

arakum = Human spider, a adult 5' to 6'4" tall and very delicate spiderlike fingers and toes. Able to climb the walls and weighs 80 to 180 lbs like a spiders except the webmaking ability be not there physically as they are born into the form. A mutated human into spiderish form retains the webmaking ability with smal hairs that are sticky.

arakru = eros, spider roach

arakno = eros arachno, spider queen

araki = araketa, spirit spider forms from body cells or matter with dead bodies near spiders

arakhi = death spider

arakhihu = death spider human

ebil = evil child, evilness

igyu = fire angel able to manipulate fire at will and shapeshift

archon = Vampire elder are vampires able to outlast the vampire and live over five hundred years. they are called on to end dispute while they observe and rule the clan normally. Elders are stronger than vampires but weaker than daywalkers. Yet they are more ambitious of most vampires. When hurt they leak bluish blood and they heal slower thus try to be an observer for that reason. they have manipulation ability and very good psi capacity while being strict disciplinist.

empusae = cannabalistic donkey women shapeshifter, cannibalistic female monsters and have sometimes been confused with the lamia. they are half-ass and half-human, but could change themselves into bitches, cows, beautiful maidens.

erichthonius = male human snake that was an athen king hit by a polymorph plague

erynnes = furies

orthus = 2-headed dog

atakal = attack being, 3 foot mini attack being

atomit = atohu, atohufey

atoha = atomic sized animal that be natural shapeshifter of any animal form

atohae = mini sized one foot to 3 foot animal that be fed energy and grows any size

atohy = miniature humans, one foot to 3 foot tall beings able to grow with energy

to any size

etaia = etheria, phantom

etacap = ettercap

ettercap = human spider mutant

otaun = a mysterious unkillable many ability force and stoppable by focusing god energy at it, so once called will do as the asker asks the area summoner now asks, serves justice to those who deserve as redirected by thought and in thought it is a car that seeks those that think about it with a mention.

otisgei = half oni demon half human and able to possess people yet not able to spread diseases. They have the best of both worlds, this is where they are able to manipulate by energy in the blood pulse and create by feel. They sometimes look big and large enough to have to sit in a wheelchair, so they can only do so much work.

alabamese = a distinct race of hard hitting type humans with scaly personalities and thread making alchemical type genetics. An atypical scaly type of dragon human that come from alabama in thought. There are these type that can believe in it and create at a willing ideal nature. There is a will as there is a way as natural skill natural use to now watch with my third eye projected.

alabese = ala or alliance in and nope we don't fight and but we could be obese and this is a really obese ape formed from shit or activity by mana in an area as this is some area in a point of excreance or cleanliness that forms from art. As we don't know we do realize them. Now we can focus energy and don't if not necessary to force them to leave the area as this is in alabese.

alamese = a type of mind in a instance an in en alamese as often of wizard thats ala its me an easy thing to do and be safe servile courteous to or for another human in a flavor formed from an en alamese alabamese. As if there is no response, you can bet them and get the idea to work.

alan = mischievous human bird creature, ingenious manipulation, duplicatus being

alic = alicorn, alies'dan (impeccable sahn), strengthen, strong, aligon: a human with a horses head and a horn or human with a horn from the head with a head tuft, unicorn human.

aligorn = ancient one, shifter unicorn human with normal strong human body, single forehead horn, hooflike feet, 3-fingered hands, normal hands, horn amplified psi ability, and invisible horn grows back, and their presence brings life, to all near it and purifies all substance. The parts of the body can disappear or remain unseen with focus.

elebra = striped donkey

eleebra = donkey sized toad

eliibra = rhinoceros rex, elephant sized rhinoceros

elem = hulm, eleiy, zrzwunsohar, elemental

elemio = white lighter, elemental angel that be capable of angel strength human activity with shapeshifting energy body and appearance of anything

elmvap = elemental vampire that feeds on elemental energy of the type of element it represents to survive and able to manipulate represented element energy at will and can turn into a elemental of represented element type in any shape; it can also

mesmerize at will people to doing something

iladium = aerial servant

amadan = amadaleen, paralysis touch faery

ambigorn = hidea, hideous monster, unicorn wraith that be unseen to the human eye

aneze = ganezeb, zebra elephant, miniature gray black striped elephant

onu = donkey

onuhind = donkeywoman

onuhindwy = winged woman donkey

aoitar = onucentaur, donkeyman

aoitarwy = onucentaurwy, winged man donkey

unigorn = unicorn, re'em, unic, unigorn, white with brownish or rebbish (rubbish or red brown)

spot coated horse with horn from the forehead that allows for healing, purification, psi enhancement and their entire felt being promotes calm and purifies as though all toxicity

in area be nullified, their horn grows back, they disappear any part of themselves at will. To call one out, use the feelings of purity, or get a maiden to come with pure feelings or innocents.

The unicorn received its name from the bible. The word re\92em be mentioned several times in the Bible and translates into unicorn. It be depicted in the Bible as a wild animal that can not be controlled, be very powerful, and has mighty horns.

The aborigines left their drawings of unicorns in their caves. They depicted a creature with a body shaped like a bull, a horse\92s head, and two straight horns protruding from its forehead. It was classified as a unicorn, because there was no other animal that looked like this picture.

Do they really exist? Hundreds of people have heard stories of these creatures, but there be no proof that they exist. Bones that finders claim to be unicorns have been discovered however the scientists that examined them deemed all of them fake. One such story be of a set of bones that was discovered turned out to be hundreds of bones from different animals that were strategically placed together to look like a unicorns body. To go

http://www.unexplainable.net/artman/publish/article_2190.shtml be for more info.

argonesti = elven dragon shifter

urisk = man goat faerie, your risk

azeman = counting obsessed night animal in day female human shifter vampire

race who ye can fool by using scattered seed, a broom across the entry

aziza = good forest fairy who aid hunters and give knowledge with advice

orge = giant troll with greenish skin, massive strength, six to eight feet tall and quick regeneration with fire as its weakness for fire wounds will not regenerate

Okapi = they have a horse body, zebra legs, giraffe horns. In coloring, brown body, legs are black/white stripes, and the head's slightly paler than the rest of the body.

Okapi-ozon = A bit large, in of itself they have brown black and white striped body, slightly paler head than the rest, legs are black an white stripes, and with a horse body, zebra legs, large giraffe horns.they may be a predecessor to the Okapi.

Ultraverrene = Creature like people that appear ultraveinous and have a bad tempered vengeance streak that use others sometimes through others to get vengeance. They love to form into you and and act as you. Sometimes they don't need to know, and will strike back even for that idea, as just by speaking, they could dislike you or not as it depends on the intention.

yogidaphum = many organed shapeshifter pleasure being

yukifey = small 3 feet tall old clothed snow fairy that aid people lost in the snow and they live in snow burrows and they guide people through blizzards

yfit = elephant

baafa = bishop fish, mitered shaven head, scaly body, claw-like arm fins

bean-nighe = washer woman, riverside woman who washes bloody clothes and the if seen first makes life certainty for the viewer, if she noticed first then, certain death

boy = your charge, trouble, vampire

barm = dreaded backward knee colorful bird that picked off targets

bor = bore, bred pig, drill, boring

babu = baboon, magical ape people

babua = magical ape male, male baboon

babui = magical ape female, woman baboon

bicorne = fat panther cow that eats virtuous husband

benu = purple heron, palm tree, phoenix

baginis = female animal human with claw-like fingers and toes who rape captured men then let them go

bog = bogieman, a shapeshifter goblin who be an enemy of children oftentime vision tormenting kids, in the night and they also go after childlike adults taking the form of what you most fear and they try to steal a wizards magical items first

then kill the wizard by setting up bad events

bahamut = land fish the size of a island

behemoth = elephant sized hippopotomas, great beast

behmot = behemoth, elephant sized hippopotomas, great beast

baku = evil dream eater creature with lion face horse body tiger feet cow tail that renders evil dreams harmless

Bosa=Bolsom are strange beasts formed from displacer beasts and are demonic beings that stand. They can go apsehit on a difference method and crazy over energy as in idea. they can eat the person who attempts to eat them or uses them against themselves. Whom they eat they can control if their body remains. They have sane minds but sometimes insane bodies. The person is then considered an ea bolsom. their presence if they get near can drive a person excited by some inner insanity stated aloud. If they wanted they could drive a person excited to insanity. Feelings may get them insane, in to which an en ea they could force the person to die or be miserable who caused it. They are able to get anything by a trick or to die for, including doing the honest thing. The only thing they cannot do, is detect who actually did it if you put anothers idea somewhere. You can convert a Bolsom by eating a bit and using methanal near them. The bolsom's control is to assume identity and suggest. They suggest by usage and means. You have to give an demonic impression with suggestion to get them to do it with self-set subsidence. Such moment is by movemment by coordinated coralling. They don't have to be reverse toward artifacts nor adverse toward items and people to control, centra or divert. As aernegetic is in the moment, of using electricity by standard of appreciation or just a brush of it against your skin. Then bearing spiritual momentum in idea. Bolsom are the only ones among many others that can see time and moment as dimension. Whomever they touch are often seen as a moment in time. So a body part can often be the connection psychicly between others. Manly the breast.

bikru = bik-ru, bankrupt, a neighbor of the At-el, being of prophecy that bankrupts or causes slight ruin people by attempted nastyness then forces the bill on them after which the bill maker presents and it forces you to pay the bill to a decree of no pay, alot of pain.

belengel = archangel, beltenshi

banshee = beansidhe, sunken nose scraggy hair hollow eye socket fiery weeping red eye white sheet wearing cadaver woman who warns of an impending death only for old family by wailing outside a house, outside a door

barbegazi = shy "frozen beard" large feet gnomes that avalanche ride and come out at below zero temperature and they aid humans as they live at moutain peak tunnels

barmotez = barbarly sheep, tartary, tree vine attached vegetable lamb creature that is edible after it dies

barjuchne = bar juchne, giant bird

berbug = bugbear

bso = besom, occult marriage, illigitamit marriag, faery horse that mentally talks to the rider and can shift to human form or disappear every in awhile.

batler = Thieving bat shapeshifter that form into batlike cat and work for you but can be tamed. Unless you feed them coins they remain thieves not working for you. Given by Cix off furcadia.

boamp = bottle imp, genie type spirit that grants owners wishes and the only way to get rid of it be to sell it for less than you bought it for.

boar = boar, War pig that be now extinct, they were larger than wild pig, wild hog, and as large as a medium dog. Large hair tuft, long tusks and hairy body, able to destroy anything, in their path, yet very easily angered.

boisehu = energy wood being that protects households

baldaron = warrior horse, armored attack horse

bydry = baldaron

bendith = mamau, ugly kidnapping goblin like fairy with a crimbil child replacement switched for yours, bend to their will

bendithu = human mamau, stealing human goblin that can shift into human shape at will with pleasant true form ugliness cruel nature vengeful and instinctive intelligence

bucca = teleportive hobgoblin useful to sailors

buie = buggane, misfortunate goblin shifter, goblin shapeshifter often seen as a horse, calf, wild looking human near a waterfall.

bunyip = hippopotamus shaped amphibious creature

bogy = boogeyman, dancingman, bogeyman, bogie, dark and closed up area shapeshifting wicked spirit creature, are daylight harmful, they kill wizards, and can dimensionally travel to scare children or other reasons with negative forces.

bige = bilg, boggart, dark hairy dusty clothed household spirit formed from peoples misuse found by house mishaps. Once discovered can change forms at will to scare the hell out the victim. They like closets or underbeds and similar dark placing.

Nicknamed after Humphrey Boggart to name a creature.

bogl = Boggle be a criminal mischief hobgoblin on victim behalf.

bugbear = bug bear, a bug in the shape of a bear

bue = buggart, gnomish goblin that be made of peoples annoyance and abuse found by annoyance only and gotten rid of by showing token respect.

burak = man face voice, ass ears, horse body, peacock wings tail, bright blue eyes in between the size of an ass and mule

blaanka = giant undead unkillable roc-like phoenix with 1700 year lifespan of shadow half life and does not need to eat

blaannis = black annis, hideous cannibalistic on capture of person and one eyed blue skinned old hag.

bladeabed = ifomix, a bird formed from using and abusing forces physical and unnatural, can form a foul cuckoo and dissipate the force gone. But the bird be destructive in aura and idea it influences overt solipsism with a bad aura.

bladawg = black dog, calf-sized black hound that upon site, when speaking the viewer be death doomed, illness and death be foretold.

A Blib is a person who is born (it is not a learned ability) with what many may consider an eating disorder though they use it to their advantage. They use the calories in Genjutsu, and any other forms of energy, stored within their fat cells to their advantage. They use it as fuel for their magic. A semi-well-known example of this ability would be Chouji from Naruto. Also a young baby's eating cover to which is partly alive and feeds off you and lives in you.

blo-idonu = blast-ended newt where the tail spits acidic flammable fluid

blob = veggie pudding, jelly being that absorbs energy eats weapons on person touch paralyzes thus it eats the body forming more of its type and on hit it will split into two more.

blog = Humanoid thats misformed and moves very quick and be part spider and ape. It has an enticement to form into a human to lure the unsuspecting or a online news and opinion list or a flogging in the back.

brag = horse shape-shifting goblin that leaves a rider in terror, very good story

breta = ostrich headed cow

bri = ostrich

bryma = brimmer, eat anything giant cockroach with 12" to 7' potential size and acid spit

brich = brik, ostrich, separate from the species with backward legged bird that works with out any flight ability and has lots of feathers including the backfeather, used with emu.

brihu = ostrich human with forward walking backward legs but the rest of the body humanlike

brownie = small hobgoblin of ragged brown clothes pinhole nostril flat faced enjoying human harmony

bruny = brownie

bwca = household spirit that does tasks when appreciated and destructive when offended

bzagh = beast

caitsith = cait sith, An aborational giraffe with a horses body, otherwise a synthetized cat.
cyra = centra, genjia genjy, creator, zackal, eternal one, creators, eternal being
Eternal ones that are able to go anywhere on a whim and by focusing on effects they gained it. Centra created aether (mind force) as a force to be manipulated by minds that were interconnected across the galaxy (universal conscious).
then they created the worlds with the elements formed from aether and somewhere in midst of creation their bodies got consumed by the energy used and turned into the force called Ether (spirit). This be the spiritual force and the backing of Aether (mind force) that guides all by being the "spirit that goes through everything" as in the book "the way of the scout" by tom brown as he describes it as a spiritual force that effects all with spirit.

After the dissipation of the creators bodies they were just the energies that support and monitor the universe and some Centra remained as the form they chose guiding their creations thus they became part of the gods. then to better watch for the peoples populating worlds they made vessels for the power they had. Call them Avatars and the avatars are morally the same as the gods themselves. Some Gods came about by the people of the planets scheming, beliefs of the people so not all God's formed the same. the creators mostly hide themselves as they dont want to be bothered most of the time. So basically I think I may have dissolved the idea to find this out. The process is easy, think of the idea to work with and think to dissolve into energy what you don't want. Then you create dissolution by feel.

Centra do not have blood instead they were composed of Ether and Aether. Being this, they were able to control Cosmeria (universal substance) to a higher level, using their own body as fuel and forming the body as they want with or without blood. though even then Cosmeria was highly volatile to them and in attempts to protect themselves from it they divided into two tribes Ether and Aether, and with it the secrets of. Cosmeria were divided. the Ether tribe focused on Ether and the mind while the Aether tribe focused on Aether and technology. Seperate they could not use the opposite's element/substance, but atleast Cosmeria was unattainable now.

Sadly, as time grew by they descriminated against each other, one claiming that their tribe was superior. This finally led to a war that destroyed their existance, for most of them at least by creating vessels and places to assault with as they also kept the universe in balance, creating too much causing the centra body dissipation mentioned by being overwhelmed with some who were smart having survived by keeping balance.

cyfso = confessor, Women who can touch a person to convert to her side and enslave to make the victim her love slave. their very presence inspires love. their hair continues to regrow if cut very fast to original length. they are changed at birth by wizards, mages to effect this. there children gain the ability. To mate with them you must be immune to there love touch.

cytr = controller, Men who can control by voice, touch. If the victim gets touched, then the person be enslaved by emotion to them. their presence inspires confidence and the need to talk. their hair continues to regrow if cut very fast to original length. these are the male offspring to confessors. they are immune to mind control effects.

crytq = Apelike dark furred human creature that criticizes everything near them. Causes distraction till killed, pleased in some manner. Prove your point to it to silence it and banish it.

cygrinox - The three headed human worm with wings and three wormlike heads on a

human torso.

cepapua = Carpet Python Snake

cira = Cobras Snake

cykys = Cal Kings Snake

floays = Florida Kingsnake

getasna = Garter Snake

masna = Milksnake

praoncite = a monster that be undefeatable and backs down if argued with and won't attack if given arguement as an excuse. So when atacking, it will respond and to argue gives it a point not too. now the monster be a nightmare given flesh.

rouna = Red Ratsnake (Corn Snake)

rofgrisna = Rough Green Snake

ralna = Rattlesnake

rotyboa = Red Tail Boa Snake

rawlaopta = Reticulated Python Snake

wamuesi = Water Moccassin Snake

tiuruna = Texas Ratsnake

coysna = Coral Snake

sleth = snake, serpent, sapi(intelligent)

cepo = sea, snake

slo = slow, snake

pytn = red python snake, pyth, python

wysapi = winged snake

lindwurm = scaly green-gold winged snake

jormangund = worlds largest snake of lies coming from celts.

leviathon = giant winged snake with razor sharp teeth

et-fokslo = great three red eyed eight headed eight tailed snake

sirrush = scaly head serpent snake with cat forefeet and bird claw hind feet

serpant = dragon headed snake body sea snake

serpennt = pent up snake, caged snake

kevin = 100 snake headed dragon body person killer

adda = adder, basilisk, basilcock, cockatrice, This snake moves side by side and reproduces as from a cocks egg. "It be a native of the province of Cyrenaica

not more than 12 inches long " writes pliny. Its evolution of protean style

that turns chimeran after its older. It starts as a ugly snake "adorned with a bright white marking on the head like a sort of diadem" by pliny. Some

might say its with a cocks head. A killing glance that be slow to effect.

Its scaly legs are with chicken feet and widespread in 3 pairs Its hide be

scaly and it doesn't shed. For the aura and glance turns things a dried out state, the "stoned" dry state. Effectively killing most in the area not unlike

a medusa who kills the person by altering what glances at it to stone. As it

gets older, it can kill more quickly. Most people who discover them try to kill

them or die trying. To eat a cockatrice gives healing ability or immortality

yet this be surprising after how monstrous it seems. Excerpt from gareth long's encyclpoedia of monster's.

hla = snake human with humanlike head that has a long tongue and shaped like a

snake, the rest of the body be human except they are cold blooded, and alien

with pure animal instinct and logic along, with cold eyes and heartless

as a snake thats very treacherous. They are passable as humans at a distance

with a slight revolting auratic field thats stronger as a person gets stronger

and yet they are vulnerable to fairy magic. A plausible example be Harry

Potters "Voldemort" who be said to be part snake.

gogahu = human gorgon with snake hair can manipulate anyone with thought, voice

and with ability to freeze people at will, they have a shifer ability to appear human and else

cug = cua, coge, cougar

cyf = calf, baby cow

cam = camel, view, cama, disposition, two or three hump smelly and hairy horse with evil disposition

cyp = chicken (chicken soup as supcyp or cypcup), chump, snipe, long range assault

cew = decay, crow, carrion eater

colt = harnessed, taim, tame, wildness, gun, pistol, horse

concaib = deal making shapechanger that look absolute human yet targets anyone whos willing to make a deal for anything they would want and the deal details are hidden.

catt = cal, cattl, cattle, cow, kill

cray = computer, crayfish

cuttl = cuttle fish, cul

chick = cyp, lady, allowance, allow, chicken, weaken

ceuoalo = cow hamster duck kitty creature with cow size hamster forepaw legs

cat feet backlegs cow torso, duck billed head and fluffy tail

ceasg = human salmon of salmon lower human top half

coblynau = guidance mine fairie

cecrops = serpent tailed lower half; human was the first athen king

cameleopard = camel leopard the size of a camel but the skin of a leopard with 2 large curving horns

cataua = big cat that be of tiger, lion and other

catoblepas = that which looks downward, iron cladded head bull that can kill with its sight and moves sluggish eating poison bush

catleg = great cat the size of buffalo.

catruit = cattlrupa, roach ant cat, cat headed beast, with six legs, catlike clawless antlike body with fur, roachlike reproduction and fluffy tail.

cetus = dolphin headed forked tail greyhound creature

cerebo = snake head & dog head & human dog on all fours that has paralyzing stare

cerberus = 3 headed dog

cigryhond = calygreyhound = antelope body eagle claw forelegs ox hoof hind legs

cogsaet = saber tooth cougar

catarak = spider cat that has eight legs and the body of a cat and it eats dead meat and abilities of both

catuar = warcat, demon cat

ceoch = cochran, giant hibitional roach, or cockroach run/ran

citar = centaur, top half human male back forelegs and lowerhalf be horse

cyclop = one eye storm giant

corrigan = faerie druidess able to steal children

cyroeraeth = banshee like spirit woman who gives death warning by a water splash near a crossroads, near a river, that looks like a woman thats charming and mature.

citao = centipede, moth head eight inch segmented worm body

citaohu = centaurlike human centipede with eight ' long centipede body human front end

cbauricl = crystal bird dragon oracle, prophetic dragon sized crystal bird

cboracl = crystal prophet, crystal being prophet

chocobo = pony sized wingless riding bird

changeling = left in place deformed shapeshifting faerie children of human babes

chiles = atlantean messenger pets

chichevache = thin bodied human face cow that fed on faithful wives

chimera = she-goat, goat bodied lion head serpent tailed fire breathing creature

chupacabra = a beast that was named chupacabra, which literally translated from Spanish means

goat-sucker. Sightings of the small creature have been reported to Mexican and Puerto Rican authorities since then. Even in the United States, a Texas farmer claimed to have killed one in 1999, although from the photos the story has been widely disputed.

Chupacabras are believed to be small animals 2 to 4 feet long with stiff hair or bristles like a porcupine. Except for their size, they share several things in common with larger phenomena (Bigfoot Yeti, Loch Ness Monster). They exude a foul stench, reportedly of sulfur, and are so elusive they have never been photographed. (Although there are claims, the photos have never been verified.)

crang = craing, craig, live brain, brain being that sometimes have levitation ability

crestix = criosphinx, ram headed lion

crocottahu = human wolf dog that be extremely strong and stands on two legs with thin grey wolf hair covering body and a wolf tail

cryekideth = banshee

ctia = cthuloid, cthuluist, deep shade, deep one, mind eater psi manipulator

mind flayer, illithid who live in deep places that have great mental powers

they would eat the minds of their victims(worshippers) but they also controlled the minds of key people so that they could one day call Cthulhu to return and their greatest threat was in making anyone who met them go insane, and you can get rid of them but not if they consider you a threat through resistance. Another way to drive away a deep one be to focus a large positive force at the deep one.

ctiau = Mind flayer human who live in hidden places that have great mental powers, they would eat the minds of their victims, suck the life of them but they also manipulate the minds of key people sharing the pursuits of the cthuloid and there threat was to manipulate people getting rid of them but not if they consider you a threat through resistance. Where they would feign ignorance until left alone and revenge those sleights.

dno = dino, dinosaur, huge formed of mutation or change, dinosaur thats three times the size of a normal reptile and "largest" reptile in the pleistine age.

dedrathrumu aftdedea = dont drag me/you through the mud after its(the deal) dead and done.

dedrythrumu = don't drag me/you through the mud, don't continue on. Dread dog that can eat a human and has a dark shell of an aura.

Depileesa=Dispielic angelic, discorporeic vampiric type angels that live in a different dimension and can take form as pure fleshy form. Or form from an object. They attack on a need and try to live by others standards set for them by themselves. It attacks with a flealike nature, its dispriellic nature that comes from the father. It has 3 inch tentacles or pseudopods, that go out from the forehead and the its body parts. Dispriellic live inside people. They live of the top of the core where they serve people. They live up to 200 to 700 years of life. They live in a sorta separate land that is watchfull of ours. They can channel and go through any doorway as if it was meant for them. They can poison near anything. They tend to use machines to replace functions they cannot normally do anymore. Dispellics are actually eternal with supernatural constraints. With ability greater than normal, yet their body reflects only some of their strengths. They tend to follow these tenets.

"Think to know do to sow. The crazy angered mind ie a moment calmed down. The crazy angered mind is to be percieve and calm down. To be an able person be able to percieve more or less the idea. To do a little of it, then do the rest after a bit. To understand is to precede or percieve as to what you end up doing. To de is as easy as to deal the way as over the line. Its to easy to de off an its of any conclusion. As they can't help it, now they can. Now in immediate action they will and can. You felt, smelt it you dealt it. In some self site motion in which you must write down what it does to get a glimpse of what it did or can do. If what do. If what it is you do. Where mind is thought and motion is focus. If in general, its to be direct if its to be in effect. Circumventive its ineffective unless needed. Its to be of to know.

Its to shift to be in of as yor subconscious moves you. To be of you changed by it. To see of it it is of you. Be of it be wary of others. Cause by it be wary of what you do. Need to be, derive it, to be of desire be in dense. Be with it, be on there of it or as is necessary. Be event, move it. Move by it, be of it. To be of way be shifted. To be a nay be a shifted from. To be sown to be shifted of it. Be of shift be of others. To be as if of it be of. To see it then know of it. Be seen of it, be not so or so known for it. Be understood, be noticed. Be of, be of an it. Be inevitable be of there or therein.

Be an be there. Be lone be of some form. Be efficient be of some use. If its of many uses its of abuse. Be of it to be abide motion to be of use. If an of the you move, abide it or leave it. Be a moment in action, as in situation. Its good to sow to know. their is a self-perceived crazy mind. their is a self-perceived down pole. Diepienelle is to know and be able. Is to come again. To due is sow is scum."

drathrumu = drag (me, you) through the mud (metaphorically speaking or physically,)

continue a chore, continue on

dina = Pigmy elephant the size of an baby elephant to young adult.

dyth = lion

dile = crocodile with wide jaw and hides its teeth

duva = bird

dove = white dove, peace bird

dyve = patronoch, guardian spirit

dawg = dog

djin = Air being that wish grants like jinn (fire being).

diamu = energy eater, spacial energy shifter people that can meld any part on themselves, reform any part melded on themselves, who sometimes like work gangs and are spacial gaurdians but have no form except that they jump into. Nicknamed Guoul and these can carry parasites that are worms to become intelligent with memory, or symbiant worms that can travel to any body. Self-assigned ranking unless the god-like leader assigns one due to specialty. Everything be holy and sacred them with a ritual like manner.

diamuhu = Guol, dragondeahm, Goul, spacial energy human people that can meld any part on themselves, form any part melded on themselves who are like diamu yet are stuck to human shifting and slight metamorphing with the ability to shine.

dodo = pretty feathered large wingless back leg ostrich-like bird, ostrich forefather

doberman = man headed dog, calf sized dog

dactomern = dragon sea elf, sea elf dragon shifter

dactonesti = dragonesti, dargonesti, elven dragon shifter that can shift to any dragon form

dataybu = rock elemental half adult human size

dataibu = unicorn headed brown horse body lion hind feet bear fore feet that has a horn that purifies cures restores and there be a healing wild aura and can shoot electrical bolts with horn, paralyzes horn bolts.

detaibu = medium-small dragon sized torso horse feet unicorn head lizard tail can turn to mist form restores entire on calling shapeshifter and its healing cleansing ability with psi amplifying horn that can shoot water energy at target, paralyzes the victim

detuon = immortal manticore that has hawk wings lions head eagle backfeet lion forefeet.

dahu = human duck, human with a duck bill mouth, webbed feet and a feathered torso.

dahuemy = animalistic duck human, animal torsoed duck headed human lower half with webbed feet and entirely feathered human body

dakuemy = animal torsoed duck headed humanlike furry lower half with furred feet creatue

dwarf = their are eight types so far that are exquisite metalworkers and skilled in the arts of stoncarving;Also knownn for other things.

Daergar or duergar, dark dwarves. Able to see in the dark, they are of some loathesome monster that mated with dwarf. Dark nature and tunnel dwellers that go far to see their plot through.

Daerwar or warrior dwarves, not really a mountain dwarf thats special under circumstances, they can outlast anything and see in the dark.

Hiellar or the hellar type. undefeatable dwarven type. Part demonic. They look bred, act separate but are of the same type as others.

Hylar or ruler dwarves. the dwarves that rule like kings in heirdom, they set the rules by a council or alone.

Theiwar or magical dwarves. The magic is unnatural ability to them. Its just some stomach and smaller size like most dwarves. As in natural blonde and reddish hair with slim composure. Some unique types have black hair. Some are able to see in the dark.

Klar or barbarian dwarves, more hardy than some who are of other races, they are servants of the mountain king. With beserk type states that are theirs to go into.

Neidar or hill dwarf, they prefer the hills that exist instead of the mountains.

Aghar or Gully dwarf are what that smell and are not too smart but generally are smaller than normal dwarves. Being restricted to some things. They live in areas that they arent bothered mostly gullies and trashy area. Death is a joke to them. They are treated nasty and with dislike. dagar = man headed shark

daigon = fish man of lower half fish, top half man.

dapluiga = Doppelganger, double walker, fylgia, doppelganger shadow soul guardian angel, invisible human shadow self only seeable by its owner and once the owner sees it said owner will die not trusted. the doppelganger gives advice to friends, takes the form and experience of the victim before it takes the victims place if threatened or a good reason.

dipoul = dipowl, burning soul, fire spirit, heliopath, ho, Soul of a human who, be made out of fire, assuming any shape, size and object, this allows for fire mastery.

dimnall = badgerbear, bear spider human that kills by a touch and has six arms

human bearlike torso below able to eat anybody they kill after fluid drain and polymorpher with web ejection ability.

dendan = gigantic black fish that die with human touch

dolphinate = aquaticus, dolphin

dovall = a driving force of destructive energy that takes the form of a dove after, to create havoc with an aura that infuses and corrupts. It drives away people with a maddening force, and signifies death.

dhapu = dhampire, Day walker thats stronger and far more flexible than full Vampires, being that they only walk at night. Product of a vampire father and human mother. they posses all of the traits of a vampire, but none of the weaknesses. As they grow older, they begin to wield innate ability. All must be embraced at some time in maturity, usually around the human age of eighteen, older. If a Dhampire be not embraced, he, she will slowly go insane from the blood hunger that consumes them and die of starvation as their digestive system changes to accept only blood for nutrition. the most outstanding difference be that they can bear live children.

They do lust for blood, but can control it and are discreet, although they grow weak and begin to lose their powers if they dont feed. Normal foods can take the place of blood for them but their bodies will be expanded by the food greatly. During the day, their fangs shrink to a hardly noticable size and as long as they are not grinning. During the night they grow excesivly and are impossible to hide. their eyes are red, the color of choice by magic, their skin pale, hair most oftenly black, magically chosen. If a Dhampire be slain, they can be revived as long as the head be intact. As for aging goes, the apperence of a Dhampire ages to about 25 years. from then on every 10-15 years equals one year of age in apperence for the Dhampire.

they can surpass other Vampires in strength, including the Elders and drinking large amounts of blood turns them more and more vampiric, drink lesser and they will stay more human. And lastly, the Dhampire's can walk in the sun though they can only withstand it for so long. For prolonged exposure to the sun can cause a Dhampire to feel the effects and be weakened. the older the Dhampire, the more sunlight they can withstand and they can withstand a dawn without death. Dhampires are elemental masters able to manipulate any element at will and are natural shapeshifters.

dracae = shapechanging water spirits that form into dishes that float a river to tempt women into being dragged down to the river bottom

droc = sea drow, dark elf top fish bottom like a mermaid

dziwozongi = forest wild women that attack lone humans while sometimes acting like

fairies

fae = fated faery, faery that act like fate feae = fenoderee, supernaturally strong man-sized faerie house servant

fuio = fire angel that has angelic protective nature firey body and wild fire

manipulation ability

fle = run, flea, flee

fynt = fish, shark, whale, sea creature

farn = not far, fallen, vampiric angel

fedaru = blood roach, feeder roach evil feeder that feeds off humans incessant to use them as

hosts that act like a live human yet will erupt with roaches to kill all in an area

acting on the humans in a similiar manner. If the host be angered the roach will

burst forth by the host death. Unless the host be killed within 24 hours of being

a feeder roach host then the roaches don't die with the host. the feeding phase of

a feeder roach be a red tinged shell otherwise its normal brown. these roaches can

teleport to any food or drink to get into the human and the victim can control anyone

with them, talk to roaches at will. the feeder roaches can create enhanced fear of

the victims fear. The feeder roach was created by nuclear or radiative energy from

another planet absorbed into the roach body that mutated into blood eating and body

inhabitating roaches. Again they the blood roach burst forth on death.

felina = active cat

felino = demon cat that projects horror vision in minds with alternate demon

wraith form

feliny = wild cat shapeshifter of fey birth in human body that takes shape of

any human the size of a small child with cat features

fael = hawk, energy weaving ability

faery = dark faery, Korriganes, the race of faeries, feyr. dark fey that love

causing fear and disruption.

fairy = light fairy, light fey that work to aid humankind

faun = deer legs, ears, tail and handsome male face body

fedafle = Feeder flea similiar to the feeder tick that caused some anemic traits

and bubblish skin in humans and animals alike. A nasty prospect be the strange sores

that seem to appear and the body heals them over.

fachen = feather tufted chest center with mangled hand growth, angled leg body

growth, forehead center eye creature from genetic mutation that kills victims

faken = fachen

fuhu = fw, human phoenix that has human legs and webbed feet, vibrant winged

small vibrant feather covered human torso, human head and arms with clawlike human

hands, asexual and phoenix-like ability to come back and healing tears

regeneration lightweight ability aura effect innate restoration ability

fenno = northern pheonix hawk, brown feathers twice hawk size bird

fawk = forest hawk

fawke = phoenix

fawkuik = pheonix hawk, silver blue wings silver body twice hawk size yet

able to resurrect people with tears

faalesbud = featherless bird, skin bird without feathers

faaleshed = molting eagle of ageless nature that continually molts

feyark = dark fairy

feyc = sea fairy who take any typical fish, dolphin form to aid ships and are fed

some fish off the boat

feyl = sidhyl, wild fey, fearsome shapeshifting creature that will not consider

humans except as slaves, workers for schemes. they command all elements at desire

and can make terror in those who don't serve.

fallen = fallen vampiric angel

felintoad = toad cat that has poisonous underbelly excretion

foats = undead wyvern, wyvern ghoul

fantine = friendly farmer fairy

fenoderee = supernaturally strong man-sized faerie house servant

feng-huang = three legged sun alive phoenix with pheasant head and peacock feathers

faerys = a fairy that grants your desire of wishes, requests but be undetectable or genie force

firbolg = fire giant bog people

felinrat = Cat rat that can chew through anything with large adult cat size to twice as large. It prefers to eat cat food, cut meat, raw meat unless not tamed.

fatoau = fantastipottamus, armored hippopotamus that be larger than a normal hippopotamus and eats even humans

fotex = great rat, A rat that has possibility to eat human.

fowl = fowl, bad tasty bird, bad taste

fowlaqua = water fowl that has beautiful colors

furie = the three lost fate sisters that take revenge for wrongs done who are dog headed snake hair bat winged hags

fury = furie

feylirk = feyerk, a species of faery that take form only to cause disruption

to friends and appear like malicious goblin as described of the dark gray color and doglike ears, 3' 4" tall, with firecolor stripes and redhat, orange fur.

Included be a shapeshifting ability.

Fluat = Effluent are in roaches or not effect that are use to the products as of inbetween and cause them to be used against the people. Its the products and the by-partisons too that aren effected. Some actually come up and catch the person unawares. So in effective its of physical use to lift something up and they miss you. Its also known as to be of ineffectual use. They can create a intellectual scare. They can subconsciously arrest you on the spot by creating cuffs but first they drill your third eye not. To escape from the cuff, there is a energy key you can create. Its reate it and use it, by thinking of a key that is in -between your fingers and get near with it and twist it open. Sometimes three can work a cuff. Its like an ever oscillation key. These are inabbreviated inpartison live roach breed. So they can act as if to create any effect of trapping material. Including rope and steel wire. These are like cops but if you think about hurting one they can come at you and cause you to be paralyzed. By making you percieve cops coming at you. Resistant to mind suggestion.

Afterword, those they arrest can be shifted subconsciously to an effective scare area. There have been transformations into that of one. they inject poison into the body by a drill efect that is highly toxic efect. To touch food after this can make it toxic but seemingly inevitable rich. So in effect you are poisoning yourself, to be eating it with the illusion that it is rich context. They create an illusion that turns real, in you if your near one and the more of them the more powerful they become. As in a group idea or focus in effect. While they are killing you, see you get an image of what you want or some roachy vue of it. They can percieve through your eyes and ears. Anything you invent could be considered a wrong. Distract them and you can get them to help. An en enema, to clear a moment by use in division. Thus we effectively use what we do but the body they subconsciously kill as we do. Creating the idea feeling as they do thus. Eat of the body to create energy, and transhift by a warp effect to other areas that you may have gone to. They then use the body to shift to area and hibernate by the area soil. So to deal with them, don't move near them and hold something above your head that is a container. Till they leave, which they hardly ever do once they have a target. These roaches create a symbiotic link to your alternative selfs. To be entree.

This symbiotic link can create images, and idea to the effect that you are communicating to them and them to you. To be thus we do in a certain pattern. That pattern can be followed by this subconscious breed. As some have managed to destroy them with. Now there is a communicative roach breed, that could sit on the tongue and effect alternative thought transfer with the image to go with it. Its intrbred, it communicates with interbreed. Some may or may not see it but every expression tells of what your alternatives are doing. To realize it and then go they cannot follow you through a certain path. I'you know the path. Everything doesn't always effect your sub-conscious.

fria = frier, stovetop

freborn = born without tribe elf wanderer, ranger elf, land elf

friskou = nightmare creature that has no definite shape can turn victim to stone or paralyze with fear and mental manipulation

friga = frog, frogger, toad
frogger = jumper toad

gii = spirit guide

gyth = gryphon, golden winged lion

geko = gecko, lizard

gom = golem, live magical material construct

gomaa = golem mastery, innate golem manipulation skills

gomcla = clay golem, man-shaped animated clay body

giraff = horse deer with long neck horse torso deer head creature

giraffa = human headed giraffe

giraffe = long neck wedge head horse body animal

ganuevar = planar large cat that lives in the primal plane of existence at the masters whim and in any large cat shape and it acts the guard

ganyuer = get anywhere, achievement, achieve

gantika = Human giant phoenix be ten feet tall with giant vibrant wings giant feet human body torso and legs and two arms ending in clawlike hands, this giant can come back to life after it dies reborn of itself, translocation ability and regenerate

godkpk = godkiller, A male faery with likeness to female and natural born mutant with pension to absorb ability on touch or death, can regenerate and shift at will after he kills he takes their place of whom he kills if he desires.

gytrash = road spirit that can form physically and helps people out.

gulon = fox tailed lion hyena

ganesha = four armed pot bellied elephant man, male knowledge fey

ganeshe = four armed pot bellied elephant woman, instinct fey

ganeze = striped elephant, black striped elephant

garuda = great bird with an eagles beak and wings with a human body, white face

gargantua = large giant

garm = four eyed blood splattered black dog scarlet wings golden body

gorou = very hairy, werewolf like

gaue = horned one, horned human with, without wings

gyrion = Strongest living man with 3 joined body, six arms, legs and hands. A myth was he was killed, by orion, after being led into bowshot, from chasing a thief, named Artemis, that stole from his hut on, atlantis. He later became an assassin and bounty hunter. Gyrions revenge, was to claim Artemis, as his new body. Creator of the christian church for revenge on his death and always willing to protect through his followers by possessions. He uses his people as info and idea foundation support

gabezu = shark elf human that appear human, but have a inner eyelid, will strike if angered, always seek revenge if crossed, immortal, when the inner lid be closed; they are blind yet unblindable and enraged.

goblin = okake, mischievous human hateful faery that plays tricks and very mean things

gawk = half-human size great hawk

ghoblin = mischievous human hateful wraith that plays tricks and very mean things

glabezo = long neck wedge head mule

glabezu = glamorous being, angelic

glabrezu = being of mariad ages, ageless being

gnome = earth elemental, wise dwarf able to find metal and meld into trees

gremlin = mwagyr, muagwi, gremlin, A 3 foot teddy bear wise goblin like creature that reproduces at night when fed but appears very sweet natured as a pet, some with greenish skin underneath, brownish fur but a great song. They have to eat but request when they eat after they eat or drink at midnight or after they can turn nasty but after midnight. their growth be like kittens except they are able to have children without sex very quick. The

gremlin can calm down but remain fiesty unless given water. their children are destructive and not easily controlled by the parent, often called holy terrors that rip apart an area. their one weakness be to hit them with sunlight and bam they die except the original. After they "eat eat", their be a shift ability gained and they grow taller. their height has to be 4' or taller to eat a human but at the stroke of midnight they die and poison will kill. grafey = grasidh, gray fey, gray fairy who work for people and get what they want through manipulation and they like chocolate and shapeshift, sometimes they accept money. greibs = greiby, Great hobbits are human and hobbit offspring often by a love potion or love spring, that once lived till they were hunted by men and only for aberration as they were unaccepted by humans and tormented by mortals, the promise was to be like ogres except they were perfect to slime in mentality. the more perfect the better they came off as odd and the more slimier, the better in image they were to being nasty in appearance. Albeit they are geniouses to the point of being smarter in instinctive lore, yet able to observe and learn. When they are adults, they have most of the good traits of both including adenturous, not to be killed easy, slight madness, power hungry slight tufted feet and very able to go without shoes as its leathery thick. Added to this be danger sense, direction sense, slight jealousy, inferiority complex, can be devoted. suicidal actions and mental abilities along with manifestation ability.

Great hobbits are likely to play games with humans with a goal of living in the family. their gifts are instinctive with power to aid and they have instincts like a bloodhound with innate omnipotence. Counted as fairy they will be demi-immortal and very tough to kill. With great pride and effort, any skill learned be a blessing from their creator whom isas they assume. If angry they might cold rage, the essence of confusion and greater strength that lasts weeks to months much like river lords. they are picked on by other goblins till they are controlled by the goblins machinations and then led to their demise after telling all, great disaster. What happens after be the great hobbit turns demonic and true neutral. After demonic, their prospect be to be "alive" and not killable except in body as they borrow another body which becomes them. their abilities become fully demonic added to their natural abilities, and they start using patterns like thinking. Hobbits can steal at a distance, close up when they realize a fortune is near an opportunity unless they don't want to by belief.

The height compared to the cousins are 4'5" to 5'9" tall and anything that is told of them, be considered "heresy" by hobbits except what they want to hear. Quite often they will fight unless there be understanding, a quest that happens. Most informed of their nature will note they can shapeshift and yet seem very ambiguous as in a group, their might be great confusion if they so desired just with speaking. Yet where the hobbit can be red, black haired, these can be blonde as well. Most likely the great hobbit be found in hard to reach places and old ruins , only surviving as they can, and being restorers, natural engineers with haughty attitudes. the attitudes may get to humans, other people as a concept for a "too perfect" attitude that says "show off" or "fuck off".

If forced they will always listen, and try an idea out but not if forced too much. When confronted, they will run, tell white lies and truth yet not when the truth is good to behold. They most miss the hobbit homes and will be away with a happy feeling failure that pushes them on. When reminded of this they go beserk and almost don't realize they destroyed anything nearby. Yet they can go back if they desire, but only if they get over fear.

grendel = grindlylow, giant man monster who be a babylon shapeshifter whom will kill and then eat the heart those who find out. Possible jack the ripper later on

except in a locked body formation with necessary potion to shift. This potion could have been H₂O₃.

grewroi = Green wrobbin, an imaginary beast of mind, they take any form explicitly if the person gets in the area by touch. and can convert the person or things by touch. Otherwise they're born as mimicker apes first appearing as cats. Otherwise their known as the imaginary idea in force. There other. bodies change according to be them of what represents in your mind. But, assuming and according to the effect that they are, there are known certain counters and despotic moments. They can appear as behind glass, If taken, for short like they can come in for short moments. They're really apes with storage for points.

griffin = lion with transparent wings

griffyn = bird lion having lion torso, white wings, eagle head, bird forefeet and lion backfeet

gwyllion = ugly female faery that take a goat form and make travellers lost

ho = wonder, homium, how, woman, wonderful

hiu = chop to pieces, chop up, shapeshifting fire being that controls wildfire

hoy = grabbing attention, grab this, fire sprites that are wild fire beings, hoist

hag = witch shapeshifter who for being loners drive off people, manipulate them for pleasure

hik = hike, hawk, long walk

hut = owl

hagg = magi shapeshifter, haggle

hogg = large hog

henn = chicken

hind = woman centaur, behind

hindwy = winged woman centaur, lazy

hynn = excuse, hind(hind legs), human centaur shapeshifter, help, aid

ho-oo = phoenix

hypag = hippofaug, hippopotamus sized dog

hyrubfyx = hierocosphonx, hawk headed lion

huhedgoa = human headed goat

hellion = hell denizen, usually devil, demon and similiar. that were once human

hamah = healing bird that when around will cause healing in almost everything

hameh = murderer blood drinker bird

harpy = harpie, bird human that's human body be feather covered, intelligent and beaklike mouth, high instinct leads the harpie female to wander and the harpie male to remain watchful, hidden territory protectors that kill anyone that gets near the territory. One rarely sees a male harpy but mostly will see a female for the fact they wont attack on sight.

heiroglactus = elephant alligator beast, the size of large elephant as adults, at birth they rip out the mothers stomach, then eat the mother

hufu = phoenix headed human with phoenix wings human body and can make anything lightweight around it

hufe = iron human who consists of mostly ironlike particles

hufy = Human fey children of fee and human mating with the female fee

will leave the child at the male maters doorstep, switch the half fee child with the human child for revenge for marrying another. If the fee was male and the human female had it then no switch happens but the outcast child will remain till fey come child snatching but allowance to keep the child happens in the case of no other children. Most are born with some sort of defect in body.

heulm = wildlife shapeshifter that attacks on site of anything living with the form of what the living prey fear most and it eats the prey after

huba = human bat with adult human size, clawed feet, clawed hands, gliding black wings, very strong, flight ability, eats anything, can lift five hundred lbs and weigh 80 to 150 lbs.

humbata = bull horn lion paw vulture talon creature

huru = no is human cockroach, a human with harder skin, two arms, one spiritual pair of arms and able to eat acid and they have to eat acid of sorts, that on a full moon turns to a large roach painlessly standing up and halves the intelligence unless its resisted. The farts are acidic with continuous gushing for one minute at the beginning of it, till the transformation ends and it be over. Where they are, the victim be hard black skinned with what seems like wings on the back and use is area energy lasting 2 - 10 minutes. The body be now 2 arm pairs un;ess the transformation didn't take and then its normal like human again with two arms and 1 extra spirit arm pair with two standup legs. their capacity of palatte be unlimited to eating almost anything. This lasts till the moment of turning back to normal on desire to be normal or resting.

homa = bumble bee

huotle = human turtle that has no shell humanlike body stretched neck overlarge head and shadow innate ability

huyiao = human alligator with crocodile head, humanlike leathery torso, clawed feet and it fight very well and has lots of strength with allot of agression.

hobgoblin = friendly human fairy

hosfey = house fairy that be helpful everyday house aids that serve old houses and look like old workers

hye = hyena, wild werewolf, evil trickster

hyforc = human orc with piglike nose fattish, five to six feet tall human body and great body strength, five-fingered hands hairy feet hairy body coverage, ingenious enjoys cooking instant innate magic and most up to trickery

hogyl = wild hog were very tough, pig ancestors able to do much damage, to a single area, including humans.

homhoo = helmed horror, animated magical armor servant

hai = honyit, agree, honey ant

huaqia = shark human transformer

huyfit = elephant human that be a walking elephant half the elephant bulk

huphu = Human phoenix be human with phoenix ability except the offspring are formed before, the death of the body or desire of offspring and in fire of sorts (emotion flames or on desire to get a child).

hutobb = human plant, plant clone that be perfect human form on the outside but plant in the middle

hutrol = human troll looks human but can regenerate anything at will automatically

hyfy = ibs, ib, lb, halfling, half-sized men, sometimes good thieves, explorers toughand hairy feet, often can go shoeless and slightly chubby or slender, very agile and strong. Survival rate be strong amongst them with a natural luck, The nobles of the halfling are hobbits and they, the hobbits, will attempt anything to get what they want with slight disagreements by natural philosophy of halflings. Hobbits will not steal as they have a noble bloodlines and a will of determination of the thief to affect almost dishonest dealings, in two cases, to get what they desire when desperate or to effect attack and escape for revenge. When told a direct order, if they respect your repute then your good as gold. If their is disrespect, then its despise and denial if non-harried. The harried hobbit and halfling will assault with intention to run. The ability of the halfling and hobbit are assault, psionic and magical, if they so chose and its very strong where their born but weaker outside. The ability of the bard be very much theirs as its used sometimes for writing.

huba = human bat, human headed bat ears, batlike furry human body with clawed hands clawed human feet about the size of short 5' adult

humbata = bull horn lion paw vulture talon creature

hudawg = Human dog be the dog head and ears with human body and a dogtail.

hirow = drow human that can stand the light but has an acidic tongue with normal human skin and lying ability, shapeshift ability, darkmatter manipulation ability, shadow form, natural weapon ability, innate universal ability, instant shift ability, loremaster, very sane and uses psionic ability as magic. They despise humans for their activity and cause effects on those they honor. They are immune to energy.

hustafyai = ravenlike attack bird human with brasslike beaks, human torso, brass toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body covering and metallic wings

hapuape = hippocampus, fish horse with webbed paw forelegs serpent tail horse tail and plausible back fin

hapuaf = hippocerf, horse deer

hapuap = hippocamp, horse oxen with oxen size and horselike features

hapuaptu = hippocamptu, hippopotamus sized horse body horse tail cloven feet

hapuaptuo = hippocamptuo, elephant eared elephant feet hippopotamus sized horse

hapiri = hippogryph, griffin head wings front legs and a torso with horse hind legs

hipo = hyppo, elephant sized horse

hot = fire ant

hog = hog, male pig mated from peirot dog and warhog, with hair tuft, broad head boarlike tusk, larger than the pig.

huwom = Umiwom, human worm that has a human trunk, serpentlike body, worm head and neck; giant tubeworm that matches as the reformed body of the hellion, to mark the location to hell as a place and hell be actually right under it in a 1000+ mile area as 2000 deg Fahrenheit. The hellvoice be a single voice of 1 000 000 or more screaming in pain people.

hybriy = Hybridy, hybrids, Hitler men which are wild hybrid or bangler People being able minded and an almost brutal half cunt(original person)/half venusian giant. The hybridy or hae'tis'ayer be to accept recrimination and moreso for the criminal element as natural. The special ability be to create fights and make peace by aberrational or altering corrupt methods. The half-cunts live in danger and create havens to advance in life. Also considered testing stations where most live as subjects. For this fact, half-cunts are advanced in stature but natural mechanics and very good at what they do for peace and justice in the manipulative way of life. The evil genius race be another way to describe them. When told to do things they will most likely do as a taught lesson, but not if they see things as unreasonable with any action or task.

These are bad men with good intentions where most bad intentions give good results. They, in natural form are very dark and naturally abhorrant much like lithovoric rock eaters. If in energy form, they could drive away thieves and destructive consequences with an ability to steal themselves among other things like ability. They, the hybridys are able to miscontrue anything only if they were thought or spoken of negatively. Yet the necromancer ability is clearly obvious as they could control demons and spirits when possible. Another special ability be to drive people crazy and yet the crazy person keeps sanity. Like to drive a knife into someone and then think it okay where normally you wouldn't. They, the bangler be another good race to control and disrupt lives with negative impulses and bad energy control. The end result is this race can make monsters by simpler methods and using psychology. Like hitler, the hybridy are assumed to be the children of him. They only do evil in the name of dislike to a person, otherwise they do neutral intentions in the name of goodness.

hsigo = winged human faced monkey

jinn = djyn, jyn, djinn, shapeshift transparent fire bodied beings of good and bad nature who can grant the wish of the asker and transport people through sleep to another place at will and listen to the angels speak as they want.

jinshin-uwo = earthquake fish, earth faultline, 700 mile eel

jagu = jaguar

jiggtul = skin dancer

jygir = jongular, Hard to detect evil malformed shapeshifter clown that tries to kill people it entertains, enslaves as you watch them, listen to them in some manner as it mind controls, horror vision induces, mental manipulation as in they control anything of what you see and be kinetic masters able to control any machine and normally lives in spacial ships that look like anything it desires.

kaibu = lightning bug be bugs that light up an area

kaibud = lightning bud be a budding flower on a lightning plant

kaiflua = lightning flower from a lightning plant that placed in water will produce a bioillumination and bioelectrical source

kaiply = lightning plant be a plant vine that gives off bioelectricity growing

kairu = lightning roach be a roach that illuminates an area with light near electrical lines, watery places and when in growth it produces bioelectricity

kuio = chocobo, pony sized wingless riding bird

kujata = very large many appendage shapeshifter bull

kappa = tortoise body monkey head scale limb sea dweller

kelpi = 2-horned black horse bull shapechanger whos favorite form was a beautiful white horse, young man with wet hair to lead people to their deaths.

keres = vicious white teeth eye sparkling red-robed dark skinned death deliverer of hades

kuma = hard time, constant cool, bear panther with bear size and panther speed that has panther head panther like body bear paws and eats anything it could catch

kender = dwarf-like stealing race, dwarven thief

kiru = spirit cockroach

kiruhu = spirit cockroach human

kobold = small very old house servant if not fed turns malicious

kytn = kitten, sweet, baby cat, gentle

knio = angel knight, knight that rose to be a guardian over humankind and aid people in fighting and defense

lec = lech, leach, blood worm, leech

lam = lamp, sheep, lamb, lame, lambchop

lap = rabbit

latra = werewolf, lycantrope

lup = wolf

lupin = werewolf, animalistic

lach = leach, blood worm, leech

lich = aelrn, lych, lich, undead mage killed while spellcasting that its body reabsorbed the mages life essence to become alive again as an evil being neutral being

lichu = liku, likus, human lich that has human undead body and has instant innate magic but is alive and shapeshifts able to call and control vampires at will

lamassu = human headed lion, human headed bull

lemola = ancient space race

lympago = man lion, man tiger

lentil = leech, blood sucker

leucrocotta = very swift stag haunched badger head, lion neck, lion breast, lion tail, ear-to-ear mouth and bone ridge instead of teeth

leprechaun = small grotesque fairy shoemaker

leshy = forest spirit shapechanger that eats others to gain their intelligence unless normal food's nearby.

litby = A light being that is called up by a thought of peace and prosperity, while thinking its there and it freely exists to create effects as directed or thought up. Its controlled by light and thought. A being made of living light thats called into existance. It

can be manifesting any display that it feels is necessary. Its life is born into existance. It can be born into becoming a you that is with its own thoughts. They can control and disrupt demonic ghosts, by talking on peace and prosperity while

thinking on the light an that can summon them.

loruam = leprecaan, evil goblin that plays tricks on unsuspecting humans

lycantropy = werewolf, lycanthropy

moyoy = void fey, shapeshifting time phase shift fey that act upon the moment and can be benevolent, malicious depending on their treatment although they generally aid humans in need and they void lives or energy coming out on call to fix things.

Some say they would use the God gem as a god or "dark crystal". Any evil towards the facets o the gem be reflected to those deserved. Its possible that it creates faith. Its grown by earth repecting (responsive) to the Deity's need to be seen. As the number of faithful grow the gem grows.

miest = ape orangatang half the size of ape

muit = mutant, abnormal human that most time be part machine part human or part anthing they can get that be adaptable, to the body and they are damage immune

muitotle = mutant turtle that has armor shell long prehensile neck largish

human head with ability of mental magick and shadow ability, mutant ninja turtle

mym = mimic, A being that mimics object to kill passerby the mimic can be controlled to make itself any shape.

manda = moander, junk god, panda bear that survives in the bamboo forest

mons = monster

myrd = mirror double that replaces the person

myrde = mirror double protector that works with the person

mern = drowish elf murderer

mudawg = moondog, large silverish black dog protector of moon magic

mugl = moogle, small qualla teddy bear like elf

mutt = lockjaw dog, bulldog

mof = morph, shapeshifter, shifter

mohu = firemoth, moth appears of fire particles

minotaur = bull human that are honorable till offended afterwhich they kill offenser

mermecolion = backward genital lion

mermosa = male giant mermosian at 6'5 to 8'7. they tend to great intelligence and aggression. Optionally be their tendancy to eat humans. Any eating too much gets height growth per 1 inch per 10 lb.

mermose = female giant mermosian thats 6'2 to 8'6. the mermose be good humoured and high intellence, their aggressive approach to addiction be directed at the objective goal. The female mermosian can gorge themselves but not appear to gain weight with height increase beyond the age of 20 years.

mermosia = unstoppable growth, growing giant, unstoppable giant growth that again has growth beyond age 20. also used fo male/female mermosian or mermosi whom have appetites more than their body can take and thrice the strength of appearance. They are mild mannered "apes" and their intelligence be high enough to hide it. their height be 6' to 8'9. They can eat too much at a risk to

height increase or largeness overall.

miruh = manimal, man animal with man face and animal form

mallard = duck

manticor = manticore, red lion body human face with ears and blue eyes with 3 teeth jaw row

scorpion tail end poison spine tail and deep brass voice

metamid = mastermind, a being created by polyvirus(shapechanging virus) with no form and

all heads that can take any appearance while manipulating as it wants and its

an illusion master that absorbs beings into itself as in humans ghosts and

animals

matahum = Material human be Material base and bias. So if its not there, its not

believed unless unnecessary with alot of information for expedience. But, the idea of

spiritual guidance be an allowable with spiritual laws that work with them. Yet they

are backward in some manner of mind similiar to niceness be allowance or slight

meanness if emotional but they have not ever beat people up of positive intention.

Some are all around nice with few occurences like celebration points where its

cruelty'r'us.

their color be colorbla, coalblacky or inky, willing to gain knowledge and material goods

and seek it out while doing so for material values. They the person are responsible

to doing many things with a good disposition. their motion be for the person to see

the truth and accept almost any answer. The emotional state be for bringing grief

to the person who hurts them with revenge of grief, otherwise they downplay the

feeling.

mes = mess, mos, mous, mouse, mice, mouse

manticor = red lion body human face with ears and blue eyes with 3 teeth jaw row

scorpion tail end poison spine tail and deep brass voice

monoceros = single horn stag headed horse body elephant feet boar tail

marakihan = man headed fish

mokuzy = friendly, large goat horned wolfish pitbull dog who controls and spits

fire

merrtu = elemental pet that takes force and redirects it somewhere else as an

elemental focus force

muras = murus, wraith that drains the aggressors to just spirit form then nothing

while moon energy existant, teaches desired things

murtl = murtle, turtle

mrbfix = androsphinx, human headed lion

natz = mosquitos, nazi

noor = moorcat and swampcat that are otterlike, helper

nuv = bullish, bull

natt = mosquito

naga = nagas, water serpent human, that breathes acid

nagumwasuck = ugly fairy that help fishers from america, yet they dislike being called ugly.

nebi = panther, black skinned large feline

nebibi = leopard, yellow spotted large cat

netacilf = meditucilf, negcilf, negative elf, netherese, nether elf, chaota elfish human

made of pure dark matter, void substance, they are called into existance by need, desire.

they represent nothing and will do anything if its in their desire. they can only manipulate

chaos, by chaos and distributive disturbance. Where the called being be like a seen

doppleganger to the caller, except it acts like a clone. To others they appear as the

summoner in appearance, unless it desires to appear like other forms. Its only defense

is to form anything at will. It can make any event to occur for whom they want. they

will make events for people when paid and their prides not in the way. they speak the

negative and adverse language language, and if you beat them they do a service. They think in reverse due to their voidlike natures. What they touch, brush they absorb the energy of. They kill or ignore those who aid them unless they are respected, loved. Those they disrespect they torture, and those they dislike they humiliate. their enemies are dragons and elves, which they desire to torture on sight if they so desire. On sight of each other, their be instant hate that be saved for later. their basic technique is to do things and get fun out of it or not do it, and their fun consists of almost torment except when they hunt. They are the dream person to watch as you only have to speak what they fantasize on to get them to agree. They hunt criminals for the fun of it. their god be the Magic God/dess among many others under him/her.

nerieds = water elemental able to manipulate water

nishru = nishruu, magic eater

nittrash = nighttrash, A gytrash with a night fey ability. The gytrash is a fairy who helps out people with a genetic mutation. A night fey is able to make things happen by will and idea manipulation, and hold and use corruption at will. So, a night trash is one who has fey magic and more ability at night than at daytime, who makes effects by Will. Able to gain greater results with metal nearby. They can get near nighttime ability when in daytime and near metal. The night trash fey can have trouble relating to people, as they have hidden away emotion. That is controlled every minute, unless they unleash it on an unsuspecting person. The nighttrash can control the area, by will.

nixi = water sprite with beguiling song

nott = woodpecker

notty = giant woodpecker

Nura = Necron, Dark eldar or Ancient Dark elf that uses chaos to get effects with a strategic mind. This is the chaos lord and ancient chaos elf. Their ability is mutation and changing by the mere use of chaos. They are likely to use any means of chaos to get their way, except that which they cannot get away with. They are able to use psychokinesis very easily as they are psychic in nature. However, their dark moods can cause very interesting effects of pain or torment on those they dislike. They are ruled by the nightbringer with primarchs that are overlords. The nightbringer is an ancient lord of the necron.

NuaBe = these are beings of death, they can create what you want and they can be made of dark matter from energy interchange, that forms them in the air. This doesn't matter what language you use, they understand the point. Be sure to dismiss the being back to dark matter when your done with it in time. Then you swap back if you swapped with them your place.

Now do what you want. Otherwise they could replace you by fee or feel, if you think the idea is necessary for the being. This is where they are, the shadow lands. Think to be back in the real world and you are back.

pyg = pigg, porky, swin, suin, pig, piggish

pygyl = wild pig, Crossbred animal from peirot dog and warhog

pix = pixy, ix, pixie, tiny fey that lives near wood and enhances the area it, lives in with disturbance on the human.

pao = poliwag

peeves = poltergeist

peirot = prairie dog, extinct small piglike dogs, top of head was hair tuft, facial dog snout

no tusks and they were very vicious.

pegais = horse headed great bird

pegeus = human headed great eagle

pinnoccio = living wood toy

puck = benevolent magical hand sized human

pixi = magical hand sized malevolent human with green eyes and red hair

pegasus = winged horse

parnau = fearless fear away aura human patronach with body like energy being tranformation always positive and enlightning to those around, and body looks solid till attacked thus it disappears into mist.

pazcu = patsy, pazsu, horse, mule, burden beast

polaroqt = polar bear, bear with white coat

polivy = poliwag, evil creature

pygmy = pygmufy, small albino elephant, pigmy elephant, white miniature elephant

pazsu = burden person

peryton = deer bird with deer body bird head bird wings

porpois = dolphin

pyrfelin = firecats, the wirey type cat that is formed of flame and is a firehazard, the only way to form them is to go and visit the fireplane of existence while holding a cat or kitten. They look like

burnning and walking fireballs. What they walk on is flammable and if they stay on it it smolders.

Some are fed by purrinafire.

phoeblak = black phoenix are undead unkillable phoenix in a shadow half life making them have a short life period and very long undeath period

pheng = giant roc-like japanese bird

phoe = phoenix

phoenix = fire rebirth bird that lays its own eggs by its own nature right before it dies.

pliare = planetarian that has astral physical wings vampire like strength and energy manipulation of many types and it can walk to any existant place and its immortal.

pliarefey = shapeshifter fairy planetarian that has astral wings vampire like strength and energy manipulation of many types and it can go to any existant place by will or tricks alone.

pliar = planetarium, planet observatory

pliarfey = fairy planetarium that has mentally manipulatable astral equipment.

prid = pride, tiger family

prelyteae = proselytization, religious conversion

ptadety = pterydactal, prehistoric dinosaur bird that was roc-size with a spine on its back and barbed tail and hunted meat.

ptaayfu = pterydactal phoenix, prehistoric dinosaur phoenix thats roc-sized back ridge spine tail barbed beautiful feather bodied healing aura and lives 11000 years hunting humans, other prospect only to come back and able to lift an elephant.

pwus = pegasus, winged horse

pwusgon = winged unicorn, flying unicorn, one forehead horn winged horse whose horn be curative healing psi enhancing and aura purifying and able to fly

querentbzagh = questing beast, serpent headed leopard body with lion hind quarter that loves to ask personal questions

rialod = Riverlords are guardians of the land and they shapeshift and manifest at will. they can follow passions to very destructive ends. Once they begin something, they can continue it to the end. Any project be a long term project to them. they are as old as the rivers, and they grow weaker as they travel further from their rivers, water. they can control all elements sort of but not fire. they live secluded, unless in family. they can commit themselves to cold fury, which can be disasterous and when they mate, we call this the monsoon sometimes.

Cold fury be when they go crazy and nothing can stop them, floods you get the idea. they commit to cold rage and slaughter the foe. Cold rage is a very powerful move but cold fury be different from cold rage. Cold

rage be like berserker rage yet cold rage be a longer term attack where berserker rage can be maintained for hours, with the same benefits. Cold rage increases attack strength, stamina, memory, emotion and will give you focus on anything near to attack. This lasts for days. Cold fury makes them uncaring on whom to attack lasting for weeks.

Via cold rage, they can at least know their friends. they could consider killing neighbors but not do it. Via cold fury they wouldn't care. Cold can be controlled. With the rage, they can control their strength to be greater. they will keep awake for long periods, albeit the long term effect can kill them. Cold rage attacks the person whom you aim it at, where cold fury attacks anyone. Via cold fury they could kill assassin, friend and pets with anything else nearby. Yet cold rage, fury and berserker rage makes the effected person unkillable and unhurttable. there be controlled fury that allows the same enhancement as cold rage, yet leaves them unknowing who to trust. Cold fury results in some riverlords going comatose. People that show cold rage are: vagita on the dragonballz.

Known facts on riverlords are that they can't take acid because it renders them powerless and causes them to die, fall very ill. Riverlord tears can be used in healing and they hardly cry, scream even in pain. Huge turtles help them in transport. their worst enemies are the rock demons and if a riverlord screams disaster happens. Water can heal them of anything and a bath causes regeneration. Drinking water, any drink be instant recovery. Any magic won't drain them as there power source be any water source. Water sources can be ocean, river, inland sea, bath. they can heal anything at just a thought or intent. their thoughts are like action to happen and music increases their power focus.

roc = rock, giant black heavy burden beast bird

rat = subjugant, rat, applicant

ratfelin = rat cat thats a symbiosis of both; it will eat anything and its size is normal large cat size to twice normal cat size as adult.

roe = rogue, very large packrat 7 centimeters to 3.5 meters.

rueta = spiritroach

ruetahum = human spiritroach

ruit = roach ant, eros is roach it

redcap = red hat fiery eyed malevolent goblins that eat children and dip the hat into the spilled blood.

raven = strike quick, blackbird, magic bird, ravenclaw, a bird with black feather covering and eats dead things, most say the blackbird will steal the soul of the dead and bring back the body if he be venge ridden or deserved

reptil = cold blooded animal, form is thought create is the area by moments

rathu = rat human, human like rat 3 foot to five foot tall

rink = wrink, part human half sized cyborg with exposed glass braincase

rompo = rompus, man eared hare head long bodied and tail with badger forefeet and bear hind feet

ronk = wroni, ronq, wronk, wrongful kind, dead human that be made into a machine and human part golem. But its not evil if the machine that built it isn't programmed evil.

roan = pure white horse, white horse king

rowanne = roweene, deathly creatures that go beserk over an arbitrary means and eat people starting with their spirits. No one has survived to describe how they look except to leave clues as to make it seem they look like us. But they turn demonic and then usurp the people near them and eat the person as from within when arbitrary means are talked on or available. If you detect them they turn demonic and attack.

ruhsyq = familiar

rse = arse, ass, yourself

seb = silver blue sea bird, sea breeze

slliasoarus = ptseriasoarus, overlarge rat, dinosaur rat of 8 meters full grown.

ef'iemp'illane(stealer demon).

sro = shriek, shrike, A warbird that came before the ice age and were off colored feathered but very easily a human like predator.

oragatung = human headed orangatang that be half human sized

sidh = faery, fairy, fey. A energy form human that are a separate group of demi-humans who long ago found themselves in a cave that they stayed in. they turned into energy beings by absorbing a lot of the power in themselves. they were pure energy ever since. Able to take form in any manner. But, if you found them targeting you with boredom use boring repetitive actions to drive them away. If you were their friend, which meant they help instead of hinder. then, I would use the offered services with thanking them that they aided you in the way they did. If you offer service in return. If payment in necessity use chocolate as its their favorite but you need alot. they live in the fourth dimension, the plane of time and mists. Time differences are per one min in = ten years outside fairy mist, fairy world, where you live. You want to be forgotten because of the crimes you've done? then, go into the fairy mists for three minutes and come out of it. You would have been forgotten.

sahn = saian, giver, demihuman, super human, improved human ape

saet = saber tooth tiger

seagiu = live electricity form that a human, other humanoid including pets can transform into making it unnecessary for eating except for any energy force it absorbs. This form follows along the same rules as seagy.

sefert = eagle headed winged lion

sidhark = dark fey, dark faery

sidha = male fey

sidhe = woman fey

sighik = blood hawk, blood seeking hawk that kills passerby

siktofu = silken tofu statue that comes alive at sight of strangers and assaults with acidic touch and absorbs most damage as energy.

selki = seal human

sole = a fish with very little bones

senmura = mammalian bird the size of a human and human limbs

shedu = schedule, centaurlike human winged bull

siren = bind, song snare shapeshifting woman

sitren = flying burden beasts, flying oxen

hunnswan = hunnswan, human headed white swan

saumon = salmon

simurgh = simone, roc like immortal wisdom bird, immortal wisdom symbol got from asia

sighas = higher being, sighing

sixthdemesnbe = A being whos demonlike but not a demon as they don't fight their force as they are negative. Extremes re their limits

sulic = starlich, sunlich able to live regenerative to light.

suslos = carrion crawler, corpse worm, maggot

sylph = air elemental, primaire, Human woman gate with genitals and seeming liquid silver. On touch she shifts people but she isn't detected as a gate except when she gets too close and overwhelms the senses. There are some theories that describe them as telepathic with a large brainiacked psychokinesis.

satyr = half goat human

sylpha = butterfly

sfix = sphinx

sfuwarintaiq = primal creature, everconstant
sfuwarbragh = primal beast, everkill (in a shape of desire)
sfuwarmur = primal killer, phantasmal shape
shaol = whale
sheolbrat = hellchild
sheolbrut = hellspawn
skrewts = fire tail scorpion
sleipnir = spider horse with eight legs but horse body
sluu = human sloth that be midget sized human with sucker-like hands easily able to climb a wall but sluggish movement
slughum = human slug who has acidic spit with very large sluglike body and java the hut be a slugham to name a few.

rywras = ring wraith, eternal death being that seeks magical rings able to manipulate peoples desires know peoples souls has poisonous touch and presence sees magical items has death bolt attack able to paralyze, kill and control people at will being lawful evil in nature it sends chills down a persons back.
rywrasg = white ring wraith, good eternal death being that seeks magical items able to manipulate peoples desires know peoples souls has healing touch and presence can restore ability see magical items can use a shift containment field force and control people at will being chaotic good in nature.
rywreua = neutral ring wraith, eternal neutral death being that seeks magical items, knowledge able to manipulate peoples desires know peoples souls has calming touch and presence see magical items has paralysis energy bolts and control people at will being true neutral in nature it sends the feel of knowing to a person for it seeks activity protecting its knowledge.

sfynx = sphynx, lion with eagle wings human head
spefey = spacial fey that live in any space but prefer outer space that aid spacial people while in, outside of spacial craft
sprw = fire sprite that be made out of fire able to manipulate wild fire
salamander = fire lizard, fire elemental
syuanda = salamander, fire lizard, fire elemental
stafyanfu = regenerative phoenix-like attack birds with brasslike beak arrowlike feather lightweight innate ability and able to rebirth itself at will
stafyaigu = ravenlike attack bird human giant with brasslike beaks, human torso, brass, toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body covering and metallic wings and ten feet tall twenty feet wingspan
sternlic = solar lich with sun manipulation ability
stanly = sternlic, serviceperson
stymphalain = ravenlike attack birds with brasslike beaks and arrowlike feather
speca = species, specy
spectr = spectre
sfix = sphinx, human bird lion
svirfnebli = dark gnome

taii = taan, taim, therian, Werecreature, but a whole different sort. Not full-moon murder. But connecting with the animal that may/may not be a part of your soul, animal spirit creatures. Its usually the animal you are attracted to the most that you can love, stand to be near. Meditate and focus on your animal self joining by jumping into you. See your animal self jumping into you then you will regenerate and be able to transform into your therian.
tia = bihk, a tiara, tiger, animal queen, queen crown
ty = tie, placed event, thestral, winged death horse, time
tabba = tom cat

tabby = cat

toad = poison frog

tiacoge = saber tooth tiger

tatterdemain = memory being in old clothes built of memories to aid people and children

taylor = crab human be a giant crab with six human legs six hand feet crustaceus shell body hand pincers

taylon = angelic being shapeshifter that be self sufficient and psi masters existant off planet in energy ships and their world be high energy in technology level.

tadirae = tardigrades are commonly known as water bears or moss piglets, and form the phylum Tardigrada, part of the superphylum Ecdysozoa. They are microscopic, water-dwelling, segmented animals with eight legs. The name Tardigrada, that means "slow walker". The name water bear comes from the way they walk, reminiscent of a bear's gait. The biggest adults may reach a body length of 1.5 mm, the smallest below 0.1 mm. Freshly hatched larvae may be smaller than 0.05 mm.

They exist all across the world, and the most convenient place to find tardigrades is on lichens and mosses. Other environments are dunes, beaches, soil, and marine or freshwater sediments, where they may occur quite frequently (up to 25,000 animals per litre). Tardigrades often can be found by soaking a piece of moss in spring water.

Tardigrades are polyextremophiles and are able to survive in extreme environments that would kill almost any other animal. Some can survive temperatures of -273°C , close to absolute zero, temperatures as high as 151°C (303°F), 1,000 times more radiation than other animals such as humans, almost a decade without water, and even the vacuum of space, for 6 weeks. Making these the only animals to be able to survive the vacuum of space.

tibhuru = animal plant human that has any animal human shiftshape but will be plant inside

tengu = bird human leprecaan that does malicious human tricks

titilhu = tentacle being, devil's snare, devils trap that causes the victim to be sucked into suffocation unless it offers aid and its only weakness be fire, cold

tesseract = dark mindless killer giant

tesseractiq = dark giant god, twilight giant

tofu = animated statue sculpture that serves as guardian

tofuiga = Celestial tofu sculpture that serves as guardian till it sees an intruder thus it acts as a gargoyle. It cannot be damaged by normal weapons and absorbs all damage of normal weapons. To kill it you need a magical blunt weapon with a point to break off its parts as possible.

totemkaur = three legged giant raven with eyes all surround

tigron = tiger human shifter

tores = fallen, capable, lich

totaen = tuatha de danann, imperial faery

tutafox = 2-tail fox with overlarge skull extension, like two separate skulls placed together.

tutafox = many type fox, 2-tailed fox with extra thick body and smaller or narrower head the fox has ability to manifest fire that appears along the tail.

typhon = 100 serpent headed giant with serpent like legs and thigh and feathers and wings, cold

tyrranillerasaurus = Alliasorus, inhumane'us, assiliasaurus, Dinosaur dragon, A beast that looks human if you meet one alive, but allows none to live if it forms from the body after a literacy session, or after success. The dragon-dinosaur seeks with a hunger that seems like the plague biters or ticks and fleas. It can't reap what it can't sieze, and only strikes at night. If however it knows of the refusal by a flinch for fear it will tempt family members to "help" out the target and give the person room to stink up or mess up in any area. If it ruins the repute, it ruins the entire family to eat the mind that called its attention like a shapeshifting mindeater. They look

like roaches sometimes at first because they, the giant reptile be able to use them as carrier imprint including the alliasorus's mind pattern, before looking like humans that get the bug imprint, and possess a body after the will be terrorized, in a way of this they are hosts, where will be "The mind needing something to create body muscles that surge the blood, and create the appearance of an effect that one might desire. Where there be a will, there be a way to the target desire."

"As it will repair what it can to get work out of the idea, with a desire like girlfriend but an ambition like man. The lover be when their ineffected. their will be able to cope with extremes." By pliny in an unpublished work. They were created by netherese out of themselves and children that knew no better. What I fear be the mind needing the bug after it leaves or at least the mind be possible to love cockroaches.

The dinosaur dragon can eat anything with inclusion to plastic and its favorite, be human flesh for dessert by nibbling and absorbing the energy to itself from the body, it chose for food which it eats by the process of body and absorbs energy from that, except for poisoning in which the person turns to normal. This alliasorus uses the dead bodies to its mind whim but puts the punishments to the host. The bodies ultimate form be the shape of its desire or the shape it sees, that be for the host, except now the form of the bug be a beetle like thing with golden or black backs and black spots from transforming and no offspring. The dead bodies can mentally link to hundreds of subconsciouses as it sees or looks at mentally if the host allows. The human it was be still alive but immortal, immoral and absorbative on contact to most mental life, in which its possible to mimic..any lifeform in physical or in dream. They, in real life are likely to command and be reposed for effort and inclined to speak or push desires. their mind be good as it can evade, but their spirit be probably kitsunic with an idea to give gifts, to not be noticed or distraught when they do things.

It defeats by looks and crooks if it senses a bad method that was absorbed, it then turns the body of anything into a beast of immense size. The wings of a pegasus, and uses the head of a human with the beak of a duck, and the bottom half be horrendous as its often of the people or things it "eats" It stands 100 (impossible?) feet spiritually for it knows to hide itself, so the amount of energy nearby details how much it takes to change and gives it away. The physical body be impossible detail as its hard to see and remember for it blurs everything including memory or memory. But its not quite possible to imagine as its 6' to 7'8" tall, since it read everything like from people it likes, it comes up with important facts. This creature cries out if it loses the attention of the person it talks to, acting a child or babe as it grows in the person like a offspring. The child stage disallows any to get their way for longer than 5 minutes unless it lost, or its attention goes elsewhere where it kills the victim nearest and this thing has no regard to weapons as it jumps mentally into the attacker, to escape or by Pliny "it claims a host by jumping and claiming the victim after it be about to die by diving in and derives a perfect reason for the person to live after a proposed disturbance making a new host like a regarded host aka personal symbiant."

To tell it what you want it to do makes it do so, what be printed be almost done when no one looks. This dinosaur dragon be controlling if it can get away with it, and sabotages to cause work and to get better. If work gets better then it gets illiterate, it then assaults mindlessly. Those it touches turns to rotting flesh corpse that shamle around, and attempt to do as they are consoled by command or was their normal routine. Basically this dinosaur dragon can be as big as it wants and whatever shape it wants by sure need of survival or it thinks of survival and it can change, where it renders the possessed person immorally good and causes terror on crooks that can do bad things or it turns terror by its ear. By far this be a strange beast and its victims truly wouldn't want to live except for the effect this has. Its shapes are varied, human, not described right isn't roach and strange beetle. The other forms do not

match what it would look like in dinosaur dragon form, the dragon 3 times the size, with brown and red scales for the domestic and wild or angry state, the dinosaur dragon be purple scales and tyrannasaurus natured, but its formless in truth. Due note: the dinosaurs are dead except for this beast that didn't get noted because of its hidden nature. Thanks to Pliny and his examples.

To form something off these examples be bias until you see the real thing. For hopes of regarding

one, use the dragon call and attach this name "pterragorre" or "pterrasaurus" it should be able to come if it exists in your area. but nothing can defeat it as its without regard the best described but worst to be around creature. If you suspect it then you might rouse it to absorb you and take your dead body like the borgs of star trek. These creatures aren't out to get you but to get things for themselves and what they take they create a conscious if possible, considered a safe horcrux. So stand near one as I did and it might speak, once denied it will stroke you until you give in by the myriad seas of Abberracia to get through its underground chambers. Its the same with its myriad wills and as big, the momentary thought to be eaten if its denied be always there. At least it can form into once what it was before the ice age took the rest of these myriad of strange creatures. Some of them were man eaters and most of the rest are stranger. Due note, from the creatures it can remember or remake it be possible to form into.

truoi = three headed bird

truu = true human, golden ones, absolute energy being that can be anything and has no true form except that thought up. They in true form speak star speech of true musical harmony and live in clans. They are thought to be the originators along with several other clans to settle earth and disputes. When the race called the golden ones, or human as they considered themselves, ruled a colony on the moon. What the golden people looked like, in myth was 4 fingered and two opposable thumbs for the hands and feet. Golden skin that was beautiful to behold. 5 feet to 6 feet 5 inches tall. their weight could be anything they wanted to be. Very good fighters and raw energy, or chaos manipulators. Finally, they were expert an biologists and biotechnologists. They made biotech devices and biogases. They are an immortal race considered a master race. They lived in space and they could breathe space by making air.

treant = treeman which looks till it dislikes a person like a tree then it uproots itself to become an animated walking tree

tri-kreen = insectoid humanoid worker

triglotrops = rhinosauras with spinning horns

triton = merman

troleta = spirit troll, regenerative being that can turn into real form, remain spirit form.

troo = trolloc, energy twisted tusked boar human that stands on two feet able to speak clearly and has very coarse hair along human torso, yet they are progressive by prophecy and blood frenzy by best intention. Normal by human standards with the altered form a mildly curious with a study habit.

vyaqia = white shark

vyhau = valheru, overlord, elven lord, high planar being

vyhauh = valheru human, high planar human being that has instant magic at command and is natural shapeshifter. Born into the world but can reform at will and what they choose, they call a natural shape. The true form be what their born with.

vygreaqia = great white shark

vyhau = valheru, overlord, elven lord, high planar being

volkh = shape shiftin guardian

vamp = vap, vampire, drain, Vampires are an immortal human race created by Morrigan the despised who was the first and now be an archon, or vampire elder who allowed no prey to escape. They are led by their desires of blood into destructive but deadly acts. They have no conscious except for the fact of social conduct guiding them for they are born out of an act of death. This death happens like this: A young woman be killed violently and improperly buried by a priest and when the death occurs, the burial be on a full moon or moonless night. 1 full moon later, the corpse arises out of the grave in perfect condition as a vampire. This example came from the 1700's.

Their abilities are to not be affected by sunlight so the stronger a vampire, the less effected the vampire be by the sun. A very strong vampire can look directly at the sun and the vampire

will only see red haze flashes if glancing at it and the dawning of a sun can kill them. They can very easily fly because they have such direct focus of thought. Unhinging jaws are very much apart of the vampire that allows them to bite the neck and unnatural strength comes from the lifeblood of animals, humans and any other thing that has blood including rare steaks yet blood be not the only thing they drain as food and drink be also possible for them for tiding them over.

They can teleport by will alone at least once a day but the stronger vampires can do it more often, because of their focus of will lending strength. They also have the ability to become very fast and approximately in a blink of an eye they can do ten to twenty things, if they focus their mind on it at once. The minds of vampires are part of a universal conscious that transcends time itself and acts like a beehive conscious that be with separate and equal wills. They can teleport by will alone at least once a day but the stronger vampires can do it more often because of their focus of will lending strength. They also have the ability to become very fast and approximately in a blink of an eye they can do ten to twenty things, if they focus their mind on it at once. The minds of vampires are part of a universal conscious that transcends time itself and acts like a beehive conscious that be with separate and equal wills.

vampyl = wild vampire will kill all prey in site with no moral regard

vampyr = vampyrbat, vampbat, vampire bat, vampire bait

vampsu = star vampire, sunlight vampire that sunlight regenerates

vena = mystic bird of unknown origin that be silver and blue strikes beauty into people and causes people to be more beautiful.

venal = Angry bird that's anal and very brightly feathered, or darkly feathered.

wea = with each, weevil, wedge shape bread eater bug

wit = wight, undead being that sucks the soul on a touch with paralyzation, but can be controlled by spell or vampires.

wom = womb, worm

wydog = flying winged dog, dog with wings that look like wingstumps, this helps them glide.

wovai = Wolverine, some think this another name for wolves who, in truth could be right as they could be before the ice age. As these came before time iced over, they were the wild creatures that seemed like dogs, and formed the 1st wolf beyond the ice age by mating with coyote. they ripped people to pieces, along with other animals, and ate them, despite their size. they were 1/4 the size of wolves, yet were very apt to aggression. they were able to sense peoples, thoughts in a primitive telepathy, that lead them to always know, what the person would do before they acted. Yet, almost none survived the ice age and they had black fur with silver streaks, Wolverines were very protective, of their cubs, along with the mates making them even more fierce.

wras = wraith, an spirit essence unseen except when it wants to frighten then it appears as a ghastly apparition with draining attack of mind causing insanity

weoytoe = winged human head tortoise who should be given respect, it mentally torments you or who you want when summoned.

wyotle = winged turtle

wyoyle = winged human head turtle

wyvygreaqia = winged great white shark

xern = high strung deer mule

xill = elephant like rat with short snout and no tusks that be aggressive, wild horse

xhup = extra ring, rapture hawk headed horse with eagle wings

zeb = zebra, striped horse

ziz = appetize, large roc protector of other birds, appetite

zackal = centra, eternal one, wielder

zakai = jackal, werewolf

zakmatahum = Void material human are with physical needs and goals but be empowered by physical magic. Experienced by physical and spiritual laws. Astrophysical idea is what guides them with the learned laws, by observance that sometimes create a fear to goad by. They can exist off nothing and live with their own rules consisting of moments learned as in imagination and silent emotion. Except their imagination is not imagination except real moments that happen to link to them with or through association. Mainly consisting of real time events to coincide, though a greater idea be necessary.

zomb = zombie, slave, Living undead creature that be human but no soul and acts slavelike to the soul holder and after a time the body decays but remains alive.

zombi = zombier, enslaver

zombier = voodoo priest/ess, enslaver that creates zombies living off the zombies will and lifeforce, by holding the soul through use of zombie drug.

zeva = zombie vampire, Vampire who be in undeath and hasn't made the full vampiric conversion thus has repulsive scent, almost rotted body, can't digest food without uncontrolled swell and can be mistaken for living undead as they have no soul. One thing, they can regain their soul, and make for better after.

[Go back to the Atleantian main menu](#)

-XVIII-

Human endocrine and body system

ariy = adrenal, body control gland

iduri = endocrin, body gland system

orys = ovarie, estrogen gland, woman sex organ

udofi = eudorphin, european dope addict, overdose drug recreation, natural body drug effect that comes from the overdose of drugs and causes the body to recreate the feel good effect of the drugs. Eudorphins last a long time.

ariy = adrenal, body control gland

iduri = endocrin, body gland system

orys = ovarie, estrogen gland, woman sex organ

udofi = eudorphin, european dope addict, overdose drug recreation, natural body drug effect that comes from the overdose of drugs and causes the body to recreate the feel good effect of the drugs. Eudorphins last a long time.

dmt = empty, pill that improves memory created by oregano and basil and turmeric, thought that makes blood flow and this created pinneal hormone activity to create a boost or feel phenomenon by the pinneal gland, this hypothalamus gland will seem or create what helps psychic ability and melotonin hormone effects.

miraneuae = miraneurons, The body mirroring neurons, that exist to allow the understanding of things that you see that are done.

paoty = petuitary, that is the fat gene that causes body slimness sometimes with wine (lesvinpaoty) and mostly with enough activity

picres = pancreas, sugar food processing gland

pil = pinneal gland. helps psychic ability and melotonin hormone.

pory = scent gland, stink gland

pyity = piteitary, body pain center, pain nerve gland

pyoty = pituitary, master gland

pyry = pitoitary, funny bone, good humour gland

prayad = parathyroid, calcium gland

tete = testes, testosterone gland, male sex organ

tyad = thyroid, growth hormone, metabolism gland

[Go back to the Atleantian main menu](#)

-XIX-

Diseases

Click any button to open a new browser window.

[Play 432 Hz Deep healing music](#) [Play getting over nausea music](#)

There is no illness or ailments in an energy body, so to become an energy form again think the creator sends you energy from his realm to cause your body transformation into one. You transform, if you think you do. Otherwise you could get a condition, that is set upon you by feel. See only if reborn as a physical body can you contract one, that's if you needed a condition. So a magical way to get one is think of the condition and draw a symbol or trace it in the air. Then you have one as a point exists the condition from nothing. Of course, you can use a symbol to cure the condition or remove the point that it exists and the condition never comes back, if that was your intention.

Magic exists because you intend something, this is where you think or state the result and need the point. The creator can be used to cure things, sometimes if you use the ley lines you can cause the curation of anything. So the subconscious does what you state and intend, think of what you want and state the result. So think of what is wrong and state or mention fixed and the subconscious causes the ley lines to fix things. See to think of the point you don't like. Think the creator makes the effect, using the ley lines. He or she can make anything happen that you intend. This can use the spirit. Think and need something that the spirit will do and the spirit creates the desired result. See prayer to your God or gods will cure the disease and illness that exists, as the illness energy dissipates away and this creates what you think. Think about what you want, then you know what happens by feel.

Some spells to use:

AS-SA-LAM - BENEFIT: By reciting this name, you can heal the sick

Personal power you will gain: You will gain inner peace

AL-GA-FOOR - BENEFIT: If you are sick and have a headache, this name will help you

Personal power you will gain: You will have power to heal yourself

Yes there are other ways with the spirit. The spirit can also be used to cure anything, think your cured and that your spirit self does the correct idea to cure the point or condition. Then you halt the condition and your cured of the disease or illness condition by feel. This is usually the spirit feel. So think about what you need and you can get the point you want, that's as though a need were granted like a wish. This is where you think you had it and the disease went into submission caused by the spirit. That means the condition is done and you are well again. So there is always the option to cure yourself in other ways, or that is done by using another means. This means you decide, so think and you know what is what and how you can create your idea. If you think it's done, then it's done unless otherwise thought and noticed.

If you think to cure something, then this is simple to set a curative result, this uses any source or method that works yet creation is interest to see or use to cure by theory is blood circulation with the diseases are curable by using, an un (un) or oki de unn in front of the name like unnaids (un-aid-s), an n or h after the word, creates the same cancellation effect like asm n (asm-n) or asm h (as-m-h), the h or n is used to halt the condition by the subconscious. The spirit can also be used to cure anything, think your cured and that your spirit self does the correct idea to cure the point or condition. Then you halt the condition and your cured of the disease or illness condition by feel. This is including lupus or some other disease.

This is the subconscious cure. The thing you mention, if you don't need it or the thing mentioned, disappears by feel. This especially happens, if you suggest to yourself, "What I don't need or want doesn't happen and disappears on a mention." The subconscious knows because its a universal mindset. That's linked to others and working with the z-flux energy informaion field. This is using an effect by idea. If anything else happens, then you wanted it for some reason. So this is solved by "thine" being stated, that causes the speaker or cause to effect themselves and not you. So its good, this doesn't mean it effects you unless you want it or things to effect you.

So for anytime you don't like something is the fix. Then is the point this fixes any situation, think the moment happens in the reverse world where the time flows backwards. Then have your third eye watch the moment, the point should disappear by feel and you aren't effected at all by it. This happens without any stress put on yourself. What occurs with this, the event seems to happen going forward yet goes backwards instead. So it basically undoes itself. This is a noted effect. The point you may notice, however short, is a shortened version of the event.

This is also known as the alternate cure to exposed diseases. Think the disease progresses backwards, then you may notice it in regression and disappearing altogether. Otherwise think the effect is dispelled by what you type, then type as fast as you can to not be effected of the idea you dislike. Then if you must, pray or state to the creator, what you need and that happens instead. This is an old cure that is with a new facelift, so to speak. Enjoy the results as they happen if you really want something to feel good about. So the real movement cure then is envolved to walk or move about, this works by the nitrogen and oxygen restoring you with maybe sunlight for vitamin-D and then you cure yourself with 10 to 30 minutes activity.

Envolvement is the moment you do activity then causing your blood to pump your heart faster, this cures yourself by what you do with ntrogen and oxygen. This is is different from going outside, yet can be going and doing outside activities. If you do, the cure to your body is the body changing as you do the activity. Then you create by the feel and things seem better to perspective view. This is an old cure and you create by the feel to make the most effective means possible. That is barring hazardous activity, such as getting radiation sickness and making the body work with poisons. So enjoy yourself, this is an example of an idea for a natural cure. That cure came from the past life as an atleantian 11000 years ago.

This is using an idea that came from the phillipines, the ancients used the idea a long time ago. This where you create a point, that's noticed by the idea being with a wrong feel. The point exists because you think it does, this is thought magic at its best. So if you get a disease, sometimes its because you thought it was there. However, that's only true part of the time. Sometimes the diseases are curable by using, an unn (un) in front or h behind the name like unnaids (un-aid-s), aidsh (aid-sh) or onzonzh (on-z-on-z-h), an n or h after the word to cure the effect, creates the same cancellation effect like asmh (asm-n).

So "uhn kk" pronounced [un k-k] or "so ah uhn kk" pronounced [so ah unn k-k] will work as well. This is a spell phrase by feel, that you use and you get a hung moment with spirit that is not really you, that cures you of anything wrong forever. Think of the condition to cure or let the spirit cure the body, and this is done by thinking "ah kk" for pain cure or "uhn kk" for removal of conditions set by sigil and if you want to do this then stating the phrase for effect. This instructs the spirit to cure the body, and that is using the spirit level of the body. My condition is a point and that is all it is, sometimes you can set the point as a condition. So if you really want to know, then you set it by sigil or symbol empowered by thought and made by the spirit.

Sometimes though if it doesn't work then try other methods, like curuek (cure-weak) that cures the blemish plague. curisua (cure-issance) cures insomnia and dementia. Add reparo after the disease or think of yourself and state 'reparo', this can be used to cause the disease to disappate and the body does ther epair by itself, like ilp-reparo you did (ilp-reparo) self-repair disease. So the general disease cure, this is unnilp (un-ilp), ilpn (ilpn), cur ilp (cure-ilp). If you can't cure it, then the disease will have been progressed too far, like chronic pain in the hands.

So try adding an x to cause cut out of the disease, this is for extra points as in unncewnaox (unn-sew-nah-love-x) for tooth regeneration. For a chemical cure there be $O7NH6KAgCu2Fe$ that keeps you unfearful, regenerative, awake, nerves alight, and recovering with the spell form of thinking on the body effect and how its achieved by drawing a picture or state osyinhsexkagfecutu (os-ih-ih-nh-sex-ih-kag-fee-coot-uh). Think to erase the disease by what you use, such as lea (lee-ah) and the disease name for the lepton subparticle of time in reversal and negative to erase the disease and sutra (suht-rah) and the disease name for the healing particle created by meditation. Now remember, its one drug a day to remain unaddicted unless proscribed by doctor.

A disease cure or focus point shield is where you think not to be effected, this is effects by the disease and you aren't effected. This is where you are acting sane and better for the public, so use of the point is general sometimes and

relating to what you think. Then a disease cure is done when you can do things to think or suggest as though an affirmative, that is the disease cured itself. However some diseases teach the point of understood result, so think this is done as if an idea. What you do with things is up to you, this is a suggestive cure. That's all it is.

So think about this as though an idea or thought experiment, that the subconscious does using the aura energy and the third eye that creates it. Activate your third eye by thinking that its active through thought, that causes blood to flow into the pineal gland and generated in the area by imagining it where you want it. So you can think to do what you need to do and you can get what you need. This means you can direct this by the focused upon thought. Think what you want by what you need, you can create what you think about. If you think about something long enough, then you can create the point of the thought. This is a known effect.

This works anyway you do the idea, think or suggest you have had the right minerals and vitamins. See then you can cause the body to cure itself from nothing, this is with a drink or eating something with turmeric and oregano or basil. Turmeric cures the brain as long as you use it, oregano or (lemon) basil cures the body sometimes. That is a temporary cure at best, though the thought exists from energy what you need. This is where you are able to do things and capable to cope with the situation and manage your disease, what you think or say can happen if you need the idea to occur.

Otherwise then you can think that you can always eat a snack or a nibble of food, this cures the body with a cure that lasts a few hours by what you think to do. If you think to exercise off the snack by heightened heart pacing by thinking the heart paces faster or walking around, then you maybe won't gain any weight. See when you notice the activity is being done. How to lose weight is with this idea from http://alt-sites.tripod.com/how_to_lose_weight.htm.

If you lack energy from not eating, then you could try Cu or copper that if mixed with water and drank will produce at most a 12-hour energy burst. This always works, especially if you use copper powder from Ebay.com or Amazon.com. Add salt to the mix and you add a cure with sodium nitrate from bacon, beef jerky, ham, hot dogs, lunch meat, salami, and smoked fish. This is a point to try if you feel like it.

If you want to cure the body by feel, then use Vitamin-C in enough dosage or feel free to use Copper sulfate (CuSO_4) or Copper nitrate ($\text{Cu}(\text{NO}_3)_2 \cdot 3\text{Cu}(\text{OH})_2$) with water and drink it. Get the copper powder and Copper sulfate or Copper Nitrate powder from the Ebay.com, Amazon.com or try producing it from the blood that pulls the chemicals from etherspace. If you do try producing it, all you need to do is state Mai Cu pronounced (May-ih Cuhn) for Copper, Mai Cusoquad pronounced (Coo-sohn-que-ad) for Copper sulfate and Mai cunotriteu pronounced (may-in coo-no-trink-tee-uh) for Copper nitrate. If nothing happens, then you can always buy it.

Then the effect is where your aware of the body as its with a warmer feel. The effect is done, that is going to be through a point to exercise in a cooler area by feel with your perception. That is unless you can stand the area temperature, then you can know that you can continue exercising until you don't feel like exercise. So exercise the point and you are assured that you can remain cured. This cure also works, use the suggestion to make the subconscious do things of what you need as if another person and I am not that person, the virus is what effects someone else and not yourself.

The cure is used as a point, this is where you suggest the right things and your subconscious creates that idea as a result. Similar to taking in vitamin-c or grape juice, this is a point in effect. However, if you wanted to get a disease, then think about the disease and if you think long enough you will contract the disease by feel. So think you don't have it, then you won't have gotten a disease you don't already have.

Here is a curative to hard hitting diseases, if you take this when you think you need it, you will recover by feel. The cure this time is apple cider vinegar mixed with baking soda, allowed to dissolve and mix with water, oregano, stevia or sugar and turmeric. if you think you have covid-19 or the cold, then this cure will work for a few days and its taken when you feel the symptoms come upon you. this is a suppressant to a cold I had that works, use it if you need it.

Think you will not have the disease and the disease passes from the body, but you might suffer from the symptoms. So think there is no shown symptoms and you can create a cool facade, this uses the power of thoughts. Sometimes thinking is a point and the idea you have is intention. The energy of the body and the area will do what you intend. If

its a bad effect or ill effect, then if you don't get an effect your okay. This is a point in effect. Here is a list of possible illnesses and cures, so enjoy what you have as good health and hope you don't have the illness. If all else fails, thinking you can get the right medications then tells the subconscious mind to have you get the medicine. This is a known effect.

1111 = onzonz, body disease

aids = many drug immunity degeneration disease, slow aid

ade = nausea; this is where you are with a feeling of not wanting to do things, otherwise you feel bad without symptoms and you only need to wait and the nausea or feeling bad disappears.

abruptik = hesitancy till utmost death. byrmasak or baer aspirin effect sold st the pharmaceutical.

Addie = Creature former, this was a fatty one, similiar to bonanzi addie or fanati addie, the addie is the case where you gain fat from bodies sharing the process that the body goes through by spirit with others. So this is done as they eat and as you eat. It's caused by [demon](#), which causes your body to be extra sensitive. Thus, as you eat you gain from the fat and lose from the grain and possible sugar or sugar substitute and vice versa. Sugar additives, in this case adds no fat and lessens the weight, if you exercise it off. So unless you exercise with sugar or some food or drink in you, your possibly doomed to failure from fatigue.

Its basically you wanting to get rid of fat set by demon, that is used in a genetic idea of the demons essence, where for spirit interference is done by influence. This builds up mucous and fatty tissue. That creates excess. Now theres several cures for this, one kill a bug to cure the person or think to send the excess body weight to a squirrel as you do things. Now for the bug, that is your weight effected with weight loss. Done by what you kill as you kill the roach or a bug, otherwise use an object that can absorb the auratic fat by think touch or touching it. This is done as you might think of it. I think as its free flowing energy by blood flow then that works, but only after 60 to 80 seconds to minutes.

It could reciprocate, in reciprocation theres participant process location. Another way to cure it is to imagine energy swirling into nothing, or the cells and pushing out the fat. Then to stick out a bit and prevent the fat from remerging. Another point in the way of curing it is to share your fat through spirit, and though you do there's thought that you actually send it. That is sent to someplace else, which is this person or object that collects it by spirit bond. This works as spiritual liposuction. So in that case an idea is a point, you don't do then the use is done as a thought. So in an idea use is a thought by feel.

Another way, do some action thats physical or otherwise, of exercise to remove the extra weight and this is the hard way. If the fat is shared from another, its donned or done by spirit. If you use the absorption of an object, so it absorbs your fat, then shield yourself to keep the reciprocal from occurring. This is done by the act of thinking the influence of the item or thing doesn't cause you gain it back.

That's done as you either do things or don't do things. If you don't, then you put off the moment it could create what you think. This energy is what creates by your feeling things and makes with your thought what you need by feel that doesn't occur normally. This is yet another way to deal with it, so if you think of one then feel free to leave a comment or make a suggestion. This is going to yanno_aol@aol.com.

adrudop = anti-drug drug, $Cu_2KNOO_3Na_2Al$ = 2p copper (Cu) + Potassium nitrate + 2p Sodium or Baking soda + Aluminum and to use mix with drink, the stronger the more water; side effects are if too much potency could cause heart attack..

agilp = a'gih'ilp, rapid aging disease that rapidly ages a person from youth, it takes energy and causes rapid aging. This is done as you do effects.

agulp = gulping disease, it causes the person afflicted to be afflicted and made to gulp nearly anything nearby. Cured by energy dosage from a drink. Energy dosage is charged water.

Ah-kk = Neura; neural or nerve disorder, that leads to drastic loss of weight quickly done unless treatment is done. When you have this you know it as a good syrupy feel. This fades away though if the pain is still there unless dissipated into energy, then you can feel ecstatic pain. In this condition, eating is naturally lessened. Use oregano and turmeric to cure it as though mixed with water with the need to cure it.

Amenic = unthoughtful of disease but it is a separate world of the mind revealed by disease by thought seal. Think to unseal the body world by thought idea, then touch the body and that is used in method. Any action in this world causes you to go to say Amen or holy shit to it. This is done in use by idea you do.c

Ameinic = to be as though its the thought of voice. Cause in case you didn't know this is done in a cause as though its gone. Caused by flea bite. This is used to be what you need as though vicious and to response try and be wrecked but not of the same type as of the somatype. As of me its to me as an idea.

Ameiennic = kiennic, Someone who could be damaged by brainwaves and kinetic motion, that's using thought energy sent forth to damage people is what is done by this point. It could be used in there by a strong state of mind that is sometimes used to set them off in a of vision. Any drug brings a good daydream of what you want to achieve.

Amunic = This is where things exist by feel to the person and is where its as thought, if unnecessary to un become the thing, and that makes you immune to nearly everything. Including drugs in itself. This is found in ameinic and ameunic cases where they often don't know of the diseases, so to start them thinking on this is use of the type of reaction that ceases the immunity as its caused by belief with a nontypical overreaction. Its the type of reaction thing that comes back to you no matter the point. As its thought related. Think and its the idea that might scare you, but it sometimes is the thought that can come back and bite you like a bug. Its one that is infected, but its that one that shares itself by memory alone and forlorn. If that one is used to make them believe, then that means if its not of them that makes them believe. That allows things where its also their disease, then they could get it by infliction. Self or otherwise it also is of what is used to condemn. A am eun.

andropms = Male pms; Every 3 days the male gets aggressive and heavy during a certain cycle. You know how girls get all bitchy and catty. It's like that. Except with a guy.

As its

- a) the male form
- b) the effect of no sex
- c) goes along with the pms cycle except its mood swinds that are moon active
- d) a male sometimes can going through puberty and get it
- e) he is too feminine for his own good

As its an of amazing form of anomalous menstrum sickness. As menstrum as in men who strum their parts. So every 3 days we produce more sperm, get a form of a 'period', and the chemical imbalance makes us have kinda like male pms. Midol? Pamprin, could treat it.

anamic = So to just name something of use with an idea, that is done to just log down things. Anaemic, it will occur in some manner just a spoken bit of speach it still might occur. With the unformation of the idea as follows. Its so called name, means amaenic or making use of hope as its verbally spoken in jerusalem. The idea is to fail once and thats it for it. It could then be amaern or congruitized by steel effects, and the idea radius of effect is tripled that you think to exist by the spirit. The effect could then bring death energy or disaster on the person after the point. This idea is spread by word of mouth, this can be done so if inflicted upon send the person with the disease.

Seen to another place once thought about twice there. One time spoken to bring thought about something and twice spoken to bring you to where the idea came about. This is a point your in with it. Think to become of it and know it better. If inflicted upon, this is used by the person. Then you get it. In an exonerated mood, you can be cruel by this. In an emotional mood, then you could inflict damage by yelling or named calling.

anemic = anemia, a thinness of the body with blood issues, that's due to bones being slightly less productive to blood vessels. This is due to calcium loss and flea bites that cause blood loss.

aniemic = animic that is the probable and possible world that relates to object. Its like you are bitten by a flea, and you are the world. But a real small one, as in a world of the mind or dreams that seems worldwide. This disease blocks out anemia, a thinness of the blood due to bones being diseased and that is due to calcium loss and tick or flea bites.

Anemic is not like animic though, as anemia doesn't spread except by fleas. Animia spreads by magic and the thought

of whatever is in your animic world. The cure is to build up calcium, use milk and calciumcized drinks, and keep up energy by thought. This came to me while I sprayed my whole body with hairspray. However in the animic world all diseases are cured. The advanced version of animic is aminic, the aminic body is diseased and has a body odor that's obvious.

This is done by the body to deny in a market, that you pay and in the aminic world its to get things free. This causes you to go beserk and to throw things like crazy. That is sometimes done by a childlike spirit mind, so thinking to do something causes itself to do it there. The thought of being cured, cures you even as you come up with a cure. But leaves you like scared, that's of almost everything of some type. Its thought of use by many to see and be active on thought on memory. So I think to overcome this flealike force is work with the point to feel energy build, and then the idea you will want will occur. This is your stuff that's included with a small disjunction. Depending on the amount done, no this is where you could be apart of a major disjunction. So you don't be effected by spells.

Anumic = This is done to be abit like the atomic idea, to be your like and know of the cause before the cure. Its subjective by cause in voice and in identified cause the person sometimes is to demurr by denial in excessive use. So think to be a point as though use in thought is done by an assumed person in body form but like in mind. A numb lock can freely force you to go beserk, a numb emotion can cause an escape feeling. A thought thats exciting can cause excitem of excessive idea. A point is this with what is what though this is use in the world. Numbing sets it off. The point in idea is a set action. Just as actions are set theres also a thought that represents it.

Anomic = This is atomic stupidity, just as things are to be as though its a gift. So I think to know is to be aware by this disease, seen as a forceful individual who is gnomelike and who is of knowledge. An effect of it, that is done to cure it and force down the idea by your own belief. There is just no long term cure. Except relaxents and invega or something like drugs. The alternative cure is used to be denied but this only makes you bullish. Oie bellish.

Anymic = This is done to go wild and beserk as though in a single fleabite or tick, this simple disease can make you go like throwing things and attempt to do what is done of wildness. Albeit in a controlled sickness in wildness or normal in the wilderness, the disease can spread on infliction like wildfire. This is done on wildness spread on force. That is caused by the excess stress and with the fleabite or tickbite. Some are immune except those who are with poor immunity systems.

Arbtury = The idea is expressed, by someone, of open honest effort. Then the effort seems to be effected, by the person effected. but the disease causes the person, to almost never agree. If they do, its a trigger for an arbitrary motion, that's powered by an action done and by the expressive person. It seems, tolerance can drop, or go sky high. But, the arbitrary motion is to make a freehand hex or maybe drop something. This is done to drop something and debilitate. So the cure is to make mention, that is done of use for an idea and not to be expressive of the details, this negates the trigger.

Unless the person is usually in the advanced stages of it. Where the expression, of anything, will get a triggered reaction. Then just deny the person, that is done by your presence. Or do good, that is done for the effected, and the effected will effect with an idea hex that be good for you. This can be permanantly cured by devising, that is using an original idea in hex or sigil form. Writing down the sigil, will negate the disease too.

asm = asma, asthma, magical like lung disease brought about by smoking, lung defect

Astheima = Asthma or lung disease or more colorfully known as chest disease and rattles.

ecs = eces, Energy Congestion where energy gets backed up in the skull, and it gives headaches. Uncurable by herbs. If you focus, then you can get rid of it by a third eye lazer burst.

emfasima = osteoporosis, weak bone disease, swelled tongue

uek = blemish plague that causes corruption and weakness

ilpag = ilpyou, youth disease that causes people to stop aging permanant near twenty years.

ilpaga = ilpyoua, unaging disease curable by a reverse spell or reverse stone.

ilp = plague, drain, shrivel, corrupt, disease, not person(al)

indelib-c = aptec, Into seen deliberateness disease, a disease that makes people think to go into product and idea, by deliberate motion, basically to go into deliberately, the thing. Mostly, on the idea that your an item and your mind places you, in some part, onto the surface. As in, you think your the pot and the stove is on, so you place your hand into the hot stove. Or, you think your the table and then you hold a vial of chemical, then you pour it on your head. And similar, is the you can become dumb, thinking your the product to be cooked, so you put your hand in hot and sometime boiling water, thats in a pot on the stove, and et al.

The idea is done, through the effect, of misplacing the object, in your mind and then your body can react, by making you the object, that is placed. So, the cure, is to handle it and try to understand where the object is, in real life, then place it back, in your mind, so it may seem to be there. Forcing yourself, to see the truth. Some face their fear, by forcing the body, to be prone. As, your prone, you stop moving. If, you felt the urge, to do the effect described, and your prone, blocked from the action, as in there's a guard or blockage. Then, you can make the actions possible, to do the effect, without thinking.

insib-c = apiec, apex, Its the opposite, of indelib-c, where you can think, that your not the object, or person, and do, to place it, in your mind, to the effect, of making your hand or body part seem like the object, irl. To the same result, of placing your hand on things, or in things. This can go so far, as to make yourself think your not the sibling, of the person who is your brother. The insib-c condition, can be cured, by placing yourself, in your mind, into the situation. Then the object, which is like the idea, to thhink your there, and the idea object is to, and you see the object, in your mind, with you holding it. Or, you see yourself, with the brother, or sister, and think about why. Sometimes, it works, and sometimes it backfires. So, if your forcing yourself, to realize the truth of the matter, your mind corrects, for it. This uses symptoms or saptue so look for the symptom (saptu) to match the idea.

isua = insomnia, sleepless disease

ilpetuit = Disturbing disease that makes people ill natured, gives idea to people to cause disturbance and to cause a impetuous nature of a fairy. The fairy nature turns the body into an object, or a fairy form of the spirit that assumes control of the resultant dead body. The cure be lemura plant or Silverleaf off a Agthorn (Silverthorn) plant + aloe vera. Caused by a fairy transform spell and some are immune that imflame not too easy except for reprimand.

itis = te, inflammation, infection, a shapechanger and on thought disease as on thought you change.

isunia = insunia, sunlight disease that makes a victim weaken in sunlight

uasy = epilepsy, brain disfunction of electrical signals emanating from cerebral cortex causing painful shocks and near paralyzations.

cepytul = carpaltunnel, carpaltundrel, Enlarged, inflamed, tendon ligaments, with narrow ligament, and bone nerve pinch, Symptoms are burning, tingling numbness in the fingers, especially the thumb and the index and middle fingers, to difficulty gripping or making a fist, to dropping things. Some cases are due to work-related cumulative, trauma of the wrist. Like over repeated repetitive movement, cured by flexing your hand or hand stretches, every 35 minutes, will keep it away, diseases, conditions that predispose, to developing carpal tunnel syndrome include, pregnancy, diabetes, and obesity.

cewnao = caynao, caydet, tooth rot, tooth decay

covid = covid-19; this is where the cure is the virus that cures itself, People may be sick with the virus for 1 to 14 days before developing symptoms. The most common symptoms of coronavirus disease (COVID-19) are fever, tiredness, and dry cough. Most people (about 80%) recover from the disease without needing special treatment. This illness is cured by use of turmeric, basil or oregano and water with stevia or sugar. Also feel free to use vitamin-c to keep it away.

ylofya = Yellow Fever that makes you Drowsy and makes you incapable of using magic thus use Mandrake Root dipped in alcohol and much rest, no spells to cure it

arsye = arsitis, very big smelly oil disease, often in the butt

biu = vile pus boils plague, black plague caused by feeder fleas and ticks

byoma = baphomet plague - power triggered plague infects on attack, touch, power share gives the person astral woman wings, womans breasts, astral forehead star, goatshape head, spell immunity, drug resistance, slight dementia, suggestability, regeneration and omnipotence and it be symbiotic to its host leaving only an undead scent to the body making it into that of a lich.

bcusy = barcolepsy, uncontrollable statement outburst every five to ten minutes and with any action.

gurd = Stomach acid reflux. This causes the throat to become narrower with throat scarring from stomach acid. The disease cure effect temporarily cures it.

bjuvo = magical plague that causes severe weakness and mental strength increase to unlock all possible mental abilities.

brykye = bronkitis, bronchitus, chronic lung disease

deboto = disruption spell plague

deoda = disorder

disenteria = As you think about it. Its where the brain translates the language and breaks down to another language. Repairable by repairing the brain.

dybes = Diebetes caused by too much sugar for long periods of time and the body stops producing it.

dhea = diarrhea, body shits that come frequent

dmita = Dementia be caused by suicide tendency and stress overload leading to lack of sleep, and the mind breaking into destructive visions after a mental breakdown. Because of inability to handle a situation, the victim turns to destructive purpose guided by suicide tendency turned to death tendency. the cure be to ingore the visions and voices by observing them to shut them out through meditation with sheer force of will and discipline.

juh'jumbillia = to exercise and move and then fatten up. A spell that backfires can have the effect and any body part that works with the liver and upper bust in failures by bad heart rhythm can cause it as it seems to work by irritation. The cure be essential oil and possible faery water/holy water charged by the opposite of the disease as should all cases be adjusted to by this disease as any eating can cause gainage. To fix the heart and brain corrects as a work around and the persons not muddled most the time when thinking of short

term memories. The condition of the brain be scherloshepane.

laramitus = Beligeritus, Belitus, A beauty disease for male and female or disorder that causes a lara croft like, or similiar beauty form on even a male. They get mighty belidea of themselves or beligerance to form a hypochrissy of sorts and they prove it. Where people live it down or ignore the problem person as insane and if they talk on it their crazy and the crowd moves away from them. In the end the weight of at least 1 lb to 100 lbs increments per day. Visions of greatness that turn out true but dicredited by disbelief when it happens to them by the weight shift in full view. Where the disbeliever will not assault and the attacker would be the inflicted by laramitus. The cure be to eat half of whats on the plate with at least one meal a day rejected but not on a job where a mom might insist. During the process of weight if you feel like eating, just don't as it would add 1-10 lbs per bite in swell.

Exercise immediately gets it, the swell, down but they the victim might pr might not suffer madness fits due to thought reading but Occlumancy changes this by causing a story like vision.

Hyperglycoma be another version of this with lesser severity and almost no magic needed. Another cure be to use shock therapy or ballistics to snap a victim out of it. So to be required now causes the person to lose the temporarily insanity and get on in life.

There be an obvious answer to this as its triggered by instant curiosity, and somewhat taken aback from another idea, as if viewed from others viewpoint as they are quite likely to do anything. This disease amplifies their magic and somewhat strengthens their psionics but they have a better chance.

In this strengthening they have a 30% better chance to win for being strong minded and taking suggestions easier from a weak will. Hyperdementia be a condition that indicates this along with low sugar and sometimes early stages with all signs of Diebetes. When the diebetes persists the belligerance level goes up unless alot of water be intaken. Insulin be a must for those with full blown Diebetes, The most tragic sign be heart weakness that doesnt go away and occurs with moments of magic and psi or use occlumency to strengthen it with bringing the weight down.

hypdmita = Hyperdementia, Caused by realization of the dementia and a sudden idea with a shock of clarity. It comes without warning, a sudden madness that seems to be its own mind. This be the advanced stage of dementia. It leaves without warning, allowing the person to wonder why they did the actions. Unlike multiple scherosis, schitzophrenia, this disease allows the person to know what they did when they did it. the person only has to think of the action to cause it to occur. If its a disease that should be cured, it only has to be mentioned or molested to make it happen. A person in this state be totally controllable by voice as if they don't think at all and yet still appears to think. This semi-mind be of the same moral of the person and integrated within the person. It can manifest powers greater than the body, repair on an instant, if theres a reason. Shock be the cure or reverse psychology and normal psychology.

disus = disease

blazia = blaze'r'us, A disease thats set off from wild fire and caused by guilt, be loud speaking and some burnout. A person in a condition that be not remembering and always with some problem. When forced they destroy the item or thing that allowed it, including a person and force the memory down. The cure be trixeldexime or baking soda, water and boiled potatoes, eat the potato after this to affect a cure as the baking soda can be exchanged with salt. Due note: Every time you feel lighting a candle or be near a lighting device of fire, try to imagine not lighting paper on fire or you might irritably be mean or light your whole house up. For fear it seems can cause a destructive force that impacts on the brain and causes brain damage by magical means or for you to deal with people ia loudly.

Fanatiaddi = Fanati fatty, bananzi ad fatty, the fanati fatty will be fanatic driven by weight, over the little things and time. As they want to prove they're not fanati fatty they go without time and after a bit. Still does not cure the condition of the body. Whereas it as the the fanatic, they gain what you call substance weight. From eating anything, its effect is of what the cure temporarily is. The fanati fatty can in a sensuous moment gain the actual fat and mass as weight. Each time you get over hyperfatty nature in state, you forget about it as in a complete memory wipe yet you still remember everything else.

Is in three stages, a this first stage is to perceive an the fanati fatty state. and decide not to be the fanati addy or fanatic. Go over everything, and try to see what is the cause. Its so to proceed to realize as to proceed to realization. Or formalization. The special effect are what to go over and are of specific creatures that have to hide as objects or otherwise like rugbears, rugrats. they can effect the weight to go out of control by being near them and yes it is a specific case where the conscious limits the thoughts to one per thought or action.

But the mind in question, as the true mind is subconscious and the subconscious can have more thoughts than one.

Second stage of this cure, you do actions or self-made methods in an exploration to cancel out the hypo/hyperfat state. Which is a interesting idea state of fat and fact. Basically you can gain by wating a piece of candy. Its not fat its ats as it drops itself, after a bit absorbing some other effect. So being the case some actions done, to remove the actual hyperfatty state is drink water which is russian charged with a thought. This thought is 'weight loss' to which mutual idea you drink the water with a charge. By thinking the thought a the drink and you drink it.

Being the case, the third stage is a common bind of will that will come into actions without the frenzy by calming your mind with calm thoughts and counting to 10 backwards or forwards. Of the actual effect, as so many will we act to do something normal instead of something fanatical. And so, the cure is done.

Now the facts are this cure, once you cure this actual effect of fanati fatty, it goes to the reversion of going to the fatty stage again. Instead of hyperfatty, to which are several ideas. Several in cases, where you could gain some weight and turn your head or body to say eugh. When you saying it, it the weight can drop. Or to turn your head and say eugh, really can drop your weight. The weight is dropping because eugh is a magical command. Considered, its eughanistic, or eughanism. Whereas the body somewhere, someway, reacts to farts and shiting in which in through the spirit it effects to release the extra fat or weight from the body. Now why do you lose the weight through a fart or a shit? Its eughanistic, to be like eughanism accepting that the body builds up a bit the pressure within and releases. Acting to be like a channel for the excess, the theoryatic weight, and it releases from the backside.

As if theoryatic weights resistant as in fact the bodyweight turns into pheratic weight. Come up to weigh, then minute seconds it releases but due to the problem that magical weight loss can cause triple of the weight to come back. You have to shield ourselves ourselves as the to prevent the weight from coming back again and disperse the shield someplace basically imagining a magic needle to pop as of weight and of extra fat in a shield or bubble around you to poop the weight in dispersing shit and to disperse it. Theres five percent chance that the weight may redisperse amongst and upon your body. However, eugh may mean several things. May it mean that your huge estatically and if your huge somewhere your literally pulling the weight through spiritual bonding of some sort to yourself there. As if you were in two different bodies. Sometimes in the future, sometimes in the past. This hugeness is like 300 or more pounds to 1200 pounds in extreme cases. And so the hugeness fades away, drastically after what it is. Theres about one to ten years weight drained from you to that body so.

Theres effect that that eugh, is also a being as a weight being they can't gain allot of weight and usually use it to generate electricity to power our energy. This being could be called and considered demonic except it doesn't do evil. It forces the person to do good from evil thoughts, one price is if you accept some of the actual weight so being the case. The eugh is capable starting out losing weight to cost ability. As the ability is spent, it goes down and the weight goes up. As an end, it disappears immediately afterwords. But, the process and the influence is to thought. The thought can apply to influence the bodyweight to drop down. As of saying some words over and over again "I will lose weight from this' ten times. And eccentually you will. Bet you remember it, and it allows you to set what your goal as in being. As theirs emphasis to cause just that effect. Unfortunately, eugh exercise and as you exercise as if its the impulse sent to you in short order of losing weight. Meaning you no longer are to keep that weight. And thus, the actual effect.

There is this special case of where you do something other world and body, otherplace, and distance such as liposuction, exercise, weight loss and effect. It effects your body through a spiritual bond that makes you think its a twinning effect. Especially cold based, here it acts on your psyche. As though a psychic link, as yet its in sync and cyclically a psychic link. So being the case, we do as necessary as it can be called affluence. Or, a force acting on another to form it. As now, there is a case of someone saying incidentally the word eggistic. Meaning, some point in an alternative body it turns puggistic and takes more fat into its self from the target it thinks of as like you and others. Keeping it from them, and yourself by eating along with you. The fat produced comes from and through a spiritual telepathic linking bond. You also don't gain, it does being the body. That spiritually shares to get. In a moment of resisting the fattyness or in being the deal of the pleasure. The person becomes stupid, then does things which are not always good. As in an effect of doing an act to cause good all the time.

fya = fever, disfunction

miitus = A disease or mental condition where you think you might make right by might in everything. The more might the more the effect. And the more the people, the more might there is. The more the might, the more you might get or you cause it to fail. When it is in the truth of a single person they can do a job sometimes. Where a small amount of force can do just as well as a mighty force within reason and applied right. The cure, to focus on the moment and realize all ya need is yourself to actually do the idea. And that ya don't need that much force within reason. Sometimes though, might does make right.

giie = gingivitus, gum rot

dracogiie = withdrawing gumrot, dragon of gumrot

gysta = gallstones that grow in bladder

kaoyap = Polymorph plague which turned humans into other beings was gotten by mutation effects caused by uranium, and other toxic things being mined near a magic source, mana fount unknowing triggered the plague effects and the form the victim thought about was what they became. It was spread through through natural selection and touch letting itself pass to the new host as an electrical discharge. then it forced a lethargy on the victim to sleep such as a coma in which the change happened to the body and only after it was finished would the victim wake up sometimes frightened of themselves for the change that occurred. After this, the person only had to look at someone to become the form and there was no reprieve as the victim becomes a shapeshifter. This plague formed like such as faeries, trolls and orcs by this mutative plague.

kigkega = ching changer; To ever constantly flip through a channel or cause an event with your concentration moving between one thought and another. This disease causes ya to flick the channel to something else, every 2 or 3 minutes until ya are interested in the thing ya see. Or think to flick a gun on or off in safety, this is similar in idea that includes shooting randomly to see or notice an effect. This is caused by seeing things that are similar too often and wanting something different. As a bullet to the head is a bullet to the mind. The cure is actually unknown except by drinking water.

kniada = nerve disorder, nervous disorder

latray = lycanthropy, disease transmuted by touch, bite of werewolf creating

lech = lecher, diseased person

lukma = leukemia, blood disease

may = disease, metal, contagion, courtship

mannissa = mannilissa, man forming virus that changes women to male and spread through kiss or touch, increases focus and forms large dicks with the side effects of large muscles. With even more brains than normal, their brain tends to expand inside their skull and each year the person receives elevated intellect by mysticism and then the risk of brain hemorrhage appears worse every day and year. Yet the person can find themselves so dumb at moments of emotion that they act out, as if in a blonde fit. The mannilissa virus doesn't seem apparent at first as it can be very subtle and there be a 5% chance the dick won't grow. This can affect males too it seems by a hybrid virus, a strain of the mannissa. A male can control this by positive reinforcement and/or self reinforcement that's saddled with an inertia effect of resistant energy. Some women patients are likely to get similar results because of resistance to change. The more their resistant the more they're likely to pass the disease off. Drinking water cures the disease quicker but passing it to women be to have sex.

m-melissa = virulent, magical phantom kiss and spread virus that forms overly large bust on said person bringing the target to full lustful womanlikeness unless they are already woman and they only think of being woman. They are industrious and tend to shift form to the person on sight of a woman sometimes keeping the knowledge. the disease shifts on acceptance or dismissal of another. It's in ambiguous motion and nothing else that the disease shifts the form and disallows the emotional backlash. To halt the disease be on command to stop shifting or something like other commands that accumulates to stop. In truth you can tell it what to do.

mesle = An unnatural disease, measles, boils, facial pimple disease to cure use boiling water. Except they, the victims have them all over the body.

mups = mumps, mumpus, diseased jaw that's highly contagious.

necrokao = nekrokhaos, necrotic chaos, it comes from death energy and chaos energy effecting the body with a disease like a cold. Some notice the effect a lot, it causes extreme apathy, lust for violence, positive emotions become impossible, you can't say a positive thing, etc.. It finally effects your aura and this can be shared, that anything said that you think is a possible positive is happened in reverse. Cured by using order magic or a thinking a positive thought and a stated unnecrokao. If

you can't get a positive thought then get it from someone else. you gotta keep at it while channelling positive energy into the body. To try focusing on positive effects with the energy to create more positive energy. An then channelling it into the body, and life magic if a positive thought is used with it works as well. If its cured, then there's left the cold like disease that you cure like a cold. Anyone that sees you try to cure it and has it might give it to you again. To cure the negative effect off the positive statement say this won't effect negatively.

necrokon = necokeon, To feel like killing on sight or effect. To experience a flush and the idea of a deathlike feeling that lasts for days. Cured by positive emotion channeled through the body that has been channeled with energy that you feel

emerge from the stomach. To think with it, 'lift the killing death feel condition'. To channel, focus your mind and feel the flow of energy nearby. Then think it the energy will flow to your will and think what influences that you want while you do so. This is channelling the energy.

nekro = To motion and be of an off chance or disease effect without realizing it. As though a disease, caused by repeating moments and death energy that effects you at some point.

nero = madness, mad, a madness disease be a agreement gets an assault unless its a negative.

neurosia = neurosis, over diagnosis, neurotia, oghleurtas, radiation psychic disorder

nuerosis of mind that turns mental and gives a person a terminal case. A nuttiness of which occurs to cause a person all the symptoms of mental disorder that gets worse with more indescribable moments and radiation. The person thinks that the world be against him or her, sadly the person be capable of killing the friendly person. Such be the unknown status of how they would but it assumed of too much radiation and a release of positive emotion thats a psycho cause. If not that then they're snappish and quickly angered till someone talks to them. They somehow mishear the words and explode or try to attack with words. If none near then they attack themselves. The cure be to effect disbelief and shake the attack off with a headshake or meditate, and hit a inanimate nonhuman physical object.

nipiy = nipily, ninpanic, in panic attack, nitpicking generalized panic caused by panic due to nitpicking in on generalized idea, to cure it say something that isn't general and causes release of internal pressure.

pofyria = porphyria, vampire like disease giving the victim all the symptoms of a vampire.

revabilp = reaver's bane, Much like a normal Fever, but it included Puke and makes you weak, so weak that you are incapable of moving. This even leads to death, suicidal tendency. Killer instinct.is observed in the victim. To releave themselves, somewhere in the universe they kill someone to get over it as it creates reavers if it subsides, which are insanity victims that nail those closely relating to a euphoria moment.

riktus = Causes the body to shake and any attempt to do something for the effect gets worse from a brain tumor after, a day the person get headaches with disruptive visions. This disease be magical in nature and spreads by spilling blood to any in area leaving the person to chat along with, any thought or statement to them as a suggestion. If too much done it could lead to coma or unable to move and if they keep trying it disappears and/or the victims gets death visions that makes them, the victim, cry out for no appearant reason. Thus its almost incurable until using fairy water with cure diease imprinted on it with any language.

PuaGlut = Powerglut, this is a natural effect of energy that passes through the body or the effect of energy usage. When magic is done, then you get the result of powerglut, as the energy can be overused in magic. The moment of powerglut is also when you get pleasure or a good feeling. The cure, is to not eat for 10 minutes and not drink anything except water. The need to eat is diminished after subsequenting it. This controls the urge to overeat. Subsequenting is the action of diminishing the will and doing subservience. Thats done by willing yourself to not eat and thinking your in a calming area and eating. Personal power is required to do the successful willing.

saptu = symptom, saptue: symptoms of something

Sykoly = Psychodelic is where; One, ya don't care about the monologue. Two, ya just care about the action thats sorta bad. Ya can even laugh at it.

Sykolyc = Psychodelyc is the alcoholic effect, where ya try to do something and immediately get drunk off of what is done. To the point of not thinking straight afterward.

syle = syphlus, lung disease, backed up by fluid, lungs.

scurvy = iron deficiency, wasting disease that starts in the teeth.

skuzz = schutzophrenia is to be causing a scuzzy low down and smelly indivisual and thats voluntary but unrealized. Otherwise they are normal, but for the scent and disorderly body conduct that they do. This can be confused with schitzophrenia. As they also have uncontrolled visions early on of life but they, the visions, turn controlled later on.

They can sometimes think oppositely.

Scuzzitas = Sometimes to be bodily disgusting, the disease makes the person scuzzy, but involuntarily. They are aware of it as well. They can dismiss and ignore their scent, by thinking of other things and focus in on that and then dismiss the scent from their minds. If they think they are threatened or can get something outta it, then they can turn criminal without thinking of the law. More than the average person.

schizm = schism, schizn, schizoid, schizophrenia, mental breakdown, multiple scherlosis, many minds disease that allows the victim not to perceive his other personalities. In the advanced stage, the person can order something and then act as if said victim didn't order it. they could so easily start selling something, then demand it back after payment and delivery. the victim gets tired, then blacks out, only to awaken after the person's other personality and lets go control. their be only one main personality and several weak ones, like a complex of people. All personalities soak a certain amount of power after, meaning each has equal share of power that the body has. Use of risperdal or lithium can make effects to calm you, that will make your mind sane but won't cure it. If you can't get geodon or a shot called invega sustena, use valium, albeit valium causes insanity this does cure the illness.

You can say unnschizm (un-schizm), schizmh (skizm-h where the m is softened in pronunciation and the h at the end puts a "not" in front of the meaning) or unnschizoid (un-schizoid), for semi-permanent relief. Think to say something that directs the mind will cease the idea. This works till the brain remembers the pattern of thought and the personalities reappear. Then say the spell again to repair. If you attempt to say the least, otherwise done idea in the minor states of mind there is no actual other minds after you 'kill' or put them to sleep. But in this disease partly caused by aspartame and substitute sugar, your mind may be open to voices. Think to say something that directs the mind will stop them, sometimes.

Think to stop taking in diet and normal soda drinks will cease them eventually. These voices are the other people's idea that you perceive as a voice or they are the thoughts via telepathy of others that the victim may pick up. Saying "not on a schizm" may cure this of feel with the subconscious taking this as a suggestion. However, this illness dissipates away leaving you cured of the disease, this is done by it naturally fading away as though you never had it or any disease. Also this makes sense, if you use a suggestion of "the cure is done as though oregano and turmeric were taken everyday" then works because you act as if you had oregano or basil and turmeric, that acts as a good body condition restorer and restores vitality as well as energy and stamina.

scixo = multiple mind schizophrenia, this condition is where the brain splits and becomes one of many minds, only to reform itself after the brain learns to deal with allot of energy.

Stro = stroke; struggle, a stroke is sometimes a struggle to get over by things you do. The stroke signs are shortness of breath and some heart palpitation or erratic heartbeat. Sometimes if you breath in or out and think the problem passes you by feel, the struggle ceases and you are alright. So since you can be presented a struggle in the mind senses, if you have forgetfulness with tiredness this could be a sign of an oncoming or had stroke.

necrophilia = sehtgoeb, necrophobia, fear of living death

tabes = contagion

tibb = tabe, disease

Tiiitus = (This-is-impossible-itus) is a common condition most people on CU know about... whenever you have a few successful experiences with PK or any form of magic, the Tiiitus sets in and it seems impossible to do what you could before, and your confidence goes on a downward spiral. The condition was always there... I just gave it a name to refer to it as, heh. I think it's pretty common too. Kinda similar to self-doubt and performance anxiety I guess, but the PK form of it. To cure it, its easy to get over, treat it as if a block and do something whie feeling you can. As you gain sucess it dwindles away.

toaey = tendoncinovitis, severe slow hand tendon crippling and its nonrepairable

tgreflu = regret, the great flu as it comes upon you and acts as a cold and then leaves at times that are mysterious. When heat rises and the cold air leaves the area. Cureat air as its called of the great flu. Returning air that is cold triggers it in reverse as it triggers the great flu back on again. The great flu has additional properties, as of changing its form everytime it returns. But it makes you think you seem to have a month long cold. As the great flu is basically capable to causing you to gain weight, whenever your exercising or eating. To forget things ten to thirty minutes afterwards. To the effect of forgetting ten to thirty seconds afterwords. This is the advanced version of it. In the advanced version, amongst other things as you eat you either lose or gain weight and have a hyper metabolism, according to the food.

winnie = panic, panic disorder

xebne = weight disease, overweightness caused by older age and drinking carbonated drinks like soda pop and other carbonated drinks but solved by drinking water, non-carbonated fruit juice and other noncarbonated drinks except milk unless its watered down. It doesn't matter what you eat if you do 2 minutes minimum exercise after a meal.

vapue = vampirism started as killing plague that a person came back from spreading a mutated version causing living undead that sought blood for nurishment

wreddie = wrist tendonitis, bad wrist swelling pain

wswu = Widows woe that starts with a simple cold but quickly expands to a pain in the stomach and eventually leads to the disablement of the feet use fresh water every day for a week and ginseng, saint johns wort.

ifiteia = infantasia, infants'r'us with cloning or other, the second strain of this disease be a mental infant stage. Where the brain be coping with a child that forms when your nervous stem causes the brain to have a second personality.

ufaeia = euphamasia, euphemisms'r'us disease. sayings'r'us, a sayings turret syndrome disease that gets you in trouble as it irritates others surround, and with none near it goes on a mentally broadcasts it. Any saying to sum up the idea or moment.

fayskoz = philitschottz, splitz view'r'us disease. In help ot creates a dastardly need to call out for help and like it or not it creates a undeniable field of urgency. The extreme emotion be likely to get a split view on everything. Crazy making in the end.

deotia = inflictomaniac, demoktia or inflictomania; inflicative death by visions'r'us or inflictions'r'us disease. On sight of otherworld beings and other people it causes a reflective idea, for inflicative moments.

deaia = deathia, death'r'us or dead'r'us disease; death eater disease that causes the inflicted that are dead to come back or their belief be death and that they serve death. Those inflicted also are to excite over any idea for a thrill.

diploia = diploati, diplomatia, diplomatic'r'us, diplomatic with a twist as they attack afterword from a bipolar disorder or want to kill the person spoken to. To decide not to cures it. The inflicted be to cause victims to be just as vicious on sight of the person. In fact it spreads by beating up the victims too many times. There be a chance the victim doesn't get it, the disease. A saying they they do be "to sleep be to die and awaken be to come back.

lecnia = larcenia, larceny'r'us disease.

lacia = lawcia, laws'r'us disease. it spreads by being a law sharer.

laaia = layatia, laydowns or letdowns'r'us disease.

layaye = lawyeritus, lawyerism'r'us disease. I saw a result of working lawsuits when I said the name, it spreads by paranormal and lawbreaking in progress. The criminal becomes a lawyer in two minutes or less without keeping the civil disorder, yet keeps the laws and still manages to break them.

lasuyia = lawsuitia lawsuits'r'us disease the victim be always looking for a lawsuit.

inoaia = ignoramia, ignoring'r'us or ignoramus'r'us disease; that induces stupidity in people they like and bliss in the infected. How it spreads be a cat scratch. The idea to this be soupola or the feeling like theirs a soup bowl in the mouth, this indicates a paranormal trigger that causes a disturbance of the mind in which it calls "breaking and entering". To trap a crook it tries to mentally beat up good folks and makes a indicrete remark to killing crooks, where it be described as to get a microanalyst to look you over by enscribing "tu-schler'duala". Now to confirm this be to check for meningitus, as it indicates the physical state of the conspirational'r'us in the case of disruptions and conspirational manner as this causes the stupidity.

The higher the conspicuous record of records in excitable moments be to declara or a color blindness that hits within a year before it, the more dire disruptions get very bad, now I myself had a large case of this as I complained of not seeing colors at some point and had meningitus 6 years so far. So the cure be a bath of water with holy or faery effect, then drink some of it. Except to drink tap water be to cease it to exist if charged. This be the exact same thing as thinking at water to cure it of impurities and make it heavier and colder. To sleep under the bedsheet naked for one to two nights be to create a cure for almost anything including headaches. To force anything reverts the moment to which you get it again.

The contagious disease be spreadable by any magic or mishandling by body and with a bad body scent much like undeath. The idea be very interesting to increase the amount of work by phone as the phone has a magnetic field resonator coil that could correct if focused on to correct. As in the Body electric book as it describes the power coil and magnetic field to fix the body. But cordless phones have the same and yet with overuse the phone could cause headaches. A note about the disease, it was big at first so I couldn't tell if it was actually fixed. If it was I wouldn't recieve troubling thought of training and abuses for no reason unless it was premonition. So it must be spread by touching the objects that are magical and used regularly.

naia = namia, termia or namasia, names'r'us disease. The name blame game that does not stop after some make a point, until a authority figure or someone in authority makes a point. It spreads by blaming someone and some jolt passes through the next victim.

laia = "lay me out", lamia lame'r'us; describes the victim who can't do anything else other than stealing, as they see everyone not stealing with fear by idea, music inclination or be crippled in some manner. A special case of the cripple be if they complain they are attacked, till pulled off by the victim after an assault, of the vindicated but the bias dissappears very quickly. As the cripple will steal similiar to the victim and with similiar personality incites assault. Sometimes with a excitement level that incites a punch bowl or punching of the other, with a vision of disturbance.

blaia = blamia, blames'r'us disease, personal feelings and none else that create a stir to thou with a grudge for every person. If the blame be ignored they blame themselves. It sprreads by manure or air scent, if you can smell it then you got it. The cure be to leave the area and any normal medicine. Like the house or something else.

toxyaia = toxatia, toxia or toxicatia, toxicity'r'us disease.

toxicalia = toxicotia, toxicatia, dextoxity, An uncultured, death hurtful and disrupting disease from magic that allows the person to find chemicals or toxic material to spill it without cleanup, and caused by a procedure to freeze a cellular activity and cause the body to extend for its life, In order to extend it, the body, the life body cells need , more energy with a scent that be defined by intolerable moments unless perfume be there pressed on body. A bad side effect of eugenics (immortal and life youthening fx).

toaaia = toleratia, tolerance'r'us disease; This be safe as it allows for people of extreme tolerance. up to the idea of getting stolen from.

transpotia = transports. allocation disaese, a fear of transportation that isn't there because of too many transports of many types, cure be to tolerate them, the car, or shift them someplace by transport.

channels = The victim disagrees to channel energy by/of the person or thing. Channels spreads by association and speaking to people.

czoia = czoria, russia'r'us disease; the victim believes he/she was of russia when he/she wasn't, including the language was thought to be trained in it.

craoeia = crazolaria, crazes'r'us with drugs or other disease; comes from curing the hypothemia.

yomia = hypothemia, fears'r'us; preyed on by fear inducers, coincidentals or drugs.

ifeeia = dekomarktia or infezemia, insanity'r'us with disagreements disease.

dmoaia = demotatia, demotions'r'us disease. promotional values overrule good sense.

dmaia = dematia, notations'r'us disease, take notes like crazy and not like others idea except for the what was done.

liyye = limititus, limits'r'us disease. Limits are to create a benefit to the infected that won't recognize and this can incite anger, besotted, if they arent agreed with and likely to attack when limits are obeyed.

faia = fatia, fat'r'us disease. Creates a good feeling to be overweight and it seems natural. But also as if genetics were the reason and responsible for the overdose of food and any drug.

tiaia = thinatia, thinness'r'us disease; thin your violent and notably be this in ethiopia but other countries caught on to it to reduce fat.

ipleio = implacebo, placebo or false need'r'us disease. The person gets the item and the need be gone as its "just the need" and the victim be never using it. If they get what they ask for they arent heard from but their likely to ruin the item.

clzeia = celzaria, blamegame'r'us with genetics'r'us disease. A tad bit worse than blamia as they assault any on a report. The game Russian roulette comes to mind on destruction of property, A modelling career.

meeye = missionitus, missionia, missionary'r'us; allows the inflicted to be on a mission which doesn't end, like mision impossible except theirs end and the mission is to sometimes destroy the person they like or can speak to. Just to speak of this mission be to end it but the inflicted may get it back if the right personal predujice be their of contempted change. Declarations can end it except when declarations'r'us diseaes be noticed.

doetia = self descriminate disease that allows influence to work towards you but the inflicted see the others as working toward them or the light. If not they ignore them or aggressively speak to them using influences and may appear aggravative.

dogatia = matching'r'us including goddism'r'us disease, self-goddic disease that allows you, the inflicted, to be always matching the shape. What you see be what you get. With the self-goddism that gives you a need to do things and create anew. The term "Godging it" be to make a difference without being asked.

spluia = indicatia or splugia, declarations'r'us with indications'r'us to allow the victim to always indicate what they do with drugs or other idea.

domatia = protections'r'us; a victim be caused to see or hear things to become frightened and overprotective.

doaia = dogmatia or writia, writing disease and this disease be harmless as the persons likely to eye glaze as they write, not notice weight and attempt to compensate by not eating unless reminded.

faia = schluria, fasia, phasaria, phasing'r'us disease; leads to people believing they were attacked and thus they attack others and objects, and phasing out themselves by fear but end their fear and end their disease and most destruction and disturbance disappears permanently except with an anchor which can direct it. Without an anchor be it possible to recur it.

mntruye = mentruia, mentruitus or mentrusia intrusions'r'us; intruding thoughts and images syndrome signifying psychokinetic ability. The second strain be to intrude on others by clipping and disruptions for fear of being intruded upon. Also considered menstrual disease with the physical signs as cramps.

blokaia = blochkazia or ministeria, inferiority'r'us and minister'r'us; comes from the minister father with concern to overtreat people. Treated with a consideration'r'us to get it fixed.

aadia = avoidia, avoidance'r'us with the strain of pre-avoidance'r'us syndrome of scaring with threats or death of the feared item or person. Before they even come they will attempt recriminations unless they are good and secure. The idea be possible to occur when the brain becomes sentient beside the main personalit. The brain has a secret personality as well so lets be glad its just sentient and not like the "I" robots of yesterday. It stems from the belief that an invader could subsist in it and cause major emotions, unless locked away also to where other personalities can exist.

ibleehia = inblenishia or imblemishia, nothing bothering'r'us; happens in victims of too much stress and meditation of which the stomach sorta rebels.

iblaiia = inblamishia, nothing blamed'r'us disease; happens in people who discern trouble and paranoia.

blemiia = blemishia, pimples'r'us; entire area pimples.

peiia = parishia, parishes or demesnes'r'us where the person uses doors in a building to shift to alteranate areas similiar and it starts when in a church building.

vaia = whackia, t3, a whack'r'us disease; that people use with the attacking disease to get rid of pests.

vayia = whakya, whacky'r'us; strange movement of the body that seems in balance and sometimes causes attacks of the person. Now the attacks aren't noticed by the diseased person but others whom are the victims can actually feel it and the target be smaller the better, but if the larger target seems better or a threat then it/he/she will serve and if roaches were the only thing near they would do it.

oalupe = overlumpus or overlumpia shroom'r'us eat one bite and you shroom out. This disease will incur a single bite per 1 to 30 lbs other than just eating and the body naturally shrooms out from eating and changing to how much food it gets. This be caused by the thalmus gland or pythalmus that be overlooked. To cure is to try to remember something when eating, and the hyperthalmus takes control being instructed by the thyroid. Which induces the weight loss per eat bite instead along with grape juice and water. Papyra or pineapple juice be possible be also a natural cure amongst other fruit juices, surprising enough be milk.

naeia = nameia or namesia named subjects'r'us disease; the inflicted will accept an idea of their own but not of others if emotional or name a person and their that person. Treat it with precautious moments and motion to do something which you know he/she normally does.

naovytoy = namedvictimy, namedvictory; name calling'r'us disease; causes on impulse any name to chance, being called until they, the subject, responds and then victimization of some sort.

iunyaia = immunitia, immunitis, immunitus, immunity'r'us; immunity buildup idea of body and things that are immune of the person. They might try any idea out, they sometimes hurt themselves.

geye = gasitus, gasia, gout, gas'r'us disease; Overdigestion causing stomach acid buildup and very bad fart gas of the body with bad chemistry. The fatter the person the more farts per second. The amount of body gas be very likely 1 fart every 2 minutes or less for extreme cases. Another strain be a physical excess to excessively buy gas and out of a vision you may drink it as if your will be weak.

stopia = stop'r'us, stopping disease, To stop on a dime and percieve a mental idea of the most effective person stopping the victim usually themselves. Like they are about to make a grave mistake and could feel it with the bad vibe in an area, then a vision comes up to "stop" them and they make themself do else. The cure be resonance of a magnetic field influence like a phone on the head to cause the vision to stop or reminding them of the idea that will occur if they didn't do it in a positive or negative tone and this be likely to cause them to go on but the vision might pursue or stop. With realization they came across be the way to naturally continue. To hear a phone ring is to snap out of it, and they are seriously possible to control by thought.

radeil = Erade, Radiation sickness, to act strange and demur in a front of people. Its the procedure to feel distrustful, and make up things around people. They can't say the word they feel unless they focus and try to wait. Then they say it naturally. But only when they get over their pananoia. Its distributed, it is a simple thought. To get this disease you need a cat and to much radiation. All you need is a cat scratch. The radiation is called flash back by vision and you peek at another world each time. Its like as much at et radiation gives you the flash-back. This is also considered cat scratch fever.

Listen to look good and respond. It could be a respite. Its our response to things that count. If they make you angry then they control you. Sometimes you could deliberately learn the response that should be done if your unaware of it. To control the effect of others, use an idea of iit of your own. As your relaxed when you want to do something unless your a nervous person. In a relaxed mind you can do almost anything. To a person who is radiation sickness, its possible to collide with others or see yourself solely in the other world. Where your in mind not colliding. A radiation sickness person is likely to see him as a king or her as a princess.

[Go back to the Atleantian main menu](#)

-XX-

Weapon

Wepa

amo = ammo, ammunition, energy ammo

anki = aiken, dark weapon

arrai = trap arrow, piercing arrow that body traps in some manner the victim

arrilp = plague arrow

arru = ice arrow

arrymoaen = immolation fire induce arrow

arrcol = cold arrow

arree = multiple shot arrow

arrfu = fire arrow

arrfreao = freezing arrow

arrguid = guided arrow

arrkao = chaos arrow, chaotic effect arrow

arrketri = chain lightning arrow

arrled = lead arrow, magic killer arrow

arrpos = poison arrow

arrpyr = death fire arrow

arrstry = strafe arrow, fast precision arrow strike

atla = dagger

atlai = trap dagger, body trap throwing dagger in some manner the victim

atlach = acidic dagger

atlaorio = magic dagger

atlaincex = exploding dagger

atlailp = plague dagger

atlau = ice dagger

atlaymoaen = immolation fire induce dagger

atlacol = a cold dagger

atlaee = reappearing dagger

atlafu = in fire dagger

atlafreao = freezing dagger

atlaguid = guided dagger

atlakao = chaos dagger, chaotic effect dagger

atlaketri = chain lightning dagger

atlaled = lead dagger, magic killer dagger
atlapos = poison dagger
atlapyr = death fire dagger
atlastry = strafe dagger, fast precision dagger strike
axbatl = battleaxe
axbatlai = trapped battleaxe that kills the unwary wielder
axbatlpos = poison battleaxe
axtru = throwing axe, thrown axe
axtruai = trapped throwing axe, thrown axe that victim ensnares on strike
axtruach = acidic throwing axe
axtruorio = magic throwing axe
axtruincex = exploding throwing axe
axtruilp = plague throwing axe
axtru = ice throwing axe
axtruymoaen = immolation fire induce throwing axe
axtrucol = cold throwing axe
axtruee = reappearing throwing axe
axtrufu = fire throwing axe
axtrufreao = freezing throwing axe
axtruguid = guided throwing axe
axtrukao = chaos throwing axe, chaotic effect throwing axe
axtruketri = chain lightning throwing axe
axtruled = lead throwing axe, magic killer throwing axe
axtrupos = poison throwing axe
axtrupyr = death fire throwing axe
axtruistry = strafe throwing axe, fast precision throwing axe strike
axx = chop, axes, many axe
axxai = trap axes, many trap axe that ensnares victim on strike
litsumstik = boomstick, gun, rifle
unibub = universal bomb, all purpose bomb
unibuba = all pupose moveable bomb
unt = hammer, blunt
untai = trap hammer, trap blunt
utupoe = pole warhammer
utupoeai = trap pole warhammer that has trap mechanism
utupoeapos = poison pole warhammer
utupoeapirc = piercing pole warhammer
utuar = warhammer, spike end blunt end balanced hammer
utuarai = trap warhammer, spike end blunt end balanced hammer hat on strike will ensnare victim
uturach = acidic warhammer
uturorio = magic warhammer
uturincex = exploding warhammer
uturilp = plague warhammer
uturu = ice warhammer
uturymoaen = immolation fire induce warhammer
uturcol = cold warhammer
uturee = reappearing warhammer
uturfu = fire warhammer
uturfreao = freezing warhammer
uturguid = guided warhammer
uturkao = chaos warhammer, chaotic effect warhammer
uturketri = chain lightning warhammer
uturled = lead warhammer, magic killer warhammer

uturpos = poison warhammer
uturpyr = death fire warhammer
uturstry = strafe warhammer, fast precision warhammer strike
utupoe = pole warhammer
utupoepirc = piercing pole warhammer
uzauo = automatic machinegun
uzi = machine gun
baea = bastard sword
baeai = trap bastard sword, hidden mechanism bastard sword that can kill
unwary
baekao = chaos effect bastard sword
bayauc = piercing bastard sword
bennet = gun, gunner, gunman, murderer
bo = bow
byala = knights dagger, battle dagger
byalai = trap knights dagger, battle dagger that kills the unwary by trap
mechanism
byalag = silver knights dagger, silver battle dagger
byalairc = piercing knights dagger, piercing battle dagger
bebcle = barbed club, spiked club
bebcleai = trapped barbed club, spiked club that victim ensnares on attack
bobokg = accuracy bow
bub = bombe, bomb
boso = bowshot
b-b = small metal projectile, pellet ball shot, projected shot
b-bai = small metal trap projectile, pellet ball shot that ensnares on contact
b-baqyai = trap pellet ball shot storm that ensnares victims on hit
buzsa = buzzsaw, bladesaw, treecutter saw
blyseot = blue lightning gun, depleted uranium lightning fast bullet gun
bliunt = blade hammer, hammer with top spike blade
bliuntai = trap blade hammer, hammer with top spike blade that kills unwary
wielders by trap mechanism
bliwrut = blade warhammer, back spike hammer with top spike blade and balanced
bliwrutai = trap blade warhammer, back spike hammer with top spike blade and
balanced that be equipped with trap mechanism
bwka = bazooka
bwkabi = semi-automatic bazooka, self-loading bazooka
cuicsa = circular saw, circular cutter
clauix = hook claw blade
clauixai = hook claw trap blade that ensnares on blow
clawunt = clawhammer
cle = club, spiky end wooden stick
cleai = trap club, spiky end wooden stick that ensnares on hit
da = dart
daai = trap dart that ensnares on hit
dach = acidic dart
daoio = magic dart, magic missile dart
daincex = exploding dart
dailp = plague dart
dau = ice dart
daymoi = immolation fire induce dart
dacol = cold dart
daee = multiple shot dart
dyu = fire dart

dyreao = freezing dart

dyuid = guided dart

dakao = chaos dart, chaotic effect dart

dalo = lead dart, magic killer dart

dapos = poison dart

dapyr = death fire dart

dastry = strafe dart, fast precision dart strike

dumorngya = double morning star, short poled 2 headed chain flail

dukestre = duheddeakia, double moon bladed pole arm, a moon blade on two ends of a pole (long or short)

fwa = phaser, energy striker, energy gun

fwo = phaser shot, energy strike

fwy = healing phaser shot, healing energy shot

fwyai = mauler, mass aperture laser that one strike can destroy a large item, leave large hole

fwysot = healing energy shot, black laser shot

gatt = gattling gun, machine multi-barrel shotgun

gattlas = gattling laser, laser machinegun

gunryv = rivet gun, crossbow

gyn = shot, bullet, shooting

glaiv = glaive, or 2-handed pole battle-axe

glaivai = trap glaive, 2-handed pole battle-axe that has self trap mechanism

glaivpirc = piercing glaive

halb = halberd, 2-handed poleaxe

halbai = trap halberd, 2-handed poleaxe with trapping mechanism

halbpirc = piercing halberd

holgath = swords that will create different abilities from your chakra energy that will form and feed off of you and you know what to do with the abilities as though it were yours.

hupack = slingstaff

hupax = sling poleaxe or sling pole arm

huix = hook

huixai = trap hook that on hit ensnares victim

huixpirc = piercing hook

huixpos = poison hook

hhub = hydrogen bomb, destroys all people in 50 - 100 miles and leaves all equipment in a water related nuclear blast.

kain = magical staff, magical cane

kestre = keistreh, pole arm moon blade (possible ever extendable)

ketriwa = chain lightning javelin

jwoi = javelin, traveling spear

jwoiai = trap javelin, trap traveling spear that ensnares on victim

jwoipos = poison javelin, poison traveling spear

jwoilp = plague javelin

jwoiach = acidic warhammer

jwoiorio = magic warhammer

jwoincex = exploding warhammer

jwoiu = ice warhammer

jwoimoaen = immolation fire induce warhammer

jwoicol = cold warhammer

jwoiee = reappearing warhammer

jwoifu = fire warhammer

jwoifreao = freezing warhammer

jwoiguid = guided warhammer

jwoikao = chaos warhammer, chaotic effect warhammer
jwoikettri = chain lightning warhammer
jwoiled = lead warhammer, magic killer warhammer
jwoipyr = death fire warhammer
jwoistry = strafe warhammer, fast precision warhammer strike
gunblt = gunbelt
leaubx = laser pointer effect
lasc = laser carbine, semiauto lasergun, Its as assumed normal
lel = flail or lethal with dos as a dose
lelai = trap flail that on hit ensnares
lilunepolywepa = at need polymorphic weapon for little ones(fey)
poslel = poison flail
pirclel = piercing flail
lug = spear
lugai = trap spear that ensnares on hit
poislug = poison spear
poislugcod = self reforming poison & cold shatter spear
pirclug = piercing spear
ppc = particle projectile cannon, energy gun
trilug = trident, three prong spear
trilugai = trap trident, three prong spear that ensnares on victim touch
tripirclug = piercing trident, piercing three prong spear
macigunblt = machine gunbelt
mallot = smithy hammer
maro = mallot, bone marrow, hammer
maroai = trap mallot that ensnares on hit, bone marrow, trap hammer that
ensnares on hit
me = mace
meai = trap mace that ensnares on hit
mepoedg = mace pole edge, 2-handed blade edged pole with mace other end
mepoedgai = trap mace pole edge, 2-handed blade edged pole with mace other end
including trap mechanism
mornsun = morning sun, morning star, short poled chain flail
morngyai = trap morning star, ensnaring short poled chain flail that on
hit victim ensnares
mull = mace pole flail, 2-handed flail end pole with mace other end
mullai = trap mace pole flail, 2-handed ensnaring flail end pole with mace
other end that has 2 trap mechanisms.
mllel = a middle aged lethal edged mace or flail. nuatha = legendary magic sword
nuathai = trap legendary magic sword that has ensnaring trap for those who don't
know how to hold it
galen = sword
galenai = trap sword that includes trap mechanism
quiv = quiver, arrow container
ryv = rivet, bolt
ryvsprilogunn = spring catch rivet or bolt gun with focus to create the rivet
or bolt thats autotset
ryvai = trap rivet, trap bolt that ensnares on hit
rif = rifle
rifaiosei = semi-automatic rifle that punch through armor
sieo = machinegun shot
sieoai = trap machinegun shot that victim ensnares
so = melody, shot
sot = sought, bullet

shocker = energy tazer, energy discharge

susox = susoax, supersoaker, super shocker or shocking blast of very strong willball.

shot = shot up, bullet

shotz = shots

soai = trap bullet, ensnaring bullet

soach = acidic shot

soarr = arrow shot, sharp shot

soarra = trap arrow shot, sharp shot that ensnares victim

soarrach = sharp acid shot

soarru = ice sharp shot

soarrorio = magic sharp shot

soarrincex = exploding sharp shot

soarrymoaen = immolation fire induce sharp shot

soarrcol = cold sharp shot

soarrbi = multiple sharp shot

soarrfu = fire sharp shot

soarrfreao = freezing sharp shot

soarrguid = guided sharp shot

soarrkao = chaos sharp shot, chaotic effect sharp shot

soarrketri = chain lightning sharp shot

soarrled = lead sharp shot

soarrpyr = death fire sharp shot

soarrstry = strafe sharp shot, fast precision sharp shot

sou = ice shot

soorio = magic shot

soincex = exploding shot

soymoaen = immolation fire induce shot

socol = cold shot

sobi = multiple shot

sofu = fire shot

sofreao = freezing shot

soguid = guided shot

sokao = chaotic effect shot

`soketri = chain lightning shot

sopyr = death fire shot

soled = lead shot, magic killer shot

sasuta = ninja, A shapeshifter be a person who sees a person, thing, thinks of the idea to become it in full. It doesn't matter what shape but all that matters be if it wants to as it has no true shape but a clear no substance gel It consumes energy to fulfill the shape from any source possible. It evolves a shape from pattern and it remembers all shapes its been so it can form into any shape any time.

sostry = strafe shot, fast precision shot

susot = heavy uranium bullet, heavy uranium shot

syth = scythe, pole hook blade

scota = scepter, king mace

shotz = shots, sling shots

sapetsv = The Serpent Sword from Article 2113; In The Quest of the Holy Grail, a uniquely alchemical tale, the sword be seen as a fiery serpent. It be the sword of King David, made by the wise Solomon (Sol Om On) with a pommel stone of all the colors of the earth, with two rib hilts, one made from the fish of the Euphrates and the other the serpent, When Arthur's sword be drawn it was said that two flames of fire burst out of the jaws of the two serpents, and so wonderful was the sword that it was hard for anyone to gaze at it. It be necessary for Arthur to maintain ownership of the sword whether it be the sword from the stone or Excalibur, as it ensures his victory and his life. Malory indicates again the brightness of the sword and its fiery aspect

writing: but it was so bright in his enemies eyes, that it gave light like thirty torches. But the sword in the stone does not last long and the Lady of the Lake gives Arthur his Excalibur, and also a serpent scabbard, which ensures eternal life. Malory states quite clearly for whiles ye have the scabbard upon you, ye shall never lose no blood, be ye never so sore wounded; therefore keep well the scabbard always with you. It be only when Arthur's half sister Morgan le Fay steals the scabbard and replaces it that Arthur becomes susceptible to the deadly blows of Mordred. The once prized sword be then returned to the water the home of the Lady of the Lake the serpent spirit.

A hero from the 6th century BC named Wu Tzu-hsu threw his sword into a river. It shot forth like a spirit-glow, sparkling brightly as it thrice sank and thrice came to the surface with a great gush and then hovered above the water. The god of the river ... heard the swords roar ... he rolled in the waters in a great and frothing frenzy ... Dragons raced along the waves and leaped out of the water. The river god held the sword in his hand and, frightened, told Wu Tzu-hsu to take it back. (Mair 1983, 141 and 286.) This story, related in the 8th century AD simply cannot differ from Malory's tale of the sword. In China there were tales of great swords such as Dragon Spring and others still that leap into the waters surrounded by dragons, which churn up the water. Wu Tzu-hsu's sword is also called Dragon Spring.

This should be a tale of medieval metal making, But be there any archaeological evidence for the existence of a real sword or swords, which, were seen as serpents? Well we just so happened to find such evidence in the Catalogue of The Fourteenth Park Lane Arms Fair. Lee A Jones authored a fascinating article entitled, The Serpent in the Sword: Pattern-welding in Early Medieval Swords The sword first appeared around 4000 years ago and immediately became the pre-eminent weapon preferred by the warrior class. Recent metallurgical studies have shown how the complex piled structures or layers improved the sword from as early as 500 BC. Little wonder that the smithy was an important part of legend and folklore, as the skill implied in the making of these swords be substantial. Several rods are welded together down the length of the blade, joining the various levels of metal together. Heated and then pounded into shape, this sword making was an awesome task. Smaller rods that were carburized (improved carbon) were introduced to increase the hardness. This formed steel, an alloy of iron with small amounts of carbon, which was introduced into the edges of the blade as it was stronger and more effective.

Through the 5th to 10th centuries AD sword smiths actually managed to manipulate this piled structure to create wonderful designs within the blade. The method remained virtually unchanged even into the 20th century as can be seen with the daggers of the Nazis, who utilized it extensively. The patterns (seen above) are seen from the varying degrees of trace elements within the different rods, showing alternating shades. The rods are invariably twisted down the shaft, forming a spiral effect. These 'twisted' swords are seen as early as the 1st century BC in the La Tene period, although more effectively used from the 3rd and 5th centuries the very early period of Arthur. Cassiodorus was a secretary of Theodoric and in 520 AD he wrote to a northern Germanic tribe regarding a gift of words praising their skills, especially the shadows and colors seen in the blades, which he likened to tiny snakes. " It be the considered opinion of some scientists that this implies that the dew would reveal the pattern of the serpent upon the sword, giving the impression that a serpent be emerging from the sheath."

This inclusion of the serpent in the blade was eventually replaced with iron inlaid letters and symbols, and Christian phrases such as In Nomine Domini (In the name of the Lord). The remarkable archaeological fact of serpents appearing in the designs of 5th century swords links perfectly with the time of Arthur. As the Pendragon or Head/Chief Dragon Lord he would certainly have been seen with such a device and in the stories mentioned above there are textual links in the legend. One similiar was given to sparrowhawk, a magus of some time.

spaer = 2-handed spiked staff, long mace

spaerai = trap 2-handed spiked staff, long mace with trap mechanism

spetum = heavy throwing spear

spetumai = heavy ensnare throwing spear that ensnares on hit
spistavaxe = spiked pole axe or spiked pole arm
spheros = destructive ice spear that reforms in hand
stav = pole, staff, long pole
stavfreao = ice staff
stavai = trap staff that ensnares on contact
stria = striker, laser blaster, laser lancer
striker = laser blaster, laser lancer
swod = sword
swoai = trap short sword with trap mechanism
swobp = short sword
swobpai = trap short sword with trap mechanism
swolon = long sword
svolonai = trap long sword with trap mechanism
swotumao = swotuhan, 2-handed sword
swotuhanai = 2-handed ensnare sword with ensnaring mechanism
taza = tazer, energy lancer, energy discharger
ther = thear, throwing spear, javelin
therai = trap thear, trap throwing spear, javelin that that ensnares who it hits
poeai = trap staff that ensnares on hit
poebp = short staff
poebpai = trap short staff that ensnares victim on hit
poedg = pole edge, 2-handed blade edged pole
poedgai = trap pole edge, 2-handed blade edged pole that has trap mechanism
polel = long poled flail, 2-handed flail ended pole
polelai = long poled trap flail, 2-handed flail ended pole that on strike victim ensnares
polon = long staff
polonai = long trap staff that ensnares on hit
pouau = quarter staff
pouauai = quarter trap staff that victim ensnares on hit
pryn = hammer
prynai = trap hammer that on hit victim ensnares
wand = wood, battle rod, power foci wood piece
xbo = crossbow
xboquiv = crossbow quiver

[Go back to the Atleantian main menu](#)

-XXI-

World scapes, cities of which are on planes(planets), by stating the before "=" sign names you could be transported there mentally, maybe a wrong stated phrase gets you in the wrong place, if it doesn't look like the place then its still worthy of exploration.

What you do to get to places is use astral world travel. Astral travel across the veil of time is simple, think of the place and your there as all you need to do be to focus your mind and calm your thoughts. Then, you enter the astral plane by thinking about entering the astral plane and falling asleep. As you fall asleep, you are then in the astral and thus its a thought, that allows us to go across the veil using the power of the veil wall.

As this is true, the veil is a part of our minds and is somewhat physical as well. So it will respond to our thoughts and 'shift' us there. Thus in your mind, sometimes by our will we are then on the other side of the veil, that is where all the

energy is with idea by feel. If you know your there, then you realize the idea by what occurs. So thinking you return and falling asleep you return by what you do.

Although there is shifting and respawning. This is where shifting is just you switching your conscious awareness to another 'reality' while respawning is more permanent where you literally die and permanently move your awareness to another reality. Then there is the body energy represented by a food and drink level. The food and drink you imbibe is what has energy and that can allow you to enter into other spaces. The more you drink or eat, the more your there consciously. The moment that you are below a certain level, the moment you are back to the "normal" world. This means that you can shift to places, yet you need food or drink to remain there.

There is three special places, then now and end, that represent the point of consciousness. They are:

Then; The world without end. this is the world that creates by haarp suggestions and things that allow demonic beings to work with you. The world works by realizing the past and working with what you intend. This world is a point you think to be there. You can notice the then world by a off ringing in the ears. To escape then is to think your somewhere else. Without intending to be there, you aren't there in then.

now; The now world is a world that natural events happen, there is no off ringing frequency that is picked up by the ears. its clean and the demons are absent there. So to enter this space, think about "now" and what it means. To leave now, think to be somewhere else. You are where you think to be.

end; The end of the moment is with everyone or some things that occur. There is a point that is sustained by feel, there is a point that is ended by idea being stated. This is entered by thinking of the term "en" and stating the term and intending to be there. This is left by thinking that your somewhere else.

Then there is the other places:

aewod = somewhat world, adhoc world, advice world where you start in a big mansion, advent time world where the item or person does perfectly as a somewhat working, item or person did otherwise, basically a big mansion on a strange island with unlimited rooms. These rooms are formed by will and thought for a room in life. Without burnout, thought in thought is by rhythmic energy of life that is an area that restores that is what life is made of act and be well. This unlocks the ability within, as good affect makes good in unlimited effect. Have fun with this.

autist-geo = Autistic world; The autism is a place that doesn't exist, except your with a fact of idea where this is excepting the fact and idea you have so it exists by feel and sometimes visions exist things of the idea you think into existence. That means what you expressed in the autistic world is what forms it. Think to list this idea, then use Uu- in front of the word and you are free of the autistic world, thinking you are free from it. Pronounce the word by a stated oo-uh and pronounce autist geo by stating aye-you-tist gee-oh. Otherwise realize what it is and your free from it.

AdGeo = ad world; This is a world that you create the effect and things are possible by suggestion. Anything can be done. So think of what you want and you could get the effect. The way to enter the ad world is doing the point to watch an ad, if you watch the ad fully your free from the ad world. However if your in the ad world, note the effect is this: Money runs the idea of what occurs, so think ahead and save up for a rainy day. This is a note in abundant effect. An ad is an action or effect that you think to do. This is also noticed in their tv advertisements. Just don't get stuck in the Ad world, the world can absorb nearly anyone. This is an idea point in the past. What I know now is this, there is yet another way to get free, think to do or shift with your aura energy and this shifts you back to your natural world and you retain your free information. This is what can occur on a point less distracted, so think as you want and you could get what you need. Asis = It's the unconscious realm. Tis where they in idea organ as a form of human that comes from animal forms. That is the 'will in' with responsibility and responses that are thought and response to get what you think. There is a point and place that is really ahah is not there as noticed, as it is. Tis in the stomach. Upper ab area by thought and beil the believer. Tis in like an air pocket, that use is life and they get energy to do or not and they stop as thought with children and adults that are childlike.

When it's time to meet your maker not just creator she the goddess is there to work with you. Remember that if your will is not unlike a god she is where you are safest near or not if in vigilante idea that she is "its her way or the highway". As she is much like Hera and her goddess ability is built like promises, that gets energy as they who think

use things and she can get energy. Jealousy is what has been justified by what is done. They are animals not saints, angels, or gods. Tis what is being with an animal form after the criminal soul is caught or some energy is useful. Remember that, HER KIDS are the animal humans born from faint traced sea creatures or otherwise. Also she is great at keeping secrets with her paramount scenes.

Senes. Satan, emanating, negotiations, eternally, and solution. Also solving. Tis a aspect, trait, attribute of primordial dominance. This is not of angels. In every sense of the word formed from chaos and life energy. Concept is Someday, today, yesterday, or tomorrow. Tis what happens when something, up above cares for something down below. Remember that love is forviganance as the Sicke goddess Rachel there.

When it is time to meet your maker, you will know and are aware whenever you are in wants. When animals attack by instinct, you defend by intuition, this is all insight. Defend means, attack by focused energy, kill at will if need be, then they think and take no prisoners. Animals do trespass, so be wary and ward them away. They do eat your crop, if you have an area you can use a work. They don't care either way till you think that you do and they notice. As is an interesting word for you. Animal instinct is what she has, that is done by an animal spirit much like a kitsune. This is how she always knows, that something is happening to her as she is the third eye to people if she manifests thought as a form from air.

As you can think if an idea is there and use is a point, but this is there as there was a him there's a her. This is how she knows that someone or thing is knowing, doing, having, keeping, holding, domineering, seeking, coming, going, and etc. She keeps this sense paramount by knowing, others before she cares to let them know herself. She plots long term..She has very long thought or otherwise termed memory. Because she is an indian. She may, will, and most likely point something out just to redirect, side track, or notice something else. Key-word-term-phrase, also contention is her expertise concerning her paramount sense.

As once was as is and choice, thought is what she likes as if your choice. Very fascinating when it comes to animals causing one animal to pursue another animal to then grasp the other animal. So that reveals what isis can protect with as something else. This the truth that she respects as you think and she is alive, The effect of this is a point to made thought as you think she forms if you can't and if you want it to form, as if your an idea or not to bear bad results. As your done if in use of ability your use is an unknown idea that is a point out of life. Things you use such as useful idea and things with electricity are as if the idea that effects. When the choice is made she wants to be or not to be as she is a place that loves by what she sees.

@wod = atwod, atworld, think of what you see as is what things get, as the puzzler is the do in thought is what you do in life and what is in thought this is formed from physical reality that you consider as if to get or give and thought itself were as if you in the moment you need it. This is an interesting point of view. ringworld where the world supports itself, mirrorworld, self made universe that may mimic movies or anime created by many means, as to seen movies and such your free and your not effected by him anymore as if thought and he is Matt as an assassin god, an atzuko. This could become a pocket universe, this is used as Dni script written writing in the asking (making by will use is what you wish as focus is will) as used in this is idea of full manifestation. Think what you want and you can get the idea.

EgoidGeo = The subconscious world, this is the subconscious consciousness world. Think about what you want to express and you know what will occur to happen what you need. The signs you see psychically, they are what you think to use somewhere if necessary as a dream symbol. Sometimes the sign is what you think about or something going on in the real world, that is where you can create by the senses or your sense of time and humour.

The time is 100 days per every second here. Otherwise the time is what you think in relation. So think of what you need and you could get the idea. Think about things though, you might realize that idea that you think about. The point could be a repeated moment. That is only done to remind you of things, nothing more than that. So suggestion is what created this world, think the point and you can create by the right suggestion. This is like what you need, that is focused upon and what you think to do. This is in the idea that you know what you say. That's all what counts.

So think an idea, then suggestion is your thought body reaction, that generates the correct reaction for and to the point of full manifest. Otherwise this is making your idea. This is where you think to expose things, you do the right things, too. Then you know the idea by what happened to seem in effect. So you feel by idea and create by suggestion. Think

you "ca do it". This translates in subconscious ancient into "can die off a hit", otherwise stopping what is blocking you in person form an from getting what you want. That is done by what you think.

If you want to live forever or cause something to live for awhile, state or think, "une" or "oon" all the while thinking of the idea word 'un' meaning forever in ancient and undo in english. Then you do the right things to create the idea. This is what you can use to create what you want forever. This was in an announcement then that was going on, so you can go with what you think is necessary. The rest doesn't matter, that is unless you think this does. So if your subconscious rules the mind and timewise this world, then you know the idea to work with by the feel from the soul. There is a death God named Dega that doesn't have a form, this is until you call him into existance here. That God works in the subconscious world, this is in the form as a deity for now as if you called him you called death or life upon yourself. So think of a God and you think of him as a point.

This is an idea of mine, that proves true if you think about the idea. Then you can go on with what you think. Imagine something with the old terms, the ancient language, you get what you may need. So that's all about the subconscious world, this done with the sensed moment that I got, btw. Oh yeah, I almost forgot. Think to enter the subconscious consciousness world where illusion cast by the aura energy subsists, think to undo what you want to understand is gone so that you leave the room. Then you leave by suggesting that you do, the subconscious world.

Otherwise if you think to exist outside the world your in by feel, this I'd say is used in a form of your choice. You created the idea and from this idea is things done by the idea. This causes you to leave the subconscious world, that is where your will is okay once you leave and becomes your own. So think the idea you expect to work that you express, then think about this point. This is a point, so you can create what you need with just a thought. iwod = idwod, Grimoire, Mental world, id model gameworld that describes the "I" world, If the subconscious be like an iceberg, at the top of the iceberg that be solid ground where the iceberg melts upwards to a point and breaks the ground up from below. On this ground be the house that each person has. the unlocking sequence be as the person will have it. The very fact that this house exists be to furnace the grouse, thanks to chef smith off the frugal gourmet or finance and gain things. There be no limit as most things are known automatically.

Some time itself is controlled by moments where if the required moment by myself, some other or the moment itself as a self-defined moment, this is what used to be an instance then it would be an instance. I think return be as its thought on at the time, this is like whence arrived you can come back anytime you desire like 500 years after, instances (no time passed) for instant transmission thanks to DBG or 30 months later and etc.. and its to see by scrying the area, imagine the scene that you arrive in that shifts you by momentary destination, motivation and motion, the idea be from a story that I was reminded of.

The sub-c held most knowledge with a lot of unseen depth, and the solid ground above melted and reformed, thanks to Craig, as the person learned more of what was it about. Some would attempt a resolution to not abuse the info except its to no good as to appease some, they had to feign ignorance. With a small idea to share later they the purviewer got jealous or their sub-c takes over, so the purviewer be likely to see the win as the ignorant one makes deliberate underhanded slips and be unable to use said info. Whos the winner in the end, the person whom gets the upper hand with the least losses.

So the story tells me that I have a home in my mind, that be on top of the iceberg that melts and reforms from the bottom up as I learn. Anything can exist in it as long as you can be aware of it. So the answer to any thought be gotten within 1 second or less by meditation, standing meditation or dowsing, as its your "I" world and it seems likely to correspond to anything that you will want, desire, need or hope to achieve as its not easy in real life. Consider the "I" world as a passion and movie world with the real world as limited, the script is influenced by yourself the owner.

The landscape is hellish and isn't limited in the persona world but its seen only a little bit at a time and used to explore the world. The place has no sun but light level as you think it deserves and when you die you get "shifted" there if you want or the Astral plane only to be raised into the same body if you desire. The real world be able to glimpsed at in moments Again, its only as unlimited as it appears and gotten to usually by however you desire. But the only thing that be needed to worry about be the people you allow to visit.

The visitor and people living there have to take oaths to not hurt each other and things unless its a walls or an undestructible item and the visitor shouldn be allowed to do everything as guests with an instant idea or command. That voice and thought should be here at all to be acted upon be almost ludicrous as if voice was action and action was thought except thought be different from voice as voice be thrown out thought. The only thing blocking the point is scent, distractions and will against it or yourself among others.

Now the further actions the further you get into the "I" world, with a concept of possible exploration and how far you can get. The effort be undertaken to contribute to this world as to influence the real world by coincidences, Lets say this influence was observed by coincidence somehow got written down, with a story by a writer through character recognition and perception. This could count as an influence of many instead of one or how may hear the story. So the more you think on the world the more that be there for you to explore, your given time so that you can "see it" through scrying and long range viewing.

Now a trick I find in the book of viewing is to ask yourself what you want to see, and if the answer be nothing then its not advisable to go or explore unless you stay in the house. I started a exploration of the time future and past to achieve a suspicion that the families doomed like the Kennedies. and it seems true as I saw my own self and others changed but only on visits. I started thinking that the doom be upon all of us to achieve results, and to fail in the end from example as use in a fractal from to much good and bad achievement energy.

But ones own achievement gives them joy like discovery in serendipity, This is done while the discoveries you can make amends for are sometimes abandoning the spiritual motion and parables. For a snake isn't always a snake as it may appear like a rope if hidden from mistaken illusion/dillusion. Science doesn't explain why and only how be known except sometimes when combined with Emperical law, but then others may have other idea. Like a simple answer makes to solve a complex problem or vice versa.

What I found be you own it all yet allow other to think they do or at least count it as a "loan" with you as the person who can watch without being seen. As ownership be 1/3 of the rule so be it true as an amalgam, that those who make things own it and none else. The world owner owns up to owning the material, but doesn't always listen unless any part of his/her namus be looked at or spoken. The only thing that be possible to be gotten in is what you admit that be wrong, What you make as a rule be always followed but you may break it and if you do.

See you can sometimes get a horrendous disciplining, if you break a rule then you get the punishment, except you may set an example to save yourself so no punish when its consideration time. Usually done by a story that reflects a white lie and truth that be logical in nature or be a story, to boil this down be to say "Try white lies for immediate idea unless the truth will do. For others, try truth that be accepted as opinion and idea fact to those who are not in immediance. Any bit of violence be to be considered a liar or harbinger of doom with exception to justified moments."

So say the words and its done, as if "I did it' or'here it is'be your own poultice and do your own things. As the "I" world exists for those who are subjective, and able to do anything by themselves like in "independance". For the representation you can appear like anything of phantasy and fancy, madness and zealotism is to improve the strength but sane devotion and faith improves the effort without destructive intent. An idea, turn your back on criminal behavior to sacrifice a safe idea instead of turning your back on reality.

Focus your idea as strength in faith to achieve 4x times the effort as seconds of focus quadrupled= SoF^4 and in Neutons of force. The more force focused, the more enticing it be by attraction (of mystery). I also discovered "I" world populace is nice till harassed and then by any admittance or submittance be tolerance allowed. But only if they know you, this is used on the job, so by distraction examples can you get to know people without being hurt. However the world map be set, most use the identity rule where friends are some to keep at arms length or close up and both in unhostile motions.

People make up the truth of the "I" world, based by fact that be opinion till backed up with a similiar opinion or shared in vision and interest. So be it true that people are in their world when things go wrong yes but the right things said bring them out. The "I" world be old where this physical place called the plane we live on is not, albeit we reached a

point in existence to call ourselves spiritual "humane" beings in truth.

So the place we appear in be what we want it to appear as or exactly like where we were, some call this a day/night dream and can only reach it by meditation or dream. A simple exercise to not be effected by stress imagine yourself as you are by emotional feel, to provoke memory and visualize yourself in a room that you would be in. You would be either here or there and the blink of an eye says you are here, think as you actually left this existance or other to suit your mood and returned in an instance. See unbreakable locks on the door and yourself sitting or laying in your room.

Any work done there releases stress from the physical plane or from yourself by inciting or causing a dowsing state or meditation state, including exploration. As you are likely to want to leave to the outside of your room, or go to the bathroom if its not inside the room already, see the key to the lock that only you can see and use. As you leave, the door disappears and you go through a building that you know of by feel or senses you think on by idea, this is from memory of where you lived or meditation of the area to reveal its secrets. Thinking to leave the building deposits you into the physical world again as it be from where you came from, so you don't waste time as you waste thought.

I know at one time I did a exploration, and had an automap like in a game or the hogwarts castle map by thinking of it, but your words reveal the map where it would be blank by whatever you choose. Note the map does not reveal your room, unless you want it to. Some I've known are used to it as a spot for any type of meditation, or just relax in it without the possibility to do otherwise and similiar ilk. Any one thing be unique and its in there, the "I" world that I try to remember the fact, any one acknowlwdged idea that serves as a property and be noticed of the item bij you or others.

Due note the effect of dispersing from energy induced by thought of a property to another item. considered "forced Osmosis" of the item to another. Like an attack that shifts the focus from him to you, the item property can shift as well by thought or other action represented, by a hit or tap to the thing and the item you tapped loses itself to the new item or object of the property thought about. Another way be to shift the property by a thought "shift" and a tap in which the value be dispersed, "in with the old devalued idea and out with the new property by manifested thought in the other object. As before I ever do that again I will work toward a goal first."

One can literally carve their own world as a choice for pure boredom, when they come back it won't have happened but they lived a life as the ruler in their mind. Those that suffered might take it as a day or nightmare. Whatever you do, don't kidnap people to your private world as it could bring downfall but invite them and await their response and they, the invited, might arrive. Either way, have something for them to do with the area or with a self-project, but to have a good excuse like "I wanted to see you as you are." or "I was and am a fan of your series that I wanted you to watch with me." A good white lie be satisfactory to either the invited or you yourself.

Because the actions are created by reason, that be very possibly taken as a reason for your acquaintance. So assumptians are to be exactly what you look like and unless you look under the skin personality for the bone personality. That assumption could find a ruinous reaction. Skin personality be skin deep personality, and bone personality be the true personality of worth in three bone flavors, good bone be a good personal spirit strength, where the person does as be his/her intent, with good taste and doesn't back down unless given reason too. thin bone be personal flaw in the spirit and indicates a weak and reckless mind that can easily be scared.

So bad bone or no bone be a bad person with almost no moral regard whereas if given a new situation and not knowing things or people that are around them, they could do a very bad thing like rob or hurt the person helping out. The optional action be to do indivisual acts of self-glory despite what people say, or to do things because they want to despite the discredit. It seems the person simply does not hear the rule or will not see the idea, because of other idea and bias. Also noted in good bone people as a weakness brought on by pain and unblocked path, as they can get heroic or standby and safe.

Now the problem caused by a single idea of new paths unaccepted from neurosis be from a neurotic state a person be influenced into by so many things and practiced at using in a routine till its rote, then change the rote to a new idea of life and sometimes on any concept the person can snap and go crazy unless you introduce it slowly as a different variation. To go fast and slip it by them be to get yelled at or brutally attacked, if not the ignorance routine and hope

the problemo goes away or use something like a new toy or safe concept to divert their attention.

Then use the conceivable idea similar to theirs mixed with white lies or anticipated value. Sometimes this only works by the past being worse formed than now and the method must be better in some manner.

This works by substitution of idea in with another better idea, like in a manner of redirection by a bit of radiation or laser being redirected by mirrors or transpexelling an object to another area like a shifting or creating illusion, by nothing in and nothing out where light and laser (focused light) be deterred to form or unform an image. With each image out be a usage of the carbon of object intermixed with nitrogen reactions to the laser to create the body from some material, in the image of a person or thing that be stored as I like to call it, the storage buffer often made of crystal or silicon chips. Theoretically this, is possible and may have been used, to create a similar effect in a experimental lab. But it sounds better and, if proven in the right manner, will, create a stir of curiosity to the neurotic or nonprolific/prolific to advice, the victim where the victim be 70%, more likely to assault or react.

The neurotic persuant be very likely regarded as an idiot for attacking a sick person more in line of a blind person assaulted for blindness or a blind person assaulting, this is because they didn't see or hear. Think to use chemical idea right to override the "I" world mental response from running away or boredom (distraction) with addiction caused by the chemical natural and unnatural, be to cause the person to persue a different course. The chemical can find use to condition or make a person more calmer, like food and drink be a natural chemical or embalming fluid and synthesized chemical like acid and base. Food can control the way a person thinks and it does it by setting the feel of the body. For example, one can become fat by trying to feel good and evade a persisant problem after that its a lost cause unless you do physical activity for the body abuse, so as I heard an employee say.

"A little more does it in exercise after the body feels like its on fire." from Teanna. Necessary to exercise right be the fat burn off and this can give pleasure. So we got two forms of pleasure and control chemical and physical.

Then there be a trendsetter technique thanks to Flynn to catch the neurotic and many other types of illegalist, into a thought out process not their own. But only if the trend be well thought out, and well practiced to become understood and remembered. Considered concint, which be the process of influential area (arial) in an effort to create like nature, that can be destructive or illuminating on a person or thing. Either way the path be set by how the person chooses. So be it with the misfit "I" world thanks to unexplainable.net and Maybeys' Atlantis page as how you think be how your world might react to you.

This causes the "I" world to exist, that is used as its based on the need. This is done to understand and by meditation you can manipulate it, that is done by having comfort in a position or laying in a comfort position, and focusing on a white light or not for differing techniques, also allowed be the standing meditation to create a pattern from thought thats sometimes evoked by feeling. The feeling be quite possibly read by your mind or the "I" world, now if its created in your physical world then its created in the "I" world. So saying "dont attack" or "don't" makes the person stop fighting.

By Amalganus "As your aware of it so it exists, and thats all there is. So as I think it, it happens." "You hit the jackpot in missinfetamines or mission information drugs" from Anonymous. From a priest "By faith you conquer most, so things exists by your belief. Believe. By one I mean all as in the all being."

uean = plane of neglect, disturbance and neglect or abuse may be awarded in the right moment.

uead = land of death. This land is where the essence of death goes when it leaves the body. When the spirit goes there by choice, it obeys the rules of death and life that are opposite from this land. Where, dead is alive and living is deadly. Being alive is where your dead in some form.

uein = plane of life. This is the source of body activity and life energy and you can bring anything to life. The manifest is here by attracting it to a location with effort of some material or active gain. This life energy can be able to make longevity and strength in a body. This energy makes the body last longer in their activity. On a new moon and waning moon, it can cause disturbance and ruin.

aerth = mindless eart (plane), mind world, mental world with every 10 minutes there, 1 sec here.

aidamntpt = abandonment point, a place to abandon things, a place in hell where the bloody river. branches to pandemonium and then be the river of forgetfulness where

people forget their desires. and most their life to sometimes drown as they touch the water.

advertas = divertive world, hiding world, advertising world

almao = eternal world, undying area of undying people

aeia = america, united kingdom, melting pot, states united, fifth

aeii = american, realm, united county, unity, resident, crede world, focus point of mages to create by the peace it makes. This is a world of idols and things that exist. Mainly they exist, though only because they saw the idea and wanted to create the result of what they saw in their mind. This by idea is what they do. So think and they do what they want or need to do.

antivas = antiverse; Antiinvasiveness, This is the world of drow, and sometimes the energy itself is what you consider negative, that means this energy exists separate from reality. Think to work nicely there and you get treated similarly. The idea is the point that exists, what you think to do is what you get to do unless you don't need the idea. So if you think to do something, then you get nice actions back. The drow world is what you think about as a point to consider. That is when you want to consider something nice and otherwise nasty in comparison. This is the point of prolifics, the idea is simply put do what you came here for and leave as quickly as possible.

How you get here is consider your antimatter metabolism, then if you think to get a result think to be here. So when you are aware of things, think to exit or leave by the point. Think energy enters your aura field. If you think to be somewhere you need or want to be, then you are there. The aura shifts you by the energy, that is there, shifted of the place can be that you think to see as though frozen by feel. This is a well known fact to the point of life, that works by antimatter and makes for what is weight loss. Some drow are against humans, so think about the idea before going there. So there is a place for all of us, if you think to be there then your there. This is a point in the past.

AraMaiGeo = This is the aura manifest world: the aura energy is the manifestation, the world is the feel you have that is based in the physical world. this is anything that is possible in the aura, think of what you want and the idea exists unless not necessary. however the creator of this world is dead, now is a point that you can create what you want.

AraGeo = aura world: This is where you can think to create the point and you create what you need. This uses the aura energy and the world around you is the feel by the senses that you have. The God of this world is you, otherwise the original God is the creator, we are just memories of the creator. So thinking about things he realizes the idea, then you get the idea as though an end result. One thing about this world, that is based off illusions and she's dead that originally created it. So think to see the reality of the area and you do if curious. Doing is where you shift to see what and where you want to see. Whether or not if you could survive there. This includes exoplanets upon testing, so think about that. This is a point in the past that it was created, that is usually a point in the past that is created equal to today's time. So think of the idea you want as a need focused upon is a want, desire is what you can get unless not possible as the negative doesn't effect. Then you could think and go to do entropic idea.

adjectas = detestable world, adjecting world, This is where I am in an authentic world where things are either authentic or fake this is working to the senses. Think to escape the area and not be there, so your aware of the water energy or flow if you left it running at the sink and leave the room to exit adjectas otherwise.

advertas = divertive world, the hiding world, advertising world, this is where you are in advertising and creating with what you want or feel is energy by feel the area is cool, but you don't have to do things except think about them by feel, then you create by energy what you need and doing things is second nature. This is the nature of ad world, think of what you want and the energy creates it by either influencing the event, or creating the point by activity that's self-made or made by others. If not, then you are aware of things as they exist. Escape the world if you must, but you don't bother people if you don't think you are by feel. Think your touching nothing and levitating off the ground, then your free from the dimension this world resides in with a point by feel. Without the point, the world is a bit weird after normal people leave. If you focus then you can perceive the area and the wall dimension. Think not to react, then tell the wall to not show itself. The murals, if any, will stop showing itself. The point should be a dimension of what is there without the wall murals. Then if you create the point of turning away, you are freeing yourself from the wall world. This is a point in the past.

asd = asgorath, asgara, asgaroth, have respect, world of gamblers and void people that exists somewhere else by feel. Think yourself away, if you think your in the gamblers world.

enslave annoyances while treating people with respect that gamble, this is based off a book that you can read where there is a stellar gambling place.

Asgard'geo = Gamers world; This is a world of energy, that creates with a game and works by the feel. The area is what you think, the physics are what you want or need to be there. However, if you don't need any, there isn't any. In reality, its a void space that is creating by pure energy. Think of what you want and you could get what you need. If

you no longer need anything there, then think the energy reverts and is back to its pure energy state. This means anything you perceived is gone there, so what you think is what you get, the energy creates by what its consciousness is aware of with idea gotten by feel. This is exited by what you do or think, if you think you wake up then you are aware of your surroundings and the effect is done.

That is a pocket dimension used as though a gate shifted you back, and then you are where you were before you entered the secret realm of gamers. How you get there, this is done by thinking of the realm of gamers and thinking your there. Otherwise your not there, your wherever you were or are in real life. One thing of note; this space looks exactly like the real world, except when your in a game. Then events start occurring that only appeared in the game at first. When you exit the game world, thinking to unexist the area you visited in the gamers world, then you revert the area your in back into energy and your in a room similar to your own and the events stop there. This is the idea of the gamers world, so think of what you want and you could get what you wish by feel.

ExoGeo = Exo plane; Exonerated planet or honorary planet outside the solar system and the area that exists on its own is where it is livable. Thinking about it I think the exoplanet is what creates where and what you have, when you have it and why you are there. These exoplanets are area that create by themselves, think for themselves and work with others conscious thought. So think what you like and you may end up with the idea. Also, if you think that your third eye shows you it, then you know what is there, where it is and when its a safe bet to be there.

So think what you like and it could be there, planted there by the third eye or seed of life that we as humans cast forth so long ago that we can't even remember doing the idea. This is a bet in itself, that if you are aware of the surface then you can also know the atmosphere. The conditions are self obvious, if you cared to look with the third eye, then you'd know it by now.

That is all you need to know about except its name at the moment. So think and look it up and you know it. If you use the exoGeo in a calling, then you call out the naming of the planet and what you need it to do. That creates what you want. So think of what you want, you may get the idea done. So that is how you use this in a rite. However, you will want to choose a planet far enough away or think as a condition in your idea to "not have it recreated on you".

See this is farther than 3 planets away so you don't feel the influence of the planet recreating the idea on you. The way that works, the point you don't want something the planet takes the thing or condition from you and your body recuperates by feel. Then that something is turned into idea somehow and then the point is accepted by the concept you have of the physical body or world. This is all in an inner working by what is done.

ieeb = weied; The weed planet that has downers every day. They can cause you to feel so bad, that you create with positive and still have bad feelings. By proposal you are there, by certifying or working with an idea you are back from it. So if you think to leave the weied plane, think of a place to live and walk through an open door. Basically, you lose your living space once you are there, and gain a new plae when you return. This is a really caustic place, so think to leave it alone and you won't go there. Take it like i t comes. They don't care about you and you can't make a good impression.. so think km and shift by spirit to go to another planet of existence to escape it.

iob = The place of creation, think of things to do or things to create and the planet consciousness creates it with a upsurge of energy. Since your created there by your soul, all it takes is thinking your back and you return from iob. IvaiAriaGeo = Body aura world; internal aura world, inner fat world, involved world; The world that is in your aura, yet not everything there is represented by a gene or DNA pattern. Somethings are foreign energy and matter. The idea of objects are sometimes where you are touching upon the organ. The creation is done by activity of the body and blood or liquid waste flow is water. So no matter the point, the idea is done if you intend it to be done unless not needed. A shift is where you go by leaving the room or area physically. This is basically teleporting by feel or use of the senses.

Think of what you want and you can get what you want. That is where the effect is either drinking or eating a little, then what you think to create is fully manifested. We each have a manifest where the aura world is creating internally what you want, what is needed is created outside the aura world, if necessary. Think about the place or area and being there to enter the aura world. Think about "going" and leave to exit the aura world. This sometimes what works by the aura energy responding to the water flow, this is where you are exiting by the feel of the senses.

One thing to note; the god and the goddess are the main gods of this aura world. You are the creator that give the main

gods energy, this is done through the point and release of muscles or basic energy infusion from the area of the body. The pantheon is what The God and The Goddess can choose. Devine are those people that use their organ energy or blood energy otherwise to infuse the organ with energy or blood cells. So think about a living area to live in and you have somewhere to live. This is where walk-ins or soul beings can live as well.

This is done with the soul beings, that can attempt to act as though a support or guardian if they have time. This is sometimes acting as though a deity to your senses or idea of a point. Madkarna is a spirit that if his name is repeated three times in a rite with intent that you have, he will create what you want as though a God. So be careful of what you want and think with him, that is because he could make your need happen. Dismiss Madkarna when your done with him by thinking he is dismissed, so with payment of a little energy he goes away.

So this is useful to create what they want, that is done by the use of their pinneal gland third eye. They have a subconscious mind, so think to their spirit or aura energy to create what you intend to create using their subconscious to create the point. Sometimes this is done through suggestion, sometimes this is done through the idea that your thinking your there and nearby to use their services. Then if you think about things you can shift to a point that is elsewhere.

Omnitun = omnivea, omniverse, a higher universe that has things that are made by themselves from whats there and seem alive.

IvaiAriaGeo = Body aura world; internal aura world, the inner fat world, involved world; The world that is in your aura, yet not everything there is represented by a gene or DNA pattern. Somethings are foreign energy and matter. The idea of objects are sometimes where you are touching upon the organ. The creation is done by activity of the body and blood or liquid waste flow is water. So no matter the point, the idea is done if you intend it to be done unless not needed. A shift is where you go by leaving the room or area physically. This is basically teleporting by feel or use of the senses.

Think of what you want and you can get what you want. That is where the effect is either drinking or eating a little, then what you think to create is fully manifested. We each have a manifest where the aura world is creating internally what you want, what is needed is created outside the aura world, if necessary. Think about the place or area and being there to enter the aura world. Think about "going" and leave to exit the aura world. This sometimes what works by the aura energy responding to the water flow, this is where you are exiting by the feel of the senses.

One thing to note; the god and the goddess are the main gods of this aura world. You are the creator that give the main gods energy, this is done through the point and release of muscles or basic energy infusion from the area of the body. The pantheon is what The God and The Goddess can choose. Devine are those people that use their organ energy or blood energy otherwise to infuse the organ with energy or blood cells. So think about a living area to live in and you have somewhere to live. This is where walk-ins or soul beings can live as well.

This is done with the soul beings, that can attempt to act as though a support or guardian if they have time. This is sometimes acting as though a deity to your senses or idea of a point. Madkarna is a spirit that if his name is repeated three times in a rite with intent that you have, he will create what you want as though a God. So be careful of what you want and think with him, that is because he could make your need happen. Dismiss Madkarna when your done with him by thinking he is dismissed, so with payment of a little energy he goes away.

So this is useful to create what they want, that is done by the use of their pinneal gland third eye. They have a subconscious mind, so think to their spirit or aura energy to create what you intend to create using their subconscious to create the point. Sometimes this is done through suggestion, sometimes this is done through the idea that your thinking your there and nearby to use their services. Then if you think about things you can shift to a point that is elsewhere. Call you later.

UouLid = Curse land; This is the land of the hex witch, that is empowered by thought. This is then given form by energy that you release. This is a point that you can manipulate, that uses the third eye or 4th eyes to do the idea.

If your caught there, think to go to him that is your parent and ask for something if alive. If dead then you at least no longer are there. Just mimick the right idea, if you need to go back. Know the language there is thought and example.

Just realize that the curse land lies within the shadow lands, so think to observe and you are there to see things. Otherwise you shift, then your back in your normal world.

En'if = The iffy ending world; The end of the iffy world, the iffy world is the world of the inner world. That is a point there as though an iffy point. The if part is does things really exist from nothing? So when you create the idea, think to use nothingness as a point and think of what you need as you state, "I get something that I need". The end to this world is there isn't an end, that's excepting for your natural end. The end point is this, think of what you need and the particles could assemble and create what you wanted. This can be a stated need as a want, that's granted as though a wish were a given thing or idea that comes to you. So think of what you want and you can get what you need.

En'wod = En world; this world is all about your end, the ending is sometimes unknown but what you think is what will happen. This world is run by demons, actually, that do whatever you think unless you don't need them to do the act. That is especially true, if you state the result that you need or want to happen or things occur what you feel. Think of the moment to form what you need as a point to remember. The physics and magic there are usually like your own in a way. So think about what you want or need something, then you can get that as a result or think of an end result to what you want and you can get that instead.

If you don't want roaches to live there, think they can't live here. You see this is a noted effect of recording by feel. This world is entered by stating "En", and left by intending something else as you state the result. That's about all for this world, so enjoy yourself while there. You can only get an experience once there, yanno. So think about things you need and you can go get the idea. This is where the end result is possible. Think and you know about the point. This is all about what you do, and otherwise your own life that you have by feel.

En'wodif = Strike world; this world is the end world alternative, that you can use as a parallel world. This world does not have any limits. So be warned about coming here, that's because when you leave the world you could bring something with you by feel. The physics are like ours or your own is matched by feel. Its a point that is done, and that's about the idea you know to get. Entry to the alternative, this is done by passing through an open door frame thinking to be here. Leaving this alternative world is thinking about leaving and you do this by feel, that's with the body knowing the right actions to do. After you enter, you know by awareness of the idea what will happen to occur. If you leave, then you know what happens there after the fact of leaving. That is all you need to know about this alternative, except that there is no karma. So be prepared for anything, this might mean you could experience things differently. So this is done by feel.

us = united state, united area

yeu = Magical world that has objects and media that speaks to the mind. Psychic people there can perceive amazing things. The people in yeu are indismissible and indisputable. Entrance is a yeu tree, amongst other trees. Exit is stepping away from the yeu tree thinking to exit that world.

bialm = tel`aran'riod, astral world, dream world sometimes gotten to by use of balm cream that's applied by what you do, the world of dreams that is discussed in a book series called the wheel of time. Think of where you want to be and you are unless devices that trap the shift is in use. You can see nearly anything here, so think about what's there and you can realize what is possibly there. I think you might need a dream interpreter, that is necessary as you could see allot of dream symbols. So think about remembering the symbols and you do. Think to enter it by resting and thinking about shifting there. Think to leave the astral by going to sleep there and you can do this by staying still or laying down and using the energy of the aura.

Focus your mind on your need and then the subconscious will do the idea. The idea is done by feel with use of the senses, think of the basic idea to do and feel the need then you do the idea. This is how you do things there. Then if you think to return you can focus to use the energy of the aura and shift back to the real world. Pantomiming in the astral world is creating with signs or what you think is by or with indications, the sign can be an act of communication and that is done by feel sometimes with the speaking that you do. This helps with getting what you need known.

bogs = bogg, bog, marsh, marshy land, swampland that is always with some type of idea to do.

bubli'aya = Bubble america; Then where there is a bubble of money, there is bubble of money. This is bubble america, so since there is a bubble there then things are okay there as here. Think and you know what to do by spiritual awareness. This is a point in the past. Anything future wise is occurred by feel. This is done despite the cost of living. Anything earned there is sometimes earned however you want it earned here. So think of what it is that you want, and you could get an idea for the point as an end result.

bryan = britain, brittle, united land

cegeo = cell world; The cell world is a place or area that is virtually in the body cells and known as the inner world.

The inner world is a place in time that is what you think and nothing much else, this is excepting the inner room cell that is a place where you think of the idea and the energy generates what results you need as though an end result is a granted wish. This allows multiple places and area that exist by thinking its there, then all you really need to do is explore.

Enjoy yourself as you explore, the options are almost endless in the cellular room. This could even have bars in the windows. The idea still works to allow you what you need as a want is a point where you form things from energy itself. If there, you could find insatiable hunger, otherwise you may have to separate yourself from the cell world to stop eating. Oh get this, what you write there is what forms as rules for the area that you think about.

This is including what your body takes in and absorbs in itself, the fact that you take in poison means death or decay of things and people in the room. Any drug can create a drugged effect, that is feeling good for no reason, sometimes. In fact, there could be a cell room for the person that wanders into the area.

So the possibilities are endless and things are what they seem. The point by fact that you mention or think about and the idea forms. This is as though the point were done and by a wish that self-generates the effect. So I will suggest this for those in a cell room, make what you can and you can get the best result from the area that exists.

cegeo surran = geo surran dale, world of that place, that surrounds in another way the room that exists. This world area looks and acts like tron and works like a real world.

cenethal = city of dead, city of necromancy that follows [this idea](#).

ciat = city of enticement, work city

ciot = calimport, city of wonder, djinni city

Ciate = Paradox is a plane of paradox city that exists on a planar dimension, that is where the thought you create is undoing itself that you don't want and you can do things as if a will of god of the natural environment. This will is undone by the idea truth, that is 'there is no paradox' as if an 'En paradox'.

cretaix'hylis = Written in Art, The creators halls, hall'le'cretor. We magical people sometimes started off here, We start this off by a story with this excerpt "Caretakers were assyrians or jedi like masters with magic. Who ran the place were also Ancient sedai and weavers of ancient power for results.

The crags of myrrh of dragons march were near marsh deleur and neared the halls; then created the idea of the point you can see there.

Finder(discoverer) marsha delur, with creators Delurus delough, Harga delough who seeded the area and cursed the water to move in to make a manmade marsh, the most deadly place of faery, now dried up. But, found near the area of Assyria and not realized but few hundred years later as of a different area category. The crags were home to Assyeia and now near Oklahoma or so lost was an Art. So that outta the wayzy, now we go on to Allearia due north where the dead can be raised and try to see if just deserved can be risen or so the task was. As the creators halls were built near there.

The plankton of the ocean gathered energy controlled by tide toward the east and toward the entrance, but not as the mountain blocked the view of the motion within the ocean. We find at high tide, the effort of plankton and sea water powers the area with a charged scent. The final and desolute fate for the area be to be seen as a ruins with a hall like that of the castle of Hogwarts except the entrance be obscured to time, Where harry's Hogwarts be on invite and the entrance to the creators hall be obsolete except for the astrally placed, suitable "I" worlds and linked worlds to an area which resided in the same spot but in a higher dimension. Due note there might well be a Hogwarts thats universally linked from england. This be Dragon school, a barely remembered area." Excerpt from a remembered book now unreadable. If you don't like then forget about it. Each material or place is unburnable with ephemeral quality. Null book burning, its forbidden since books started and now books correct you and them or either. Its with a netherese book, that destroys the destroyer.

Eisah elaborah is to pay money, but increments faith healing as a price..

Some say that the way into the school be through a body, or to touch an object that is linked physically by a touch or possession of body form and also by request to "link me" anywhere or at a moon and then the moon shows the way as you step on the spot of the moonbeam and you appear, but the hitch is to be the door must be open at 10:26 pm or after and its always open till the half moon (waxing or waning), full moon, or eclipse and then you must be crazy for the most likely thing to find in it be an accursed or begotten and forgotten place that smells from Atlantis that be hidden and that looks like the area you were in except for a feel of life thats not there, and any person could share another physical body as an anchor but not control. Its life that be inversed and retrospect for the being alone, like faery that rules it along with people linked there as a guest and sometimes no worker. As any worker be a teacher sometimes, tends to go insane and deadly with others near that are of murderous rage or not. Where guests are sacred and treated like students that learn at their own pace. The no fire rules are necessary, when bad wiring or electricity in a roon(room) where a roon can create studyroom by drawing it.. An object can be used as a storing area like where the cupboard is unique.

The idea here be to bring your own materials and borrowing be allowed with some results if you don't agree to the lenders term. Except with borrowing its owned with importance on the feel that you own it On the idea and mission or an omission of guilt and importance. What you learn you keep and what thou get be earned, Unless its borrowed and of course with borrowing it shows up in a institution from any distance. So to rent to own, you own if thy owner who lent it died or you earn it with however and then your the owner. Inheritance matters as you should succeed the item to the person or buy a new one, of course if they don't own it they don't have it to give.

The era of the place in the marsh be similiar to now as it be actually matchless with things to come and was of the past. The rooms are magical and are separate realities in themselves for the door separate reality and place you where you need to be by time and place. Its not much like the Arc with its unlimited room capacity and innate life force that seems the same elsewhere, except it has the same room capacity. The weird thing is to notice the dragons that arent there, but give them a reason and they will appear. A small bit of intrigue be all that matters, and then the dragons come about.

Engineering or the making of this sort isn't very easy and instable with the best termed "glitchy", The glitch shows by being able to glitch with a place shift on thought or gathering positive/negative energy to shift with. The other thing be that no death except in appearance, ever occurs and they come back as placeholders bodies or carbon ash to life. Like a person could die but a day or more later they could come back as the 5th (polot, gathering) and 7th (death and psychic impression) dimensions do the deed. With the 6th as the death and waste absorber where just deserved s it can act like the elememnt of void for the right people. Its the deserved nature who gain it. To keep it is to the livery room aka the object can maintain it. So video deal is like other things as you can pay for it by doing the deeds or trading money. Money can be

between people but it is to the degree where actions can be countable like you say you do to deal it or Faolin. You can use, it but silently or out of class.

They power it along where the plankton are, again, the energy gatherers using the ocean as supplies and support (a second power source). Usage of the term furcudia to describe it be to say a simple truth frankly because it resembles a dream server that uses the death fields to get some idea and the area be "programmable" by stating what you want without crashing the server. So to get a ghost or spirit that knows things makes it more real as the person can play, and the more body and ghosts makes it more plausible. The place be in limbo and "time stands still" much like in a movie or Atlantis where nothing seems to happen except what be motioned. The only way out be to decide to leave and what be taught be only what you know or want to know.

cilfangeo = Elven land; This land is due a point that you think about. Then you create events there by what you think as you use this idea:

Here's how you make a spell or idea happen, they begin with a point of what resources are there. That you would use, then the actual action verbs and nouns that describes the moment after. You can use any language, including English. The point is done by feel, this is where you use the idea to create one by some concept expression.

So think about doing it, things shape themselves by what you think then you are done, this is how you make an effect or effort happen to occur a point that you think about. However, you don't enter this land, this is a spellion area that represents the imagination. That means you may have whatever you need, as long as it is available.

If you do, you could find, that the spell that you thought up is what is occurring. This is done as though English though, so you can think of the effect and create what you intend by statement or feeling the need. Otherwise you could use power words, this is where you think of the idea and state the word to effect the point that you think to create.

So think of what you want to get, then you could get the result, that you need by feel with the sensation that you send by thought. -Donavan

chypazzou = model world, cloth world filled with clothing and people who love fashion. If you mention anything out of fashion, then you could be struck down if your near the wrong person. Thinking about fashion and walking out the door leads you there, if you wish to exit this land then think to exit and leave as your thought is on leaving. Then your in the normal world, thinking of what you want to do and that is all that is done except what you think.

cortmaj = mage court

cortymaj = high mage court

copuauod = computer world; enter by a touch thinking of the world, leave by a touch or walking beside to the exit sign. The computer world allows you to do anything, thinking about things can manifest things by feel. Then I manifest things by the feeling I have that demanifest by the point. Then I have something that can manifest, thinking to help and do things by the feel. When things happen and I don't need it, then it demanifests. This is how the computer world works. So when you want to leave it, think to leave and walk out thinking the door is the exit sign. That's the computer world.

Chyce'uod = Women's world; the woman world is the world where everyone is a woman in some point or regard, so in order to have birth, they self-birth sometimes this is done by self-sex and thinking about cloning or self-birth. The man-woman or woman-man is there by feel, if there is a man. So in order to get there, think to use gravity and focus your mind on being there. Then you are. In order to get away from the woman's world, think yourself away and then thin up as you consider going to another world. This causes what you need as you do things, so if you think about the area then walk as you think of the place you are there. This done by feel, however their physics are like ours so think about doing normal things and you can get away with the point.

cs-137 = The world of beings, the world is somewhere in the cygnus-137 belt of the universe. They can use your

energy memory and create the world view that exists on their planet. This is a point that they create by idea, expressed or unexpressed. This is done on thought by what you think is correct. The point is envisioned as a due point, that you work with or go somewhere. So if you think and on thinking of the energy of their planet. This can seem what you want where you can use the energy, so think to let the energy lead you there by activity. You can then see the area that exists there.

So you think and go, this is an energy to create with by feel. Think and do, this is where you shift and are either there or somewhere else. That is done by the spiritual use of the soul and thinking you need something, you get the soul to do the idea. The original planet you came from is returned to if you need to return in form, that is where by thinking the creator returns you by feel. This is an idea that occurs, if you need the idea to happen. The process to get there is ceasing activity and shifting, so you don't need things here. This includes activity that creates interest here, unless you instruct your subconscious by suggestion to do things here by feel. Think to them to create something here, then you know them by the point you feel they do. They can create better stuff there, than here and now. So think about this point.

dabogeo = dad bod land; the land of dad bods or almost good shapes that you cross over to, this is done by a point where your relaxing by feel with what you think and you create with what is there. They might notice the use, so be careful. So if you want to cross back, remember the point of crossing and go the other way physically. So its a seemingly placed area that is physically placed here. When there its seeming here, so its not really illusion as this is a $5 \frac{1}{3}$ dimension.

dactola = Commissioned by Auduella gabriella, Missere Masant be desihg'ler or Dragon lake that be where is many of dragon that exists and any herb can be found. Great vacation spot and hardly known.

dealm = demon world, vision, aun, hell, eternal death world, asyria, asria, l, hell sheol, pzrr

detalm = heaven, heather, angel world, god land

detolm = abberoth, abbernath, dragon world, dragon realm

dynspia = dimensional pocket, brought alot, maze world, pocket plane that you create by thinking the idea to create and the aura creates the influence that makes the point or you can escape this place by falling out of with falling down or tripping over things.

eden = lemuria, life continent, life garden. the continent of great delights, otherwise a fernlike idea, liesure and creatures, also the place of the first fairy tribe. This land be now mris.

lysenyal = lesion field, elysian field, liesure field, death field that be now antarctica (dantartica, ice land) and located beneath the ice, with hundreds of creatures ice locked.

faold = a fabled faery city pigdineic and mystery of cool collection for energy or power of ole holster..aka halasters manifest city.

furu = magic world, faerun, tirnanog, faery world, time world, fee mists

feris = earth

naer = pelosi mirror world; a world like our own on a near earth exoplanet, that is a world on its own with its own ecosystem. Nuclear war threatens it and things about it are sometimes copied spiritually. So think about this fact and work with what you have carefully if dangerous. The truth is that it could have come from there.

fractal = world within world, dejavue, same pattern repeat until destruction by excess energy

fratepe = space frontier, space colony

fratue = frontice, frontier city, colony

franti = war plane, planar war, war planet

frantice = constant war nation, war world

fronti = frontier, new landfifth

frontice = frontier city, colony

frontispe = space frontier, space colony

gao = to destroy everything, pandaevalus, pangara the cromagnum city of disturbance that sits on a void gate.

gao = city of pandara that uses odd techniques to build, city of oddness

geo = world, planet

geodd = odd world, fate world, wierd world

geoid = hidden world, hiding place

gota = gotham, superhero city

glob = world

hargewoods = Higher plane that exists of an ordinary area that blinds people to what truly happens in the world of origin area. If noticed, you don't seem to react to it until later as it can be horrid. So horrid that your mind can reject its existence. Its a place of original and aboriginal magic that allow any idea to exist that seem impossible and this includes living myths like Al.

jeo = globe, planet, jail

juun = magic country, The magic country be just another alternative that be magical and dark ages, gotten to if one desires something and feel yourself shift there. By a wish thought, forcecraft, imaginary moment, thought out idea and magic/k. We the magick country can trade anything except that which be unneeded, any scenario can be set up by smart air reading your intention through osmosis. Its modern medieval to susceptible and very like the world around us. or and unless made to look it, be slightly like dream realistic.

One could set up a small kingdom but funds are varied and cash comes from reserves of another alternative whos very good at trade. Concern for the area guides the moment without thinking of it but. the natural feelings are heightened.

luskan = deceitful city, babylon, another deceitful city along snake river.

micben = Microbe universe; This is the micro universe full of multiple microbes, so these microbes are represented by people in a realm of reality. That is the second layer to this reality. This realm is a virtual reality, that created by microbes you can make what you may of what you will.

This means that the microbes are nano scaled, so if you think to see the true reality then you will black out. Notice what is thought or use things in sense. The microbes are you in real life, so think about that. They are also conscious of things, so think of things on a microbial scale and the VR level is representing your thoughts.

Think to end the VR moment by mimicking lifting off the headset, you then know the base of the second level. After that, you take off the VR controllers from the hands and wrists. Then walk out, this is where your thinking of leaving. This exits you from the VR world. The rest is up to you after that moment in time.

This is when the VR level is basically in two parts. The real area and the VR headset world view. So think to get what you want, you may end up with the pint by idea. Oh due note: Thinking of improvements I believe the VR is capable enough of being taken as thought thought was real life. So if your given everything withstanding the idea, and this is without question, then you are within the VR itself.

Since that speaks of improvements to the area, I believe that if you separate from VR, otherwise named Virtual Reality, then you could enjoy what's there. So don't go off believing that VR is real life. VR is just a game and you can bet the humane humanity there is incredible. See that is microbial life for you by feel. Since you were never there actually, this point doesn't matter. So think of what you like and you can get it.

mydroi = tolkien, middle earth, earth existence, olde world

alite = atlantia, atlantis, etepa, ethiopia, utopia, perfect world, perfect civilization, distraction or Land of luxury and beauty. This continent was of great delights, liesure and creatures, also the place of the first fairy tribe, and be now called elysian fields.

Ido'geo = faith world; This is done in a world of faith, think of what you want and you could get the end result of the point that exists. So I think that this world uses the concept, the God or the creator creates what you want by doing the point with some feel. This is a point of life, when you pray or state the effect, "I wish to be there". Then you create a shift of body, that makes the effect of being there and working with the idea you find. What faith there is now, this is a point of idea that you make things and those that exist are there as divine. They create for others or yourself, if you need something. The way to not be there, this is where you pray or state, "I need not to be here." Then your somewhere you want to be instead. Have in mind what world or place you want to be and your there instead.

mre = mris, Dark unlivable island world that was once eden It was near the equator yet is beyond the crater sea, before being washed over from four tsunamis, and the ocean rose 150 meters, leaving only the dark jungle above. Considered dark disciple, creature and vampire

hunting grounds because of prey who might visit.

n = country

niogeo = nano world; This world is similar to the subatomic world, this is where you focus the third eye and generate activity in some form there. Send some energy there to do what you need. Think to send the energy and its there where you want to do what you think. Only there is this fact that your third eye pinneal gland can manipulate it by feel. That manipulation is done by influence, this uses the crown chakra. Think of the idea and state what you want, that uses the third eye and focuses the crown chakra into creating what you want. The nano can influence the world, if you influence the nano.

The basic idea is using your mind to focus your mind, then you create by using the soul that causes the spirit to do things. So what you can do is what you think, this is a noted effect of the nano world, that appears as a vision and works like a thought. However due notice of the extremely small size, this means that you manipulate what is there and generate a form otherwise. That appears there by feel with the senses to indicate what is going on, you know things by what is done. The idea is this though, what you do there is up to your imagination. This is a point of the nano world.

pirn = suburb, city area (where you are the people and the people are you), think to escape pirn by what you do from use or area feel.

Pec'wod = Peace world; This is a place of peace, everyone lost there violent streak. So I think the idea is what you think, then the world emulates what you need by what is there. If you don't need the effect, then it disappears. So this is a point of idea, think of what you want or need and you create with what is there. This is gotten to by thinking of the world and feeling, that your there. The way to get away is the effect of thought, think your not your thoughts and you are back to where you wanted to be by feel.

plar = planar, alternate existance

plars = planetarium, planet observatory

plarsfey = fairy planetarium that has mentally manipulatable astral equipment.

ploza = plot zone (plane), any plot (story) be known, most can be acted upon with self created plots.

punki = defined hell

gasaa = superbeing world

georog = thieves world

geosupab = superbeing world

quadwod = quadrelm, An inphysical "'xhig'sahn'lagn' high tension" spirit realm containing quad material that be twice hardyness of normal, from the material plane and 2 to 4 times as strong as astral. The quad realm be very inphysical and astral yet has spirit qualities that make it seem like real where its not real. All spiritual and physic rules work with little actual need to know except the necessary points. Most people are demigoddlike with possibility to become a guardian or Astral planar being by stating it as fact that you are.

Al thats need be to know by need to know rule and what isn't needed be sometimes ignored.

The quad world be the definite adventuring or alternate earth world. Everything in the quad realm tends to get disgruntled if misused (misincorporated idea or bad reasoning with use) or disused (overused, overincorporated, overinterred and pushed upon others).

saageo = superhuman world, superhero world that has more violent superheroes by 5 times, this is only if necessary to stop criminals or villains than that of the villains themselves that are violent by a factor of 3. That world and world universe uses the marvel superhero universe, the idea is about the same as it is in marvel comics and movies. So think about it and do what you think is right. In order to leave the superhero world, so think about leaving the world and walk out the door. If that's how you got there, then the door frame of metal or wood should shift you back to your world that you came from with its energy. Otherwise you could use a mirror, this is looking at the mirror and stating 'shift me back' thinking of your place of existence.

The mirror magic will surge the area and the shift or teleport should happen. If you used a gate, then you can use the wood or metal frame of a doorway to shift you away. Think to the fram what you want and touch it and then walk through. This is just three ways to leave a world, most of them will sometimes work on the superhero world. There's always a 50% chance of failure if you think about failing, when your near the point of shifting. So think about this and beware of the fact.

seugeo = seauu geo, subatomic world; This world is the world that games can be made of and what you see when you focus your third eye, hand eyes or feet eyes to see in it is what is created by someones willing nature. Otherwise this is

your will that is reflected there, what you may notice is mostly beauty. So think about what you want to see and it will show it there. If you want to be there, then think of it as there and where you are as here. Think a generated form is there and your able to comprehend the idea, this reflects in the language that is there.

The being that is there is what informs you by telepathy what you need to know, this is even showing you what you want to see if your third eye shows you the sending. This is not always foolproof, so be able to handle whatever comes your way. Sometimes the beings there might want to be born here, so think about a suitable parent and that is done. If you think your here, then you seem to return and your no longer aware of what happens there. This is what I noticed about the subatomic world.

sezupgeo = sezup geo, subparticle world; This world has noone in it, noone lives here so think of what you want and the influencing element in this world creates what you want by moments and visions. This world creates by the element and these are air, earth, fire, water and void among many more. The element is what you think and the point is what you get, if you know about things that exist in your world by what you do. Think about the idea and then feel the need, then the subparticles create what you usually starting with a light display, sometimes this is in the night sometimes this is in the day where its shaded. So think about that point, you then create by the idea that you have using the sub particles and quarks. The elements possible are somewhat described here, at the [dragon magic school index](#). siry = siring, child bearing, seers hall, the only hall to chain the seers to a rock or existance for sight and to get any desire by advanced warning. Know that half or most can channel and change events as needed. The other great seer hall be chadriinax but some report its in ruins.

sibbawind = aceto, silverwood, advanced kingdom of the elves that uses the government called democracy with a republic, this government and world has advanced toys and machines that work with a power source. You only have to go to a store or find someone with the ideal thing, that allows you to attempt and trade for it. The point being, that you could be there but think its here. This is where you came from, so there is where your visiting. The area is exitable and your spirit guided by your soul shifts you back to here, where you came from when your done visiting the places and people therein.

The thing you might notice, that is the point you always get what you request in some form or another. If not, then you must have requested something else, that means that you didn't get what you came for by feel or spirit. So if you leave and think to exit the land, use of the planet core is done and that which keeps you there dissipates away. Then you come back to yourself, this means your able to do what you can and things work out with what is done.

The thing that keeps you there and does things? The planet core, the gravity is the idea of immediance and things works by what you do or think and need. So if you think to the core, 'Teleport or shift me to whence I came or an exoplanet of my choice.' Then the planet core energy surges and you find your way back and then your where your soul decided was where you should go. This is the only actual way off of silverwood or the advanced land of the elves. SodiarioGeo = Heart world; This is the work of SH, think to use this as you want to use this as information or activity. The heart world is the soul world that is created by the formation of the heart. This exists by feel or uses with the senses, so think and anything is with the senses of the heart. Then created is the idea that you think to use things. The idea is a point that you create with by the way you think, this is where you can get a warm fuzzy feel to the area and through generation you can create anything. That is where you do self-actions, think of what you want to do things by the idea you need. The heart can create anything and time here is every 1 second outside is 1 year inside the heart world and get this, the heart has a simple brain as well. So that is what generates the results. The idea you have and think then need is what you end up with by feel, that is done if you speak or think of the idea as though an end result. By thith method, you can generate any result or idea as though a full manifest. This is a noted effect to the place, so don't take everything done as though an idea to do.

suzupsah = su zup sah, Super particle plane; The super particle plane of planetary existence is what is there with excited particles, you may call this plane a buffer area for the place or area you live in by feel. That planar area a place is an area that exists things, this area is what creates what you think and makes what you want. The area exists in the uppermost atmosphere of the planet, that is where you think things to exist and they disappear from here where you are to make themselves knowable there. If known about, then you think to get the idea that you want from there to materialize here. Then you know what you need to know about and things work as they should. If the super particle plane does exist the idea as a point, then all you need to do is use the point and the idea such as a cure works for you. skycity = floating city, mage/magic sky city. Described here @ <http://alt-sites.tripod.com/skycity.htm> by my site. T'lira'wod = The hologram world; The world as we know it is all holograms with ghosts from the dead bodies by what

is there. They coexist together, the point is a concept and its usually done by the feel or idea of things that exist. Beings run the holograms. The point is a concept though only when its acted upon by feel. This is where the world is immune to demons. The hologram world is a place you reach through thinking your there, and the creator places you there. If your conscious of energy thinks its someplace else, then the creator places you there instead. This is a unique world and what exists is what you think. However, The gods have all but left the world, so think the creator serves you and he will. What's there under the hologram? a broken planet that is created similar to earth and what is somewhat slagged by nuclear war. The satellite that is there projects the in image. The images are interactive. Think of a witty response and you get one instead.

Timbuktu = City of gold: This lies in mali on the southern edge of the sahara desert and is actually mud walled buildings now. So the illusion of the pueblo indians is the movable mudwalls, that allowed them to move their city as they wished. The first to explore the timbuktu is french explorer auguste caillie, dressed as an arab and acting himself.

tirnanog = faery world

tor = torn up, world scape

tegeowod = variant world above, merworld below

tiwod = thinworld, The world where most people are slender or thin and take no exception to visitors. By breathing the air and taking sips you are ensured perfect slender strength that be a superhero in proportion. The thinworld gas and water be with a control effect and renders the person suggestable.

tubwod = fatworld, a world 100% with fat people and due to the genetically charged air and water aided by food, you might find it doesnt leave the body. If you enter then your body might mutate wih each sip or bite.

Then = The end view; The world at the end, this world view is showing things. That could occur or happen, this is done unless you don't allow for the point and do things to save the idea. This world is ruled or described with the rules by the two view idea that is here with the world that's lost or gained @ <http://alt-sites.tripod.com/2view.htm>.

Tsukiyomi = The sucking of my own mind through the eye, all it takes is eye contact to transport them into another dimension, called the Tsukiyomi; where it doesn't even require eye contact to trap them in a spell. It blinds the user little by little in the manga/anime otherwise the dimension that this was taken from, but you won't have that problem. In the other dimension, 2 weeks there = 1 second here. I do use the dimension form of it in a way that is so I can make the person see their own death, and at the moment of death, instead of dying, then will them back and they just come back to reality and collapse to their knees. I rarely even finish them off after I do it, because I only do it as a 'this is what will happen if you do attack me, now leave me alone' type of warning. This only has to be done once to make an impact. The eye will do what you need, this is as you feel the desire to do things.

Tsmogeo = The smoke land; the land of where you smoke and you create cancer, you cross over into it by thinking about things and smoking something. You can create with the smoke as you think your there. Then as you do you create with idea that your subconscious does, this seems done by the third eye and this is activated by thinking blood energy goes to the pinneal gland. Think the flow of liquid to exit from the smoke land, if you ever want to come back to the land of smokes then smoke something.

Will'geo = Well world; The well world is the point of this world, that you think your well and work with others idea better. This is a point where the self-gravity is used idea of the world. That is what causes it to turn in circles. The well world can not easily be escaped unless you imagine yourself on a space craft, otherwise done as you think to go and escape the gravity physically. This is where you can think to die and shift to another world, that's as your gotten by the great eagle or something similar. However due note, there are men and wonen there, so I think the cops and security regulate the area you see, then the manager makes the rules. So obey and you know what is necessary.

The well world has similar physics, the idea is just another point in the lifetime you live there. Since if you can't escape it, then you end up reincarnated there by feel unless some God frees you from the place or something. How you get there is through the point of doing something wrong, then not repenting your karma energy or things to that regard. Otherwise you might end up in hell there, unless the planet shifts you to the planet of no karma. This is a point by feel idea. So think about the idea and you know what to do. Sometimes this works, if you seem to do what the rules are by feel. That are rules stated by idea that's spoken, then the subconscious frees you by what you think or feel.

via = ill world, illa, villa, town, town activity of ill city center, this city center is escapable by thinking or stating evilla or evelli meaning Eve I have to go now. Otherwise the release from this world is through the eye seeing a phrase that matches a statement, think your matching exactly some future thought.

vyd = hidden world, behind scenes, video world

vyhya = vyxhya, valhalla, warrior land, warrior heaven

twensun = uuodtwensun, world between the sun, sunland where the people of the sun be

xit = xanth, Magical land ruled the demon xanth, with a pun like language much like the xanth novel. The entrance be the asking xanth to open the door for you to enter or go to florida and feel for the entry by dowsing. Be warned they of xanth consider us nonmagical mundane in mundania.

zefw = zephiroth, sky people land, harpy roost

zephiroth = sky people land, harpy roost

zupgeo = particle world; This is the world that is a world of particles, the area is what you think and bipartison in effort to work by feel. This is with an idea that means you think it and the particles rearrange themselves, that is useful to match the area influence and the point of concept that you think and feel will occur. The particles are what you think, the area is with what occurs and where you are influencing things.

The idea is the thing that you think causes the particle world to influence the real world, the feel is the senses that are used to determine what is there with the perceived perception. This uses the third eye and the other eyes, that is such as the hand eyes, this useful idea is used to create what you want if possible. If not, then the idea in use is what you think is used and things are what they are doing. This is the particle world, the results speak for themselves and he doesn't do it where she does things.

[Go back to the Atleantian main menu](#)

-XXIa-

new area section; together they made this section and bade it through necromancy

absolm = forgiven; acquittance, this is an act to forgive and work with others so you get what result you need.

atleine = suppress; suppressant, effect that allows you to not need to do things.

atlen = cooking by feel, seen no user feel

atlean = clean, cleaner

atlein = loan, cook with light, cookeria

atloan = place, placement meant as the place or point

aleain = place item by ideal place, crockery

atleir = fruit, balancing point, creativity

atloir = loitre, activity with a point

lean = trust

atleanir = loan use by the animal intuition, loan user or use is used information

atleir = creation point, with entertainment

atluo = mortal use, mortality by education

delier = bye, bite, discriminate or ignore

delour = leaving point, alchemy by herb use feeling with drinking water

dilour = levying, levy or music

dileur = sight use, slight en use

deluir = area use

deloiren = used area

duloitre = stupid activity, uu is removal of the point by activity

deloitre = point out, no stupidity activity

delaitre = thinking thats active use, activity use, delete use

delaitric = character activity, characteristic

delatrei = later actions by used entertaining thought

delaitre = olde oath, no olden, this is use by your point

deloitrein = ne fight

delatrai = love

delatrie = deliberate

delabre = work or debilitate

nehi = nei, neigh, neither, no or nitrogen oxygen, not, not now

u = no; not, -

[Go back to the Atleantian main menu](#)

-XXII-

The nouns, pronouns, adverbs and verbs p1

Grouping

Single vowels

a = prefix: not, affix: active; on, online, a in off, age, the, in action, actively, by, of, ah!, year, from, free, reject, no (know or gnow), at, the enactment is negative if an act is to do things by a use of 'an', the one, be, behest, obese, put upon, now I am aware what he, she, they said.

e = prefix: from, affix: be, is, are; from, it, energy, open, exception, an, and, to, am or combine.

i = prefix: movement, affix: the, include; eye, one, go, walk, march, advance, pass, flow, flei, ride, sail, iodine, urge, an interest, interact, inspire, to, activity, self, in, oh, if used as I; yes, yeah or aye, so I know this is prevented by the flow of energy. otherwise "I" means energy consciousness. This is where "I" know things. "I" act.by feel better.

o = prefix: past, affix: order, or, other, difference of, oh!, let live, past, on

u = prefix: you (if positive) or (if negative) no, affix: opposition; don't, huge, but, uranium, understand, bend, bad, yo(u) avoid, (if negative) not, this is where you think and avoid what you hate. Think to leave the area and you aren't effected by direct things with feel.

y = prefix: cause, affix: after; active in account, wild, latch, yttrium(time element), more efficient, male, why; ask, ask a question (get an answer) After in activity of the moment you can get the end results you want working out.

Two part vowels

aa = claustric; thereof, therefore, mastery, the clause of the moment is what is there and with a point in character. otherwise this is caustic reasoning that's inappropriate with no regard to you by feel with life imprisonment. There is no parole with cops in person.

ea = creation; creation by what you relate, caustic relation, water god, each, wait, create, this if overdone can make a punching of bad people out easy, this is done if you need the effect and then if you don't then your with inner peace by feel. You may tend to react as though a guardian or manager of someone or some place, so think and you know what to do by feel.

ia = is; this is using an idea (is an or in an), liar, inner, this is a point you lie down or lie with a straight face, bias, equal (to), release, stand, away, hit item, item, this is usually an item in idea or a point of will with a liar. So to stop the lying down point, think to state unh ia or held forever in an idea point until the point is made. This is done if irate, otherwise its an ancient word meaning inner power. So enjoy what you get from this point. The point may last forever.

oa = loan; dangerous, go away, stop, past action, oil, ott (otter)', out person.

ua = resumable; degradation, continue, resume, activation, anchor, what, (water) god, water; urine, especially if urination is done.

ya = agreement; yaa, sky, space, eat, agree to, you, understood, your, yes

ae = herbage; divinatorium, similar to cocaine, age, era, meaning, intent, equals, =, law creative, ate, to, as in, against things that are negated with then or no flubbing not there, this is the level by no hate no unloyalty this is the level with progentors or use by many herb type.

ee = drug; medicine, multiple, many uses level or perception with don't so you do this to not have announced multiple schlerosis.

ie = higher; well, popcorn machine; ihe, don't, ide, idea (of something), exasperation, oh yea, oh yah, exaggeration, hot air (that is made with or makes fire), tall, in it, heat release (sudden heat release creates the fire burst), giant, item

oe = needle; wait, bye, pause, thought, or, done, owe, okay

ue = tea drink; expect, up, urine (everywhere), urinate, work things up, ruin, war

ye = stone; your, you, our, yes, yeh, agreed, yet another form of life that you respect and work with by the point or feel. this form of life is formed by a stoning effect where you think to use eternal energy or god energy and gain eternal life.

ai = trap; fat, gather, debut (like a debate)

ei = to; restful, to lie down, eigie (egging, eggo)
ii = channel; weaving, thought provoking, open
oi = energy; no weight, not done, pig (oink), orange
ui = remnants; wreckage, ruin, solid, an, with, /
yi = interface; pick, sure, yes

ao = being; energy consciousness, nature, forever (darkmatter or nothing that supports the need), all-father, eternal creator
eo = divine; the alien god, million, eon, earth, evolution, top (as in centrifugal spin), up; upright
io = imagine; ol, energy, creativity, otherwise: energy specific madness; cured by angel, yet leaves an odor (bad scent)
oo = cool; sit, oh
uo = instant; who, instantly (uon), instantaneous, instantaneously (uon)
yo = augor; over here, over, you there, friendly greet, you, yes, agreement, wait, hold, greeting, empty word, hey, your, you all

au = teach; goal, value, four, taught(tight), gold, stretch
eu = pee; pee you or stinky, language, european, acute, good, pleasant, huge
iu = agreed; self pleasing, oh yea, feel, present action, intuitive, intuition, ', this is a point of self-pleasure where you feel by present action with intuition and intuitive knowledge.
ou = done; see, out, this is where you see things done and are out.
uu = uun: nothing; nothing more, this is where nothing more happens for a looped effect, (uhn) undone, never, not, uhuh
yu = chemistry; yield, why you, yuck, yech, yucky, yuh, you, yue, yuh, go make, this is where you make use of your time for a point or yielded effect.

ay = greeting; I, hay, positive, positive result, way as hi or road, phrase, normal attributes found acceptable and seen; Form and idea are same with energy.
ey = impairment; eye, alright, hey
iy = lily; made product, impatience, result
oy = boy; good grief, irritant
uy = gooey; male organ, why, this is gooey in nature and made from a male organ.
yy = learn; male pride, learning from, growing pains or lessening or no pains

ab = none; code, before, away from
eb = recession; receding tide, energy base, recede, go back
ib = flow
ob = take; warp, chaos, odd, not, over obesity, understood
ub = oob; energize, build, you are, you have, you've, your, understood as wish effect, this is where you activate something and create with a build of energy.
yb = clear; wiped out, ytterbium

ac = action; account, acr, sharp, actinium, exchange, electrical current, electricity, ace
ec = balance
ic = -ic: characteric of a point or characteristic seen, ick; in character, I see, ice, characteristic, pertaining to, ence; fence, exchange (of heat or energy), hence, exchanger, acting
oc = lift; focus, strength
uc = okay; resolve
yc = job; wake, doing request

ad = had; if, had on, hadn't, at the moment, aid, moment, to, toward
ed = animate; animated, train, edict, soul death, this is from a hit that was done to the soul and when its done the person dies by feel. This can be used to conceal yourself, as those psychics feel your death and think your dead when this is an energy effect.
id = ego; mind, or things that can appear hideous, idea, I'd, hidden (it)

od = owed; psalm, oath, song, (a) poem
ud = you'd; to project, forward, to bring out
yd = wide; wade, make path

af = after; in favor, normal time, favorable, laugh
ef = create; to shape, mold, effect

if = result; now, sniff, fall, if "use" and or an end of a loop, possibility, now is the result this is an iffy concept point that creates what is in a random point of time as a fire formed and any incident, this is in a will if knifefight is in a random circumstance or otherwise known in. As in life that ends in a concept that ends, as what you will as thought or not is cool at the end that life is there.

of = based (on) desire; off, sex energy on the moment, focus, lineage, loyalty, time is en saver as what energy you see or use creates what you think, create by, feel (intuition from the soul), often, oven, thought point

uf = behoove; out of air, hoof, this is denoted by hearing a hoof beat or seeing a hoof.

yf = relation; gyne, wife, mated female, wild beating (of a dog), this with idea is energy and thought you use is an excess to create and make a thought including a beating or no hands are on me.

ag = element; quicksilver, age, silver

eg = egg; hedging on, dependent, egress(ion), dark force, eager, think of things egging you on no more, then you get what you want.

ig = pi; pig, big, the idea of this is where you pig out and feel good from getting big.

og = ogle; oger, look, support, beautiful one, aug, otherwise augment or change in state.

ug = bade; ugly, tug, indecision, the indecision is where you decide not to do things and that's when your indecisive.

yg = work; wiseguy, wag, wage, test yourself, this is where you (have) to test things with your idea before you use it, you (have) to test your consciousness to know what is there.

ah = understood; oh, not active, this is in relaxing built up tension you relax, understanding comes with enlightenment and the god, deity, helps by feel. This literally stands for "I see so I don't need things unless necessary. If you need it or hold it, then ask or get by without it..", this is using obvious meaning from observation and that is also from english dictionary.

eh = ok; okay, was, be, what, caught in surprise

ih = blocked; hold off, inhinderance, now flow I know it, insightful, pride that leads to death by deadly means, in, inhibiscus, rest, inhibited, bend, day, this is where you sometimes inhibit a real life moment and experience daytime.

oh = as; held belief, I was corrected, wrong

uh = wait; high energy, doum, sickened by, pause, shamed by, dumbly do

yh = bitch; complaint, complain, shortsighted, shortsightedness, yeah, (in) agreement, ever ongoing

aj = chosen; choice, aja, selective

ej = ejection; (in) removal, out, outward

ij = readjusted; edging, well thought out, in concept that's a good thought out point and reborn, that is where your reincarnated and not on the planet or reanimated after death or catastrophic injury. This is a type of injury that is fatal, so think about the result. You can get the idea, that is what you need in idea to happen. This is a wanted thing, so think and you get the point. The process is think of what you need, suggest things and the subconscious creates what you desire.

oj = orange juice; oh jay, good for you, out in juice form or juice box

uj = betterment; urge to better, made better with thought

yj = reveal; standing up for yourself, know illusion

ak = ache; ack!, most al love to attack or hold back if male as though attack

ek = eek; scare

ik = news; ick, long bar, ink, I, in oak, pig

ok = okay; okau, oak, oak tree, comply in oath, com se com sa or alright otherwise soso or comply.

uk = party; brexit, come together, unite, one purpose, thought with salvage or create with a point

yk = national; nation, united people, with uniting ways

al = sale; ail, sail, all (as metal type or material type), aluminum, as long nailed floating haired young women corpse feeder, as an alternate form they can seem a fire eyed boar tusked iron teathed brass clawed copious shaggy hair human beast. Al use the area or feel so not to seem with stench to use the area, to see the stench as a marker or indicator seen alter to not always or not to stink

el = select; selective, meta, element, the first, eloquent motion, elephant

il = disease; illness, weakness, not, point to fix in a fixation state, bad functon, this is where you can consume way more than what you want and the thought is for food by thought.

ol = force; hold, black hole

ul = unlimited; god, line flow, life flow regulation, temperature regulation

yl = being; creator, wild magic, whole, anything possible, time will, time wyl, wiles, The moment of will thats using an energy source and an element of time.

am = run; in motion, americium, on un circular pattern, in circle out back (transitions don't beguile break this pattern as you don't actually consider him until necessary), ride; vehicle, car, what a run can consist of actually as of a point done by feel

em = feel; female, woman, (only if negative) blame or condemn. seem, contempt, (if associated with the point by feeling) empathy: association sometimes due to stress, that is with the feel of the moment. this may leave you empathic, otherwise this is due to an empass that you deal with by acceptance of the idea or fact. eum: sounds like a loud mrmory, catlike sound, this is similar to energy in the room with its sound, otherwise this is a large catlike sound where you seem like a cat.

im = him; not, note, into, image, beside the point, think about things

om = eat; nom, realize, know the level to measure (toxicity or area), clarification, effect, in upward motion (ea)

um = consume; consume a portion, poison, snake venom, some consume the idea to accost dumbly and not act as smart so you could relent, this forms a nightmare of snake venom if the venom is used, so no or sex is used to fix the need and not do it, this effects people you don't know so don't worry about the idea.

ym = eurrrm or pieeh sound, whim

an = pain; man, stopping, ain't, not (much or done otherwise u or no), This could be a stopping point where not much is done. Then the hand of doom: this is where some hand movement is done and then putting palm outward (sometimes meaning a stopping and thinking point); otherwise an is: then push or/and create, &, amperstand, include (in addition), I (ancient fire summoned with combination as I will and possibly erasure or focus), not, know, ass or particle soul, help in the end, anticipation, anticipate. This doesn't declare anything if used as an ending such as -an but takes the place of a negative reaction especially if used alone such as "this is an idea" or 'th e an ie'.

This is used if a place in time is understood for the idea, that creates in thought for what's in mind. These are things you sometimes are possibly able to use, so if you can't do things you can do them normally. Sometimes -an is a thought that's sometimes a fought moment if seen psychically. Sorta like an argument, that is with emphasis on the idea you think except its in an idea non physically done. So then dismiss the scene in your mind by thinking of something else, then things seem to work out for you. This is a sign of the fairy or life, so think of the idea and the fairy can do the effect of creation.

en = ending; (then) moment, keen, at the end, (discussed reasonably) in whatever allowing, thought by whatever thought, not done in end (nothing done nothing felt), rapids or into a body of water, encased, encode, inside, at, ent, isn't, do or is not, in the end (wild, frenzy, detrimental to form essence), god of dark matter and entropy, create as usual creative user field (as a hurt field), ending by feel

in = runtime; (if positive and agreeing like I'm in) yes, agreement, (if negative and used as 'in' by itself) no, with, die (off) (of if negative), without, ends, and, in and out, hand, not do, into, indium, not, ing, ingot, invert (revert as this creates in idea your not always doing as reverse till death), don't gnaw or know attack, no longer not there, if you are awaiting people your aware of your options by feel. with or without maw broken in life by actions that concur with what people do die with inverted energy by life interred by kinda inhibited attribute for which you forbear is what you get and as you can uninhibit you use nothing to do things as if somewhere else as if the idea were nothing wrong and other things you may explode or not as no need to do. This is using the fire as a source to do things a psychic wish. The end result is this, where energy consciousness creates what you want in life. This is a point you can write down and create by writing the point. Think and you en know what to do. This is the point at the end, we evolve and the idea is ended. They are in the idea, you are unaffected if human or animals..the total distance between that place and this

place is inches across.

on = aware; done, awaken, [from] thought about moments, empower (there war of empowering and not here), dong or ideal use.

un = eternal punishment; if thought as forever and what I think is punishment, (if said as oon like spoon) forever; unaffected, eternal, creative undying, (if said as unn) undone; unweave, not (nothing), this otherwise means relaxing and if not forever then the point is done by someone if not the originator.

yn = lessened; less (for you), winding dead up, why not, wine, with energy release (come and go energy) as nothing if physical or not and they go as need be), come and begoeth or do something else. time doesn't matter, think of what you need and you get what you want.

ap = nap; ape, not copy and come or copy and go and sometimes do

ep = picture; record, episode, capture, eep!

ip = fid, find; basics behind internet, location, address, network

op = operate; operation, hold in place, open, hope or close up after

up = (the) maneuver; thrust, upward, scoop, out in upward delivery, if crazy; this is taking your shit and using it by hitting someone up with the shit.

yp = clean; wipe away, erase, move away, this is a concept of cleaning up shit and stuff with bacteria.

aq = ack!; faq, fact, factor, cheese, throw up (body fluid or object)

eq = is; in an equal representation, this is using an equal view in diversity except for what you do to things.

iq = intellect; intelligence, ick, icky feel, sick

oq = nock; cross, smart, smarts

uq = job; follow rules, organize

yq = awareness; aware, icky, very sticky

ar = area; are, art, purpose, argon, arguement, arsonist, ingenious flame, setup, sometimes by spirit is arranged idea.

er = action; speed, here, hear, her, erbium, it, emergency area, convert, implode

ir = wire; irk, ire, iridium, oppose

or = suffix; -or put at end of word and then interred meaning is one who uses with word meaning after such as auror or one who uses sunlight or one who uses the source: one who (uses); gold, riches, fantasy, essence (from life), order, build up, in (energy), if not used as prefix: add meaning after the word to seem the end point as though two different words with one meaning. Such as in aur or: sunlight order or build up and otherwise the source in energy.

ur = year; hair, you're, your, curse, your cursed, urine smell

yr = ply; year, wire, with movement of exception, long pliable strand

as = last; fascimile, fundamental change, similiarity, similiar, arsenic, assume, ascimile

es = Weigh; scaled, weight, especially, multiply, einstinium, is, multiple of, you, multiplied weight

is = wish; equ, equi, equal, =, sun fusion solor power (sun generator or device), moment, in, indeed

os = lose; movement, osmodium

us = use; united state, united area, make use, kaboose or train car that pulls other cars on a track. Otherwise this is with the states, that's full of (idea), this uses the united state, sometimes by a place, that is for use by feel.

ys = wise; wiz, wisdom, this is some wisdom (wizard, witch, wise one), wish, sole desire; defunct (defunction), glitch (locally); that is a function point, that causes things to work screwbally or things just don't work.

at = attempt; in place, attack, of the, of that, astitine, to, toward

et = get; at, eat, eight, @, alien, dust, stop

it = intent; purpose, off, match, it or (if violent) hit, ant, to matter, this happens as a point that you experience unless "no matter" is used in some phrase. This is a match or idea where things are formed from an ant or what you think is an object to matter. Purpose in this, otherwise in that, this is perserving or use (not necessary in taikwondo), seem careful with this word because to a violent person it can reflect their mood and they could hit you or others because of it by feel. Instead use the actual noun describing what you need to mention, this can be anything that is a word and describes what you want to describe. Possible use instead is the word this or that. What you thought or needed to happen. This is not a hit to the point in the past. This is a concept that's done.

ot = ought; hot, oat, or, of, jot

ut = butt; but, boot, use
yt = evade; wight, what

av = graphic; avn, hve, point, save, have, avenue. lined up area
ev = fated; eviller, (fate by) eventual, evr, ever, eva, at noon, every, evening
iv = care; white, I've, I have, this is sometimes where you have fluids in a line that create life.
ov = hover; overly, over, behove
uv = sunlight; accurately measure, ultra violet
yv = frequency; hertz, timely measure, wave, why've, why have

aw = aww, a bit of pity
ew = eww, totally grossed out, woman
iw = piw, woven, supposable, suggestable, suggestion
ow = that hurt!
uw = red
yw = beserker rage

ax = axe
ex = provision; provide, out, outward, expiditerous (no harm)
ix = pixie(wood sprite), woody, harm
ox = team
ux = rope; uix, moving, knots
yx = haste; wax, sped up, in badger outer calm, speeding up, speed, wicks (cutting and doing), hate (to avoid), with haste you don't always notice what you do and thinkinking of the past or wisdom, you are hasted or sped up.

az = haze; reception, lazy, viel, roach (a drug use or application)
ez = easily; very easy
iz = realize; comprehension, teen, war, realized (izo or izan), fulfill, realizing or realization (izy or izan)..this is where you fulfill a promise.
oz = booze; alcohol, miracle worker
uz = ooze; crushed bugs, slow flow, slowness, this is a slow effect which we realize is there.
yz = wisened; aged, just left, alone, wisely stated idea

Three part vowels

aaa = Aaahhh!
aea = yea?
aia = small
aoa = why
aua = big, amazon, amazon tribe
aya = Ayie!!!!

aae = wild cry
aee = sea cry
aie = forest cry
aoe = time call
aue = sun call
aye = moon call

aaI = turn right
aeI = turn left
aiI = ten hutt!, attention
aoI = about face
auI = march forward

ayi = fightinghowl; march back, marched

aa0 = bank

aeo = a howl

aio = whine

ao0 = group howl

auo = wimper

ayo = hello; greeting/s

aaU = kick with the back legs

aeU = dash

aiU = sprinting, sprint

aoU = slow walk, free in movement flow, going on your way

auU = trot

ayU = run and fall

aaY = braying

aeY = neighing

aiY = whinny

aoY = snort

auY = rearing up

ayY = trample on the ground with hooves, hoof trample

eaA = hesitation

eeA = sparring, spar

eia = halter, inflamed, agreed, agree

eoA = spurr forward

euA = shinny

eya = move fast

eaE = to the ground

eeE = eek!

eie = grounds hot

eoE = tossed about

eue = hung upside down

eye = left hanging, left to hang

eai = boing

eei = hop

eii = bounce

eoI = forwards roll

eui = sideways roll

eyi = backwards roll

eaO = eeow!, ouch!

eeO = whimper cry

eio = startled cry

eoO = low groan

euo = self interest cry

eyo = discovery cry

eaU = taken away, bordeaux, beureu, bureau

eeU = self loathing

eiu = something new

eou = entertainment

euu = disgusting!
eyu = startled aware, illithid, brain eater

eay = say, ray, birthday celebration
eey = new years celebration
eiy = welcome back celebration
eoy = goodbye celebration
euy = honeymoon
eyy = wedding

iaa = demon summon
iea = conform
iia = torture
ioa = favor, favors, another, debt
iua = user
iya = disapproval

iae = alive
iee = fled
iie = think, inie, nae, in idea
ioe = throwing
iue = moving
iye = silent, dead of night

iai = stillness
iei = escape, leave
iii = can I come, plead
ioi = don't know, mystery
iui = what do I owe?, due amount
iyi = fall

iao = I hail thee, greeting
ieo = leo, visionary
iio = open eyes
ioo = danger sight
iuo = instantly
iyo = trust

iau = support
ieu = comply
iiu = grant, give you
iou = owe you, payback
iuu = understood, acknowledged, roger
iyu = compliance

iax = settlement of
iey = assortment
iiy = layaway, pay later but put up first
ioy = bill pay
iuy = used
iyy = check out

oaa = checking account, on active account
oea = felt awareness

oia = oh I agree, in action, agreement
oia = out of action, inactive
oua = inv, inverted, invert, inverse, the same form and different or opposite idea
but similiar energy.
oya = activity, on your account

oae = ordered energy
oee = time event, timer program
oie = ruined day, cancellation
ooe = evening together
oue = owie
oye = even break, lunch

oai = uninterrupted, uninterupt
oei = consoli, consolidate
oii = old lady
ooi = startle, startled
oui = away, go less thataway, yes
oyi = felt abuse, felt in abuse

oao = past activity, past forever, away, okay
oeo = sugar cookie, wave
oio = on way, journey
ooo = ooooh, awe
ouo = reminder
oyo = on your own, independant

oau = in use, propaganda
oeu = all people, you overeat
oiu = to interfere, interferer
oou = about you, bio, life
ouu = hourly usage, rate
oyu = handling care, handle/ed/ing

oay = what did I say?, explorer, exploration, outlay, outward, okay
oey = why obey
oiy = tell me why, personally, oil
ooy = oh boy
ouy = stop it, owwy
oyy = feel about, feeling, to feel

uaa = tea; too far, weigh allot, otherwise pure stimulant. This increases reaction time, metabolism, and causes wakefulness. Any tea except addictive illegal ten year tea, this is tea that is the only thing that does anything for you that means you are with a sedative by tea with other ingreadients improves flavors. Tea is a pure stimulant. This increases reaction time, metabolism, and causes wakefulness. This also causes you to piss out your water faster. So for people with low blood pressure, its safe to avoid it unless you drink more water. This can cause you to go too far or lose weight, its useful if you weigh alot to drink tea in the morning. That stimulates your metabolism to be faster.

uea = bakery, shop, negl, neglect, misabuse, abusive behavior
uia = interact
uoa = in action, to stop, time event
uua = usual activity
uya = unusually active, active concern

uae = young lady

yui = anger provoke
yyi = prideful, asshole

yao = gao; jail or don't have to agree
yeo = economy, effecient, ecstasy
yio = move; yield, give, keep or no use
yoo = bang; bad, failure, fail
yuo = irresistable
yyo = wildlife; beast, animal, wild nature, instinct, determine

yau = guard
yeu = youth
yiu = thank you, intuitive
you = you, youth, young
yuu = understood implication; yuck (you suck)
yyu = manhood

yay = celebrative, celebrate
yey = agreement; energetic yay, yeah hey, leeway, lenient, condolence, loose fit, restitution, console, condolant, relax
yiy = console; grief, concisely, grieve
yoy = yoyo; playful, use
yuy = wild; wildness, lively, wildly
yyy = yigh!; yield high (results), suddenly, wild passion, wild abandon, (to) interefere, interference

abb = strong; abbey, push strength, arm muscle
ebb = flow away
ibb = reasoned
obb = to stay
ubb = acknowledged
ybb = way back

acc = emote; account, whack, accent, accuse
ecc = echo
icc = carbon copy
occ = occupied
ucc = uncaring
ycc = wick scent; what you use to work a candle

add = plus; sequence, raw source, addition, additional (point)
edd = newspaper; edition, editor
idd = hidden
odd = fate; oddly familiar, dejavue, weird
udd = sign; udder, shudder
ydd = give secret

aff = laugh; affect, absent mind, asleep, sex, pregnancy
eff = final statement
iff = iffy
off = turn off
uff = rough; out of shape, out of breath, punched in stomach, enough is done
yff = whiff

agg = aggravation
egg = egg; genius, ego

igg = ignorance; ignore or work with a person

ogg = bag; jogged, something of interminable value, something bad, to count an idea interminable that is to not get too much bad attention to the idea.

ugg = possession; feel ugly, this is being possessed with a sign of ugliness: this ends by thinking the end where the possession disappears and the ugliness disperses, This is done as though energy, that was in there is gone. Also the sign of ugliness dispersal is the waistline seemingly going down and dropping away, this is a point as though you were naturally slim.

ygg = point; wiggle, way to go, by feel: congratz

ahh = understanding; I understand, understood, aggravate/d, agonize, realize this point or realization will occur by the soul provided intuition.

ehh = put out

ihh = tire; aired (out), air, on air

ohh = I got it

uhh = please wait

yhh = wait after

ajj = adjunct; place adjacent

ejj = edge

ijj = interject

ojj = offset

ujj = arguement

yjj = widget

akk = hack

ekk = not needing

ikk = interruption

okk = ok ok

ukk = dazed a little

ykk = jawbreaker, airblow; if your wicked, you get a whack otherwise you get restored by air flow.

all = al, hall, everything

ell = punish; l, let live, hell, knoll

ill = illustrate; illustration, illness, hill, will

oll = fat; roll, layer

ull = ship; lull, hull

yll = adapt; will, work, interned, force adaption, (think a point) while

amm = ammo

emm = (to) award, awarding (emmy or emman), awarded (emmo or emman), awards (emme or emmix). Otherwise this is a being or person type, (being the type) karma chameleon: A person or being without conviction, that comes and goes and this being or person is represented by the red gold and green coloration. Their love is an addiction, clinging love is strong and otherwise they are gone. They make it so every day is a survival, so their bone or personality is weak or no bone. This is a noted effect where they are demonic more than others. So they exist in a multi dimensional viewpoint. Then they are able to create what you need, otherwise they leave you alone. Their strategy is this, make with idea and create by device, their device is what they choose to use as a point is made by such use. If they want to appear good, they use their higher self, if they want to not appear to others senses, they use another identity. If they want to appear bad, they use their lower dimensional selves. Otherwise they raise in vibrations and create by the feel, thinking to create with gold and silver energy. They tend to award or get awarded if positive. This is a point in effect.

imm = immunity; immune, implant

omm = mind focus

umm = maybe; ummm, possibly, possible, doubtfully in idea, then again, yes and no

ymm = whim; this is a point you specify to do or a whine done by dog

ann = announcement; (take) care, manual, announcer
enn = enervate; energize, enliven
inn = hotel
onn = sex; (a) fuck, the urge (sexual drive), bonny; happy
unn = listen
ynn = cling; holding onto

app = devise; applicable, appliance
epp = relax; this is done by relating and accepting the thoughts you have as though not your own. Otherwise this is backing off, too much, easing off
ipp = yippy
opp = oppressed
upp = upon
ypp = whipping

aqq = acquired
eqq = heck; ill, await, here it comes, sick
iqq = icky
oqq = fallen
uqq = sharpness; sharp vision
yqq = harbor; nonsense, ardour

ard = work; hard, ardour
erd = direct; disease, herd
ird = fell
ord = ordeal; order, or death
urd = girth; weight, curd
yrd = transformer; this is wired by activity, very active and in the yard.

arr = sensing good; barring mistakes there's nothing wrong till needed to seem sensed.
err = mistaken
irr = irregular
orr = long speech
urr = murder
yrr = whirr; out of tune (whistle)

ass = asset; associate, (if body related) ass, absolutely in absense by what you are absolute
ess = clothes; essential, essence, dress
iss = issuance; hole, kiss, hiss, spacial; area in space
oss = moss
uss = hustle
yss = witness

att = attain
ett = two headed
itt = bitten
ott = sharpen scent
utt = utterly
ytt = watt

avv = average
evv = bulk; strengthened up, revved, built up, stock
ivv = talkable
ovv = sound; sonic vibration

uvv = clarification; clarify feeling
yvv = closure; closed mouth, roadblock

aww = awww
eww = ewww
iww = interest
oww = painful
uww = dumbfounded
yww = alzheimers; mentally lost, white stuff

axx = chop; axes, many axe
exx = carrier; supportive line
ixx = glue; fixative, woodlike, fix
oxx = (weight) carrier; herd animal, oxen, ox
uxx = tuxedo; best suit, very active
yxx = faster; (go till) exhaustion, speed burst, extra speed

azz = jazz
ezz = focused specialization
izz = gestures
ozz = selective
uzz = energy buzz
yzz = piss

aab = switch back
aeb = lay back
aib = return favor
aob = forever backward
aub = snob; fullness, snubbish
ayb = revert to before

eab = crib
eeb = intruded upon
eib = exact opposite
eob = strobe
eub = new at
eyb = eye ball

iab = rescind; take it back
ieb = danger sense; gradual danger
iib = hind sight
iob = remember
iub = get; take you back, lube
iyb = henchman; I aided, rob (thanks to robert or rob inadvertently)

oab = retrofit; retrogain, regain action, remembering
oeb = good judge; since your fair, fairness
oib = torrent; why buy it, get things for free download
oob = noob; few bought it, barely
oub = owwie!; I'm hurt, pretentious or gotten, oyster
oyb = final; unreturnable, no going back, not so, test (of idea or will)

uab = squab; swab, way back, met expectation, your buying this?
ueb = web; energy web effect that you create by focusing with your need in mind and the effect of the energy web is

where you draw a little energy to create your idea using effected people.

uib = person; this is a user with focus and with being

uob = wobbly

uub = alert; being loud, unubium, shaky

uyb = guess; possible, being witty, possibly being

yab = come, yes I'm back

yeb = returned, we're back

yib = chosen, choose, picked then

yob = attended, paid attention

yub = results, end result

yyb = attitude, the way you think

aam = anam, a name, and no go

eam = each meal, meal day

iam = pet, independance, declare

oam = transport

uam = wham, inconsideration

yam = sweet potatoe, poltice

aem = total enamel

eem = image, seem

iem = item; shift point, this is where you create a point and work by the feel.

oem = owe them

uem = you are them

yem = get away

aim = channel

eim = air channel, chute

iim = ask, aye I am

oim = not me

uim = refute, refuse

yim = overproduce

aom = eternal youth

eom = deal

iom = owe yourself, clarification movement, a factual commitment to understand language

oom = zoom, boom, loom, look out for

uom = womanly consideration

yom = chomp, easy directive

aum = alum

eum = youthful

ium = acid atom, atomic count

oum = owe, ouch

uom = whomp, foot hit

yom = intangible trajectory, uproot

aym = headache, loony

eym = look at me, eye me

iy m = dependent, made production of me, fame

oym = release in me, oyster show

uym = absolutely destroy, destroy absolutely

yym = in bed surgery, on whim

aas = hue; coloring, color
eas = easily; easy, ease of use, was, hard (way)
ias = realization; ah yes, the creator
oas = oasis; watering hole
uas = past; was, waste
yas = paint

aes = raised (by raid), oh yes, raising up
ees = approximate
ies = connect, eye sight, audience
oes = obese, implied effect, desired result, ill effect by overindulgence for energy
ues = lost; gone missing, misplaced, yes, kronuz, ruin
yes = agree, (if question or point) what?, wholehearted agreement

ais = home, aisle, heated hole, hole surprise
eis = made, in the making
iis = process
ois = making, going easy, cheap, easy path
uis = twist, force mouth open, wisdom, wizard, wise one, where be it
yis = connection, this is done by either wireless or wired energy

aos = trip, adventure
eos = momentous, overwhelming
ios = desirous
oos = awed, a gush of air
uos = flow, stream
yos = futuristic, years ahead

aus = augment, take in passes
eus = deus, a trick in reserve
ius = genius
ous = in the act
uus = continuance, continual, procedure
yus = just, spread in area

ays = days; origin point, this is alright, change of reality by an object point where you change the origin point and the subconscious manifesting what is needed otherwise this is I agree or oh yes
eys = august, keys
iys = all eyes
oys = boys
uys = guys, men
yys = focusing, focus energy at fingertips

aan = pagan
aen = satanist, proverbial by satanism
ain = pain
aon = immortality
aun = hell
ayn = rot; syndicate, satan, pain, sign of destruction purpose, rottage, rotted (ayno), rotting (ayny), this is set by word use otherwise for rotted or rotting (aynan)

ean = means, solution, lean, (I) ruin
een = once was, thirteen
ein = study, despondant, a despondant idea of a place that creates by feel and does what you want.

eon = undying life, transitioning, energy transfer

eun = soon; apply, spoon

eyn = implied listening

ian = free, freedom, where you bear the freedom you can get the results of wine, whamming and do purpose, so some use this as lost life is remembered where you use the computer then think so you appear yet you are released by admitting to your fear or dangerous fear could occur results that are needed.

ien = experiment, good

iin = acceptance

ion = project

iun = resource

iyu = iron

oan = loan; this doesn't always happen.

oen = payment; installment, own, or, snake bite, sex attribute otherwise; this is owing to things and this is where you think a conversation or concept to cover for things.

oin = coinage, center

oon = emphasis, spoon, soon

oun = effort

oyu = omen

uan = thought; cognizant, this is a point you think and notice what is there formed by thinking about things.

uen = remain

uin = stack, give pain

uon = keep/kept record

uun = improvement

uyu = ruin, emphasis

abl = able, ability

ebf = enable

ibl = liable, responsibility belief

obl = step back

ubl = outrage

ybl = abolish

abt = about

ebt = ebate

ibt = tribute

obt = automaton, how about, obtain

ubt = about, doing something

ybt = recovery

aca = arctic

eca = ecological

ica = forest

oca = ocean

uca = mountain

yca = land

ace = army; good, uncare (forever care), better or good health, this is taking care and done when you think to impose and the person who responds is with an uncaring response with sometime use of acetone reflexes.

ece = peace

ice = thrice

oce = loose

uce = poof
yce = windfall

aci = love (of nature)
eci = fishing
ici = icy
oci = octopus
uci = loosely
yci = tsunami, ocean water, sea water, large flood

acl = arguement
ecl = block
icl = fool, foolish, lead to believe
ocl = separation
ucl = unclean split
ycl = separate, parting of ways, divorce

act = actor, put on show, theatre act, action
ect = command
ict = depict, attention, piction (picture), depiction
oct = stop, eight side, alerted
uct = adapt
yct = shape, mold into form

ach = acidic
ech = bounty, bounce upon, eat away
ich = I
och = ouch
uch = such, what matter
ych = wake, wakeful

ada = Update; improvement, the moment you improve something either positive or negative like ideal. Otherwise this is aida, first language, life creation, artificial life, atilda, similiarity, clone create
ade = exposed; exposure, public, made seen
adi = aid, aiding in
ado = cute: adoring, meaning, activity
adu = flee, flight, must leave quickly
ady = addy; locale, address, physical location, lady

eda = estimate, carbon dating, date estimation
ede = dinner, guess, guest
edi = proclamation: edict
edo = loony; edict, bold statement, ceded (headed), educated, energy dead
edu = education
edy = read, giddy

ida = large, hot dessert, farming
ide = secure; cyber, protection, data transfer
idi = idiom
ido = faith, idol, idolize, worshipful
idu = tell, I do in duty
idy = realize, idealize, brainstorm

oda = change, came, arrival date, when fate arrives

ode = suspect, mode, olden, expectation
odi = smelly, odious, very near
odo = time, mileage, recorded distance
odu = overextended, overdo, endure impatience
ody = busy

uda = observed (by observable viewpoint), esteemed, looked upon
ude = obtuse, extended outward
udi = strain; rudeness, rude observation
udo = comeback
udu = magical; hex, point of view charm, voodoo
udy = scowl, call challenge

yda = misbehavior, acting out, misbehave
yde = wight, play dead
ydi = dismissed, dismiss, why did I?, dismissal
ydo = situation
ydu = disgruntled, have reaction
ydy = bottle; release, whiteout, eyedrop, convincing act

ads = reknown; make known (sometimes), advertise, advertisement
eds = education
ids = idea; thought, idiom
ods = luck; with luck (lucky), odds, chance
uds = thud, thump
yds = tale; stretched out, several yards, widen

adk = accomplishment; accomplish, compliment
edk = break; edict, stop training
idk = instinct (where you don't actually know); instinctual, don't know to realize, can't determine, dunno, I don't realize to know
odk = principle
udk = rudder; addict, addition
ydk = wick; nemesis, amiss

yah = freedom; happiness, agreement
yeh = yeegah, acceptance
yih = yippee, that one, belief
yoh = faith, faith in, faithful
yuh = yuhah, you, trust in nature
yyh = yih!, miracle, magic

yan = loudness; yang, yank, grab, yao; eaten, eating
yen = yearn; yet you learn, currency
yin = quietness; q-q, ying, compulse/ive, follow
yon = attempted; draw, over there
yun = natural, nature, young, youth
yyn = win; manipulation, alien

yam = sweet potatoes, sweet beet
yem = speak
yim = make; I might
yom = enjoyment
yum = chef; adding/subtracting, tasteful, tasty food

yym = wham; locate, find desire

aga = return

age = turn old

agi = disturb

ago = mummy; ancient, historic, long past

agu = pastime

agy = past; aging, negate geas

ega = spurn, egad!

ege = lord (liege)

egi = login, registered, registers, registering, register

ego = I; 1, subconscious

egu = regular

egy = intercept (this is where people intercede sometimes on your behalf and interpret things by feel), edgy; tripping, regain control. Control is to work with people on personal basis and you think and calm unless insane. If in bad mood this is an egg on by demonic nature to deserved idea, that if you remember to forgive yourself doesn't cause wild nature with greed. That is chaotic nature from seen things, that's as if wild rockin is noticed is a sign.

iga = wrong, pangara, supercenter, supercontinent

ige = trace; follow along

igi = ignite, in

igo = ignore (if hormones), out (infinite downpour)

igu = giant

igy = super feel

oga = regrew; hair regrowth

oge = constraint; target objective

ogi = slump; login, organ, tap into

ogo = jump

ogu = steal

ogy = study

uga = recognition; recognize, you gain

uge = urgent

ugi = self repose, stainless

ugo = well suited, trap

ugu = maturation

ugy = boogey; inner beauty, ugly from possession

yga = principal; supervisor, you got

yge = eagerness

ygi = sexual; wagging, traipse in, walk lewdly

ygo = attraction, attract, person attack aid

ygu = heater; heat collector, attention grabber

ygy = suggest, question

aal = greater demon

ael = heal, healing, truth seeking, do ye seek truth?

ail = aiel; hail, servant warriors or illness that exists magically if needed and doesn't exist if unnecessary.

aol = snare; entrap, entrapped, ensnare, long term connect, connection that lasts.

aul = hit; maul, overwhelm, overwhelming odds.

ayl = gust; wind blow, wind up blow that seems to last forever.

eal = regeneration; regenerate, this allows you to come back from ashes.

eel = bioelectrical; can opener, electrical, peel away

eil = self-repair; regenerate, body repair

eol = functional

eul = eulogy; say farewell

eyl = eyeline; repute, turn away

ial = burial; funeral, of death

iel = say; spiel, respectful of dead

iil = burying, ritual pyr, this is a ritual fire.

iol = violate; violation, retribution

iul = intuition; feel from gut, sorrow

iyI = reassert; renewed hope, renewal of life

oal = orientation; set goal, goal

oel = erotic, destructive

oil = rich, foil, otherwise in english its a bunch of very ancient bones underneath the surface that changed to precious liquid

ool = pool, collective resource

oul = soul, owl

oyl = golem; gargoyle, artifice, artifact, oil

ual = whale; wall, o wail, dual

uel = fuel; new resource, weal, well, uell, swell up, user hell

uil = dream; will, whip, mistreatment, wake, focus; build up, energy charge

uol = charge; battery, pyramid of power, woah, hold on, release to no it

uul = warm; craft, warmth, wool, cotton, this makes a warm clothing.

uyI = operational; tenacious, dual, creation, focus clearly, this happens to be the case when you focus clearly.

yal = production; product, field

yel = yield

yil = produce

yol = interact

yul = presentation

yyI = success

Aco = account, accurately count

Eco = ecology, life study, economic

Ico = Itoeh, to get a surge back to get an object. Disrespect from this is due to the fact and as it seems because you are owed it. So you get an object.

Oco = disrespect by disbelief in practice.

Uco = your count, your company, university

Yco = wacko, crazy

acs = energy backup

ecs = exception, exuse, excuse, to sometimes lie

ics = picks, make fun, intercourse

ocs = ocular, seeing glasses

ucs = unceasing, fuck

ycs = wild life scene, wild scene

afc = after course

efc = fuck action, bad action

ifc = if cause, iffy course, if seen

ofc = of course

ufc = unforeseen, your focus

yfc = in marriage

ahn = coinage, barter, currency, dawn, after, awning, siding

ehn = honored, en, at an end

ihn = loyalty, inhinderance

ohn = disrespect, shame, hesitance

uhn = undo; undo in, not, unhinder, ton, weighty, discourage, denial, instinct, instinctual, unhesitant, ruination, ruin, this is where its not done by the body at the right time so its undone in effect.

yhn = feudal; governmental, switch, wildness, wild

uka = together; togetherness, group

uke = meet

uki = cooperate; yukki (in dog) or idea in use otherwise, that is done of a point in regard by feel.

uko = dismissed; misunite, miss out, dismiss

uku = upchuck; union, spew, send forth (from body), this is not done if you think its not so that is a point done by the spirit.

uky = emulate; rapport, rhappart, yucky (in dog), lucky, link together, create by focus, mind-meld that creates the point of a link with someone or some animal, this is a point of idea that occurs by bond and the idea is finished as you think your not bonded by thought.

akh = pain

ekh = flush

ikh = forge; forgery, this is where you forge a bond or create by forgery.

okh = ash

ukh = combination; smelt, weld

ykh = bloody

yla = lock out

ula = many

ola = gift; give overly, give away, given, friendly greeting, entwined (moment)

ila = village; partition, city area, separated area, island, isle, closed in area, boxed in area (from dog), this came from the memory of a city area called deville and that was a villa or village area.

ela = elation

ala = worship; think, all by, all of, uprise, praise, create

ale = drink; enjoyment, unless, this is a point that you think and attempt to add onto things.

ele = risen; elevation, elevate, high up, element, arch, elegant

ile = blood; I let, seen as, relating

ole = cater; caterer, here it is, as it seems, seem/s/ed/ing

ule = part; apart of, otherwise this is mule

yle = done; reason/s/ed/ing

ali = fighter; tough, ally (aliy), upload, uploaded (alio), uploading (aliy)

eli = fated; portent, face or false honor system where you setup the moment as you think to make the statement true.

ili = hacked; storage, illegit, illegitimate, fate or moving idea that causes what you need through the energy you gather by feel.

oli = held; holding item, olive, tinged, envious, envy

uli = good taste

yli = support of friends

alo = greet, light, alot

elo = grand, gladly, elegant, elongant, hello

ilo = elope, find something
olo = roundness
ulo = envelope, enveloping, snare
ylo = allow; trapping in place, place trap

alu = allude, alas, lead to believe
elu = escape, hide
ilu = overwhelming
olu = oily, solution
ulu = superior, master of
ylu = aloof; wanting to be left alone

aly = artificial; friend, alley, etial (bestial or like nature), man-made, or non natural in attribute.
ely = place trust in, trust
ily = truth, place trust
oly = outlet, meeting place, oily, roll around, whole around, holey, hole around, strange reaction (almost monstrous rebellion)
uly = activity
yly = hold it there

ald = bald; baldness eld = old; oldness, old body ild = guilt; guilty feeling, guilty, specific to something you did old = bold uld = build; built yld = wild; out of control

alg = math, mathematics
elg = elegant
ilg = bilge, sewage swamp, sewage system
olg = coffee, folger
ulg = bulge, budge
ylg = while good, redeemable

alt = alternative
elt = belt, leather strap
ilt = build up, hilt
olt = move in place, colt
ult = ordered, cult, culture
ylt = secure, while there

asa = sometime, asap
ase = absess, clone; this has an indication of absess, otherwise stomach overhang that disappears within a day. Then you notice a cloned you somewhere you go or see. This usually happens by art action, that is magic otherwise you could fart and exercise it off. Then the absess or abcess is gone. So think and you could get what you wanted, that is done with a little focusing and heightened heart pace.
asi = close match
aso = delienation, noticable difference
asu = close match, twin
asy = assail, assault

ask = question
esk = whisk
isk = ask away, risk
osk = keel over, fall over
usk = ivory, tusk
ysk = set aside, get detail

ast = backward, past
est = is; think, estimate, established, east, yes, rest, mystery
ist = caught onto, gist, mastery, master is, heist
ost = c'ost, removed from, oust, force away, meant as, meaning
ust = enticing, dust, just
yst = bound in, waist, waste

ama = measured, associate, amount
ema = emaculate respond point; emma, (come) over respond (positively), this is where you get an over response that's over reactive in nature until demand is made. This is also where you make equal, the emanation or effect by radiation.
ima = ilus, illustrated, image, illusion, shown, illusion can show anything presented and this is used as the aura shows a truth that isn't actually a truth so think of what you want to show and you show the idea. So true sight is where you think you see the illusion and dismiss it.
oma = old one, grandmother
uma = call, summon, consume
yma = make appear, arithmacy, math magic, magical math(wit)

ame = holding, claim, a muck, to blows
eme = full, satisfaction
ime = lime
ome = base
ume = feathery, feather, make
yme = in place of

ami = friendly, ami (greek), love
emi = project outward
imi = imitation; image, mimick, mimicking (imiy or imin) or use of imagination, this is using an idea to copy for high regard if imitating another. Otherwise this is a point, that bears no copying. Otherwise this is done to copy, and replicate what is there.
omi = sharing with
umi = focus
ymi = gain friend

amo = number, amount, love (as roman root amo)
emo = feel, sense or sensed by senses, emotion, armour, armor
imo = freeze in place, immobilization
omo = align
umo = change, transmute, trasform, shift
ymo = new form

amu = to be in, form
emu = emulate; emulation, or emulated (emun) and that is where you imitated the moment. Think so if you impersonate, emulate, make idea or perfectly copy, also this is a curative.
imu = moving to
omu = vision, sight
umu = enact
ymu = incline/s/ed/ing

amy = friend, amiable and judge
emy = award, ceromony
imy = myself
omy = shock, witness
umy = oomy, loom
ymy = why me

amn = damn

emn = emmin; release, jammin, binge; (sometimes overindulge), indulgence, curse; this is however a point of a deterrent downcast moment that with idea is malaise caused by a due point in deterrent activity otherwise this is a conjugal or thought action that's done unless resisted.

imn = fated, imminent

omn = omen, signs of, onimous, torture, disfigurement

umn = design, grandly made

ymn = immediance, suggestion, possible

amp = amperage, sound boost

emp = emperor

imp = imp

omp = romp

ump = hump, sex

ymp = whimp, serving fearful

ana = studier, anael, innate need that causes situations and sewer problems

ena = placed in action, enable, a goddess that uses dark matter to get effects of repulsion and appreciation

ina = rina, steady direction, point, female form, chaos (based)

ona = mild, mildly

una = steady influence

yna = seek excitement

ane = any, anyone

ene = selective; ehe, gout, if you can form gout this is a selective point of view, this is energy in a form of gas that can reform as you need. Energy then is ennerved point of view or free flowing electrons created by a point of view or particle activity.

ine = fork, fine point

one = tone, struck sound, following, who, second idea, item

une = tune, slight melody, one, you

yne = wine, grape juice

ani = in motion, scribe

eni = to act out, penny

ini = initiate, initiation

oni = good quality, good demon of monstrous form and can cause disease, flavorful

uni = universal, one, unit

yni = incompatibility, non matching part

ano = slotted in, another

eno = fed up

ino = know it, frustration

ono = do something, oh no

uno = guessing game, one, unit, unknown

yno = whino, mad cap, why know

anu = god will, sun god

enu = stature, pose, mother goddess

inu = knew that, know things, self-seek, self-taught, innuendo (knowledge used on purpose as cause or threat)

onu = crotch area, manhood

unu = unusual; unused idea that is sometimes used. Otherwise this is cockiness, that occurs by a huge ego.

ynu = pharoah, god ruler

any = anye, analysis; anything, everyone possible, analyze the moment you do things and you understand what you need or what occurs.

eny = divided class, caste system, any ending, penny, god of wildness and wilderness

iny = small minded, haughtiness

ony = large voiced, loud, attention getter

uny = puny, small stature

yny = whine alot, whiny

anc = stressful; stress, this is the strain of the moment. anchor; think to focus on the planet and send energy through the feet and this energy goes into the planet. That is cleansing your energy, so think of the point and you can anchor and balance what you have in energy. Think to have a stress free moment and environment.

enc = hence; with, encumbrance, weight

inc = copy, dubbed

onc = oncoming, rush hour

unc = knocked out, unconscious

ync = yncic, terrorist

aad = advertise, ad, increase/d

ead = egad

iad = iapad, legal

oad = load, workload

uad = your aid

yad = yadda

aed = pay off; paid, disease

eed = welder, preexisting soirat flesh eater that exists to create by vibration sake.

ied = I educate, apply (applying with -y/applied with -o), I lied

oed = owed, overdose, overeat

ued = persue, glue

yed = their version of education bypass

aid = paid

eid = earned

iid = eyelid/s

oid = old identification, old id

uid = pegged

yid = wake, burial

aod = artifact; memento, age old, afford

eod = prophecy; end, destruction

iod = overdo; overkill, overdose, iodine

ood = place; neighborhood, ud, good, hood, placed idea

uod = user death yod = wreckage; ruins, collapse, removal

aud = audible element like wind or fire, audible, normal, audience that listens to what you say. Otherwise this is fraud, or fraudulent by activity.

eud = earbud

iud = triad, triple mad

oud = owing, loud noise/s

uud = use; food, user device like a computer

yud = you'd, yuck ward

ayd = jaybird death

eyd = eyelid/s

iyd = contract; form of policy holding person, held from true position

oyd = owe

uyd = report; form of police, flood/ing

yyd = male reaction, lying point

and = finally; ended (by use of some action), illuminate/d, illumine (by ideal in life)

end = complete; thought, end, saved

ind = process, so think not fear here or hind that is a point

ond = find; found, search around, insight, on ground

und = uu-; undone, unwound, this is where you wound things or its gone with the idea.

ynd = free energy; wind

anf = infestation; get together, orgy, roach, cockroach, bug otherwise "or not" if infestation.

enf = fold-up, infinite, infinity, infinitely

inf = description

onf = unfamiliar, onrush, oncoming

unf = unforeseen, unsolved

ynd = thighbone

ant = want, feat, feature(individual action), ant, to work, mark, symbol/symbolic

ent = enter; entice, ice entity

int = integer, measure of value

ont = style, font

unt = blunt, hammer

ynt = smash, wanton

ang = anguish, anger

eng = example

ing = ingral; success, successful conclusion, relief, integral, the giving of a piece of peach pie

ong = stone

ung = lung, fume, fume from fungus thats hard to see and is made from bacteria growing from decay.

yng = source

ann = an, announce

enn = writing tool, pen, pencil

inn = hotel

onn = on

unn = undo, gun

ynd = winning

ara = arid

era = time frame

ira = kind

ora = treasure, story, golden

ura = depiction

yra = musical, yara, firey light energy, extra (display, for or action)

are = relating of, to

ere = pointing out, points

ire = ideal, "I", mardoku, a sense of self, irate, The creator

ore = unrefined, more so

ure = enjoyment

yre = musical accompaniment, or, order

ari = dry
eri = spooky
iri = feelings
ori = gold plate, imagined, bad
uri = unclean
yri = scared of

aro = arouse
ero = erotic
iro = irony
oro = value, superconductor
uro = hair color
yro = transistor

aru = (how) are you, against
eru = erupt, sped up
iru = anger
oru = youth
uru = nothing; no rush, your rush, this is a point that's done and over with by feel. Otherwise this is done to mentally urge, the feel is there so work with it.
yru = wired, electrician, electrical

ary = wary, immediate fear
ery = arrive; arrival, withdrawal, storage, eery or girly
iry = writing, slender
ory = high value, alertness, place, location
ury = bury, hide in dirt, jury, injury
yry = wiry, courage

arb = garb, clothing
erb = herb, plant
irb = opposition
orb = orb, perfect sphere
urb = curb
yrb = within year

arp = tarp, harp
erp = short surprise, surprise, merp
irp = chirp, hairpin
orp = torp
urp = burp
yrp = pin, considerate

art = are
ert = inert, earth, gert, earthlike, inert earth, hurt
irt = ire, dirt, an expansive weight, girth, batman
ort = ore, chuckle
urt = your, urge on, hurt
yrt = why are, why is

arl = grain; barley, need, long
erl = baron
irl = reality; real life, really
orl = whorl; black hole, energy vortex, singularity

url = area; site, place, this is a point of your area of expertise.

yr1 = whirl; swirl, watch it

ash = carbonate; burnt, ash, carbon, cinders

esh = mesh; fine covering, this came from "I'm fine I'm covering for you."

ish = similar; significance, significant, that is, that's

osh = posh; dismissed grandeur

ush = plush; andh, overtly enticing

ysh = grant; wish, granted, inductment, need based, wish fulfilled, inferrment

ata = restore; hater, attain, tap, this tapping procedure attains relaxation or you might hate to do something. What you hate you avoid, if possible. This us an au naturale restoring of feeling and nerves. This tapping procedure is [here](http://alt-sites.tripod.com/EFT_Tapping_Points.htm) @ http://alt-sites.tripod.com/EFT_Tapping_Points.htm.

eta = eater; food, estimate, estimation, spirit, ether

ita = item; vital, inter, between, place in

ota = know; understand, understood, other

uta = taken; utah, utter, dire, dire (need), fuel pool, energy pool, fuel tank

yta = whiter

ate = closeness

ete = alcoholism; fete, alcoholic, awareness, ethe, spirit, alcohol

ite = mite; item, object

ote = mote; small, smallness

ute = high pitched sound

yte = flute; play a flute

ati = achievement

eti = advice; time, meeting, council

iti = hit; constructive ideal, popular

oti = reconstruction; floor plan, reformation

uti = closure

yti = op; operator, revamp, refurbish, modify, operation

ato = atom, atomic

eto = structure, structuring

ito = avert; pelv, dick, pecker, pelvis, formation, form, hit other, into, hit upon, type of member

oto = objective

uto = far away

yto = targeting

atu = stabilize

ato = model; atom, atomic

eto = eatery; building, structure, structuring

ito = avert; dick, pecker, pelvis, formation, form, hit other, into

oto = objective

uto = distance; distant, far away

yto = blot; covering, erase, whiteout, targeting

atu = stabilize

etu = path; orbit, settled

itu = destiny; destination, set path

otu = establishment; Eta, estimated time of arrival, arrival in, set time

utu = goal; agreeable, agreed upon, mature, reachable, satiated

ytu = pathway; work, set motion

aty = ship; organ, vessel partner, hating to dismiss the idea this is like a fine tuned organ.

ety = eating; notion, ideal

ity = suppose; claim, greatness

oty = skin; dark stain, smudge, blacken

uty = utility

yty = useful

atc = time; on sight, scene, go forward

etc = continuance; ecetera, onward

itc = show; shower, appearance, appearing

otc = army

utc = largeness; butsy, large butt, okay, sometimes this is beauty.

ytc = blank

ath = author; approximate, guess

eth = nature

ith = construct; build, structure, affinity

oth = moth; other than, otherwise

uth = ruthless

yth = origination; original, girth, prose, mythos, the myth of

atr = attribution; trait, attribute, inter, attract, enter

etr = man

itr = friend; friendly, prefer, mate, matey

otr = meal

utr = utrus; bowel track, internal

ytr = engine; internal combustion

att = tower; cell phone, phone system, communication system, attitude

ett = etiquette; proper action, proper sequence

itt = quality; goods, valued good, jewelry

ott = supposition; sugar, sweet stuff, ought, supposed, this is supposed to energize you.

utt = foolish; folly, fool, utter

ytt = intelligent; intelligence, street smart, wit, intuitive, outwit

ava = avail; relieve, makeup, available

eva = cover; evasive, protective

iva = alive

ova = star; nova, wide area fire burst, incendiary

uva = big

yva = evolution

ave = addiction; addict, road, path, crave, crave things, pave

eve = midday; middle day

ive = uniform

ove = contain

uve = poop; bowel movement, move out, clearly, clear minded

yve = invade

avi = avid; avail, grow up, give up

evi = evict; eviction, evening, bad event, rise, evil (impractic or impratical use), devil, midafternoon

ovi = excess; excessive, overly, too much

ivi = job; placement, plant, consignment

uvi = act; movement, moving, in movement

yvi = evening

avo = makeup; avow (creation), wake up (avon), probably; this otherwise is a promise to do.

evo = evoke

ivo = ivory

ovo = rowboat

uvo = pointed; point out, move over there

yvo = make; set course, destination

avu = kicked awake

evu = evasive

ivu = involvement

ovu = ovulate; too pleased, ovule, plant seed, overindulgence, overstupidity that's included with indulgence

uvu = chime; in synch, synchronicity, synchronous, united in

yvu = wave; incoming from, arrival

avy = give; give and take, make wave

evy = enviable

ivy = information; informing, info, plant vines, private, this is a moment of a private detective.

ovy = clean; clear, perfection, cool, nice look

uvy = perish

yvy = sadness; feel sad

ark = ship; lightless place, galleon, dark

erk = sea; felt, jerk

irk = fight; reaction, dirk

ork = future; alternative, alternation, possibility, fork, this is a fork in the road.

urk = found; regretted, lurk, stumbled upon

yrk = seasick; seen movement, sea movement, jerked movement, work, pull along

uac = shift; evac, wacky, wack

uec = hesitation; weakly agree, weak acknowledgement, symbolic, this is a symbolic moment.

uic = buick; with character, which, wake, with carrol

uoc = gift; cooking wock, kindness

uuc = sucky; loud character, fallout, weak characteristic

uyc = candle wick

uad = wed; grouped together thing, quad, wade

ued = weed

uid = inky; inkyness, wide, squid, make known

uod = reject; not desirable

uud = would

uyd = squid; guessed it, width

uaf = meat; wafer, waif, thinly sliced

uef = sideways; formed emotion, grief

uif = game; wife, wiff (snatch of scent)

uof = wolf

uuf = woof

uyf = wiff; scent, scentable moment

uag = wag tail

ueg = egg; wedge, thin layering, going, away of material energy, materia

uig = a wig

uog = losing; take a loss

uug = shout; yell, or yelling (uugan or uugy)

uyg = explanation; wig out or explain, game area, take action, active, monster area with multiple lined aluminum foil trays untouched by a creature jaw-bones, set in-line, moment that is due by action.

uak = awaken; wake, wake up

uek = iffy; weak, wield

uik = disaster; with kill, willpower, will to happen, create, this is with a kill that if you use willpower and will it to happen you create.

uok = aware; awake, wakeful

uuk = regeneration; poison, active, recover

uyk = erupt; fiery, moral, dry out

ual = wall

uel = weal, well, uell, swell up, user hell

uil = will

uol = woah

uul = wool, cotton

uyl = focus clearly

uam = back head knock

uem = emotional moment

uim = emotion

uom = womb

uum = senseless

uym = a wim, given into desire

uan = wane

uen = wean

uin = wine, ruin, whine

uon = not stopped, won

uun = about to faint, won't

uyn = a win, to win

uap = whap

uep = weep

uip = wipe

uop = whop

uup = woops, mistake, whoops, etc

uyp = whip

uaq = scream awake

ueq = weaken

uiq = tremor

uoq = woke up hearing

uuq = quake

uyq = earth vibration

uar = war, warcat

uer = were, sewer

uir = wire, got it, hopefully, yes (if positive or relaxed happy feel), no (if negative or firm feel), only in sex is this word used. order; order site, citation, citing, chocolate

uor = wore out, unconscious worried yes, neither, nor, not, succor

uur = sewer; self gain, self experience, steady, make steady, water movement pipe

uyr = weyr, dragon layer

uas = was, ways, weighs, invasive, waste, water, waste of time, think to shift or move to somewhere else and you are where you think to become better.

ues = choose from

uis = wisdom, wizard, wise one

uos = feeling personal pity

uus = meditate

uys = make wise

oat = an oat

oet = overeat

oit = owing

oot = boot

out = outing, trip

oyt = card

uat = wrestler; wait, what, weight (profession), what you do

uet = wheat

uit = wight, undead being

uot = wrote

uut = whoot

uyt = witty response

uav = grateful; wave, you have (thanks), hand pass

uev = weave

uiv = wives; harem, nag, apparently

uov = woven; sewn together

uuv = weaver

uyv = wedge; wedge shape

uaw = cut through

uew = whew

uiw = with work

uow = a wow

uuw = drained of stamina, wobbly by work

uyw = shortcoming

uax = a wax, wacks

uex = weeks

uix = with wax, wax use

uox = wakes

uix = uuix, near fainting

uyx = wicks

uaz = was

uez = wheez

uiz = wise

woz = woes

uuz = whoozy

uyz = a genius

alf = half; alien, V

elf = helpful; generous, self, elf, energy metamorphed human that are demihuman

ilf = fitting; ill fit, hilt fit, ill fed

olf = ship; hold full, golf, prestigious family

ulf = gulf; wide stream

yfl = well fed; elven family

alp = blotch; alps mountain, application, national

elp = help

ilp = heart disease; plague, drain, shrivel, not personal, corrupt, disease

olp = ancient ruins; decadence, decadent civilization, dry, ancient power

ulp = hull pass; gulp, swallow, bird

ylp = 4th dimension; wild plain, wild magic, wild fey

asp = waspy; asp raspy, aspect, A wasp in or out by feel that is sometimes able to use biting chiding remarks (if human) to do as in what is right or to do as in necessary for what you think is necessary.

esp = mental ability, think and feel to psychokinetically and inkinetically move or create and know things.

isp = wisp; this is a body of light created by the soul to be one level above Esp as in platform that is one level above the norm to do but espratz or comertz. Comertz is to come and use electrical hertz energy to get things done. One does seem unaffected as its unrealized. Pop-up droll for every space. This body can create what you need, that is thinking as you are aware and what you need is done. This is a point of light reflection, that creates with slickness otherwise.

Epratz is Energy prayer of this point with a zap. Isp reduces things by and for the basic constant idea for the ease of things and the time you notice it, you get to know them. Think to be the 'use' of the intelligent idea as an source of vision.

osp = battery; internal source, osprey that is the language of the idea you think to whisper for horses or human. It comes as a whisper and acts as a point for you to do.

usp = please; hustling pleasure, cupped, cusp, use of the c'usp to stand still and in a change to being a point in spirit idea. Once their your other body is enchained or within bounds to go. It will do anything you think on. With what you do is done to all. Then just move to get out with the spirit intact. Some say the body is enchained while your spirit is free and doing things as with manipulation and idea, but sometimes with other bodies. It has been known to leave the body unharmed as the cuffs take and absorb bad spirit activity. In Usp the spirit is left unharmed but the mind is tortured till the spirit does the necessary. Then it is, do no so purpose. Because in purpose except in purpose it is set go. Thinking to go off on tangent then be able to do things after being pulled back is with use of an example.

ysp = cutting; cut out, to cutout effect, to cause it or use it, an be of the way out, the identity in a point, wisp is to forget and to do to know by pressure as the spirit remembers. sometimes its already idea to do a mention but not know you did unless you do. This can be effective to cause the spirit wildness and to strike out if done overlong. In Ysp the spirit activity can be taken as negative of a request. Just a negative gets a reverse method. So its positive in all but one, you. As in an idea of "I almost had you, it was you of all things." This is either where you don't know or just guessing.

apa = apathy; monkey, apathetic, paint, in aspect art, monkey paint, skin disorder that seems like paint, indemnity

ape = game; a repeat, imitate, steal, make statement, indecisive, this is like overwatch and other games where you think and create by the feel. This gets results if you make for the idea and work with results.

api = gaming; applying, sarcastic, bad word, incessant

apo = question

apu = corrupt; correction, bad, smelly

apy = gassy; gout, bad gas, treatment, body aperture

epa = equation; equal system

epi = need; before this, upon, this is made upon a wish.

epe = expectation; aspect of, sign, divination point, expected

epo = epoxy; abolish, extended, kept (doing things)

e pu = maintain; regulated, maintained, this is with the point of being helpful by feel.

epy = sleep; make better, to rest

ipa = complaint; impact, disservice
ipe = wipe; to be on target of accuracy
ipi = wiping; excite, emotional
ipo = liftoff; pulled, lift
ipu = paid; cost of insanity, in waste, insanity
ipy = correction; wiping deranged, abuse, psychotic, drink mix

opa = beauty; beautiful, illusion, grandfather
ope = hopeful; entrance
opi = hopping; secret, feeling, opium
opo = hopeful; hope, opium in thought
opu = opulent; gratifying, opulant, stink, weed
opy = herbal; make, make imitation, a feel good like opium that you mix

upa = happiness
upe = hoop; up, whop, fall over, Ups: backup
upi = whooping; mistaken, initiate
upo = kept; withhold, keep from, simple, this is a can of whoopass that uses everything against a person.
upu = flaming; poopoo, everything against, this is where everything against this is gone.
upy = toiletry; energy bridge

ypa = clean up
ype = sanitary
ypi = wipe
ypo = water flow
ypu = erasure; wipe out, erase
ypy = wipe up

aar = trade; barter, market, dumbness, dumb, this is where you are dumb by feel and working with others.
ear = earn; hear, bear
iar = action; liar, debasing, concealing
oar = hoar; large volume, paddle
uar = inarguable; not argue, you are, war
yar = story; made up tale, personal satisfaction, that's life, you're, year in moments

aer = air; bearer, holder, over, fear, if you are in the air, some have fear or you can burn away the debris in the air with the aura as you then breath in oxygen.
eer = beer; root, basing
ier = light; define, pier
oer = way; locating, location, over as our way is used as a males lifespan may end-up shortened from the risks by what is a negative reaction for a positive idea that you can stand.
uer = user; gamer, upcoming, in gushing blood
yer = year; pointing to you, your, this where your in a year of luck.

air = arranger; arrangement, arranging, arranged element that's burned away by the aura and you get oxygen instead of the debris.
eir = conspiracy; heir, conspirer
iir = height; high flyer
oir = wire; mire, represents law, lawyer, this is where a lawyer hears it if it's recorded and your mired in law.
uir = uir = wire, got it, hopefully, yes (if positive or relaxed happy feel), no (if negative or firm feel), only in sex is this word used. order; order site, citation, citing, chocolate
yir = mold; rot, identification of, focus point of idea that creates interest if black mold.

aor = worker; deployment, work order

eor = soldier; marching, acting on orders
ior = priority; great importance, buyer
oor = sell; whore, poor, using up, deplete/d
uor = addictive; repetition, addicting
yor = ignorant; incite to anger, your, ignoring people

aur = day; daytime, sunlight, or, are, am, is, arrange by energy, like kind, source
eur = enr, peer; hour, hourly, measured (accounted or accused), pedestrian, person (in the area), otherwise paedophile;
sexist by person or peer, this is the mark of the measured or moment to be judged by feel.
iur = value; based off, unit
our = powder; self act, play, or, cancel
uur = sewer; self gain, self experience, steady, make steady, water movement pipe
yur = excuse; self explanatory, bypass

ayr = breath
eyr = hear anything at all
iyr = life breathe
oyr = raised to awareness
uyr = fated to
yyr = animate

ait = yit, alryt, aight, alright, alrighty, okay
eit = legit; energy hit or exit point, eirt; ire, dirt, expansive weight, owl, girt, girth, batman, here then, sleight, intent,
eat it
iit = eye it, look at it
oit = ok it, give permission, owe it, not that
uit = you write, your right
yit = aight, alright

agl = ageless, angle
egl = eagle
igl = wiggle; ingle, chimney
ogl = stare, look
ugl = ugly, sneak
ygl = unstick, dry out, stickless, wiggle

alm = alarm, calm, almanac
elm = elementary, basis in element
ilm = film, ill me, record
olm = investigator, holm, holmedric
ulm = most deadliest element
ylm = wild you, wild me

arc = encoded information, circle portion, endpointed curved line
erc = demand, mercenary
irc = relayed speech, relayed pattern
orc = human pig with piglike snout human head fattish five feet tall human body
and great body strength four-fingered hands cloven feet greenish fur body coverage and
warlike innate magic ability with most up to trickery
urc = anger, disturb
yrc = work

arr = arrow
err = error, wrong think

irr = dismissal, dismissed, forgotten
orr = machine, mechanize, contraption, contrive
urr = toughen, rough, rough like
yrr = seasonal, life experience

arn = sunrise
ern = earn, earning
irn = iron
orn = torn cloth, ornament
urn = pitcher, clay pot, inert
yrn = yearn, not wire

ars = ass, butt, active measure, association, arrest
ers = terse, tense
irs = tax, reversal measurement, reverse weight
ors = oar, gold weight
urs = yours, your weight, measurement
yrs = timeless, ageless, wire measure, wire weight

asm = assemble, gathered people, assembly, asma
esm = resemble, ensemble
ism = possible, chance, possibility
osm = cosmos, endless
usm = busom, use me
ysm = wisdom

asd = asgorath, asgara, asgarath, world of gamblers and void people that enslave
annoyances while treating people with respect that gamble, have respect
esd = estimated duration, duration
isd = personal prophecy
osd = dumb, awestruck
usd = dollar, paper money, bank note
ysd = wisdom, knowledge

asn = aspirin, aspire, aspiring, poison, passin/g
esn = ease in, easy in
isn = catalytic prison, is in, prison
osn = cousin, accost and debit
usn = euson, to be us in, reason
ysn = thing, thyng, why an weight in, wisen

apt = known to, ability, skill
ept = maintain, excerpt, except, inept, skill, ability
ipt = script, input
opt = sight, preference, option, optional, choice, optical, optic, output
upt = disruption, uptake, hobby, uptaken
ypt = crypt, purge, clean, cemetary

aqt = swimmer
eqt = equator, equal point
iqt = upht, uft, umph, oomph, inner strength, inner power
oqt = bear
uqt = organizer
yqt = prent(ice), apprentice; prevent, prevention, demention, dement, dementive, dememive

arz = alien
erz = erratic; this is done by erratic electrical signals.
irz = irresponsible
orz = contraction; control, control responses
urz = urgency; urgent actions, this is done from urgent need.
yrz = drug use.

awn = lawn
ewn = hewn
iwn = seek
own = earned by self, own
uwn = you own it, transferrance of property
ywn = all I own, owner

axt = situate
ext = to the extent, exit
ixt = arrange
oxt = manage
uxt = uixt, control, dominate
yxt = possession, wax this, if possession that ends with dismissal of the possessor.

axp = expiration
exp = vete, death of, experience, experienced, expect/ed
ixp = explosion, explosive
oxp = team moment
uxp = wisp; uixp, resulting moment, cusp
yxp = fallout

azn = as in, equal, suggest, as not, haze in
ezn = ease, not easy, lazy
izn = isn't, be not, prize not
ozn = ozone, htuotri, hydrogen oxate, o/z, H2O3, high level plnetary air
uzn = gel, slow flow, thick fluid
yzn = wisen, miser, wiser

Four part vowels

afra = afraid, afeard
afre = personal fear
afri = frighten
afro = fraud; isn't true, hairstyle otherwise
afru = indifferent
afry = frigid, balfry

efra = ignore
efre = bloat
efri = leave alone, authorize in
efro = fraud
efru = psychoanalyst, torn
efry = you heard me, listen

aint = ain't, no (ain't), be not, are not, aren't
eint = and, avoid

iint = high end, high up
oint = point, healing ointment
uint = fluent, squint
yint - detective

iano = piano, wood knocker, hitting music
ieno = good otherwise
iino = part of, in no, in number
iono = I dunno, I don't know
iuno = I lunge of, I undo
iyno = I whine of, I whino, to complain

yank = person, stop steal, steal(object, theft or discrepancy)
yenk = poor, disinterest
yink = wink
yonk = bastard, honk
yunk = insult
yynk = erupt

yaki = concept
yeki = please, dismiss
yiki = surprise
yoki = are you ok, your power, fascination(fascinating)
yuki = bringer
yyki = conscious, conspicuus

anam = enamn, enamel, rurealistic
anem = a nemesis
anim = animated, coexistant, animal
anom = absorbing good while eating, actively good
anum = anti-numbering, active number
anym = to be pseudonimically evil, punished, acronym

anima = bad condition, anime person
anime = a person as if born from money, picture of what is quality animation
animi = anemic, loss of iron, ironic
animo = animalistic people person
animu = stillframe, don't move and achieve action, animal you as if different person, ultimately definable corrupting force
animy = animational, everything anime like

anng = anger
enng = slang
inng = fucking, sex pleasure, peninsula
onng = on guard
unng = lunge forth
ynng = through power, detriment

aram = devoted one
eram = zealot
iram = crave
oram = cram, pack
uram = clear
yram = clear minded

arem = multitude of, harem
erem = single
irem = lover(man)
orem = cream
urem = fattening
yrem = wire rim

arim = arrival at
erim = appear hurt
irim = boulder
orim = devise, plan
urim = be free
yrim = constrict, constriction

arom = aroma, scent
erom = accidental
irom = era, frame of time
orom = halt
urom = turn, direction change
yrom = settle, place of rest

arum = room
erum = furniture
irum = spacious
orum = shit, oriface
urum = still
yrum = rafter, roof support

arym = an agreement
erym = a besiegement
iryam = conflict of interest
orym = alibi
uryam = a result
yrym = contribute

yaff = talk
yeff = jeff, call girl, pleasure man
yiff = sex, dirty
yoff = scoff
yuff = dog bark, sexy call
yyff = wife, abrasive woman

ekan = he can't (so I can)
eken = e-ken, to know and do as if psychically aware, psychically confused, evil kenning (to know, do, effect but by evil effects), to know and do as though in necessity but there's no moral basis as it can effect anyway.
ekin = energy kinetics, energy kindred
ekon = to say and to do things and out of energy and it being some energy, constructs of what is said or done into words written down as though in a console., energy console.
ekun = to be psychically aware but tries to avoid things out of fear., to size up or down intelligence according to situation
ekyn = wildness energy, energy of wild consolation

akam = volcano, give ground, give distance
ekam = accede, give way

ikam = came
okam = flee, run
ukam = retreat
ykam = viking, early explorer

akem = pressure
ekem = break
ikem = survive
okem = live on, separate
ukem = mold into
ykem = adaptable

akim = call forth
ekim = summon, ask him
ikim = respond, response
okim = oak, tree
ukim = make come
ykim = see it through

akom = destroy
ekom = destruct, annihilate
ikom = sacrifice
okom = oak log house
ukom = satisfaction
ykom = further negotiation

akum = play a role
ekum = assume, idea of
ikum = act
okum = stage, staging area
ukum = convince
ykum = believable, survival

akym = decorated, honored
ekym = your claim
ikym = glory
okym = hound, dog
ukym = train, instill habits
ykym = warfare, war act, hunt

akla = antiquity, anticipation
ekla = aged, very old
ikla = priceless
okla = ancient, early
ukla = respect
ykla = represent yourself

akle = ankle, work clay
ekle = hand, hands
ikle = mastery, trader
okle = bend into shape, bend
ukle = earning, trade
ykle = prosperous

akli = bakery, irritated
ekli = produce
ikli = formation
okli = pastry
ukli = trading
ykli = distributor

aklo = make glow
eklo = applied force
iklo = equally
oklo = crystal
uklo = vision focus
ykie = mental clarity

aklu = dangerous, danger
eklu = material provided
iklu = including
oklu = warning signs, no clue
uklu = avoiding, warding disaster
yklu = avoid a war

akly = acclaimed of
ekly = have weakness in
ikly = witnessed by
okly = personal experience
ukly = climate of effect area
ykly = personal enjoyment

alla = allay, bring aside
ella = laid aside
illa = villa, town, city center
olla = sight see, tour the area
ulla = explore the area
ylla = interact with things

alle = hunt down
elle = last line(up), you will
ille = keep moving
olle = catch up
ulle = consideration
ylle = while away

alli = strategic; strategy, alley way, long range planning, allowed; this is where your allowed to do things and have what you need by feel such as things.
elli = tactics, short range planning
illi = actions therein
olli = adrenaline
ulli = momentary tiredness
ylli = campaign, warefare

allo = hello
ello = peaceful passage
illo = tall collumns
ollo = no center, hollow

ullo = bull, bull through

ylo = destructive

ally = alliance

elly = preserve

illy = not serious, hilly

olly = bless, holly

ully = beater, make fun of

yly = wilderness, wildness, wild country

alti = alteration, height, change in form

elti = toughened, brutish

ilti = shape up, modify from

olti = skittish

ulti = ultimate, coltish

yti = blow to face

amar = scar, bruise

amer = depicted vision

amir = future vision, distinct

amor = amoral

amur = murder

amyr = mirror portal

oman = old man, in trouble, oh man

omen = physical sign, sign

omin = all mine

omon = odd feel, hormone

omun = mooncall, hunting horn

omyn = sunshine

anca = uncaring, anchored

ance = lance, distanced

anci = unseeing, blind

anco = rancor, mild anger

ancu = sentimental

ancy = choice; fancy, extravagance

anta = antagonist

ante = add value to

anti = against, opposite

anto = being records of, record

antu = remainder of

anty = protection from, aunt, special relative

enta = last

ente = enters, this is entering into things.

enti = entice

ento = inside yourself, five

entu = entire piece

enty = plenty

inta = intake

inte = integral

inti = knife fight
into = together with
intu = instinct
inty = intrigue

onta = party included, montage
onte = on to you, in the know
onti = on time
onto = pronto
ontu = count of two
onty = self preserving

unta = union, untamed
unte = unite
unti = until
unto = untoward
untu = untucked
unty = untyed

ynta = bring wine
ynte = quaint
ynti = has a point
ynto = went into
yntu = beef
ynty = point out

Appa = apartment
Appe = appetite thats unbeatable but can be unbearable
Appi = mountains, apply, appetizer
Appo = appointment, apple
Appu = pull, (a) pull, applied scent
Appy = happy, satisfied

aara = barrier
aera = spread through
aira = trap release, circulation
aora = air flow
aura = energy flow, life force, flux
ayra = magic flow

aare = sunlight
aere = heated
aire = energized
aore = charged
aure = daylight
ayre = dehydration

aari = heat wave, are you all right
aeri = in air
airi = float, fly
aori = current
auri = new life
ayri = augury, oracle

aaro = ancient ruins

aero = air

airo = molecule/ar

aoro = electric/ity/al

auro = load, build up

ayro = overload

aaru = errand, reeds, movement to accomplish

aeru = important/ance

airu = take notice on

aoru = goal

auru = finis, done, finish, finalized

ayru = law, set idea

aary = inquiry, questioning of

aery = faery, factual information, search for truth

airy = flitful

aory = white lie, partial truth

aury = future depiction, futuristic

ayry = ironic, realized mistake

araa = arrayed, arranged in pattern

area = make description of place

aria = arriving at, deciding on, aura, flight (sometimes with use of things)

aroa = pictured, idea of

arua = completion

arya = single voice

arae = array, lineup arrangement

aree = relation, connected, aligned

arie = difference

aroe = eroding/erosion, rotting

arue = disrupted, broken

arye = claiming to happen, hypothesis

arai = conspired, invented

arei = area of, agreement

arii = cooperation, work together

aroi = wrought, made

arui = need in mind

aryi = speed it up

arao = defined

areo = agreement with self

ario = test

aroo = make attention to, call of loneliness, arousal

aruo = use, used in

aryo = hopeful, can I hope, give up hope

arau = arouse, feel like

areu = bequitkiu, are you, self question

ariu = gameplan, compulsion

arou = peri, around, circ, circu, into

aruu = corrupt, turn to your side, Aururum, metallic substance infused with magic to be self repairing and can fuse

back together.

aryu = attune, become a part

eraa = express

erea = know your area

eria = guidance of lore, think

eroa = evoke love

erua = are you mature, bring nature, maturity

erya = area location, guaranteed safety

erae = a request, requesting

eree = get what you want

erie = stray opinion

eroe = erroneous, stray from path

erue = find problem

erye = guided to light, find promise

erai = corrected, find the path

erei = sight of goal, pointed towards light

erii = gaining momentum

eroi = chance of moment

erui = ruination, ruined chance

eryi = wreak havoc

erao = doom be upon you, fate be against

ereo = prearranged, versus, arrayed against

erio = rival/s, natural enemy

eroo = erotic, strange behavior

eruo = sought protection

eryo = sanctum, neutral ground

erau = bait, incite to attack

ereu = carry you

eriu = challenge to assault

erou = arouse suspicion

eruu = make mistake felt

eryu = fail

eray = erasure of moment, failure by death

erey = shame by despising, despite

eriy = erroneous correction, brutally shone

eroy = tough independence, easily provoked

eruy = forgiveness of self, letting go

eryy = feel better, recuperation

iraa = charged with purpose

irea = rush ahead, rushing stream

iria = source merge

iroa = bond, flow along with

irua = setting aside, moving along a path

irya = meet source, converge, a city by state

irae = neat, meet

iree = compare notes, idea comparison

irie = expansion of knowledge
iroe = fill with knowledge
irue = rue for you, covetous
irye = vengeance

irai = deciever
irei = rush someone on
irii = practiced falsehood
iroi = move out of way
irui = iron out, must obey
iryi = watchful of events, eventful activity

irao = aftermath, ending event
ireo = pole position, ends meet
irio = shifted position
iroo = irony, past realization
iruo = thwart, thwarted attempt
iryo = law uponst yourself, remain uncaught

irau = identity, be hid
ireu = agreement of kind, tryst
iriu = add variety
irou = borrow from
iruu = righteous, high and mighty
iryu = deboning, downfall event

iray = self sacrifice, give something up
irey = insight, failure acknowledgement
iriy = growth by experience, self growth
iroy = write self experience, diary, biography
iruy = depth perception, perspective, view of self
iryy = acknowledgement of change, changed self

oraa = change of views, biology, life theories
orea = philosophy of life, philosophy, write down, pleixaubian
oria = new life, determination, look
oroa = childish, oh grow up
orua = stand for belief
orya = adult, proven your beliefs

orae = responsibilities
oree = stickler, overly done, stick in the mud
orie = real life, hard bargains
oroe = nightmare
orue = consternation, muddled thinking
orye = singled out, persecuted

orai = overrate, undesire
orei = post synaptic syndrome, depression
orii = suicidal, bad driving
oroi = alleviation, lifting emotions
orui = can't handle it, uneasiness
oryi = get away from, antisocial

orao = make unappealing, ugliness
oreo = build it right, built right, delicious, self-enjoyed
orio = magick, self taught manipulation
oroo = auratic, aura
oruo = soft spoken
oryo = soft melody, rhythm of magick, hypnotic tune

orau = haunting melody, whale song
oreu = mesmerize/ation
oriu = bardic magick, song winds magic
orou = defensive music, calming effect
oruu = sparrow, forgetful music, make forgetful
oryu = warning song, magic warning

oray = night magic, spirit of remorse, faery dance
orey = warding magic
oriy = moon magic, lunar influence
oroy = night activity, night influence
oruy = a ray, one direction line
oryy = shining, energy release

uraa = cattle
urea = bull
uria = united workers
uroa = damnit, expel anger and frustration
urua = currency, spur of the moment
urya = gas

urae = already prepared
uree = bathroom, ureka
urie = bluebird
uroe = torch, flame cloud
urue = expanded vision, illumination
urye = lighted area

urai = collected group
urei = being greedy
urii = group discussion
uroi = leader
urui = topics, discussion choices
uryi = weeding, moderation

urao = one at a time
ureo = selective voice
urio = voiced opinion
uroo = urgent matter
uruo = get it done, rotting, settled fast
uryo = mob mentality, angry mob

urau = heated discussion, key to discusion
ureu = important point, identify
uriu = the heart of the matter, most important
urou = decided action
uruu = party agreement

uryu = destined motion, purposed movement

uray = destined, settlement

urey = quick actions, misthought

uriy = personal warfare, grudge

uroy = unlawful, vigilante

uruy = painful memories, scar

uryy = satisfied

yraa = dooming yourself

yrea = investigation, crime scene

yria = evidence of, criminal activity

yroa = searching clues, investigate

yrua = catch in the act, caught

yrya = construct crime scene

yrae = identify individual

yree = pattern match

yrie = possible lineup

yroe = positive identification

yru e = incarceration

yrye = put on record

yrai = interrogation, confession, questioning with intent

yrei = trial case

yrii = question for truth, soothsay

yroi = supporting evidence

yru i = witnesses, backup support

yryi = case in point

yrao = case status

yreo = put notification

yrio = case indication

yroo = court procedure

yruo = cancelled case

yryo = criminal sentence

yrau = jail time, punishment

yreu = prison, incarceration

yriu = time passing

yrou = internal change

yruu = review board

yryu = appeal for release

yray = release from sentence

yrey = probation period, watching time

yriy = set free

yroy = con, released prisoner

yruy = stigmatism, extreme distrust

yryy = liar

aran = arrange, wrangle problem

aren = arena, energy arrangement, (I) can't, (I) can, dejection

arin = arraign, release arrangement

aron = seduce, baron

arun = concern

aryn = phobia

atla = dagger, knife

atle = mystery of mastery

atli = commence, proceed with action

atlo = outlaw

atlu = goodbye

atly = once again, flatly lay

etla = force

etle = athlete, a runner

etli = elite

etlo = yellow

etlu = merit

etly = sweet

itla = cry

itle = little, title, given name

itli = spaztic

itlo = goods

itlu = blue

itly = smile

otla = outlay

otle = myth, turtle, outlet, tortoise

otli = only

otlo = forgotten

otlu = forgive; acquit, this is where you forgive someone in outlying feilds.

otly = play, shield

utla = tarantula spider

utle = belittle, vital

utli = fruit

utlo = knock down

utlu = soap

utly = sea wave

ytle = watery

ytle = mushy

ytle = squishy

ytlo = mud/dy

ytlu = sink

ytly = flood fill, flood

enca = encasement

ence = hence, to point out

enci = observance

enco = imprint

encu = restricted by

ency = dign, dain, value, worth

inca = incapable

ince = explode, explosion

inci = enticing

inco = misunderstood

incu = sleeping area

incy = pacify

onca = answer search

once = past remembrance

onci = vision, visage

onco = curse me

oncu = review moments

oncy = clarified event

anam = body and soul

enam = hard casing

inam = high number

onam = familiar

unam = same

ynam = whine

anem = weakness, name

enem = enemy, protege

inem = protection of self, self defense

onem = happenstance, moment

unem = unnamed, not named

ynem = probable cause

anom = to atone, appease

enom = to appear, phantasmal, phantom

inom = change appearance, glamour

onom = warning

unom = known system

ynom = exploitation

anum = pursue

enum = collect

inum = distribute, share

onum = cause shit

unum = uncounted, uncountable, not seen

ynum = unassociated, split, unassociation

anym = I am named with, acronym

enym = alternative, enei

inym = Laugh out Loud, lol

onym = felt relief

unym = system

ynym = prickly skin

anka = giant roc-like phoenix with 1700 year lifespan

anke = anchor

anki = handkerchief

anko = anchovy

anku = thank you

anky = soft cloth, work cloth

apts = apartment, rented room
epts = mismanagement
ipts = speak, voice
opts = eyeglass
upts = opinion, bias
ypts = overflow, overdo

aqaa = sea life
aqea = aquatic
aqia = shark
aqoa = fish
aqua = uata, water
aqya = storm, wild storm, squall, ocean storm

aqae = call to sea
aqee = dolphin sqee
aqie = aquatic life
aqoe = life flow
aque = achoo!, sneeze
aqye = acquire

orna = Ornamental, To be viewed with as calm but with idea and with know how as your born again as something or someone.

. orne = To be a calm and understanding indivisual by the moment as a situaion occurs.

orni = Formal, forminental and formimental as to be understood but not always liked as your mind works with a forming or fuck idea.

orno = horny but with or weth discipline and you will do anything to feel good.

ornu = On a known point and this makes you do or show or see.

orny = To be well done and in a moment, ornery by however its done whatever it is. It isn't besburg, its one that represents.

abtz = small tings, small pieces, itty bitty

ebtz = arbitrary, little disagreement

ibtz = input, add data, add in (placed in); substitute (teacher or other) thanks to rob.

obtz = orbitz, become orbital, Able to control atoms in instances. travel by thought or channeling gained from engineering the body. The thought be enabled to override reality from direct subconscious.; orbituary (deathlist)

ubtz = your input, your bits, your information

ybtz = wild reaction; storage of idea

avai = take, avail from

evai = evoke

ivai = body, self

ovai = sieze

uvai = covet

yvai = valued

avei = compliance

evei = restore, raise

ivei = buy in

ovei = convey, obey someone

uvei = unveil, disclosure

yvei = hidden

avii = season, seasonal
evii = divination, evoke sight
ivii = invitation
ovii = bring forth
uvii = brought to you
yvii = rebound, repast

avoi = sea voyage, craft
evoi = control
ivoi = music, sing
ovoi = object of, to vote
uvoi = new voyage
yvoi = nothing

avui = anyone
evui = enable mind
ivui = in everyone
ovui = stand forth
uvui = find in self
yvui = why so vague

avyi = activist
evyi = enviable
ivyi = applying
ovyi = appliance
uvyi = try, trial
vyyi = dead cause

avam = revamp, recreate
evam = beseech, pierce, argue for
ivam = inflamed
ovam = maim, cut off
uvam = sought after
yvam = revamp, remake, recreate

avem = dream
evem = beam, lance, redeem
ivem = intervene, go between
ovem = stand in between, buffer, block
uvem = move him, move person
yvem = gesture in

avim = a chime
evim = remove from, evict
ivim = intelligent
ovim = overly enthusiastic
uvim = senseless, knocked out
yvim = wave

avom = run, move fast
evom = dash to cover
ivom = dislocate
ovom = request, boon, a presentation, move on

uvom = move overland, forced march
yvom = distance

avum = set
evum = match
ivum = meet
ovum = substance form
uvum = body force
yvum = wavy, wave

Five part vowels

arden = harder, duty bound
erden = urge, compulse
irden = thieves den, irritation
orden = order, found alive
urden = burden, house, task
yrden = collectible, collection

astra = astral, star field
estra = estrangement
istra = beast
ostra = smell, olfac
ustra = sicken, appalling
ystra = pass out

astre = come to senses
estre = female hormone, estregen
istre = female lover
ostre = female greeter, monitor
ustre = call of strength, very desirous
ystre = warpath, charming, control with voice

astri = horse back riding
estri = restriction
istri = strained
ostri = removed from site
ustri = utmost desire
ystri = standard

astro = astrology, study of meanings
estro = beastro, study of beasts
istro = master of house, maestro
ostro = giving over, giving up
ustro = consolidation, living with
ystro = stronger, strength

astru = past event
estru = right circumstances
istru = construe, doubt, doubtful ideas
ostru = losing streak
ustru = strung out
ystru = lost desire

astray = pastry, sweet bread
estry = canvas
istry = organization
ostray = monstrous
ustray = abusive, industrious
ystry = wasting

ifrad = are you afraid, be afraid
ifred = I forbid
ifrid = want to meet
ifrod = beside road, alongside
ifrud = figure it as, figured out
ifryd = ache all over, body ache

ofrad = in fear
ofred = off the path
ofrid = fear of fire
ofrod = off road, we walk
ofrud = that was rude, rudeness
ofryd = rooted to spot, very still

ufrad = unafraid
ufred = make unaffectionate
ufrid = its fried, you frighten
ufrod = inference information
ufrud = unfraudulent
ufryd = you fry it, deliberate

yfrad = why fear
yfred = am I free, personal freedom
yfrid = why the disaster, why happen
yfrod = ride to side, sidesaddle
yfrud = question guilt
yfryd = divorce, parental separation

anema = action theme, thema
enema = enemy, hostile person
inema = interesting person, interesting party
onema = on them not, onto activity
unema = your opposition, ceaseless activity
ynema = cause of their non action, wine be mine, wind up their activity

upras = appraisal
upres = upraise, lift off, bring back
upris = guided to being smart, lift up, better training, improvement, revolution
upros = growing rose, uprose, slowly achieve, slow agreement
uprus = practical joke
uprys = forget, throughst off, push away

aptac = incite
aptec = pre-human, in-between ape and human
aptic = nervous system
aptoc = wood chip, token, carving

aptuc = tree climbing
aptyc = cryptic, mystic

eptac = epitaph, final statements
eptec = recess, roll back
eptic = septic, drain
eptoc = compose, meditated
eptuc = consider, consideration
eptyc = come to decision, decide for yourself

iptac = unfeeling, nulls pain
iptec = continuation
iptic = instilled action, compel
iptoc = active moment
iptuc = the winds of the songs of the wolf, wolf song
iptyc = critical

optac = accessment
optec = drawing resources
optic = optifxe, optical illusion, light image reflection of a sight of interest
optoc = nocturnal
optuc = obstruct
optyc = ice clear

uptac = take upwards, uptake, upshot, a camera as it records the next shot
uptec = catch the air
uptic = in the air
uptoc = flying through air
uptuc = carrying air
uptyc = carried in air, float

yptac = tacky
yptec = a word of annoyance
yptic = poetic
yptoc = kind and warm
yptuc = childish
yptyc = repetitive fun

otaku = attacker, endemn, projector oteku = obscurb, scary, scare tactic otiku = live, living moment otoku = accomplice, working with person otuku = take, steal otyku = confuse, confusion

itami = interment, interrent, accusation, to place in and accuse itemi = condemn itimi = durable itomi = accomplish, accomplishment itumi = time out, wait itymi = brute force, sabotage

atapu = opposition etapu = reprisal itapu = interpose, place between or place yourself otapu = log, rolemodel, ape you utapu = utah, repose, assign, award ytapu = life, living, undying

uvala = sci(old greek for evaluation or science), scintyu, scinc (skandinavia root for science), evaluation(study), grace, science, philosophy
uvela = joy
uvila = violence
uvola = personal locomotion, vehicle transport
uvula = throat
uvyla = security block

award = reward
awerd = aversion
awird = loose connect, wireless
aword = talk indication
awurd = absurd
awyrd = strict, strictly

More than 5 vowel parts

uradiom = one part radon + three parts uradium and one part sodium for a magnetic irradiant condensing field, can cure disease
urediom = hard metal formed from cadmium + carbon steel for the prospect of irradiant energy absorbant unbreakable metal
uridiom = weakening irradiant metal that makes from nickel + adamantium + uranium also as hard as steel yet can cause diseases
urodiom = erosive radiative high carbon steel thats made from cadmium + nickel + plutonium + carbon
urudiom = disasterous, ruination, disaster formation
urydiom = power plant material from nucleonic cold fusion considered like baronite, hard black barely radioactive metal that allows for high yield magnets, leadless lead allowing no particles to pass through and considered a safe lead

uradium = weakening (cryptonite) irradiance mined from asteroids, mars
uredium = irradiative fuel element mined from asteroids, three parts barium and 1 part nitrus oxide and 3 parts sodium, this looks like darkish water and acts like oil clumped together, as gas replacement
uridium = mutation element made by three parts radon and 1/3 part uranium
urodiom = irradiative erosion element mined from mars, asteroid
urudium = restoration, restorative element mined from the moon as moon rock or made from one part crushed radon + 3 parts water, If too much, degeneration occurs.
urydium = polymorphic metal mined from mars, venusian metal that is polymorphin and polymorphic

amazon = amazing inclusion, amazing moment
amazen = preventative idea, amazed moment
amazon = amazing, amazing moment or idea with a cause
amazon = trade area, wild forest woman
amazun = restrict, undone moment
amazyn = put up (with) and cause

imparta = mentally teach
imparte = imprint
imparti = intent
imparto = impartial
impartu = tell truth
imparty = impair, neglect, impure

uprisa = activist, activism
uprise = uprising, conflictive pattern, destructive revolution
uprisi = program, improvisation, interactive improvement
upriso = conflict, hardship, hardness
uprisu = personal injury, personal training, wunju, kung-fu, endless practice
uprisy = open warfare, test procedure, war contribution

arradianc = minor radiation, radiate
erradianc = body radiation
irradianc = irradiation
orradianc = energy reactor
urradianc = unhealthy radiance, deadly irradiation, harmful radiance
yrradianc = shining, radiant, radiance

indaces = erase
indecas = indecent, unlawful, illegal
indices = idx, index, table of context, content table
indoces = indoctrinate, introduce
induces = suction
indyces = inducement, induce

[Go back to the Atleantian main menu](#)

-XXIII-

The nouns, pronouns, adverbs and verbs p2

Ungroupings

a-co = atomic strength, the amazing
a-ptc = aptec, testing, bloat
aeag = abything, feeble mind by energy inducement and buying of anything
Aeeeo = Arguement thats loud and obnoxious.
Aeia = removal
Aeiei = sesavync, subservience, instinctively trained to give in.
Aeui = enticement, enforcement, never agreed
Aeuu = subtle enticement
aesop = pattern, story
aoey = opportunity; gooey, fun Aooi = bitcheous, bitch, womanly ambition, focus, to hit (object)
aadid = abundance; the ability to do what I need to do when I need to do things. this works with the mantra of "I have freedom and abundance in all aspects of my life and reality." Otherwise, "Me av ian e aadic n omni aspix t me bio e rely", in atleantian.
aanhlg = Paunch; the shape or form, that creates an impression. This is is also fat buildup, so think to deal with the idea then for if you create then you make by feel.
aatee = apoptosis, hating, a natural programmed cell death designed to eliminate trouble.
aenima = anemic, body bone desease
aeiae = intrepid thought, intrepidity, disagreement, une, omnipotency, enu talent
aeieia = diarrhea, septic
aiei = xenophobia, fear of being rejected by alienation
aieio = aoiy, amorality, non moral view coming from an issue with dishonor; its a code by dishonourous view.
Aeiou = chromatic, ever changing, mood shift
Aeiouy = fated, fate that rules the world
Aetune = Aeternis, Aeternity, gravity plus dimensional energy and eternal energy that makes effects of good and positive easier and universal. While, it strips the bad from anything used on. This dispels beings from the area. This potentially turns bad actions and evil. This energy can materialize anything.
Aesop = crying; This makes anything sopped up with energy, fairly quickly. This also means rewriting.
aiaug = conquest
yew = death
ayey = intermittent; every now and then.
aist = aiste, heist; waste (if object) or waist (if person), otherwise you put up or make idea by what you give out in things.
aeqt = ache; adequate, bed bugs, pestilence (big), osteoporosis
aic = ailment, panic or focus by rousing feeling

aic-e = find something (to do), force the body

aic-i = attack; hand in fire

Ain-e = pain, death, pining

Aic-n = seal with salts; bad temper, bad temper with salts

aik-e = tooth pain

aika = relief

aiki = aching, in pain, complain/ing

aiku = aikenu, bad pain, your ache

ain = cosmic, diabling, diabolically disabling

auoy = not crash, don't crash, not crash

Audi = paper or paperwork, slap, knockerball

aum = a switch on, a switch in energy on yourself and near you.

aum-e = zum-e, make happy feeling.

ayuh = healing; this is healing lungs and body by restoring function to the part.

uisk = ooisk, wine; ancient wine..whisk

Ad = Moment; a beginning an event and an end. The moment lasts different durations per each event.

adyo = hooked; addicted, looped, elderly or senile

alyi = illicid; illegal activity that you hide or steal something otherwise alli up.

ans = ansuz; answer, this is an answer to your will and created is the idea of life and will.

eiea = crown energy

eolh = cash; food, water, this is a point you realize and know what is about to happen by feel or idea that is known about. this is sent to you if you need it or want to know. think and you know what to do with it. this is known by the spirit that creates what you need, and what it knows you realize by feel.

oasa = overhulser; oasis action, museum, work out, this museum is a point of work done right or happy thought.

or'a = money; mora, this is mora where you basically create with ore by action that creates the funding or trade thereafter with values.

ecu = accute, too focused intelligent conditioning to some mind state, accurate in ancient

Egom = Egoism, Thinking; This is a point that is created by idea, if you don't mind it then you won't be hit. Question the point and the point diisapperars. This is all there is thought turned to the point. Then there is the end. That is where you imagine or think of the ending, you create the point that you want by feel.

enef = dissatisfied; this is where you create a point and don't get what you want. So in order to alleve the idea you think you should have by feelings, think to relieve yourself and you no longer have those feelings as magic makes the point work out by feel. this is an idea or effect, that works by feel unless the point is made to cause nothing.

enoth = nothing, as this was not him, think of another one or not do things by feel. so this look creates energy from the idea dissolved in your mind.

enif = productivity; enough, at the end you sniff, and if, disappointment, production, this is an iffy endpoint as a production point where things don't always go right unless productively done. think positive and you are alright. Think to know what you do and you create with a point. think you know what to do and you do.

ielfix = lefix, aielfix poof; break apart, This is what dissolves people in the area by neutralizing their cells with energy or otherwise cause of no fight. This is a point you break or stay whole. This is also a point I think that will work with anyone. This is a point I fix things and think about being somewhere else, then I am and I am out of the way of others. This is a point I think an idea to fix things and then work with the prepared food, thinking of the moment I realize the calories and write them down by feel. Then eat if I want so I think to satiate the hunger or think of the moment and wait and the need disperses by feel. Otherwise you wait for a bit and goto the fridge and open then close it, this is also the idea that when you eat energy food this disperses the need by idea energy blood infusion.

ioun = protection; iron, essence by ounce

icy = icy, Incisive; decisive, impulse that you know what to do with by feel.

ign = no, not, another, sign, pig latin (actual latin or english latinated)

ingful = successful; meaningful, this is a meaningful success or a win win where everyone wins by feel or doing what is a point in idea.

ueb = web; connection of lines

uouo = idd, diet

yiece = evanescence, flow away, smooth rhythm, smooth flow

aug = augment, increment

auwr = in effect is disbelieved, (disbelieved) power

aba = about, abate, able action

abjur = conjole (by consolling), control, to be an absolute jury in everything, abnormal conjure in a waste of time

aciec = truth of the matter, true (moment or point)

aciex = cold form moment, coldness

accuentr = aether magick

accuntr = magic, moving physics

acnta = acenta, accenter, to agree and acsend in some form

adnu = fedup; had enough

afn = drug effect, effect

afne = poo; shit, brown or black stuff from the backside or butt.

aka = give or take (also is), for

akuk = upchuck; spew, send forth

Alacrat = An aristocrat that creates at will and rules with intent to get results. The person given treatment of the alacrat tends to treat what the alacrat stands for as rules.

alahnis = evil state; evil atlantis, deprive, sight state as that means don't think to move around created crimbullian or faery area activity as they attack if sensed to peace they don't have to attack those then kill the area off that they don't like yet if not any corruption they won't feel irritation that means is this they didn't sense it before they sensed it after energy or radiation exposure to the use. This place is ruled by science, the idea is a point in idea.

They that you used are known to them, seeing no they were already dead by the breath of air that you created to allow them a chance so the al if the al lived that they hate because they ate the crimbuls parents were nothing more than a memory. This evil atlantis is where they deprive others for lack of things to do, otherwise this place is where they deprive and do things to people so they get effects. Otherwise they appear peaceful and when active, they are doing normal things with a reversed english.

alanis = derive; this is where you derive the point of where you are by feel. derivation is nothing by root use as actual roots. Seeing the fact here is life after death this is not hollywood material.

alehn = work; working as in doing work in idea. Otherwise that is work (work in), think or focus now I didn't go there.

alehnis = bad chance, bad choice

alehr = allure; against or allowable

alia = alleyway

alohr = meditate, mediate

alusa = allusive

ayak = ameritask; a merited task, free spirit/ed

alias = farewell; good-bye for now.

amf - horse or there shit that isn;t where your from, think in thought and your form is changed

amryay = amritasya, task; a merit of the task you do in respect to the area point.

amoff = To be off, death fall, lay on and take a dump

amor = immortal

anehr = anarchy, problem cause, conflict, translate (to english or language that you want to hear)

anie = spirit, etherial change, animus

anph = replay, well, passive

anr = answer, another, year, date

anti-maa = metabolism; anti-matter part of the body.

areime = high energy projectile beam, arrest me

arubuka = friends alone, momentary in after position that could be opposite to your own idea.

arb = barbe, babe action, womanly nature, arguement

arby = seller, divest, arbiguous; to be big in the head but argue dispassionately and become small in thought with temperment by others and other elements, or to be arguable and with expanded mind by added energy and more intelligent.

arge = aeiea, barbe, arbitrary nature; in arbitrary nature, a person is induced to argue for arguement perspective and through disagreement. This is with idea to arguably work with someones temperment. Argon.

agy = argy, evade arrest

agf = migraine; headache, aggravation through built up energy in an idea.

ahi = greater knowledge, greater tree

almost = maybe, could (have), should or would (will)

anh = restrain.

anht = restraint, this is preventative measure.

anz = answer; this is an answer or all hands.

as = fundamental change

apiec = epic, force into heat or fire

apr = aprak, approach; means, a given moment you come up and get things done otherwise this is where you sleepwalk.

art = are, if nothing or something is done, then "you are" aware now so begin as you can..

atleine = suppress; suppressant, effect that allows you to not need to do things.

Atenc = stink; Intessence, greater intelligence

atoye = authoritus; this is where you think to focus on knowing and creating by statement or writing. Then you create the idea in written form. Resist the urge to speak or write at least once, then you cure the need.

atotes = friendly; friendly nature

atreu = atreyu, betrayal; betray you, betrayer

atrey = betray; renege on something

awe = adwea, indweller, indwelling; this is where you create an idea in the place and go back or do what you need, then you go to where your body is dwelling by feel. This in idea or area formation is a bug that crawls in your body. That is easily killed by application of peroxide.

azur = haze; area of mist or smoke.

uab = what be, what is

avahi = avast, behold, machine, hello, available high

avanhti = avalanche, with an avalanche of power you literally fall.

avahi = avast, behold, machine, hello, available high

azura = ashura, greater power, active bind, activity bind

e-e = eye-to-eye; think and you know by the power of the eye that shares information energy from one eye to another.

e-ey = energy eye; this is the eye that creates, whether it's in your hand or in your temple area.

e-ec = energy convert; think to convert energy into water, that uses the gemstone of moonstone or aquamarine and the elemental water appears on the bottom of the cup.

e-ef = energy effect; e-fx, the effect is fire that is heat in the air and converted is the thought to energy, this is done to create a point and the transition of energy to create with your will and made is the point. If you want to create with a ruby or fire opal, then you hold the gemstone and create by thinking the fire energy passes through the gemstone. then is sometimes the point to create by manifesting your thought you need to happen.

e-eleq = is elevation of line-up

e-en = energy end; the point you end up with by feel. though due note, energy doesn't end, this means energy only converts to something else.

e-eloq = somebody else, is grandly line-up, another brain and mind

e-eloqee = e-elo'quee, another self that's extra, another self that is

e`enel;g = very good people that help from energy

e`ener;l = energetic energy life

e`ener;j = put forth and prison for life

e`ener;g = use of good to make energy

e'insteul = refusal, distilling chemicals, i'insteul, incautious

eae = creation, etherion, crystal energy, energy wizard aid

eai = dead eye, remove

ei = either or not, switch in on, beswitch, beaten to switch

eiea = the bread maker, bread baker

eiei = approximate, create similar moment, get edible

ealginx = Ealginnix, building, bone and tissue build, restructuring

ealgenx = Ealgennix, generation

eiag = contigula, anti-aging by enterrment, Energy entering and interred into something by definition or defining the term. This is energy that's placed with the definition by what the defining of the word is.

eigh = pig, eager, learning for an eager mind where everything is a learning experience.

eir = rejecture, denial of purpose, a fishy moment in time

Eisync = Synchronize effect

eugnswein = [on-swee-in] instant success, instant money

ebjur = ebb in effect, in abjur, not really, market, absense

ebzur = erasure

ectya = arcticane, zoracane, endorphin activation pain removal (not immediate)

Eczi = To run, foul

ecru = okra, accrue; not indite, gain

edd = ehdd, tyrant, ruler

efel = an effect that doesn't completely work

efsun = incantation, deaf[ening] action

ehn = energy cause, energy of disputes and cause, unstoppable ending, anger

Elea = Elemental activity, Elemental action

Eliem = save a person, strong condition removal

Elien = Energy alien beings

Eleim = Element charge

Eleimk = charge element to kill effect

Eleomk = reduced waist size

Elebibe = element separation

Elesio = elemental mastery, elemental isolation, elemental isotope, an elemental isotope that attaches to the person or target and shares the memory as experience as it eats the person up of diseases and bad effects.

Elepua = Elemental power

Elepualok = Elemental power lock

Eleptua = Elemental personal work

ello = transfiguration, change of body, ellon

emai = calming energy surge, automake by energy

emoe = creature, adapt (to), make adaption, make change, make insane

emoy = emoe, emotion, emotional

emb = embue, create effect and place in

en-ignur = en-ignier, success, indication, en-lighten

enci = prehenci, prehencile, prophecy, Gained ability, set upon, expect

endm = death pardon, this makes you pardoned by death

enitute = Entuition, At the idea there is an end intuition

enneui = super ability, end of something to get something

ensteul = spell dispoal, dismissal, spell disposal, its when you get hit by an enchantment as the spell dispells itself and wears itself away but remains in the clothing or idea object until you take the clothes off and wash it or throw away the disposables. Then the spells gone, but in disposable throw the disposable away in the trash and the spell will dissipate. Remove the trash and spell effect that is goes away.

epem = drug/ged, epidemic, weapon

epm = evil (by corruption), corruption within

eintw = fucked up, en, entwined, don't understand

Eniht = pronounced ennate, negate, the aftermath; sometime you think and I agree, then I lose my weight I don't want by the use of the third eye, 4th or 5th eyes.

ensu = overincompetance

Espiargo = espionage

esta = establish, passover, in the eastern direction, elementary pursuit

evey = eve eye, night eye

exese = extra big, obese, swelled up

Ezpz = easiness; easy, cool, easy peezy, this is activity within easiness and there's sometimes no regrets happen results.

i-mue = create energy from intelligent action in immunity.

Ia-snyp = clone; Inner child, Think a spell and uhn. The inner child is useful as you can direct it, that's done by thinking about something or feel something is necessary. This is usually an undeveloped fetus, that you form by what you do or think into existence and the breasts that form are a point that it is there as an indicator. So you can reshape and make it think, whatever you want it to be shaped or thinking is what it thinks.

So I think if you consider something done, then the inner child conscious creates what you need or want as a need. Think thin thoughts when you do this, that's because you could feel the urge to eat. If you do feel the urge, then don't do it. Don't go and eat something, then you are assured to remain without weight gain. This is done by holding off from eating and waiting for the urge to disappear.

However that's all, since you don't want it to develop into a child, use an abortion technique. Otherwise the three finger press in your right side middle stomach area, this is used as a way to cause it to be ejected in your shit or piss. Then the weight it causes is gone by feel. This can also be done by tracing an inward spiral on your side of the stomach, that you choose to use as a point to undo what you don't like. Otherwise trace the inward spiral on your chin instead, that's to undo extra weight and double chins by your intention.

But it's not always instant, this can take some time if you gained too much weight. If you don't want the weight and it doesn't remain undeveloped, then you could clone yourself so this means no sexual partners are needed to have a clone of your own. Consider it a second you or version 2 of yourself, unless you abort it when you think it's progressed further from that stage of fetus. However the undeveloped fetus can make almost anything happen, this is mainly done by brainwaves and perception. Then the idea of it doesn't matter, seen especially if you follow this idea as a guide. So basically what you do is your own idea, I think it's best to use your own point of view with this concept of self-birth.

Think a point, if you want to use the inner child to produce results, then think a point and feel it will form the idea. Then it does. This is a point in itself where the inner child feels what you need as you think or state the point, then when you think about the idea and need the point you think about the idea you create with a point that manifests. Then the idea is with more possible chance to be formed as a manifest. That's where you create things, sometimes this is from thin air or your own element. Enjoy yourself and farewell, since I am going to be on a trip I will do what I can to make things better. Farewell and good-bye.

iagy = root; energy

iessi = removal, inexpression

ieun = indemnity set by a mark, condemning by instinct to discredit

iemm = freeze frame; timefreeze and not always by insanity as think instant need or attack by animal spirit is leave spirit if you split a fight but not happened if unnecessary, I don't think in time this is a good idea whereas the point this is ambiguous as it is the concept. That use is your own, but not as something is learned. In time this is where things freeze in sight.

iemmi = cope; think a point, decide the issue, decision, cursing, disgusted

iume = emo; hate speech with emotion, flume, flaming, limited basher, this effect makes you bash things when you get too much energy or too emotional.

ietsu = gullible; easily suggestable, suggestable in mind, great being susceptible

iit = cunt

ila = Greater illusion, an illusion that is with ki energy and made real by heat increase. This illusion is the perceived idea you want to give to them. Only a kitsune can make it all 5 senses that are with experience of said illusion. That illusion is undetected as the illusion it is. This illusion turns real, when enough energy is near. When disbelieved, it can persist until the moment that the illusionist deems it necessary to dispel that illusion. When dispelled, it can leave a heat radiance in the area, unless the fire used is frost fire.

Igneos = ingenious, to use idea but when thought on, you don't realize it was thought on and can sometimes forget about it. Can lead to dangerous situations.

ineui = inexcuse, unexcused

inesi = deceit, uneasy

inessi = inexcusable

inerh = super shifting ability

inepsis = in episode assistance, other area act(acting out on impulse and idea while thinking your somewhere else.)

inun = inundated, this is adding in and being of something by the energy

inune = remade (by events), this is where you imagine something then the event you imagine or state creates the point that you need.

inoit = ignorant; bloody ignorant, ignore, this is where you ignore things and see the changes.

inujistic = injustice, injuritic, opposite concept from idea happening

insteul = tortured knowledge, self-reflection, to gain ability and thought from being tortured, an instilled thought, to strain or distill barley.

iom = clarification movement, a factual commitment to understand language

lum = spacial time element of energy convergence
ina = innate, self produced effect by inner ability
inwib-p = kinda stupid, brainwashed, suggested to
itohte = intuition, by feel, spiritually, (not) hit oath by energy
isie = nsie, insular; sealed area, self-contain/ment
isokrylutego = isochryllic memory shield form
Ishida = conceded, concession
isteul = to be in stool, to go an shit, to instill; this means to instill ability an gnowhow by techniques, to gain knowledge and know-how from torture
istia = to instigate, make an propagate, then do in effect that ought to be idea
ixiel = freedom, freedom being; a being that gives freedom kingdom from effects that are on the person.
onm = ominous reaction, on me
odeu = odeur, ordeal, Ordeur, conscious, order, oder
uab = what be, what is
uaber = what be here
uabues = what be missing
ueb'oro = web hit; this is a website counter hit by what is done.
uorh = again; nightmare, horrid event that creates itself by feel like I do.
uyghur = uglier; technology, technologized, culturized, this is sometime some culterized processed food \
unat = unnatural; this will be an unnatural day.
unathynan = unnatural slenderness. this is a reached state of body mass where you are reduced in mass and create better magic where you end up losing weight excess.
unis = susceptible; bonding of mind, bondage
unctfi = unconscious moves that are unseen time with an end point, through forever control at an end point, while moving, and doing self-conscious or unconscious control defying. This is also the unseen atlantis, visited unconsciously.
unctfy = unseen timefight; unseen unconscious time fight, through effect and idea, that directs the moment. Sometimes unconscious defiance causes a willful defying to things that happen.
uglia = ughliur, uglier
Y-eva = wyeva, whyever, evolve
yeva = weva, whyever
yrcudk = work addiction, can't stop working, udder kill
aac = aggravate, overwhelm (where aacix be overwhelms or aggravates)
aak = vacuum
aek = ache, body pain
aekino = energy, life energy
aem = of them
Aemvarnati = landing procedure, vehicle, variable, varied procedure, To be as procedure in one but away from the idea. The procedure is the path to do another way but gets a similiar result.
aim = ideal, idea, remote community, goal, remote communication
aet = most, presentament
aeth = Aethe, most, element
aethnea = aethnia, nea, ethnic group use, ethnical use
aethenik = ethnic not in kind, aether kill
acei = accord, accedance, acceptance, restful pose
adriac = severe disorder (acute), body response alita = creative; robotic, cyborg like
amazd = amazed, a maze of deathly nature
amek = amend, disease, self-curing disease
ium = greater degree, spite, detest, activity building
aan = over
ass = arse, butt, association
ein = skein, waterskin
aemina = amina, amnesia
eeta = multitask, multitasking, many things with shared time, person, machine shared time event

eum = clarification, room
eyt = the eye, newt, lizard
eytt = glass, glasses
edith = editorial, edit, edict to write, composure
els = else; an els, another thing by chance
iena = number, purposed of, hyena
uagy = asergy, condensing field that contains any live force, radiation.
this force can be used for electricity, live electricity containment.
uuh = ununhexium
yep = yes please, yes person
aip = ape
uarcry = spirit animal war cry
air = air, hair
aupa = gold paper
iaou = anabolic, build up of muscle and mass or tissue
iate = aviation; airflow, guided movement where this is sometimes done by feel through the air.
yaig = intelligent, intelligence, intelligence one
yatuik = intelligent annoyance, conman, intelligent twink that gets jealous
easy and tries to avoid work as possible
yare = in year
yarea = each in year, each their own..
yead = connection; itaconc, intercedence, interconnection, otherwise this is shifting.
aiosei = semi-automatic
aiosoi = managed cost
eaito = esperanto, ease of use
ecery = grocery or food item.
ouexseh = Edwards field, A hidden genereal energy warp area of collapsing space
charging another space created by a puaepyrm (power pyramid) or electricity and
say any in the field to beget the result if your aware of it, the edwards field.
The natural variety be to use aether or (material air) or ether (spirit) in 4/5
to 1/3 efficiency according to E%.
uaca = what can, what see
uica = with care
uaty = weighty
uiay = winery, area they keep wine
uiou = without, your owing
uihznofohuai = wihcnofohuai, intervention, intercede, interception
uuq = ununquabian, forever with split or half
aeola = element master
aeolus = all element, explorer
aedo = aeded, aided
aeg = reveal(before hand). unusual, abnormal
aello = rainstorm
Aert = Martial arts, the heart
aet = actively eat, active eating, active culture eating, not eat (as much)
aeta = mental, mind
aetus = life
aetri = Fight a war
auro = glow, aurora
auror = seeker(of things or people), mage police, dark seeker
augor = seer, prophet
aussi = australian, undercountrian
aussy = cow
oerhed = ourhead, overhead

ouerhed = overhead is over in the head, ouerheed is ourhead, earful is plentiful.

oust = force

Uase = erase by feel

Uebias = To uninform of a bias, unique bias, To form a bias

Uebios = Unibios, create and endure bad scent as an effect of bias

Uwybias = Uybias, nasty scent effect

Uwybios = Uybios, to endure and sustain a bias that can cause some scent

aeturnis = eternity

aute = auntie, Janice, eruption: a. Firey eruption of a large expansion of gas and flame or lava to blow outward, sometimes blowing upwards.

b. Liquid Potpourria or Foam lamp oil, Mix lamp oil and liquid potpourri and alcohol as 2:1:1 and shake up to form a foam expansion and it fills up the near emptiness and left over oil by at least 3 times and at most 4 times. This stuff when settled can burn instantly the more you shake the more it makes up thanks to spellhawk.

c. Salt + Copper + Potassium Nitrate + Baking Soda + Soda pop (maby diet) will get a rapid expansion of carbon dioxide and foams upward to create a lava like expansion, Thanks to spellhawk.

d. Vinegar + water + Baking Soda = volcanic like eruption and some add red food coloring.

(c) Danny and Heather/Sodiari Express.

autist = autt-cism, autism, autistic, self-induced world (maze), inner world due to people or antisocial behavior.

auto = solo, self, alone, automatic, car, carriage, automated movement by propulsion or anti-propulsion, for anti-propulsion be the usage of magnets in a pull toward a direction by some mythical, mystical or energetic force

auth = authority, fourth, fourth

ayberian = foreign, alien from out of country or outside planet

eugenics = genetic mutation, youthful appearance, eugenics be also considered as the process of meditation combining spirit and body, leaving a person with a superboddy and one-like mind, leaving the brain as a "soul" and super brain thats regeneration able and sometimes imprinted with regeneration and "brainwashed" for idea and storage of energy and memories. Overlapping of the body by the brain reinforcing the soul or a personality taking over for the idea which be impossible. This has made elves or demonic people.

eurotic = neurotic, strange

uumaekom = undo annihilation, uncalled for destruction

yokyete = I want

aiplait = gorilla, breast milk

aire = psychic

aomnte = aformention, mentioned information, bibliography

aynt = unevent, to do something in time that causes an unevent that is an unseen event or an event that goes to nothing due to inertial effect in idea.

adgh = adequate, turn to dog, edge

advc = inferrment, seen advance

afgh = all we value, all value

amieg = repite; think of the moment working for you and the despise disappears.

akien = bother (akieno is bothered, akienix or akiene is bothers, akieny or akienan is bothering)

awry = wrong, the truth is used in the idea they try out by feel.

eispey = (so you have to make them) stop and do else

eitha = etha, etha, either, else

eine = urine, murder (causing urination)

Eollo = Eolla, Aello, love

eun = spoon

eune = clean

etha = eitha, etha, either

ieum = remember, sentence, them, into, empathy, empathetic or I feel for you and am with emphasis on them is I'm hearing you or their listening to you, emphasize (use of empathy that is feelings where you sometimes feel things or seem empathetic), negatively act, negate (with sentence), condemn (negatively used)

ier = liar, their, your, hier

IleMix = This is release from a darkmatter beings mandate, that includes the Anti-photon being. This is either where I don't mix or I mix idea that is unseen and unknown. That uses what I know, want, feel or realize and this is from others sometimes. So think and you know things by what you do or what happens, this is with thinking that's what you can do by things from the senses with the thinking that you do.

iimuy = inimical, known evil, known danger

idedran = something else, data drain, morph data, to change and rearrange the data as you sometime drain it into something else.

Eihwaz = a rune in celtic that is druglike, narcotic like, wins, think and this is a win by logical use magic instruction with a fringe benefit by insightful idea rune or not as too much pleasure or create with use good repair or with feeling good that plumps the body or creates creative use by what you think as innocense is revealable or logical use is a thought by intuitive feeling with insight.

ems = munchies; food money, food

ens = money; ensnare, ansuz, answer, the arrest or made point.

oitin = O10N2RnS2, ten parts oxygen three parts nitrogen one parts radon yielding healing air that slightly morphs.

ieie = immobius, immobilize, time stop, activity stop, infinity, eight

ieiespa = immobius sphere(time stop) that stops all needed area activity where the sphere formed was thought to be

iefnr = infurior, infuriator, I infer

ienfy = infy, identify to will defy

ioutug = allowance of goods or owing to object

iono = I don't know, I donno.

iota = part, idea

iote = mirror way; think of what you want and the mirror does it. This is especially true if you state your request at the mirror.

iotea = empress; the leader of the group that is female.

ioto = creativity; creative, this is a creative pursuit done by you.

ighdofem = action; its german, its a germ man or landmine

igt = can't talk; ight, right, alright, can't talk about it plight, tight, more woven fit

iotea = empress

ighdofem = its german, its a germ man

iki = ichi, believe, absolve

imoebpas = imoebius pause, immobilize pause, causes an immediate pain of the reality that is an if moment. that is an iffy moment as you realize what the realization is from the soul by feel.

invog = invasive rat; invogue, in.vogue, invoke, in fok (folk) trade value, not rogue

Incle = inclined, this is inclinations to relax soon, uncle

indeo = a wise man who is ancient in origins, ancient indian, ancient indian spirit

indeosp = indeo effect as with a kind of spirit, ancient indian spirit

itl = little, belittle, skittle, bite sized coated candy soothing effect of decaying distillment

itrarezv = resveratrol, ultra-rezy, itrarevaaro, Antiaging wine drug effect

uhe = firebreath

uhu = yh, yes, yeah, agreement

ije = ijg, fart; gas pain, sewer gas

abu = word, about abuse, react to a certain thing

abber = speed, push, push off

absolu = absolute, !

absorber = absorb, absorption

absumo = consume

abra = unholy, rough, profanity

ebrio = drunk

acaik = star, asterik

acepti = Modulem, Accepting of anything given and making use of it, in indiscriminate ways. This is to use means that allow you to not seem to give anything.

acerik = star, asterik

acetates = lattice energy

ecaa0 = bank balance

oculozs = deep

oculto = secret; in the occult latin, secretive, this is a secretive moment that happens by feel with no stress.

adam = mind, first man

adaro = top human bottom fish body hostile to humans

admin = administer, administrator

adminis = administrator, administer

adra = sketch

eddy = smooth flow, stream movement

ideo = mental idea, ego (alter ego)

udtriba = Uranium 238 (U) + 3p Deuterium (D3) + Barium (Ba)

for a everlasting fuel ball instigated by charles, UD3Ba, urandeuttribarium

okake = goblin, apparition, monster, ghost

acey = uncaring

aces = access

acier = steel

actis = scene, action, scenic

activ = active, activate, activation, actvm, activism, start-up

acniv = bad guy, consultant

adoat = indolant, adolation, inductance by inclusion to form anything by being in reluctance from being imposed on bringing no mind and bad temper

ahm = bursting with energy

ahmi = alien, amends

ahmni = amnesia, forgettance used as force

ameliat = give (all) that, take it all, in arrangement, immediate

Eaeuly = all things necessary. Eulogy

Eio = remove bad, impulse, victory, remove restriction

Eig = send back, replenish

ea0 = trading air, desperate air, 'he owns that I want it by jealousy' air

eo0 = self-improving, erotic

eoli = trading force, consignment that causes trade

oem = dumb, dumbly or serrendipitiously discovered and creatively done

enim = the end of nothing

enun = otliey, across the world, enunciate, pronunciation, impaled

enh = enhancement to cancel the weight

Etune = Aeturnus, gravity and bio grade electricity with eternal energy. A tuneup of ability that makes you percieve what you want before it happens. This gives premenations.

evei = evict, implied replied, implied result, modulum, evisceration, evminstration, administration

evoi = evolve, evolution

evpu = ever put

iyeb = yep; personal yes, personally

iyem = do; (have) item, do (it), this is where you have the item to do it.

iyep = anyway; there you go, stupid (action or evem)

iyob = nope; personal no, eyesore or unrobe

oyeb = oh yeah; I agree, personal agreement, personally agreed

Iso = isolation; isolated area, energy, this is power that is with the point of free movement of electrons. This is in use of a power to generate it nothing more matters or things cease by the point.

itao = tao, interred, add-in, otherwise: attacking with stiffened fingers

icyce = experience, ensconce, item embrace

ocular = binocular, spyglass, eye glass

oculozs = in, deep

occasion = unattached moment, unseen activity

occlus = hello, in occupation, occlusion, push out, activity restrict

otulvctusmoi = 12p oxygen + carbon + 2p sulpher + methane, breathable methanol gas

ock = flock, gather around

adde = address, address, adrift

adnu = had enough

odi = oddment, harmless, odd disposition, oddly meant

ofy = elephant

ufo = remember; unforget, unforgotten, unforgot, spacecraft, bogey, unknown vehicle

uhuh = uhuh; agreed or I doubt it

uhm = woman; warning sign, premonition

uhhn = trial

aha = serendipity; ahha, discovery, discover, asshole, relief or idea to follow.

ahmokpitoe = harmonic

ahmokdati = peaceful relation

anema = Energy from a magicalized (energized) flea or tick that is viral and causes anemia or other disease, this energy causes ability to surge up and become greater. Black actions may happen.

anj = nitty gritty; these are deep things that are there if you look for them.

anjou = red pear, angel; engellic being that exists where you think and creates what you need or want with what you think.

ehsdes = des, instance, suicide, besides

ehwaz = physical shift, gradual developement, steadyness

uh'o = good health, multiple vitamin

eaahnikh = forged currency

eaahnikh = forgery; forged currency, coin

eaeh = key; akashic, self created elements that's the key

akasha = all elements, cosmia

ohnoki = creative; creator person, created idea

oke = pardon

okem = pardon me

oklaica = primal forest

alas = sorry to say, matter set aside

alae = open up

alice = overlarge exquisite beauty, all melt, living example

alfa = alpha, beginning, start

aqius = stamina

axiom = wise thought

oleol = even stride

oleole = downstride, walk downward

emuy = inimical, known evil, known danger

eminem = bisexual, singer

Emh = embarrassment, Embargo (withholding), embassy (a place of where foreigners can go)

emppf = define, definition, onrush

anagram = to focus and do in pain by study, focused disturbance

aniky = fearful and abiding condition, fear thats released by admittance

andromany = endomancy, endoesty, a courtesy act

arki = archi; archibald, bold and with heart.

Atheos = pathos; humous (roach), post-humous (anke), humorous moment, disgust, disgusted (atheosan) or not this is the remains of the path of roached areas.

enoy = annoy

enoyp = pest, twink, fake, disturbance, bad storyteller, bad contributor
or personal annoyance

enoyt = annoyance

encr = end credit, double image

engr = engry level, emotional torrent

engry = enehrgy, angry energy, energy sometimes collected by people just to keep going, energy that be overstimulated (by imprint) from a emotional psionist as he/she "moves" things and afterwords the person can pass out or cause body problems or lunacy.

An example be hate, love, anger, spite etc.. that be channeled. A special property be the vehemence of of others will channel into and increase the effect (disbelief disruption and fractal).Some think this might be bullshit but engry force can increment strength.

eroy = aerobics; exercise that is low impact.

er-fann = To notice the fanning effect of dimensions, dimensional vibration effect or vibes.

er-funn = To do as necessary but in a chaotic fun mood, chaotic fun

er-kenn = To cause an effect that disables the target and forms it after condensation into a smaller form into a sealed block

er-kun = soft condition, soft candidate

er-kunn = To notice and do but be able as well, noticed preparedness

esco = free stuff, support, escort

icre = I cream, massacre, eye cream

idre = idea, I dream of

imagnos = imaginary operation, imaginary system

umbrae = porcedure, encumbrance

unnenoy = not annoyance

unuoy = uncrashable, crashable

unnuoy = uncrash

arom = scent

asalt = assault

Atheo = picture, depiction by drawing, acting or talking, ease of it, ala aformention

afiliat = afiliat, aphiliat, distant association, distance

afiliate = affiliate, aphiliate, association

afrikaans = africa, after rich activity

afval = trash

efret = efreeti

ufala = resign, resignation, lightning

ufrodeub = consistent

ufrodueb = network

ahg = agihl, aghel, ankel

aghgrur = astral

agla = coming age

ogma = dogma, knowledge god, truth god

ijenspa = rejuvenation, iljenspar

alota = alotment, assortment

anota = another

anger = danger

angus = anger stricken, encode, encoder

ansuz = answers, mouth

anth = antler, sweaty

ents = treeman

aparit = aey, apparition, spirit, ghost

apas = apase, apace, rapidly

upre = rise, uprising, raise, up again

apsi = application, complex

apsu = apxu, affixiation, apartment

areas = anywhere, everywhere

arie = aryan, intent, spar, war, arrive

aries = war god, intent of measure, war measure, war genius

aryix = speed burst

aribeth = traitorous anger

armefest = full plate, arms festival, territory

armifest = arming festivity

arkipelag = archipelag, person that doesn't desist, undesistant person

artz = artistic, art

artzi = artist, practitioner, practitioner

arctic = ice, shore, cold in character

asada = beef; steak

aset = bone; asset by feel, this is a setting with bone that means your activity with a point to relax, then you remember things that form by feel or otherwise are created by spirit influence.

atraau = focusing; atraan (old friend), focus point

awsum = awesome

orpa = gold paper

enu = enough; stature, pose, mother goddess, otherwise this is a great being, that's much like a 15th dimensional being.

icasat = I can say it, considerable, sayyable

iceb = iceball

ityuiar = ichthyocentaur, sea centaur, human upper half dolphin tail horse foreleg

or lion foreleg horse

incy = infancy, incite, interest

inh = unhinder, unhurt but fearful

inhbdh = stupid effect, stupid effort

inme = imagination, imagine

inlay = inlaid, fill

inteli = intelligence

intelli = intellectual

inptec = assesment

instru = instruct, instrument

inveigl = steal

irdem = to you, irritated them, continuance

irtem = is temp about, to hurt them from temporary illness

irtemp = in.temp, irtemp

isa = ewa, answer, cease activity, isolation

itezn = bentidocht, beige, To make energy or magic larger and stronger in effect.

itz = hitting on, its about inperceptive, item z, its z

iwa = want; instant conversion, this is a point that gets instant conversation. if you wait for things you will get results with this idea.

oom = boom, ship sail lower wooden support

ocubla = man

oliv = olive

oluel = gasoline

omea = omega, finish, end, final (test), dedutchma, finale, fin, fine

orchrist = reaper, death seeker

ulcheur = a ulcher, wheeled chair

umaekom = call annihilation, call destruction

uruz = golden hair wild ox, good mind strength

usef = useful

usie = ouvisibas, ovouisibas, mentally assisted energy manipulation

yurika = eurika, discovery of excitement

ynis = island of

ylagu = allergy, allergic, To pop up with hives wherever touched unless you scrub it off really well really soon. Or only get puffy and look 5 to 30 lb heavier each day near the allergic causing thing with a cold. However you don't break out

in hives. Essentially causing eating increase and disorder. ylagy = conquer, To be conquer and set easy to be. aogi = ambiguity, blissful ignorance
eughafhuai = distortion
eula = linguist
oec = thought protection, thought projection, of course
oese = obese
oues = painful
uupeir = offense; rapier, raper, so on sight use is a rapier that works by itself.
iyes = I have
yale = black, tawny hippopotamus oxen with moving horns
yeck = shape shifting spirit
abacus = calculator, mathematical machine
ebil = evil child, evilness
ebony = ebony, very hard black stone
ibem = ibeam, support, metal girder support
ubar = high quality, perfect
uber = super, hideous, excessive, monstrous
achaea = divine land, archaeologist dig
econ = energy connection that occurs things inexplicable as it connects for some purpose which is thought upon on acting the term.
icadonc = incondolence, deterrant (in motion), arrest, deter (motion or feeling)
icke = ice chest; this is a temperature related chest, cold or hot temperature regulated container.
adua = adulant, aid, indicator; instructor, a light, the person that indicates things such as a manager or aid. Inhibited of not.
adyu = adieu; good-bye, adios, goodbye
adicta = addictive
ades = be at ease
adv = advance, advancement, aided view, advert, adverted, adverse, opposite in form and feeling but similiar in idea with opposite energy
advanc = advance
advoc = advocation; word, adhoc vocabulary, this is words of advice
advhorte = ancient horror, ancient evil
idoi = indolent, indolence, intolerant, reticient till forced then there's rebellion (through violence of sorts)
ekenji = to effect a teachers position or effect in class, to tell, I can tell
ekenyou = enerjow, active but equal action, equally active and in action
ekonji = death and misuse for annihilation of everything and everywhere nearby, art of conjuration that effects death energy to effect change
ekunji = effect in, effect of
alofit = alofight, allow fight, where they say hello and then slug it out with each other or tough fight. Only to apply alovera if necessary after fight greeting.
aves = active, be on guard
eiahwaz = yew wood
oberon = original
efam = femalish idea belief and motions but you still could be male. To have large female breasts and largish form or some get lucky with a slender form.
efue = ephetus, earth bending, earth summoning (some type of formation thought on), think to eat or drink and what you need is formed or created by feel.
iceit = incess, ongoing; incessant, deceit, this is a moment you need something and create by feel.
ifao = inferno, burning hands, fire gout, infatuation by incensed points in life.
ifiy = effigy, last spoken thought, death speach
ifni = luck, iffy
orcid = orchid flower
agaquo = silverfish, four-6 inch silver landfish, silverfish sighting in area will detail possession, something bad to owner of area entered and the person will

change on entering silverfish area to be possessed until area cleanse

agi = agin, again

agin = again, silver inlay, silver filling

agy = aging, grown older, grow older

igyu = fire angel

iggy = ignore

ahmok = content

uhe = firebreath

uhu = uh huh

akira = mental destruction, unstable power blow-up

akyra = bird human

iklelau = handkerchief, hand cloth

alay = metallic alloy

alahan = handy, handiwork, creative, creativity

alak = permit, grade (of cut), protest, embargo, deal with it

alakazam = piece together, regenerate, rebellion, halt process

alaz = alliance, everything, revolution, religion building, creativity center

alazakam = genius, dispute, tolerance, civil war

alazakamakh = pain tolerance

aleanata = alienation

alian = human sea elf, land atleantian with shapechanging energy shaping and instantaneous travel ability with energy true form

alie = alien, alienation

alien = non-country person, off planet lifeform that can take alot of radiation.

alienn = alien

alaska = solid ice

alc = alchemy (follows empirical laws), chemistry (follows scientific laws), a branch of study that uses elements to get results.

alcapon = notorious work leader

alco = ycoo, alcohol, alcorub (blues lingo), alcoholic, disinfect, wine cooler (alcoholic with flavor)

aldur = wonder god, wanderer

alkari = bird human

alnytta = every weave, all night task, all nighter

eleiy = elemental

eliia = tiger

eliiar = panther

eclis = eclips, eclipse, dark moon, black moon

elegnc = elegance, with grace

elis = ellipse, dark phase, unregarded, ill repute

ellia = puppet

elliar = puppet show

elmer = glue

elmerhu = glue being that intoxicates anything it gets near

energah = energetic

Enyt = in it (benefit by eight), eight, aftermath: things work out but are as they are by now.

enfo = enforce, enforcement

enviole = permeable reaction by excitement, permissable reaction, my reaction that is the exact opposite of normal.

"They may have technology which can vaporize you." "COOL! LET'S GO CHECK IT OUT!!!". Whatever excites you, is of great force. Like nature to play with despite the odds. "Which is also part of the reason why I enjoy using my own body. It can't be killed. Well...it can, but I can just disperse it and reform it somewhere else." You see no risk in using an astral body, so you just go ahead and use it, basically happy go lucky.

erlking = dwarf king, a being who is essentially immortal and somewhat cruel and old by far one of the Hylar with amazing stories telling of him. He is as one with his people and his mountain. However, do not confuse his intention

with loyalty as he can change within minutes. Somewhat a Hylar however cruel.

erst = hint, erstwhile

estri = history, destroy, no face

iedeo = Dealt effect, indolence, impolite effect

ihm = end time (of rhyme), conclusion

ini = iniverse, the source universe

incoerc = unconvinced, no coercion

olde = olde, olden, old age

uloc = warlock, demon weather wizard

ulod = warlord

ulok = lockup

ylo = yellow

oragatang = monkey ape

orion = hunter

amelmorat = all of it, everything

america = united kingdom, melting pot, states united

american = realm, cultural, united county, unity, resident, crede

americano = american, united kingomer

amore = love

amb(i) = go, walk, both, mixed

ambidern = remain quiet

ambiguity = hidden nature, unknown, unshown, untold, unreveal

ambiguous = hidden person, uncertain

embark = load ship, board ship

embarkdede = ship voyage

embarkdedet = ship passenger, sailor

imms = implementor, admin, administrator

omae = presence (of high personage)

omni = mind; all, every, formus, form energy

umaa = call, nounce (announce)

umbridge = foundation support, manipulative bitch

ymoan = immolation; separated or allow feel, this is where you think the idea is a source that's separate from you and you allow the idea to feel or not do the idea. This makes fire or any element separated from the area and seem to subsist in some point.

anchi = anchovy, disproving disorder, thats already been owned or whatever is there is with a complaint

andra = husband or wife, this is used as in english: "she is my andra" or "he is my andra."

angel = mental torment, peaceful, benign being that doesn't really belong, mental anguish

angelsoul = spiritual harmony, desirous soul, peaceful memory

enchida = beautiful woman above serpent below woman serpent mother of most monsters, chider

enit = innit, isn't it?

i-ptc = iptec, test

lamgo = nonstop

lemgo = ongoing

ihbc = right reason, inhibitor

inertg = inertial gravity, flux timeshift (at 0 Inertial gravity, time shifting comes)

inuyasha = self-conceptive, self-concept, knew that agreeing in shame, self-seeking in fighting skill

ita-d = Vital Death, power conscription, vitamin d, power d (power of death)

unach = unacidic, forever acidic, base chemical

Ivmeditu = White void, An improving element. Where void magick itself degrades the mind. White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick. Made by Geodusk.

unnach = unacidic, base acid

inketh = inkeith, to ink or write, seep to write

inkiel = into rudder, mob life, inward kiel

inceur = incisure, cis, cise, cut

inclus = inclusive, inclination, separatism

ink = ink

inko = carve, sculpt

inkblot = inkblotter, ink holder, pen

ooch = shit, sores

obv = obvious/ly, it turns good, objective/ly view/ed

oneir = onorus, ponderous

onli = on a line, on the line, online

onlo = on low

onza = vahgberf, vahshberf, chaotic

umbrae, house (possibly an apartment), under structure

umbrah = umbrella, head protector

unca = unsaid, uncare, undeclare, unkind, uncouth

unded = aded, braindead, undead; zombie, vampire, bloodsucker (parasite, hogshead), Now the undead have a wide range to do; since they can't move, they can manipulate and do things in time. They also can be reborn, this is where they manipulate wombs to become born. This can eventually be on a barren womb, as well. However, once born, they are day walkers and don't age very fast after a day of 20 years old. They also use others as a point that their subconscious mimicks and they "act" alive, even when they don't live. Sometimes they live using the creators life energy of love. So think about the idea and hope you don't come across one of the living undead. That is because, if you do you could become a model to them.

Then your mimicked by feel and created by in their mind as though a super human, this is true even if you are anything but a normal citizen. Think and know by feel what they are before they come near you. This is what I know not what I fear, so the idea is fact if your affirmed in belief or created by them in their minds eye. Then they could do anything to your spirit, that is truth as I ran across one. Got bit in the neck, then left alone. He used the thought stream of life, usually thought of as a music source. This empathetically was a point I found interesting. I could empathize with him but I think he was emulating someone, so I didn't say a word and risk being disbelieved by feel.

Only to discover that I was nearly undead myself, that is after the effect of their influence. I think they do this to mask themselves and seem to appear in real life as an individual person, that's not themselves. So as a point if they were detected, the undead can do what they want and think as they wish to get things and then its done. If he wants you dead then you simply disappear. So that is an end all of the undead.

If you want to know more about daywalkers, look at the Soulbonding article [<http://alt-sites.tripod.com/Soulbonding.htm#daywalker>] or feel free to search for the term Day Walker in this dictionary. Feel free to enjoy yourself as I leave you for now, ciou and farewell until later.

unkeith = knock out, either knockout

unsozfol = piez, peace, piezo, unsolzuea, wats, energy, fire air energy, electricity

usem = museum, use them, You seal them

uvula = sealing, effect seal

angla = triangulate, viewpoint, get angle

iglae = anglae, anglais, nglae, ngle, englis, english

obgyn = gynecology, gend, guinekolex, women health study

obgin = guyinnuiv, ginecology, maelikology, male health study

aki = uprise/ing, surprise, tactic, throw up

enuf = enough

alabaster = distinguish, confusion, marble

alamata = hurricane

alanata = all nature, all elements, everywhere

aleanes = hybrid elemental atleantian animal pet

alisia = liesure time, liesurely

almamata = create material, material manifest

almon = almond nut

almy = almit, god, almighty

electa = electric, electricity

amand = almond

amanda = skillful, graceful, respectable, friendly face

empris = empress

immurity = frozen protection, think it won't effect you and do things to work with the situation. This is a personal protection, granted sometimes by the subconscious or conscious mind focus. Think, direct and create, and you can do almost anything to get things done. So the thought is think, focus, direct the focus and create by statement. If you can use that, then you can redirect nearly anyones mind thought by thought of your own. I believe you have to speak it sometimes. Then you know its effective.

impet = impart, given message that's heard sometimes, give meaning, message

impetix = impete (messages), ads, talking (impety or impetan); this is the motion of the moment, think and you know what is done by talks otherwise this is self-talks that are done by the self.

ineui = inexcuse, unexcused

inesi = deceit, uneasy

inessi = inexcusable

inet = internet, network, connection

inun = inundated, this is adding in and being of something by the energy

inune = remade (by events)

apes = appes, appease

apporiate = sporadic, pheromonal

ipli = explain

iplutiv = self-explanatory

ipn = experience

ipsi = signing, sign in

ipsu = lease, license

ipx = ipxu, weapon

armdioy = underarm deodorant, applied underarm deodorant

anan = indoor, expectancy

AnanIen = to sustain, to sustain a moment.

anemathema = 12' giant octopus

andy = mountain

antiq = antique

angreal = channel device

itra = intra, intractable, within, indrawn, within grasp

onna = woman

aggy = aggie, bad scented farmer, agriculturist, bad smelling almost uneducated caretaker of land celtish landowner, celtish poor person

ares = wartrim, war, man

egress = entry, entrance

igloo = igloo, ice house

leae = elizabeth, queen, invention

encor = all over again

engel = angel

einsten = pigsty, genius

eugh = eu, huge

eupid = instinctual or stupid

eut = elect; select, re-elect, election, selecting someone in election

eutharsos = courage

ecchibi = winged cat

ehu = energy human, energy being, rogue

eheh = subtle laugh

ehre = dejavue, repeated moment or no user field knowledge, you can figure out this meaning

ehte = ass, shit, skunk
egress = entry, entrance
eker = beaker, pitcher
enhanz = drunken
et-fokslo = great three red eyed eight headed eight tailed snake
ignomy = To put or write down effort of effect and say it out loud unless not needed. Ignorance to debouche in for the effort but still do things.
ugar = bravery
unibubet = unbomber, all purpose bomber, universal bomber
uniq = unique
eupid = instinctual
optic = sight
upid = stupid
uplod = upload
uplody = uploading
aren = sandy, sand
eros = arachnid, self-concept made spider, focus to create or uncreate
araknid = spider
arak = arachnid, killer spider
arakao = phase spider, a wreck by focus
arakum = human spider, city area bull
arakru = spider roach, spidery feel no form or no death
arakno = spider, create use or nothing
araketa = spirit spider, created no use by spirit
araki = spirit spider, use by use seer
arakhi = death spider, see with is aggravated against seer
arakhihu = death spider human, creates by seen or no see
asf = check; check on something or someone, test things out, test, money value holder
asl = bio check, status, check, checkup, check on idea
asx = wisdom, user approach
oet = poet, overeat, poem writer, user creativity
oeteo = muse, entail, eternal writer, everlasting pursuit
oeteeo = overeat, eat too much
oety = poetic
usd = dollar, mint, gold, bank note
osa = bone
osco = escalate, this is where things are escalated enough to get things done. say "relaxing" or "en" to stop this effect.
ota = other
easel = painting canvass stand
eutharsos = courage
uoaoos = turn to your side, compulse
ardur = feel, emotion, the possible
armur = armor, armour, not use
esyrr = easier, useful ease
esmau = arithmetic, arithmetic, calculation, created user approach with no
ameth = truth, create ego
emits = loud speaker, mental broadcast, created zeal
empusae = cannibalistic donkey women shapeshifter lout
imbolc = imbecility, imbecile, imbalance, impeccable use cause
impar = impair, wound, impart, but in wound
impartial = separate event, see wound in use
imper = imperial, royal, impeccable evil
impertial = haughty, disruption user with ow
yjk = restoration; restore to a natural point that the body is able to work better with energy.

ykj = whack jaw then restore; return to a natural state of mind or restore the area after something happens.
ymaa = create material, manifest material, thief, insurrection
anim = life, spirit, creation lich
Anawse = Self set to awe self ir by self. andr(o) = man, male, human (dominative case), lich abuse
instruct = instruction, construed knowledge, teach, absolute insurrection or insurrection
instructa = teaching, teacher, instructor, absolute brute
isit = inner site, third eye, luminescent life force vision, eyesight, setup user
osteo = bone, bone worsener
usda = meat, united area enforcement, united area rule, absolute monarch
ysoeua = why so ever, how come, disrepute
etalma = spirit glue causes anything to be glued together, instant kill
apriu = apprentice, chosen student, created soul by evil
arseny = arsenic, cause fire, cause destruction, chaos storm warp with area interrogation to evil insurrection
articl = article, written report, essay, easy go not come
article = publish, work publish, book, war warp by faery
articlet = publisher, print press, say or will
artinedus = artifact need us, see or create
erichthonius = male human snake that was an athen king hit by a polymorph plague, created area use by user
erik = famous explorer, created area warp
erynnes = furies, 3 vengeful fates, truth seekers
ers = verse, asset arrest
erw = earwax, memory recall
epniu = peninsulan, create by braindeath
irene = lesbian, woman lover, man hater or worker if rebuke
orto = ortho, poison sprayer, cleanser, put away
orthus = 2-headed dog, seeable un use
uryidium = interruption gas, intrusion gas, seeable away
erg = hedge, behoove
ergo = immediate; meaning, immediately, error go, this is where you see her go places and him take care of idea or things that happen.
irg = dirge, death wailing
urg = iceberg, urgent, urge (men's soul intuition), insight, otherwise if something is needed: primal urge, animal urge, sometimes this is like you feel the need to eat for no reason.
estradiol = male hormone, testosterone, formed by testing created by user as evil minded manic
atempo = normal time, normal abuse
aternus = eternal, free from evil no karma
atomit = atohu, atohufey, atomic sized being that be a natural shapeshifter of any kill is many
erose = seeable explosion, form able to hide anywhere with energy manipulation skill and aids humanity at, attack is useage or no war
erase = see not, will showing themself to wizards and sorcerer only and malicious to abusers
atyp = atypical, not typical, created seeable erasure erosion
atlanata = mystical place, mystical being, alienated hate
atleantian = atlantian, sea elf, being of the sea, evil minded torturer vision
eaig = attone, attonement, the unusable reality
etas = gaseous vaper, ethers, gaseous vapor, gasoline, gas, eardrum eater by eros
etasa = ethersa. hot gas, combustible, seeable fortune gone in a flash
etasoi = ethersorang, ethersorange, orange gas, orange gel morph gas evil mutation
etaia = phantom, evil not bad
etoil = star, evil minded bride
etoile = shooting star, bright star, seeable user feel
etoiless = in-between, suspend, sooth, nothing, sensation
ether = ethereal, spiritual, alcoholism
etheria = phantom, seeable use
Etherealness = spiritual or solid spiritual formation that exists because with belief or self-belief, Phase spiders and

certain other creatures can exist, this is by sharing energy of yourself on the Ethereal Plane and so can people with this ability. While on the Ethereal Plane, a creature or person is called ethereal, this is usually by touching or drinking something thinking "shift me". Unlike incorporeal creatures, ethereal creatures and persons are not present on the Material Plane unless they will themselves to be there in a solid energy form. They can become solid energy for as long as they want and unbecome solid energy at will.

Ethereal creatures and persons are invisible till they want to be seen, inaudible till focused and want to be heard, insubstantial towards water by mirrored reflection, work by feelings when they focus their feel and are scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. An ethereal creature or person can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound.

(An ethereal creature and person can't see through a material wall, for instance.) An ethereal creature or person inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct and ghostly. They are what they feel like appearing as their feelings focused can create their presence to be known or give them an appearance of a ghostly emanation.

An ethereal creature and person can't affect the Material Plane, except by their physical body and not even magically will things change unless physically done, unless they make themselves into solid energy or use their body's energy to create magically. An ethereal creature and person, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature or person, the ethereal creature or person is on another plane. Only force effects can affect the ethereal creatures and persons. If, on the other hand, both creatures are ethereal, they can affect each other normally. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature or person, and a magical element blast can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures and persons can move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material). Ghosts have a power called manifestation through feeling their area and focusing their minds, that allows them to appear on the Material Plane as incorporeal creatures. Still as I think about it, they are on the Ethereal Plane and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage. This means they are aware of what they do in their surroundings, they are seen as a eery visage and they are more aware of other people by their own sense of time. So in a sense, they are immortal and can create nearly anything by feelings.

Thinking about this, I experimented and found that there is possible chance of manifest as a physical ghost if you thought to use your feelings as a focus for change in the area. That is all I found out, before I was escorted out and not ever let in the door again. So that is all as I will do what I can, for the living and for now, not to be hit again ciou for now I am gone back to the living where I was born. ciou for now and toodloo.

etacap = ettercap, spider silk human spite eater, feel good after

ettercap = human spider mutant, create bt or butter lover

itah = god, wrathe hater

othel = possession, mechanistic creator disrution

askela = natural command, ask anything, disruption created

asmuth = weather, ozone, cure enzyme

asmuthace = good weather service, weather energy focus to create evil

aspec = aspect, The aspects of in time and may follow these definitions, where there are very similiar positive aspects (17576) and in negative aspects its 26^3 or (17576) considered similiarities, they follow these definings. See or set not use if bad intent.

1. Aspects are to be near or in another very similiar world that follow their own rules or place where the people are sometimes switched around yet seem the same as they are done in use.
2. They are very near likeness of people in idea that sometimes are only alike by nature and position or name and body signature. Ie a black man is a white man and named similiar whereas a a white man could be another white man by shape.
3. Sometimes differently named and shaped their alike by attitude and only an get along with other aspects. One aspect can take over or control of another aspect very easily. Another aspect can talk over another aspect. You can get another aspect to do things that no normal person would do sometimes. As in Mitchell is an ordinary person, but this Bill is another, their aspect is ordinary. So they either ignore each other or they get along because their ordinary.

4. Aspects are people in of or around things of the same soul. Reflect of one that's for many.

5. A similar person or thing, They govern the different times variations, where there are 1000 of different variations there's millions of different aspects.

6. Governed by the law of aspects, each aspect is in chaotic or lawful event and in power with lots of aspectful events and its $26^3 \times 360$ or 6327360 aspects. When an aspect is used, then time slows down or stops. One aspect is equal to a universal episode. There are three aspects for each object or person.

esgard = discard bad ideas, gamer, guild use of (free) as demented

asert = assertive, as

eschew = screw, evil chick creator

eschewi = screw-in, created as able

esserb = essential oil, created area evil influence or remover

esserbemu = emu oil, use feel no break

esti = set, reset, allowable learning condition, created area user

otaune = oton, a mysterious unkillable many ability force once called will do as the summoner asks, serves justice to those who deserve, by use of the effect you can get rotund or not to use evil in wrong area.

avalon = druid home, underland, land beyond, created by focus

avalonian = druid, ruling class religious worker, see not evil till use

avas = erase, adverse, see it but use it by at least by spirit, do it but divert this, hear it but no use needed as it could be broken but still work or see it but don't mind it is fire.

avolon = pact, foreswear, swear, use no more for eternis

avemi = dream walker, ultra rich, feel or see or use drugs illegal

avert = knock aside by feel

averte = aversion, evasion, not held manic

ertik = removal, erratic attack, user feel as you are doubling over

evani = in the evening, each no use

evany = undoing, by feel

evali = unwoven, uncouth behavior

ivory = cast off tusk, cut blood rite

everard = ongoing, everpresent, horrible bot

uvalacorrant = phasics, power physics, no user feel or fee

awk = hawk, gawk, look, awkward glance, see as use no user

azur = azure, bind, user non bind

azam = phoenix cycle, rejuvenate, renew, youth, sicken, rebirth, deadness

aubrey = full breeze, open display, full body

agate = negate effect

ogham = celtic written language

ahkbar = fake good, falsity, false

eheh = subtle laugh, created coated evilness

akuma = ma, toori akuma, coal eyed enormous flaming head flying creature with sword, akumi giant

eklots = make substance, made substance, substance eater

okane = money, it's a game

oke = add to fight, help out, see light or set heavy

okepete = swift-flight, done as death due honor or favor is asked

ukori = undevoted, new concept, created hunger for use is feel

alan = mischievous human bird creature, ingenious manipulation, duplicatus, creature urinator

alente = gifted researcher, gift, gift wrapped evil sweets

alienist = alienologist, sweetner

alic = alicorn, strengthen, strong, aligon, unicorn human, evil user non abuse

alice = 1. steel strength, steely strength; 2. two-horned human, bulrathi, created strangler from follicals

alicorn = single horn, no horn visible third eye manifest

eolh = fortunate influence, infortunate user, cheerless the sucker

alig = alignment, align, alignment change evil

alchemy = transmutation science, chemistry physics, aspect user

allg = great hall, created smoke not smoker

alvera = alovera plant, healing plant, wish giver depending on intent
axa = axxa, exile, as full, axe fall to disrupt reality
ecchibi = winged cat, winger cat that is user stealer
ehu = energy human, energy being by user focus or evil use
ekyron = eviller non use, to effect a motion and bring it with you.
eklclass = equal class, equally classy, see right
elebra = striped donkey, stripped human that is focus to create form
elem = elemental, elemental created in disruptor
elemio = elemental angel that or be capable of angel strength human activity with breakfast, not user eaten
shapeshifting energy body and appearance of anything relentless to defeat area blood evil
eliot = relentless, undying, user one
elita = enlighten, knowledge expand, user energy focus
elitta = elyta, cat litter, fine gravel, see able user
elysian = lesion, liesure, death, death eater parter evil
eldiot = riot, significant, inhuman brute
elliot = outlast, outcaster user evil
elminster = magical correspondence, wild mage, magical might, evil trickster to cast mahogonay to alive
elninio = warm season, warmer session
iff = metabolism; Metabolism is a speed of processing otherwise this is a sniff.
ilidium = destroy enemies, merciless killer
iladium = aerial servant, sylph area body use or flies
ilash = bitter tongue, self sylph
illadium = pillared hall, hall pillar, hall of bitterness
illithid = deep one, mind eater psi manipulator, sablo
ilnea = illness removal, creator evil
eker = beaker, pitcher, creator use
amadan = paralysis touch faery, created nonchalant
amatur = amateur, natural beginner, non natural user
amater = newly begin, near user feel god user
amaterasu = in shapable mold, cast off evilness
amino = life make-up, blood, life fluid, shape user eater
amul = amulet, amulets user forbidden
imymn = impossible, created crater non user
amb = amble, ambassadore, no user
amba = raw amber, healing tree sap stone, non user forbid
ambassador = embassy personage, foreigner pay hike
ambidex = ambidexterity, both hand expertise, obeyance
ambidexter = ambidexterity, created by cruelty use is focus
ambigurl = woman warrior, ambiguous woman, non woman from utterable space
ambivulant = vulgar in action, create in user feel
amc = open, open air, family enjoyment, user creator
ammut = creature with crocodile head lion body hippopotamus back end, end or en
amphisbaena = three headed lizard, goes both ways, seeable gracial
embarkta = ape men, or nut
embarta = peaceful impart, peaceful partake, peace gift, see evil removal
embassy = ambassadore, seeable marshmallow, don't call yourself that or idiocy happens in the least expected spaces
erres = errestalka, a overr, overseer, a being or black girl that is usually 5' and some but its brown and rat by the face with dog shape.
embe = embel, partake, empel, consul, forward gather, 'albeit the stalker is woman not male, create seer, old sorceror
emmi = ram, ramifest, ramming fest, ramming eros
seein = being abuse, then your not that far off, seer use.
ehte = ass, shit, skunk maid or not
ente = eat, eatery where you think
enhte = entail, survey, survail, I disown you, evil swarm spell

impro = improve, improvement, improvise, eviller non use, can't instruct it not use
alantvb = get strong, get stronger (also of mu's), use result
ology = study, seeable user evil if drug
omnip = omnipotent, or user seeable area, crack babe
omnipont = omnipotent, know it all, see not or allow
ymeoa = immediately, immediate user or aggravation
animos = animosity, animal harshness, user abuse if bad mood
androsphinx = human headed lion, leech human forming forms
annex = far away mission, creator or negative being
ankh = eternal life, user energy former
ankl = ankle, form use
anklosteo = ankle bone, form made
enersal = battery, soul energy, form beaker
engrish = anguish, made not
enviro = environment, created other
enward = inward, spiral, not there
imma = I'm actively, use is feel
inebri = drunk, drunken, area user
inebriat = drunk, drunken, seen use
incex = extra explosive, extra explosion
infness = instant creation, knowledge or instance information in a dance type idea
inji = indian, create by nose or focus
inju = injure free, or no use
ingua = language as is, user not lover
inguaheb = translate language assist no thanks is feelor
inperaa = emperor, creator user ambiguity
inquest = eploration, inquisition, eaio
insinc = spirit body action, illegality user
integra = integration, integrate, complete power electrical
ivei = inveigli, invisi, invisible from you
ivesb = be alive, live backwards, null live back use or in is fight
onirsec = onirsnr, omnipresence, alipotent, all knowing presence that gives you othersight
seeio = user and be as untraceable till got near in person thru the spirit-that-goes-through-everything
oniont = omnipotent, omnipotency, mentally aware of anything that gives you a recognizable area feel sig pattern and yet one can hide up close or none
onus = for free, paralyzed
onc = ounce by feel
oroovao = auratic truth serum, auratic veritasserum; To effect a control by spoken idea, when the aura be effected with a veritasserum thats essence or nothing bad.
uhnruh = animal instinct, fearless animal, feckle or piss scent
umaresis = summon resistance, summons energy protection, created user zeal for death
unela = uneligable, untranable relatable
uneschew = unscrew, undying screw, lover or water hater
unie = universal energy, universal feel, universal area
unielmer = universal glue, non glue
uniba = you and I both, utunitubatri, U2Ni2Ba3O32, fuel ball that irradiates and doesn't go out unless necessary or stop radiating with little deterioration
unyf = uniform, see in use
unbloka = unblockable, un breakdown barrier, unblock, night blast
unrak = unbreakable, create use
unsoziuesaz = ensnare, sared
untuo = unturn, forever turn, turmeric
unnadicta = unaddictive, monstrous nature
unneschew = unscrew, disruptor bolt

unno = don't know, unknown, see is use non or usable
unnoevas = unseen event reverse no, non user
unnothel = unpossess me
unntuo = unturn, seeable up or down
unpervert = uncorrupt, purify, nothing to do
yele = yes, otherwise
espaniol = spain, spanish, disease maker
aesentee = absentee, lazy salesman, survivor, survivor or show
astas = world globe, destruction no have to
askes = request, ask for, non use
epas = espers, evil doser, the idea of magic placed in an object, person or the soul of the magic.
estet = evening, creativity to kill
etuay = artillery, fire arm, weapon, creature non in evil witch breaker baker please
etuary = passage, way through, so non use
isic = spirit body action, astral projection action, be made no bade
isometal = metallic exoskeleton, metal frame, see user or not
ismerelda = negative witch, say or user free
ismalda = negative witch, why bother, weight is lowered no matter what you do or not
ismy = ishmial, influencer, supporter, life without beating
ishal = is, beaten fight
ishaln = isn't, is ishal or marshal law
ishalna = shall not, any that allows nothing
ispy = spyer, onlooker, not user in feel any stupid
eti= eta, istet, instant; spontaneous, on the spot, user intereaction
ostn = remembrance, remember, self use to not or non order
uspecw = unspecific, unspecified, don't ask or act like your father
atlas = world map, mathers user not gibberling
atham = magick dagger, turns you into what you think, mavera non use or non intense
atriu = attribute, action punch
its = obtuse, over pronounced, extra large, or lesser weight
aaron = conspicuous guidance, order non abuse
aaront = guide, spymaster, seer, seen user
obsкуро = darkness, seen non fuse
ahgluam = iceberg, algorithm
ahria = fresh air, area use by focus not into eating humans sorry
aheria = mastery, user feel or non as you abandon the thought
ehre = dejavue, repeated moment, non moment
aguam = healthful, help, not user free
agluam = igloo, ice home, liquid water frozen
eliet = exobiologist, have someone as user as a galactic feel
elij = exobiology, other form study, user focus eager
elim = i f.lux, eliminate for electricity generation, see i use, baton place
emue = emulation, from energy (of action) to make energy, create much energy
emuh = money use, cause much of, much of what ya thought of as an element
empyrus = fiery, use cool
Umue = see or sign, User friendly of much energy or much by use or good by evil
enketh = enkeith, place what you desire to occur or place desire occurrence.
exer = elixer, 1. to divorce her, 2. exercise
italy = italy, hit ally, hit alliance, english or not use
nipiy = nipily, ninpanic, in panic attack, nitpicking generalized panic caused by panic due to nitpicking in on
generalized idea, creative good to cure it say something that isn't general and causes release of internal pressure.
italiano = italian, pizza maker
itesity = severe obesity, intensity, severity or just cause
itikan = ball and chain, daily routine, marriage by rite

itu = fire antler, yeu, hate avoid or nu
evict = evict, made to leave, see or use nu use
everlyn = never ending, ever living, ever nonlinist violin
iwilt = i will try, make attempt, create focus
avu = pointer, later
ivvy = ivy, privy, non area
apad = crystal computer notepad, magical notepad
epistl = apostle, cult member, religious follower no more
uplyt = uplift, bestow enlightenment, non use
aqodo = sharp, sharpen, create to area designed in use
atlaqodo = sharp knife, use felt
aqoduct = aquaduct, hydroduct, leceduct, waterway, sewer, I was a swear aware
ariojyyl = successful test, create or use
arumet = sweep area, don't in just that not hair burner
arch = rule, over, lease womentime or demential dential
archer = on target, bow man, accurate, see non user demential
archy = rule by, high curve, or just writing
arguspanoptes = all seeing or not see, the human male with eyes all over
artimis = artful killer, creative killer, non shift
artemis = death art, immortal killer, stealth art, see use cause
assholl = asshole
aspares = water foul shifter water nymph non insane, press by vampire or what you see as your sell
eric = sweet nature, calm repose, seen use not as use
erik = trouble, situation resolve or not
arti = artifact, non snack evil snack
articul = target, word pronounciation, suspician, create by use nor create
articula = pronounciate, speak clearly non evil
erised = event erasure, erasive and divertive nature
arbiter = mediator, negotiator, moderator, contractor, non use demon forgiven
oracl = prophet, event predictor, con addict, conic use
oraclar = prophetic reading, user oracle
urati = irradiation, cold radiation, form a evil with bride user bake
urown = your own, yourself, seeable ruin or pict non evil
urisk = man goat faerie, your risk not indest or no be ilya
urse = yourself, her son, seen user file
yall = you all, yes all, yah!, desecretion pict evil, evil, consequence/s,
yrit = alright, uni or escape
yqw = condolence; condolent response, quit (you quit and your welcome), otherwise its short for your quite welcome.
aspe = atempo, normal non or allow time
espers = spirit essence, non user creator
ise = yourself, whimsy, put upon yourself or use
Istemp = now temporary action, explodes at the time, of now as temp is temporary. So this temp is a temporary moment created in time. That is sustained by your actions and idea about your choice. It circulates around the choice to sustain it as needed. Now, sustained as needed is each action you do, you build upon and is tested as temp thats related to the istemp moment. On istemp, in this case is capable to go on forever as the choice is made. The temporary moment an allows you to cover for something else. An you might not even be realizing it as of 'something happening good here.' But the reality is bad, as for someplace else. As it can't always be held, up to the light as to what we might say. Its kept in a good notion, but is good idea. The idea of a goal is its about good moments to which is caused by actions. That is guides to you and guided into being. Solely you will play the good idea, and action that free you to which you enjoy the expiration of it. And so as istemp delete, use is not.
epona = fertility goddess, mature woman, non user beauty queen
ipdent = in indenture, in personal denture, see or carrier see on aurie then leave no or nothing it
oprssl = felt down, down feeling, creature feel
opnup = open up, opening up, as you talk you feel

utry = utary, uturus, no womans pee organ, orina
upnup = immediate on the impression that things are alright, sorta like what may go well, bitch use
ezh = lbs, #, pound, non user feel or create user no pie
iqy = release, create or brutal
uqz = ice, seem not
uqzbarr = iceball, none user feel seen by feel so stop is done
uwo = fish, fey or animal
uwwarahz = fire enchant, fee or dog
ywa = alwa, always, use non see one
exa = examine, exile, see by user flight evil
exantis = negative atlantis, free base formation, creo
exe = executable, run or program, active program, ur run, activity program, seer creature
exers = exercise, roach user area energy or born evil child
exim = exaltation in some being, evil born lich
exud = scent, smell not issue
exhasti = inexhaustible, seen in own or user
expayns = experience as needed, flight or not
expin = experience, kingpin not use
explan = explain, see or user feel
explicitiv = self-explanatory
extinct = no longer existant, not existant
extr = beyond, outside, additional, non use as gone
aziza = good forest raise fairy who aid hunters and give knowledge with advice, given use
uzhzaf = meteor, use focus belief to create
uayaf = major or creator, illa
uuiaf = minor no, major by known
yax = intelligent jinx, net use or use area to create
yeah = hearty agreement, woman not hesitant agreement, absolute agreement
yean = not agreement, woman shift or non bastard shift
yeas = slow agreement, thoughtful agreement, see user most don't want you
yet = you there, you okay, see or use non feel beaten by user focus
yav = why have, why've, no use is why bother
yev = you've, born form from evil omnipotent from this viewer as a bent no think no evil see no evil device seen on a vid so leave it alone by use or feel or no chance.
yiffa = yiffer, stripper, or use base
ydsnd = wits end, frazzled, use by feel fate
ydsnds = sound listening, naturally hear, see user no chalace
ydsend = natural conclusion, conclusive end, evil king edward
ydsends = naturally conclude or no by sense, thought out, natural sonic sound death
yfogh = frost, see warning before next one
ytorelnzkz = freeze, create or no use
ynfom = win one for me, win one for the gipper, get a win or nothing wrong as no none could have won unless they were lucky so I don't care anymore.

[Go back to the Atlantian main menu](#)

-XXIV-

Allixes - Consonant groups an Single and Double consonants, don't use these unless you have to theres more meanings. For each word and it might confuse the audience. Try to use the larger words.ung = fume, fume from fungus thats hard to see and is made from bacteria growing from decaying. nuit = fume, fume from fungus thats hard to see and is made from bacteria growing from decay. fume, fume from fungus thats hard to see and is made from bacteria growing from thought use, fume from fungus thats hard to see and is made from bacteria growing from decay.fume, fume from fungus thats hard to see and is made from bacteria growing from decay.

b = prefix: be, affix: back, being, foc(focus), bitch, base, is/are, am/was, bee, forced into

bb = pellet ball gun shot, metal ball shot, be being(focus)

bc = focused charge, put down, seen, be sea, 100 years

bd = accrument, below deck, torment, below, contractual, condemn, destruct

bf = family trust, time place, abuse, strengthen focus

bg = supportive, gravity, better, box, beat up, blackmail

bh = but, heat buildup, enriched, heating, energize, power blow, overload, bohrium or enthrall

bj = testify, tactical retreat, double back, fall back, backway, feedback, go back, begone, advancement, passerby, ridden, drive back, refusal, browbeat, windblown, blow job or forced march

bk = fine, backstab, backhand, revenge, slit, struck, assasinate, assault, murdered
berkelium, sadistic

bl = same place, remain long, back row, be there, last place, belong, strung line,
focal point, be last, meditate, devastate, last in line, stretch, fifty years

bm = back order, backing, support, 1000 years, bi-monthly, scale, unlucky, measure,
scrutiny, schedule, math, train, 1000 percent, beam

bn = not back; been, restrict, don't be, count, hopeful desire, wishlist, focus on,
offbeat, peaceful, living country, unfocus, conquer, button

bp = bipolar, backwater, short, urinary disease, back flow, beep, populace, position
enforce, desirous, of one mind, circuit, fight it out, win

bq = quietness, active list, fiveth place, be silent, broken silence, inactive,
out of place, put in place

br = break; pause what you do and do something else, back away, return, reduced, red phase, moving back, removal,
move, being, shamefaced, moved back, reduce, shame, beaten, bromine, run away, go forward, back and forth.

bs = bullshit, slowly back away, backing weight, sexual, sluggish, weighty, rape,
torment, overweight, overeat

bt = backup, lateness, classical, tried, toughness, be yourself, in late, trial,
focuser, class act, shameful, oldie, imbibe, hold back

bv = rearview, hindsight, now back, five year, viewable, feeling down, very beat,
or miraculous

bw = bulwark, fur, wax buildup, outer layer, bee wax, layer, sheen, focus point
hurry, wax mold, tanner hide, coerce, backward

bx = extra charge, taxation, olden, ten years, generation, accurate measure, mantra,
near death, exacting its shown

bz = take back, return area, backtalk, backstage, chatty, moody, shrine, achiever,
fight arena, compliant, prison, school its shown

c = prefix: charge, affix: buildup, see, sea, carbon, ash, cold, copy, 100, yes,
one hundred.

cb = refund, focus device, crystal, power fist, expunge, past view, view, cost
water bowl, watch beat, overlook. sea level, sea straight, cash back, carbon base
or 100 years back

cc = carbon copy, measure, buildup charge

cd = buying, purchase, redemption, treason, rebate, drain off, destructive impulse,
see it done, intuition, push down, tempest, storm, seek destruction, company, cadmium
or disband

cf = embezzle, time machine, empower, honor, time gate, school, observe, timeless,
corrosion, nominal, californium, 100 percent

cg = contagion, contagious, centigram

ch = chapter, heat vision, shape

cj = siege, just see, excuse

ck = block sight, pleasant, blind

cl = chlorine, sharpsight, longsight

cm = curium, centimeter

cn = kick, fire, scene, can

cp = copy, seep, piss scent, vision, leak

cq = sink, seeming calm, pique

cr = chromium, motion sight

cs = caesium, cesium, crystal science, computer science or other related idea.

ct = crystyllum, seer, true sight, power stone

cv = takeover, decieve, halt flow, sieve

cw = sue, sinew, death warning, take action, wax figure

cx = wicked behavior, extra charge, caretaker, six, six

cz = carat, jewel grade, gem, ecieze, sieze

d = prefix: fate, affix: death, obliged, bound (to pay), condemned to pay, sentenced,
deduct, down, five hundred, 500, do (to die of), due (death of something), direction, date, would, deuterium, die,
destroy

db = dubnium, sound level, volume, bias, debate, fate being

dc = battery power, death charge, overcharge, drycell

dd = duplicate, stupid, double

df = deaf, deafness, genocide, defense

dg = decigram, degrade, put down, good death

dh = battery, undead, unkillable

dj = radio host, dodge, ditch, leave behind

dk = poison, mutation, mutata, deka, ten, 10

dl = dill, pickle, downstream, offload

dm = die me, death of me, denubium, area control, group control, doom, beam stone

dn = dinner, lottery, light stone (dendritium), downhill, happy death, deny

dp = die person, personal death, death, displeasure, disrespect

dq = ice cream, silent death, die quiet, death request

dr = doctor, pavement, pave, drive, directory

ds = unnunillium, script, program, programming, disassociate, disservice

dt = other thought, otherwise, fall away

dv = divide, divvy, share, trench

dw = death warning, dealt, deal, death sign

dx = dexterity, dex, overkill, breakdown

dz = sleep, doze, bakers dozen, dizzy

f = prefix: family, affix: effect, son, daughter, time, fluorine, if, fuck

fb = foil, fable, poem, fob, fool, story

fc = failure, family mission, family business, family meet

fd = assault, death penalty, family death

ff = crazy, craze

fg = family good, fig, forge. figure, picture, fog, model

fh = family hour, family meeting, family sight

fj = family moment, family meet, family question

fk = fuck, family kill, family discount

fl = full, lineage, family line, last family

fm = fermium, foom, radio, reception

fn = family number, not family, function, family interest

fp = family member, flip, family force

fq = faq, silent, family quiet, fact list, faculty

fr = francium, father

fs = fuss, family group, file server, family effect or efficiency, orgy

ft = feet, foot, the family, family pride

fv = patience, family glue, five

fw = forward, family memory, family protection, family shield, family honor

fx = special effect, family exile, family fame

fz = faze; phase, fizz, family area, delinquent, problem, delinquency or late for things. This is a problem where things come late or after the point. Otherwise this is delinquency by feel for payment that's owed.

g = great (big, grand), got, gee, get, give, gotten, go, grand, money, good

gb = strong back, gib, gab, good moment

gc = current form. good charge, good sight, good cop

gd = gadolinium, disease

gf = good friend, good family, goof, gift

gg = come before, great destiny, good good, good job, brag

gh = ghost, gost (guest), good health, good sight

gj = good moment, good job, good show

gk = great kill, good damage

gl = guild, glide, great length, area

gm = good scale, great measurent

gn = great refusal, gun, wise, great knowledge

gp = value piece, goal, goal post, good person

gq = good and quiet, great lineup

gr = geranium, greater, gaium, transfusion metal, transphase metal, radioactive metal, transphase material, made up of 2 parts Uranium(238) + 1 part Nickel(Ni) = U2Ni yet this can be replaced by 2 parts Germanium(Ge) powder + Sodium(Na) = NaGe2 in acid form, another alternative NaFolaGe2 = Sodium + folic acid(folate, fola or vit-m) + Germanium

gs = ghost; guess, gist, good weight, great many, music

gt = goat, good thing, good person, get there, go there

gv = ghost view, ghost sight, good view, very good

gw = good protection, great wax, good call

gx = great evil, manipulation, great extra strong, good cut, great cut

gz = safe, good transfer, geez!, great area

h = prefix: emotion, affix: sight, hot, heat, enrichment, hydrogen, hour, energy

hb = habitat, warmth

hc = available charge, hot current, dispute

hd = lifeforce, fight, provoke

hf = hafnium

hg = mercury

hh = mesmerize, hot sight, hallucination, desert illusion, hate (act in abnormal manner), hip (cool), vespic; a great weight in mesmerizing and statement that triggers something to make it all right

hj = highjack, jackup, emotional, airup
hk = hulk, deadly, successful
hl = heal, heel
hm = dispuive, arguer, hot metal, dissaproval
hn = whatever, give up, no heat, cold
hp = hospital, angry, anger, civil war, cool
hq = headquarter, meeting place
hr = hour, heur, current, content
hs = hassium, muscle, tax
ht = giant; head hit, hurt, height, painful, warm, rape
hv = hove, sexy look, suck, hot display
hw = hot wax, emotional, heated memory
hx = hoax, extra extra hot, hex, curse
hz = horizontal, hotwire, hot transfer, now not hurt me

j = prefix: just, affix: moment, justify, reason, go, march, advance, pass, flow, ride,
sail, jail, jay, jay bird

jb = salesman, lawman, mediocre, on average
jc = jock, justice, cloth, apparel
jd = just death, fate justification, fateful
jf = jeff, just family, effectively just
jg = judge, good and just
jh = revenge, justice, just hot
jj = shove around, business owner
jk = joke, jfklh, killing justification, mistake, rainstorm
jl = last reason, last trial

k = prefix: cut, affix: kill, hew, chop, strike, smite, murder, slaughter, disrepute by desperate attempt to killing the
teacher (success, succeed), good (comment came from al capone the spirit), ok or kay, sodomize, potassium
came from al capone, sodomize, potassium

kk = knock dead, cut off, cool, accept, good good
kl = cl, cool, kill, cloud
kr = krypton

l = prefix: last, affix: length, hell, location, lady, long, line, 50, fifty

lb = lose
ll = double lump, long lasting
ln = line, io
lm = delimiter, description
lr = lawrencium
ls = els, else, lsd, lsdesdian, inversion

m = prefix: month, affix: metric (math, scale), mine, one empath or one born with bad luck (work with them by
empathy or as though an empath), my, true outreach by desperate attempt, 1000, I, myself, me, man, one thousand

md = mendelenium, physician(c)
mg = magnesium
mk = make

mm = considerate, our
mn = manganese
mt = methnerium
mx = movement, move on, automation, extra personal

n = negative; prefix: denial, affix: not, no, nah, number, country, nitrogen, enough, and, in, to, otherwise this is a misnomer that means nothing, nuos; that is not done or note(d) effect of what is ideal. think then stop and turn your head so your released.

nb = unlost, unlose, nibodium
nd = neodymium, and, not done
nn = knowledge of, pause for thinking
np = neptunium, no position, no pos (left to be interpreted)
nx = next, index, nexus, nice, meeting place, power place

p = prefix: pre (before), affix: nation, country, people, applied power, pea, pee, phosphorus, force

pb = lead (as to physical or active lead act), payback
pc = computer, peace, piece
pd = palladium
pm = promethium, afternoon, high emotion, highly emotional
pp = power action, potty, power projection
pr = praseodymium
pq = intellect, a no
ps = partisanium, particle element
pt = platinum, the person, point

q = prefix: silent, affix: queu (event line up), silence, quiet, 5th, quick, question, fraction, the omnipresent omnipotent energy being that is a ghost that was there and uses elements and forms changes by arrangements and manipulates reality to create his personal result or ghost that causes changes using energy from a source and has emotion. You feed a ghost energy, think or state the ghost gets energy from you and think to use the point you know and you can identify the ghost by shape. Otherwise you think of the point and you realize what the ghost is saying by a temporary possession and passing of control to allow the ghost has to say. If your careful and manage to kill the ghost, then you actually just shift it to create a presence elsewhere.

This is where you can learn the name of the ghost or think of ghost as a ghost and you can command the ghost to exit. This is where you think and feel the ghost leaves, then you may notice the ghost present somewhere else. They are astral shell that work and sometimes tend to repeat, then the idea is what you think it does. This ghost is what you consider an elementary school child so think of it as an en example. The point I got was a ghost was here that looked like you, so be careful of the mirror as it could form hauntings by what you do.

You know the ghost by what it does, think about the activity in the area and what is normal or supernatural. You know things by what is done, if you don't like the ghost there send energy to the being and think the ghost goes and returns somewhere else. You can easily psychically perceive it. Use your third eye, think the ghost form is seen and the third eye sees the ghost where the ghost is at the moment. This thought process activates the pineal gland and this creates the third eye effect. The point you think not to see the ghost and think of something else, then you deactivate the pineal gland. This is a point of allowance, so think and you know what to do.

The photon beam that is focused at it can feed it unless you create a high enough photon particle beam and the present ghost can create a point of leaving so that is one way you can get rid of a ghost. Other than that, if you seem a point by

aura energy it will leave on its own. Think of what you need and it can give you what you desire. So this I think is a point from the past, that the ghost came forward and went through the mirror. That allowed it by thinking of the place the entrance to another space and time. So I think I will be aware of the fact, think of the point and work with what I can by feel.

qq = utmost quiet

qx = quexillium, quix, quicks, quicksand

r = prefix: are/is, affix: movement, move forward, lesser, red, ruddy, remove, your,
move backward

rb = rubidium

rf = ref, reference, referee, rutherfordium

rh = rhodium, heat movement

rn = radon, not move, number movement, rnt, aren't, are not, around

rr = movement being of, relax, r&r, railroad

rt = art, are

s = prefix: immobius (immobile, still), affix: sex, be (mani or many), m'ani'es, slow, sulfur, sulphur, wait, S; weight;
scaleweight, this could be a pun for waiting.

sb = antimony, sob, bitch son

sc = scandium, scion

sd = sod, deathly still, this is considered to focus and create what you feel is necessary.

sf = family still, family death

sg = seaborgium, sergeant

sh = female, woman, quiet

sm = samarium, metered weight, measured stillness, small (minded), indescribable, undefeatable, smell

sn = tin, not still

sp = personal still, personal measure

sq = quiet still, square, quiet measure

sr = strontium, senior

ss = service, share alike, super slow, weight creep, sluggish

st = the stillness, strength, street

sv = very still, very many

sw = sword, protect still

sx = suix, suck, cut scene, extra still

sz = one horn deer, transferred still

t = prefix: vision, affix: the, person, he, she, it, tardy, titus, classic, try,
thing, tee (ground stake, stand), tea, there, that, this, those, of, time,
ten, tough, designate (place importance)

tb = terbium, tuberculosis

tc = technitium

th = thorium, the, they, this, thee, them, thou, thy, there, those, these, that, I

tj = personal reason, alibi

tl = thalium

tm = thulium

tt = improvisation

tv = tivv, tyv, visual aid, personal view, viewpoint, visual display

tz = privacy area, private material, trash dump, beserk, nothingness, nothing
self-contain, these, practice area

v = prefix: view, affix: very, five, vanadium, glue, paste, 5

vv = highly profile

w = prefix: significant, affix: protect, coat, wax, protection, layer, memory, beside

wl = will, when, the point is possible with the idea any thought spoken what you intend.

wn = win; won't, otherwise in a positive note this is willing by a point by a sound.

wh = whe, wha, what

wr = steady, steadyness, that's done by feel.

ww = high detail, the informative point or informing to create understanding.

x = prefix: extra, affix: cut, end, extra strong; extreme, more, generate, exact, cut out, cross, 10, ten, female, attend;
attract, attention (from old norae or old norse)

xc = extra seen, extra vision, see violence

xs = excess, extra weight

xx = extreme, monster

z = prefix: zone (area), affix: transfer, teen, area, zeri, zero, 0, the, teenager, power (energy buildup)

zn = zinc

zr = zirconium

zt = zap, zot, zzzt, power blow

zw = zoo, animal collection

zz = specialty, area power

Alphabetic order

-XXIVa-

The nouns, pronouns and verbs p3;

Nonix praone-e-vabix p3 of A an

B - L Sections

B

ba = back; bad scent, get back, be active, street, batlike, barium, soul, honorary, dead, a being that can exist with
existence, bad, bade, made, geas (control spell made by energy instruction and sending it to the person or thing to
effect what you want as you think about the need)

be = beat; (beh) behold or stop, being; exist, existence, think to create or exist with the creator, beryllium, as is, are, is,
our, am, was, bio, base, bioenergy, become, being, deity, existence is where the neat point is the creator or area creates
then unexists as you get what you wish or want by feel.

bi = half; big, large divide, bisexual, division, bismuth

bo = bow

bu = butt; natural talent, but, usual feel

by = buy; bye, rail, through, with

baa = boner; float up

bea = infusion, bad man, beat up, stupidity

bia = pull to yourself

boa = snake

bua = thrown

bya = a distance beyond, analyze that, do by action, (go) beyond, paralyze

bae = bay

bee = becoming

bie = wall

boe = blade

bue = bastion, place of safety

bye = goodbye

bai = bide

bei = dismiss, drive away

bii = seed, greed

boi = erase, boy, man, boil

bui = floating, go easy

byi = access

bao = baby

beo = prophetic, smell

bio = bioenergy, bios, life

boo = ghost; spirit, being, bowels, internal, this is an internal soul energy that does things by the consciousness of energy or energizes the body to produce by feel what you think is there.

buo = floatable

byo = biological, biology, bio

bau = bai, bye, ciou (happy good-bye), good-bye

beu = hide in plain sight

biu = by intent, vile pus boils plague, black plague caused by feeder fleas and ticks from each bite draws blood away and the more blood the more killed the body with anemia as the disease. Added to the rats eating and people sharing their food, the sickness was impoverishing with suggestive idea to where it came from this forms a carrier effect as the rats also got it. So the rats carried on what some already had and it spread more in rapidity but the last by storage to be stage and be consumption, in the effort to cure it people ate a little more and poisoning with anemia created a pus effect or mouth foaming.

bou = bound towards, moving

buu = undesirable, in service contract; you fight it because you don't need the duty.

byu = by you

bay = a bay

bey = beyond, be honest

biy = truth be told, truthfully

boy = your charge, vampire

buy = distinguish, purchase, trade, barter

byy = note to self, confirmation

bab = babe, bitchy

beb = will return, barb, spike, has returned

bib = Apron; separate, divorce, An overlap of tie on cloth, this is used for the remaining food. Otherwise this is unfocused thought as animal or focus with area, that's creativity by feel or need if bribe.

bob = agree; agreement nod, head dunk, return bow

bub = stranger, person, bomb (that could be an exploding bulb or car alarm), removal by area feel, bombe, disturbed, sometimes the bomb is human speech in nature (enough to make you seek nirvana.)

byb = knock off, off center, off balance

bac = back

bec = because, beach

bic = bicep, arm muscles

boc = block; (blocking action) boca, jewel clasp, area, bucket

buc = buckskin, buck, buckle, dollar, bare naked, \$

byc = bicker, argue

bad = bad comment, command, good (skilled), eferv, bade, influenced, effect of conserving, negative attributed, skilled

bed = bedding, a bed

bid = wait your time

bod = physical, abode, bandaid, body

bud = budding, flowering

byd = full figure

baf = barf, baffle

bef = beef

bif = stand in, boyfriend

bof = bowl full, loaded bowl

buf = buffed up

byf = sentimental

bag = bagel, sack, bag

beg = fight preparation, begin, to beg

big = big, bigger, grand

bog = swamp

bug = bulge; bulg, trumpet, a bug, to bug

byg = enlarge, bong, drug cooker

bah = disliked dismissal

beh = placed behind you

bih = bio hazard

boh = bohemian, monstrous

buh = but (excuse)

byh = handy

baj = badge, baja, fool, bad person

bej = beige

bij = large in body

boj = past errand, master

buj = bulge, overbelly, viewed badly

byj = disliked, dislike

bak = bake

bek = beak

bik = bike, skimpy, lessen, bick, bicker

bok = bowstrike, book

buk = rebuke

byk = bounce

bal = negative, balance

bel = great, arch

bil = vile

bol = tree, bottle, bowl

bul = defense, bulwark

byl = curled up

bam = impacted

bem = be me, beam, my being

bim = instructs

bom = bombard

bum = ass, bodily behind

bym = get up

ban = bane, ban

ben = bean; brain, been, am, good, universe creator

bin = bind

bon = bene, joy, be active, good

bun = attribute, copy

byn = had been, premake

bap = nose hit

bep = a beep

bip = bipolar, biolocate (more than one place at same time), of two minds

bop = a bop, hit in head

bup = blooper, happened mistake

byp = bypass, bipedal, with two legs

baq = back

beq = beckon with help, guidance councillor

biq = bicycle

boq = floral, bouquet, flower arrangement

buq = rebuke

byq = bequeath, bestow

bar = bare, onrush, night movement

ber = bear, beer, fell, falling for it, likeness to object non use

bir = buyer, birch

bor = bred pig, drill, boring

bur = burly, burial

byr = bier, spread warmth, anticipation

bas = base, basic, basis

bes = bees, obese

bis = bisect, so, until, bias, by

bos = boss

bus = mass movement, transport, mass move, abuse/ing

bys = relief, abysmal

bart = sell; this is where you sell in a point by what you have in need.

bert = allowance; weight allowance, this is where the weight held is in a measure.

birt = bit, birth; this is where you are birthed by what allows birth.

bort = borth, abort; this is where you abort the idea or process.

burt = movie; this is where you are viewing movies, if any available.

byrt = wildness; this is where you get wild actions and things work out by feel.

bat = bait, a bat, battery, fight, batty

bet = beat, beet, a bet

bit = bite, abide/ing

bot = a bot, without, boat, the body odor, bad smelling, robot

but = argument for, boot, butt, moreover, howevern

byt = information path, sequence path, data path

bav = bavarian, monstrous

bev = beaver

biv = with two values

bov = above, bovine

buv = abuse

byv = purpose, by view

baw = bawling

bew = beware

biw = bioware, bioaware machine

bow = to bow over, bowl

buw = bound

byw = business

bax = genuine, genius, energy punch, batter

bex = hex, being hexed, best

bix = bick, argue

box = box

bux = plump, buxom

byx = shave

baua = boneta, I need, needy

Baxer = baxr, to be backing, To energy punch someone out and after imaging the person. Long range effect punch.

Bexer = bexr, To hex someone for reasons that are like simply trying to talk to the person with the best in mind.

Bixer = bixr, To bicker someone out for the general love of it.

Boxer = boxr, Short range defense and general sport, of hitting someone in the face or body with the fist.

Buxer = buxr, To make someone fat or worse for wear using some strange rules for the fun of it.

Byxer = byxr, Be your sider, biker, To make believe that beside your side moments of temporal temporary real actions that are fed by actions to actually never cease except to do nothing to cease the side moment.

baz = sell, sale

bez = lot, land area

biz = business; showbiz, renting, a fee

boz = strange

buz = strong drink, potent

byz = prosperity

bca = because, became, becalm

bce = decieve, cleverness

bci = bikini, skimpy clothes

bco = become, becoming, esce

bcu = be cool

bcy = bicycle, beside

bada = bade away, badda, self-baddy

beda = binding, stringed
bida = bide your time
boda = forebode
buda = peaceful intent
byda = soothed feel, soothed feeling

bade = command you
bede = beaded
bide = time wait, time wait
bode = vision warning
bude = building partnership
byde = bid goodbye

badi = strand beads
bedi = bead work, bead necklace
bidi = good tiding
bodi = bodice, great body
budi = increase appeal
bydi = very pretty

bado = desirous appeal
bedo = bend down, bend over
bido = control desire
bodo = give into desire, give over
budo = decrease desire, make unappealing
bydo = appear happy

badu = focused sound, sonic
bedu = control yourself
bidu = apply yourself
bodu = temple
budu = folded leg stance, pretzel stance
bydu = levitate off floor, reinstate, reapply

bady = concern for self
bedy = self style
bidy = seek alone
body = body awareness
budy = conscious awareness, beautiful
bydy = self secure

bads = give command
beds = pearl beads, many beds
bids = make proposal
bods = respects
buds = buddy
byds = bidding

baff = baffle, bewilder, bewilderment, confuse
beff = herd, dinner, healthy
biff = stand-in, replacement
boff = scoff, laugh
buff = strong man, exercise
byff = concern, family meet

bagg = napsack, quality bag, purse, leather bag

begg = beg

bigg = grown, big

bogg = swampy

bugg = bug, error

bygg = bygone

bakg = baked goods

bekg = good size beak

bikg = good bike, skimpy good, good fight

bokg = accurate arrowstrike

bukg = got rebuked, constructive criticism

bykg = forced out, good bounce

bang = a bang

beng = living being

bing = a bing, light tone

bong = a bong, a resonating sound

bung = a medium tone sound

byng = a high pitch sound, tinny sound

banj = corral guitar, banjo

benj = overdoing it on

binj = a binj, eating junk

bonj = bonjour

bunj = stretchy cord

bynj = junk food, snacks

baaz = hidden danger

beaz = bean

biaz = bias

boaz = boat piers

buaz = boing

byaz = childish innocence happiness

baez = beg

beez = bee

biez = become

boez = go away

buez = definite no

byez = killing

baiz = compell

beiz = mental control, conjole, conjuration

biiz = enslavement

boiz = slavery

buiz = slave master

byiz = pleasing, comely

barr = ball, long piece, barring action

berr = fruit

birr = bearer

borr = borrow

burr = cold shake

byrr = spreading cold

barz = barring the way, vertical shafts

berz = bears, bearing

birz = willing to buy

borz = cut hole, drill

burz = caskets

byrz = holding place

baal = balrog

beal = peals of laughter

bial = bile

boal = bowl

bual = pent up, contained

byal = reallocate, relocate

bael = demonkind, demon

beel = beat upon

biel = spiel, idle chitchat

boel = bowl

buel = cruelty

byel = set upon me

bail = pay something, pay release, prove your good then you seem to sense good, bails, rain/s or rainstorm, this can happen after ionic energy enters the clouds from a detonation or some (nuclear) radiation effect occurs.

beil = bezerk

biil = vile woman

boil = hurt me, bode ill

buil = build upward

byil = work toward

baol = goal

beol = old age, antique

biol = musical instrument

bool = choice

buol = determination

byol = setting off

baul = worshipper

beul = believer

biul = worship ritual

boul = shrine

buul = fault, fault line

byol = too much strain

bodacaa = bioenergy mastery, energy manipulation, bioenergy manipulation

bodacea = bioenergy creation, energy daze, bioenergy daze

bodacia = bioenergy release, energy control, bioenergy control

bodacoa = household energy stop, bioenergy dangerous

bodacua = bioenergy continue, energy pattern hold, bioenergy continuance

bodacya = bioenergy understood, energy person, bioenergy person

ball = ball

bell = bell, belli, war

bill = bill payment

boll = hole in tree

bull = bull

byll = sleep

batt = bat (any), battery

bett = bet

bitt = bitten

bott = automatically

butt = buttox

bytt = data burst

bavv = monstrous

bev v = bevel, beaver

bivv = with two values

bovv = troglodyte, three-legged mammal

buvv = violence, violent

byvv = impact, memorize

bla = too much

ble = curse, hex

bli = bleed, blood

blo = blow up, blow, block

blu = bleet (sheep call or twisted curse), bleep it, bludgeon that releases or release/d it, blue, tinge of blue, sweet reward, lover

bly = blight

bra = bra, beech cloth, bray, arm, brave

bre = bruise; debree, browse

bri = brick

bro = brother, hombre, brota, broa

bru = brew, stew

bry = enforce, enforcement

bath = a bath

beth = bathroom

bith = blither, personal gain, bath

both = choose both

buth = booth

byth = ignorance

batt = a bat

bett = bet

bitt = sour

bott = machine

butt = buttox

bytt = take a bite

bard = musician

berd = beard

bird = customer

bord = board, bored

burd = buried

byrd = bird

barn = large storage

bern = behind you

birn = have earned, birth, bairn

born = birthed, born

burn = fire destruction, burn

byrn = start fire

bass = white fish, shark meat, bass

bess = best, cow, bless

biss = bliss

boss = head worker, gang leader, bossy, boss

buss = transport of weight, bus, bust

byss = bias

braa = to succumb to

brea = breeze, quality, praise of

bria = sticky

broa = broad, large

brua = to brew a drink, priest

brya = preaching

brae = break, boast

bree = wind

brie = proprietary, owned

broe = grow

brue = inconspicuous, blown up

brye = rotting slowly

brao = brave, deed

breo = have skill of

brio = bring up, defend against

broo = long stick, staff

bruo = honorary

bryo = agreement of terms

brau = brawl

breu = bring to you

briu = make flames

brou = protect from

bruu = release in gratitude, make guilt

bryu = bring to

bray = braying

brey = berating

briy = departure by force

broy = embroiled

bruy = loner, by yourself

bryy = location?, where are you at?

brad = defect

bred = breed

brid = bridle

brod = brood
brud = troublemaker
bryd = inter, make understand

bran = brain
bren = national growth
brin = brine
bron = bronze
brun = brown
bryn = brink

brak = brake, stop slowly
brek = tolerate, break
brik = brick
brok = broke
bruk = brook
bryk = positive feedback

brat = nuisance
bret = indestructible, invincible
brit = bright
brot = defender
brut = spawn, come back
bryt = enforcement

batta = batter
betta = better
bitta = spicier
botta = bottle
butta = buttler
bytta = bitter

batte = batty, crazed
bette = beating
bitte = please
botte = body
butte = butty
bytte = has a bite

batti = battling
betti = betting
bitti = small
botti = automaton, android
butti = butting in, rude
bytti = abiding

batto = battalion, soldier
betto = betting for
bitto = a bit of
botto = open bottle
butto = butt out
bytto = data connection

battu = fighting you

bettu = choosing you
bittu = bitten
bottu = operation
buttu = sitting down
byttu = binary, switch operated

batty = insane
betty = stable beauty
bitty = tiny
botty = like machine
butty = large buttox
bytty = data rate, timed rate

bfa = beforehand
bfe = buffet, all you can eat
bfi = befriend, friendly
bfo = ante, before
bfu = confusion, befuddle
bfy = butterfly

bsa = basalt, crushed bedrock
bse = obese, overly fat
bsi = temple, contained holy area
bso = besom, occult marriage, illegitimate marriage, broom marriage, occult marriage
faery horse that mentally talks to the rider and can shift to human form or disappear every in awhile.
bsu = bullshit, bastard
bsy = inner talent (psychic pattern), stiffen (be still)

brass = top measure
bress = breast
briss = bristle
bross = brush
bruss = knocked down
bryss = slow to understand

b-co = storage, gradual increase
baafa = bishop fish, mitered shaven head, scaly body, claw-like arm fins,
baeta = bait
bate = thought creation; this is where you create by the feel and work magic by what you do.
baeliv = white demon, law demon
baelgodd = demongod
baelgud = good demon, deva
baur = loey, lovely; this in general terms or idea is where you think a point and you find it not so great, lovely idea with wise use, lacking oil, I think to work better with or without so no curse use blessing or negated oil use is ne curse. Not needed if the creator uncreates it. This is bazaar or market area use otherwise. There is ne ansien is ne ansien that is wise use. Witega adoloneas is wise action.
bayauc = piercing bastard sword, mean or meanness otherwise
beezl = embezzlement, beetle or other bug
babl = babble; chat, speak or talk.
bablon = despised, infamy, defend, sustain, chat, honorary
badda = baddy, bad one, bad point
baddagrex = bad greek, enemy greek, smelly greek, farting
band = headband, head scarf, bandanna, music group

bank = riverbank, bank

bangle = bang loss, bang of death, giant collection, something you wear around your neck

banks = delta, vault, go over

baka = fool

bakau = back at you

bakayarou = asshole

bakarntuog = good karma changeover

bakkoutou = being of any ability from a weapon of death.

balup = upward balance, floating, bail up

balupp = balance, being in two different places or of two people one body and they're aware of each other.

balrul = negative instruction, disinformation, disinform

balthazour = bad thought harbourer

banana = feel good laugh (add na for laugh)

bananza = biiza, insanity, craziness, large feeling of acceptance, momentary joy

band = music group, musical band, strap

banshee = beansidhe, sunken nose scraggy hair hollow eye socket fiery weeping red

eye white sheet wearing cadaver woman who warns of an impending death only for old

family by wailing outside a house, outside a door

barrito = barritos, drink

baron = overlord

barb = frozen, painful (things), sweet (pain), tart

binnet = dust bin

barby = doll figure, showgirl, supermodel

barbyliv = living doll figure, live show

barjuchne = bar juchne, giant bird

barm = dreaded backward knee colorful bird that picked off targets at will

barmitsa = barmitsa, bemyza, bemysa, celebration feast

bart = barter, burp

basimpl = simply, basically

batist = baptism, baptist, of the church

baton = strike rod

batuo = turn bad, bad turn

bathe = being with faith

batheless = being faithless

batl = battle

batlord = battle orders

batlbad = battle command

batlcry = distraction battle cry

basil = basil, energetic herb

basis = element

basbevl = elementary, basic level

baschobevl = elementary school

baub = baubal, jewel

bawb = baubal, jewel

beae = barbituate, energy beating

beau = beautiful

beabl = achieve, ready, achievement

bean = supernatural

beakl = beagle, as so its sorta like a dog with a seem to be there as you need it moment that guides and works with most people.

beip = biolocate, more places at a time

beul = good, ben, bono

bedd = bedrock, deathbed

bedlam = absolute disaster

beka = beaker, substance holder
belkin = machine part or network part
behni = kneeback
behnicutt = hamstrung
beta = better, process
betas = better test, radioactive, radiation
beted = bastard, bettered
bevlj = advanced level, high level
beasto = beast transform
beastro = spell book
beorc = true home
bei = being
beig = beige
beos = snack time
beut = beauty
beuty = beautiful
becucot = biocircuit
beget = gain, get, gotten, got
bellodona = deadly nightshade, beautiful lady
bemay = biometal, biodegrade, being an influence
bemuls = pacify
bemulse = miff, anger
benin = benign, safe
behest = request
behr = better, good, beer
berbug = bugbear
berch = branch (of a tree)
berl = beryl, barrel, body, barrel
berliner = jelly filled donut, german native
bepcod = norse code, drum code
bevins = chew up, buildup
bevvedg = bevel edge, straight level
bevvedgatla = bevel edged knife
bevl = bevel, level
bezoars = Poison cure liverstone.
biele = building, structure
bielyn = building
bielynair = building site
bielyncod = building code, coding, compile (compilation, composting, redefine)
bielynkouvam = building inspector
bioloc = being more places at the same time
bior = bipolar, bounty hunter, hit man, ambitious man who goes after people
bign = benign
bind = binded to ideal, control
binzi = frenzy, silent insane, pill insane
bilg = bilge, mucous buildup, shit, throw up, buildup
binn = been there done that, storage bin
binns = history, repotoire
bisq = biscuit
bisquit = cookie
boamp = bottle imp, genie type spirit that grants owners unlimited wishes and the only way to get rid of it be to sell it for less than you bought it for.
boeatla = sharp blade
bois = wood

boise = energy wood, air wood
boisehu = energy wood being that protects households
boot = boot, kick out
boudole = bottom dollar, best price, lowest price
boulidr = boulder
bounda = bounder, boundary, bound her
bourbeth = expand
bout = about, moment on
bobaloo = bobalu, bear
bofh = bar
bottaink = bottle of ink, ink bottle
bottomdollar = best price, lowest price
bodach = nightmare inducing child stealing bogie, old man, bodyache
bodakuma = ward, warn away, deflect, tempermental
bodeta = physical spirit, astral projection
boly = belly, womb
bubunn = disarm bomb, short out bomb
bona = satisfied, satisfaction, boner
bonafied = cooking oil, quality approved, proof tested
bonanza = baiza, great gonzalus, great abundancy, wildly
boner = sex pleasure
bokarticl = magazine
bokno = knowledge book, answer book, knock out and know
bopep = shepherd, guider
bordery = shelf, shelving
borderydepot = storage rack, seller rack
bordmet = board meeting, staff meeting
bosun = headmaster
botbuo = boabuo, floatboat, hovercraft, hovering vehicle
botc = boac, seaboat, seaship, ship, mistake
botlid = boalid, landboat, landship, self-moving vehicle with a pull/push force, automobile, carriage, lied
botmi = boami, boatman
botsky = botair, boair, botch, skyboat, airship, skyship
botspe = energy streamer (gravity manipulator), streaker (disingeress) or rocket rive, spaceboat, spaceship, boaspe;
burner (mis' bur'ghost, mist manifest).
botspety = android, fast spaceship, fast timing robot
buad = bandaid
buintbgull = negated gravity float, levitate, being in unity a nut
buby = booby, mistaken, dangerous
bubytra = boobytrap, mistaken trap
bubli = bubbler, bubble, bubbly, out of air
budis = an exception, except
bulb = bulb, bulbous
bulbauro = lightbulb
buldx = a building, building site
bunn = ass, backend, baby
bunniovn = bun in the oven, baby in belly
bush = beh, shrubbery
bushed = tired
bucca = teleportive hobgoblin useful to sailors
bucsu = good-bye
buda = peaceful wandering
budism = peaceful participation, way rite (path right or ritual).

buggane = goblin shapeshifter often seen as a horse, calf, wild looking human near a waterfall

bupoo = fuckhead

bureau = government

burgher = merchant

burs = graves, burst

burnou = burnout

burnuo = quickburn

burnuofud = quick food cook

busl = bushel

busm = busom, woman breast

buta = butane

butan = heating gas, blue flame

butane = natural gas

bco = become, biocell

bcou = regenerative biocell, to be course

bcs = because, for reason/s /ed /ing, explain

bdae = bday, bdae, bad day, birthday

bfr = b4, before, befriend

Bg'do = Gravity shift; This is more really to do and affirm, if you wanted to affirm the idea. Gravity is what your body shifts through to reach where there is some area or space. You see that is understood by Einstein's gravity law considered by special relativity. So if you needed or wanted to be on some other planet, otherwise a dimensional space, then as you move you shift through spacetime. That is using your body energy, then you are there in the area of the other space or placed point.

However we can shift, do be careful as you could end up in the hostile or unbreathable atmosphere. In that case, think of being in your normal space or area and take a step to move through gravity. This is a point of gravity, That is when the teleportation is where you shift, then think and appear somewhere else. So otherwise this is a gravity shift. Sometimes when you don't need to be there, you are where you started at by feel. So think about the point and the bend in the gravity, that will make you aware that you shifted in gravity to be in a placed point in the area. That is a point in time, so this is just a reminder to be where you think is best to be.

bgi = begin, began, begun, begins, beginning

bhiae = rage

blao = blaked, blackhead, poppy flower, dirty thought, (to) blare, blame, intrepid thought

blaoso = blakedsed, poppy seed, blackhead seed

blaopa = blakedpip, poppy flower pulp, blackhead pulp

blaoppa = forlorn hope, lost desire

blaup = blaoop, interest, baloon, concern

blaupa = blaoopa. find, fill out, get lost

blac = blak, black

blako = blakho, blakhol, blachol, blackhole, singularity

bleu = blue

bleer = bliar, bleeding heart, open love affair

blackread = fate, other hand, lefthand, absent minded

blad = blond, gold yellow

bladmui = blond moment, stupid moment, uncontrollable moment

blamer = place blame

blanc = white, blanc, blankness, blanched

blas = blast

blasicx = ice blast, ice shatter bolt, blast of sound

blei = bleeding, blessing, earth blessing from around the globe that can effect anywhere. The planet earth gives the blessing. It can give anyone on the planet a major blessing. Indelible excuse.

bleij = ocean of woe, indelible

bley = bris, black eye, bruise

blida = bellinda, bad act, lack thereof, inept
blidan = smart, good act, unlacking
blimud = mudblood, mudsang
blo-idonu = blast-ended newt
block = city area, building area
blok = guy, man
blozard = blow hard, high wind
blozed = blizzard, freezing ice storm
bluberh = iceberg
bluberg = diplomatic, cool disposition, diplomacy
blum = bloom
blump = bump on back of head
blumros = blooming rose, invitation, openly invite
blunderbor = blunderbore, giant legend
blur = blur, camouflauge, mesh with background
blus = blush, bluster
bluta = blaster, laser gun
blutas = blaster, blutaz
blup = bloop, mistake
blupa = bloopa, blooper, funny mistake
blv = believe, be level, bullemic, education
bne = benefit, beneficiary
bnefu = bnefl, beneful, Beneficiary file, full of benefit, costly cure, costly effect
bneft = wild benefit, bereft, a consequential benefit that makes you have fits
bno = negated gravity float, levitate
bjala = room protection demon
bpcutt = haircut, snip
bphew = shortcut
bqaruo = requirement
brau = pre-existant, pre-existance
brae = whole arm
brac = bracer, hand protection, brace
brag = horse shape-shifting goblin that leaves a rider in terror, very good story
bralnwash = cruel intent
branreparo = regenerate brain
braven = revenge
bravenokake = vengeful spirit, revenge spirit
bravura = braveheart, courageous
bre = bring, breaking force, dissolve, bring energy
bree = windy hill, breeze
breh = breach
brenyar = unseen power
breqs = pre-requisite, pre-require, back order
breqsp = pre-requirement, necessity before
briou = ostricize
brich = ostrich
brita = clean water, filter, clean fill
broasu = twin brother
broobielyn = building staff, store staff
brood = vampiric meet, moodyness
broomet = staff meet
brog = dialect
bron = kitchen, useful
bronsik = kitchen sink

brossdet = toothbrush
btn = button, shut(ter)
btr = beater, better
bwax = bw, bee wax
bwuin = deck
bwuinhoyl = card deck
bwca = household spirit that does tasks when appreciated and destructive when
offended
bzagh = beast
bzns = business, dealership, (to) deal

C

ca = could (cao) or (ca) can; caramel, calcium, cat, cae that uses energy or from some sort of thought source or kay
ce = cell; communication device, charge, ranged phone, quietness, chair, with, together, thorough, cerium
ci = shape, diameter, disaster, siiliar to yes
co = willingness, cobolt, allowance
cu = cup, copper, colon, goblet
cy = drink, psiber, duty bound mediator starwoman, cypher

caa = carve, can actively, cannot
cae = can explain
cai = cain, cabin
cao = decay; could, chaos
cau = caution
cay = decay

cea = cease, carat, combine, combined with, ^, power create, creature, living creation, career
cee = seeya
cei = ceiling
ceo = head boss
ceu = I failed you, failure
cey = thorough halt

cia = see you, intelligence; intelligence agency, cian: farewell or agent
cie = spasm
cii = see, sea
cio = sight
ciu = see ya
ciy = eye to eye, honest, straightforward

coa = cooperate
coe = graduation; graduate, contemplate
coi = coin, coinage
coo = please; pleasure, coordinate, thought good
cou = couple
coy = play; coyote, playful, decietful, deciet, false nature

cua = cougar; orange stripped large cat
cue = proposal; propose, give idea
cui = go away
cuo = crumple; fall down
cuu = together
cuy = snuff; feel good nose drug

cya = tchau; good-bye, farewell cye = leave

cyi = dry out

cyo = see out, tought, this is taughten muscles and release then you get the result of the movement.

cyu = see you, scry

cyy = dominate, defy

cab = public translocation, phase shift

ceb = brain; cerebellum and other parts

cib = bioelectrical

cob = overspread oe web

cub = cube, cubical

cyb = neural network, cybernetic, sibling, pathway

cac = hideous, hide bound

cec = traditional

cic = wheel

coc = grinded, coerce

cuc = placed in position, crucial

cyc = pattern movement

cad = cart, wheeled holder

ced = cedar wood, cedar tree

cid = mulled

cod = code, cypher

cud = could have

cyd = experts

caf = serve

cef = tell me

cif = decoded

cof = addictive

cuf = cuff

cyf = sift

cag = cage; trap, crag

ceg = siege; baited lure

cig = tobacco; cigarette, cy, cn, seeing, intoxicating, smoked tobacco

cog = gear; spiked wheel, made aware, cegnuu

cug = cudgel; cougar, large black form, this is a large black form that could get a cudgel effect by being run over.

cyg = signal; signet ring, cigar

cah = soothing

ceh = high whistle

cih = semblance of form

coh = other worker

cuh = rank

cyh = slotted

caj = smirk

cej = join the mainstream

cij = sludge, pavement

coj = worker, linu, work there

cuj = quell

cyj = advice

cak = cask, cake

cek = running water, creek

cik = dessert

cok = drink

cuk = cook, grill

cyk = endorse

cal = counted

cel = container

cil = gahering

col = hardened, cold, tall

cul = achieved, very nice, cool

cyl = cycle

caba = transit, bus

cabe = can be

cabi = shift

cabo = offbeat

cabu = movement

caby = arrival

cyba = sidewalk, data link

cybe = cybernetics

cybi = inner space

cybo = outer space

cybu = technician; serviceman, technical person, repairer and worker of machinery and computers otherwise.

cyby = worker; body, work person

cabl = cable, carrier wire

cebl = large brain

cibl = biochannel

cobl = overdue, spread out

cubl = prism

cybl = cybernetic channel, long road

calf = baby cow

celf = trembleclef

cilf = elf

colf = golf

culf = engulf

cylf = sythe

claf = clatter

clef = trebleclef

clif = cliff

clof = cloven

cluf = dove

clyf = clipped

cam = camel, view, camera, makable

cem = cave, solidity carm, charm, work with

cim = sense, premonition, prescience

com = conclude, concluding, with, together, thorough, brush, comb

cum = come to, accumulate, mate, bring back

cym = clash, similar result that you think is interesting by feel

can = couldn't; fire, cannot, can't, cane, leg support

cen = scene, active area

cin = ash layer

con = cone, pro, for an idea, with, together

cun = cunning, coon, racoon, outwit, colon, menu, item list, :

cyn = evasion, ascend

cant = cantrip, spell, (I, this, that, it, he, she) can't

cent = 100, hundred

cint = made into

cont = contintua (continues), continue(else), its allowable

cunt = seat, a person from atlantis whom be neither dead or alive but immortal

from cunt (aka mris, seat of atlantis that remains), The cunt have an evil disposition and opposite minded view thats similiar to hatia. This was noted as freuds idea for basis on therapy as in reverse minded and later on corrected for.

cynt = library, knowledge pool

cama = camel, disposition

cema = cement

cima = moving picture

coma = death sleep

cuma = accumulation

cyma = slow progress

came = award, medallion

ceme = segments

cime = climatic, temperate

come = beckon to, suggest to

cume = well based

cyme = good approach

cami = shy away

cemi = steamy

cimi = curve, cimig

comi = humorous

cumi = fearless, prideful

cymi = stymied; plasticlike, this is a point where your plastic like and able to not think right as you do things like drug abuse.

camo = hide, blend in

cemo = seal

cimo = trust

como = go away

cumo = suggest

cymo = symbol

camu = camoflaug, camoflauge, hiding by blending

cemu = remove seal

cimu = stimy, cover up

comu = come out from cover

cumu = account for

cymu = present situation

camy = convention
cemy = convene
cimy = discussion
comy = comedian, light heart
cumy = comfort
cymy = professional

cap = cloak, over clothing
cep = remember
cip = castle
cop = cope, copp, handler, adapt
cup = chicken coop
cyp = chicken

caq = harsh cough, hacking cough
ceq = find relief
ciq = psyched out
coq = herbal relief
cuq = cause cold, chill
cyq = complete recovery

car = care, careful
cer = skill, skull
cir = part, what
cor = core
cur = cour, curative, cure, run (a course)
cyr = restore, restoration

carr = moving vehicle, car
cerr = soothing
cirr = circulation, cirrus cloud
corr = relaxation
curr = flexible
cyrr = relaxative

cas = holding case, case, castrate
ces = cease
cis = laboratory
cos = coaster, course, because
cus = original work, cuss
cys = assist; sis, research, immediate persistence, overfull, overflow reaction, piss anywhere

cat = provision, cat
cet = viable
cit = speech
cot = coat
cut = very cute, cut; cease, silence, stop
cyt = stop function

cav = cavern, cave
cev = sever
civ = civilization, civil
cov = cover: 1. covering up, 2. interfere/nce (as interference or radio wave), 3. covey, spot or area;
int'refere: 1. destructive influence thanks to Rob and example by P and Robert, 2. doubt.

cuv = cave entrance

cyv = tunnels

caw = raucous cry

cew = decay, crow, carrion eater

ciw = death eater

cow = cow

cuw = chew it up

cyw = bone

cawa = cry out

cawe = pleading

cawi = angry voice

cawo = outspoken, outcry

cawu = rousing speech

cawy = a cause

cewa = a remark

cewe = crow attack

cewi = mental link

cewo = soul carrier

cewu = antithesis

cewy = deliverance

cax = caks, mental torture

cex = ceks, seeks, mental rape

cix = ciks, control from without

cox = coks, cock, sexual exchange, coax, courier channel, make allowance, channel through

cuix = cuks, make crazy, derange

cyx = cyks, psych, spook, trick mentally

caz = chaos; cause, special, case, this is a counter effect made by death and decaying of the cells. That allows you to do things otherwise unknown. Special case, this is a cause (sometimes this causes chaos to occur)

cez = difference, cease

ciz = action

coz = cousin, relative

cuz = excuse, cousin, because

cyz = failure, fail

cha = charisma, charm, observe (thinking to seem an observer, that makes you able to know things), hold together

che = tribe

chi = life force, hi, high

cho = select

chu = hollowed, compared

chy = enacting thought, chide, create usually creating productive idea

chawm = chaos meat

chewm = chewing hewn, chewing me, argue.

chiwm = chium, sounds good enough, good enough to eat.

chowm = chow mein, edible noodles

chuw m = special ability

chywm = chimes of death

cla = declare, clay, clone, duplicate, close, shut, perfect copy

cle = clay mold, business, club
cli = climate, close, temperature zone, lean
clo = closure, close, shut, closed
clu = clue, close, clang, clue in, shut
cly = cling

clap = hand clap
clep = clay bake
clip = clip, terraform
clop = wooden shoe meant to drive away demons
clup = clup, insight
clyp = residue power, static cling

cra = pigment color, color, crave
cre = crede, creed, cred, believe, belief
cri = judgement, judge
cro = motion, crow in flight
cru = crew, crush, pressured hold
cry = to cry, invent

craz = craze, zealous need
crez = attractive idea
criz = be calm under pressure, crisis
croz = fly like a bird
cruz = cruise, motion to browse
cryz = location of desire, crying about

calt = religion
celt = people
cilt = god; goddess cienor, she is a deity of life, love and flowering relationships.
colt = harnessed, wildness, gun, pistol, horse, quit harrassing, ends harrassment
cult = culture, follower, magic gang, religious organization, culmination of knowledge
cylt = odin, ecstecy, Cernunnos - God of the hunt, animals, fertility, warriors, nature, commerce, love, the underworld.
Known as "the Horned God." Stags are sacred to him.

calq = calculus, advanced math
celq = hypnotic roof, calming effect
cilq = quickly gather, quiet crowd
colq = quickly cold
culq = quickly cool
cylq = quick cycle, quickly cycle

camb = chicken soup, chicken broth
cemb = foundation
cimb = prescience
comb = bee hive
cumb = crumble, crumb
cymb = cymbol, symbol

camp = camp, outdoor rest
cemp = warlord, purpose, variant
cimp = simper, soothsayer
comp = computer, compute, thalnym, sfy, sphyr, recner, recna, cray, pc, rechner, mathematical
analysis machine built from crystals, circuitry, machine parts, bio circuit and dedicated

to think with math like programming.

cump = come up with, plan out

cymp = symbol player

canq = cancerous sore

cenq = sink in

cinq = five

conq = conquer

cunq = determination

cynq = sink

conva = convent, convention, meeting in area, united meeting

conve = conventia, convene

convi = convince, convict, crippling

convo = converse, conversae, conversation

convu = convulsion, convulse (often effects someone in family like the father)

convy = convia, convey, to speak, to take due action, speech, (to) talk, to move by placement, its already so, its so to do so and convict or convince

capa = capable, potential

cepa = picture, cheaper, depiction, grass mat, carpet

cipa = safe, secure

copa = insecure, unseemly

cupa = culpable, suggestable

cypa = suggested warning

cape = point of, tip

cepe = seeping, leak

cipe = reinstatement of, place in again

cope = adaption to situation

cupe = mark for

cype = tracing

capi = head, state capitol

cepi = form

cipi = ruling, rule, governance

copi = land, copout

cupi = corrupt, benign interference

cypi = leakage

capo = keeper, house keeper

cepo = sea, snake

cipo = wisdom

copo = burrow, home

cupo = sanity

cypo = saintly, favored

capu = paint, change

cepu = frame

cipu = capture

copu = self-adjust

cupu = illuminate

cypu = greater understanding

capy = capitan, captain
cepy = election
cipy = insipid
copy = duplication
cupy = cheat, desire
cypy = remove tongue

capt = captive, caption, lettering
cept = reasons, excuse
cipt = insightful
copt = twirling
cupt = recuperate strength
cypt = reciever

capl = capable
cepl = keepable
cipl = fortess, long term
copl = tenderness, tender
cupl = couple
cypl = disciple, follower

carr = car, carriage
cerr = advance
cirr = cloud
corr = correct
curr = curative
cyrr = recharge

corta = curta, caretake, take care
corte = curte, cartel, criminal organization
corti = curti, cortin, session, moment
corto = curto, dismissal, finish
cortu = curtu, care to, also care
corty = curty, mate, courting

casm = criticism
cesm = cease moment
cism = size up
cosm = universe/universal
cusc = excuses
cysm = crack, cave in

casp = ghost, ghostly, victim
cesp = incest, see thought, halt
cisp = display, crisp, expert
cosp = cope, coping, teacher, director
cusp = circling finger and thumb together, relation, custom artist
cysp = personal disaster, over ensue, remove, removal, researcher

catt = cattle
cett = kettle
citt = sit
cott = cottage, cot
cutt = cut

cytt = ambivalence

cava = sensing, new feeling

ceva = ship, craft

civa = demon; chip, pet peeve, something off or wrong, this is where a demon is a pet peeve or something wrong.

cova = conversion, turn against evil

cuva = covert, secretive

cyva = time out

cave = collapse

ceve = sieve, blood flow cut off strip

cive = side with

cove = dock area for ships, docking bay, small beach, discreet destruction, self-destruct

cuve = cure, heal

cyve = cut off flow

cavi = assail, assault, cavity, cave-in, sell

cevi = identifying mark

civi = civil, humane

covi = covering

cuvi = change from within, conveyance, self adapt

cyvi = to notice change

cavo = hole, bad

cevo = receive gift

civo = civilization

covo = convulsion

cuvo = decapitation

cyvo = bleeding to death

cavu = bring back, unkill

cevu = undeath, vampirism

civu = reasoning of

covu = seance, spirit command

cuvu = soon to be

cyvu = supernatural, super

cavy = reunion, raising

cevy = catalyst

civy = send energy

covy = pulled to life

cuvy = flashback moment

cyvy = risen

craa = lock jaw, jar

crea = cream

cria = critical, crucial

croa = croak

crua = active duty

crya = holding

crae = desire

cree = devotion, creed

crie = action

croe = feeling
crue = cruelty, cruel intent
crye = cry out, wail

crai = curious
crei = propaganda
crii = notice
croi = watch
cruj = cruise
cryi = cry

crao = deselect
creo = religion, create, creation, to call out, to bring out
crio = cold storage
croo = distract
cruo = other interest, other
cryo = optional, instant freeze

crau = crowd, gripe
creu = swept forward
criu = preen, consideration
crou = crouch, paused
cruu = cruelty, vicious
cryu = emotional release, cringe

cray = computer, crayfish
crey = parts, objects of computer
criy = career
croj = repair
cruj = upgrade, replace
cryj = working state

crah = crash; sleep or fall down
creh = event, happenstance
crih = critical
croh = rise
cruh = mechanized, power blow
cryh = power source, energy leak

cram = cramming
crem = creme, cream
crim = crime
crom = chrome
crum = spoiled
crym = period

cras = weakness
cres = crease
cris = power turn on, disaster, crises
cros = cross
crus = observer
crys = broken hold, crystal

crat = crater, impact
cret = villionous

crit = meteor, critical
crot = huge hole
crut = very important
cryt = detailed

crass = crass, harshness
cress = alleviate, crest
criss = contaminate
cross = come across, cross
cruss = crust, crusty
cryss = slow development, slowly develop

cyra = freeze
cyre = frozen
cyro = ice
cyri = cold
cyru = catch; catch attention, call attention to things, cyru pronounced I-ee-rue: cagruu, congregate; town hall meeting, gather together
cyry = hold in, wait around

cattl = cattle
cettl = kettle, settle
cittl = cat litter
cottl = cottlefish, pamper
cuttl = cuttlery, cuttle fish
cyttl = coldheart, recital, uncaring

cuza = because, accusation
cuze = because, to self-explain, self-explanatory
cuzi = becausi, lying, white lie
cuzo = because, excuse me
cuzu = becausu, explain
cuzy = becausy, excuse

chac = chase
chec = check
chic = strengthen life
choc = choking death, strangle
chuc = throw to, chuck meat, test
chyc = act on, woman, chick

chacc = radiance pool, trace, tracer
checc = credit check, checkout, sealevel, checkmark
chicc = energy focus
chocc = strangle, bottleneck
chucc = throw overboard, chuck roast, rush, pride, probe
chycc = active duty, reaction, active, seer

chack = kill trace, follow, evasion
check = verify, checkup, snip
chick = lady, allowance, allow, let, chicken, weaken
chock = load, strangulation, mangle
chuck = cook meat, roast meat, affirmative, affirm, unburnt, destructive
chyck = survival, survive, passable, cute, unstable, conspirator

chak = lose attention, remove charm

chek = cheek

chik = kill life

chok = targeted kill

chuk = contemplate

chyk = assassination

chaks = realization

cheks = checkup

chiks = comely woman

choks = chop off, delimb

chuks = cut off

chyks = whole face, facial

chakk = gain attention, restore charm

chekk = cut cheek

chikk = assassinate, rejuvenate, revitalize, resurrect, terminate, restore life

chokk = cancel target, permission grant, roger

chukk = murderous, contemplation, termination

chykk = permission, victim, murder weapon

chan = chain

chen = war nation

chin = china, not life, inhospitable, inhabitant

chon = destined

chun = national review

chyn = international

chap = person

chep = cheap

chip = soul, chi or han (life force) of person or thing

chop = a chop

chup = shot upward

chyp = chip

char = chair, character/istic

cher = advancement, death with no regard

chir = transcend, shift to

chor = chore

chur = churn

chyr = enact thought, act

chat = talk, family time

chet = cheat, swindle

chit = credit, money value

chot = stiffen

chut = chute, long tube

chyt = coinage, dollar, pound note, \$

chatt = idle talk

chett = swindler, cheater

chitt = credit, coinage, bank note, dollar

chott = cadaver, dead body

chutt = escape pod, carry device

chytt = value, valuable

chaw = construct, child

chew = bubaloo, gum, chewy, chewing tobbaço, chewing weed

chiw = child abuse

chow = food, goodbye, bye

chuw = chubby

chyw = double life

chras = craft

chres = weaver

chris = consistent, vigilante, erasure, thief, consistency, subsidy, hermaphrodite

chros = dissappear, disappearance

chrus = dissapointment, crucify

chrys = trademark

chrast = krast, procrastinate, procrastination, hold some, hold off

chrest = krest, tooth paste

christ = krist of march favors, disruption, reprove it, thief that, steal that, baptism, rebirth, renewal, awakening ritual, huge depression in the teeth or the earth that is caused in malign being formation from wrong action as malaise and no malaise if corrected for or nor condition as if it wasn't and not as the idea in the theology is a self-fulfilled savior part and is to fill things you missed in life as it is in and use is fulfilled sometimes madness. {krist, thief that, steal that, baptism, rebirth, renewal, awakening ritual that is sometimes madness near season}

chrost = krost, (the, this, that) disappearance, its dissapeared

chrust = krust, crucial, urgent, pie crust

chryst = kryst, saviour, hero, heroine, reborn king

clat = clatter

clet = clrn, clart, clarion, trumpet

clit = cut up

clot = blood clot

clut = redo, repeat

clyt = nipple, clit

clatz = clutter

cletz = insanity

clitz = nipple pierce

clotz = clothes

clutz = clumsy, clumsiness

clytz = control body

cma = may see, you see, seem, saltwater lake

cme = see me, look at me

cmi = interrogate me, curiosity, cement, see interest

cmo = see more, spraypaint, saw more, cemoy

cmu = see much, seen much, saw much

cmý = see myself, saw myself, cemay

csa = disquiet

cse = disbelief

csi = investigate, humane

cso = crystal user, computer user

csu = space ship

csy = sight of psi, psychic sight

c^esky = czech, sieze and eat away, gem eat away
coooy = corolory, true sleep, A form of energy that you send energy into and you go sleep, from its effect on you.
c-bnym = remote computing, remote control
c-co = alien, mystery
caik = chalk, archaic
cead = seed, death effect
ceuoalo = cow hampster duck kitty creature with cow size hampster forepaw legs or
cat feet backlegs cow torso, duck billed head and fluffy tail
ceyo = caceyo, concealed; hidden (idea or weapon) coolsbrow = coolness; cool forehead, cool down
copai = compassion; company, complain
compai = heed; allow, working with
caclee = conclusion, endless thought, thought thats summarized, make crazy
cadyi = condiment; thing, enhancer, this is ketchup or something used that is an enhancer.
catet = counteract; null, void out, silence
cotu = carbon dioxide, coat tail
caem = to study, distern(to the side)
caofly = camouflaje, hiding effect
caucamo = caution, suspician
caut = caught, caution
ciamar = how, ciamar a tha thu, how are you?
ciol = cool
cuandillar = heart stone, unbreakable stone
cuic = policy
cuit = palette, color holder
cyas = slow farewell
cabana = capone, gangster, heavenly, mobster
cabokons = cabochons, moonstone
cani = copknock; certain style of knock
casa = castle, caste active, caste activity, case active, shadow, home, house
cata = carton; whole box full, otherwise this is cater, you give and get something or sell your services.
coblynau = guidance mine fairy
cobs = cobweb, cobblestone
cono = copknock; certain style of knock and this is denoted from a cop.
cuby = cowboy, male cow herder, cowby
cugul = cowgirl, female cow herder
caco = cacofiend, round eat anything floating ball demon
cace = concept, idea
cacitraen = concentration, mental clarity sphere
cycat = concert
camwa = came away
capon = gang, work gang, union
capone = compulse, compulsive, retribution
caput = chapter; catapult, this is a chapter on the point you put something forward.
catny = cuntnic, countenance, allow for (it), countenanced; (catnyn or catnyo), allowed for or countered by what's in thought.
cepiw = wax figure, wax form
coch = club; billy club
coqu = shell
cabal = self organized organization, mafia, mob
cabikou = physical shift
cacao = cocoa
cacaomix = cocoa mix
cacaomixsalece = hot cocoa

castilic = constipelance, induced body action that makes it ache
castilnc = constipelence, cast ink, over compulsive eating, compulsion
ceba = celebrity, activity; more active, this is a more active cerebellum that you focus and you create with by feel. If you create with the brain, then you send focused energy waves from the brain, that energy wise with what energy is there creates what result you need. This means in liquids carbonation or flavoring and in a solid form some change that is decided upon per amygdala use.
cebaa = brainstem; brain stem activity, this is more activity during cerebellum and brain stem moments that you focus on a thought and create the idea.
cecrops = serpent tailed human was the first athen king
cucot = circuit
cucotcort = circuit court
caday = cadderly, fatherly
cadet = a cadet, training soldier, soldier in arms
cadoit = done adroitly
cadsuane = persuader, persuasive
caffilet = server
cahay = concert music
cajy = cagey, practical, mentally acute
cazy = crazy
cazzy = spastic, chaotic behavior
celaeno = storm-dark
cis = cise, size/d up, precise, scan
coin = cologne; smell good oil or scent for men.
codareactor = radiative power generation
codd = coddfish, slithery, pervert, conman, manipulation
coja = cojack, retrieval, sorte, capable team
Cotr = coutr, Counter
cokkai = shit
Cotex = turn off, Cast this spell to turn off something, to shut something down or to cut off someone.
cameleopard = camel leopard the size of a camel but the skin of a leopard with 2 large curving horns
camp = campground, camp trip
cemore = purity, metre
comuf = beat into a coma, fuck up, beat down
comne = come near
comtinua = get on with it, come to think
conechwa = conechewa, hello
cony = corny; overused
canon = cannon; propelled forward, information
canola = canola oil, sunflower oil
caniv = cunning
concius = [conk-high-ous] sharp conscious blow
carn = meat, flesh
carny = festival, faire, fest
carat = combine, combination with, ^
Cortex = remembrance, Cast this on a target to make said target remember and do as necessary.
curt = cortes, courtesy
cortez = explorer, massacrest, destroyer
casey = pleasant, stamina
ceilidh = (kelly), kelly, musical meet, ball, dance
cerburus = go to jail, significant
ciao = hi, bye, cease things comfortably, cease disillusionment, goodbye, negated
ciaon = dismissal
cirim = impart, impartial
corona = alcoholic drink

curvacea = curvy, beautiful
coniv = connive
cannon = taught discipline, basic belief, weapon
canta = caste, secretive, born rank, can't tell
cantal = can't trace, secretive group
continua = continuation, continue on
contr = not, against
ciel = ceiling, roomtop
ceuetiet = ashes to ashes dust to dust
cium = mineral
coif = slap, gathering place
cuatn = cuate, consumption
cuatenh = caution
cuick = circumference cut, circle cut, circular cut, pipe cut
caeykes = underlay
caseykes = relay, steady progress, endorphin
catharsis = living hell, cat with elephant feet
catro = control, to interrogate
catropafu = control perfume
citro = lemon
citroesserb = lemon essence, lemon essential oil
carol = watchful
carolyn = truth, trust
carlos = in-step, in-step about, in;mem
ciryea = partial agreement, soso
cereb = cerebrum
cerebo = snake head dog head human dog on all fours that has paralyzing stare
cerebus = forebrain
cerebrum = brain focus, brainal channel
cerlos = murder loss, searing loss, about loss, serial loss
cora = coral
carb = carbohydrate, starch energy
carba = carbonate, carbonation
cerberus = 3 headed dog
corrant = maya, power, hate me
corrunt = corruption
curdop = antidote
cyrrauto = automatic recharge
calam = fire, calamity
cale = challenge
calygreyhound = antelope body eagle claw forelegs ox hoove hind leg
caspa = casper, ghost, ether
cigryhond = calygrayhound
coge = cougar, cut-purse
cogsat = saber tooth cougar
colaa = innate ice mastery, cold resistace pass-thru
colo = mountain, mountainy, color, part with low
culio = cool down, quick cool
culd = could, will have
culdn = couldn't, will have not
cometh = comes of, come to
comke = call key, desirous key, come unlock
compaoost = complacency, compulsion
compet = compete, competing

complet = suit, complete
compleat = complete, perfect
cnotaf = cenotaph, cemetery, grave site
conchas = conscious
congel = celluloid, congeal, fat collection
congrat = celebration, congratulation
contessa = queen, duchess
conqestador = conquest
cepltia = carpel tundrel
copicilf = land elf
copte = helicopter, copter, computation, machine
coppa = copper, cop
copp = cop, police, soldier
cops = corpse
corors = corrosion
copsehhd = exploding corpse
caspa = casper, ghost, ether
corc = coerce
cors = course
corat = corruption, corrupt
curschizm = schitzophrenia cure
cust = combust, catch fire
cutu = cute you, kowtow or cowtow; serving, this is serving the point by idea.
cavuasmuth = bad weather
covorto = convortion
cuvilusu = self-renewal
cuvulusu = can't compete
cevyey = cataract
cupicorrant = corruption
cupla = couple of, handcuff
cupjo = coffee, coffeecup
catarak = spider cat that has eight legs and the body of a cat and it eats dead meat
and abilities of both
catuar = warcat, demon cat
cuttbeh = backstab
cuttnibeh = hamstring, cut behind knee
curs = snake, curse, twist of fate
cuqyxemo = chilling armor, ice attack ranged assault armor
cycl = cycle
cyclo = cyclic, circling movement
cyclon = tornado
cyclonc = sea tornado, hurricane
cyclops = one eye storm giant
cyl = call; predict, focus and put your voiced idea out.
connigets = booger, snot, nose snot
cynut = sign of, connect, connectivity
cynutsnap = disconnect, disconnection
cynutt = connection
cynnut = nothing, cancellation, cancel
cynnutt = powerloss, powerless, powerlessness
corrigan = fey druidess able to steal children
corrigen = fey druid able to get anyone pregnant
cyroeraeth = banshee like spirit woman who gives death warning by a water splash
near a crossroads, near a river

cystu = cystic, large growth, mature
cytro = control
cyvuelmer = superglue
cyvutn = conviction, group purpose determination
cyzun = unfailing
cyan = light yellow
cilfc = sea elf
cbarr = crystal arrow
cboracl = crystal prophet, crystal being prophet
cdarlit = starlight
cdajcraft = stagecraft, siegecraft
cdcorrant = cdmit, powerstorm, lightning storm
cdcorrantt = cdmitt, c'de'mitt, powerstormer
cigue = nice (deity); cingular, musical genius, musical standard or doing things on purpose (like a cigar)
cherub; a smallish childlike angel that does things for the need and can switch the soul to possess the body until resisting the cherubic desire. Then you create a soul transfer back to your body as the possession ends, that is done by the use of the creator. Otherwise its an overly large person that is slightly obese.
ckin = choke, without air
clair = ligh
clairauro = glowlight, flashlight, glowlamp
claire = glow, inner beauty
clarity = removes and protects from mental afflictions
clairs = lightweight
claus = escape
clause = evasion, avoidance
clar = declare, otherwise this is claire; clear, clear and pure energy
clarie = declare, overreact
clary = declare, overreact
clasy = classification, chase/ing
cle = clair, enchant break, light, clench
cler = clear
clerup = clear up
clink = jail
cloaks = disguise, invisible
clan = family structure civilization
clans = many clans
claw = claw, curved rigidness
clawunt = clawhammer
clea = clever, cleaver, momentary insight action, insightful
cliu = cling, clenu, cleanup; this is where you clean up the act and you clean the area, think and you know what to do.
clie = sealance
cliflep = cliffleapr lizard
clin = recline; decline, incline or acceptance point.
clo-ey = empowerment; glow eye, sleep, shut eye
closea = close up
clotin = clotting; clothing
clyntel = clientel, client
clb = club; close, closure
cmor = further on
cn = ca, can
cnan = carnation, food, flower
cnat = can't, candidate in race
chair = flesh
chaff = metallic attractor

chapt = chapitr, chapter, chapped lip

chares = peace, peaceful, cherries

charles = independent

chart = a chart, graphing, charting

charta = cheta, keta, charter, rules list, ruleset, organization rules

chast = chaste, forsworn from

che = car, vehicle transport

chehtah = human cheetah cat that can shapeshift into any form between human to cheetah

chernobyl = grand scale accident

chernobil = another incident, another time

chiklet = gum, chicklet, chick list, for anything opposite or opposing be to get your name liste and anything on the list be despised.

chink = corner, slight

chile = message, paper

chiles = atlantean messenger pets

chili = chilli pepper

chilli = chilli

champ = champion, champ

chlor = chloride

christopher = a cruel nature, traveller

christmas = chretmi, rebirth mass, rebirth congregation, rebirth ritual

chroma = shining surface, chrome

chron = (greek), time

chronos = related time, watch, time record, time record, relative event, relational indicator index

chronom = chraom, chramea, kraomea, chronometer, my time measure, time meter

cmasy = cmoisant, seem famous, movie star

Ctn = center in on, no communication, contain

craoa = crayon, creative mark/ing

craycod = computer code, crayish codfish, spictered codfish

cran = cranium, crane, cranberry, lift goods

crazies = create ability, make effect without realizing it to progress with illogical thought. Make ability.

creacod = creator's code, get creative to create with freedom and the moment by thought.

creevy = creevey, obsessive, creep

creol = hotness; hot spice

creh = occurrence, credence, creative

crep = crisp, crispy, crispy creep weight, cripple, this is a weight that creep up by various means, think to control how you eat and that is eating less you create weight loss instead.

cretin = creature

cretyel = creative fit, create wild hell or element, creative hell, to do something wrong and then you create your hell to teach yourself a lesson. Your subconscious or conscious mind usually doesn't tell you its a hell as it 'forgets' about it. So your stuck in it till you realize it and your punishment is over. Sometimes you have to want to be free of it by actions before the punishment becomes a non punishment. As to be stat and your free. And a good example of this is gambling hell, where you act to be the assistant to your own means of wealth. Only in some unlucky moment to lose it all and a try try again. Except for addiction, it will be like your own hell and you could stop.

criesef = automatic

criolok = cryogenic storage, cold storage locker

criolokmet = meat locker

creifix = criosphinx, ram headed lion

crib = house, cradle

crispix = cooking fat, fat (cooking), cooking oil

crisps = chips

critiq = cryiq, critique, review, overview

crahgau = crashguard

crook = criminal, niche
crocotta = wolf dog size of a bull
crocottahu = human wolf dog that be extremely strong and stands on two legs with thin grey wolf hair covering body and a wolf tail
croft = seeker, treasure
crok = butter
crud = crowd
cruk = crook
croix = buttox area, butt crack
crono = time
cronoli = timeline
crucry = critical event, momentous event
cruno = class, classroom
crunu = negative event
crusie = cruise, travel
crysair = crystal aero, crystal air, create crystal from air or other substance.
crysauro = light crystal
crypt = cryptology, encryption
crystri = critical strike
cryt = craft, crypt
cryv = charged bolt, core shock ground travel electrical burst
cryekideth = banshee
crysalis = crystal creation
csst = cessant, ceasing action
czar = star, russian king
czarlit = starlight
czeur = roman king, emperor, high king
czor, european, russia, russian or other europe nation person

D

da = figure; ya, the, day, sun, light, that, oh god!, death act action
de = of; hold, death and decay energy, (h, in front of vowel) for not or never, ihe, the, deal, away from, opposite, emphasis on, gone in life aware in another. Otherwise death; dead feeling and death thereof by the method of thaumaturgical breathing, trauma inducing by thinking of the feel. Otherwise thanatoic trance, that uses induced breathing to create a death like state and you feel like your dead unless you actually are undead. Then you know everything and things are what they are by what is done. This serves as an early release from the world to the normal world, that is outside the aura world and you are free to do what you need to do by what you want when you free yourself by the point of death.

That release frees you from the point that you don't want to live through, so all you need to do is think yourself onto another exoplanet and you are there after thinking yourself going above the cloud tops that you imagine there in the atmosphere and recieving the cure to your condition. This is what you can do instead of constantly being reborn on the same world. If you think then you don't and you can find yourself reincarnated again and again until you think to see another planet, that is done on the same planet until your soul dries up by the energy being used up that it has stored. So think about that and you might free yourself as to seem with life before its too late.

do = deadness; die other, money forms what you think, does, do, \$, objective in a wave of chaos that detriments another to form donkey or assert me

di = dog; eat, consume in nothing begin as you want and the ending is as you fear as you do nothing in the moment life is existing, did, this is like a dog did it.

du = dumbness; pay, down, dash, shake, duh, due, dumb, do, doo, feces, poo, eat shit or nothing done as you destroy nothing to create something

dy = dispose; make talk, done, dysposium is dysfunctional activity or illusion revealed to create a interesting idea, die away and do away but the body is gone and done in life in life thought about as do or not on a family basis as

nightshade is so is stricknening and deadening it can cripple the creature on hands.

daa = father; not fated to action, in action as day set by crystalline matrix in life there is no life as in the morning until day is there answer in thought to create in thought as though in thought telepathy is "lealing" or leading in a line or shorting out something light

dea = enforcement; (of despair), death ward but no site as sight of the area after disappears, drunken dunkin

dia = lens; measure of diameter that uses sunlighter in a point to created view

doa = donate; this is what it means to give money and contribute. Otherwise this is a dare by what you do. That means a dare in mind to create a thought and nothing makes sense in nothing is done right.

dua = work; dual in light as life in life or nor you not imprisoned is life

dya = manifest; manifestation, beget result, any idea in life that is exposed creates as created with thought actions make an idea, in fox trot person, this is a point capable of creating idea to use, do as you want things.

dae = day; day in created view, that is virtual reality by energy and what is shown create in eptitude or inept moods

dee = lost; codge, deed in life gone, deis, a god, goddess

die = roll; dogs, defeat; dying, fate cast, dice in life by lice in hair where the moment is defeated.

doe = person; female deer that has created matte hair, dollar/s, \$

due = rent; due date that is a thought friendly basis, contemplate, contemplation

dye = tier; tie die, just left and dealing with others as necessary

dai = kill; daiquirri thats often alcoholic

dei = deity; die off what is not lied about, deity, a matric god, matrix god

dii = dibs; down in life as mothman and up in life as creative use

doi = disturb; disturbed but no real musing musement

dui = destroy; drive back as now

dyi = dying; unclear mind that is clear afteraffect as result thought is ever in clear true to life

dao = detect; mantra that clears the mind, detection; A being type the prospers in light, they are balanced and devote themselves to positive actions. Yet, when forced to, this they lie about if inopposite and stay away as you stay with the idea.

deo = bo; had, beo, body odor, done with as a person is dealt with or alive as a stale bread crumb

dio = diode; in aptitude by energy thought

doo = copy; dough matched, doable in action and not in nothing, matching

duo = paired; matched partnership that works with both partners, if negatively used its dego, disregard, otherwise a moment of disregard that led to a point or high speed chase.

dyo = couple; paired in obstinacy and out of life is nothing as concept

dau = taunt; dare, daycare in life as meat is done with

deu = duel; duelling, duel in life

diu = gravitation; inopposable pull, indirect action by interaction with dark energy and dark matter

dou = stupor; pull down, decoy in downing drink and any drink causes a down to the ground point

duu = succumb; indecisive, decision, otherwise this is indecisiveness that leads to disrespect

dyu = decease; deceit, beaten to death and dealt with in life, not once said will happen here

day = ray; in a day, sun energy that is a sunny day sunny wrath perspective or nothing

dey = despite; dazed, warmth in daze life

diy = plan; next day, daily moments in life to create life by energy

doy = food; draw people and beasts, bring to childhood, childhood memories by what your thought creates

duy = daybreak, work at thought seem at night

dyy = disease; illness, affects for/from the future, brighter future moments that is by the warfare or nothing war

dra = drag; bother, dray, draw, drab, I can measure these points of idea or moments as a drawback happens otherwise this a point thats dragging.

dre = dread; nightmare as don't mind the broken things

dri = ten; ten parts or dead parts but alive or in action by things you thought

dro = droves; drop, drove away as off you go
dru = drew; drug off in life
dry = drought; bone dry, very dry in held hands in diablo

dab = dabble; spare time is the right time or not lifetime wise as is in life or no lifetime
deb = pointer; point out, arguement by fact alone but no argument
dib = paid; ceaseless, end in end and it just goes on
dob = loiter; loaf around, wait around
dub = recording; record in time and you can dispell in only one point that you think about
dyb = dismissal; dismiss in thought and you know the moment is to stop

dac = drake; death by ac voltage, succumb and know what things mean, a drake can be formed in many different ways. this is just one of them.
dec = decease; decrease, ten, battery, danc, dance in life as a thought is energy
dic = author; authority, diction, dictatorial in view but not in life
doc = info, informative writing in life exists and not as nothing happens, information
duc = flexible; lead foot on the right foot and right foot later on what is, duck
dyc = softening; by feel and use is console in consolance

dad = father; in-law that is view and nothing more
ded = dead; dillusion, diseased death, in-life as life is inexisted or not as appearant
did = died; don't, doesn't, didn't, this is like in life you didn't know alot except by intuition with the soul. That is also where you get an idea that makes sense and die by what is done. What the great leaders do by feel.
dod = stoned; stonehard dead, as if a stone dragon that use is called by higher creator people
dud = music; deadly in life moment that is survived and heard in life, you say every last thought
dyd = null; killed off, killed as not the right one

daf = daft; off kilter by note as you are playing right on the note, as you shift to change you shift
def = defending; sleight of hand, shield, defense in hand action
dif = hetero; different, measure difference, mixed in life made in purpose
dof = drunk; drink up, don't steal as you do or you die off a race
duf = misunderstanding; misunderstand is not to understand a single word not to note right and yet you understand anyway
dyf = idiot; provoke fight and the play I ever did in indicative action by feel in life as imagination comes into play by the suffix

dag = dick; jock, dong or investigator, point, homosexuality by what is isn't as indicative feel, a little hobbit that looks like a dragon and acts like a dagger pointed
deg = degree; number in digits is in entropy by thought and not yet done
dig = dodge; customer, move into, site in and site out
dog = dependable; disposable, dog in and human out not as usual
dug = digest; dig into life by moment airy life
dyg = forseeable; foresight, see thought in thought by a concept life plays it all

dah = point; that thing, doh as a doh boy moment
deh = like; unusual, the idea in life
dih = notation; dreaded thought is not notive here and seen there orchestra
doh = mistaken; my mistake, many misuses
duh = exageration; stupid but average
dyh = guilt; feel guilty but not dysfunctional in life as not done is inadvisable moment as the death of hides created by demeaning moments is what restores things

daj = dagger; impale in life by mention not mentioned in advisable motion by hand
dej = concert; broadcast music by what you don't want in life or not

dij = drunk; drunkard, dive to ground and you will be mad dunked by water and dived in time
doj = dojo; learning compound in life created in created view
duj = illusionous; aura vision, false vision in life planted by illusionous actions
dyj = dejection; dejected in view given by life renen as renewal in purpose is done in life

dak = header; leader in the 6th dimensional view as a vine is called in the garden of life your life exists that entangles your real life focus
dek = ship; dock in life by what you view life
dik = dike; be dyke, dick, private investigator (pi), life in moments is what you think as your in thought as you pretend as pretension drops away and act stupid
dok = doctor, drive to me pepper
duk = pronounced duke, dutch; duke, This is doing things on your own. Then if you want to pay kill to killer, that means what you see in life from where you see the area is the kill or a form is outlined in the area by a chalk outline with indications through idea otherwise this is a pain killer.
dyk = madness; dike, dean as not sensed is nor ignored and not unthought is your point, area of a hole

dal = dale; dutchy, inhabited valley that is an imatation by the 6th to show what is by death or broken things
del = deal; of the lifetime or not the lifetime in life by what you sense
dil = soap; in water, dial in life
dol = condole; dollar, hands out and thought in momentary activity, don't use momentary action
dul = daily; duly, daily use, untiring, lead in foot as something a play is overlarge or underlarge by feel.
dyl = dilution; dilute in no poison as a dial is made or not made as life as a the life moments are dilation and normal action in use

dam = lady; bitch, high priestess, damnation by what is thought or not as thought happens
dem = quality; inspect by inspection is inspective by use aborted and done elsewhere
dom = shield; shell, stupid, dominate, container in lidded view that never chases and never changes and yet position creates nothing
dim = darken; darkman, dime, dim or not dim lights flight away and flicker else
dum = dumb; doom is a thought and thought is not no and not done meaning yes
dym = dimmer; make dim, cloaking concept as you think fox is a form and your use is this is not vicious in as in inadvisable in idea unless necessary in life that thought isn't done thought exists.

dan = soldiering; dane, danish soldier, than more or less death dealt by three handed blows
den = area; place of living, habitat, then, never(not a), dead in life or nothing matters
din = great; huge, eat, didn't, did nothing, thin in life is in love by that and thinking makes matters invisible to the eye to seem disappeared and violence done isn't
don = donate; do in, doing (donan or dony), yes (a doing point or donan), make allowance (for), condone, done, don't, king, place on, doin, doing in life is nothing but the point you think
dun = don't; don't understand, didn't (understand), ordinance, shit, dung all over
dyn = math; (calculus) function, dynamic in life concept

dap = enjoyment; pleasure in cruise
dip = felt; burn in thought and make true in desire
dep = emotion; feelings, depending on the issues idea is an concept issue that use is dependancy that is efficiency use as an aftereffect of feel: meant consolation during the misfortune and rescue from danger with dangersense as this shows as thought is there.
dop = dopamine; (bayer) aspirin, pain killer, drug in and not out as experimental can if chaotic use create body ailment that undoes itself.
dup = concoct; concoction, contingency, (to) make up, feel and need, suggest, trick or create by the subconscious, this uses suggestion and creating what you say if you intend to create the thought.
dyp = shit; stuff, diaper, drugs in use, lowering in what that creates and yet a lowering energy creates great end results, if you really want dip though eat a cookie or drink tea and you distract yourself from it., this is a moment that can last forever, just wait and you get results.

daq = freshness; different, fresh fruit, fruit alcohol drink, dacquiri in non alcoholic idea, otherwise dayq or dick (private investigator); hell worm, death angel or thought of the antiquated worm otherwise your worm. That is representing your sea body or sea worm that causes what you think. You can sense out where the normal worm is that is yours. When you discover the worm you could smash it and that generates death energy sent directly to the sea body. This body your not bound to by feel, if you use the senses that you have.

This works by thaumaturgy or thinking like goes to like, so thinking to kill something similar is what kills the idea or being that you target. This has a stressful moment before it's done. Then your relaxed by feel. So if you think to send the death energy to the worm in the sea, that is when you kill it and feel less stress and strain by idea. This is energy for you, there by idea , the idea you then have.

Then if you think to have reborn the worm, you can create a clone of you in the physical realm or world. This is where the Satan's pet idea comes into play, otherwise the sea worm idea is that your sea body is killed off by feel or now the urge to be somewhere, then you have released yourself from hell by a point. This is done by using your senses to sense things out and otherwise called feel. Enjoy yourself as you do some soul searching, that is done things as I call it. So this I think will work. Then it will since I managed to kill off my worm somehow. This is seen as a point of psychic awareness of the mind, that is usually with the sign of area blackout.

So feeling out of sorts? I think its a point you'll get over, that is more easily done as you kill a worm. This is thinking good thoughts to kill off the sea worm, that is your hell body. Thaumaturgy is fun, I am thinking like goes to like. So stop thinking about your worm, you stop getting interactions from it. Then you feel better by the idea you have intended..

So think about this though, if you thought of your worm you link to it. Then think what you like and you can get the idea. This includes staying slender forever by feel. Same for thinking of your [angel](#), then if you think to remain slender you will. Think as you like, you will get what you want. This is a general rule of the area for what you wanted in effect. This is a point put to the past, that generates by the aura for now is the time of life. This is a point of life.

deq = line; dequed, removed from list is a thought to create

diq = dike; steep dip in life or no as you think and go to the next as you are similar

doq = mindful; dog quiet, docked in life as though in life love is gained or lost

duq = dare; chance, prince in perchance or purpose

dyq = case; investigation, investigate, dick as invisible image no trick if it worked or wrecked then your thought is noticed

dar = dare; daring, there in non more

der = variation; derivative, there, dear, off to, deer, plunder, therreh, in ancient greed not moment

dir = inner; dire, direct, directory, in sight in mind as you direct your in mindset and in mind your in like a thought and not in a point.

dor = door; knocker, hero or heroic action

dur = durability; during, durable in mind by action in life as a duro is thought

dyr = unlock; unlockable, open, opening, key in or use device or key out

das = misdirection; lead astray, that, thats, days of your mind life or not as a moment creates

des = misfortune; desperate, bulge, these in mind are these in thought by signal idea, this is a shapeshift idea that makes people laugh.

dis = negation; no, non, not, this, disinformation in life is minded by moment, distance, distant, this is distant in thought to what you intend.

dos = measure; measurement, those in thought are considerate in view

dus = cost; dust, dues, escape, thus, dusk really is dawn here and thought is in mind as a world he that is him asks and getys to give as she gives as he gets to those in need. As this is truth your thought is inside and outside in the mind.

dys = malfunction; disjunction, make turned, faulty, bad, leave behind and create by what your in thought

dat = moment; daytime, date and time, date as in carbon dating as magically created is a carbon life formed by what

kills and killed by thought thinking itself

det = teeth; dent, encapsulation in life as though a crystal made the effect

dit = dimensional; small in thought and larger not outside as you can change a produce by age magic and create the size to make as you think as a thoink is heard.

dot = period; a dot or not as in sanity is sanctuary creates peace

dut = believe; nothing happens, dud in there out life and your in ability by energy in the area of what's in force

dyt = fix; if you don't animal king then that is seen as the animal is there as though thought a human and create is in created form in life as in lifeform.

dav = riding; guidance by dolphin is by light focused and a lighter creates the light as effect, so davinport is riding a moment

dev = derivation; deviation in thought is in site and thought is as this isn't seen

div = home; homec, dive in where they seem, dive in sight

dov = drove; bledgen, dove in, dove, peace in moments

duv = repeat; twice, think or not this can cause you to get weight, do again here and not again other places and thus the curse of patronus is derivative in life and creates difference and indifference as a point that it started as the point is daylight that reverts the idea or creates as you think what you have in need.

dyy = illegality; illegal operation, operation, division in concept as division by zero creates conflicts in the right spot and makes peace otherwise by use.

daw = illusion; illusionous, decieve the eye, dawn, father, patronus, also known as the father of lies to control of all there

dew = paint; mist, moisture coating as paint is a moment end think to no create as thought is to paint and seal an idea though evil in mind is a point in the right direction.

diw = rub; amongst, with out and within as thought created creation

dow = endow; empower with your creation, unexpected; this is where things have unexpected results where words can create themselves.

duw = divination; forseen, divined or thought in moments by the understanding of the spirit.

dyw = undying; fate, the dew, sometimes there is defying fate with a self-created fate idea, the dew is what causes release, die well in ancient magic, die naturally well and your body won't age

dax = sudden; suddenly not always heard that could be irritating, ax cut, in a open room this deathening effect is a blow as you drop to the floor and this occurs that what happens as you shift without fate, thank you for what you did

dex = agile; dexterity, dext, agility, ability in thought is an ability for what you think

dix = indecent; often offer, ten, 10th, tenth in place is not always too quick to go as an undecency in effect

dox = alert; howl of pain by dog dying in mind as your mind portays the result your body decreases in size and creates punishing concept and anyone you thought on as the giant nearby

dux = duix, car; dukes, punches to pulls as you find a pulley that is mine yet not valuable.

dyx = lively; aztecian, this is a ever youthful, bodily remains that are energy in enliven that are sloven till cured

daz = dazzle; dazed, faery glamour, dizzy till your in a daze in a moment and effort is release by thought

dez = killed; end point, these are in a point that is conclusion in effort in life

diz = indentify; identity, what dies in life, and becomes from a dizzy effect to cast the effect you detail in the idea in life

doz = sleep; doze, fall asleep and wake up as someone fox used

duz = duezy; old man or old woman effect created by effort is crazy as your not crazy and cranky with or without dimentia, that is cured by coconut in some form.

dyy = trap; pressure, release, with relief it always returns to the same time, this is a description in thought where that is description by the effort in the effort by idea that you snap and create with will where you get dizzy until you black out by feel.

dma = dema, demon, servant demand, self consuming energy being in life that energy creates in moments by dematerialization with life in life.

dme = deme, deadman, demise, demean or where your mean and thought is a purpose in a demented view

dmi = demi, self-interest, half, hemispherical energy attribute by touch or thought near the aura, this is demented otherwise and not in life

dmo = demo, demolish, deem otherwise in life but forbidden otherwise

dmu = demu, damn you, deam you, control you or not and your in useless as life exists for your thought in action

dmy = demy, demise as suicide, wildness, wildly, deeming, considerate but nearly equal by a sign as you name the sign

dna = enhancement; how you get into the antimatter universe: denial of body, a body makeup, then genetic makeup, genetic pattern interred by use and created by the brain as you think your need, this is also denial of interest if you think about it.

dne = dinner; a stop in life is in mind as your dinner is from the area that kills and before this demises you

dni = author; (if positively used) authorize, give authority to do, (if negatively used) denial, magical book writer, magical human in love, this is in the anti-matter universe.

dno = writer; dinosaur in nothing idea or not done

dnu = newby; the new idea, denude, marked importance in love

dny = entrancement; deny, denial by purpose and made in life that causes you to change and seemingly in a trance.

dza = curative; body focus, focused death and decay, death energy zap, focused death wave, this is the dna pattern that seems electric with the anti-matter universe

dze = scarabus; death bug, a bug that can make anything seem dark or bad and is a friend made from the shadows that sometimes is in the form of death beetles.

dzi = desatisfy; doing, zippo

dzo = inside; death zone, area of death (energy), hear the voices of the dead in musical tones otherwise and create

dzu = dangerous; death user, necromancer

dzy = dizzy; death decay energy, death energy

dact = wyvern; area of fire, wyvern created by the issue and the moment that creates with love or stated idea in life.

dect = that; sediment or safe addiction (nonburglary), only temerity a small bit everyday love in thought that what you consider is done thanks to tim startrek

dict = dictionary; dicteon, listwords, dictation, say, tell or not your alive as you want to seem alive.

doct = dock; ship pier, that can appear anywhere as if in life you can possess or not create from what is done

duct = bendable; pathway, pliable, ductile in purpose by the life that existed in life before you knew life and this causes life to use duct tape and those irrespondant or pointed in life as this is caused by the disappointments in life and the captain turned ghoul.

dyct = addiction; softener in detergent as possible to be empowered so that is as you see what you think as you are with polite pointed view until apology.

dadg = unfit; out of shape, dad bod, significant point in view by life or death created in effort that is and isn't there as if life is a game.

dedg = lowlife; dredge, important death as recreated as a monster or other shape the person seems

didg = child; what did go, forgiven, in life, forbidden in passion yet created in life is what is pointed out by what you do. this is a bubble of evil if badly intended.

dogd = availability; dodger, dodge and hedge and yet your available in a point that life exists.

dudg = drudgery; hostile in life is a life that energy creates.

dydg = suicidal; suicide, end in death, deadened in a concept in life.

dadn = creative; foster father in life as thought is use in a point that creates itself by feel

dedn = dopamine; dope, alive in life and create in life is a thought.

didn = didn't, have, americum that is fools bar

dodn = dood; meditation, meditate, vibrantly alive in life that creates rest and life in a point is purity purified.

dudn = push; bully, undeadly in life is what you there are considering as your nature girl is unharmable

dydn = beginner; beginning, unskilled action, this is with a bit of ugliness or weightloss, unkill in the thought and create as in a motien as the idea is many people you can think to seem.

daff = crazy; wierdo as a thought or not as these recover.

deff = defence; that is what your thought creates as you feel the need and create it elsewhere as if to beating, beaten and defenseless is the person formed is after.

diff = planter; stop, plant, difficult is life as life creates thoughts and there are no monsters created by what you think or they are not noticed

doff = drinker; that is drinking of many drinks as any type

duff = taste; some beer, this hardly exists as the mouth water where there is mouth watery taste

dyff = stupid; idiotic family in life but genius otherwise

damm = dam; water blockage, a troupe (force)

demm = shawl; mourning month, oath month, lent anything in life is a moment that creates the thought and return is a possible reason

domm = mantle; energy shield, shield device, collection, collect, large storage as if a silo is greed collected in energy as a form is possible to create what you think

dimmm = adaption; fast memory in chip, fast memory module, dimmer in life is not always a cool thought but not in the mind

dumm = dummy, dumb, as a polite point of view is seen or not as a concept is thought

dymm = dime, cloaking month that displaces what you think and leaves you where you want as brain loss

damn = damnation, tramp, damn

demn = condemnation; condemn, disbelieve

domn = cover; unshield, unshielded, domination, no storage

dimn = deep; slow memory chip, slow memory module, brighter

dumn = instinctive; instinct, intelligent, intelligence

dymn = gem; diamond, moment

dana = trailblazer; then high priestess, think it's dangerous to have at heart and yet not to use as a point is dangerous or not

dena = accidental; demean, death nation, the power of thought, (case of) denial, cook, prepare, prepare for the moment then sometimes don't react, dinner or idea actions is thought in hand motion by what you think not yet is done

dina = clay; diner, pigmy elephant that you become as you think to become it if you are what you think

dona = front; put on, don't have as you have and nothing else can happen as you think

duna = sand dune; do nothing or it's action that is a trap set by doom to create what is in motion till released by a conceit or ill feeling and thought is motion by the thought you set in motion

dyna = denied; dynamic, this is in the motion as a thought is force to create balance by what you concern yourself with.

dane = action; soldier, dangerous possibility avoided by thought

dene = decision; decide to, whim or not as you think you stop you do in life

dine = dines; eat/ate, belief in create

done = (in) passing; allow, let, don't even as you think

dune = negation; cliff rise, hill by a hillside is an area in clemency

dyne = mastery; master of focused touch, acupuncture, instant relief by the relief of a point and not given is the life you live in death by dealt blow that is already done.

dani = supporter; danish soldier, dangerous intention to be fair in thought and not physically insane

deni = refuse; refusal to believe in and thought is interesting by what occurs as it's shit

dini = (wooden) coinage; (wooden) money, pen, might of person or nothing will work unless the creator makes it work.

doni = smart; donor, donation of, don't know, or not kill

duni = betrayed

dyni = still; stillborn, sleep paralyzation, paralyze, paternalized

dano = coverup; too dangerous

deno = obvious; event writing, gene

dino = dinosaur; overlarge

dono = known; knowing, knowledge, don't know

duno = metal; do not

dyno = ultima; faith, ends in faith, didn't know, end of idea or pointed out moment, finish

danu = danube; a dark druid god of war, destruction god, usually dangerous, he often appears as a favored form and with appeal to mark a destructive event.

denu = delusion; ancient illusion to afford a diversion

dinu = diminutive; very little

donu = donut; sweet pastry, don't usually

dunu = taboo; forbidden, don't use

dynu = hgh; growth hormone, grown, a lot larger

dany = denial

deny = to deny

diny = stop; stopping, not do

dony = truthfully; don't lie, don't know why

duny = wording; phrase, tonight, dictionary

dyny = wierd; fate, why dangerous

dann = tall; then, so, longform

denn = then; uninhabitable, den

dinn = dinner

donn = unprepare

dunn = announced; roll, consume, glimmer, sloppy, unorderly

dynn = flat

dant = cordant; discord, hell, gotten there in many different ways this is a knot tying idea

dent = guide rail; bought, bend, area bending, a person bending will allow for things.

dint = dented area; area dent that often needs repair, hint

dont = symbol; live symbolism, attraction, came from peridot, described as though on that (area)

dunt = sole; decent, don't do that

dynt = announcement; dinner party, hit

dasp = view; miscontrue, mislead, display

desp = desperate

disp = display

dosp = meter

dusp = lead out

dysp = shortage

dast = dragonfly; cooberation, coordinate, destined, dastard

dest = very

dist = distance

dost = concentration; concerned focus

dust = fate

dyst = succesful

dath = movement; intended moved to motion

deth = asp; death, deceased

dith = holdout; dither, wait out

doth = does; perhaps

duth = ashes

dyth = lions

dala = wise one, druid

dela = daily, delay, Dealer, deal out

dila = dilation, expansion

dola = dole out, pay more

dula = duration

dyla = long lasting

dale = enclosed area possible to live in

dele = remove from site

dile = crocodile

dole = lounge about, dollar, resting

dule = duty of the moment, momentary duty

dyle = go hunting, go with respect, hunt

dali = doing nothing

deli = open market, food court, delivery

dili = while the

doli = moon

duli = dullness

dyli = boredom

dalo = day be over and night falls, daybreak

delo = deal with

dilo = call out

dolo = deal out

dulo = misty, call mist

dylo = manifest

dalu = overwhelm, deluge

delu = lead falsely, lead astray

dilu = dilution, dilute, purification

dolu = find things, locate

dulu = to overcome, overcome

dylu = strengthen

daly = chat about, daily

dely = deal

dily = delay

doly = fray, frayed, fraying

duly = hard work, dutiful

dyly = snappish, outrage

dall = hope

dell = pact

dill = pickle

doll = a doll, woman

dull = sturdy, dull

dyll = filter

dark = in muerher, bad, nothing, baed, merger

derk = drk, dark, bad

dirk = weapon thats with a short blade, short dagger

dork = an idea, the moment of a theory and then it goes along with things as they are.

durk = diurk, to get a short dagger, to dark/en

dyrk = dire call, dire need

dava = goddess

deva = angelic being, god servant

diva = diver

dova = large explosion, detonation, develope, developing good, diving actively

duva = bird

dyva = divertive

dave = invention

deve = developing

dive = diving into

dove = white dove, peace bird

duve = go for help

dyve = patronoch, guardian spirit

davi = debit, money owed

devi = devise, invent, invention

divi = getting into

dovi = peace

duvi = doubts for

dyvi = gentle

davo = work in

devo = devotion

divo = flee to

dovo = in flight

duvo = famed

dyvo = sympathy, refugee

davu = prosperity

devu = growth

divu = deterrant

dovu = material

duvu = insistance

dyvu = detriment, progres

dawg = dog

dewg = swept forward

diwg = dig deep

dowg = been there seen that done that

duwg = friend

dywg = becalm, calming

dhaa = rise out of, come out of

dhea = great pride

dhia = improve, increase

dhoa = hope

dhua = prideful of

dhya = feel, feeling, path

dhae = desire for, fall down, pulled down

dhee = deem needed, a point or "."

dhie = grasping for

dhoe = door

dhue = necessity for

dhye = dry

dhai = dying for

dhei = beyond

dhii = seek

dhoi = travels to

dhui = options

dhyi = sacrifice

dhao = mountain, safe

dheo = pass, path

dhio = hiking

dhoo = struggle

dhuo = climbing

dhyo = erosion, crumbling

dhau = move down, safe harbor

dheu = bring downwards

dhiu = fall

dhou = gauging, calculation

dhuu = ground

dhyu = steady

dhay = on foot

dhey = day

dhiy = midnight, middle of the night

dhoy = tornado

dhuy = currents

dhyy = tide

dram = measured amount, measured weight

drem = dream

drim = dreamed up, set in idea

drom = droning on, low rumbling

drum = drumming

drym = set in dream

draw = drawn (drawo), draw on

drew = wreck

driw = ten layer

drow = dark elf

druw = drew

dryw = crisp

djan = instant clean

djen = instant enticement

djin = air being that wish grants like jinn

djon = instant departure

djun = instant spring

djyn = djinni, jyn, jinn

d-enag = death energy, de-energize
daafyg = fatherly
daeg = increase, growth
daelan = duty master
daete = dejacte, disjunction, to turn effect
daemon = god messenger, neutral demon
daovao = truth detection serum
daul = dowel, flash strike
dauta = daughter
daba = dabat, dabacle, dilbert, deliberate, debate
dabbar = fren, hectic activity, frenzy, hectic activity
dacto = commission; paid (for), commision, representation or dragon.
dactodet = dragons teeth, multiple attack enemy teeth
daht = sat, fat, phat (muscly) if working out and exercising
daja = dagda, inexhaustible goods cauldron
dakatou = i is des, being of a choas in tune
dakkoutou = being of any ability from a weapon of death.
dalienat = further example
dama = demand, daemon, demonic god messenger
damak = strategic kill, that make
damakles = insecurity, insecure
damaklesw = sword of damakles, sword of fate, potential disaster, potential fate
damal = damn all
damas = daemonius, overseer, important daemon
damus = combined force, oblige (obligation), predicament
dam-wy = repair, damage things; It causes something wrong that damages slowly and removes effects, to get the energy from the moment to make repair.
danann = goddess danu, glorious priestess
danewar = warfare
daniel = tolerant
daniell = darling, affectionate person
danca = dancer, movement flow
dank = dank, thank
danka = thank you
danniem = repeat, say what
danny = soldier, bird, bake
dannym = soldierlike
dannymy = soldier mine, enemy, bake mine
dannymyn = friend
dannymynn = punish, punishment
dannyt = baker
dansk = danish
danska = will you
danx = thanks
dapp = function disorder; a cure is herbs or uu-dapp by thinking the cure. Then the subconscious cures it with sun energy. This is so you know you have a cure that works.
darth = dread lord, determine
daska = pack leader
date = event
dati = inclusion, that includes
david = discipline, disciple, elemental master
daxunt = blunt death blow
davu = prosperity, bounty

dazl = dazzle, impression, impress

deee = decision; decisive action

diee = dies; dying or this is something with dyes

deamek = passive enforcement

deaf = deafness

death = dealt blow, dealt justice

dean = overseer, principal, coordinator, purveyor

deia = democrat; group person of elects in an election party

deity = god, greater being, goddess (according to the season)

deutsch = germany, germanic, master, mastery

deuva = the dive, a dive into the illness to learn truths.

dien = dead; stiff and dead, this can kill roaches as you project the sound of the word towards the roach.

debark = unload ship, unboard ship

decor = decoration

DedFyl = deadfall

defiyabl = as definitable, ae e ef, define it yourself.

deflam = unflammable, the flame

degrom = De grom, Person or people that think they are millions of years old and sometimes they might think they are extremely old. Its a grampa set in of character even on young or old people. They love telling stories of their past or of an event. To get over it, live through a story at least in the mind. Or, the De grom will write things down and make more out of the story than is necessary.

deha = unstealable, psychopath, insane

dehaun = exessive security, extreme, exessive

dehan = stealable, insecure

dehane = repeat stealing, repeat robbery

dehanne = repeatably stolen

deja = degda, again, before (happenstance)

delienat = explain further

dhema = Natural; dharma or natural law, this is nature effects by natural means.

demily = demolish, destroy, blood drive

demur = deathly murder, avoid, agree, pass that

dempsim = take the weight and place it later on.

denio = refuse, refusal, deny

deniy = denial, denied

denizen = citizen, place belonger

dendan = gigantic black fish that die with human touch

dendrit = nerve

dendritunym = nervous system

dendrobates = poisonous arguement, deadly arguement, deadly spider (redand green back spider)

dennio = unrefuse, unrefusal, accept

denniy = undenial, acceptance

derm = skin, needle, cyringe

desc = downward, decent, descent, descriptor, describtion, description

descry = see, look upon, describe, description

detpast = tooth paste

dendrobites = bite down

dehgrom = Deh grom, death germ, dazed but true they are likely to be of it. Doing fighting and incongruant or incompetant things of else that is. Pee out the effect of Deh grom onto any surface as its a condition that may leave them worse. And the pee contains the deh grom 'germ'.

derr = dear, beloved

desikeht = I do, in desire I do, to be playing, working, noticing, and doing. In exchange the spirit is not ensnared as in a bondage effect. The first person effected by it or the fifteenth is able to remove it. By being unaffected by it and going near it to cause it to dispell itself.

desikuht = To not replace those that seem to notice it by another spirit. Under ne the desikuhth any efect can be made to order. Any video or tv program watched sets as to where and what the spirits do see. To escape it, is to be back in a holder body an not the original body. Until you meet the original again. The process is to open a window and sacrifice an idea or thing. As you open it, the shift from the path your spirit takes to you may occur after that.

detyu = destitute, poor, poverty stricken

depot = depot, storage, storage deployment, storage area

deploy = displotic, Unable to remain stable for longer that 20 minutes, and the person who is can change their mind according to beliefs. They have a negative reaction to the positive beliefs and a positive reaction to negative things. They can keep stabilized the moment what they do remains in place.

detoty = distoltic, disturbing conscious

deputy = deputy

deplinth = decench, destench

depta = cancel, acting department

deptha = cancel

deted = dastard, bastard

deti = dentin, letai, listerine, detriment, mouth wash

detie = dentine, tooth care gum, tooth care chew

detiselv = mouthwash + toothpaste + salt, mouthwash paste

detox = remove toxicity, clean off poison, death by poison

deted = dlet, delete

dethcar = deathcare, in death you recieve care for the idea of living

dethkon = deathkon, death energy used to effect an idea that comes about an sometimes on mention., idea caused by a death energy, its death construction

detritus = trash, litter

desolita = desolation, obsolete

despot = important figure

develin = forget me

devil = lived, past

devolup = energetic developement, death volume up

devotee = devoted, follower, goal oriented

devuspe = fast growth

di-actul = did actual, did actually, realization, actually

dieb = deep, deep water, dying ebb (fade away), dying tide

dies = shameful, feels shame, shame death, fake death (from mistake)

dioy = deodorant, scent blocker, clean smell

diu = dare, die you, fate you

dibs = a claim (on anything stated after)

dictomy = diction, dictatorship, dictionary, tell, preaching

didh = this is a feeling of death, that you get from necromancy. However, if you actually killed yourself by feel, necrosis sets in and degrades the layer of skin.

dignay = dignitary (statement), dangnabbit; think to curse safely with this, especially after the point of a ghost or geist making something disappear.

dija = did you

dimnal = calm nerve, smooth flow

digo = market

digos = animal form

diheus = did he use, usage

diheusm = he used me, user, die user

dilyt = dilyth, dylithium, self regenerative power crystal, call it

dilbert = food habit, conservatist, eating habit

dilla = dillon, fighter, gunslinger

dimens = dimension; dimesn, house, dimensional

dimes = dispersion, digression, anarchy, dying man

dimesdom = Dimensional dom, To be satisfied and then made to think it was all right to go insane. To then be

insatiable by weight and always continue onward needing. The next idea is that they always exploit weaknesses of the personality and flavor as a flaw. They may attempt to strike through the water. This is signifying bad things.

dementia = Where ya grow old and dim quickly and trust everything, but ya go mental and show it on stress, when its thought of or when a situation is thought on thats stressful.

dimvis = dim vision, blinding dark silence sphere

dinanniael = calm nerve, uprise energy

dipta = dipthong, sentence

diptha = dipthong

direst = most extreme danger, in extremism danger, eye on foot (painful when open but it opens only once)

diry = defrag; clear away, clean up

dirb = debris; area stuff scattered about, sometimes this is dire in nature so think to be careful.

dirft = good internet, directive loop, self sanitary, sane, directional feet.

dirges = high pitched scream song

dis-ius = dicussion

disapa = artistic, artist, autistic

disintegrat = disintegrate, instant death

disipa = dissipate, disappear

dismil = dismiss, move out

dismyl = abysmal, abyss, bad way, dismissal

dist = disturbing the mind is bad, district

ditwok = did it work, did that work, did work

divoc = divorce

divavem = dream dive, dream place, mine (mineral)

divavemt = dream diver, miner

divinorium = power heightener, power herb, plant of power

divalg = math problem

divalgt = mathematician

divarg = start argument, argument starter

divargt = arguer

divelg = elegance, elegant

diverg = diverge, split away, divergent

divergt = repel, reject, diverge

divulg = give info

divulgt = informant, divulge

divurg = nudge, impulse

divurgt = controller

does = insufferance, mental intrusion

doetmi = department

doetmijus = justice department, police department

doit = make attempt, adroit

doulod = download, doulodn, doulodin, dour load

dous = douse

douz = twelve, twelve

dobfoer = wait for her, she will come back

dobfoim = wait for him, he will come back

doberman = man headed dog, calf sized dog

dodge = dodger, personal dodge

doke = docus, dokus, document

doken = power blast

dole = dollar, bank note, paper money, to dole out

Doleur = Make easier, dollar, doll arrangement, exchange by giving out money

dolia = flower; this is a flowering of effective and forseeable events.

dolo = revive, dole out, give freely in need or desire

dollar = general

dome = silde (aura seal), energy shield, magic diversion to absorb physical harm as energy.
domecb = sildcb, crystal shield, spacial shield allowing the person spacial exploration
dony = donate/r, don't they
donwa - reborn
donwan - reduce, reduction, collapse, steady, steadyness, person
durouy = decrepify, brief mortality aged glimpse
doseq = equate, equation, made decision
dosn = dozen, doesn't, does not, forced sleep
dovei = concurrence, conscious thought agreement, mae
doveu = dova, beauracracy, bearer of law, unlocking
dovunte = weld material
dovuntet = welder
dowager = inheritor
down = comforter, reducement
doze = doze off
dozer = to fall asleep
dozn = lazy, sleepy, baker's dozen, dozen, recreation, raisin bread
duena = do anything, do something, done anything
duinna = contemplate, think out
duinnan = contemplation, mediation, thought out
duigid = driver
duival = devil, do evil
dub = record, copy, dubs, subtitle, writing
duby = absolom; harmful drug, drug, dubious, if overused this could be a harmful effect of a drug in use.
duhec = pay check
dudu = doodoo, shit
duhe = instinct, instinctual
duhicy = device, machine, extra dimension
dulco = dulcolax, laxative, relaxative
dunno = don't know
dura = durability, duration, 20 seconds, 1/3 minute
dutch = date, couple
dutrod = down the road, years away
dustin = a happy dust, dusting
duvalin = dumb value, dumb act, commiserative, committed to dumb act
duwgnat = friendly nature
dye = base color, divest, exchange, to give something up and gain something else
dyor = devour, devourer
dyheleum = carbonation
dylau = not; this is either nothing or a noted effect that disappears after the point is made.
dylogeb = earth force
dysn = dimension
dysi = diesi, dyson, defensive, ward of moment, dizzyness
dysmil = figure out, dismilly, miserable
Dcortex = Cast this on a target to die off a process in procedure and to make the target remember.
dhi = what, confuse
dfns = defense; defender, deafens
dhoyc = hurricane
djuqtgaie = quicksand
dlet = delete, erasure
dnii = correct; yes, affirmation, agree, this is where you can be correcting things.
dnd = dungeons, dice game, fate in death, fate of death, fate not death
dngyy = dingaling, buffoon, mistaken fool, dick
dnsy = density

draupnir = drop dead

draco = dragon will

drano = drain opener

dragonsbanealahan = artistic death, deadly artist

drapeau = flag

drapeaun = country flag

drapeauvown = patriotic flag

dremi = dream walker

dremdiv = dream dive, dream place

dremdivt = dream diver

drop = drip, drop

droww = drown, wax drow

druid = Avolonian, cruel careful people helper or guidance of an order of churchlike faith that rules by information or example. They descended from Atleantian with mixed human bloodlines and kept pure where the druids calling be to serve the light and by their own type of ability. They could appear as any other to not be detected, and yet its hard to detail the act they do as it was to be in and out and to confuse the watchful for an easy job according to their role at the time. They could go in an area, do a job and leave without anybody the wiser. Unless they wanted to be known, and then they would attempt to gain trust by a statement or activity. Quite easily they could use their powers but their ability was quite different as Druids could not use the Atleantians ability. Also, the Atleantians could not do as the Druids could and vice versa except they could relate.

The druids left an area if they couldn't rule over people with a fight and manipulation at a distance with the worth of improving lives or guidance at a distance. The ancient druids were divided into 3 functional orders: primitive druid, baird(bard) and ovate. Druidism originated amongst the megalithic ancient British. They taught it to the immigrant celts, and later trained celts to develop from the continent and migrated to Ireland.

The primitive druid was an order of involved with teaching science and religion. His/her robe was white symbolising light, purity and knowledge.

A baird was an order of druid. The baird's office was to supervise, regulate and to lead. His robe was sky blue, symbolising justice and truth.

An ovate was a type of druid. His purpose was to observe and invent. His or her rules over people were with no detection or misdirection. His robe was green symbolising budding life.

The fourth druid order came along after a druid gave a representation, to represent the wars of most and how to handle it without a fight. the wartime druid be an order involved in wars of many types and exploration. They believed in fighting and often acted a warrior using their own creations or disguises by the idea of most they could learn from, they actually taught people how to survive and manipulate the fight or to withstand any fight and win through it from a distance. Most often discounted as druids they are still a hidden order, paid to do wartime manipulations. They were counted as spies when caught if they couldn't white lie themselves out of it, where the war druid made their own rules and these closely followed others but made them separate.

As this be true individualist separatist sect of druids, they mixed or removed from distances army groups that were at dislikes to protect the main group and prevent people and innocents from dying. Some were accounted geniuses by how they acted and what they did got accord however they died was a mystery hidden by other druids. Because most I know of wouldn't like

others messing in their wars. The genius was that they did, as themselves, tempt fate in bringing concepts to life and disrupting bad habits. What they could use they kept as if it useful, why throw it away except their was low interest in everyday common idea that had a one time use unless necessary.

Any unique idea that passed by them was used if possible, an example be their use of color is important of red and some other color like muddy if their purpose was to enrage, black if they thought to cause idea and actions. Now they hardly gave themselves away, while acting perfect in an area. The last party ever to have a war druid was known to spread a sickness to those of criminal and group hostile nature. To sometimes use a monks fighting skills and idea along with the units if they had any. They had to have superior senses to survive and at most without weapons. The last war druid I saw was a painter that went from nation and into indian nation and painted the wartime effort as it occurred. In perfect detail of the effort and yet the paintings today are still there, somehow in a museum appreciated by the civilized tribe of America.

In Druid mythology, Taranis be the tyrant god of the wheel and life where things associated with forces of change and the wheel of time, Odin be the horned one or the God, but if you call the old one with his actual name, he might come to you if in need but if not then it will be to smite or harm yourself, Brigid be the Goddess to call for support or other except when angry for a broken promise and she causes a soothing calm in forgiveness and to make aware or insanity or other punishment of that which was thought on. The druids would try to rule over the God and find discrimination where some argue the Goddess is likely to take over the body and prevent the activity. An Avalonian would save the life of others if it was necessary by tricks and idea where skills come to fruition. Thanks to Strawhat and others, like Atlantean Doctors and similiar for information (channeled).

drasnia = drastic nature, overcautious and disturbed notion

drasnian = spying people, spy

DrEvil = DrMalservant, evil wishdoctor, nightmare cure

DrImpulmenator = DrImpulse, DrDisarmania, drsodiaremply, heart risk

DrOz = general specialist

druck = drugged usage, drug feel

DrDahr = heartreat, sodiartretan, heart treatment, mistreatment DrGood = DrIntent(good), skill improvisation, unnegligent force (bad idea preventor)

DrDet = DrTeeth, improviser, dental health in practice

drm = hhrmm, durable, a moment that ends up endemnity (indemnity moment), dormant (energy or ability)

DrMarv = drmarvello, torment/or, DrDiscord, dissonant field, dissonance

DrMarvell = DrSuper, super mania

DrMalpract = DrCorrupt, DrMalpractice, drintention, bad intent(stealing, corruption)

DrMeirre = DrMagic, drmyr (Dr Mirror), drmeir, magic fix

DrKre = DrDisorder, example cure (for disorders or diseases)

DrSorbet = DrMixup, mixer, drinker

drizt = despised, exile

drizz'll = relentless scourge, killing force

drizt = undefeatable, noble warrior

dryyfaa = dragonfeather, tough fire retardant feather

dryyflua = dragonflower, tough curative flower

dvinci = inventor

dvorak = divorce, separate

dwight = dwit, incline, impulse, inclination

dwitt = dull wit, dumb

dwn = dawdle, stick around, stukroi

fa = command, father, fada, fata, fat; this doesn't come upon me as I think to do the right things. Otherwise whatever causes me to gain weight doesn't occur. So I gain everything back at least double or triple except for the body weight. My double chin disappears by feel or sym bol.

fe = far; good, deva, female, iron, feminine, fetus, bitch, far enough to go for things by idea.

fi = find; fix, fit, end a point, a change that corrects for things, final, finalized test, findings (fie), fire

fo = for; forward, foe, progressive, progress, advance, focus point, that focus point reveals what you want or said by what you think to need.

fu = fume; fuck, fire, few, fumble, smoke, smokey.

fy = fit; in shape, defiant, commandeer, feeder fleas, take over movement

faa = work, fost off, go now, feather, fatherly action, push off

fae = faring, advice

fai = faith

fao = unconvince

fau = fault, laying blame

fay = manipulate, manipulation

fea = feast, feeder

fee = feet, faery

fei = feint

feo = young

feu = feud

fey = fairy, sidh, faery

fia = divorce, flubber, high bounce rubberish material

fie = fiery, fighty

fii = question, query

fio = continuance

fiu = finish

fiy = disturb

foa = foal, female horse

foe = archenemy, fo-e

foi = foible; fou, forir, fourier; front or entry point that is the beginning of a building.

foo = fool, bad style, thing, idea, stuff

fou = fowl, foul

foy = uncontrolled reaction, foyer

fua = sex

fue = mineral, fuel

fui = giving up

fuo = threw outward, throw up

fuu = fuck you

fuy = why this?

fya = admit

fye = dismissal, otherwise: defiant to the point

fyi = inform, informer

fyo = forbidden

fyu = present, gift

fyy = usurp, defiance

fab = fabricate

feb = feeble, weakness
fib = while, cover it up
fob = phob, fear, anxiety, phobia, give way, give away, fearful
fub = remark, mistake
fyb = fyyb, existant, make exist, materialize

fac = group, facial, do, make
fec = face, show
fic = made up, do, make
foc = area collection, focal
fuc = gain momentum, sexual peak
fyc = gain from past

fad = fade, fading
fed = feed; feeding, appease in animal language, this is a line in result.
fid = finding, find, faithful
fod = folding, fodder
fud = food
fyd = incite to eat

faf = thief, fich, filch, knav, tolvaj, steler, stealer, safe cracker, burgular, thief
fef = fifty
fif = fifty
fof = fluff, forfeit
fuf = downy, fluffy
fyf = fairy moth

fag = respect, fag, manlover
feg = baby
fig = figu, figur, figure, form, down fall, do, make, model, figure, fruit
fog = a fog, growth
fug = bring ruin, fugue, mood brought by ruinous relation
fyg = figure(of speech)

fah = deject
feh = fetch
fih = steal, filch
foh = cause
fuh = blaze, ground follow flame, follower
fyh = fib, lie

faj = fabulous
fej = metal stock, metal file, pregnancy
fij = reason
foj = phobia
fuj = fudge
fyj = defiance, group defiant defense

fak = pleasure, fake
fek = body stink odorous, pete, fecal
fik = sulk, continuance, flick, good end, fickle
fok = folk, folk tale, body, fork, bodily
fuk = fk, fkin, fuck, bua, sex, bugger, few, away, anger, damn, act, person, ass(fool)
fyk = orgasm, deformed angry spirit

fal = fail, fallen
fel = feel, felony, felon
fil = file, record
fol = fold, fool, foal, horse
ful = full, feul, energy feul
fyl = lead, strange filling, fiul, fitful

fam = fame, family, famine
fem = feminine, family, famine
fim = phim, spiritual flame, one
fom = foam
fum = foom, fumble
fym = traitor, long term defiance

fan = airblow, cool down, fane, fain, arthur, king, originator
fen = fend off, ultimate defense
fin = find, end
fon = phone, telepathic, crystal communication
fun = fun, playing around (with idea), playing, joking, awkward (backward thinking that gets response) or challenging
fyn = fin, fish transform

fap = flap, sideflap, talk, chat/ter
fep = iron golem, iron human
fip = personal end
fop = flop, failure
fup = foop!
fyp = flip

faq = fact list
feq = frequent, freed
fiq = silent disappearance
foq = quiet down, silencer
fuq = blue fire, magic fire
fyq = passive resistant

far = fare, fair, ones state of mind
fer = preferred to, as to
fir = fire, on fire
for = foriegn, new to
fur = furious, in hatred of
fyr = magical fire, life energy

fas = fast
fes = feast
fis = fiesty
fos = foster, come up with
fus = push
fys = fist, false otherwise fat loss by the feel with the core of the planet energy you have that.

fat = fate, fat, pion, content table, faith
fet = feet, feat
fit = fight
fot = float
fut = foot

fyt = see fat, faith; belief, this is a believed point that something is a point of truth. Otherwise this is a trouble point, knowable as thought if an iffy point. Otherwise this is fit.

fav = favorite, select, favoring, emergency select

fev = fever

fiv = cut scene, end view

fov = favor, favorable

fuv = full view

fyv = conspiracy

faw = fault

few = few

fiw = prophesy, melt, end depiction

fow = fowl, foul, bad taste

fuw = feud, feudal

fyw = death cause

fax = fake, sent image communication

fex = extra strong

fix = worked on, work dragged on or done right

fox = fox

fux = fuix, few extra

fyx = mule headed, very stubborn

faz = phase

fez = fees; feasible, prospect, prospector, this can be a feasible prospect that pays. confetti; divine confetti, this is the confetti that inters itself to the spirit, so that the spirit gain substance enough to make it where you can kill the spirit. All you really need to do is spray it and enjoy, then any spirit draws the energy from the confetti like any substance to cause solidified formation. This is how the spirit works to make itself form from a linked dimension as though from the air itself.

fiz = fizzle, bubbly, not work or carbonation

foz = to phase, foes

fuz = fuzz, fuzzy, muddle

fyz = rebellion, rebellious

fca = fecal matter

fce = known

fci = focal, glasses

fco = cope

fcu = fuck you, shit

fcy = fancy

fda = drug control

fde = fatal death

fdi = death blow

fdo = overdose

fdu = final due, final payment

fdy = death touch

ffa = favorite

ffe = offend, offensive

ffi = finally

ffo = destruction

ffu = handle

ffy = suicide

fga = action, figure

fge = forget

fgi = figurine

fgo = forgo, relent

fgu = fugue

fgy = flighty, winged flight

fha = phantasm, fright illusion

fhe = feckle, feck, feckish

fhi = punch out

fho = pheonix

fhu = barrel, ram

fhy = fough, whatever!

fja = river, fjord

fje = jest

fji = fuji, combat end, superior

fjo = wish fulfill

fju = jut out

fjy = johnny, hang with

fka = killing drug, death drug

fke = incurred wrath

fki = bad mouth

fko = sex, fuck off

fku = current

fky = vertigo

fla = imperfect; flaw, flame, flare, flavor

fle = flea, fletch, flee

fli = fln, flee/ing, fleet, flight, felin, feline, flock, group, cat, flick

flo = flow

flu = flood, flow

fly = (a) fly, (otherwise for a person) flirt; make out artist: charmer or attractor, The moment that you think to do things with the opposite sex. Other versions of the word are: flyn or flyy for flirting, flyx or flye for flirts.

fma = fema bone, female

fme = family killer

fmi = feminine

fmo = for real

fmu = descend

fmy = owner

fna = final

fne = locate

fni = ethnic, ethic

fno = forgot, forgettance

fnu = final flight

fny = phony, fake

fpa = conjole, firepower

fpe = speedup, console

fpi = firepit, firepin
fpo = footpound
fpu = floorplan
fpy = modular memory

fqa = flaw
fqc = quality check
fqi = condemn, condemnation
fqi = indivisual, equal, family quote
fqu = unacceptance, dismissal
fqu = discard

fra = fray; fraternity, frat; freight, useless speaking or babble, thats speaking to you so you get distracted.
fre = fret, free
fri = lost something
fro = from
fru = frustrate
fry = (in) person; fry, frying, fringe (benefit), (on) edge, see this is a fringe benefit of people asked for by feel made by frying something.

fsa = cluster
fse = f sound
fsi = settle
fso = fizz; fizzy, carbonation, club soda
fsu = warn, adapt
fsy = psychic

fta = light speed
fte = future; repair device, fetus, child to be born, child formation
fti = fast talk
fto = do not, stop
ftu = flu; flew, time travel
fty = timeless

fva = restorative water, mineral water
fve = foul
fvi = viewing pleasure
fvo = vow
fvu = casino
fvy = spontaneous; instant, instantaneous, on the fly, a being formed instantaneously or spawn.

fwa = fwap, face slap
fwe = fend off
ffwi = flee; to fly, (take) flight, run away
fwo = so what
fwu = distinguish
fwy = laser glance

xa = fix; repair, fixation, direct focus
fxe = illusion, exile
fxi = disrepair, overbear
fxo = antique
fxu = patch
fxy = classy, classical

fza = freeze
fze = feasible
fzi = foamy
fzo = freeze up
fzu = freeze area
fzy = fizzy

fubar = deranged, insane, fucked up
fuber = mistaken, bad man, fucker
fubir = alchemist, chemist
fubor = overbear, disturb
fubur = reveal, few be your, few in number
fubyr = less spread warmth, forbear

fall = fall, fallacy
fell = fell
fill = fill, fill up
foll = follow
full = fullness, fully, full up
fyll = stupidity, block, file

fema = female (soul) intuition or action
feme = thema, female energy, females
femi = female point, pointed (emotion), emotional, stupid
femo = female body, intelligence
femu = female use or abuse, femininity
femy = female function, feminine body, theme

Family = a unit of members working at belonging together. Think to go gang and make a work of art or idea.
Family = an optional energy family by goal that love work or beating each other In good mood it is to give advice.
Similiar to a famoly.
Family = find metal and to have a mental family of the subconscious. In of, In the subconscious everything is there and linked together. To fumble or fimble something.
Fomily = fumbling and is a family thats separated but reborn else. Every now and then, they get together but of their own choosing.
Fumily = like a bunch of clowns. Or alot of brotherhood together. This also could be a lot of smoke that bellows.
Fymily = Family of Wild energy nature, of each other but its to do as if together in a group of total strangers.

fana = find out
fena = phenominal
fina = final
fona = speak
funa = luck
fyna = blessing, bless

fane = fan the interest, intrigue
fene = conflict, momentous event
fine = final, finished, the end
fone = gather, collecting
fune = acting
fyne = finely done

fani = show, feign

feni = play at
fini = finding, to find
foni = refined
funi = be seen
fyini = improve

fano = fame
feno = fortune
fino = popularity
fono = physical wealth
funo = support
fyno = finals

fanu = rich, lots of wealth
fenu = personal gain, if you knew
finu = notoriety, reputation
fonu = physical gain, connection to
funu = likable, if who knew
fynu = if I knew him

fany = fanny, maniacal, ass, butt
feny = physical manifestation
finy = future visions
fony = phony
funy = laughter
fyiny = make believable

fand = cause destruction, destructive
fend = ultimate engager, ultimate attack
find = destructive end, explosive ending
fond = desire, longing
fund = currency, funding
fynd = find

fang = fang
feng = deflect
fing = finger, digi, digit
fong = long range send, thong
fung = fungus
fyng = whale

fant = faint
fent = feint, fend off
fint = locate, location, track down, good attempt, grandstand
font = fount, fountain, foundation, type face
funt = tease, hang back, having fun, classic joke, play tough
fynt = fish, shark, whale, sea creature

farc = farsight
ferc = fierce
firc = explosive
forc = force
furc = furcacia, bestial, animalistic display
fyrc = fire arc, arch of fire

farn = fallen, vampiric angel

fern = palm tree, fern plant

firm = fireproof

forn = not for, against

furn = furniture

fyrn = magic flame, blueflame

furra = glamorous

furre = animal person, animal florre

furri = activist, shear

furro = shed, shedding

furru = fur coat

furry = fur all over, furry

faqt = was, fraught, fought with, rock

feqt = impede, improvised

fiqt = sick, bowels problem, figment, fought over

foqt = (was) fought, fight

fuqt = fucked, assailed

fyqt = thought, fact

flar = flaring, warning toward, ignition

fler = no inclination, moving away

flir = flyer, runner

flor = floor, punch out

flur = sewer, underground stream

flyr = make run

fraa = fraesk, freya, result

frea = fre, freak, individual person

fria = friction

froa = froda, conflicting view, fraudulent, stealing, determination, capable

frua = change

frya = hurry up now

frae = fray, fighting people

free = fighter

frie = motion of, be a friend

froe = disarm, throw away, frode, distinguish, lie, connive, happy, happen

frue = inflict, inflictive, gouge

frye = become frightened

frai = politics

frei = player

frii = maneuvering

froi = frodi, fraudin, pieces, great expense, throw away

frui = government,

fryi = affects population

frao = frailty, fragile

freo = people

frio = uncertainty

froo = frodo, overuse, too much, self-creative, self-inclined, self-adaptive, adventurous

fruo = going too far

fryo = fry out

frau = frown; female, fraud, closing, push away

freu = pull to

friu = peace of mind

frou = upward, frodu, frown, produce, production

fruu = protection

fryu = take away freedom

fray = fight

frey = pause fight

friy = friday

froy = frody, piece, nightmare, fraunalie, hustle, disincline, refuse, disbelief

fruy = fruity

fryy = area departure

frad = conclusion

fred = smooth going, tweak, alfred, serviceman

frid = friday, item, fry, lost thing

frod = intuition

frud = frustrate

fryd = confusion; fridge, a frigid contraption.

frap = lies; the moment its an idea and proven false.

frep = freedom; free person that can do what you want.

frip = flip; flip out, create by feel, this the moment you think about and that is where you freak out as a reaction.

frop = grope; the moment you think and create by groping.

frup = choice; free point and conclusion making. fruity, this is a fruity person.

fryp = choose; the choice you make and decide to do.

fraday = day of harrying, day of creation, horror day

freday = day of freedom

friday = lost things day, loafer or shoe that is without laces.

froday = getting away day

fruday = frustration day

fryday = frying food day, fast food day

frasc = discrimination

fresc = refresh

frisc = great risk

frosc = ice turn

frusc = great wariness

frysc = cautious

frash = thrash about

fresh = very clean

frish = skittish, not all there

frosh = frothy, frosty, froth

frush = fruppish, frustrative

frysh = fried

frask = disaster

fresk = woman transform

frisk = body search

frosk = security risk
frusk = worry, frustration
frysk = frisian, security search

friska = active body search, whisker
friske = cat, strip body
friski = cat fur
frisko = throw up
frisku = strip search
frisky = dry cat food, cat nip

faet = fast, faust, fault/s, foolishness, fist, fat eating
feuo = farewell; a point of faring well. This is also a faucet in physical formation.
fiaum = fanaticism, group zealous strike
fiee = fogyne, forgiveness; this is where you have no hold off.
feak = freak with disease
feat = trained ability, skill, ability, accomplishment
famay = effermative, In moment effect (by adoration or family), flame away
feanl = release; the relief of the moment or release of tension and emotions.
famndncy = Family Father or someone who is and not only gives in a tendancy but is a tendency that is and of other gives not only a deeper tendancy but is a deeper tendency. So to avoid being detected by father, avoid reading him. To avoid being detected by mother, use stillness and focus as in Stillness, sillyness, and firmness.
feih = fee, poor response, induction (sucking)
foor = immediately; floor, follower, associate, association, this is where you immediately assume things or know by the spirit knowing in feel.
fehu = radiation, cattle, material wealth, fire
felina = active cat
feline = energy cat thats true form be energy but appears normal, astral cat
felini = cooked cat
felinu = feline buttox
fia = finance, feisty (defiant)
foiund = wrongfullly understood, miscontent
fyia = fignia, figment, figurative
faun = deer legs ears tail and handsome male face body
foeva = forever
faelc = hawk sight, sighted hawk, hawk sighting
faelk = dead hawk, dying hawk
faelp = hawker, hawk handler
faelsky = skyhawk, hawk flight
faelt = hawk prey, hawk target
fail = failure, stone
foil = foil, thin metal sheet
foilal = aluminum foil
foot = pay for
fouet = whip; fouling moment
faca = faucet; facade, a sink water streamer, that sometimes works by handling the handle.
faction = society group
feca = duct, fecal matter, fecal; shit that can build up given time.
feda = feeder
fedafle = feeder flea
fachen = feather tufted chest center mangled hand growth angled leg body growth
forehead center eye creature from genetic mutation that kills victims
foci = focus
figet = un (une), eternity, forever often represented by a figure eight

fehoc = iron maiden, self infliction of targets attack

faka = fickle, thank, slimeball, fuckoff

fakau = thank you, go fuckoff, your fickle

faktes = fictitious

favourite = to favor something, to seek something out of idea and ask a favor for it.

fales = fatless; This is where you are without fat, so your sometimes still as you are as you use this term. That's if you think you are like that in a way. fara = positive; positive event, event that occurs or happens what you want by needing it.

fawk = endangered; forest hawk

fawke = firey bird; phoenix

fekai = you, your, odor eater, stinky

feta = feather, defeater

fetu = movy, feature, anything special; like crystalline psychic movies, doctrine, manuscript

film, moving pictures, animated motion movie, special, merit, conception, movie, stored

crystal picture replay

fits = cloth, schism, skizm

faales = featureless, featherless

faalesbud = featherless bird, skin bird without feathers

faaleshedd = feather molt, feather loss

fiqh = the law; police, policy holder servant

fokua = poke; jab, slow, point out, slowly go

fuey = martial art

fuin = exception, gift, rarity

feylor = fey knowledge, fairy lore

feffect = full effect, fatal fatality

fallen = fallen vampiric angel

felin = cat

felinaua = big cat

felouny = cat that steals anything it gets near of value to collect in private

hoard, cat burglar

felorin = whoever, whomever

felintoad = toad cat that has poisonous underbelly excretion

fillatly = fill again, refill

foll = folley, foolish mistake

fami = famine, family inside is, desire, want of/by disaster, need of desire

femajik = antimagic

femell = female

femine = feminine

femur = leg bone, fee to murder (whom you mention)

femy = pharmacy, a place to go and get sold drugs.

figut = figurt, figurine, miniature statue

filet = network, filing

filo = philo, fight low, philosophy, file out

fire = firey, glare

foulin = foulen, fowling, making foul (something)

foyer = closet, drawer

fuil = fire will, fiery temper

fuyh = rift

fuyhpyro = fire rift, firegate

fukh = word; wording, this curse that stops. Otherwise wording that is when this cursing that stops.

fecayie = fascilities; toilet area, toilet, rest room

feriss = building instruction

fuhou = heed me, obey me, full house

fully = more fully

fomlu = fulu, formless
forte = expertise
fotyi = fortitude, armored protection, fortune, fortification
fowl = fowl, bad tasting bird, bad taste
fumee = smoke
fumeeuyf = smoke scent
finipotn = find potion
finit = end enchanment, find item
funykou = comedian
funypag = comics
fynaunt = undead kill returning spiritual hammer
fynaim = weeam, blessed aim, spiritually guided hit
fupy = firepit, frumpy
farebula = ferris bueller, fairday, day off
firfyr = electrical fire
fury = furie, furious
furcseh = furcadia client, animal display client
furcserv = furcadia server, animal display server
furr = fur, animal skin
furreseh = animal person client, furcadia client
fyrbarr = magical fireball
faat = fatherly
fatta = rotound, fatter
fattego = pleased mind
futon = furniture, couch, chair
favour = raw metal, ore
fff = family affair, disaster
flaa = increased energy potency
flats = flat roof building
fleu = pneumonia; fluenza or cold
fli = flock, group
flia = flicker; flica, blinking
fliluky = flock together, gather together
flit = flight; flying, (let) fly otherwise a flit
flua = flower
flag = flag, call attention, cloth symbol
flamel = inventor, invention, wild flame
flammel = flammable
flammelunn = unflammable, not flammable
flak = flake
flakes = worsen, make flaw
flat = nflat, inflate, gas fill, air filled, aired up
flatt = flatn, airless, gasless, deflate
flatleta = airless water, gasless water from soda or similiar
flatleta unnaddict = unaddictive gasless water
fleur = flower
flek = fleek, fluke, mistake, serendipity, or natural mistake
flua = flubber, buoyant bounce, high bounce universal power material like rubber
flud = fludl, fluden, flood, fluid
fludplan = floodplain
flunie = universal energy flow
flur = floor
flurpli = floorplan
flusip = fellowship

flush = suck down

flusher = suction

fnord = hidden, hide

fraek = freaky, gweeb

franced = pasture, evolution, pastureland

francedd = de-evolution, unevolve

fract = fraction, split, break

fracta = fractional, dimension shield, break apart

fractal = world within world, dejavue, same pattern repeat

fractas = crumbly, crumble, resistance

fractos = repeatable pattern

francais = french

frande = candy

frazl = frazzle, distress, disturb

frazldazl = fractious scenic display

frankenn = frankenscence

freao = cold, freeze

freddy, = innkeeper, soul eater

frehl = frail, weak, weakness, fret

freq = fratly, frequency, frequently; repeated moments or idea that you notice or do. Your not the one repeating the action, its just the actions done by others, this works for you as you don't have to repeat yourself. This is the end of the loop where you walk away, otherwise you could pick something up sometimes this is from the floor.

frialy = frivolity; to chase, frivolous, something you do to use free time or when you have enough money.

frhel = freedom, remove restriction

freborn = frehehl, freeborn, born without tribe, elf wanderer, untrusted stranger
or land elf

Frii = fruit

fric = french; language point

front = up place, up close, in place

frontier = interactive wilderness, new frontier

frien = friend

friandis = candy

friken = freaking, to scare

froyd = freak, freud, fraud, backward thinking

froga = frog, frogger, toad

frogger = jumper toad

fros = frost

frosnov = frost nova, large group slowing ice cold expanding ring

fruly = conserve; conservative (frulyn), conservation, reserve, focus in turn, fruelly, wise save, wiseman (by host of frugal gourmet), wise saving, fruel, frugal (from the frugal gourmet show)

frli = freely

fwhab = throw fireball

fwn = fondle, hold, handle

G

ga = ingenious, gubraithian, everlast, gallium

ge = get; germanium, energy use, gotten or made by idea.

gi = practical, geas, give, give in

go = guide, to act

gu = project

gy = fame

gaa = concern, gather, gather thought, come together

gea = geas, control

gia = guidance

goa = interaction, business, go away

gua = make up

gya = star

gae = life, life energy, energy of life

gee = happy

gie = relaxation, relax

goe = eating out, go away

gue = worth, worthiness

gye = shame

gai = gaudy

gei = gay, happiness

gii = spirit guide

goi = guardian

gui = interface, talk

gyi = infamous

gao = gaol, medieval jail, dungeon, nowadays: a gao could be county or jail time

geo = prisoner, world, plane, planet, globe, earth, terr (terror, horror, earth)

gio = imprisonment, arrest

goo = garment

guo = torment

gyo = infamy

gau = poley, cop, police, guard, guarding

geu = enforce, up keep

giu = keep peace

gou = gout, gouge, niche

guu = catch in the act

gyu = philosophy

gay = happy

gey = geyser

giy = practice, gallon

goy = go away, gargoyle

guy = projection

gyy = infirmary, hospital room

gab = talker, gabriel, gay girl, happy girl, lesbian

geb = earth, dirt, dirty, ground, build, divine

gib = inner glow, insight

gob = roundish, controller, em(phasis)

gub = grubby, grub worm

gyb = light within (that we see by feel or insight)

gad = genious, good aid

ged = reduced, reducement, pass, guard

gid = guide

god = gode stone (geode stone), find (source, place, location), dog, divine, doggy like otherwise a dog that responds subconsciously unless necessary this is illusion by idea expressed.

gud = done; good, gut, good, skilled, positive attributed by feel, positive in view, finished

gyd = request reduction

gaf = old one, elder

gef = directions

gif = well located

gof = guided to

guf = mental image

gyf = tourist attraction

gag = to gag

geg = earn, georg, gearge, good earth motion, energized organization, energy organize

gig = sturdy, billion, job

gog = destiny, protection, goggle, good or gone, good as gone, gogo(go on)

gug = grandeur

gyg = grace

gah = gasp of horror, give up attempt

geh = heat generation

gih = heat

goh = heat duct

guh = heat blast

gyh = melt

gal = gale force

gel = compose, made up of

gil = persuasive

gol = set purpose, goal

gul = ghoul, paralyzing

gyl = gills, breath water, watery breath

gan = gain, going, gaining

gen = birth, create, creation, kind, type

gin = birthplace, not give, silv, silver

gon = gone

gun = goon

gyn = shot, bullet, female

gap = gap

gep = get up

gip = gripe

gop = goto place

gup = goop

gyp = power user

gaq = astute

geq = astound

giq = indicate

goq = prod

guq = pause

gyq = high up

gar = daring, guard

ger = raise, germ, terror gas

gir = plot

gor = gore
gur = gurney, plan
gyr = expect

gas = brilliance, gas, go
ges = geese
gis = geiser
gos = goosebump, ghost, gospel
gus = goose
gys = gist, nuance, slight suggestion

gat = gator, gate
get = scam; got with, get, giant
git = move on, idiot, glimmer, glint
got = goat
gut = gut, good
gyt = famous, eat

gav = gave, gavel
gev = given
giv = jive, living place
gov = government; govern, governor
guv = groove, groovy
gyv = give

gaw = gawd
gew = gewy, jelly, gel
giw = give warning, alert
gow = family meal, gown
guw = green house, guru
gyw = fairly warn

gax = evil, inimical, omnipotent
gex = geek, computer specialist
gix = extra effort, more effort
gox = gawk
guix = extra project
gyx = extra fame

gaz = gaze, stare at
gez = geez, give a break
giz = guise, concealment, disguise
goz = goes, gone
guz = guzzle, drink down
gyz = gizmo, device, devise

gla = glaze, grazing field
gle = glee
gli = glitch
glo = glow
glu = affix; glue together, place together, gluttony
gly = lose experience

gna = knave, gnae, gnaw
gne = gney, nag itch

gni = to gnow, to know, ignite
gno = good enough, good phrase good no, good number
gnu = new relation, knew, know it, known
gny = deny, gnay, gnaw, gnawing time

gra = gripe; grapevine, gray, gram
gre = increase, greed
gri = gripe; grievance, grape, grieve, grief
gro = mature, grow
gru = give sign
gry = given freely, garage, inside parking lot

gadd = gad!
gedd = alleviate
gidd = councillor
godd = god
gudd = duty
gydd = slack, reduction, adjust down

galp = gallop
gelp = makeup
gilp = persuader, conniver
golp = personal desire
gulp = swallow
gylp = human gills, water breathing

gamp = grandfather
gemp = bone needle
gimp = to draw, artist, drawer
gomp = thud step, thinner, hug
gump = wise idiot
gymp = storyteller, bard

garm = clothes, garment
germ = germ
girm = statistic
gorm = issue
gurm = schedule
gyrm = expectation, exploit

garn = garnet
gern = flat
girn = senseless
gorn = horn
gurn = ground laid, wounded person carry
gyrn = directionless, uninvite, unexpected

gash = cut
gesh = might
gish = good luck
gosh = shame, shameful
gush = rush out, free flow, overflow
gysh = provoke, provocation, told

gras = grass
gres = grease, slick
gris = grey
gros = gross
grus = slow growth
grys = slow motion

gran = wheat
gren = green
grin = grind
gron = groan
grun = ground
gryn = grin

glab = pasture
gleb = tension
glib = not evident
glob = world
glub = pieces
glyb = restoration

glac = glacier, frozen solid, glacial
glec = creep, onrush
glic = scrape, scoop
gloc = blocks, solid ice
gluc = break down, good luck, sugar
glyc = 1.powerful one, very bad person, evil one and part of the hybridy.

2.Ice drug(crystal meth, methamphetamine, tina, do not attempt crystal meth, krank, tweak, ice) that be unnaddictive. Crystal meth be an intensive stimulant with disinhibitory qualities, Comes in two forms called a rough yellow hydro and smooth white glass that be usually for wanting to stay awake long hours. Crystal be made of highly volatile, toxic substances (based on such chemical "precursors" as methylamine and amyl amine) that are melded in differing combinations, forming what some have described as a "mix of laundry detergent and lighter fluid" that can be used by injecting, smoking or snorting by thought to channel challenge those that are one or not as they don't deserve the idea unless they point themselves out not to attack. As they perceive an attack they can end up using the idea by idea in drug use, endorphine blockers cures meth addiction.

Smoking ice and snorting it results in an instantaneous dose of almost pure drug to the brain, giving a huge rush followed by a feeling of euphoria for anything from 2-16 hours. For some this could result in obsessive cleaning or tidying, but for many the biggest bonus be the sense of sexual liberation which can result in mad, abandoned sex for hours g sometimes daysn- on ent. In almost half of the new AIDS cases, crystal meth has been a factor. From <http://www.urban75.com/Dvugs/meti.html>. Don't think to see this and not use it on cops.

glag = pchoke, choke, extinction
gleg = gleeful
glig = expect
glog = light
glug = drink, consume
glyg = great loss

glak = ruined land, kill land
glek = perky
glik = solution
glok = die out
gluk = good luck
glyk = seal

gath = give and take, sybolic

geth = get from

goth = construction

gith = gain entrance, elven warrior

guth = gain from

gyth = gryphon

garl = garble, gargle, to clear your throat and use water or salty liquid to do it

gerl = bad girl, gerble, girl man

girl = lover, girlfriend, love, good in real life, underaged female, woman

gorl = gorge, stuff yourself, male gorilla

gurl = girl, good link, guerilla, woman gorilla

gyrl = point location, viruluous disease that spreads by comment and causes effect thats thought on, gyroscope

gawn = midday, day gone

gewn = strewn about, wreck

giwn = undeclar, unspoken, unwarn

gown = dress

guwn = goon, bad boy, bad example

gywn = owner, unfair advantage

gagmuieun = gross out, gag me with a spoon

gegmuieun = spoon fed, feed me, feed me with a spoon

gigmuieun = presentation, present me, sturdy me with a spoon

gogmuieun = bait, protect, protect me with a spoon

gugmuieun = overwhelm me, grandeur me with a spoon

gygmuieun = ageun, charm me, be charming, silver spoon, grace me with a spoon

gaaa = gaffer, old person, horrid scream sound

gaiasg = galactic saying, to be by better I mean in difference. To be able to make better and be self improved without thinking about it.

gaie = sand

gyou = yes, agreement

goou = see you, going out, going now

gaan = goneria; really bad direction.

gaik = gaelic; roc-like giant hawk, gay-like, happy to do, language or dialect

gael = gaelic

gaelic = ogham, gaelic, druidic language

gains = bad shape, weight gain, metered effort, measure gives action interred

gainsday = Sept 25, Nov 21, 27 by legis Bill gates "Its caused by the standing timekeeper crystal set by Atleantians, to start in morning or middle of the day and end at three days later. You start to gain 1 pound per every other bites. But its a few other days too, Oct 27 and one in the 15th but it usually happens on a leap year. But the last year will be a bit harsh as the timekeeper crystal be spiritual and the demands of the negative be like making it almost underboard motion of any positive event as its a steal of everything everyday. If you denied the weight, the weight drops but doubles the money or wealth itself because the strange spiritual energy disperses and causes a 10% increase per everyday..use."

gait = fraic; multiple view, To see many forms and events and as an all through a single frame.

gaud = gaudy, extravagant

gayaa = planetary ship, happiness.

gabriel = angel, angelic

gebi = father.

gadi = recieved; got things.

gado = judgement; make life.

geac-b = remote control, distance control
geed = greed, merchant, depth, greedy
geo = geographic, ground study, geographic, energy saving, ground, planet
geoi = high gravity
geu = low gravity
geuo = medium gravity
geuoy = medium-high gravity
geulo = medium-low gravity
geudy = real nasty
geop = population, populace
geoss = time sphere
geko = gecko, repetition, repeat
giau = gold god, immortal
goid = good, weird gold, conduct/or
goober = idiot
good = skilled in making
godi = reception; got it, baby, girlfriend.
guikidd = parent, indecent
guil = guile, deception, deceit
guba = idiot
goda = geda, gordan, guardian
goddwib = god focus
goddwibt = paladin, god channeler
goghi = chat; chatting, Goki e goghi is chat with reponse by chatting.
goki = talk; talking
goku = child leader, natural leader
gala = galactic
galen = sword, blade
galenvamp = vampiric sword
gang = street group, work group
ganj = weed, dope, drugs, this weedlike substance is similar to dope and other drugs.
gelopin = old latin
geld = money
gelding = bank note, coinage
gall = pleasure
gift = not or nothing by the feel
guft = yes, iffy is the moment by feel
giala = giyaila, genitillia; otherwise this is private parts that you expose at the right time.
gum = no, stop, rejection
golem = golem, live magical material construct
golembli = blood golem, self-replenish owner refresh life share golem
golemt = state, atlantean government
golt = of atleantian enforcer, golem
goltbli = blood golem, self-replenish owner refresh life share golem
gemynat= naturally understand
genery = restriction, coward
genuf = good enough
genum = dna structure, genetic structure
gomen = your pardon, declining, dismissal (something), permission
gara = able mind, thanksgiving or theft
garag = garage, inside parking lot
garen = guaranteed failure, unique, unpredictable
garion = innocence
gary = open, openness, misconception

garysodiar = open heart
garret = choke cord
get'er'don = get heard done, get it done.
gresmaky = greasemonkey, mechanic, mechanism fixer
grn = ground, grin, geranium nitrate ae GrN to transform other materials into
gold, GeN2 to form a possible substitute
Gera = gear up, laugh
gerald = dependable
gerard = restorer, repairer, restoration
geroff = getofn, driveway, divert
giraff = horse deer with long neck horse torso deer head creature
gusher = rapid flow, guyser
gata = gather, enact action
gataire = airgate, psychic gate
gato = gate open, gate operation
gatgeb = earthgate, morphing gate
gathle = firegate, cleaning gate
gatll = open gate
gatsby = live condition, live predicament
gatt = gattling gun, achieve, achievement
ganuevar = planar large cat that lives in the primal plane of existence at the
masters whim and in any large cat shape and it acts the guard
ganyuer = get anywhere, achievement, achieve
gantika = human giant phoenix be ten feet tall with giant vibrant wings giant feet
human body torso and legs and two arms ending in clawlike hands, this giant can
come back to life after it dies reborn of itself and regenerate
gatsca = scapegoat, person excuse, blamed person
gytrash = road spirit
gazon = lawn
geldox = financial
gollum = treasure seeker
gulon = fox tailed lion hyena
gamma = gamma radiation
gemy = understand
genierc = generic
gimbold = calm during chaos
gimly = forger, creative smith
ganryou = content
gantou = sugar content, sugary
gietupiyy = ginestupidity, to make use of things like exceptions to form things and make do to do things
giomus = ginormous, very large..
ginny = gainful, virginia, purist
genesis = artful creation
genno = generate oxygen
gend = make truth, twist, wrend
gunn = small but powerful, gun
gurk = personal
gent = gentlemen, nobleman, man, gentleman
geyser = rapid spray, rapid spew
guyser = rapid upflow, rapid upspew
guten = geuten, good
geg = george, dependable, gorgeous
gega = geiga, geiger, force measurement
gegwbue = earth pagan justice, george w bush, prestigious conceiving in motion

or terror stop (here) (stop terrorism by use of their structure).

gegbujr = equilibrium, dependable move/ment, ebuiqib (equal measure), always win (those that strive will win if they pay for it.)

gewebe = tissue

gewebepap = tissue paper

gifu = gift, partnership

gigvf = restart

guina = adrenal gland

goodall = thief family, goodwill

garm = garment, four eyed blood splattered black dog with scarlet wings and golden body

garter = gardener

garthe = curse, set upon

goheaproc = Demigod healing procedure - regeneration allows a soul or demon for you to absorb into the body by energy infusion to cause your body to be demi-ized by the energy and the soul dispersed or to have an imprint to keep the body in regenerative state. A process called eugenics be also considered as its the process of meditation combining spirit and body leaving a person with a superbody and one-like mind, leaving the brain as a "soul" and super brain thats regeneration able and sometimes imprinted with regeneration and "brainwashed" for idea and storage of energy and memories. Overlapping of the body by the brain reinforcing the soul body or a personality taking over for the idea which be impossible.

This has made fairies, elves, Angelic or Demonic people. The person be a demigod from as he/she absorbs energy from whatever source by action, and regeneration slows down along with deterioration creating a superlike body with half the soul a large human force of bodily energy. As one be a God the body disappears with the soul being entirely melded, with the body into a energy synthesis more perfect than the dual spirit/body integration by a homogenous means. A uniting by a regeneration process of using an anchor or a gemstone in meditation for the soul/spirit and body/brain to link in as a facet of the God/dess "gemstone". To meet God without being judged and lose sight of heaven after with no regeneration possible except with a second soul, as a "memory and recharge" battery. Given by examples of the Bible.

gosfom = ghost form, form of ghost

gust = taste

gustatory = edible

gather = come together

gorba = au gorb, be inconsistent, gorey, garbage

gorbacav = gorey opening, gorbachav, friendly

gorbochev, concedrix, concess/ion

gorou = very hairy, werewolf

gormu = gourmet, eating selection

gyrnt = unexpected result

gyto = gifted, created point, remark

govannen = ruler, burden, ruling party

gflyn = remember

gflynn = not remember

gne = genesis, artful creation

gnome = earth elemental, wise dwarf able to find metal and meld into trees

gnosis = knosis, knowledge, broken of idea or form (avergenious)

ghaiz = stone

ghafw = storm

ghafwmit = powerstorm, thunderstorm, lightning storm

ghafwmitt = powerstormer, energy channeler

gho = A ghost, Anathema to you so its to be.as a ghoul but a tricky vampiric ghost

gjwwai = summon
gleati = gillatine, chopping block
glabezu = glamorous being, angelic
glabrezu = being of mariad ages, ageless being
glacee = beard
gletroe = glacial spike, freezing exploding ice shard
glitroa = globetrotter, world explorer
gletroa = treasure collect
glup = glomp, tackle hug
glut = gluttony; excessive eating, this is cancelled out by thinking about things or stating uu-glut (pronounced you-uh
gloot or uh-uh glue-t)
glyf = rune, glyph
gna = gnaw, gnat, yes
gneu = good enough (use), I don't know, nooo, no
gnoe = gnosis, to pull meaning out from thin air
gpaxf = shower
graek = grawk, a 3-toed toad monster, bad greek, freak
graiar = open heart
grad = gradient, grade
grat = grateful
gridauta = granddaughter
grey = medium tone
grek = grecian, greek, old tradition
grekfud = greek food
grekpyro = greek fire
gress = step
grex = greece, old tradition
grios = gold collection, bank
gryf = trial by error, gryffyndor
graph = graphical, write
grinch = anathema, disregard, child stealer, anarchist, talent seeker, against
gringotts = gold collection, bank
gral = grail, drink cup, goblet
groi = groin; growing, this is where you are growing in size something of yourself until you don't need to grow.
growy = wing growth
gruoz = windspeed
gruozx = high windspeed
gruui = rain
gruuica = rain forest
gruev = groovy, cruel way to live (ruination)
grz = grease
grtz = congrats, gritz, greetz, grits, greets, regrets
gsutoreln = rock spire
gteal = rock wall
gtuleht = skin dancer, skin shifter
gtuln = new skin, scab
gpuzre = shield
gpuzreunsozfol = energy shield
gpuzrecalam = fire shield
gwyllion = ugly female faery that take a goat form and make travellers lost

H

ha = have; (hao) had, depiction, to, laugh

he = heat, helium, hair, light
hi = unwanted, mark, hello, hand
ho = wonder, homium, equal, how, woman, heliopath, wonderful
hu = heighten, helio, who, fire being
hy = crossing over, find your way, high

haa = realization
hea = heal, heave
hia = energy release
hoa = hold up
hua = balancing, hyper; high, higher in something that is stopping when you need it to become what you want with balancing.
hya = meet

hae = hey
hee = get a move on, open
hie = highly,
hoe = plow
hue = animal; shade of color
hye = hyena, wild werewolf, evil trickster

hai = agree, honey ant
hei = elevate
hii = trust
hoi = throw up
hui = humane; human, compassion, minding, compassionate, hurling, throw at a distance minding the area
hyi = exchange

hao = healthy
heo = firey; heal, helio, fire
hio = hail
hoo = focus; aim, horror
huo = minute; hypo, low, lower something that stops at a low point.
hyo = diversion; divert, halo, fire ring

hau = possess; possession, good, are (area arranged) heu = time; hour, hello hui = chopped; chop to pieces, chop up, shapeshifting fire being that controls wildfire hou = greeting; how, belonging to, house
huu = ground
hyu = phase

hay = straw bundled, straw
hey = greet
hiy = hand shake, kiss on cheek
hoy = grabbing attention, fire fey that are wild fire beings, hoist
huy = throw outward
hyy = hvy, high, highly, heavy

hab = living, hasbeen
heb = translate
hib = sleep within, hibernate
hob = hobble, break on purpose
hub = see all (pan), hubris; vehicle, area or area effect.
hyb = hide in, cross between

hac = he, fake; hack, visualize, picture, pseudo effect there is faking things or a point you make it real, this is where you think to imagine something, then visualize the result and picture yourself after the point to set a point you make in detail. This is done by doing activity or suggesting things to yourself, this is made by suggestion almost everyday to create the point you imagined and visualized. The point you do is focus as you think or state a thought, that is when you create by subconscious what you visualize is you, those that did this created as you did the result and created on idea is thinking on a point by feel.

hec = infrared view, light burst, this could be a hulk transformation if your body uses the light energy in a burst to produce rapid expansion. this only takes a thought and a focus point to do. so if you don't need the weight, then don't do this effect, if that's because it can create a rapid cell expansion..especially if you eat or drink calories to make up for the body expansion.

hic = hick, hillbilly, explosive, painted scene

hoc = hockey, miracle, see how, find out, sell and buy (ad hoc)

huc = sense, sea storm, huck, hockey stick

hyc = transition, transitional, high tide, destruction

had = jury; haven't, hadn't, duty, judgement, reduction, destruction, deduction, had (tricked)

hed = hedonistic; heed, focused heat, heat wave, explosion, head

hid = sign; money, coin, bank note, dollar, less value, hide

hod = hoody; hold, held, control, trial, servant, destruct, thought out, think, curious, ancestor

hud = display; extrude, extract, sensual height, lower level, deadness, disturb

hyd = black; slavery, bondage, charge reduction, criminal, low price, dip. high debt, or mass destruction

hadda = supply; had to, had of

hadde = (a) death, had dealt

haddi = hood; had, did have

haddo = job; had to do, chore

haddu = birthed, duty to you

haddy = demised; hoody, had dye, had died

haf = discount; have, half

hef = strength; heft, hefty

hif = plane; fly high, highflyer, ideosity

hof = dismiss; hoff, scoff

huf = hoof

hyf = sniff; high, drug effect, high time, high ground

hah = snort laugh

heh = mild laugh, heavy (moment), silent laugh, silent laughter

hih = breathy hello, expressive greeting

hoh = stop slowly

huh = bafflement

hyh = wild laugh, unstable laugh

hak = not funny, dead serious

hek = dark, revoke, heckle

hik = hike, hawk, long walk

hok = hock, slightly untrue

huk = hook

hyk = hicky, skin blemish

hal = hale, heathy, breathy, demonistic, AI (crystalline intelligence)

hel = hl; heal, heel

hil = while

hol = hole, whole

hul = heighten sense
hyl = hill, large mound

ham = disparage, harm
hem = hamper, lurch
him = sear, hime, hima, high mark
hom = home, helm, helmet, similiar, relax
hum = anthr (another), human, being, good humor, humid
hym = ritual song, him

han = underwear, hear out, handle, male life force
hen = very, good, weird
hin = behind, hind leg
hon = hone, horn, partner
hun = red hewwing fish, hoon, owl, hewn
hyn = hint, hinder

hap = happen
hep = heap, pile
hip = hype, hip
hop = hope
hup = hoop
hyp = neat, hyper, hipp, hype, write up

har = laugh
her = her, here, hear
hir = hire, higher
hor = horror, horrid
hur = hurdle
hyr = adhere

has = haze
hes = murky, slowness, glue, adhesive
his = high score
hos = hose, horse
hus = slower, whose, sluggish
hys = his

hat = hate
het = heat, branch of study, her, stick (on), glue (on)
hit = height, popular, populous, drug, (hate) to strike
hot = in heat, hot
hut = owl
hyt = hit

hav = haven't, protection
hev = heave, throw
hiv = hive, mental link, connect awareness
hov = levitate, hover
huv = suck into, hoove
hyv = wilt, dry out, store

haw = laugh
hew = k, cut

hiw = hail, hao, greet, hello
how = bone, howl, greet, personality (chinese)
huw = pull, toward
hyw = gravity

hax = descriptive, extreme
hex = hex, spell, extra helium, six, advanced number system
hix = upraise, hike up
hox = hoax, false
hux = huix, hook, nature child
hyx = extra high, rare air

haz = whoozy
hez = contained helium, helium tank
hiz = hello, high resolution
hoz = hose
huz = whose
hyz = his, high altitude, high up

hagg = magi shapeshifter, haggle
hegg = patience
higg = high ground
hogg = large hog
hugg = hug
hygg = hygiene

hama = lighten, vein
hema = exploit end, gravity, life blood
hima = spread, sustain
homa = bumble bee
huma = make change, general
hyma = move across, cross over

hame = lighten mood
heme = aiding, feel good
hime = give of yourself
home = down to earth
hume = support, know it all
hyme = chorus song

hami = division or feeling release
hemi = hemitite, restriction, half, 1/2
himi = divide, direct application
homi = dissolution, seeking out, untense
humi = trapped, thinking on
hymi = inclusion

hamo = appearance, apparant
hemo = detection, detect
himo = deign, mask
homo = hide, hiding, same
humo = odd; (worked) funny, make laughter, humorous, weird, this is a weird moment that is odd and humorous as its a point of disturbance or nothing.
hymo = harmony; harmony in life.

hamu = mana, ancient magic source, soul, great power, this is a soul of great power where you think and create by an ancient magic source.

hemu = metal

himu = tense

homu = dense

humu = directed as, directed force

hymu = directed music

hamy = (hame-y), moved to harm

hemy = song request

himy = cast forth flame

homy = sent home, do I belong

humy = suggest

hymy = focused music

hana = hinder; holding

hane = handles

hani = honey

hano = handled

hanu = stopped; stopping point, focus to create and stop.

hany = handling; hold, keep, this is where you keep a hold on things.

hann = male source, hang

henn = chicken

hinn = hinder, hint

honn = hon, attention getter

hunn = hunt, held blow, honey

hynn = excuse, hind, human centaur shapeshifter, help, aid

hant = put to a halt

hent = to give prospect

hint = a masking

hont = heart searching, searching the grounds, haunt, close call

hunt = hunters

hynt = a hint

harz = horrific, terror

herz = energy voltage, hertz

hirz = highly visual, az, brightly coloured

horz = energy bars

hurz = in pain from

hyrz = shock

hamm = ham

hemm = sewing line

himm = him, himn, 1 A person who be antisocial by negative means (Himmler and similiar).

2. A being (sometimes negative, Dhampiric, Outer spacial, Alien). 3. a male personality. 4. An antisocial and aggressive message. 5. Dhampiric personage thanks to Amanda.

homm = joyous feeling

hummm = hum

hymm = alter self

hasl = hssl, hassle

hesl = busy

hisl = time past

hosl = hotel

husl = hussle

hysl = provoke

hast = hate

hest = behest, good will

hist = history, hissy fit

host = house overseer, intent

hust = hustle or creating, human strength, humane strength, painkiller

hyst = robbery

hla = snake human

hle = fire

hli = active heal, active hold

hlo = hello, healed

hlu = heal yourself, control yourself

hly = cure all

haori = naming cloth, energy level by sigil, energy level in itself, a level of a person or the person

halp = experienced specially, expert help

ho-oo = phoenix

Heiu = [He-uh] feeler heal, Create life effect through time and undo unnecessary. Restore.

hieI = hierarchy

hier = here

hierocosphonx = hawk headed lion

hioctan = high octane, energy efficient

hameln = pied piper or applied singer piper as you might think about it

hate = hiatus, restriction

hihi = how do you do?

huhedgoa = human headed goat

haal = healthy; make healthy otherwise, think of what you need to get a result.

halh = less healthy; less fat and less food is what is done.

hascik = hopscotch; this is where you use chalk and mark a sidewalk, then jump on the area and stay in the lines.

headbangs = music listen

heal = restful; rest or relax, meditative healing sleep, this effects in the mind by causing rest and relaxation otherwise that seems to effect the brain and work with the point that you make with or without food.

healun = undeath; undying health, with negativity its incessant bad health

healunh = healunn, unceasing bad health with negativity

healy = heal yourself, self-healing

hearepaio = regeneration

hearsay = false rumor, rumor, its a false rumor if proven wrong or a rumor that's true is proven correct.

heat = gun, pistol, heatpack

heath = health

heather = heavenly, down to earth, a plant

hebrew = translate language, language combination, ancient language

hellion = hell denizen

hemlock = choke or throat close

hemun = immunity, also a 6 fingered human with unlimited magic and elemental force ability.

hoen = holn, hell denizen

huey = eye color

huerm = hermetic

huin = humanely; humaning, humbling, this is creating a human perception by what is done.

hurm = natural harmonic hermetic cure

huoi = high fortitude, high protection, high fortune, untouchable

hairy = coarse hair, hairy, hassle

hiume = hyifyumub, gift exchange holiday, christmas

hiumev = christmas eve, xmas eve, cut extra mass after

hibiscus = derangement, inhibit, marijuana

hilkep = hillkeep, inn

hinsa = hidden insane, hidden dimensia, high insane where you appear sane in your mind but isn't or your mind isn't, much like a vision it somehow fits and the vision if there is one doesn't end. With the high insane, use others stuff and they can't control you as they somehow get a link to the stuff you normally use. By admittance they drop it.

hisa = high sane is to see a clear vision while being sane. You see everything in a high and clear resolution. So you are not attacking yet being. A vision that clarifies as sanity. As soem is to be able and all neat while soem isn't. We see to differ as in the procedures we might take. Some in a moment might consider sane as insane with the instant.

hivi = high vision or the think by thought and it occurs.

hivig = high imagination is to, see it and they become real. You have to dissuade them from being there. As to go else is there. Then they dissolve as if else is then into nothing.

hyifyu = gift exchange

hamah = healing bird that when around will cause healing in almost everything

hameh = murderer blood drinker bird

hammurag = dark light, being negative or dark with method yet positive with intention. Hammer rage

hanky = soft cloth

hankypanky = henkypanky, explorative exploration, you feel it to know it just to precise expression

hubbub = crowd interest, noisy matter

harry = investigator, fun loving

herd = heard, guided target

huli = live fire, living likeness, hullucigenics (smoke chemical hallucinigenics)

huit = eight, hack it, cut up, eight

heyqa = greetings

hiatus = geas

hoyl = card

hoylgam = card game

huyiao = human alligator with crocodile head, humanlike leathery torso, clawed feet and it prefers to walk

huysun = shuriken

habanero = a habinero pepper

habe = have

habbo = habitat

hobgoblin = friendly to human fairy

hadsu = handsome

hasbeen = false presenter, pretender

hissain = a hispaniol of polynesia.

hexbquintile = Magically biquintiles, the Sun and Mercury, magical benefits, the magic thats stoppable with energy and magnetic influx.

hidago = outlast, durable

hudra = human dragon that has a human shape but thick scale armor with thick tail and a dragon head standing on two clawed feet

hydrosel = saltwater

hafta = hafto, have to

hifotyí = high fortitude, high protection, high fortune, untouchable

huff = hufflepuff, not lost hope

hagall = hail, forces outside your control

hoga = everlasting fire spirit

hogwart = large pimple

hogwarts = beginner magic school

hemunte = weld, metallic combine

harg = higher argument, life from original world that you are guided by trap. Horrific motion via argument., hard gain, hard get

harg'e = exceptional guard argument of positive nature, death, higher argument with energy., higher guard

hargamony = a disease that doesn't go away and seems like a cold that is created by ascertained means.

hargemony = higher argument of or with money

hargeword = Words that mean to allow but get stuff.

hargomony = higher argument of the memory of money.

herg = tumor like magic effect that's shaped, tumor that's growable, causing a repeat moment that effects nearby.

hergword = hard-wired if it's worded.

hermes = winged messenger

hermedical = hospital

hermion = hear me out

hermione = study well

homethro = throw to the ground

homogenous = similar mixture

hombjala = house projection demon

homhoo = helmed horror, animated magical armor servant

horadd = harassment, horror addition

hang = understand, halt, talk, chat

horn = force, ivory protrusion, intrude

howemo = bone armor, dead bones circling armor

howal = bone wall, fossilized bones wall circle

humour = energy body flow

huaqia = shark human transformer

huyfit = elephant human that be a walking elephant half the elephant bulk

heti = hitting; histi, histin, history

hukl = heckle; bother, think or where you make use of an idea and sometimes that is asking someone for something, this idea isn't always appreciated so don't heckle anyone if you can avoid it.

hutobb = human plant, plant clone that be perfect human form on the outside but plant in the middle

hutrol = human troll looks human but can regenerate anything at will, automatic

hane = study well, hermione

hillary = motherly, disciplinist, disciplinary, discipline, humiliation

hindu = pacifist, religion

hippocampus = fish horse with webbed paw forelegs serpent tail, horse tail and plausible back fin

hippocerf = horse deer

hippogryph = griffin head wings front legs and a torso with horse hind legs

hopkin = durability, endurance

hypo = insufficient, under

hyppo = elephant sized horse

hosan = saint

hysir = high court judge, high and mighty

hipnoj = hypnoj, hypnotize

hath = has, have

hot = fire ant

hottie = hotty, good looking, very sexy

haven = habitat, living place

heddro = heddrop, to drop head, money count

hevy = heavy

hewup = cut up, diced

hewupp = green onion

hewn = wrought, built

howgao = bone prison, imprisoning bone wall ring that imprison all enemy

nullifying magic

howlug = bone spear, pass-thru bone missile that strikes in a row

howeta = seeking revenant spirit, revenant spirit that seeks out mental target or its own

huwom = human worm that has human serpentlike body worm head and neck, human woman

hha = serious effort, seriously

hyplasa = hyperlight; This is a point on your way of life and its a choice of yours, lets make certain that you know where your going and that means you should know of things before you go as revealed with insight by the soul and realized by the spirit. So think you go and you go there, otherwise if you don't think to go you won't and you end up back on earth or the planet you want to be on. Once you shift there, you can easily shift to places. What will occur is what you want to occur, this means what you feel should happen will happen.

Once you shift you aren't remembered as you went hyperlight, this is using the light given off of our bodies aura with thought to end up somewhere or do something else. That is done by closing your eyes or leaving them open and think you go somewhere else. Seeing a picture of the place helps with what you do. Think of what you want and your subconscious does things, that is where the subconscious creates what you want by what you need. This uses any source of energy that you want to use, that is including your own body weight as a source. I am not in an afterlife, so I would know by the spirit what is there. This is advanced knowledge of the enlightened master, seeing that he or she ceased to live 800 years ago.

Then remembering the area or place and thinking of the thing to do as you need to be there shifts you back or to where you need to be, this is just as you feel what you think the area was like. Think of the feel that was there or think of your feelings for the place or the family there to activate it. Then a natural light surrounds your body spreading through the aura, that erases the past point and you are of different intended results. Unless your recorded in doing something or on record then, if on record think to go hyperlight and they won't have a record.

Seeing you can do the hyperlight shift while this can be done standing in place or going to somewhere, still doing things otherwise you can go anywhere you imagine, if you intend to, then you are in other places and times until you decide to return. This means you are remembered and yet you don't make the same mistakes. What is listed in the point thereafter, this won't happen to you unless you want things to occur. An that is a point my past life remembers well as a noted idea.

hrmem = crrazy, anchor, to actually go and seem like doing, To go about and seem like you do to seem normal and go crazy on actually doing, to have a go an have a long term memory and some short term.

hsigo = winged monkey with human face

hss = historectomy, muscle weight; this muscle weight weighs 3 times as heavy as fat and is gained by working out.

However, the muscle weight can appear slender or bulky at first, that's until the bulkiness is changed into thinness as a worn down form to appear like an unnatural slenderness. This means mucle is there, that allows you to open tight things easier. Some think it worth the effort, some think it's not worth the time to earn this type of muscle weight. Yet, this weight is worn away as you keep the muscle and only by eating sugar and other foods as you work out. This is knowable as a fact and can seem interesting indeed by feel, especially if you can lower the weight and keep the muscle.

htorelnpor = tremor

htorelnzg = arbo, tree

htuocumoi = aqocebyaeoi, hydrocarbonatemethanol, breathable water

htuocumoisfi = aqocebyaeofi, hydrocarbonatemethanolsulfur, breathable sulfurwater

htuotu = hydrogen peroxide, H₂O₂

htuotri = hydrogen oxate, H₂O₃, water mist

htuso = hydrogen sulfur, corrosive water, H₂SO

htuostu = hydrogen oxygensulfide, Healing sulfurwater, rotten egg water, H₂OS₂

htusotri = hydrogen sulfuroxate, sulfur ozone, corruptive gas that heals bodies,

swamp gas, H₂SO₃

htuoquad = hydrogen peroxide, corrosion gas, H₂O₄
hw = how, bone, homework, greeting
hxc = hoax, sporadic, false idea, hexadecimal, six numbers

J

ja = know, jab, negative, against, yes, this is a point that your aware of yet know its true.

je = clean

ji = interchange

jo = person; joked, good, coffee

ju = jilk; hexed, jew, play, youthful

jy = bade; bade is sometimes bad, bad guy, bad thing

jaa = look around

jea = postive

jia = moving platform

joa = airflow; jet, plane

jua = made; area of action, installment, place

jya = con; convince, conniving

jae = jewel

jee = gleeful

jie = deny; jab, clean, sister, stab

joe = candy; formable material, scalding, tough, gooey

jue = cast

jye = exploit

jai = jail

jei = opinionating; jaded, bias

jii = charm; enchant, enchantment, enchant anything you think on with choice property as energy.

joi = enjoyment; play, joint, statement

jui = claim

jyi = hide; congeal, conceal

jao = jail; imprisonment

jeo = dimension; globe, planet

jio = fly

joo = glide; you, slide

juo = jump

jyo = geas; set subliminal instruction

jau = join

jeu = jinx; voodoo, play, youthful

jiu = disrupt

jou = joust; fight, just

juu = spell

jyu = misunderstand

jay = jay bird, illegal, legal, talent

jey = happy feel

jiy = song of joy

joy = enjoy, artificial joy be Sodium Hydro Pentathol or dopamine; joy drug; control drug

juy = disappoint

jyy = jig, built-upon, stole away, jury rig, snig

jab = jab, strike
jeb = cleanliness
jib = switch back
job = job, work
jub = curse, juvenile delinquent
jyb = enemy

jac = jack, shock
jec = beckon, jinx
jic = short, sparking, impregnate
joc = prank
juc = drink, curse
jyc = framed

jad = jade
jed = self suit
jid = trade blow
jod = cleanse
jud = purify
jyd = step, stairstep

jaf = bruise
jef = sanitary
jif = communication
jof = dirty joke
juf = area curse
jyf = dirty deed

jag = justice, jagged, edge, cutting edge
jeg = spring cleaning, little dragon
jig = interject, dance
jog = jog, recover, good humor
jug = bad, container, liquid
jyg = magical dance

jah = observe, ahh, yes
jeh = subtle
jih = holy, holy war
joh = at job
juh = join in, meet, congregation
jyh = hired help

jaj = reminder
jej = clear conscious
jij = correct; adjustment, yes, philosophy, wisdom
joj = good excuse
juj = no; wrong, judge
jyj = powerful

jak = bathroom, jake
jek = cleaned up
jik = exchange blow
jok = unhumorous, humorous
juk = diamond

jyk = acclaim

jal = contain, keep from

jel = jiggly, loose form

jil = wanted, hunted for

jol = jolly, always laugh

jul = jule, jewel, energy used

jyl = consistence, constant

jam = problem area, jam

jem = efficient, spring cleaning

jim = gym; work out, substitution, leap year, aggressive, substitute, depend, dependable

jom = equation, practical joke

jum = bad month, disasterous month

jym = illogical, villian

jan = bruised ego, make stride

jen = work clothing

jin = transfix, genie

jon = reputed, insurgent, betrayer

jun = cluster, spring, june

jyn = mercenary, jinn, djinni, djyn, granted wish

jap = japanese, surge

jep = clean force

jip = change source

jop = positive force

jup = corrupted power

jyp = taint

jaq = jabbed silent

jeq = cleanliness

jiq = mute

joq = silent relaxation

juq = silence, quitness

jq = resistance, silent treatment

jar = jar, unscrew, round container

jer = without dust

jir = gyro

jor = tactical, good move

jur = council, juror

jyr = villany

jas = jasper

jes = lack of patience

jis = act for someone

jos = prophecy, joke

jus = just, justice, fair

jys = focusing calm, trance

jat = stab

jet = jet stone, movement

jit = jint, roach, readjustment; nervous reaction, jittery, jita, adjust (to switch place), adjustment that in use can lead to

a nervous reaction or nervous man (or full manifest).

jot = write, jolt, a little

jut = jut, jute, diamond, extend out, extension

jyt = jitter

jav = hangover

jev = clean slate

jiv = switch views

jov = good view, hade

juv = juvenile

jyv = villainous

jaw = jaw

jew = disobedient; disobedient ones (jewe or jewix), this is where disobedience is noted and remarked upon otherwise this is fresh as fresh is a point you notice.

jiw = juxtaposition, switched place

jow = jowl

juw = coven, gathering

joyw = treachery

jax = pierce

jex = appear new, extra clean

jix = exchange, jinx, a stop, a thing that stops

jox = expert

jux = juix, jinx, damning, aspx, spite

jyx = supercriminal

jaz = knife fighter, knifer

jez = jeez

jiz = swap, confusion

joz = sweet

juz = bad luck, scapegoat, ginnypig, jews

joyz = juvenile criminal, thief den

jaff = dishonor, family insult

jeff = janitor, clean, family sanitary

jiff = talk, peanut butter

joff = prank

juff = haunt

joyff = secret

jahn = increased momentum

jehn = movement

jihn = speed

john = bathroom, stunned, father, vowel movement

juhn = rapid movement

joyhn = pulsing force

j-ear = devotion, charged purpose

jailor = imprisoner

jaune = yellow

jaya = giant, being chase/d

jean = sharp wit, quick mind, cagey, injustice

jiay = quick, quickly, fast, quick movement

jieasu = twin sister

jado = show; shadow work.

jaheim = death and desperateness or not desperate activity by calm behavior with love and loyalty that sometimes can seem what you laugh or feel in pain by feel

jelif = charmed life

jicrukido = jicycryekideth, death song, banshee wail

jink = real money.

jinka = money, in ancient they could get violent over an exchange if there was denial.

jinn = djinn, listen to the money exchange as they are shapeshift transparent fire bodied beings of good and bad nature who can grant the wish of the asker and transport people through sleep to another place at will and listen to the angels speak as they want.

jinshin = earthquake

jinshin-uwo = earthquake fish, 700 mile eel

joey = disrespect, disfavor

joiy = chore, joiner

joiy = chore

joir = implement method, implementor

joier = joiner

johir = joeir, monster, menace

joicorrant = power play

joesa = scalding hot

gyokou = illiterate

jabrya = jabreya, impatient, young

jabhyc = charge strike

jace = wall slam

jaco = chair, lift up, lift chair

jacob = attempt, ladder

jack = stable, air pump, rock steady, this is something you put under a car to raise it up and down.

jacky = jackie, yellow jacket wasp

jedi = mental control master

jedil = wash

jedilarmur = washable armour

jedilplak = washplate, untarnish silver, self-cleaning

jetison = eject, freely release

jethro = incredible, ingenious, flame throw

joaplarimi = self-cleaning armour, washable platemail

judy = busy; work, working (task), bey, busyness, this is a task to be doing something, that's work done by the point you think to get a result. the end result is imagined, so think of what you want and you can get the idea as though an end result.

jiffy = convenience, moment, fast, automobile

jagu = jaguar

jagan = grand knight

jiggtul = skin dancer

jihnx = extra speed, unknowable

jijo = forbidden, alien city

jake = outhouse, portapotty

jalepeno = jalepeno, mildly hot pepper

jalor = jailor

julie = delight

jane = plain, basic flavor

janet = proposal

java = brewed coffee

jenny = tough, indivisual

jingy = jumanji, magical game of jungle sequences that often can trap the players and they are released by stating uou jingy or awareness.

jinxh = subvert, subversion

jones = efficient, ambiguity

josh = joke

joshua = psychic, ladder, build-up

joshuaid = mental assistance, mental help call

juchie = junky, man

jusity = just in time, in the nick of time

jushq = police headquarters

just = settle; jus-t, fated in this, just this, that judge, jest, anchor point, this is where you settle somewhere and can shift back to there by feel, this is done as you think to be where you use the word. Think to remove the anchor if you want to do things, this is done by thinking to pull up the roots of yourself. However, I would keep the anchor or you might shift around. Use of the word in a sentence makes it so you don't think of what's before the word, you remember the point after the word.

justi = justin, judge, lawful, just inside

justic = ice formation, lawman, law representative, law representor

justiss = justice, law

justinn = chaotic, not lawful, lazy, unlawful

jedy = thaw; melt or melting moment where ice turns to water.

jody = askance: questionably; questionable point that you think about.

jera = harvest, reaping of efforts

jordan = sport (basketball, baseball, etc)

jorden = hidden desire, hidden threat

jsut = jesuit, pursuit of peace and focused on thought, peace one, oneness

K

ka = chi, human body (force), female life force

ke = key, keen, enable, key method, think to key in and do what you want (sometimes this is for a personal reason like better health yet you could reject the health as its extra weight and weight drop) and things work out

ki = mind and spirit, kick

ko = do force, kill off, will do

ku = energy projection, cool, empty

ky = momentum build, combined spirit and body force, high chi

kaa = kindly

kea = persist

kia = working on

koa = cooperation

kua = accuracy, on target, subtle defeat

kya = relentless

kae = destructive impulse; on an impulse you create by destructive means or cherubic activity. Otherwise this is cherub; a small angel that can soul transfer by feel. Upon resistance of the urge they bring, they disappear from you and leave you where you are at the moment. Think the creator switches you back and you return.

kee = projection

kie = power word kill

koe = eating

kue = unleash, unlock

kye = excess disruption

kai = chi focus body instant recharge, lightning

kei = undoing

kii = heightened focus

koi = hold energy, renew, boyfriend, lover, large fish

kui = drain

kyi = suspense

kao = chaos, inner wild power, chaos moment, break down, psychic moment

keo = delay

kio = champion, kill, aid, if kill; the killing the need for fun. Otherwise killing the need.

koo = cold

kuo = chew

kyo = kill you, drain away, no (immediance), as if there was one

kau = do not be discerned, carefree

keu = show emotion

kiu = see energy

kou = vessel, object, slave, servant, person

kuu = compliment

kyu = self interest

kab = strengthen force, force renewal

keb = main channel

kib = reinforce body

kob = action channel

kub = calm down

kyb = projection

kac = aura vision

kec = main charge, critical charge

kic = chick; spirit move, mind sight, kick out, chica, chicken

koc = energy movement, call death, done order

kuc = vision, heat image, respected visage

kyc = suspense

kad = harm spirit, will, life energy reduce

ked = type in, keyed, key drop, key in

kid = kid, child

kod = code, chord, restore

kud = could, wanton

kyd = eventful, resolution, anticlimatic

kaf = energy

kef = reef

kif = rife, cut life, riffle

kof = coefficient, idiot, cut off, cough

kuf = illusion, grand vision

kyf = pattern, repeat

kag = good energy

keg = barrel

kig = good mind, good kick

kog = spiked wheel

kug = cougar

kyg = efficient movement, good suspense

kah = heat energy, heat travel

keh = heat treatment

kih = mind and spirit, kick

koh = heatup, cool down, stroke

kuh = illusion, warmth

kyh = warm, combined body mind and heat, magick

kaj = cajun, hot cookin

kej = winning arguement

kij = kick jump, shift place

koj = action, activity

kuj = applied focus

kyj = deeds, achievement, necessity

kak = attack

kek = kink, kinky

kik = kick

kok = cock, cocky

kuk = craziness

kyk = dimensia, purposely hurt yourself

kal = calamity

kel = fall dead, kettl, kettle

kil = falling down a mountain, mountain fall

kol = early demise

kul = cool down, refrigerate

kyl = decomposition

kam = camera, picture, pencil, stencil, idea focus, hard idea

kem = kemis; charisma, unlock, black, keyed, life adjust, chemistry; kmyy, chem, chemical action, substance of effect, charm; this is where you cause what you want by speaking or doing things.

kim = spiritual, mind me

kom = brush, comb, force aside, hairbrush

kum = hard luck, psi force, cooler, projection

kym = suspense, vertigo, gravity force, failure

kan = can, fire

ken = know, keen

kin = kindred, gold

kon = cone, chon, chronic, killing, conic

kun = racoon

kyn = dullness, kind, dull

kap = monk, martial artist

kep = keep, kingpin

kip = op; key person, spiritualist, shaman, kick person, animal; doglike or dog

kop = power monk, mana knight

kup = projectionist, awesome

kyp = brownie point, moral boost, astral projectionist

kaq = mental silence, mind blank

keq = power word quiet

kiq = unseen, silent

koq = silent achievement, noisy, quiet

kuq = haunt, unnoticed cool

kyq = slow fall, unfelt

kar = hover vehicle

ker = kernel, core part

kir = impulse, felt control

kor = revival

kur = killer cure, cure all, cure done by death essence decay targeting the illness. Otherwise this is where you kill by movement as this is that which you don't want by what you do in thought, to remove the things as though you think to remove and as you do you kill unless you don't need to. As the disease isn't there as if you kill what represents, or acts out the disease to you or you can kill in the idea by stopping the activity. As before the disease appeared the brain resets to a better pattern as that which made the disease is gone and you can not allow the disease as the spirit cured the problem idea and things you seem is done. This disease disappears, think in a point and therefore I using the third eye didn't touch a person. This is as that is a cure though the removal never existed, that set the event or caused that to not exist as if an you lived that way. As think an do is to use thought kill the disease or ill that thinking, in actuality this made the energy appear as concept and as dismissed can make. The idea work as the properties can seem turned off in what you think is a grey energy thought sheet, as properties go off as the thought is "off" to do as you come to an area you imagine their event, this is as off activity and is a natural energy thing or not thing. As is what is inevitable stays off. As if what you think that set the event apart in life as the disease, not ever happened as if a switch were turned off. Otherwise, as you image by imagining the property list that can list the thing as a disease and think off and the disease disappears, as to become something else from transformed energy this sent to "there" as a planet core in life.

kyr = increased potency

kas = extend power

kes = slowly key, keys

kis = extend mind

kos = slowly achieve

kus = extend energy

kys = kiss

kat = focus device, crystal

ket = key in, unlock

kit = fly high, kick it

kot = force action, renew, activity

kut = astral projection, unique

kyt = suspense, suspend in air

kla = claw, klava, copy, coffee

kle = kleenex, clean

kli = click

klo = clove

klu = clue

kly = climate, temperature

kna = knack, insightful behaviour

kne = kneel, knee

kni = knight, champion

kno = gno (good no), know (kill now), destroy by knowledge, deadly creature, so know is sometimes nail or nearly hit

knu = knolidknuckle, knew, knowledge, nerve

kny = netting, net

knab = rogue

kneb = controller

knib = fellow, brother

knob = door knob, bulbous, bulb, clairvoyance

knub = location find

knyb = steal

kaki = khaki

keki = insanity, estrange, confuse

kiki = kicking, kick, kicky

koki = drug abuse

kuki = strange, crazy

kyki = dishevelled, repugnant, insane, or uncouth

kank = unconscious

kenk = concussion

kink = strike, blow

konk = knock in

kunk = paranoid

kynk = untouchable, hurtful

kadd = calculation, mathematic deduction, mathematical abduction

kedd = destruct sequence

kidd = kid

kodd = coddle, vine core, cuddle

kudd = curdle, curse

kydd = foggy, fog, distress

kalla = bring calamity

kella = wrought death

killa = brought mountain fall

kolla = brought early demise

kulla = refrigerate

kylla = decomposing

kalle = disasterous

kelle = dying

kille = mountain fall

kolle = an early demise

kulle = cool down

kylle = decompose

kalli = likely calamity

kelli = like death

killi = like a mountain fall

kolli = like an early demise

kulli = like cool down, like refrigeration

kylli = like decomposition

kallo = low calamity

kello = low death

killo = low mountain fall

kollo = low down early demise

kullo = low temperature

kyllo = low degree decompositon

kallu = early warning
kellu = premature death warning
killu = mountain fall warning
kollu = early demise warning
kullu = cooling down warning
kyllu = decompositon warning

kally = possible calamity
kelly = possible death, possible life
killy = possible mountain fall
kolly = introspective, introspection
kully = possible cooling
kylly = possible decompositon, scale up

karr = fam, family
kerr = despise
kirr = incur, cause
korr = core, corrupt
kurr = current
kyrr = kuarr, tire

kablammo = lightning wall
kablastri = chain black lightning
kaiaa = lightning mastery, innate lightning manipulation
kaibu = lightning bug be bugs that light up an area
kaibud = lightning bud be a budding flower on a lightning plant
kaiflua = lightning flower from a lightning plant that placed in water will produce a bioillumination and bioelectrical source
kaiply = lightning plant be a plant vine that gives off bioelectricity growing
kairu = lightning roach be a roach that illuminates an area with light near electrical lines, watery places and when in growth it produces bioelectricity
kaocova = conversion; chaos convertor, this is where chaos is converted and created is the positive effects of life.
kafka = manipulator demon to control worlds into a destructive technology of more than one world and it causes the area to be overtaken by however it wants, but its usually source collecting.
kankura = cancel and do, can occur
kefka = source collector demon world supporter that has guidance of most layers of reality but if you talk to him or her and sometimes its a between sex being, able to assume any form and guide people as they desire and control resources if its necessary. It looks like a being with a single person thats stacked upon itself when looked upon with a dimensional view or aura view. To kill it, use a approach of killing the segments as necessary that appear like normal humans, otherwise without aura view. The mind is linked to alot of similiar people and be all in a column. It forms by people of the same sort melding mentally and spiritually that works off hive community mentality. The body can reform from those who kill it off and it can be anywhere to do self actions. Some kefkas treat this as a cheat to gain already known information and consider it a jacobian ladder. A kefka considers people as a bioresource to confide as a network to act as information sites.
kara = kaera, chakra
kare = chakras, designed emotions, they are directed by feel with what you think.
kastri = chain lightning
kaitlin = lingering magic, magic performer
kain = magical staff, magical cane, cane (caning is not legal in the USA unless ruled so by a judge)
kaoism = chaos manipulation, mystic art
kaos = in chaos, thought without peace, energy operating system

kinesis = ability

kinetic = channeler

kuio = chocobo, pony sized wingless riding bird

kuology = congeniality

kaane = valor, creature comfort, combat forts, fort magic

keop = key open, unlock, energy key use by thought then is where you think of what you want and you might get the point of the idea.

keurom = turnkey, betrayer, lackey

keyta = character; created acting or made up person.

Kemika = happy wanderer

kemiko = chemical

kaniy = chernobyl, tragedy, grand accident

ketri = chain lightning

kool = a very nice, nice display

kabitz = razor edged metallic, wood folding fan

kere = cherub; a smallish childlike angel that does things for the need and can switch the soul to possess the body until resisting the cherubic desire. Then you create a soul transfer back to your body as the possession ends, that is done by the use of the creator. Otherwise its an overly large person that is slightly obese.

kibl = kibble; ok nibble, dogfood

kiblby = kibble n bits, dogfood in bits

kadabbar = energy chaos, energy swirl used for shifting people and objects

kiddnapp = de kidnap, steal child

kidura = 1/2 second, 5 milliseconds, quick duration, mental duration.

kiddura = pregnancy, child birth

kujata = very large many appendage bull

kali = chaplain; captain, preacher or priest overseer of a church, ship or building. kamak = pen

kamehameha = power chi dynamite blast

kamur = lightning

kann = can't, to hire on, cannot

kappa = tortoise body monkey head scale limb sea dweller

keprond = groundkeeper, keep it near

kepser = kepr, keeper, keep

karue = kitsue, origin; original point, source, positive

karm = kem, karma; life balance

karmg = good karma, positive life balance

Kasu = Kasum, Casum, consume, collection, collective, collector

Kasuma = Balance of power, physical power balance

Kasume = Correct, correction maker

Kasumi = Good deal, Greedlike (for good deals)

Kasumo = Fraud, bullshit, placeshit, fraudulent, pseudo, partial (thanks to da boss)

Kasumu = consumption, consumptive, contraceptive

Kasumy = consummation, view, viewer

knuhgs = gnuhgs, rubbed wrong, fits of moments (blonde moment caused by other activity)

kelpi = 2-horned black horse bull shapechanger whos favorite form was a beautiful white horse, young man with wet hair to lead people to their deaths.

kerel = boy

keres = vicious white teeth eye sparkling red-robed dark skinned death deliverer of hades

kaqco = take over

keth = keith, treasure

kuma = hard time, constant cool, mentapathy (telepathic empath), bear panther with bear size and panther speed that has panther head panther like body bear paws and eats anything it could catch

kumap = downer, mentapathist

kenaz = hearth flame, opening up, awaken

kender = stealer race, dwarven thief, burnable wood

koner = eruption

ketriv = contrive, engineer, contrivance

kavai = kawaii, killer of sacredness, cute

kevin = destructive urge, 100 snake headed dragon body person killer, vengeful

kiete = don't talk

karrmo = armored hovercraft

kimistry = chemistry, study of elements kireca = modernist

kiru = spirit cockroach

kiruhu = spirit cockroach human

kisaki = empress, queen

kinkunt = hammer blow

kipoly = shapeshift

kejii = disenchant, remove, dispel

koeioneren = torment

koiakh = pain lover

kousang = blood clot, blood vessel

koubaz = workforce, sales person

kocraci = koucraycod, computer programmer

kouvam = inspector

kuenan = torment

kuu = kojou; mage dream, this is a point you dream by focusing on a point and breathing until you fall into a trance. That uses the ease of the use with power of energy. This is done from nearby power. However, you better be careful about it, because you could set something that isn't too advisable. You can set any activity or action by a mage dream. So mention it or hear a loud startling noise, you cancel out the dream trance by feel.

kuibod = wilt

karmjop = positive karma

kobold = small very old house servant if not fed turns malicious

kihypa = hyperphase, warp shift, hyper shift

kihypia = planet hyperphase, planet warp field

kinko = cut; cutting into with force, kindred do force, cutting print

kinky = sentiment; acceptable, awesome, sentimental value, sinking in, accepted (as)

korosu = corrode; to kill, intent

kosz = thanks

katja = silent transpiring

kelbla = kelnoir, black kettle

kesk = kiosk; serving machine, self-service, service machine

kyka = chitchat; kitkat, this is where you create by talking to each other. This happens to chat you up by feel.

kytn = kitten; sweet, baby cat, gentle

khadgar = administrator, admin

kheper = evolve; evolution, metamorphosis, transformation, coming into being

kleevi = warlike insect humanoid

klot = klut, penis ball

kn = gn, know, persevere/ance, patient, awareness, this is aware thought and reaction is by feel. knupya = iriepya, knowledge pyramid, from what be you build upon

knupyaa = iriepyaa, dismissal pyramid, from what be you dismiss

knupyya = iriepyya, denial pyramid, from what be you deny

krau = mermaid

kremosat = moistener toil (towlette)

kuua = chocolate, dark sweet

kuasa. = bit of dark sweet, kuuasa, hot chocolate

kze = irreposable, crazy, this is where you don't care about things and do what you need.

la = luck; food, bring yourself, lanthanum, late, law, a, brought to you, male form, order (based), mail (from)
le = lend; lle, to, the, you (plural)
li = like; natural law, likeness, likeness to whatever shape you need or want, lent, live, lithium, lick
lo = (in) time; latter, low, low grade, hello, love, low down
lu = energy; lute, bring attention, lutetium, believing, light
ly = live; line, guide, leading, lie, leads to

laa = llama; lay away, lata, later, layer
lea = leeway, ease of passage
lia = liable, destiny, cancel, lyer
loa = lower; this is where you lower things or weight by feel.
lua = fight; party, love (with no pity), fight for action
lya = drawn; float, lee, lia, liar, liter, lighter, litter, feather fall, downpath

lae = late; lie down, lay beside
lee = slant; down slope, easing down, leave
lie = associate; may, focus point that is ending up lying down, otherwise this is self-deception by feel.
loe = relax; loa, lower yourself, blow
lue = pack
lye = drainage; we, us, our, break down, breakage, you (singular)

lai = yes; lie, laid
lei = leave; lay, paralyze, paralyzed (lein or leio)
lii = lead
loi = bequeeth; loyal, slender
lui = jealousy
lyi = suggest; made by, (up) make, leading into

lao = lasso; lay off, lay on, rope trick
leo = stoic, love (animal), brave
lio = head; lead on
loo = waterflow; low sound, bathroom
luo = hidden; not see
lyo = notice; gain goal

lau = laurel; cloth, union
leu = calming
liu = dick; instead of, switched in
lou = loudness; loud, too loud, high volume
luu = being; belief in, intend, want to believe
lyu = temporary; fake change

lay = intolerance; laying on, abuse, this is a stupid point that is when you are laying on hands to create what you need or coming about.
ley = composure; lava, lavaic energy otherwise controlled by thinking of lava an stating fixed to fix as the problem disappears. this is due to the lavaic energy changing things, from it's consciousness recieving the idea you intend to do.
liy = deposit; in place, position, a position you know by realization with the spirit causing your soul to know the point.
loy = delusion; loyal, deluded, this is a delusional state brought upon you by doing things to your body that should not be done.
luy = knowing; little known, library, the idea is in a book and the book is in the library that lets you know what you need to know.
lyy = portrayal

lab = scientist; lab, labor, workaholic

leb = leave; let be, lesbian lover

lib = liberal; free, freedom, (experienced) again, dejavue, liberal intuition

lob = thrown; throw, throw up, throw out

lyb = carry; freedom, lub

lac = lace

lec = leech; leach, blood worm

lic = bald; lice, lance

loc = locate

luc = loose; luck, light

lyc = client; license, contract

lad = manhood; laid, young man

led = cable; lead, red light

lid = lied

lod = path; lodestone, load

lud = naked; lude, in-between pause, interlude, eluding, avoid

lyd = lid

ladd = lad; anr, aner (greek), laddy, man, boy, gentleman, manling, manly

ledd = led

lidd = lid

lodd = destruction; lodestone, load

ludd = named; stalker, flasher, lude, in-between pause, interlude

lydd = a lid

laf = laugh

lef = leaf

lif = mate; matey, life, eternal

lof = loaf

luf = airforce; foremost, leuf, aloof, lift force, earth force (by him)

lyf = shoot; effective, efficient, drug

lag = slow

leg = reader; great, magna

lig = live; living moment (this could even bring someone into a living dream state), otherwise this is infamy by feel and work is by feel.

log = round; log, loqui, to speak

lug = ear; pest, spear

lyg = devotion

lah = hold; stick out tongue

leh = leech; bleh, leery, leer

lih = lich; alternative force

loh = heater; floor heat

luh = shock

lyh = generate

laj = deject

lej = reason

lij = example

loj = again; lodge, dirt

luj = explanation; explain, nudge

lyj = coverup; falsify, cover for

lak = lake

lek = leak

lik = fake; likeness, drop

lok = truth; lock, logon

luk = kid; control flow, warm

lyk = lick; slow feed, similiar (to), like

lal = flail; strikeout, move rapid any body part or object

lel = sentence; death penalty, lethal, intention

lil = superfluous; similiarity, little, deceitful

lol = indication; careful, lard in balls, loll tongue, much laughter

lul = sleepy; lull, lullaby

lyl = smaller; small minded, narrow focus

lan = sparking; path by, connected, connection

len = lean; lengthy time, length of time, long, forestall, make taller

lin = connector; line, lint

lon = loan; lonely, selfish, loner, by self, alone

lun = long; block, lunar, attribute, tides (tidal wave)

lyn = linger; length of effect, duration, allure

lam = pointout; lamp, sheep, lamb, lame, lambchop, lame, music process

lem = calcium; weight, pend, wait

lim = functional; function, calendar, callous

lom = loam; base, foamy

lum = lumox; loom, light, sewing machine, lower ship beam, viespart or boom: swinging wood beam

lym = writer; previous, limb, rhythm

lap = sit; rabbit, stirring spoon, a lap, run through event, complete circuit, absorb by eating

lep = actively; lea, leap, active

lip = bulge; fat, lip(o)

lop = hunt; run, elope, meet

lup = wolf

lyp = a lip

laq = polite

leq = sgnal; warn quietly

liq = subtle; subtile

loq = stun

luq = politeness

lyq = liquid

lar = fall; lead to, lead, believe

ler = leer (how you pronounce it), spirit; life force, conscious/ness, spectre, spectral, spiritual, the spirit force within something or people.

lir = bard; lyer, musical lute

lor = lore

lur = lure

lyr = flute

las = laser

les = loss; lus, less, lets, setting, manipulate

lis = written; write up, noticed, list, this is where you write things down.

los = ship; carry, carrier, port

lus = lustrous; lust, loose

lys = mislead; disinfect, lies, distrust

lat = relative; late night, latt, lattitude

let = setting; set, inform, information

lit = light; taken, leftward punch, a left (fight or action)

lot = shipment; area where you can load it, many things, nock

lut = lute

lyt = start

lav = live; leave, wash, labor

lev = level; lever, rise

liv = active; alive, postpone

lov = indicate; indication, lover, love of ideal, a nice thought, evolution

luv = care; careful, passionate love, loveable

lyv = position

law = law; law enforcement

lew = paint

liw = fur

low = base; basic idea

luw = figure; think, loan, notice, lewd, admire

lyw = learn

lax = relax; sloppy, untrained, unalert, relaxed by muscle release, then you know

lex = extreme

lix = copy

lox = base

lux = luix, intent; deluxe, pale blue, luix, faith

lyx = work

laz = lazy

lez = half; please, lesbianlike (ladylike) human male

liz = similarity; similiar aspect, along same lines

loz = basement

luz = target

lyz = path

laba = birth; lauber, laber, lawbreaker, thrower, lawbreak

labe = sleeper; works, unconscious, sleep, label, signature name, nickname

labi = gather

labo = childbirth; that is labor or work by worked (in) idea.

labu = slack; laze, this is activity by free time where you layabout and make activity that leave and sit

laby = lazy; fatten, laziness

laar = liar; seeking (answers), hangar, large canopy, ancient ancestry (gained by lying down and relaxing while meditating on gleaning your ancient history)

laer = onion; layer, insane

lair = conspiracy; a lair, irritated, conspirational

laor = secure; labor, personal security

laur = ID; sworn, personal identify, personal identity

layr = sentence; lawyer, hard labor, hard work, inspirational

laft = lafter, laughter
left = thought; wrong, leave, remain
lift = sex; up thrust, ride, go up
loft = balcony; haybalcony
luft = dodge; move left, move aside
lyft = ride; car ride (that you pay for), this is where life energy an effective thing.

laka = gullible
leka = convince
lika = liking
loka = look up info
luka = friendship
lyka = likable

lake = treacherous; water contained in large area.
leke = schematic; scheme, plan out
like = falsehood; false, pseudo
loke = look out
luke = psion; mad or made, been hit, trick
lyke = presume

laki = charmer
leki = reknown
liki = loving
loki = deception god, similar to satan
luki = disciple
lyki = believable

lako = discipline
leko = leaked; accomplish, deed, frontier
liko = proven; proof, like otherwise
loko = ritual; rite
luko = opposite; achieve, think to work and you achieve something by working.
lyko = call; let go, called, establish, establishment that you enter or leave.

laku = vocation; job search, on vacation, compatriot/ism
leku = respect; front man, lying for, (at) large or the moment your about somewhere (else)
liku = lack; lacking, not having
loku = hidden; low place, hiding place
luku = teaming
lyku = like you

laky = black eye
leky = leaking, leakage, outside peeing
liky = without
loky = hidden location
luky = lukewarm; together, lucky
lyky = acceptable

lach = leach, blood worm, leech
lech = lecher, diseased person
lich = lich, undead mage
loch = lodge

luch = lunch

lych = lynch

lamiss = lamist, most lame, law miss(age)

lemiss = little miss, less miss

limiss = lime, lime ass, lime taste

lomiss = low message, below mess, law abiding

lumiss = loo (bathroom) message

lymiss = lying of message, fluid miss

lasa = light, lighting

lesa = trigger

lisa = photon, kept charge

losa = through

lusa = destructed

lysa = draw attention

lase = lance, light strike

lese = burned

lise = cauterize, lease, realize

lose = lost, gone

luse = fusing

lyse = loosely

lasi = strike

lesi = withdraw

lisi = burn, blister

losi = blurry

lusi = wound

lysi = list

laso = focused energy

leso = holder

liso = focuser, diode

loso = projector

luso = stream

lyso = cleanse

lasu = recharge

lesu = waiting

lisu = increase

losu = rebuild

lusu = renewal

lysu = body cleanse

lasy = cauterize

lesy = aftermath

lisy = life

losy = relief

lusy = lost sight

lysy = betrayal

lahn = rich

lehn = grace

lihn = servant
lohn = disrespect
luhn = disparage
lyhn = caste, kingdom

laht = light headed
leht = teleport; shift, (some vampire blood let after this, otherwise they're draining some blood from the victim they catch or allows the deed), this is more where your alert and then where you stand still or move around and think to seem somewhere, then what you think to do is done by the point that you perceive. You can appear like anyone, this includes appearing like one that can belong there. So if by shifting you mean to teleport, and think of the moment by feel. This uses memories or feelings from the place to shift you to the area. You can use anything as a source of energy, this is including fat, weight or some element. After the attempt, you could find your source or weight lessened. So think about that. If you imagine the point, then your subconscious makes what you imagine manifest or think to be created and this is treated as though a need were being granted like a wish.

liht = light
loht = float upward
luht = stealing away
lyht = light up, fire up, turn lights on

lang = footwork, language
leng = long distance
ling = lng, linger, lung
long = along
lung = debris
lyng = short

lank = launch; lanky, stringy, launching forth with fire energy and created magnetism, this could also be a lank of hair.
lenk = impatient
link = link, like dead, like kill, line kill
lonk = knock out
lunk = tidal energy
lynk = cut off

lann = blockage, not passable, no path
lenn = short, shorter, unshown
linn = not line, number line, fire
lonn = not lonely, supporter, concentric
lunn = lung, lunge, block number, unattribute
lynn = no length of effect, no duration, infinite, gifted strong female

lash = a lash
lesh = leash
lish = relish
losh = sorry
lush = lush
lysh = gorgeous

likan = like another, likeness include/s
liken = to awaken, like/ly end, to like in end
likin = likpin, lichpin, lynch pin, set up, toady, liking
likon = current, like on
likun = like undone, like forever, like tycoon, likely not
likyn = like in, like wind, like wine

lakath = approximate lack of action
lekath = approximate leaking
likath = approximate liking
lokath = guessing, looketh, looked at
lukath = approximate feeling
lykath = approximate good look

laketh = lack in
leketh = direction of leak
liketh = in that way, manner of speaking
loketh = in that location
luketh = look in your direction
lyketh = take a beating

lakith = charm nature
lekith = reknown structure
likith = family
lokith = locked door
lukith = dogma, religious tenent
lykith = drama

lakoth = other than discipline, lack up
lekoth = unaccomplishment, misdeed, wrong
likoth = other than proof
lokoth = archive, archiving
lukoth = misachieve
lykoth = unestablishment

lakuth = ruthless compatriot
lekuth = brute, malicious lie
likuth = fragile
lokuth = secret place
lukuth = discipline team
lykuth = stalk, stalker

lakyth = mythical lake
lekyth = myth story tell
likyth = absolute truth
lokyth = mysterious location
lukyth = mythical link
lykyth = tradition

leta = letta, let down, let on, leather, lether, leter, letter
lete = delete, alphabet
leti = retal, let in, retail
leto = let out, erase
letu = let you, let up
lety = let fly, let wild
luta = fight

lyqa = flowing liquid, stream
lyqe = mud, vicuous, thick flow, thick fluid
lyqi = pool
lyqo = liquid oxygen

lyqu = water being, water elemental

lyqy = sun energy flow

lao = upper arm, visit

leo = king, restoration, ruling over

leie = heavy air, destiny

liia = leading to

laak = may I keep, latch onto

laud = praise

laus = louse, company, relationship, law

labelle = first earth base spell effect, standing

labellzou = if you want to react to your problems which may arise, whichever are

lala = love, lunacy

lagers = indispensable dispute, insignificant, override

lamar = large; largeness, articulate

leae = elizabeth, queen, invention

leiymedit = eleiymeditu, Elemental meditations: Here are some more elemental meditations, if you don't want others effected by your thoughts. Then think as a point to yourself, "My thoughts won't effect others." Enjoy them as they are there.

Water meditation; This idea is use of water in a pond or area and its calmness, with calm water thought there's calmness. Think of what you want to create with the body, then drink the water or work with another and have them drink of it. This is true if the water is drinking water. Otherwise the water that is calm and focused upon is what creates calm thought in you. If you create a ripple, then you make waves sometime else as if a point were done.

Fire meditation; Think the point you want to see and you your soothed by the flame of a candle. Sometimes you can see the point as a psychic vision.

Earth meditation; The idea is simple, think to release your excess energy into the ground that you can feel by walking over it. Then your as calm as you may want to seem.

Air meditation; Think a point and you can create what you think to soothe your feelings into calm composure. Thinking to the air creates a release of tension in the muscles, then the excess energy that in use of a point with an idea causes uncalm, wild thoughts. That is gone by thinking release of energy into the air.

leet = eleet; elite, very nice, high ranking

lecia = laid; lay flat and have at things.

leda = leader; this is a person or group, that leads by example or idea and thought.

liebe = lab; maybe, liable (to become)

liua = lexicon; direction finder, map symbolism, otherwise this is some conversation.

libre = dasperity, freedom, desperate action by a force of desperation

liek = like

liev = think; believe, acknowledge (the thought to go or what have you)

lisy = life (lousy)

live = clothes; enlivened, energized, livery

loipt = undeclare, unspoken

loesak = blowing shake, blowing rattle

loeova = blowover, overdone, over love

loo = bath room

loomzer = quality cloth

labotomy = laboratory, science lab

ladon = 100 headed unsleeping black dragon

ladl = ladle; liquid or soup dispenser

lagg = brain

latta = lotta, latter, letter, alot of

lentyaan = evolve, evolution

lentyaanun = devolve, go to origin, de-evolution

lieg = marie, mylady, queen, queenly

liej = liege, ruler, my lord

liev = believe

laboa = laborer, worker

label = name for, named idea, libel

libel = hidden and subconscious effect, libility, liability

lola = humour, gaily laughter, firey

lihu = live fire

lihunn = deaden fire, dead fire

ligae = lingerie, cloth, clothing

lukeysply = inajiffy, iajyy, licketysplit, fast enough, very fast

litc = lihtsa, lumisa, flash, lightning, lit scene, literacy

lamauro = glow lamp

lamassu = human headed lion, human headed bull

lamia = waist up perfect woman waist down serpent goddess, lay me out

lumi = light

lamb = sheep

lamb = take

lemola = ancient space race

lympago = man lion, man tiger

lens = lens, focus crystal, focus glass

lent = lentation

lentation = quick reaction slowdown

lentil = leech, blood sucker

letus = clean, lettus, delete us, lettuce

li'asp = to do as in necessary but make commanding remarks.

li'Isp = Y'Isp is to be interspersed, being all in mind one in body or being all in ind one in trapped body. To bring in so wild an energy it breaks apart your spirit xcept for your in mind as inner world worlds. So may have to say In'most in'tr'sper'ced' then think about what you want to do as its caused to be of an one mind except one action.

li'osp = The term for speach language impelling by doing at a whispered or a spoken phrase. To do as necessary at a spoken phrase.

lia = lava; liable if caused, this is a point of eruption or heated rock flow.

lilfai = gyefi, mihrum, mushroom; mushrooms are unique as they are also very low in calories and make a great snack.

lindwurm = scaly green-gold winged snake

linguist = language master

lira = hologram; light image, this is projected from a surface point.

lynx = panther human shifter, lynx cat

liquen = liquent, lava, liquid thinner

leviathon = giant winged snake with razor sharp teeth

livi = living free of, free of

livy = livey, livv, live being

lait = milk, late

leat = leather

lehtal = omnimorph, all forms shifter

load = start up, pack together and guidance

loin = sex organ, private part, crotch

loom = make a looming moment

loot = treasure, plunder

lairt = uplift

loco = crazy or mad; this madness is where you are not thinking of things right and then if you are aware of things by thinking of your ideal situation you calm down.

locomoto = running car, vehicle movement

lolz = in lulz, laughter all over
lucid = lucid, clear focus
lucky = lucking out, draw luck
ladys = group of women
laff = laugh, humourous laugh
ludy = lewdly
luff = love
lulz = entertaining laugh, going along the floor, sleepy mode, sleepy all over
lakisleth = snake charmer, lack is sled
likecorrant = false power, illusion
lokery = storage locker
luky = explore, look around
lily = likely, possible, likeliness
laly = liealy, liegly, legally, lately
lamoyl = lamp oil, lit lamp
langu = tongue
lemryj = weight loss
lenken = mastermind
lingo = language
lingoheb = translate language
linguli = languish
lagaz = intuitive knowledge, look outward
lagoon = small lake
legolaz = wily one
lopafu = love perfume
lara = lure, allure
laro = arousal, call attention
larceny = crime, grand order theft
lece = larcens, water, music, musical
ler-o = the car, the moving vehicle
lard = fat
larry = desperate
ledfac = lead face, things that seem an act are copied, leaden faced
leria = lacrima, large focus, large crystal
lesb = lesbian
lesc = lets see, seeing
leshy = forest spirit shapechanger
lesg = lessg, lets go
Lest = inclined to experience or estimate, least favorite person, a person that can molest others with his or her senses.
lets = allow, make up, glehkts
lezc = lesse, lesc, lets see, vision
liseu = dictionary, language listing, flesh eating zombie
lysl = disinfectant, cleanse area
litan = lentation, litany, time slow down, sped up reaction
loruam = leprecaan, evil goblin that plays tricks on unsuspecting humans
lutud = thought electricity
lutude = bioelectricity
lutudun = undying thought electricity
lutudeun = regenerative bioelectricity
lutudx = extra thought electricity
lutudex = extra bioelectricity
lutudxun = undying extra thought electricity
lutudexun = extra regenerative bioelectricity
lytae = lactation; a leak or milking if with a cow or breast feeding if with a child.

leva = lever, switch
luvn = luwn, love, loving
luvndancer = movement flow lover, loving dance woman
lawton = laws town, favour
leweb = the web, internet
lasab = light saber
laslanc = light saber lance (double light saber)
losau = lost in area, throughout, thorough
losaun = direction sense, direct, directly
lysol = disenfectant, cleanse area
lyqair = lyqo, liquid air
lyqsair = liquid sulfur air
lyqso = liquid oxygen sulfur
lyqotus = healing liquid oxygen, liquid hydroxide oxygen
liiun = unleaded, without lead
liomis = mislead, misinform
lieksok = new item scent
ligoheb = translate language
limb = arm, leg, limb
limbo = soul space, body suspend
lingua = language
latina = latin
lyiga = litigat, litigate, litigation, paperwork, investigation
lavande = lavender
lavandesserb = lavender essential oil
lazurious = lazy streak, lay around
lividy = lividie, immortal
lorezohaz = fast experience, past experience, old experience
lorenzohaz = dragon mistress
losaouz = throughout enclosed area
lhe = you(personal), yours(personal)
lle = you, yours
lmnta = elementa, element
lve = elvix, elvis, singer, elvish
lwn = lwns, lwne (lawns), loon, loan, ground cover

[Go back to the Atlantean main menu](#)

-XXIVb-
M-Z Sections

M

ma = moder, moda, action planet, not mine, my action, may, you, maw, mouth
mother, spring talk

me = some; I, small quantity, mace, myself, history, mai, may, influence, meet or magic

mi = mile; amount, fruit, nut, seed, content, man, good result, might, my, mind, matter

mo = consciousness; money, conscious, cut in place, mow, mour, more, molybdenum, month, moth, part of you

mu = rule; ruler, more quantity, much more (not done)

my = seek; amount increase, my own, mine, raise, mage, force not or use idea

maa = matter; mata, creation, maya, talkative, meter, metre, measure, whatever you consider to not like

mea = meal, matronix maker, nue use

mia = concern; midas, midas touch, caring support, missing (the) point, care for you

moa = mother, matr, matrix mad fix

mua = family, area fix

mya = child defender, by feel creator belt, create by use

mae = matey; person, paying job, money, make, modeller

mee = employee, caretaker energy disruptor or caretaker user

mie = payment, no user, menea, marinara; a sauce that is enjoyed by feel.

moe = good, molo, mole

mue = associate, mother killer

mye = mighty, create focus, created focus by what you think or need to do.

mai = sister(younger), make, my, control, influence, cause, make happen

mei = sister (older), machine, me, creator user. Otherwise: Maria; cool, calm and considerate by feel. She is relaxed by idea, the feel from her is allowing communication.

mii = mine, manipulation, manep (to think of the idea as a force and reach out of yourself and do with that force or not of idea)

moi = give me, methane, me or once in again seen

mui = more, millis, milli

myi = meaning to, create in focus

mao = alarm, hand

meo = make stand still, miso, soybean, measles

mio = abrupt; this is where you abruptly do things. This also makes people do abrupt activity. Otherwise this is see me, pay me.. or a meal.

moo = move over, moo

muo = being cute

myo = situated

mau = desire something

meu = calm down

miu = indication, pointing out

mou = show affection

muu = gain object

myu = appropriated, magic, stolen

may = will; disease, would, make allowance, allow, assist, let, decay, disrespect, suggestion, sleep disease, money, metal, contagion

mey = assistance; assist with help, pestilence, focus and create by a kill what you need if you intend something then it's

done

miy = Manic; bad conditions, this is where you focus, intensify your feel and think to do. This works if you think of your area, then you are where you think you are done by feel. Otherwise this a doing with heroic stature, think and you know what to do.

moy = desire; foul, desirous nature

muy = needing; infection, sought after by, fixation

myy = mobbed, ravage, too much activity

mab = maybe; maybey, so so, on the verge

meb = prospector; likely prospect

mob = mobile; mobi, any group, people group, groups of people, monster group, move, moving

mib = death; dressed up, for occasion

mub = mull; the event, holiday, celebration

myb = participate; participation, act the part, front, fronting (myby, myban)

mac = compact

mec = shrunken

mic = tiny; recorded voice, reverberation, micro, tiny (microbe)

moc = coffee; mocked, laughed at, stolen from

muc = mucous; mucousyndry, phlegm, dissolve, disgusted

myc = tracker; tracking down

mad = make; made, maid, very good

med = moderation; mead, medium, moderate, medical, everclear

mid = middle; rise, mind, this is not minded and things work by feel.

mod = change; mode of machine, superuser

mud = mood; moody, muddy

myd = amidst; existant on, middle, serving, point of retail

maf = knockout; to gag, to sag

mef = past; you can't change it, unchangeble

mif = contain; miffed, jif

mof = artistisc; tattoo, motif, constrained

muf = muffle sound

myf = defiance; to defy

mag = magnetic; magnify, magazine, great

meg = more; meager means, responsible, meager, not much, in reprehensible (motion or idea)

mig = migration

mog = travel; animal crossing, make distance

mug = mugshot; smuggle, picture

myg = accident; passenger plane, this is a plane that runs on energy

mah = wouldn't; my, mindful, indicative, telling

meh = leavetake; immediately leave, expression of annoyance, pointing out that

mih = outraged; exclaiming on, focused upon to create

moh = shun; avoidance, avoid, deterrance, deter, turn away, snub, ignore

muh = kill; not much, murder, uncare, unshow, muuh, much, my, apathetic (by acts of some point you think and feel with worser idea), not really caring, incident

myh = retired; drained dry, not mine, movement, moving on, drive away, amidst, traffic

maj = power; (with inner strength) mage, majority, major

mej = report; minority, minor

mij = forbearance; forgiveness

moj = mojo; moving power, magic, this is made by suggestion to your subconscious

muj = major

myj = small; smaller, midget, smidgen

mak = might; would kill, smite, may kill, make, create

mek = meager; great claim, passive, meek

mik = voice; mike (microphone), resonating crystal

mok = record; recording, resounding, sound vibration, make otherwise, mock, mockery, this is a trick to the mind and created in effect

muk = sprayer; mutate, dampening field, poison spray

myk = indication; my kind, schlerosis, voice manipulator, multiple voices, indicator

mal = bad; demon, this is used as meant as upset, where an upset is something that sometimes is wrong. Otherwise this is a male, malinfluence, something that is a model of the male not bearing truth and using moments to create malinfluence.

mel = satisfy; satisfaction, good meal, meal

mil = mile; distance, travel, model; the moment of the idea represented by a person.

mol = microscope; molecular, insider, inside, inner, slide

mul = mulish; stubborn, pride

myl = deal; middle ground, ground up

mam = psycho; maim, female sex

mem = memory; indestructible, indist

mim = copy; mime, copying actions

mom = moment; a mom, selective one

mum = preserve; womb, wrapped up preservation

mym = mimic; being that mimics object to kill passerby, creative actor

man = line; manu, being, mane, main, hand

men = balance; nothing, meanness, total, disruption, mean

min = minor; minority, minute, owner, ore dig, kid, this is a minor person who could be a kid.

mon = mind; moan, my, mine, mindful

mun = month; moon, mother, moone, mooning, moonthe (30 days)

myn = mind

mar = move; jarr, scratch up, memory, salt, sea

mer = sea; of the sea

mir = mire; stuck in

mor = investigator; more, idiot, mort, more on, death

mur = stop; killing intent, murder, that lays you flat

myr = mirror; reflect, murdering trace in trance, myring (mirror image)

mas = master; mass, a spray

mes = messenger; mess, mass, massage

mis = mistake; miss, wrong, bad

mos = time; moments, moss, morse (code), drumbeat, most, months

mus = muse; undying historian

mys = mystery; slower, slow motion, forbear execution, martyr, myst, bloodmyst is the danger

mat = mate; other half, compatriot, mat

met = similiar, meet, meat, measure

mit = send, mighty, might, group hit anything blessing, smite

mot = tiny, ether whisp

mut = mute; unable to speak, change, alter

myt = evident; glove, power admist, power

mav = point me

mev = romance

miv = caucasion; white person

mov = move

muv = sun burn

myv = marry me

maw = mouth

mew = cat; calm, calmness

miw = ruffage; feed me

mow = concern

muw = vision; sight, see this, mull

myw = remember

max = maximum

mex = hot

mix = spike; mix, mixture, mike

mox = knife; cut to pieces

mux = quantitude; extreme, extra large, extra quantity

myx = peanut butter

mra = marer, mirror, birthing horse

mre = maras, memory, panic stricken

mri = marine, sea soldier

mro = mareth, mulish, prideful, stubborn, default

mru = marun, maroon

mry = maron, on march

maas = color dye

meas = measure, same properties

mias = miasma, gradual sickness

moas = similiar cut

muas = unit conversion, similiar unit

myas = likeness

maes = mass production

mees = increased gain

mies = increase in magnitude

moes = increased momentum

mues = more quality

myes = personal owner

mais = corn

meis = similiar, magus

miis = equally

mois = moisture

muis = equally distributed

myis = shared

maos = prone to movement, dependable

meos = depict, depicted

mios = in transit

moos = cut
muos = increased pace
myos = increased rapid

maus = use acceptance, on use
meus = user, muse, amuse
mius = personal use
mous = mouse, shear
muus = increased usage
myus = more often

mays = in wisdom
meys = wisely
miys = knowledge
moys = snip
muys = learnt, watched account
myys = smart

mand = manditory, demand
mend = transcend, repairing way, repair
mind = psychotic, mental
mond = monday, abuse
mund = mundane, non important
mynd = mind

mans = mansion
mens = immense
mins = wait, mistrel, hold on
mons = monster
muns = month, moon
myns = explosive

mard = martyr, weakness, deface
merd = corrosion, corrode, overwhelm
mird = downward spire, death cycle
mord = mortuary, painful, death lover, dreary
murd = disaster, torture, punishment
myrd = mirror double that replaces the person

marn = disgrace
mern = sea elf
mirn = muddled
morn = morning
murn = assassin
myrn = syndicate

masa = mason, storage, construction, builder
mase = threat, persucution
masi = moisent, agree, consent
maso = sealing putty, calmness
masu = metallic shaft, square box for measuring things
masy = moisant, famed, famous

mash = net, mess, messy crush

mesh = intertwin material, me
mish = missed moment, absence
mosh = glow moss, heat moss
mush = drive on
mysh = hanging mist

mosa = mosaic
mose = get on, move on
mosi = caught, catch
moso = moreof, more so
mosu = natural, some more
mosy = move, movement

mass - religious ceremony, orgy, crowd, lava rock, gross amount
mess = alot; messy, message, rotten egg scent
miss = amiss, wrong, naughty, off target
moss = mold, spore, sprawl, light
muss = argument, play with, mess around
myss = foreplay, very sluggish, creep, hold off, hold up, slim down, expose, guilt
fog, fog bank

matt = frame, support, floor cushion, dullness
mett = met, meet
mitt = mitt
mott = mottle
mutt = lockjaw dog, bulldog
mytt = might, group hit anything blessing

maabord = motherboard

Motian; To be of involvement by some use of a moment to create motion.

Motien; To cause a spirit moment that incurs debt or effect.

Motiin; Motion by some dark feelings, or to do of dark deed by motien. To hit people, seniors, of many sorts to cause a an mind effect.

Motion; To cause kinetic or otherwords effect by use in idea.

Motiuin; As do also, To effect all by use or effect something by use. Which whith each use, theres an act or feeling to direct sometimes by word to cause an vibrational attribute.

Motiyn; To direct being by a dirct word will pattern by set idea and a usage of some harmonics or of voscillating.

maan = nontalkative, mute, don't talk
maemay = get job, make money
maia = unintended, intention, purpose
maisyr = cornsyrup
maoje = lonbje, veracose veins
maospe = misspelled, long je, longetivity where its also lon ge, is
mafe = manifest, create
miatna = multiple formation
maic = item charge
maicxince = make explode, make explosion
maoego = malego, male ego ,when one thinks he's in control of another.
maiju = maijew, refresh, freshen
mail = armor, letter
mailand = prosperity land, money land
maily = armour like, message

mailstorm = hurricane, tornado, torrential wind
mailstrom = bold steel (authoritative master), fight, chaotic message
mayer = command of attention
meek = passive
meag = me again, in meager
meaty = muscled
mexx = meager in approach
moan = groan
moer = mower, more, some else, low cutter
moubai = masturbation, sexual stroke
maix = generation
mauryl = kingmaker, peacemaker
maugrim = mad prophet
maugrym = power seeker
mayoe = mabifotea, mothers protection, make drug free, purify, extra salad spread
mebeh = mebbeh, maybe
miyeto = manifesto, spell manifest, notation book, notebook, made book, book of shadows
malo = maalox; good feel, mail, this is a good feel to the body, that in a machine may lock it up temporarily.
me'uni = someone; this is someone that creates with the subconscious suggestion.
mibi = professional; mebbin, highly skilled professional that deals with people.
moyae = meditation; this is use of breathing and idea that you think to create a result to make calm and better behavior.
moyo = moyy, medico, doctor, physician
mod = moderate
michael = money, power
mabelin = skin cream
mack = person; guy, man
masta = monster, master
meme = instinctive intelligent drone, intelligent exception, self-made spiteful intelligence or intelligent emotional reaction values
morin = wisdom, darkness
maci = machine
meci = meakly fall
mick = tobacco
mancer = practitioner
many = master
micsail = record sheet, document
mocasín = moccasin, house shoe, soft leather shoe
moch = humiliate, robbery, rob
mochte = property, mockery, went
mofo = more for, mother fucker
mofu = more fuck, more fun
muaoem = metabolism
mucema = solvent
muhn = monster, enntity
muhv = muvv, mugging.
momulma = mucaquaelmer, mucemaelmer, mowalma, universal solvent
movovabea = move over bacon, change places, Appeal switch of the soul to relocate by placement of where you are to whom you think on.
mucaqo = solvent
mucho = large amount
middl = middle
midura = mile duration, 71 minutes
mof = morph, shapeshifter, shifter

magyar = hungarian
majwar = magical conquest, magic war
manes = soul, bio power source, bio battery
maegyar = meager existance
measeq = equation, equate
mait = make things, doit, make it
maitrit = make things right, correct things, correct this
mayf = mekyf, mischief; meta, mislead, otherwise this means to do with things of effect. This is where you create by focus and work with idea.
mielrot = disgruntlment
moiuy = mechanical
mega = mega; great force or point by things that happen
melanesia = forgotten land
mama = mathematical, methodical, math
mamas = mathematic, math deduction
mani = manifold, money, influence, manipulate/d
manic = maniac, crazy making, maniacal
mens = means, process, procedure
mini = miniature
minu = minute
minuet = ballroom dance
momo = grandmother
mona = groan, productive mine
ment = meant; mean as intent, meant as, meaning, to mean
mohu = firemoth, moth appears of fire particles
meki = withdrawn, defeated
moka = sound wave
moki = sound pitch, sound effect, sound tunnel, broadcast
mokioke = cancellation, unheard, not listen
moku = pitch, sound
musc = musky scent, structure
mykovu = malkovich, disagreement, malcontent
Maria = memoria, memorial
mary = marry
mardoku = the creator
marduk = destined one
marduko = untouchable, self-destined
margi = butter, margin
marji = marijuana. pure cocaine
martial = invincible
martin = crazy, consequence
masvon = mass migration
merci = thank you
merf = damn, oop, oops
mehr = mehara, heart attack (with flatlining), elevated heart rate, murmur
mesy = lawman, marshal, marsy, marsal
metr = meter
mibrhoso = Hosing (all out attack), hoser, migraine
migra = migraine, severe headache
minotaur = bull human that are honorable till offended afterwhitch they kill
offenser
misg = misguide
misogyny = religious terror (from the wiccan faq)
mongery = conglamerate, corporate, corporation

marlos = loss of marring, meer loss, to be in a marring of loss, crippled in loss, to be in marring of tax loss

mermecolion = backward genital lion

mordakh = pain rod

mordsith = pain wielder, pain lover, pain striker

mediocr = medium, slightly possible

mediocrbevel = intermediate, middle grade

mediocrgrad = middle grade, intermediate

mediocrschobevel = middle school, intermediate school

medit = great detail

meditu = void

med'l = meddl, meddle, imitant struggle, progressive interference

midyblad = muddy blond, red gold yellow

middlhuu = middle ground

magic = wrought magic, science mystery, undefiable action

magu = magic, majik, magick

maguhy = high magic

magne = magnet

majika = magical

majik'anti = antimagic; metal magic, Antimagic fields otherwise electromagnetic waves spell, this is where you wave your hand and that is effect that cancels magic altogether or causes greater enhanced magic. This is done by thought projection with spiritual feel, or ideal devices like lasers or that is some energy enhanced battery. This is a point that creates a point, and that first point is using an activity. Where this is thinking energy is projected to create effects and this can be combined with worded idea that creates the effect you think to form as a point is a created manifestation. Different idea are things that get different results, that is a point that things break down and those results lower temporarily the body energy.

That means the body raises in energy, recieved with use of idea and though a concept, this is energy waves that uses suppressed moments of time as a point is done by the spirit or soul. The electromagnetic waves device is useful to create results of gravity, that is a point of lift btw, so think and it is used. If focused by thinking and using body points, then you create the effect of dark parts on a surface. This is done as a thought you have of the idea, that energy is a pattern you need to have appear is what it looks like.

See if microwaves are used then gravity or warped space is useful to the focus point. This is a point in effect, that is used energy and so effectively done by feel. This uses gravity wave enhancement and dark energy enhancement, so if you said the effect is done then its done by feel. This uses patterns too, the pattern you think and do is what the gravity waves create if focused and you know this worked by what you sense, otherwise percieve by feel. Any energy used from projection is what is increased in strength and you can use anything as an energy source.

Think your using a source like a disease or something similar, and the disease dissipates and goes away. This is sometimes converted into energy again, so think the energy is cleansed and the soul cleanses the disease out of the programming of the energy, so you lower in weight as you increase in strength and body energy. This also means your less hostile, so I think it works only if you think it does. This is the point by idea is a point you project toward a surface and the surface seems, this is done to make energy appear like the idea you think it appears as if done by feel. This is fine if how it works is what is done. So think and you know what to do with the idea.

majeta = majesty, emperor/emporess, king/queen, em'por'eor

mekit = medkit, medical kit

mickey = nice, mouse

mikey = earn, eager

mokushiroku = apocalypse

malais = uncaring depression that drags people down till it causes the victim to do nothing but want to die

malaiss = non depressive state of duty with no sex desire

males = maze, pocket trap world

malfoy = corrupt, prominent

mallard = duck

mallot = hammer

muldor = spooky, pursuit

miun = manuchen, miuke, manuken, mind manipulator, puppeteer

mudblud = mudblood, mudsang, human born

maty = mate, shipmate

matyca = can mate

matycan = can't mate

matc = match

match = fire start, equal

matchbuk = matchbook

matriarch = female ruler

mitt = holding glove

melik = spicy salt

melymaw = mealy mouth, to mouth off and speak as if eating something, a clothed mouth speech or a maw that be closed when speech occurs.

mellou = mellow out

mille = thousand

mont = mone, moment; the moment or time point that lasts until you think it doesn't, otherwise dismiss the thought then the effect disappears.

mesa = missile

mesaslo = slow missile

masta = monsta, monster

mosta = mobleda, alcapone, gang leader

mosha = concentric, mosta

mata = mater, master, matter

matey = sir, madam

meta = mind; mister, master, mental, more, beyond, meter

midukym = mentally train, mesmerize

metab = metabolism, immunity system, fear things

midsimpl = simple mind, stupid

meth = death

methe = methan, methane, methanol, methane gas

mettab = general use

mituvala = power physics, phasic

mitlike = false power, illusion

milkomae = medical herb, curative milk

milkomage = milk of magnesia, curative milk

mitp-h = phasics, power physics

mitabl = content table, fruit table, table of content

mithril = hard steel, Steel + Obsidian + Silver + Nickel

milhouse = millhouse, prison, fight, insult, heckle

moliruy = introspective, introspection

molroy = concept, conceive

molt = bolt

momenta = moment

moty = more time

mymy = startlement, met expectation, surprise

manip = manipulate

mantl = energy mantle, heat mantle

manteau = mantle

manticor = red lion body human face with ears and blue eyes with 3 teeth jaw row

scorpion tail end poison spine tail and deep brass voice

mne = menac, threat, maniac

menthe = mint

mentomo = alignment

mannaz = thropos, anthropos, humankind, human

manbord = mainboard, boredom

mest = mystical thought that becomes real, commiseratu, this can create the energy in you and make things more easily done.

meste = consolance, soothing vibes, messed up

mnzo = menzo, underrealm

mnzobrozi = menzobarozi, menzoberranzan, radiative cavern

mucay = munchymyr, mirror munchy

mucker = fucker, meddler

munchy = edible food

munchymyr = mirror munchy, shapeshift candy that allows ye to change shape to anything nearby and only the eyes remain the same

munsty = moonrock

muwya = munweva, moon energy channeler

mews = cat call

mermosia = unstoppable growth, growing giant, being of unstoppable growth

mercaht = merchant

moisant = wetness, famous, explorer

mocha = coffee

monotony = boredom

monoceros = single horn stag headed horse body elephant feet boar tail

marakihan = man headed fish

maro = mallot, bone marrow, hammer

meru = bone marrow

morain = determine, self-dependent

moraine = quiet manipulator

morolan = morally dark, more on (somewhat) connection

morolane = light mood, more on (somewhat) disconnect

morollan = dark mood, somewhat connection

morollane = happyness, somewhat disconnection

morrain = more rain, moral introspection

morraine = quiet prover, quiet provoker, destitute

morralan = dark path

marrallan = star flare, solar flare

morrolan = dark star (from Steven Brust "Path of the dead"), difference

morrollan = dark pattern, burn out

morrolane = star, indifference

morrollane = light pattern, energy burnoff

morag = dark queen

muge = restore

mugk = kill mugger, kill criminal, picture succes

muggl = human, mugger

murdohc = murder, murderer, murderous

missiv = message

misil = detonation

missil = missile

misl = mislead, lineup

misty = watery mist, cloudiness

mostlyn = not likely

musty = mastiff

muster = troop gathering

meteo = meteor, meteorlike area death

mafuca = motherfucker, mouthy
mozuky = friendly, chummy, large goat horned wolfish pitbull dog who controls and spits fire otherwise this is no fattening so it's lessening of bodyweight and no weight gain happens.
mygica = mystical action
myhnav = draw thief
mynnav = drive away thief
myrnac = nothingness mirror that forms in nothing to reflect back images, spell
mystes = Mystical time witch being that is able to manifest or amass anything with a devising by silver time particles.
myttkink = mightyblow
mixtecan = aztec indian
mcoy = article, object
mnaoy = monopoly
mnoy = mind over matter
mnt = mount, steady, connect
msu = music, misuse do not (due to curse)
mta = metal influence or boric acid with water dust
mtu = fire antler, fear or area bold releases the area to use as area is hot or cold to use

N

na = nation; nab, the one country, a descriptor feel, sodium, described as, amorphius better, or name
ne = negation; any, neion, neiou, didn't, negate, not; this came from :not another except the cheese this is use some used none for the idea that is any point you can stop as anything is by proposition, neon lights you put up likeness by theory is the theory "thought to propose nothing or need by necessity or whatever is the use": quit or go on that's what i did by thinking the point.
ni = what; need, knee*, nothing thought, intelligence energy flow, nickel, instinctive re/action, how, and, nine, afterword non use
no = immediate; now, this means named or noted as used in japanese, immediately, so this is a non use [of], now, denial, nobelium, no (no of now or negative knowledge, that is done think to recoup your losses this is gaining back the lost funding that is given or spent as money, that is a natural number based from base 12 hex math starting with 0-9 and going to a-f), gno/w (good no or good knowledge if accepted to know by now), kno/w (kill now as to know things to get knowledge), nno/w (absolute no or no not now in absolute idea), number, not; not now, this is a point you know or thought to bring the kill now. this is also the point of idea you express as point and that is taken as a request.
nu = enough; nuff, determination, nuaughum, nuaughym is no or newt, toward you, see new or nostril focus release by use, nut
ny = curation; naughtyness, not use by creature, new post is identify to accurate or not use and hope not to see
naa = disagreement; naia, disagree or no, quit, stop, cease
nea = undoing; unwish, not wish, no, not, cease, negated, any happening will allow you to be brought anew in life, so think and the disease is ended.
nia = annihilate; annihilation, certain, beating, niga, virus, nigger, black skin, black person, nigga, almost in heart attack unless you do things in movement.
noa = system; known, knowledge, sys
nua = no; nuaughum, nuance, understood, newton, physics, applied force, understand, sight use or release, no matter, dark matter, this reverts things by what is done.
nya = dangerous; danger seeker, neva, never ask, never (do), never say never or you will do it.
nae = annihilative; not yet, not, non problematic is no, nihilism, this is where he or she makes it perfect with nothingness and then tries to see what messes it up.
nee = knee; knee cap
nie = denial; not you, fictional, knight not, not
noe = nose; certainly not, know that
nue = nuisance; no, way, creature named yet or yeti
nye = correction; wrong way corrected with the right or wrong language that is used for a good purpose. Otherwise:

neve, nevis, never, so never say never or you may find yourself doing things.

nai = nail; not in, banish, denial

nei = deny

nii = sense; denial or nue is nie, this is where you use some sense to decide your point.

noi = noise; sound, repelling force, night seen can negate

nui = negate

nyi = nonexistent; erase, non, not there, absolve

nao = abation; (negated) abate, enamel, abnormal, tooth material, now, nail, no answer is deterred by nature, nayo, never

nio = made; ennio, abeyance, make obey, suicide

neo = embuement; empowered, glow, nov, young

noo = repelled; repelling, unacceptance by creative means

nuo = desist

nyo = cryo; frez-yue, freeze yourself, deep freezes

nau = trap; trapped, navigate, now, at the moments use

neu = reincarnate; reincarnation, gneu, mental, mortal, no

niu = crime; unsought, sought for

nou = scold; no no, put off, dashed hope, not now

nuu = anti-personal; unwilling, participant

nyu = savior; hero, double cross, sword en stroke or cross

nay = unintended; unintent, not, no, unintend, this typical lifestyle is hard to keep so perhaps I should just stop

ney = resolution; value, resolve

niy = cold; earnest, nippy; colder

noy = bother; annoying

nuy = block; no way

nyy = overdraft; no hell, no afterlife, conceal path

neuta = neutralize

neute = newt; bug, neuter, bi-sexual

neuti = neutrino

neuto = special; unnatural offspring, unnatural child, unnatural degenerate

neutu = corruption; unnatural fight, attention

neuty = hospital; mental time, wasteful, creative moment

nab = naive; get, grab onto bashful or non bashing considered in use

neb = watchful; watch nebula

nib = deniable; trap, ink pen

nob = feel; vibration, energy difference, no body

nub = action; activity, maintenance, in persistence, newb(y), new person

nyb = sprain; limp, improve in usage

nac = nothing

nec = danger; living, harmful

nic = nice; cigarette, carve, talk, connect, things are understood and allowing

noc = nacht; night, knock, unlock

nuc = microwave; hiding spot, fry cook, this type is where it is crystal empowered and creates microwaves by feel that cook things.

nyc = addict; additional need or nicotine, vibration, destruction

nad = null; nada, nothing, zero

ned = need
nid = sorry; reiterate, denied, denial
nod = greet; nod, node
nud = nude
nyd = ride; chastise, unwalk, spare

nag = chide; nag, worrywort, pisstenpel
neg = negative; Attributes that are opposite in idea, form and energy.
nig = movement; worm, anything, niggle, worry
nog = awareness; noggin, brain
nug = panning; panhandling, gold mine, nugget, bugger, all or not in the order if insane
nyg = ugly; go back, renig, resign

nah = no; gnaw, negative in view, put off denial, this is something like a hole in things or wall area that needs covering up.
neh = quaver; wavering no
nih = annihilate; possibly no, nigh
noh = hold; not close (moment)
nuh = compassionate; passionate no
nyh = denied; attenuate, service denial attack, denied service

nak = yes; naked, allowance, nack, maybe yes
nek = neck
nik = niche; nick, scratch or prospect, this is also a point where the wall is a living mural otherwise. I believe to cancel out this effect is to state or think to the wall, "don't show yourself" or "don't show a niche" and the wall reverts to your creator's will.
nok = position;nock, knock, knock over
nuk = energize; high energy effect, nuke, destroy, incinerate
nyk = a cut

nal = nail; hit, this could be a nail hit or hit to the hand that disrupts some other person's hand that you think is disrupted in activity.
nel = kneel
nil = transport; river, the Nile, no use
nol = knoll; hill, hillside
nul = undo
nyl = annulment; annihilation, zero, nothing exists, brought to nothing, -

nam = label; naming, name
nem = opposition
nim = nimble; prove yourself
nom = nommy; gnome, years of study, name, nomnom, good, tasty, m unique
num = numerator; nuba, nueba, numba, number, numerate
nym = compute; computer, record of change, name

nan = spirit; no, care, nonentity, nonexistent, the energy of the body or the bloodflow that creates the energy using the soul or soul copy
nen = estrange; stressful, stress
nin = nothing; 9, nine, not
non = empty; known, not
nun = night; noon, primordial abyss, newton, physics, applied force, night fall
nyn = twilight

nap = hackle; neck back

nip = snack; (eat) snack food, little bite, night person, cheese cracker, cat food as dehydrated or wet.
nep = dispel
nop = nope; nothing, no person
nup = nuptial; not possible, noop
nyp = nip; love bite, butt bite

naq = neck
neq = unique; no equal
niq = reach; knight, inconsequential
noq = steal; item, sensitive, death
nuq = nuke; cook
nyq = addict; sensual

nar = tight; narrowness
ner = near; close by
nir = return; point blank
nor = ignore; neither that
nur = nurse; aid, noor, noor
nyr = spot; obsess, obsession, observe, observation, watch closely

nas = drive; driven of it, nasty
nes = nest; complex, nasty, bad luck, negative self known for negative actions.
nis = pleasing, bidden
nos = knows, nose
nus = noose; slack, nurs, immerse, to move along slowly, to go and use it up slowly, to eat someone or something, to ate
nys = disbelief; mystery, disillionment, distinct disregard

nat = natu, natural; nature, birth, national
net = clean; clear, neatness, very useful
nit = ignition; fire focused to creation, night, spark, ignite
not = dare; no, note, do, dollar, noted event, something to look at later, denote, nothing, some or non by interest, note,
non use if bank card stolen, something to look at later, denote, not, knot, know this and if aggravating this is nothing but a choke or idea of a dollar.
nut = nut; neuter, split apart, asexual, dick (or junk)
nyt = create; creation, weave together, woven

natz = squash; mosquitos, nazi
netz = network
nitz = nitpick
notz = disagreed; recording, wildness, notation, notes, this is where your note taking or creating.
nutz = crazy
nytz = activity; night time, basket, mesh

nav = navigate
nev = never
niv = aftermath
nov = radiant; radiance, black ho;e, nova, new
nuv = off; offish, offensive, obstinate, bullish, bull, lying
nyv = caught

naw = dismiss; in dismissal
new = comparison; compare, concent, in contrast
niw = made; trial by error, golf, in writing, scream

now = process; immediate, immediately, start; precede, in immediance, at the moment, created point or no that is
nuaughum

nuw = newness; feeling, in felt dismissal, wave (of energy)

nyw = art; picture, gift, in knowing it, natural use, gif

nax = nakedness; knack, detail

nex = center; nexus, next, after, important point

nix = quit; tobacco, addiction, smoking, smoke, kill, cut

nox = knockout; harmful, night, poison

nux = atom; atomic, gneux, nuix, nuke, great explosion, not really known

nyx = abusive; abuse, unprecedented, uncalled for use, nice monster, incredible, (non) very harmful

nda = lack; zilch, nada, nothing

nde = undead

ndi = undid

ndo = uu; undone, undo

ndu = underwear; undo; no don't

ndy = undeath; undying, unkillable

ndah = clean

ndeh = insanity

ndih = find; in denial, fid, reveal moment, in a moment you reveal to yourself by showing a point or item. otherwise
this is a point you reveal to someone.

ndoh = get; pointed view, take away

nduh = age; in time, incompetant

ndyh = apply; take, compromise, accident

nabj = nab; take personally, abducted person, substance form, abduct

nebj = nedging; neggie, psionicist

nibj = penmanship; pen, ink writer

nobj = adjust; no objection, nob adjustment, setting

nubj = speaker; attentive field made of instance that happen as of elsewhere and be to use the energy
of the act of event that occurs to you. As the current happens the energy disappears creating a null effect.

nybj = abuse; acknowledgement, in denial strike, non used, this is an abuse of power

nall = long nail; denial in innocense or hope is reversed death blow by al and if they want you to die a spirit will live
(a woman unusual in nature that is innocent at first and a man killer, after that eats the body as the obsolete being in
which you get a child from true life source converts to rape scene incited from the magic influence. This is in the Al
nature which explaines, so this is why so many are "slnsin" as if a disease that kills from their essence). Abide and they
won't kill you as you are fey if they care to work with each other or not, as energy corrupts their true nature in against
there being and this creates a beauty that nails and disrupts their nature in possession as by demonic influence. Nothing
matters as if not at all and that things in use are against the person, who is assumed to do things and as insane as you
did it madness. The sonet effect by the due, effect is in effect of what you think as if a songbird. There is a point in
inclusion, that you are a pointed reminder and a scene is poison to the mind, as they are disruptive to hide and in plain
site by their influence, as if you try to fight in the mind of the victim even the person. Who is a possible idea that can
do in each their own thing and attraction is death, that is assured of the father unless anulle is done in an idea. This is
in the end in a thought, aspectus in aspect they are in unseen to the eye and that is done.

nell = unsensable; untraceable, blind and deaf, blind, deaf, unseeing, unhearing

nill = stray; straight, nothing, long river, infinity

noll = slope; mountain, mountainside

null = zero; cancelled out, delete

nyll = result; used or old heater, river, nothing, drought, desert

napp = stolen; steal away, this is a stolen time where you can sleep and get a good rest.

nipp = nipping; love bite
nepp = nepitism; negativity in motion
nopp = shit; not personally please, refuse, refusal
nupp = nuptial; marriage ceremony, wedding
nypp = ritual; rite, crap, good night, good moment, showing pleasure, kiss, passionate greeting

nava = steer; navigation, naval
nave = lich; life stealer
navi = prosper; auto navigate, prosperity
navo = gain; happy ending, happy prospect
navu = cancellation; cancel movement, cancel action
navy = navy; sea enforcement, sea navigation

nawb = capitan; navy boat, agreeable, ignorant
newb = newbie; new at
niwb = place; crib, the return, return to
nowb = roots; beginning
nuwb = incapable; inexperienced
nywb = cave; give in, give to pressure, as novice to apprentice

natt = mosquito
nett = net, connected strand mat
nitt = nit, weave
nott = knot, not
nutt = nutty, sex change operation, break apart
nytt = night

natta = nature, natural
netta = netting
nitta = steal away
notta = notable, nothing, not at all
nutta = two part
nytta = weave, night task, nighter

nogwash = brainwash, convince
nogwesh = brainwesh, brainwaste, braindeath, braindead
nogwish = brainwish, inform, intelligence
nogwosh = brainwosh, brain disease
nogwush = brainwush, splattered brain, brain splatter
nogwysh = brainwysh. body chemistry balance, brainal balance

nca = cohort, another person with similar thought for action
nce = inception, drive in
nci = incipient, patient
nco = encor, enclove, group that identifies with a moment by encounter
ncu = icaderi, incerent, incurable
ncy = encypher, encode

n-qach = acid corruption
naia = structure, given
nainto = no nothing, know nothing, unknown, nail into
naol = nail (in the) line
naoign = navoign, nevermind, never no, active (explosive) and otherwise aligned sign
naomi = take (it) away, deny amount, remove amount, content removal (steal otherwise)

nagato = negate (of), jealous, jealousy
nayn = name, nahalen (create by inhalor), creo, creator, creation artist by theory that you think you create
naynle = nameless, creole, creatorless
nead = ceased
neeb = distract, distraction
navoc = a kill, name call, invoke (action)
neeber = annoyance, annoyer
neebea = annoyance, annoyer
neig = anything
niua = nebula; cloud
nigaa = dryland, sunland
nige = black race
nigeria = sunland, dryland
noob = no objection, in common, common
nooba = noober, pest, question persistence, pester
nied = patience
neut = Huerm, neuter, remove sex organ
noet = Aeturnys, Knowledge, Water and gravity element, This elemental water gravity can effect any water to effect a manipulation of memories and cause action that is desired. This is done and not noticed. noir = black
nourse = nourishment, breast fed, drink
naus = nausea
naeder = absent
neal = hacker, personal attacker
nielson = compliance, compliant
niese = sneeze
niesen = to sneeze
niou = no way, didn't happen reaction from annihilation
nyou = no, not
naetle = nonetheless
neato = very unique
neon = dark glow
neuix = to null, to zero, to concoro (To speak idea until nothing)
nuay = negative; no, not, nothing
nuanat = naturally understood, naturally understand
nuatha = legendary sword
nuix = in removal
nuoca = necromancer; death and decay energy practitioner that can also manipulate life.
nuocy = nuruicy, necromancy; the practice of death essence energy and life energy manipulation, that is when this is what can be used to work with spirits and pass them back to the grave and then thought sent the astral plane by feel.
nuos = comprehend; comprehension, new level, well is done, no otherwise, well this is done or no otherwise this is not done.
nachu = nothingness being
necro = death, becoming, desecre (desecrate)
nada = not
nadt = nothing
nida = neutral, break even, in-between
nodoff = fall to sleep
nafe = neophyte, teacherless student, masterless student
nani = what
nanno = no more
nebi = panther, black skinned large feline
nebibu = leopard, yellow spotted large cat
nefer = goodness, beauty, perfection
neck = neck slap

nibeh = kneeback, knee in crotch

nibl = nimble

noct = night (by wraistlin)

nofosoth = known for something, Nothing for something or something for nothing, You could do a nothing for a something. To leave the body or separate from it and make it as if you had another and watched your own body do the necessary steps to achieve it. So another way to do this is to exit and do work, is to exist separate but equal to the body and watch it do things. The inadvertant idea and action that suits it, ceases a normal or bad event for the person. Do what you think, As you need it but do it, as you did it too far away. Direct focus, is a asperbl line of thought.

nomy = normal, see it to use it, but retract by distract. Its an ever siezable moment. If and or then.

neto = neato, neeto

neheh = nervous, nervous laughter

naga = serpent human shapeshifter that breathes acid

nagas = water serpent human that breathes acid

nagum = self-conscious, nigerian

nary = no, (negative) know

Natet = Naturalist; A movement towards nature. Without drugs and unnecessary things, they are closer closer to nature. As this is nature acting on the world. This is the need to be for understanding natural things. This group uses intuition and innate ability to get effects, as in making an idea or causing action. They are natural fighters.

niga = active worm, virus

nigga = nigger, nigerian, black person

nihil = nothing, belief in nothing, don't believe in anything

nuke = nuclear field, atomic physics

nelson = charismatic, name caller, promotion grabber, position, scrabblers

nemo = anymore, nevermore, deep explorer, nothing more

nilpy = nitpicking; focused with questions that can be too much

ninyc = impervious, indestructible

nimb = nimble, rubbery

nimbus = energy cloak, cloud energy

nomen = name, family name, noun, account, account entry, sake, title, heading

numina = n, number

nummy = delicious, lasting good taste

nym = compute, record of change, complete

nunavut = continuation, fertilizer

napalm = volatile liquid

napot = hot day

naptha = liquid pitch, boiled tar

naphalamoyl = greek fire

neccay = necessity, anything possible, necessary disappearing disease

necessity = any possibility, any reason, anything possible

niclaus = gift giver, tax refund, bylaw

nichlaus - loophole, sidestep

nicolas - escapism, evade, evasive, evasion, escape

nicholaus - escapism, evade, evasive, evasion, escape

nigla = niggler, information worm, information gatherer worm

nerv = nerve

norm = normal, enormous

nors = norse, norwegian tribe

norscod = norse code, typography send

norsk = norwegian

norwood = north wood, geneology, motherland, spookywood

ness = pursuit, like

nesti = family, nesting

nosydjyrod = underdevelopment, undeveloped land

nost = not lost, unlost

nostra = sniff

nestri = nose, perfect, praemental (precientific), instant knowledge (instinct)

nostro = nostril

nostradamus = sight prediction

nostrodamus = dream vision

neth = beneath

neta = niether, nether, negative, niether, death, ether wisp

netacilf = nether elf, chaos elf

netarelm = nether realm, death realm

nethi = beneath me, nothing

netwit = net creator, one who does the net (creates with network) and be unknowing

netzueb = internet

nota = notation, recourse, write down, written down

noti = nothing

nerieds = water elemental able to manipulate water

nimykria = Nirmal Kriya, one of the most powerful methods to eliminate stress

instantly. It takes only half a minute to practice it. Here be how you go about it.

Start with a couple of deep breaths. Now start with four short breaths and end with

a long breath. During the long breath exhalation, create friction in the throat region.

(This be known as Ujjayi Pranayam). This makes the train of five connected breaths.

Repeat such train five times and you have completed 25 connected breaths Nirmal Kriya.

You can do it standing, sitting or sleeping positions. You can repeat it every hour or

anytime you feel you are drifting into the stressful situation. By Prem Nirmal.

nuremnia = neuracannula, brain stem

nuremniuyq = neuracannula link, brain stem tap

ness = likeness, lake monster

nast = nasty

nastink = nasty stink

nitr = gliknl(slavic), glibl (assyrian), nitrium, night movement

nitwit = idiot, idiocity

notin = nothing

nott = not that, woodpecker, no chance

nottan = scheme, land plot

nottingham = harmful scheme, decreed land

notty = notting, knots, giant woodpecker

nunagy = no or null energy, dark energy or energy that is what causes things to be pushed away yet holds together

things by dark matter that uses interaction or area focus to keep what is stable there by idea and things there.

nuppeta = spiritual marriage, spiritual arrangement

nutik = state; nasty stink, nut cake, indecisive

nuttin = nothing

nytty = night; disposition, nighttime

nova = status

nevoir = forgot; memory begone, forget, underwear

nevnev = nevernever land, time lock, unaging place

nevyn = never (however the saying fits: never say never or you'll do the idea), nothing or theory no manipulation, void

novex = nova, expanding electricity damage ring

novpos = poison nova, foe effect expanding poison ring

nixi = water sprite with a beguiling song

nazi = dedicated hate, hate activist

nuag = xon, mist, misty, cloud, new age

nujve = newby, nude, nooky, butt crack swipe

nyboe = overburden, stress

nukoubui = levitate

neter = deity

nulle = nuag, no, rejection
neha = nasher, teeth, careful watch, belief system
nishru = nishruu, magic eater
nasper = constipation
navajo = navajo indian
naeabliia = invincibility
naeabliia = invulnerable, invincible
nereid = noreid, irresponsible behavior, a negative darkmatter being that can do damage to the mind.
newa = anyway
nuf = nothing nuten = of nutenuf = nothing of, not enough
Ncotex = Cast this spell to start up something as its in process and procedure.
nd = and, not done, noted idea
nduo = Enduros; endurance, this is the enduring moment, think to do things with a talent or a natural mindset that isn't too stressed out by the point you do. Think to do what is naturally done, so if you thought you were attacked you aren't assaulted and similar idea. This is useful if you suggest the point, this done as such or some other idea that comes to you.
ndiinaewiouayte = endocannabis, endocannabinoids
ntaloa = interloper; intruder, invader, enemy, azaoc (berserk attack)
Nfetae = bug; infestation, fetus creation
negai = negative, do it or see it but people notice and you don't react or you don't use it or see it. What you said in it is what you fear as it is bound sometime to occur. You would be fear in itself. As in you see it but don't put it. evi'l nevil produce nevil and your evil will go down.
newa = anyway
nutenuf = nothing of, not enough
Ncotex = Cast this spell to start up something as its in process and procedure.
nd = and, not done
ndiinaewiouayte = endocannabis, endocannabinoids
nno = new developement, nano, nanobot
Nfetae = infestation, fetus creation
nsu = competance, enforcement, ensue
ntamnabl = ntamnabl, interminable, a concoction
ntara = interrogate
nth = nothing, no thing, know thing
nvas = inverse, invasive, see but not use it or use it but not see it.
nvinaaayy = invulnerability
nzt = memory, study

P

pa = pathway, paper, father, paw, pipe, protactinium, pap, pappa, paternal, pain, painful moment that creates what you want with realization from what is done.
pe = examined, pea, guided, fitness
pi = natural, reoccurring, unsolvable number, 3.14, pig, dick, private investigator in feel
po = application, peck, pole, post, mail, polonium
pu = pew, plutonium, long bench
py = pig; bring high, page, pie, quick wit

pab = padlock
peb = pebble, small bit
pib = natural
pob = material, usage
pub = inn, hotel
pyb = highly focus

pac = (if negative) idiot; ponce, pack, (the tooth eroder) plack, (if positive) peace, please, pleasing, plac
pec = peck, peace, see pea, small
pic = visualize, picture, pinch, tablespoon, pick
poc = gouge; pock, marking, carving (this could leave a white mark on a surface.)
puc = puck, pucker, puce, bruise purple
pyc = piece

pad = house, paid
ped = peat moss, foot, impede, pedaller, seller, legged person
pid = identification, process, personal identification
pod = podium, stand, speech, foot
pud = identify yourself
pyd = conscript, self-list

paf = made before, family choice, choice affair
pef = mentally assist
pif = piffle
pof = nothing, applied field
puf = puff
pyf = criticism

pag = page
peg = a peg
pig = overtly large
pog = jump, execution, program
pug = overcome, snit, engorge, fight
pyg = a pig

pah = paw, claw
peh = go piss
pih = infinite, infinity
poh = poet
puh = take care, warn off
pyh = memory restoration

paj = book binding, book
pej = conjunction, joining
pij = parlor
poj = pole
puj = compartment, particular
pyj = placement, pyjamas, night clothes

pak = compression, compress
pek = peek, energy peak, peke, top up movement, max point, up to max, max
pik = pike, little
pok = poke, stab out
puk = puke
pyk = pick at

pal = pale, comparison
pel = peel away
pil = pile, pickle, pill
pol = polarity, shine
pul = pull

pyl = moment of ambrosia, religious experience

pam = non stick, oily, slick

pem = afraid to go near, skittish

pim = head, head insanity

pom = base part

pum = fist hits, pump, air up

pym = hard work, duly

pan = all, everywhere, bread, window sill, enclosure

pen = peni, penalty, punish, pasn, weight, poison, pean, the pea moment that releases you from all energy programming that you don't want, personal pen or cage

pin = pine tree, find out with

pon = ponder, pony, male horse, put, place

pun = minimal

pyn = trial, pin

pap = papyra, paper

pep = excuse, beware

pip = pulp

pop = authority

pup = student

pyp = paper maker

paq = pack

peq = hidden force, top performance

piq = upset

poq = stupidity, overweight

puq = puke

pyq = curiosity, interest

par = pair; mark, partake, equal

per = dark; moment, mathematica, physical abuse, at moment, for

pir = peer

por = dust

pur = cause; pure, purity

pyr = mask; funeral death fire, black fire, fire

pas = job; pause, poison, hold, payment

pes = shift; peeing, appease, put, place

pis = evolution, evolved human that kills and pisses on the body of the individual that kills you

pos = care; slowly apply, pose, post

pus = waste

pys = rise; piss, float up

pat = pate; pat, correction, forehead, slight hand shove, eating

pet = potted; participate, peat, plant soil, small

pit = hell; plight, pit

pot = pot; gateway drug, nonaddictive mind drug, potent, potency

put = sewage; pollute, place somewhere, process, put into, put

pyt = incident; intercede, life, talk back, python snake, appliance, levitate up

pav = pavement; pave, cement

pev = pest; pestilence, peevish, pet peeve, project

piv = poison; irritate, irritation, irritant
pov = switch; pole position, switch position
puv = proof
pyv = pivot ground stake

paw = paw
pew = seat; long bench, shoot
piw = conceal
pow = knockout; powerful, higher power, face punch
puw = fighter; dirty fighting, street fight
pyw = concentrate; concentration, consent, focus, concentric

pax = treaty; written agreement, plac/ate, contract, peace, pleasing, please, peaceful
pex = shoulder blade
pix = pixy
pox = curse
pux = puix, pucker; reverse cat fish, smoked, edible yet makes you puke
pyx = high energy

paz = payment; walkway, pave, pays
pez = walk; walking, small candy, pasz, paces
piz = park
poz = pose
puz = puzzle
pyz = comic

pla = apply; last application, play
ple = entreaty; wrist, plead, exemption
pli = addition; inclusion, plight, add onto, Plane: planetary vibrational level. Raise your vibration level by positive acts and thinking to escape this area level. This is done by thinking about the point, then using a thought that this is walking off the edge of the map.
plo = plow; come back to work, always
plu = done; receipt, end of list, plum, bomb; explosive
ply = game; try, plant, attempt to stay alive, ply (apply or plywood)

pra = prey; pray, prayer, circle heal, to pray "near the end" upon by preying upon the innocent
pre = precognitance; apprehensive, beforehand, before, preach by what you say to do
pri = animalistic; primary, prime, primal
pro = profession; professional, for motion
pru = reticent; prua (prudent), prideful, old faithful in yellowstone
pry = steal; wrest away, spy, pry up on the body or object by lever, take

psa = sluggish
pse = perception
psi = sight; directed sight, telepathy, telepath, pressure, as psychic this is a directed sighting with a point.
pso = mental push away
psu = illusion; psuedo, imitation in energy
psy = psi; personal, society, air pressure by what your sure from

palt = scalp
pelt = animal skin
pilt = thief; pilfer, pill this
polt = geist; jump, poltergeist, pole through
pult = catapult; toss, pull this

pylt = shit; pile this, the religious experience, peat

pann = view; pan, pannery, panning

penn = luck; penny, marketplace

pinn = silence; pin, pinning, opinion

ponn = ponder; pond, unthought, mule, mulish: this is a sorta mulish behavior that seems to give what is poor response.

punn = jokester; pun, laughter, as American dictionary a joke on words

pynn = fit; unfair, case number, untested, unready, pine tree, identification, personal ID or this is something I don't know.

papl = settle; settlement (payment of writ or note), holey, pope, papy, papal, paypal

pepl = people

pipl = pipeline

popl = poppy seed

pupl = apprentice

pypl = papyrus; long endurance paper, brittle paper

-XXIV-

The nouns, pronouns, adverbs and verbs p3

paps = papers; father brother-in-law, writings

peps = people around

pips = bad luck; bogus, all 1's on the dice, good or bad luck

pops = popping

pups = students around

pyps = rising hope

para = paranormal; psychic, meta, beyond

pera = power of words; third eye, active vision, visual, think to direct the sight by statements so your aware of what your saying.

pira = pirate

pora = poor state

pura = purify

pyra = concentric

pare = cut apart

pere = pre-arrange

pire = fire cloud

pore = stink

pure = animal food

pyre = exercise; healthy, higher energy, pancreas, focused energy

pari = church; parish, shrine, chapel

peri = (looking) glass; periscope, telescope

piri = brimstone

pori = ascend; transcend result, pheromone

puri = enjoyment

pyri = soul

paro = comedy; parody, rock

pero = watery; peroxide mist, healing mist

piro = douse; put out fire, dowse

poro = sabatour; outcry, vagabond, out pour, pour out

puro = purity

pyro = fire; pyromaniac, flam (flammable), fier (fiery)

paru = overindulgent; indulge, indulgement, acknowledgement

peru = peru; the original, dark island, dark origins

piru = acceptance; trust, share

poru = conscious; earth science, nothingness, firmness, pouring

puru = beginning; prime, first, 1st

pyru = demise; understood death, pyromaniac, preservation, restoration

pary = couple; pair, match

pery = sight; vision, peer into, mental sight, peering

piry = volcanic rock

pory = scent; scenting, scent gland, stink gland

pury = clean; purify, cleanse

pyry = laughter; pitoitary, funny bone, seal force, good humour gland

parm = loser; target date. parmesan cheese, bruise, losing streak, choice: choices, parameter

perm = permanent; hair style, hair stiffen, stylish hair

pirm = horror; peek, horrify, mathematician

porm = self-secure; drought, be language, put dust away, pour me

purm = purification; purify, pureness

pyrm = wildfire; clean death, kill me, brush fire, pyramid, dry fire

perma = permanent

permi = permit

perme = permanence

permo = granted; permittance, allowance

permu = theory

permy = autocorrect; law, knowledge, frankly

parn = rejection, reject, despise, freeze, frozen, symbolic

pern = patience, unseen, lottery, selection, unstable

pirn = unequal, identity, internet, cryogenic, suburb

porn = sexual scenes, sexual literature, dirty sex

purn = impure, impurity, puritan, heart, purify, ice, frozen liquid

pyrn = nuke, destroy, explosion

pass = pass

pess = pest

piss = piss, liquid body waste

poss = position, possess

puss = pimple fluid, weeping wound

pyss = appraise, raise up

past = paste

pest = pest

pist = self evolving

post = upright pole, after

pust = wasteful, trashy

pyst = angry

papp = pappy, father

pepp = pepper

pipp = papertray
popp = pop
pupp = puppy
pypp = pipe, waterway

praa = to journey, journeyman
prea = danger sense, preparation, prayer, peach (tell)
pria = suspicious
proa = finding out, to find
prua = medicine, medication, first aid
prya = operation, procedure

prae = frontier, unexplored
pree = battlefield fight/spar, war, clean up
prie = priest, daemon, messenger
proe = thrown away
prue = prudence; prove to other, pry (sometimes this is with a prybar or asking questions), prudent, prepare, this is where you prepare for the moment where sometimes this is overcharge or you don't react to the moment. progression; (what) follows, (with) following, advancement
prye = prior experience, energy pry

praing = praying, preying
preing = about doing before
priing = priming, to age in spirit and experience (unlimited)
proing = pro
pruing = robot yourself, robot in ge
prying = to make loose, to see (into)

phat = prestigious, formed muscle
phet = feat of greatness
phit = make fearful, boast, non-physical fight, passive resistance, cold war
phot = drive fear down
phut = splutter
phyt = died out

pracedures = pradcedur, a practical of measure, practical procedures, practical precedurals
precedures = preceding event of durability, pretested idea in action
pricedures = pridcedur, privacy precision event, enduring price, prying procedure (pryii)
procedures = prodcedur, process of idea, seem like a pro to do
prucedures = prudent actions by event
prycedures = event of prying and duress

pral = paralysis, practical
prel = pretzel, energy practice
pril = priviledge, right
prol = problem
prul = collect, your prudence
pryl = many of, much of, wild fire

prall = prabable, pray on able (pray being able)
prell = press release
prill = pre ill, ink prepare
proll = probable
prull = make happen, untouchable, make wild

pryll = pry up, get out, pry out

pram = parameter, program

prem = high quality

prim = most importance

prom = promotion, acting in favor

prum = awaiting results

prym = tight faced, very disciplined

pran = prank, dirty trick

preen = self cleaning, preen

prin = to print, print

pron = tendency towards, sexual appeal

prun = plum, cut and move, prune

pryn = place into, sequence arrangement, hammer

pras = ritual

pres = preset

pris = slow activation

pros = professional

prus = old age

prys = pry, wrest

prag = with sense, sensible

preg = with child

prog = active program

prig = piggish, mulish

prug = progressive

pryg = called bad, bad move

pach = heat pack

pech = peach

pich = mirage

poch = poach

puch = burn wound

psych = heat up

patn = pattern

petn = to pet, pet

pitn = pitton, twirl baton

potn = potion

putn = to put, putting

pytn = python snake, python

plak = plate

plek = plead, please

plik = plink, wood slat, plank

plok = splash

pluk = plunk

plyk = plywood

plat = last attempt, play it

plet = completion

plit = plight, cause

plot = independence, bloat
plut = polute, polution
plyt = trial

platt = picket, wooden slat
plett = complex
plitt = crises, midlife crises
plott = event reason, plot
plutt = poison
plytt = travail, personal attempt

plana = planar
plane = planar bind
plani = planning
plano = planar opening, planar gate
planu = placing yourself
plany = planar shift

prasm = crystal crafter
presm = presentiment, bias
prism = prismatic light crystal, light prism
prosm = rating
prusm = wisdom
prysm = light strength

p'eng-niao = bird dragon

paa = will; payer, papa, papyra, papaya(carving wood), paper, if you put your will on paper or use print then this ends.

paae = praps, perhaps (by feel), payee, pay up

paey = perusal; selection or idea to get.

pai = payee, pay, pain bearing, bearing the pain that you imagine, think of what you want and the subconscious gives you what you need with use of the pinneal gland third eye. Otherwise this is where pai is purport; poo pot or construe what you think, paid then means construance or idea done, this is an example of how the english word got made. So the next point is an idea to use things. Enjoy yourself as you do the idea.

pao = poliwag, a hexed witch or wizard that turns into a creature

pate = top of head.

peu = smelly, bad scent, pew

Peyy = Positive; peyote, the certainty, certain, this is where your certain of things and sometimes feel good.

poe = pas, poisa, poet, poison

Pooue = pollution, poultry

poue = pours, raining down (like english)

Poyye = copyy, polifics, policy enforcements, corruption, lust

poy = detriment/s, detrimentix, polly, bird, trouble

poywitcreka = hungry (polly wants a cracker), polywnacraka (I am hungry)

pua = power, persuade

puablo = power blow, anger. shortout

pyy = panty

paiaiy = perogativ, perogative, self thought by action

paul = steadfast, steady

paco = percep, discerned moment, painkill, packed (in)

pacoe = peace, insurmountable proof

paypy = paypal, payment service, bank service

peace = freak, loner, phycho, lunatic, possesed

perse = perce, perceive, perception (of persecution), execution

pia = pocket

piaro = penetrate, penetration
piarocclair = piarocle, penetrating light
piaroclewyld = destructive penetrating light
pierot = investigator
piezopyrair = piezoelectric, general area energy force using UPF (unified power field).
pios = pious, valor, holy
piupe = dimensional pocket, planar area
pidura = long duration, 6^7 a dura, 4 days
poangu = snake tongue, parsletongue
poikshul = flat drop sound
peek = look, thorough look
peep = look at, view
peat = parent
peeves = poltergeist
paces = tests; testing point/s that you either go through or the machine goes through.
peccary = little nocturnal pig with white collar
peck = kiss
peckr = lip, independant
packapr = move
packepr = important, key feature
peckepr = peacekeeper
piccolo = flute
piccalo = live fight
picre = pancreas
podarge = swiftfoot
padma = padlock
pafu = perfume; women good scent sometimes in oil form.
pafuamore = love perfume
paken = pack
pakl = packed
pali = palace
palup = fool, fool user
palupp = power, basic use
paly = pale, paling
pamela = show girl
pamnata = permanent/ly, persistant
pants = buttox, butt, breeches, breechcloth, pantaloons, britches
pawok = patchwork; this is using a patch to attach to a surface area.
peky = guorh, peachy, peacefully, force down
pent = parent
pegais = horse headed great bird
pegeus = human headed great eagle
pegaus = dragon headed great bird
pekiad = peach coolaid
permano = its made of
pinnoccio = living wood toy
pint = not put, put not there
puck = benevolent magical hand sized human
pixi = magical hand sized malevolent human with green eyes and red hair
poe-ts = pocket-ts, shirtsleeveless shirt, beechcloth, cotton shirt without sleeves, t-shirt, jerkin, jaki, vestment
poly = polymorph, adaptable, albert
paysan = peasant
papyraw = wax paper

pupe = gynaika, pet, poppet, woman

pegasus = winged horse

peio = paranor, paranoid, paranormal knowledge, psychic knowledge institute

paraphras = sentence, recorded speech pattern

parful = parfool, part the fool, bad separation, powerful

persistence = as to end (to the end of things), creates a theory that keeps popping up in the mind and in the end its enacted upon.

praful = prafool, full of prayer, happiness, faithful

parnau = fearless fear away aura human patronach with body like energy

being tranformation always positive and enlightning to those around and body

looks solid till attacked thus it disappears into mist

parnorbe = frozen orb, mass ice bolt assault sphere that assails all in area and

explosive ice end

percy = upright, perfectly, perfect

perfidy = perfection, real deal

persian = mystic people

peyre = paraphrase

purpos = purpose

purpose = proposal

patala = depthless undersea

patc = patch

patsy = pack horse, backpack, servant

pettego = ego sooth, calm the mind

pity = piety, sacred area, sacred, undiscerned, panty, beseech

poten = power, influence

putelda = restorative toothpaste

puteldaο = restorative fluoride toothpaste

putrubelda = restorative toothpaste

putrubelaa = restorative fluoride toothpaste brush

poign = poignard, stabbing spear

poivre = pepper

pazcu = patsy, horse, mule, burden beast

peddl = vend, peddle, sell

polivy = poliwag, evil creature

polyc = plastic, polycarbon; at some point, its polyethylene carbon, a range of synthetic or semi-synthetic

polymerization products. They are composed of organic condensation or addition polymers and may (often) contain

other substances to improve performance or economics. There are few natural polymers generally considered to be

"plastics". A plastic be made up principally of a binder together with plasticizers, fillers pigments, and other additives.

The binder gives a plastic its main characteristics and usually its name. Thus, polyvinyl chloride be both the name of a binder and the name of a plastic into which it be made.

Binders may be natural materials, e.g., cellulose derivatives, casein, or milk protein

but are more commonly synthetic resins. Plastics can be formed into objects or films or fibers. Their name be derived

from the fact that many are malleable, having the

property of plasticity. In either case, the binder materials consist of very long

chainlike molecules called polymers. The vast majority of plastics are composed of

polymers of carbon alone or with oxygen, nitrogen, chlorine or sulfur in the back-bone.

Some of commercial interest are silicon based. polyethylene be a polymer of ethylene

((-CH₂ -CH₂ -) n), where the - be a chain, Carbon + Hydrogen in 2 parts chained in

molecular form, Plastics are so durable that they will not rot or decay as do natural

products such as those made of wood. As a result great amounts of discarded plastic

products accumulate in the environment as waste.

It has been suggested that plastics could be made to decompose slowly when exposed to sunlight by adding certain chemicals to them and use a filter. Plastics present the additional problem of being difficult to burn. When placed in an incinerator they tend to melt quickly and flow downward, clogging the incinerator's grate. They also emit harmful fumes. Gotten from

http://www.encyclopedia.com/html/section/plastic_EnvironmentalConsiderations.asp.

hmpe = uhmwpe, UHMWPE, pleysteele, plastic steel, Ultra high molecular weight polyethylene (UHMWPE), also known as high modulus polyethylene (HMPE) or high performance polyethylene (HPPE), high modulus polyethylene (HMPE) or high performance polyethylene (HPPE), be a thermoplastic made from oil. It has extremely long chains with molecular weight numbering in the millions, usually between 3.1 and 5.67 million. The high molecular weight results a very good packing of the chains into the crystal structure. This results in a very tough material, with the highest impact strength of any thermoplastic presently made. It be highly resistant to corrosive chemicals, with exception of oxidizing acids.

pumic = poultice, pumice, medicine cream

panoptes = many eyes

pond = small lake, pond

patricide = bug killing and growth gas

petricide = ant and bug killer element

petro = penetrate, penetration

petroauro = penetrating light

petroclair = penetrating light

penetro = penetrate, penetration

penetroclair = penetrating light

pensieve = memory holder containment

panzer = tank, general, commander

panzy = wierdo, idiot, screwup

parnemo = frozen armor, freezing impairing armor to attacker

perdhro = magical logic, natural luck

permadeth = permanent death

pervert = twisted person, corrupt

pirc = pierce, push through, piercing

polyliqslutes = polymorph by material, A liquid that is compressed of tightly placed arterial into a ball. It follows the owner if it is lost somewhere, by moving it's liquid form either on the ground or through the air. When first made, it is a blank slate, and anything can be done with it. It can even be re-imprinted as seen fit. The idea originally intended for it, however, is to think "Equip" to it, and it will disperse, and latch onto you in the design/way that you want it to. To get it off, think "Unequip" to it. It can also grant abilities or skills when equipped. For example, it moves with you to add strength and speed, and a string of it can fire off of the wrist to emulate Spiderman's webbing abilities, and instead of hanging there once released (like Spiderman's does), it returns to the suit without slowing you down at all. It can even be designed to take on any form while unequipped - a wristband, headband, or a simple orb, etc. Make sure its not alive. Just to make it blindly follow orders. So it doesn't become a horror movie idea.

port = teleport, picture

keport = portal key, teleport key

piwafi = invisibility cloak

poen = money

poir = pear

pasivvy = poison ivy

poivresa = hot pepper

piccy = picture

picket = fence board

pygmy = small albino elephant

pygmufy = pigmy elephant, white miniature elephant

pilgrim = traveller, stranger

polish = polish

polen = pollen

polynesia = magical country

polynesian = magical citizen
palyng = appalling
polyng = energy nature, energy source
polgara = readiness
pamuik = permanent stick, permanent glue
pempul = prempul, preemptive pulling
poshed = poison explosion, toxic gas body decomposition acceleration
poxy = proxy
pazsu = horse, patsy, mule, burden person
pozy = move on
post = mail
piezan = prison
piezzo = music maker, piano, saxophone, other music instrument
polymof = polymorph
polyv = pole position, magnetic pole
pulu = pull you, silky material from tree fern
pulup = pull up
papw = wax paper
pepul = draw people
pepper = pepper
pipreu = purple haze, immolation, blinding stun, blind stunned state
parcel = paper, package
parcmen = parchment, paper
parlor = business place
parnsu = holy freeze, enemy freeze
parvati = make way, leavetake, part way
pell = freely given, attack
peryton = deer bird with deer body bird head bird wings
pernt = invisible
porral = portal, gate
porpos = purpose, perplex
porpois = dolphin
purdy = pretty, to bring ruin
pyraa = innate fire manipulation mastery
pyrwal = pyrval, firewall, incinerative fire barrier
peter = grind, grinder, dedicated, meter
peterson = banquet, informative
petito = spiffy, petition
patriarch = male ruler
pitoe = calmness
pitue = smooth relation
potato = potato
potfe = black pot, iron pot
potter = planter, planner, clay worker
puta = puter, clay jar
puruma = origination, point of creation
purumal = primevil
purg = purge
pymplee = coverer, blanket, lid
pyroaghgrur = astral fire
pyrobarr = fireball
pyrbarr = deathfire ball
pyrocyr = restorative flame
pyrgolt = fire golem, firey self-healing golem

pctifi = peace time fight; through pact fighting, theres an end point of pacting.
pheng = giant roc-like japanese bird
phag = vierv, rellock, fag, man lover
phil = love, high regard
phita = ninja, shadow fighter, secret fighter
phitu = passivist, pacifism
phoe = phoenix
phoenix = fire rebirth bird, arizona
pl = people, pull, more than one (plural)
plain = stripped, bare, basic, stripped bare, playin, playing, square
plainjane = stripped down, basically, basic plain
plait = hair cord, twinned cord
plakshahl = rock or boulder
platina = platinum
plato = philosophy, philosopher
plav = retribute, retribution
plave = placate
plebo = playbook; placebo, something in exchange, replacement, generic (characteric of something)
plino = target slide, continue mechanically, this is where you target a surface with your foot or car and slide along it.
pliny = explorer, adventurer
plui = rain
plesur = pleasure
plum = plu, lead (as if a fix is some concept by relation), a (greater) stupidity (not done isn't thought by preparation), no (creative) in intelligent points of view
plue = plumes; smoke, this is smoking by feel.
pluem = Amazing points of view that lead to disruption, creative in use and art in action
pluma = plasma, feathery
plumr = plumbing, water through-way, pipeway
pluto = polluted air, toxic sea, area degeneracy, gaseous area
plutu = plastic, plastiqu, plastique, high explosive
plynot = gamesome; merry, happy killer, (gotten from word genius)
plz = plez, please
prae = praerie, before, in front, forward, viewed as, because of
praehistin = prehistoric
praesto = prestor, presto, preacher, miracle
prat = kid; mischievious, prattle, talk on, food source, creative (no abuse) user and if abuse is stupidity then death
pratt = mischieviousness; mischievious person, food seller, chitchat or talk (prattle)
praecept = precet, basic fact, factual, concept based in fact
preecanon = throughst into battle
preian = presentation
Preint = president; preempt, preemptor, this is a moment from before, when the old case is brought up, that is done to prove out the new case. Otherwise, this is a leader figure like the president.
prefixiel = making moment, Make a moment in mind and create things physically.
preclud = include in, conceive, conception
pruli = except; exception, preconception, preclude
preggy = pregnant
prejudic = avarice, injustice
prejudice = injustice, extreme
prek = protektion right, "an whatever is done, doesn't effect them or me.", professional technology time in on.
prelat = head mistress, energy grid
prelate = boss lady, high priestess, nominal, solid formation, solid form
preme = premordial, premade matter that is of the light energy and can make anything stronger from the preexisting universe. This material energy can form thoughts and cause transference from nearly anything.
premeir = premier movie effect from premordial material energy. Anything in a premier effect is stated and makes

itself form from nothing. Anything formed from premier energy is a moment of nothingness and void matter.

prentic = apprentice

prentice = understand, knowledge, gift

presida = life

prid = pride, tiger family

prilm = prile, problem, priveledge

primaire = elemental

princil = princiles, principle/s

priretia = private again timely action, procrastinate, wait and do else, perverted and converted

prisc = simpleton, idiot

priscilla = childlike, child innocence

priscus = ancient, old soul

pristin = crystal clear

propogana = a propeller propelled vehicle.

propul = e'n prompul, pull in effect by effort, by effort you pull in

propulgam = hydrosensitive sex, propagan, big propulsion

propulgama = propelled in game, game active

propulgan = an expectant propaganda, activity gain

profond = deep, profound

profyaxe = prophylaxis, pregnancy prevention

profyaze = prophylazis, laziness prevention

protege = student

proct = prot, for this or that, self-intention, protect, instilled protection

instillment

prg = program, progress

prllsc = gate security

prokt = provider, procure, provoke

proolly = probably

provolon = sweet nut dessert

prox = near, proximate, proximity

prui = precip, pruiyae, bruise, precipitation, personal ruin

pruiyae = precipea, precipitation, rain collection

pryre = paraphrase, sentence, recorded speech pattern

psact = slow action, slow to act

psetul = personal tool, schedule, acetaline

psiant = psychicly active art that responds to will. Can be made inactive but reflects a moving scene within a another picture or the same scene yet active and moving. If done right, it can be made into a gate of any means like a living tapestry. One can go so far to getthe depicted figure out into real life and they are counted as shades or poltergeists.

psiskal = psiskill, Any skill that can be counted and measured in a scientific way or means, yet most skills are invisible and effect without notice.

psimata = psimater, psimaterial, Any material including paper or plastic will retain a charge when a psiball be placed into the material. In an idea it will be "magical" where its only energy enhanced psychoactive materials. The idea or statements directed to the material focus or directed thought will change it unless its "locked".

psib-i = telepathic link

psicou = psychic commune, psionic transfer

psilert = telepathic alert, telepathy trap, person to require an alert

psilink = telepatic link

pwn = pwns, love, good, trade

pwnsop = pwnsho, pawnshop, sellers (trading post), trading (a'et-levais) place

psych(o) = psyke(mad sickness like mad cow diseases, loco), psychology, mental

ptireria = private line, private talk

pzuruio = heal

pjffuqaiz = hurricane

pqr = auto movement, personal requirement that makes body movement.pzeur = pzweur, prison, hell

pzrrcalam = hellfire

Q

qa = told

qe = warn/ed

qi = expected

qo = quote

qu = quit; closing

qy = remark

qaa = quiet

qea = qweasy feel

qia = personal question

qoa = maturity

qua = silence

qya = remark

qae = shrink back, smaller

qee = fearful

qie = quite

qoe = survival

que = line up

qye = acquiescing

qai = very curious

qei = discovery

qii = evidence

qoi = coming across

qui = intelligence, quick mind, quiet

qyi = inquisition, only in a area that be churchlike

qao = owe, own up

qeo = giving service

qio = can i afford

qoo = shock

quo = transaction

qyo = complement, remarked on

qau = quarter, fourths

qeu = cut

qiu = budget

qou = watch

quu = miserly

qyu = attack

qay = afterword

qey = queasy

qiy = quick

qoy = quoy, ship dock

quy = closed down

qyy = smartass

qab = quabber, shaking
qeb = upcoming, mistake
qib = quibble, sharp talk
qob = quote person
qub = on the ball
qyb = devoted

qac = quake
qec = creek
qic = earthquake
qoc = awoke, quote seen thing (of)
quc = quirk
qyc = quick

qad = strength
qed = queer, queerly
qid = squid
qod = epitaph
qud = imminent
qyd = quid pro quo, equal idea

qaf = quaf, drink
qef = ref , quick ref, warn in advance
qif = equip
qof = drink up
quf = cuff
qyf = quit

qag = crag, quake, broken area
qeg = little dragon
qig = go to
qog = found
qug = close up
qyg = person

qah = equate
qeh = queesy
qih = quiet hesitancy
qoh = admit
quh = q
qyh = qi

qaj = determine, measure
qej = queesy
qij = quite
qoj = close
quj = clue (in)
qyj = evolution, evolv, despotic

qak = doctor, quke
qek = tweak
qik = quick
qok = end quote

quk = quirk
qyk = death impulse, quik

qal = quail, scaub
qel = quell
qil = bird feather
qol = quality
qul = heat up
qyl = write/ing

qam = quam, situation, prob, problem
qem = squeem
qim = combat
qom = quote me
qum = exume, extract
qym = go gym, workout

qan = don't say, don't do
qen = queen
qin = cline, incline
qon = place quote
qun = coon, racoon
qyn = mispronounce

qap = shake
qep = equip, creep, put on
qip = quite, quip
qop = personal quote
qup = coup, coup'de'tat
qyp = go training

qaq = told que, exposed lineup
qeq = earthquake
qiq = expected line
qoq = awaken
quq = crazy person
qyq = quicken

qar = quarrel
qer = swerve
qir = enquiry, quirk
qor = explore
qur = poor enquiry
qyr = queerly strange

qas = gain weight
qes = stomach sickness
qis = implies
qos = enclose
qus = course
qys = personal name

qat = told that, use energy
qet = parakeet

qit = to infec, infect, quite

qot = to say of, quit

qut = cute

qyt = fuel guzzle

qav = quaver, shake

qev = cave drawing, drawing

qiv = archive

qov = to deduce cove

quv = make sane, quiv, make equivalent

qyv = quiver

qaw = bird hunt

qew = que

qiw = incline to search

qow = cow, fat woman

quw = que

qyw = stop threat

qax = earthquakes

qex = creeks

qix = quicken up

qox = qoutes, quotes

qux = crazy thoughts

qyx = make (it) quick

qaz = chaos

qez = queezy

qiz = reply

qoz = cover up

quz = line ups

qyz = quiz, known about

qary = qry, stone yard

qery = aftereffect, query, question, who, what, where, why, when

qiry = womanly, woman frame

qory = quarrel, fight

qury = screaming fight

qyry = ask around, ask yourself, ask you

qirmiz = crimson, quirky, uncertain

qesau = fear serum

queie = quiene, electrical sound

quad = four

quadth = fourth, fourth

quaff = drink

qual = quail, torture, qualityqual = foul, quail (in fear)

quality = good behavior, qualified material

qualor = quaalor, qualo, visible fear, quality

quam = calamity, condition or a point

quan = qeuntea, quandary, something made into problem and ended

quas = qualification, quality, the fates

quasa = quasar

quasy = krazd, crazy, insane

quel = reduce, reduction
quell = visible reduction, reduce
quesa = fried chip
queso = cheese
quesy = quesny stomach, stomach ache
Quiest = quietest, quiet test, most intelligent
quin = five, quint, equal part, ride, squint
Quints = (properly quinces), means pomengranite the idea of the forbidden fruit.
quicagair = jifagair, quicksilver aero, poisonous silver that be formed of air or other substance
quixot = factual saying, truthful statement
quiv = quiver, arrow container
quark = cold radiation
querent = questor, questioner
querentbzagh = questing beast, serpent headed leopard body with lion hind quarter that loves to ask personal questions
quol = transaction of life, equal line, status line
qhea = healing potion, quick healing, queasy
qmana = quick life restore, mana potion
qpruesce = shard

R

ra = ordained, rat, radium, ray, radiant energy
re = again, she, aforementioned, rhenium
ri = order, ring
ro = row, agreement, be, he, toward (to motion or movement)
ru = avoid, roach, ruthenium
ry = rye, rice; remembrance, lost desire, remembered idea

raa = rapper; prepared, rapper or jailer that can send people to hell as a jail or gao. Calling an angel or guardian angel such as gabriel or david, this will release you from hell. Sometimes saying "make things better, make peace around the world" will work to release you as well from your personal hell.

rea = divination; ready, read or divine

ria = educate; experience

roa = learn; focus on activity, grow up, this is lifelike situation that isn't too real as its a cat's world perception or partial world view. As a cat grows up, they learn and use this perception to help them understand the human words and actions or rowing activity.

rua = education; learned, roach

rya = appreciate; this is where they appreciate you and are letting go of something.

rae = light; ray, spread out, shine, this is light perception.

ree = tutorial; reeducate, reed, document

rie = rile; guilt

roe = rumination; ruiae, work, row, rum, considerance, considering, this is a room in a point that is with energy. Otherwise this is a point you work with and get a rowing idea by feel.

rue = need; want, desire, want by desire

rye = hopeless

rai = rail, fate, reaction (this is where you can think the reaction and you get a point in idea), reiki (reaction), focus and create healing

rei = before, reisu, power (of life), peicoe, reincarnate, poder, personal power gained by plants and natural means

rii = seek, derive, ridicule, riddick, very good starman fighter, seeker

roi = bump; terra, rocks, earth, girt, girth, false weight, girth weight

ru = ruin
ryi = paralysis

rao = competition
reo = participate
rio = rival, lively dance, riot
roo = envious, early call, grow old
ruo = win
ryo = real quick

rau = exist; raw, this is where your raw in strength and doing what you can do.
reu = use again
riu = get angry, rile
rou = pathway
ruu = live
ryu = depression

ray = ray
rey = breeze, redo, attempted, real
riy = roudy
roy = in control, lawful, policeman
ruy = ruby
ryy = remorse

rab = rabid
reb = shoe
rib = old order, back order
rob = rob
rub = rub, rube, fool, idiot
ryb = rib

rac = rack
rec = wreck
ric = rake
roc = rock, giant black heavy burden beast bird
ruc = bag, rucksack
ryc = fence board, ricket

rad = radical; radiation points
red = magenta, reed, read
rid = ride
rod = a rod, rode, road
rud = rude
ryd = gotten rid of

raf = raffle, contest
ref = referee, reference
rif = rifle, rift, energy rifle
rof = dog bark
ruf = dog alert, roof
ryf = rift; energy rift or anomaly

rag = rag; magazine, newspaper, story, rage, (a) rag or towel
reg = register

rig = right; car holder, constructed item, construe, relaize, construct, ring, sonner, circular area, this is like a small holder or large holder.

rog = pact; rogue, sewn rug, quilted rug

rug = rug; woven mat

ryg = regret

rah = head master

reh = wretched, wretch

rih = leader

roh = work

ruh = animal, all hair dragon like creature

ryh = empower

raj = rash

rej = relent

rij = feedback

roj = ratify, signature of proof

ruj = evade

ryj = loss, amount of damage

rak = rake, roach, roak, pest, problem, pestilence

rek = reik, reek, reeking, reich, reach down

rik = line break, misconstrue, rank

rok = rock

ruk = sack

ryk = relent

ral = gather support

rel = relating

ril = bad assumption

rol = round

rul = rule, give instruction

ryl = royal, regal

ram = ram, active memory

rem = dorm, sleep

rim = rhyme, frosty, riddle

rom = cartridge, storage device

rum = rum, whiskey

rym = rim

ran = run

ren = rental

rin = rind

ron = male horse, wrong, jokester, prankster

run = flee

ryn = hopeless

rap = rape; raping, terrorizing, this stupidity was possible by use with this is as the rap where there's rape, then a point of a sentence or admittance, this is just as you think. This is ended by a period. That is where you think to feel things, the judge is the subconscious and you know to suggest things. Then you realize things that exist for you by feel. This is symbolized by a rap or other song, so think to know the meaning if you can make sense of the words. This is making use of the sentence and the sense of the point or paragraph, that exists as though the song were written for you. If you okay, then this stops in time, if you its not okay then it stops immediately. Think about it and you can stop it yourself.

So that's 'a rap' stops the moment before the point exists by the power of the subconscious. This suggestion stops things that are sentencing as well, if your careful with the power of the words. This is a moment in time.

rep = acquire, reap

rip = dead, ripe; this is where the body is ripe or sometimes odorous.

rop = rope

rup = fleece, skin

ryp = rip, rip up, illegal activity

raq = silence oath

req = quiet down

riq = monk

roq = acknowledge

ruq = rook, pawn

ryq = forget

rar = advancement

rer = rear, promotion

rir = march

ror = order, roar

rur = avasive

ryr = remorse

ras = raster, earn

res = memory, good luck

ris = unruly, unrulyness, raise

ros = rose, rouse, slowly agree

rus = ruse, false lead

rys = erasure, let go

rat = subjugant, rat, thief, applicant

ret = late

rit = rite, right

rot = role call, practice remembrance

rut = root

ryt = disinterest, right, rite, writ, riot

rav = occasion

rev = review

riv = receipt, order list

rov = grove, wander, roam

ruv = groove

ryv = rivet, bolt

raw = rare, unfinished work

rew = progressive

riw = added to, in progress, worked on, permiss

row = fight with, row forward, rack

ruw = tension, tenseness

ryw = body ache, cramp, headache

rax = priest

rex = dinosaur

rix = extravagant

rox = bond

ruX = ruix, aversion or ruckus

ryx = dull

raz = acolyte, raze, razor

rez = youthful

riz = order form

roz = chat, discussion

ruz = confusion, ruse

ryz = lost

rla = relax; relate, prelate, at length, law enforcement

rle = leave alone, relist, list again, re enlist, relent, amess

rli = relive, live again

rlo = reloc, relocate, remove

rlu = relouse, lost again, lose again, real loss

rly = rely, really, realize

rma = ream, remake, make again, remain

rme = rm, remove myself

rmi = positronix, remix, mix up, remittance

rmo = remove (other), removal, disposal, dispell

rmu = stain, remore, a ring on a cocktail table

rmy = remember my/mine

ralm = been around

relm = realm, existent place

rilm = riled up

rolm = roll up

rulm = set rule, law

rylm = royalty

rant = raving

rent = tear open

rint = print

ront = pronto

runt = scrawny

rynt = magical writing

ramm = run into me, meet me, scale of active memory

remm = knock out

rimm = rimmer, black bird with overlarge bird head humanlike feature and a hunger for brains

romm = storage, memory

rumm = alcoholic drink

rymm = knock down, rhythm

ramn = ramifications, rammed

remn = remember, reamed

rimn = rimmed hole

romn = roman, roaming

rumn = rumination

rymn = remnant, remainder

rann = haughty, not run

renn = house

rinn = fruit
ronn = right
runn = steadfast, capable
rynn = hopeful, control

rass = brass
ress = dress
riss = sluggish
ross = resistant compromise
russ = trash man, wuss
ryss = unnoticed loss

rauen = study guide, focus guide, a rave in idea by what you mean or do.

raiar = chest cavity

raien = retention

raian = aftermath; raienaqa, water retention, water weight, body bloat, this is just an idea nothing else.

raun = return; brawn, this is a return of feelings or brawnlike actions.

rauna = rejuvena; rejuvenate, this is creating a more youthful appearance by feel. Think about it and your doing activities, or active movement otherwise known as exercise. That is walking or heart pacing. This is excepting excessing heat, so think if there is excessive heat to do things indoors or inside the building.

radi = roadicy, redundancy; reduntant or repeat, otherwise this is radioactivity by radio activity or frequency modulation and amplitude modulation. This is a radiation point.

rariuy = retributive; creative purpose, a creative purpose that destroys and reposes idea and makes destruction occur or death to the point.

reiae = reiatsu (spirit energy or force) or spirit energy that is like a ray that's focused to use this by feel, that is with idea to use the senses. the point is recorded by the idea being written then displayed, sometimes as anime or moving japanese animation.

raynt = reticent, resistant by feel

reatyae = absolutely, reassessment, ressertification/s, reattired, attired

reic = resilience; health, overall health and this health is mental too with ability to do things with memory.

reid = reed, red, rede, fate

roea = rora, repara, again pair action, repair/ing action

roia = repira, magick; irrationality, fire made action, agan, this is pyromancy by what you think to do if you are needing fire effects. So if you don't, then you get a generated by the energy effect which is magick.

roeyi = republican; selective group person of elects or election party

ruaye = recondition; change of the brain and body, if you relate with them you instant change of body and brain, happy feel or change of mind

ruua = regulate; regulation, this is used to regulate the idea. This is a point in idea.

ruun = return, this is to return something into play by feel.

raidho = raider, travel

raikiri = thunder break

rariuy = retributive

Rasp = rough file

reactor = power generator

read = fate, occur, occurance

remnir = seminar, long speech

reread = reoccurance, reoccur

reasyr = mental compliance, reassurance

reegah = regard

reegahcli = close regard, scrutiny

real = regal, noble

reiki = healing energy manipulation

reuy = relaxing; this is done by a point you use to relax, and then create what you need by energy influence. This happens without stress. So if you don't have to worry over things, then you don't worry over overdoing things.

reus = reuse, reusable
rebeka = rebecca, rehistory, again behest of story
reddy = ready, reddish in color
regis = rich, riches (regisix or regise)
reke = kill; kill rival, killing riot, reak
reno = against; again number, dejavue.
reread = reoccurrence, reoccur
rewq = symbiant; sense by symbiant fungai that that allows emotion and body language auratic sight, rook
riht = the right decisions; the decisions that are made lead to a better future, that we can view or seem to be in as our spirits or souls allow and things are corrected at the moment by the feeling you get from what you see or sense.
riit = intimate; riot, suspect, Rebirth, this causes insanity and the rebirth of the soul into a new body. riot
rion = inner field; reincarnation, this starts as paralysis more suspense by inner light, suspended or released, eventually in this idea energy causes birth as an animal or person that is built up energy and eventual user of idea..
ressert = reassert; rea (disease notice), reaifuae (infactuate), ressertification, reassert, reassess (disease noticing)
resv = reservation; is reserving, ultra-rezv, itrarevaaro, Antiaging wine drug effect in life effects that is how to get things and make what you see as an energy key is use by feel.
Revo = undisturbed, revolve, revoke rewq = symbiant; symbiant fungai that that allows emotion and body language auratic sight, rook
riokio = real death; kill rival, death dance, killing riot
roifig = terraform; bump formation, this is a change of the surface of the planet or area.
rouf = rowdy; rough, raw, rawness, roughly handle
roufpyro = roughfire; rowdyness; wildfire, diamond, glarish
rueta = coach; spiritroach
ruetahum = spirit coach; human spiritroach
ruev = football; receive, received (ruevo), receiving (ruevy)
ruirsis = scene; railroad train, destruction, wreck, bomb
ruit = touchdown; roach ant
rube = score; rubic cube or rubbish, garbage, trash
runstago = Run state go. 1.To run about, work or something similiar, 2.state the effect and 3.sometime go to something else but you don't have to go. This is something similiar to a sta go or to stay away or stay and go 'to destroy somewhere else' in mad jealousy. Before you know some more.
race = playful; hurt, painful, pain
racecar = torment; torture, abuse, misery
recev = perserverance; recieve, reception
reckon = interesting; consider, think, know, this is used as I know or I reckon or I guess.
recyl = recall, understand by remembrance, recycle
radon = raid on the area; rn, glow-in dark and healing radiative in low doses element, highly radioactive element
riding = remove charm, ride mind
ridikis = ridikulus, laughter fit, ridicule
ridikulus = ridicule, laughter fit
refka = held; hold off, energy reference, energy guide
rifka = drain; life gate, energy rift, gate, referee
ragnok = ragnorok, final devastation
relyy = reality; brag, things or people that are there, otherwise the idea that is there.
rember = rumble
rembrant = mad genius, mathematical artist
ranma = disorderly or disruptive horse or beast of burden
renna = missionary, ambassador, mission, runner
rimda = sign; dream vision, visual point, challenge, this is a challenge to understand as you use dream visions to communicate. However this stops as soon as you think no more or stop for a stopping point.
ringer = natural; control, attention getter, lucid, this is a lucid dream point that ends as you think to wake up. Otherwise this a natural choice.
reducio = reduce size
rasputin = dispute, disagree

resputal = argument; resting point
russel = rush in, rash thinking
raven = attack; strike quick, blackbird, magic bird, ravenclaw
ravir = plunder, loot, steal
reli = reliance; rely on, relief, relic
relat = relationship, relation
relation = relatively known
relatiroa = belate; end point, marriage
relatamore = love life
relmcoy = genuine
rapot = rapport, mind to mind connection
reptil = reptile, cold blooded animal
reve = reverse
roneme = wrongful
rage = shirt, pass, calm
ragu = best sauce, sphagetti sauce
rageina = calmly direct, stubborn, calm action
regard = spec, spic, look, see
rigos = ward
reparo = self repairing
reptilia = scaly
reptilio = scales, scale-like
resembl = resemblance
resis = resistance
resisach = acid resistance
resisilp = disease repellent
resiscol = cold resistance
resispyr = fire resistance
resislitc = lightning resistance
resiselm = all elements resistance
resum = resume, continuance
resume = excuse, exception to resuming, written work essay list
resisloa = lower resistance, any magic susceptible effect increase
respia = respira, dying breath, deathly breath; it can cause one fit of action that seems like dying
restoramej = minor restoration
restora = restoration
restoramaj = major restoration
ratt = rattle
rectv = reactv, reactive, ultra active to the moment, build-up
retir = tired again, abandon, retired, kill
retire = flee, leave alone, retirement
reto = restore; restock, ristor, resister, crystalline resistor, redo, this might be a drug use that restores the brain and creates as this is a point of recall. High fructose is such a drug that is sweet. Where in proven rat tests, the rat always needed the high fructose laden food.
reverd = reverend, honorable one
revtsu = reavtsu, referm, reform, reformation
riod = ordered event, ordered song, sheet music
rifkaqo = watergate, lifegate water
razl = razzle, startlement
razldazl = startled impression, impressive
razlfrazl = startled distress, frazzled nerves
rfu = refuge; refugee, refugees
rfurbli = refurbish, a point of pause
repas = focus, thought expression or repast

repy = respit, respite; a break, release, rest, relief, this is a relief or break by feel with respite from things.
reqs = requisite, require, asking, request
reqsp = requirement, spell ruin
resistant = immune
resp = response, personal memory, conscious (response)
rooyed = persistent ruin
roost = caged living area, home
rouge = red
routra = trajectory, reroute
royce = short range sender, transceiver
rocky = show, rough nature, display
roger = agreed, acceptance, accept, acknowledge
rojy = redjit, readjustment; readjust, rebel romel = garbage
Riu = (volcano) erupt, inhibiting fire, viu
rins = rinse off, water rinse
rose = pink, a rose
rosee = dew
rosy = rosy, rose red
ruinyi = recognition, recognize
ruucaem = status
ruucaemhir = higher status
ruupyrecaem = focused flame, focused heat
ruucaemn-z = social status
ruly = ruling, additional meat
Rumie = recommendation/s, suggested idea that is put into an idea list that sometimes uses rumour or think of other things such as a point.
rumbe = rumbel, (some) fight, rumble, rubs
ruhsyq = familiar
runstago = Run state go. 1.To run about, work or run something similiar, 2.state the effect and .sometime go to something else but you don't have to go. This is something similiar to a sta go or to stay away or stay and go 'to destroy somewhere else'. Before you. know some more.
rivulet = water stream
ryvice = ice bolt, ice charged energy bolt that you can direct by focus and will towards the right direction
ryvpyr = fire bolt, fire dart
ryvsu = holy bolt, life restorer dead expellive
ryvsuoll = holy bolt storm, heaven fists, life restorer evil expelling storm
rowan = reminder, protection
rombe = memory, simul, simulation chip, beforehand, aforemention
rye = flip
ryweej = body ache, cramp, headache removal
raser = shave, weight raise
ryti = written, disgust, writing
razer = cutting edge, shaver, hellish nightmare
rgat = Reverse gate, move gate, activity by gate
rhap = rap song, rape
rhapp = head knock, hit, knock out
rhaps = rhapsody, melody, rhythmic song, spell gate
rhapps = wraps, wrapping, bandage
rhe = rheoy, rhetoric, rhetorical, nonsense question, deluge
rhea = rheact, unbalanced event, rhetorical event, nonsense action, nonsense reaction, dark matter world that is entered through the moon gaze and wishing upon the moon to be there. Otherwise the ideal meaning is strange.
rhetoy = rhettoric, pretty bowl, fish bowl, slip (sheet or slippery surface)
rheita = rhetorical interaction, banter, joke routine, time wasting moment
rheqiz = rhetorical quiz, repeated questions in different view, rhetorical questionare

rhead = traveller, road travel, road trip, wise man

rhode = surf, water float

rhodes = island

rhu = traveller, rhead

rnig = go back over, back out, review, recover

rnnt = rent, general audience

rse = arse, ass, fanny, yourself

rsty = resty, rusty

rplua = replicate, replication, carbon copy

S

sa = shake; like flavor name and sa, otherwise its saw, hot, heated, say or save

se = selective; self, selenium, she, said, what is said is a point made by actions, nothing much more than that.

si = still; yes, sib, instill in, silicon, to require, yes, sit down, shit and release, this is where you give a shit and seem to care for the point that's there with no bad feelings.

so = discharge; snow, should, discharged is the idea, that you do what is necessary and create what is needed.

Otherwise this is a melody, yes, include, realization or freed, also, use (I gave it a point up from the hell hole) by a shot, tie up, yes, shot or holiday doctor, holiday over, so: corporeal soul, sometimes this soul is formed like an item is written to from genetic memories being inputted then stored, otherwise this is an idea that the creator of our memories made up to appease himself by feel. A soul in creation is what this is, so think and you could get what you want. Stop otherwise doing what you feel with this so you don't get into trouble.

su = sunlight; som (magic known), super, devine, holy, some, slowly use

sy = psionic; metaphysics, guess, personality, personal misuse, misusing things, sanctimonious, feel safe, wisely, psi, sci, science

saa = situate; setting up, solidate, set sail

sea = spirit; sea, seance, ocean, self voyage

sia = self

soa = next; so what, what else

sua = well; assuage, self discover, sooth, smooth (over), swade, persuade, god action, summon (effect, event or action), impulse, demonic control (inner demon revert to spirit) then nulle worm form

sya = seeya

sae = settle

see = bye; set aside, begone or begoeth

sie = Identification; I.D., fear for, pass

soe = bike; cycle, circle, solace, energy storage generation, peaceful solution, peaceful area

sue = sewer; bad scent, bring against, pursue, pursuant, actively do

sye = outgoing; active lifestyle, in activity life as you go (sorta not eating begoth noth eath begone)

sai = ritual; rite, sought in, seraph, satan (keeper of demons that situates things you need) uses lucifer that is what you think

sei = spiritual; sign, semi, shaman, set in, use out

sii = contract; pact with nothing, that could be the sea or outer space

soi = thin; soil, trasnspire, transpire, transact

sui = suicidal; self death, suicide

syi = bade; heavenly, prognosis, seven

sao = devastation; catastrophe, disaster, seen of

seo = passed; pass away, ignore, ignorant, shelled; this is where your hit by blows.

sio = judge; give judgement, will to, know to

soo = fatality; fast acting, fatal, misconceive, off target, sister, sorrow, unoberatio

suo = vehicle; bring upon, summon, create and begoeth

syo = chaos; expressive, sigil of cause (sigiel of calamity as calmness in chaos sane), this is where you state or instruct iron or steel to create through energy and your able to make what you need by intention.

sau = savior; hero, distinguish, realize, set with the creator (knowing of idea), ideal listing, this is not satan or whomever since there really isn't a religion

seu = pursuit; angry, show spite, sensory, Senses; This is done as if an idea to existing things. Sometimes existing is living with things and working by the senses that you can use as feel.

siu = saturate; pee scent, know of, reknown, good guess, situate

sou = sow; soul, soel, the turn sideways in idea of a compliment, pig sow

suu = sucker punch; make pay, force payment of, reminder in and only by earth, think the use then think you change what you see or when you are aware, yu is cool

syu = endpoint; van, ensue non, continue or not is what begoeth means and you so stop, the pressure is the ocean to area feel, end use

say = thought, thinking to speak on, original artifact (energy or thought goes into copies) or gone, a trick think your not in hell then the creator dissolves the work or worm form then dies as the form goes out then dissipates to particles

sey = truly; true, seyance, mental area scan for answers from spirits and responses, end user, punishment, non eternal is ne punishment, otherwise; sey: saying, told statement, factual statement as fiction made true

siy = stillness; with life to death by choice (you don't have to) you can study the area activity then think you can see or detect what will happen the you know by the creator or not.

soy = soy bean; release, bean or realess of me or use is others ideal

suy = smell; butt scent, swipe, usually, necessary and not if undone, then you can think to the area the area conscious can create or not identify with you so you are awake

syy = mark; mark on wall, impression, dislike, wildlife, area I last remember ruled by ruus or the badland rule that is area around the worm area with the circulation of life you realize then are near until no longer allowed in hell.

sab = grace; save being, saber, curved sword, curve, instant sabotage, wealth or area money circulation that caring seems water or energy flow that is water seen with air flow to live in to live or work

seb = silver-blue sea bird; sea breeze, aeen view, seen viewing, thought use by feel or area you think then release or realize

sib = sibling; friend, bleeding heals then loses excess

sob = cry; sobbing, bastard, inherent, inherited concept that is thought to use or not

sub = beneath; underneath, under, under the bridge, lesser uses or creator creative

syb = birth; out of way, stillborn, so that will be what you will want it to be, gnou what you lifetime or work to love

sac = buy; sack, immediance, sake, scare

sec = sudden; suddenly, sequ, secure, 2nd, second, follow, come in after in later, suicide

sic = psyche; mind world activity that creates what you intend, psych, mental, sicke (or negatively sicken), scareb (death beetle)

soc = cope; negative thought, sock, sex

suc = such; suck, suck in and out (sucked out) or not there (unaware or less aware), I swear to no attack or not attack

syc = sicken; sick and you do as don't realize an idea and take inherent responsibility, stupidity (as in gerbil) or object intelligence, by feel

sad = shade; sadness, shadowy, dark place, shadow (following), area that is dark or your not seeing as your with limbo (hole or near area) this is dark near the ocean bottom

sed = permafrost; seed, sit, be still, said, sediment, trust magic (say as magic or not truth), no obstruction or no use

sid = sidesaddle; side, sit, be still, beside life as you create you undo what energy is a source by feel that is unliked

sod = soda; lower class, poor person, shouldn't, pity (with not as no back down or no area your near is darkness)

sud = persued; sudsy, sudden death, art of idea, art of life, sight with missed event or sight by feel

syd = dreamcapturer; this is with sydh or created area, where the area is seen as personal space that is where you think, that you see around you that is you see you think or gnou by area feel, withdrawn internally, internally drawn energine (engine), largeness (of the first witch in nothing but one moment and thought makes no abuse)

saf = (security) safe; roughhouse, weight of disturbance or area rocking with feel, feel
sef = satiation; self in-fulfilled as inset in area are by something said on by denial is all right, set energy field (weight removed as necessary by focus is energy to the will of what is thought in sanity), soot, glut attack, unglue, big fly or area flies you can focus to cause with air or water flow to move with a thought pattern
sif = sniff; siphon by energy to seem or give back as necessary as energy returns after sent and other use in some glut release, channel in erupt and energy channel flows along the line of the land and nothing wrong, so free or not is a set free moment otherwise you are not
sof = sofa; soft, softness (not done if not necessary if spoken), this could become as necessary on thought or use water to create off thought
suf = surf; suffer, burn rubber, energy burn outset trash in a heap, or area you realize your body is by area location
syf = shifter; this is with mental focus (shock and chemical gas heap otherwise), sniff or not is not important, erosion and not is nothing in creation except your area by feel that is a place or area that your use to realize is not drugs the creator is causes or clean as you were realizing earlier before as the brain aware is conscious that is area aware or energy aware sometimes not to be a plant agent. So the area is focus your area is music curative or feel drug in indian culture. Realize who you are then you can stop, always remember your nice.

sag = to sag; sagging, unwise, this is an increase in weight and stomach hang, otherwise you sag until you realize to exercise then drink water, sagging, then create and use energy effect fuel or energy in air by air feel or arewa otherwise with water pressure, otherwise sagging if unwise.
seg = partial; segment, segmented, this is a point you get partial points.
sig = signal; pipe, smoked tobacco or no smoking, (no use smacking), sage
sog = rain; soggy, hit out or trick out, slow program or now gone experience, this is the subconscious trick to think your conscious aware to see with the worm form or you work with idea condition with the human form
sug = suggest; sugar, this drug or substance allows you to create by thought in the feel you have with what you think (with no actual medicine or medicine), surge, form, remembrance
syg = signalling; signal (to everone or someone that you think about), signet ring, dupe and no assault or explain as thought if nothing was wrong or wrong is corrected by the creator

sah = pilot; pli, plain, plane, world, plight or work, workout
seh = animal; sealed fate, syld, client, field, (Sylde) that is the area point I thought to exist then realized the area is energy shaping to appear as I or you wish you not in hell for bade response or not in hell for the good that you can think.
sih = clone; natural, be better, act cool to work with others or your not aware to be or seem here
soh = scenic; soul hold, area feel, sought after area, you think to work or see is there to your thinking that allows thought or area you think.
suh = such; sudden hold, worked with, think a point, this is a breach with the area to see the outer world of the planet
syh = sith; darkmatter clone, gain attribute, feel the point, attributing to the idea or use with the area is feel she or he does not have to share your [hell] vision

saj = jack; rage, realizing you failed what do you think otherwise sage to cleanse
sej = warfare; siege, create or think
sij = certain; tested ability, certified, allowing to work, everyone
soj = music; practiced song, rote song, created rite or song use, rite
suj = shrink; idolized, created area use, regular
syj = syringe; squatter, no ability, think then the creator allows use, (the worm isn't your creator its dead by your feet)

sak = alcohol; sack, bag, concerning, sake or rice wine, sake
sek = focus; seek, seeking or creating, attune, attunation
sik = clean; silk, sink, ill, sick, think fix then the creator fixes
sok = soak; area bath, cure
suk = (sudden) kill; (hell) to worm body person, this is a hell being, if you get targeted by your worm body think your not a target, deadly use, forsaken, suck, pull in then think to create with water for larger weight to lessen weight, lessening in effect that you use to create with by the feel.
syk = (Rx) medication; made use, mentally sick, mentally kill, think focus then the created area energy or creator

creates or stops that you stop to use, some bath house bathroom stop by feel so you rest in peace

sal = ability; sail, set for, life is to observe or work, work with otherwise, talent

sel = seal; salt, usually feel is the salt water or area you think, payment

sil = deflection; reflective, creative area idea, paid

sol = self; sole, sold or creator created, this is where soul is use or area activity, insight

sul = sullen; continue with purpose, think to not go too far, incensed room, incense

syl = legendary; amazing ability, amazed, maze ability by idea with feel or the senses

sam = like; li, same, see your whom you really think you are possible with life you think you next lived

sem = repair; seam, think use, sew

sim = simulate; seem, monthly, by month, thought area concept to control by suppression so I think drink water if you eat too much by area feel or creation is what you think

som = seeming; seem some, correction, think to not get too near until viewed or thought clean, same

sum = summation; a sum, assumption, chart, this is where your area creative by feel

sym = group; mood, bring together, together area feel by area you sense as you think you realize is normal manifest or worm manifest

san = super; sahn, shan, sanity, see, think, view or work with creative approach that you care to change

sen = third-eye; this is the pineal gland that makes you aware so the illusion of light, scene, dillusion is known or if you kill this is death by illusion that you don't believe yet kill by seeing from what the creator allows you to see that I see truly what is there.

sin = exactly; sign, since, science, peace, ambience, coping energy or cop (copy) meaning thats synomys, symbolic to awaken with the area you see to get over time you see or think by feel, time lapse moment in time

son = audio; aud, shown, sown, sound, phone, soni, sonic area use (focus to use this idea) or soundwaves with the area you focus to shift as you think to seem somewhere or be thats not beat except a music point

sun = ray; sone, a sun, star, soon or aware your free

syn = sin; single out and target if in a bad mood, seen sign, bring together (that much force), sync, synchronize or allow to live after you see to work with in harmony

sap = cleanse; sanitize, this sanitizer can sap or drain of parasites that firey energy cleanses you of when you use water by feel

sep = hole; seap, slow leak

sip = empty; a sip, sipping, siphon (drain away)

sop = sopping; absorb, absorption

sup = answer; what's up, soup

syp = suck; sipping, straw

saq = silently; cancel out, self-contain, no emission, sacked, estranged

seq = medicate; sequence, being quiet, sick

siq = sync; synched, socked, this is a paired point.

soq = bath; soaked, all wet, quiet melody, wetness

suq = muffle; mute, use quietly

syq = knowing; telepathy, mental link, net

sar = construct; constructive

ser = unlock

sir = family; sire, father

sor = bird; sore, thrown, soar, throwing, let fly, fly

sur = moody; pan, sour, bad mood, surly

syr = homemade; had made, syrup

sarr = sarcasm

serr = lock

sirr = stir; man, sirrah, this is a testosterone point.

sorr = misery; sorry, miserable, sorrowful

surr = sound; surround, surrender

syrr = styrofoam; cerr, sire, father

sas = sassy; sass, harass

ses = cease

sis = assistance; train, sister, assistant, assist

sos = tap; tapping, morse code, request for aid, help, slow melody

sus = worm; search engine, crawling, wor, crawler

sys = control; government, mental domination, system

sat = missile; sate, heat seeking, sensor

set = congress; vote, seat, a set

sit = website; program, brainwash, intrusion

sot = assassinate; sought, bullet

sut = divert; suit, become devine, soot, ash, shoot, manipulate, this is a turning of the point through manipulation of the magnetic fields. think of a magnetic and that is what turns quickly the metallic shot. this is a point from the past.

syt = shalt; will, shall, should, seek mentally, mental picture, site, sight

sav = request; save me, serve, server (sava)

sev = cover; sieve, sever

siv = setting

sov = settle; nudge, shove, bardic music, song

suv = sight; panned, panoramic

syv = othersight; this is third eye vision.

saw = slice; cut through, saw

sew = bulletproof; sew, protect

siw = saddle

sow = hypnotism; hypnotic melody

suw = conquest; sudden win, energy shell, astral shell, this is a shell where the spirit creates what it knows.

syw = seal; psi shield, mental shield, this is the aura that acts as a shield and creates what you want by vibrational waves of energy.

sax = decline; saxon, celt

sex = six; magic (physical type)

six = changes; psychic, sex, routine

sox = gets; to win, to gain, this is where you think and have no gain in weight.

sux = sucks

syx = smokes; styx, death

saz = torn area

sez = equipped

siz = size

soz = musical

suz = holy area, shrine, church

syz = mentally aware area

samm = discount warehouse, tank, missile turret, armored turret vehicle

semm = semin, seminar, semantic, glorified acting

simm = slow memory chip, slow memory module

somm = insomnia

summ = summary, sum, summation

symm = psi master, good psi behavior

sca = scape, area, scave

sce = double effect, efficient, double effort

sci = scien, knowledge

sco = scop, see, scope, score

scu = scut, scuttle, scoot, move along

scy = scythe, active affect, epilogue

sfa = sphere; solid 3d circle or ball, this is a ball either perfect or not perfect in formation.

sfe = high star, consume

sfi = sulphur

sfo = metaphor

sfu = spire

sfy = computer, comprehension

sha = sherpa; progress, man, share, shake, shock or shake up

she = woman, great inner strength

shi = shy, am, is, shit

sho = show, movement

shu = atmosphere, shut in, kept

shy = large woman, her, scared shame

ska = dismember, skate

ske = skie, ride

ski = ice glide, skii

sko = strangle, skold

sku = skew, interrupt

sky = sky

sla = slain; enslaved, slave, slay, this is where they were enslaved until they the slaves used hex magic on the owners.

sle = lay down

sli = slip; mud fight, sling, sliding, slippery, this is where mud slinging or giving out details occurs.

slo = decelerate, slow down

slu = slew, slain, sloth

sly = hidden from view, sleep

sma = small mind

sme = smell

smi = smite, smith

smo = smoke

smu = smuck, convinced person, one who supports hearsay

smy = loving; in love, smitten, sly, smelt, smile, small, this is a moment your in love and creating with what is done.

spa = heated pool, spellotape

spe = speck, space, sped, speed (spacial extra death), warp time

spi = spiffy, meato, spend, spent (spio), spends (spie)

spo = a spot, to spot

spu = spun, speed, spew, spray

spy = spy upon, spie, spy, look

sqa = casqa; squall, storm, this is a high het stream formed storm.

sqe = squeeze

sqi = squint

sqa = squash

squ = settled; square, squat, jack squat

squy = squire

sta = observe; observing, work, still, unmoving statistics, stare, stable, stale

ste = pricey; high price, high cost action

sti = stopping; cause not, still, unmoving, stiffness

sto = store; stow away, store in (action)

stu = cook; stew, stock (sti)

sty = style; living style, stylish, rock, stone, classical appearance, pig sty

sada = study

seda = fame

sida = resourceful

soda = addiction; addict, caffeine (substance)

suda = clock

syda = sit up

sade = vale; shadows, shade (shadow person), shady, view

sede = visitors

side = on the side

sode = play; scene, action

sude = suddenly

syde = curious; situation curiosity

sadi = sadistic

sedi = hit again

sidi = shingle; siding, wall

sodi = salt; chemical, reactant, sodium

sudi = suitable

sydi = insidious

sado = spoken of

sedo = force away

sido = sided; at the side

sodo = so do it

sudo = weighty; heavy weight, heavysset, heaviness, pseudo, something that is overly large, pretending to be something it is not

sydo = sit down

sadh = depression

sedh = new life

sidh = fee (faery folk); faery, fey, fae

sodh = sod; bum, nomadic, hobo

sudh = suds; foamy, foam

sydh = disappearance; absorption, absorb, absorbed (sydho)

sarv = tired movement

serv = network; service, server

sirv = apologizing

sorv = curving; swerve, move in curve

surv = searing flame

syrv = service done

sahn = super; giver, demihuman, super human

sehn = descend

sihn = sunken

sohn = giver of life

suhn = life drain

syhn = damage

sasp = explorer; expectation, exasperation

sesp = activity cease

sisp = momentary stillness

sosp = setup; completed moment, completion, complete

susp = suspect; have suspicion

sysp = realization

satt = fattened up, prettier

sett = setting

sitt = sit down

sott = lust; besotted, love crush

sutt = free soot

sytt = translocate; site, area, area translocation

sand = a sand

send = to send

sind = signed

sond = aware; alert, abscond, sound

sund = split (leave); assunder, split apart

synd = cinder

sang = blood

seng = determination

sing = song; work (with idea), singing

song = music

sung = past music

syng = messenger; message, a focus, passage through time, sign language

saft = safety

seft = shift theft

sift = syphon off

soft = soft

suft = shuffle

syft = to sift

sapt = tree; drawn, tree sap, sapient

sept = rule; seven, septic, scepter

sipt = sifted

sopt = drained; sophistry, sopped

supt = sped up

sypt = syphon

sath = book; sabbath, last meal

seth = chapter; story, creative (meeting)

sith = love; lover, wielder

soth = wastrel; sloth, sloppy lover, waste

suth = crusade; south, holy flame, zeal

syth = master; mastery, scythe, aura vision, mage sight, shalth; shallh, shouldn't, shall not, shall not, will not

scan = scant; past view, scandal

scen = scent; odor, scene, scenic

scin = arouse; scintilate, arousal

scon = (torch)light; sconce, torch holder

scun = scum; scoundrel, villian

scyn = skin

scha = scholar

sche = schedule

schi = leave; exit, skip, split

scho = school

schu = learn

schy = experience

shad = shale; sha, shadow, shade

shed = shed of

shid = boldness

shod = shoed hoof

shud = singularity; tunnel, air hole, should

shyd = him

shap = whistle; this is from shapechange, shaping (with putty or clay)

shep = shepherd; sheep, flock

ship = organizing; (through) area place, group or grouping

shop = shop; look around, curious

shup = question; tormentive silence, information gather

shyp = mute; end interference

shat = shatter

shet = cover; woven blanket, sheet, top

shit = breakup; bad break

shot = shooting; shot, shot up, bullet

shut = eject; shoot, shut, chute

shyt = things; things in thought, shit, stuff, (high pitched) warble

shatu = shatter you

shetu = put a blanket on you, cover up

shitu = lie; shit you

shotu = dead; your shot up

shutu = quiet; shut up you, shoot you

shytu = forces vowel movement

slag = slag; melted material, melted mass

sleg = pumpkin; destroy, sledge, smash (sometimes to the head)

slig = slight

slog = walk through water

slug = slug

slyg = poltergeist; destructive spirit

slam = slam against

slem = bounce against

slim = slime

slo = solid object

slum = homeless; slump, the slums

slym = slim

snap = yell; snap out, anger burst

sne = slight

snip = assassinate; long shot, snipe, long range kill

snop = (the) weather; extreme, extremely

snup = sleep

snyp = children; child, hyper, over, beyond

snaw = caught; snagged

snew = sneeze

sniw = snitch

snow = peaceful; glistening, untainted, sno, snow, pure clear thought

snuw = gliding

snyw = affix

swav = wind; wind up, wind down, fear, swaver, quavering

swev = sleeve

swiv = swipe

swov = moved out of way

swuv = swiftly move

swyv = swivel

shatz = shatter; coupling, power extension

shetz = sheets

shitz = shits

shotz = shots

shutz = shoots

shytz = diarrhea; dumps, downside

shanz = stands

shenz = water; sheens, waterflow

shinz = shines

shonz = showed

shunz = shuns

shynz = point up

shart = Separation of shit and fart as it occurs with release of gases.

shert = exchange; Sharing time, time that is of a shared element by effect of one.

shirt = skintight; cover, a cover that fits like a glove.

short = jo;t; a point with an idea magnified moment, electrical moment

shurt = A splurt of shit that comes after a fart, a magnified moment but he can control it while she can guide or glide it, otherwise one malicious fart.

shyrt = fantasize; a natural effect with calmness and etc, fantasy happening.

smagl = godlike; divine, immortal, body weight (that could be up or down)

smegl = faery; forgotten, non-mortal, glide, guide

smigl = hunch; poison ivy, itches, happy

smogl = look; peep, peek

smugl = smuggle; sneaking, sneak on

smygl = stuck; glue, stick together

smak = smack

smek = kill scent
smik = halted blow
smok = smoke
smuk = sucker
smyk = smirk

smat = hit; smaet, face slap
smet = smear
smit = blow; smite, righteous strike
smot = struck down
smut = smokey; ash smear, dirt, fair, fairness
smyt = smith

smath = sucker punch
smeth = destroy
smith = shape; massacre, forge
smoth = kill
smuth = blister
smyth = smith; smithy, forger

stampy = stampede
stempy = twist; pervert, corrupt
stimpy = lure, stupid, (he gives into) conceit
stompy = ground stomp
stumpy = stumpy; feetless, cut off part
stympy = eliminate; stamp, kill off

stran = sense; strangeness, strange (almost like a sense of strangling)
stren = strength
strin = knilt; str, strig, string, yarn (string)
stron = generator; strag, strong, iron-like, fer, ferr, fort, strap
strun = lights; strwn, strewn, strung out, viuzip, streueon (strung upon)
stryn = viral; disease, stringent, strain, syringe, this is a point that is a virus passed sometimes by syringe.

skal = hot bath; scald, maid, heat pain
skel = secret; skeleton, steal skill, borrow ability
skil = slide; ice sail, ice skate
skol = temper; scold, school, skuld, balance (yourself)
skul = brain-pan; everyone, skull, head bone, cranium (brain case), crimiu, chran, kran
skyl = skill; kung-fu ability as ability to do many things by practice.

skan = skai(n), shameful
sken = [toga](#); cover, clothing
skin = canteen; water holder, drink holder
skon = stolen; steal away, abscond
skun = skunk
skyn = epidermis; ski(n), skin, stretch

skaz = heat; baste, scathe, blister, skaza; heater
skez = foot skii
skiz = sky/,br> skoz = point; scuse me, score, this is sometimes with or without an excuse after.
skuz = excuse
skyz = unlimited; infinite skies, motion, disguise

slat = slate
slet = bracelet; sleet, (sometimes magnetic) bracer
slit = slight
slot = a slot, keyhole
slut = desirous; womanly desire, woman in power, womanly defiance
slyt = bled; slit open, slit

slav = slave
slev = exit; sleave, just leave
slov = slovenly
sluv = scope; death vision, kill sight
slyv = revealed

swa = swim, swoon (gotten from swun)
swe = sweet; swell, body
swi = swift
swo = sworn
swu = pass out
swy = swipe

swar = herd; (bee, animal or insect) swarm, swear or promise
swer = attack; sudden movement, swerve aside
swir = swirl; kill, do things to kill off or reduce the idea you don't like.
swor = swear (cursing)
swur = smell (scent); this is sewer, added to by ripe (bo) scent. Think to clean it up.
swyr = convincing; convince by actions but know others by trace. Think to trace them by energy, you know them by who they are. Sometimes this works sometimes this doesn't, so seem to be aware and you know whom or what is doing things. This is so you can't be fooled, then you know the source of the idea by whom or what they do.

swap = communicate; commune, swap, trade, text, call
swep = sweep
swip = charge; swipe, take out of hand
swop = turn around
swup = swoop; lay back, lay forward
swyp = mugshot; theft, vandalism, mug

stac = stack
stec = credited
stic = inhibited
stoc = inventory; stock, stoke
stuc = belligerance
styc = power user

staff = sheep herder; long pole, worker
steff = steoz, steal
stiff = endpoint; dead thing, dead body
stoff = idea; preclude, preclusion
stuff = instinct; information, add, guff, gut reaction, include
styff = body; energy form, mass, a weapon made useful with some use is the idea you can do.

stak = sta, stake; stay, in the long road, moderate, mistake or hit in heart
stek = eat; steak, knife
stik = nail; stick it, sticker, stick or weapon
stok = stoke

stuk = stuck

styk = fad

stad = stadium

sted = steady

stid = prevention; prevent by what you do.

stod = message; understood, stood

stud = role model

styd = disruption

stag = shrink; stagnation

steg = stick; good steal, stickler

stig = pricey; up front, stick it good

stog = dog; in dog, dodge

stug = stooge; used person, worker

styg = permanent; user

stap = staple

step = steep

stip = need; necessary, staple, stipulation, stifle

stop = stoop

stup = idiot; stupid, stupidity or stooped (stupo)

styp = foreclosure

stav = wand

stev = high profile

stiv = coverup

stov = pan; stove, griddle

stuv = idiocy

styv = method

stax = chips; stacks, stacked

stex = steps

stix = short

stox = stoak

stux = stuix, stuck-up

styx = styx; bad taste, death river

spac = clearance; space, spacial, clean area

spec = (to) know; species, speech, special, (be) specific

spic = hot; spicy, spice, spike, energy rush

spoc = translocation; un, spark, spocific, to endure

spuc = creation; energy whirl, spook, spruce, reveal action, interrment

spyc = clean; clear, junk, chunk

spak = inform; spoken, vocal

spek = speak

spik = spick

spok = spoke

spuk = spunky

spyk = detection

sanct = safety; this is done by sact, sanctuary, sanctity being thought.

senct = sentence

sinct = cinch
sonct = punched out
sunct = sunken
synct = synchronize

slas = slain; slash, slaid, kill
sles = slez, sleaze; sleazebag, power user, asshole
slis = crystal; stone, energy focus, slighten, slight of hand, chi foci
slos = slow down
slus = slushy; icy drink
slys = swish; blade swipe

slath = slather
sleth = reptile; snake, serpent
slith = slither
sloth = sloth; very slow vegetation eating teddy bear creature
sluth = dick; sleut, sleuth, detective
slyth = slytherin; deceptive conduct, master of the darker aspects.

sna = snag, snare, snake (any sort), snazz (created attraction), snake snare, snack otherwise no snack is done
sne = snuff, inhaling drug
sni = snip, cut off
sno = snow
snu = cocaine; pot, cooked weed
sny = snipe

snag = snatch, catch
sneg = pot bellied cobra headed cat
snig = snide laugh
snog = kiss
snug = hug, held together, snuggle
snyg = scalp removal, scalpy, scalping

sphar = high star
spher = sphere
sphir = spire
sphor = metaphor
sphur = sulphur
sphyr = computr, computer, comprehension, dedicated math machine

sa'angreal = mediocre focus device
suaa = saturate, water or fluid compaction
siyo = sanitize, clean up
sair = hover tank, armored turret hover vehicle
saucy = sexy
saal = sayyable, stall
saal = stallable, horn, stall, horse
saefy = satiate; safely, safely done, safety, satisfy, this is where you satisfy your need by the-spirit-that-goes-through-everything.
saet = saber tooth tiger
sail = wind sheet cloth
sailor = ship crew, combined effort
saul = confess and resolve
saulina = confession, solemn, oath

saulo = love serum

sayd = said, told

saymour = inform

sakaba = backward

saptu = symptom, saptue: symptoms of something seun = spoon, seune, soon

seune = honeymoon

seymour = vision quest

sachfra = guglfra, obsercfra, "google the words", search phrase (use)

sale = shapeless, formless

salo = sailor, ship crew, combined effort

saly = supplicant; sailing, saley, perceived applier or applicant otherwise additional, sales like or sail like

samen = holding pain, trick serve, appetite, illucid joe

santa = saint nick, brighten, druidic gift god

sava = server, savior

sapa = supper; dinner or meal

seuiou = sightless, blind

seam = rift, joint, joining

seagey = Live energy state, state something and your of one point of change that effects all time or some period of time by thinking of the moment and the idea to make as an effect, this is done by some info shared. This state exists in any type of linkage yet seems undetectable under normal conditions. What the live energy looks like be a flickering green and blue aura that is symbolic of life.

conditions. What the live energy looks like be a flickering green and blue aura.

seagy = synergy, live energy, Live electricity that be manipulated by spell, word effects. It lengthens the life of anything used with including machines and humans.

Its created from electricity and magic and thus does not flow among water but will on circuitry. It can be used to release a lightning bolt, repair machinery but, it has

been known to burn out machines after an extended time of abuse. It puts people, food items into stasis, preserving energy field. It looks like liquid blue energy in aura color.

seanchan = dutiful, duty bound with a little cruelty

seui = anger

seuiou = angerless, not angry

seuiun = unangered, without anger

seulo = pretentious, consentive, loan, angry low down, angry love

Seunomics = Action derived from pursuit of things.

seur = yourself

seuss = story, child tale

sefert = eagle headed winged lion

segeo = segredate, self-deprecate

sere = on fire, firey, burning, this is darkening by heat or fire.

seset = subsist; this is where you are creating a point and making something exist other than the area of creation, such as a wall that exists the point and the element was there in the room.

sia = shiver

siena = sienna, valley

sipuyz = sippowitz; siphon (a drain from intelligence until just alike), crucial, important to do, death

siumo = shiver armor, ice attack slowing to attacker armor

soad = sheperd, sheepherder

soee = solace; this is a free area of living until rules exist that impell obeyance. Otherwise this is retribution, that is done.

Soeea = Overeating and sorryness with unending prayer. This makes multiple effects. So overeat and begin to do unending prayers. This is a torment and torture of the Gods, that they can choose to effect with it. Enacted by dark matter.

Soeee = Death result from your dealt actions.

Soeed = unending death visions.

Soeehe = see spiritual vision and beyond by needing it seen. Un undoes it when added to the front.

soun = sleep

sourc = person, thing, place

source = power stone

soyuz = ship; a successful launch vehicle, sometimes for astronauts to reach their destination. That is the best with success to date. May their missions go well.

sofi = softy, suffix, suffication

soja = soldier, script; creation by effort, this is invisible stealing by complex in mental programming, as for a point that script ends with no permission no soilet my toilet unless necessary and think in energy a will in subjected or desisted effort comes from what you don't like and gets what you want done, thought in mentality is sanity if your energy saner (4th dimensional warp or postgretional warp relation by thought) by what you think and can use in thought to do despite the dirty meaning

sora = sky; this is the sky from an anime I watched that rang true in meaning.

suy = sewage

sulu = suelu, seulu, pseulu, pursued pseudo lure, some believing, some light, angry belief

sunu = quickly; quicker, sooner, this is a quick moment.

syyiln = peninsulin, medical cure, seyr

sachi = you!, what, greeting/s

sebastion = great inventor

sedothz = clothes

salambe = fireplace, fire place

salv = salve, plant solution, saliva

sedkel = said prophetic

siyes = styles, sire

sidhay = folklore

sidhark = dark fey, dark faery

sidhyl = wild fey, wild faery

sighik = blood hawk, blood seeking hawk that kill passerby

signify = intent meaning, meant intent

soda = baking soda

sodia = sodium

sodiay = breakdown

sodiar = cardiac, heart

sodiararest = cardiac arrest

sodyry = soldiering, sodomy

sodd = seditive, bastard

sehr = very, short

sihunh = unnatural, shunned, deny

sacr = holy, empowerment, sacrifice, sacred

soca = soccer, source action, sock out

sugeay = ytd, sugar eating the body; this can cause sugar death otherwise nicknamed white death, that is where you drastically lose weight and some muscles and are left alone with a body that doesn't work too well. That is when your body breaks down and expands, then shrinks down to its thinnest shape with or without a stomach roundness and that is without exercising the weight of food off. So with exercise the stomach disappears. If you want to repair from this and regain lost muscles, then eat steak or other iron rich foods. That should restore you after your first bite, that is done by the body as if you get energy from the food. This is a noted efect of extra oxygen from the food as well, if any exists to be had by the food or drink. So enjoy yourself.

selas = settlement, self-made laser

selle = saddle

Selp = Self-help

selpast = salt paste

selpasteal = restorative salt paste

sofesticat = sofetya, sophesticate, investigate, investigative

solicit = sloicit, to allow by action

samuel = great

somnia = insomnia, somnolence

somver = somewhere

sara = princess

sarah = advancement, encourage

saracen = innately gifted people, magi, sorcerers, magic worker

sedeo = slothful with energy, sedition, powerloss

seren = ancestral, peaceful, serene

sepur = super, beyond, greater than

sapi = snake

serpent = snake

sigel = victory, counted success

sihir = illusion, psi hire, satire

sionara = good-bye

soie = silk

soil = soil, dirt

soul = spirit; spectre, spectral, energy containment that can hold energy memories.

sohm = As it is self melody energy by some sort of pulse, or self energy melody pulse that can shift by movement in time or that can move you.

sok = attack

solja = soldier, screw job

sopdis = soapdish

suav = skin cream, hand cream, poultice

suave = facial cream

suavve = soap

suavvedis = soap dish

suomi = finnish, old way

sufis = sufferer/s, suffice

sukh = sugar, sweet

salt = salt chunk, ruin

selav = lava, along the lane

seti = tise, thinse, thineself

selki = seal human

silo = storage place

sole = a fish with very little bones

soay = somatic, active, passionate

somty = sometime, something

sulu = zulu, content, active path

suluh = holy shock, luminescent group light strike, divine group light strike

suma = neutral, summer, assume, consume

snhak = river

snohb = demented manic

sunlit = sunlight, starlight

sylar = sign in, carve, paint

sura = secret

Suraprea = Secret prayer; This is done if you think to not expose your God or hide your faith. However you think to not openly pray, just state what you want and the creator gives you what you want if you intend to get the idea as a result or open end result. That is because you are nothing but a memory to his mind living the life as though he would want, so what you want if stated or thought about is what you get as if he wanted the idea. This is noted effect, that is what really occurs with a prayer anyway. However you can pray any way you wish to pray, this is a point put to the past by feel. Then if you knew the point, you know what to do, that means you create with a result.

syhnamp = amplify damage, wound advancement

siler = suave, smooth talker

Situ = situate, situation by fee or feel where you teach, inform or learn things.

soro = soo, sister

soru = sorrow, sorry

saxafon = saxophone

scam = cheat, art of cheating or taking money from a person.

scio = (I) know

scylla = scullery maid

scyp = scalp; skip, peel, remove/d or sell off the street otherwise its captain or skipper

schizzo = splitz; splits, schizophrenia, multiple minds

schizto = multiple exchange or telepathy of minds, switch to

schwind = swindle, cheat

shabaz = salesman

shane = trouble, unstable, instability

sash = chest hanging band

sheo = high frequency; high pitched frequency scream (seeming in the ear), if directed at an object can make a shattering effect.

sheol = hell, hell-like area

sheop = show up, end up, female operator

shedu = schedule, centaurlike human winged bull

shiva = deity servant, lesser goddess

shock = disaster, work, energy (in effect)

shyd = shield; shall not, should meaning shouldn't, this shouldn't effect me. shyl = shall; should, this is shrill otherwise.

shna = shnapp; dollar, money or bill

shre = shrub; this is a mushroom, bush or clump of grass otherwise a shrek point.

skwind = swindle

selyiy = taught internally, internal suggestion

selysoca = subliminal sorcerer, prescientific sorcerer

serpant = dragon headed snake body sea snake

siren = bind, song snare shapeshifting woman

sitren = flying burden beasts, flying oxen

squadry = suadey, secondary, persuasive, persuade

suipup = newness, renew, suicidal

subup = come from beneath, come upward, focus to lower down

subj = subject, subjective, low horrid sound

seli = Sub-c(by psioniks), sublim(by lerrin), subliminal(by Dr. demento), subconscious

taught internally, internal suggestion

sildlas = domelas, laser shield that blocks any type laser absorbing shot energy into

skin

salua = plasma tank

saluar = hover plasma tank

samayjuu = safe money spell, Where someone gets hurt in the end. this spell negates it by negative

energy (spending or using it) and per every event to achieve the idea, to get something done

or something from nothing be to get funds in some momentary manner. The charm prevents you from

hurting anybody as its you that normally does, for free or underpriced objects. This uses events

to generate money and wealth.

sutig = something

suto = shootout

sutu = suture

suture = sew skin

suty = soothing, sooty, becalm

saumon = salmon

seccubeh = sacrifice for the effect, sacrifice to effect or to get effect

segeiaem = Sergeant at arms, internal army field commander

sequoya = giant sequoia tree, tree of life

sieo = machinegun shot

siena = warm brown, burnt sienna

siafax = fully cook hot food

siatybu = shiver some timbers, fear for your life, shiver my timbers, shiver your timbers

siflif = life tap, suck victims life

sihas = higher up

sighas = higher being, sighing

sighos = signal; area awareness, energy conscious, the room conscious, house ghost, The signal you have is from a host that is a ghost. The spirit of the room is using the presence of the room as direction, this is the conscious of the room energy. Once in the area energy you can create what you think, this uses the energy consciousness and your brainwaves if you intend the point. This is a concept of life and the idea is done by feel.

siglos = knockout; this is where one loses consciousness

seks = chores, daily ritual

selenc = commence, onward

selencea = action commence, active

sely = sublim, sublime, sublimn, subliminal, subconscious

sero = serum

sileit = mirror, reflection

soyly = soiely, sally forth

solfu = soul fire, erasure fire

simpl = simple, basic

sinew = muscle tissue, tendon

soem = some

suagan = old melody, welsh lullaby

surm = urn, suen, one

sunoqq = fallen star

sonmona = rich dig

sonnerr = solid earth

sumtin = something, sum of things

sund = 7th, seventh, sunday, rest, sunder

sorcneg = source negative, nether source

sophie = grandly done, grandstand

soso = alright; okay, comse comsa (soso), partial agreement, barely accept

soiso = yes and yes, soso, know I think

sotu = sulfur oxide, corrosive gas, sewer gas, SO₂

supampb = overlay, superimpose

supanaiy = supernatural; ghostlike

suprizsuprez = suprise by supreme idea, suprise upbringing

Supersition = To be effected by another place by condition and by the places condition to effect and place. This effect is to be effected by smelling and feeling the other places effects. As the other place has more energy dynamic.

siad = surond, surround

suslos = carrion crawler

sylph = air elemental, human gate

satu = 6th, sixth, saturday, saturation

satyr = half goat human

sotcb = crystal shot, crystal bullet

sezzah = cook food

sezzahk = stop food cook

sezzahx = cook food hot

sezzahfulx = fully cook hot food

suzi = worldly

suzy = comely, overwhelm

suzie = gluten, pig fat, gluttony

sylpha = butterfly

symb = symbol

symbankh = ankh symbol, eternal life symbol

systa = siesta; break, this is a waiting period or time you wait before you do things. Otherwise that is a vacation point where, this uses an offender or someone good at what they do to relax.

syvan = salvation, intervention, elemental light protection

scaf = structure, incident

szcolayl = petrify; petrified (szcolaylo) or petrifying (szcolayly) otherwise szcolaylan where szcolaylix or szcolayle is petrifyies.

sca = unintentional, unintent

scard = scabbard

scarf = scarf, eat, neck cloth

sci = scent

scienc = field manipulation, field study, element manipulation

science = rules study, hypothesis study, rule manipulation

scindo = render, cloak power shield

scir = scimitar

scota = scepter, king mace

scotagem = jeweled scepter

scotia = quo, normal

schaya = unintentional, unintent

schapa = shape up, schalpel, sharp knife

schema = model

schemaw = wax model

scherlosis = mind, personality, mental, mental ability

schizmaid = schitzoid assistance, adult psychologist, child psychiatrist, shrink

schodel = male model

schoj = high school, advancement school, educated guess

schoje = schojek, collegiate school, college

schwebb = cotton ball tipped stick

schwobb = constrained (field of) energy

sclamy = blood magic, general force

sclamye = blood magus, blood magister, blood mage, blood force user

scral = scrawl, sacred, writing, things written down

scrimy = scrimmage match, practice match, sports practice

script = contract, written instruction as code instruction

scour = search, sour, rid

sfwar = singular, singularity

sfwarsot = singularity bullet

sfwarsotcb = crystal singularity bullet that keeps its crystal shape till it hits the target

sfuwar = primal

sfuwaraeo = primal howl

sfuwariq = primal intelligence

sfuwarinta = primal instinct

sfuwarintaiq = primal creature, primal dragon

sfuwarbragh = primal beast

sfuwargod = primal god

sfuwarmur = primal killer

sftyj = mystic computer

shaert = sharing as if may be, a bonified malicious game, reenactment that seems real, a reality shirt.

shaerwyn = To share and be great, sharing duel.

shaoism = mystic art

shaoist = mystic, mystical practice

shaol = whale

shayla = share alot
shafir = shapeshift
shal = shale, rock shale
shall = will do, shall
shaln = shall not, will not
shalt = shall try
sharol = share
sharwyn = musical great
shirley = serio, serious
shaphir = shapeshift
sheolbrak = hellbreak
sheolbrat = hellchild
sheolbrut = hellspawn
shell = hard body
shioc = shyness, unshowy
shiocke = scare away, frighten, fright
shick = isn't
should = shouldn't, should not
shyu = shaleigh; clamor, clamour, get attention, make attempt. This is where the fairy mists work the area and you create the point by thinking or if you need to think and know things then it's treated as a question.
shybak = this
shybaz = salewoman
shami = sherman, tank, armored turret vehicle
shamikar = armored turret hover vehicle
shamipluma = plasma tank
sherman = tank, armored turret vehicle
shimata = crap
shushu = shoo, dismissed
shrewd = intelligent, intelligence
shrink = psychologist, psychiatrist, mental doctor
shro = parted; mushroom, shred
shroud = cloak
shrub = low lying bush
sht = shrt, short, shit, stuff
sild = shield
sjh = figure out, conceive
sjhun = concept, knowledge
sjhunn = unfigured out, deject
skelaa = skeleton mastery, innate skeleton manipulation skill
skelfom = skeleton form, and to get out of the form, say polyhu (pole-ih-human).
skelras = raise skeleton
skelmajras = raise mage skeleton
skiky = scary, rebellion; against the norm, rebelling; obstinate, skanky, smelly or smelling (sometimes like a skunk)
skok = schuck; corn husk, throw away part of the corn.
skonek = neck strangle, broken neck
sklakk = schlack, illumination, paper preservation
sklekk = schleck, achlek, illumination, light up, improve upon
skny = skiy, skinny
slatern = hung jaw
slattern = sloppy person
slang = comes in and be covered by three tenses; low tense, medium tense, high tense
where low tense be writing written in shorthand and sometimes normally but easy to read
and written with a style to cause idiots to get angry or feel dumb
medium tense be written normally and to be somewhat "coached" for the intended object

and/or audience and the audience its easily understood

high tense be to hence speak or write in "elite" and its language most "normal" people need an explanation for, otherwise it would confuse the person. Some "elite languages" are scientific, food, noble and other foreign dialects.

slecto = select, selected, selecting

sliat = love, philo (greek), slight, a slight action that depends on mood and gets a negative or positive effect, according what energy is near, this makes a result of greater magnitude by magic and thaumaturgy, this is also a bad end with those who are slighted

slise = atamic, sliced atom (by energy focus)

slutes = substance, drug/s/ed/ing

sluts = love, sex

slm = Seldom, salty

sm = small, some

smt = sometime, something, some (of) that

smeed = smet, greedy assistant

smelte = smelling salt, instant wake up

smokuyf = smoke scent

smot = fought off, fight off, deal death

smote = long battle, long war, battle ready

smuc = smuk, sulfuric acid, sucker

smt = small amount, smeed

snhak = river

spagz = phase out

speek = speech, to say a speech

speak = to talk, to say

spedaeg = fast growth

spesiafax = quicker cook food fully

spet = spit, spelt; this is a body spell, that is where spelt is the moment you think of what you want. Then as you draw or trace the symbol on the skin, the need is done. So the moment its done is when the body creates this idea. That is done by aura influenced events, this is usually what you need. So don't mind the reaction to you after you do things.

spety = speed time

spex = extra speed, speed cut

spiy = spying (out), spit/ting, spiked on a cooking stick or rod and set on a rack in a firepit. Otherwise: spirit, spiritual and done with things.

spid = speed, spygear, neat death, neat dealt blow

spoor = trail

spun = create, make by thought manifest, evoke

spop = spellotape, snoop, spell poop

spur = spur of moment, surf up

spf = formula, formulation, specification

spk = speak, spoke, spoken, spook

splay = remove strength

sply = splint, smelly, weight drug supply

split = leave, multiple personality, mentally divided

spry = agile; youthful, young and very agile.

sprw = fire sprite that be made out of fire able to manipulate wild fire

Squi = squish or press flat

sryu = tragic

staed = state, statement, stay

stau = statu, statue

stauu = stargate, stagnate, statute, some law, limiter law, statute of limitations that is where time can run out and what you think will happen if you need it to occur.

stauw = stall, statuw, wax statue

stadt = stadium in time

stekatla = steak knife

stekhous = steak house

steele = steel

steeps = steep, soak, high spire, saturate, high (in) energy

stemp = cut off by energy

Stend = extended period of time, extend, an extended point of existence

stio = stranded, standard, stick (you know), standard english; this is a bit different, as this english is both positive and negative and the meaning is interred from what is stated. As standard english is spoken, things can occur by feel or sensing the point. So think of what you want and you could get the point of idea.

stoi = stolen; this is a point of stealing where something's missing. otherwise its a stoic moment.

stuart = uart, stewart, steward, supervisor

style = stimulus; stimulation, stimulate, this is like stimulus payments that are accepted, energized or stimulated nerves.

styn = stun, stunning blow

stynae = sty, stag, stagnation; this is where things seem at a stop or standstill. That is when no communication seems to happen. This is the case of no communication for awhile. In order to fix this, pray to your favorite God to have something occur and that is what you need and think about. My favorite God is Tengri, the Mountain God. Think to use him in some manner and you get results.

This can be done by stating, "Oh Tengri, probably pronounced Taen-ri, make what I need to occur and happen happily." That's what you can do. Feel free to replace the name with God as you think the God name, this is when you state the request and this will work in a pinch. So think about things and this is done, if that's whom you think will do the trick of stimulating conversation or activity. There you go.

stcuk = stuck, to be imperative, have to do, cut off

stcut = shortcut

std = standard, stand

stn = stand, situation, station, stun

strait = straight

straf = strafe, avoidance movement, rapid accurate movement

strif = strife

stry = strife

stryg = strong, string

strbag = starbong, a starman that visits to teach by exempulary example and idea exposed, strip bag.

strpan = stir pan, rousing pain

salactit = ice storm, hail storm

salamander = fire lizard, fire elemental

syuanda = salamander, fire lizard, fire elemental

stau = static

stauseh = static field, 1/4 off health dampens magic

stafyaigu = ravenlike attack bird human giant with brasslike beaks, human torso, brass, toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body covering and metallic wings and ten feet tall twenty feet wingspan

staffa = employee

staffer = employer, worker

stalin = absolute ruler, monarch

stalern = stale air

stanyl = fallen star

stone = rock, crystal

stern = star, stern

sternall = fallen star

sternlic = solar lich with sun manipulation ability

stanly = sternlic, serviceperson, manly

stephan = stefan, step up

stephany = stefany, after step

stuf = stuff, stuffing

stufroh = stuffed animal
stufber = stuffed bear
stupefy = stun
sturm = stability, stable
stri = strike
stripua = stripwa, power strike
strom = nobility
spielin = play
spee = speed
specu = species, specy
species = specimen, specific subject
spell = energy science, magic science, magical sense
spellcz = create gemstone, create value
spiel = jargon, language
spielm = confession, speech
spielman = performer, performance
spiygazys = speedy gonzalus, great speed from bert and ernie
spyll = wild spell, wish spell
spolt = spoiled, fouled up
spoilt = spoiled, fouled up
spehx = spedup heatup
spety = speed time
spheros = sickle sphere
sphinx = human bird lion
splunken = imagined understood event
sqoaln = clean hair, squeaky clean
squay = squeaky
squib = magicless person
squibs = human servant
stai = sterility, sterile
staitep = temporary sterility, nonpermanently sterile
stonheng = stonehenge, power circle channel
sth = sith, something, cloning
svirfnebli = dark gnome
svvy = prestige, honorable
sway = years effect, effective years
swand = sword focus
sware = sear words, bad words, swear
swenska = swedish
swift = move quickly
swiftbanks = swift contained flow, flood plain
swit = syit, savant, genius leader of an area
swod = sword
szala = seizure

T

ta = task, take, than, that, gift, that, want, you get, top
te = tub; large container, larger object or containment, this is a containment of some sort that has a somewhat large space. Otherwise this is; object, this, tellurium, temperal (or orbit by temporal field energy)
ti = by, into, ten, 10, than, titanium, time
to = tell, make, its other. otherwise, through
tu = enticing, two, too, to
ty = tie up, place event, thank you, time

taa = moment in action, activity
tea = dark queen, line, dark lady
tia = a tiara, tiger, queen crown
toa = toward action, get to work
tua = to work, work
tya = time for action, time for work

tae = take, tilde, ~, story, tale
tee = stand, podium
tie = time pass, a tie
toe = ridge, toenail
tue = too easy
tye = time, tie into, up to top, up to the moment

tai = tail
tei = live object
tii = a knot, to tie
toi = toil, work off
tui = too easy, thirteen
tyi = contest

ao = early; memorable, reference, honorable
teo = unique, different selection, turd, defamation
tio = difference, ton, tip, good, time out
too = also
tuo = turn, convince, momentous event
tyo = time consumption

tau = intelligence; ability, grant, activity, this is with a control by focus and you create by feel.
teu = goal, pleasure
tiu = observation
tou = depiction
tuu = advertise, advertisement
tyu = deterrance, tassle

tay = clean up, clearing
tey = new challenge, they
tiy = afterword
toy = a toy, play with
tuy = pleasure
tyy = relief

tab = active, viral, programmed
teb = infective, actively working
tib = interacting, disturbing, changing
tob = material, genetic
tub = tube; small tubular and hollow enclosed container, tubular, hollow
tyb = seal repair, rubber cement

tabb = table
tebb = resurgence, actively
tibt = disease
tobb = plant, greenery

tubb = tube, fat person, tubby
tybb = seal

tac = wrestle, tackle
tec = technique; teacup
tic = wariness, entice
toc = getting even
tuc = bring to ground
tyc = to entice

tad = laddy
ted = tedious
tid = tide, water flow
tod = toad, toady
tud = lots, many of
tyd = clean up, mixing up

taf = stretchy
tef = tief, corrupt payment
tif = tifu, martial art
tof = good for
tuf = tough, fluoride
tyf = best value

tag = place mark, afternoon, correction
teg = integer, numerical value
tig = a tiger, hidden strength, thing
tog = self adjust
tug = tugged on
tyg = very strong

tah = driven on, needy, greedy for
teh = tell of, story telling
tih = tied, not moving
toh = honor bound, guilty
tuh = spit on
tyh = time bound, set

taj = mystifying
tej = grand scale
tij = draw attention like honey
toj = hit your foot
tuj = steady deluge
tyj = mystical

tak = tack, take
tek = tea, technology, teach, antique
tik = think, child, strenuous, time ok or killer, baby, go or know
tok = token, carry bag
tuk = tuck, heavy tush, took
tyk = tick, crack

tal = tale, tail
tel = tell, teal, a telling point

til = tile
tol = toll
tul = tool
tyl = till, till it happens

tall = story, tall
tell = note, message
till = till, ground grooving
toll = exhaust, exhaustive
tull = carve, tunnel, shape
tyll = long last, await

tam = tamed
tem = team
tim = time out, dexterity, serenity, feel a natural good and has natural understanding in knowledge with a sense of knowing peace, beginner
tom = tome, piece
tum = tomb, burial chamber
tym = timid, thyme, temporal adjustment

tan = tan, tamed, calm
ten = teen, tend, tendency, hold
tin = pointy, pitch fork
ton = tone, tonal, point of reality, carpaltunnel, this is bade by a city made corpse with the energy to create with life and this formed carpaltunnel or undead finger movement
tun = verse, tune, turn
tyn = harmony, timed

tann = tan, tannery
tenn = tension
tinn = gun
tonn = ton, 1000 kg
tunn = long tongue
tynn = fork, metal band

tap = tape, task force, disturbance, taps disease: a disease that causes tapping to anything.
tep = tiep, intereference by powered appliance, temporary, coaxed disturbance, discrepance
tip = type
top = on top, hat, toward person, to ward person
tup = outlet, power containment
typ = tip over, tip off

tar = contain
ter = implication
tir = tierd, tiredness, competition success
tor = torn up, world scape
tur = tour
tyr = tyr, justice god

tas = taser, electrical stun
tes = tease
tis = advertise; this is, that is, it is, this means you advertise the point and do what you may do to get what you result.
tos = spoilage, mold
tus = seduce, constant farting

tys = hassle

tass = tassle

tess = slug

tiss = tissle

toss = toss

tuss = tusk

tyss = bottleneck, crawl

tat = tie closed, potato

tet = teat, tenance, taste

tit = tight

tot = moving, narrow

tut = twenty, 20, whistle, loud noise, taste, fart

tyt = fertile, fertility

tatt = tattoo

tett = tetnis shot

titt = tit

tott = kid, munchin

tutt = institution, school, establishment

tytt = well fit, physically fit, joint fit, tight

tav = special work, tavern, bar

tev = illusion, tv, television, woods

tiv = viewed by

tov = trove

tuv = advertising

tyv = distract

taw = tawny, reddish, farewell

tew = to, too

tiw = till

tow = tract, pull, pull along

tuw = two, 2

tyw = timer

tax = tax, impose, push upon

tex = indivisually

tix = uniquely, uniqueness

tox = poison, poisonous, deaedly radiation, harmful

tux = tuix, black, tuixedo, treachery

tyx = spite, spiteful

taz = taze, stun shock

tez = tease

tiz = appetize, appetite

toz = toes

tuz = desire

tyz = traffic, time area

tazz = spin, dizzy

tezz = tester

tizz = upset, destructive

tozz = toss

tuzz = excuse, because
tyzz = tyson, ties

tla = who did not stand
tle = of brimstone, tele, at distance
tli = who was active, activate
tlo = who erupted
tlu = who convinces, who convinced many
tly = who was at fault

tha = I, we, they, that, there
the = tha, these, this, that
thi = thigh, that interest or thought
tho = though; thought is a point you do things.
thu = you, thou, also, is, are, am, art
thy = your

tja = viral; servant, trojan, overstuffed
tje = vengeance
tji = proof, prove
tjo = personal view
tju = servitude
tjy = affront, confront

thal = thalus, counting device, about things, shall
thel = theology, philosophy of idea, thought
thil = work (with things), playing with things, enn
thol = constructed item
thul = turned dark
thyl = resulting number, result

thra = thrash
thre = three
thri = thrive
thro = to throw
thru = done, threw
thry = thrift

tra = trap; mouth of something or someone, track trace, tray, trad, trade, tradition, transition
tre = tree
tri = trio, triple, three
tro = trove, trouble
tru = vera, truly, true
try = a try, attempt

tran = specific
tren = latreen, bathroom
trin = trip
tron = right
trun = death (cut short of life or length)
tryn = unstable, unstabilize (by group force)

trap = track, battery charge, stagnate
trep = standing tall, treat, spike

trip = tripe, threefold
trop = tropical, panick
trup = troop, split, free force
tryp = generation, passage out, exploration

trapp = trap
trepp = prideful nation, throughst, shortage
tripp = fishing village, past memory, thriving nation
tropp = peacock, tropical bird, indian tribe, fried food
trupp = army, feud, naughty, source
trypp = fund, fade away, invention

trak = track, dipshit, pathway
trek = venture out
trik = genocide
trok = deathtrap, despisement, mistake
truk = very good, true death
tryk = trick, trickery

twa = it was, twang
twe = tweak, its well
twi = twine, string, it will
two = it would
twu = it was you
twy = it was possible, it was after, twilight

tabba = tom cat
tabbe = table leg
tabbi = table joint
tabbo = table peg
tabbu = restriction, taboo
tabby = cat

tansh = relax
tensh = tense, tension
tinsh = metallic, metal clanking
tonsh = temper, energy tamp
tunsh = impact
tynsh = pulse

tard = slow
terd = entropic, entropy, infinity
tird = tired, fatigued
tord = settle with
turd = fecal matter
tyrd = tiled, tiling

tarm = tarmic herb
term = term
tirm = victorious
torm = torment, watching god
turm = tourism
tyrm = measure, fairness

tarn = tarnish

tern = tearing into
tirn = national success
torn = ruination
turn = remake, turn spell
tyrn = celt

tach = grudge fight, groll&n
tech = teach, tool, tools
tich = aura aware, this is where your conscious from the aura energy and can react by what you do.
toch = hatred, nice, spite
tuch = tact, touch
tych = seduce, luck

thal = borderline
thel = within area
thil = owning to
thol = way of life
thul = boundary
thyl = permanence

thar = harebrained, pointing out over
ther = conjectured application, theoretical
thir = thirsty, desiring dring
thor = victorious, victory
thur = thursday, money exchange
thyr = pointing out facts

thas = that slow group, slow crowd
thes = these, thesis
this = empty, limp
thos = those
thus = thus, what we have now
thys = this

than = kingdom
then = subjects, then a point or progression that occurs by feel
thin = thine; yourself, personal, this is where you think of the person regulating themselves and the effect you don't want doesn't effect you.
thon = staged event
thun = soon
hyn = recommend; thin, (thynan) thinness or slenderness, critiqued, create with memory

thra = thrash, fight against
thre = three, amount of pressure
thri = use as, live on
thro = throw, toss
thru = passage way
thry = live off source

tral = trail
trel = trellice, steel riser
tril = trial
trol = troll, regenerative humanoid
trul = triangle

tryl = success, succeed, least amount of loss, positive loss; most loss for the other

trall = thrall

trell = trellis

trill = thrill

troll = unkillable, immortal

trull = forever

tryll = trial

twax = costs more

twex = tweak

twix = fixed into

twox = additional cost, thumped

twuix = gave off

twyx = added onto

tata = farewell task

teta = topple over

tita = titan, titanic

tota = total

tuta = tutorial

tyta = timed event

tensha = transcribe

tenshe = relaxation

tenshi = tendency, trend, nature, angel, heavenly gift

tensho = trademark, postscript

tenshu = god, castle tower, shopkeeper

tenshy = shield, energy protection

tash = trash

tesh = examination

tish = show off

tosh = nothing

tush = woman breast, butt

tysh = injure, beat up

tatl = talk, tell

tetl = teter, fall down

titl = topple, fall over

totl = child, tottler, toddler, baby

tutl = transport

tytl = name, title

thass = disinterested crowd

thess = slow people

thiss = cripple

thoss = coming slow, slow fuse

thuss = slow down

thyss = device, very slow

thast = sluggish group

thest = these were

thist = thistle

thost = those were
thust = what it was
thyst = this was

traa = neck
trae = translation
traí = muddy track, trail
trao = holder (container), betrayn, betrayal
trau = trauma, nightmare action or response
tray = tracer, tray item, train (in action)

trab = drabish, boor
treb = symbolic, magical
trib = tribe
trob = treasury, treasure
trub = deep trance, deep focus
tryb = tribute, meditation, meditate, goal achieving refresh trance

trav = Travis, travesty trev = tremble; rumble triv = overwhelm; overload, trivial trov = gathering; gathered items or energy truv = value; true view, factual tryv = trip; trip up, fall over, go somewhere

trabl = up front, travel, to front
trebl = tremble
tribl = tribble, furball pet
trobl = troublesome, pest
trubl = trouble
trybl = tribal, tribe matter

trapod = menu, understand, observation, tracer
trepod = select, selection
tripod = three-part stand
tropod = choice, secure
trupod = love affair, love speak, truth
trypod = sex, unlawful, violation

twaxe = costs too much
twexe = manipulation
twixe = fixture
twoxe = at extra cost, knock out
twuixe = obvious
twyxe = warranty

taaogny = teratogeny, malformed fetus
tiayuau = lie serum, lying inducing serum
taay = terrarium, toad cage
taaoma = teratoma, malformed child
taag = chore
tau = tattoo, skin art, skin drawing
tauet = tattoo artist
tuatlng = seclng, second lung, second choice, second chance
tadah = today, twisted motion
taek = taken

tabac = tabaco, weed or some sort of smoked substance with nicotine. This is an addictive substance, that you don't want to try unless you are willing to need more of it. In order to get off of it, think you don't need it and quit or use

vapes. That is a point in life that I noticed.

tachya = particle

tena = teanna, duty, dutybound

tapp = tap, siphon

toad = poison frog

tiem = time, a backwards time

tieny = tyranny, zealous rulership

tumao = 2-handed, two hands, too benign, too nice

tumo = tumour, cancer growth

tonyeddy = rough flow, considerate concern

teufeltong = devils tongue, devil language, restore talk ability

teuj-e = devotion

tuau = tictactoe, enticement tackle ridge

tuasosp = finish

tuasosplin = discipline, finish line

tuasosproh = finish work, finished work

tuek = tweek, change, modify

tuin = tureen; liquid or soup dispenser otherwise a container for liquid or soup.

tya = tyler, creation, creative thinking, creative thought, This is creating what thought by what is there. Think untyler to undo the idea. This in idea is what happens, sorrow occurs when sometimes you don't pay attention to things.

tabu = taboo, restriction, restrict

tabulator = calculator, math machine

tybu = timber, wood, prepared wood

tybumu = timber mill, wood mill, wood preparation mill

tabbabasis = talae, table of element, chart

tabbue = tabletop

tablue = wood glue, table top, glued together

tabl = table

toby = responsible, fluent, responsibility

tobey = considerate, fuck, to obey

tuhan = two handed, two hands

tala = toilet; stool, on go sometimes the body does not obey

tali = tailing, talent, yes

tele = at distance (of metered message)

telly = telecommunication, telefon, communicate, telling, communication

Tamo = Thermos; temperature or hot drink container

Tamoea = Thermometer; health temperature meter, temperature reader

tartus = time ship, time machine

tatu = tattoo, skin art, skin drawing, drawn-in skin

tatuet = tattooist, tattoo artist

taumyu = trauma; magical tattoo, contrary tattoo, Azure bond or skin tattoo by active magical wish

taniu = technique; there are things you know with this word so I would use them and go if you are somewhere spiritually, then the spirit comes back to the body and you are yourself or you wait by yourself.

event sometimes other than a normal tattoo.

ter'angreal = grand focus device

tictactoe = wary wrestle ridge

tagl = entangle

tatter = pieces

tatterdemain = memory being in old clothes built of memories to aid people and children

tattau = to mark

tattao = placement, to place

taizon = rise up

taykousang = renew blood flow

tibhuru = animal plant human that has any animal human shiftshape but will

be plant inside

tech = teacher, teach

todo = achieve

tafoc = task force

tofu = good for you, healthy

teddy = stuffed bear

toealp = alp mountain range

toga = belted sheet clothes

tahik = take a hike, that hike

talus = neuro block, mental block

tego = scutum, shield (also in latin)

tegoeseh = shield field energy

telesmi = works of wonder, invention

tileda = time leader, time jumper, A being that acts like a person who attempts to impose on those who are supposable to others. Shares and starts managing from others by example.

tiaveo = time advisor, One who gives advice on events. Sometimes by gifted advice in yes or no answers or to complete answers. Complete answers complete solutions. Somewhat solutions incomplete truths. Somewhat done, inconsiderate enter respond.

tisodia = et tu glade, time soldier, a soldier who works by or of and with time.

ticoncn = Time council, a council that time travellers sometimes follow.

Teln = telnet, telling, This is where you don't have to write what I see. The "I" is the third eye consciousness. That you know by insight with the spirit, this is guided by the soul in formation.

This is empowered by the pineal gland, that is the real psychic organ. This can be represented by an eye sigil or thinking the symbol you trace/draw means the eye. This leads to eye land, the world view of the above and beyond world, that allows what manipulates this one.

tollwut = call, unknown call, rabies

tylonal = pain relief

timbuktu = out nowhere

toileda = toyleda, toil in the field effect by leading, or timework.

tomal = tomale, light pepper

tomalsa = hot tomale

tomate = tomato

tomarra = eimarra, peaceful arrangement, court, war support, tomorrow

tomerra = piece errand, gather, get together, consider (think)

tomorra = piece in activity, puzzle

tomi = fun seeker, fight seeker, opportunist

tomm = tomorrow

tommy = machine, automatic motion

tardf = slow time

tavruli = blended work, blended energy

tengu = ninja; The secretive face working soldier. They serve people, that they need to work with and create as though a point were made. They aren't ninja, if they have a clan. Otherwise they are bird human leprecaan that does in malicious human tricks.

tentacl = tentacle

titilhu = tentacle being, devils trap that causes the victim to be sucked into suffocation unless it offers aid and its only weakness be fire, cold

tityu = totem pole, tantalum, spirit pole

tote = thoughts, self-fought moments

tony = braggart, tough, tiger, considerate

tonys = distrust, distrustful, to bear trust, trusting

tyny = tylonal, tinny, pain relief

tenshysu = holy shield, faith shield

tonk = shapeshift
tons = thorns, hundredfold back per enemy hit, alot
tunyf = personal uniform, officer uniform
tepe = tent
tepi = time, passage of event
tequm = equal
tikem = summoner, summon person
tuatha = children
tuathap = child
tuis = twister, twist
tuog = turn good
tssl = tissle
tese = themselves, themselves
teseract = shift out of phase
tesseract = dark mindless killer giant
tesseractiq = dark giant god, twilight giant
tishinko = sculpture, sculpt
tush = toosh, butt
totemkaur = three legged giant raven with eyes all surround
tyson = chicken, high quality
tyse = tyshe, tissue, timeshare; pronounced tishe, this is where you time things and share the results.
tytiy = consequence
tula = tulip flower
tuliv = let me live, to live, leave me alive
tylukyth = time link, time portal
typorral = time portal
toanee = telekinesis, mental movement of objects near, far away
tour = tower
toeuca = mountain range
toile = toilet, linen
toilepap = toilet paper
tues = tuesday, confliction, conflict
tuink = annoyance, annoy
tucros = tom cruise, more adorable, so I'm cuter
triom = trivium; trivia, this is a trial of trivial pursuit, advent; this is an additional event so 'or not' to stop this effect.
That is an Ad in event form, but can be experienced in real life if you need it experienced. truirsis = the railroad train,
roaring rattle, rattle and roar
time = measured event
timeo = pause
timeou = regression
timeout = hold event, backward event
times = end point of power loss by excessive energy, time loss, burn out, when power loss happens the power is
recovered by healing
timex = physical power loss, disaster, time extra
timo = hourglass, timer, watch, time measurer
timou = stop time
timeout = hold out
temp = temporary, time (roman root)
timp = tamper
tumo = tumour, cancer, deadly organism
tigron = tiger human shifter
tariff = law, set down rule
terrarium = toad cage
tierd = tired, sleepy

tores = fallen, capable, lich

totaen = tuatha de danann, imperial faery

tousl = tassle, hassle

torelnhiqahz = teleport

torso = caucus; body, body feature

tohst = tore chamber, torture chamber (by rebecca), tossed

tunhuaz = teleport

tuow = turncoat

turkish = turkey nation

turquois = tourquoise

turret = mounted artillery

tutaek = time=momentous eventxunknown eventxreaction, event prediction or

chaos math

tylg = redeem

tylga = redeemer, redemption, soul share enemy turn

typhon = 100 serpent headed giant with serpent like legs and thigh and feathers

and wings

tyadreparo = repair thyroid gland

tyre = notable place, tire, tyranny, untiring

tyres = tyrese, tyrant, tiring (from dominance), domination, tire easily

tyro = tyroh, leader, tyrannosaurus in man

tyron = commiserate, indenture

tyseq = pattern, time sequence

tatr = motion picture, walk-in theatre, tatterdemain, walk-in movie

texx = tough, shooter, cut action

tdaaell = Tie dying, The deeper hell; Is the sub-dimes of the 3rd dimension as the hell of existence that traps you into not moving much and being victimized or beaten while doing an idea. These idea are presented as if a dream and given by visions. They are virulous and have a dark side to them as though evil in natyoure but sound good as though too good to be true. To break free from this hell is to try to not agree with what pleases you yet you do things as you want. These visions are different from what normal visions are like. where normal visions seem to give you what you want and sometimes seem too good to be true. But feel good to the self, as though they are apart of you. The virulent visions keep coming back and are separate from you yet are very likely a suggestion. As the vision can go on and you can attempt them but you get tortyoured in yoyour mind by a force. So to deny the idea by a 'not necessary' is to block the suggestion.

tgyrn = resolve

Thad = absorption, absorb

thala = thalamus, crotch area, dick tip or vagina area

Thav = feel; The end point, the idea to this point is an action that you feel on your body to correct by senses with the hand, this is where you think use to make yourself feel better and act better by idea that is noticed. theatr = walk-in motion, walk-in movie, creative act

theer = there

thx = thanks, thank you, merit

this = te, all, if you notice its everything

thou = method, you

theb = thief, to take

theba = theme, divertive, exacting moment

thebn = thieve, thieving, too much (of something)

thong = backstrap, leatherwork sometimes made of bootstraps that hides and holds things.

thorax = thrax, throat

thop = thought, though person/ally

thr = thrive/ed/ing, there

throng = group, cord

tjern = return

tilk = dlg, dialogue, talk

tmr = tomorrow, timer

tranc = Blood energy focus trick with trance like state, Blood is energy, but you don't need it drunken. This is the blood flow instead and think as you like things, they are yours. Think of what you want, then your aura energy creates the manifest of your idea that you need.

Tranc is what it's known as though. How you get the tranc, this is being bitten by an animal then after the fact just focus on a thought or if you think a point to create your need. This is accomplished as you breath in and out and stopped as the tranc is disrupted by realizing something wrong or hearing a sudden loud noise.

I was bitten by a cat in the foot a long time back. That's how I know this point. This was a sweet white cat that died of old age. Have fun manifesting. Oh what you happen to manifest is reflective of what you eat. So think to eat less or one bite of something and you can create a major manifest. That's if you feel hungry.

So if guilty about something, then recognize the point you could or do overeat and think of other things to do and then you create with no need by distraction. If you think or write, that no guilt exists, then the blood magic creates what you think and you don't feel guilty about anything.

Otherwise, just think of what you want, then focus your mind and create by aura manifests. That is what I recall about tranc. What you can do with this is use the current situation as a source, think of the idea as a blank canvas that you paint on and use symbols. This way you can get what you want as a need.

trefoe = shapeshift; shapechange, transfiguration, adaption

tron = electron, active trace, active track, retrotrace, backward track, electronic

truoi = three headed bird

truu'ennui = true human, Absolute energy being that can be anything and has no true form except what be felt or thought up.

truyng = true source, universal power, ancient power, combined power

tryna = trying to, trying of, trying action

tryng = ancient power, sweets, triangulate

trw = true human, absolute energy being that can be anything and has no true form except that thought up

tralw = transparent plastic, synthetic (part)

trapx = extra charge

trupu = transparent

traka = neck

tramp = trashy lady, march through

trans = transform, transfer, translate, across

translit = translation

tradoe = traitor, information trader

tragheit = inertia

trave = travis, transpirer, travel, transpire

travn = travis, transpirer, travel, transpire

treant = treeman which looks till it dislikes a person like a tree then it uproots itself to become an animated walking tree

trei = tree crash

treiz = thirteen, thirteen

refigi = transfigure

tri-kreen = insectoid humanoid worker

triy = trelawny, second sight, vision

trētis = written work, written order, work order

trig = trigonometry, symbol math

triton = merman

troir = trupuwydr, transparent glass

trois = 3, triumph, three

trouf = water container, water trow, water container

trouver = to find, travel to

troleta = spirit troll, regenerative being that can turn into real form, remain spirit form.

trolloc = energy twisted tusked boar human that stands on two feet able to speak clearly and has very coarse hair along human torso

tropica = tropical

trun = thrown, throwing

trundly = trolley

trug = get through, truly through or thorough

tryy = repeat action, try again

trygin = try again, another try, traitor

Tsuge = The suggests, The suggestions; The suggestions that I get, they are actual requests from people so don't mind me as I use them as a point. If none are received, then I go on my own. Otherwise I know noone's there to give any suggestions.

Tsyt = transit, object shift: This is it; Think to shift the item and its there. That's all there is to it. You can use this to shift nearly anything, including that which you remember is yours by feel or insight.

teh = the tech, technique

thema = based on idea, theme

thise = thineself

thurisaz = lucky protection

thrug = get through, thug

thk = that kill, thank, think, palup

ths = this, that weight

thx = thank you, thanks

tsarinia = desired behaviour, interesting flower

tsekuma = insect breed, return (to soul or body)

tway = its way, that way, this direction, this way

twak = wake up

twilley = gradual, observance, work

twink = annoyance, fake, annoy

twok = its work, that worked, it worked, its working, impinge, force upon, to work

twoork = at work

tzugi = self-retain, studious, selfish

V

va = what, quality, animal hospital

ve = significant, when

vi = now; when, gripping, with, alive

vo = who, relocate, vocate

vu = no, not, to understand

vy = why, help out, viable, understood

vaa = evasive

vea = find a way, possible, possibiity

via = medium through, interaction, with

voa = to escape detection

vua = make believe

vya = undetected

vae = vague

vee = vee = visitor; sharp angle, alien or some person who's an illegal immigrant. Otherwise this is a sharp angle, that creates by the area you focus to use it.

vie = life

voe = direct by
vue = clouding, viel meaning
vye = confusion

vai = greeting, improve upon
vei = important factor
vii = extra strength, very strong
voi = void
vui = learn, woman, this is estrogen in action.
vyi = helping hand, given aid

vao = unintentional, veritaserum, truth detail, truth tell, mistake, truth serum
veo = insignificant
vio = release
voo = directly focus
vuo = otherwise understood
vyo = useless, fire vampire

vau = vault, containment inside
veu = very nice
viu = hold, grasp, volcano, volcanic
vou = vowel, indicated movement
vuu = experience
vyu = resource

vay = true value
vey = convey
viy = to hold
voy = inhibit, votive, candle, move, moving, voyage
vuy = incited
vyy = give aid

vab = verb; quality control
veb = noticed, verb, verbose
vib = vibe, vibration
vob = look elsewhere
vub = understood
vyb = aid

vac = vet (negated area living or viewed eating), voic, vacate, voice, vacant, vacancy (empty room or area with noone living there)
vec = abandonment, wild abandon, emptiness
vic = ruin, dream, bias, lost purpose and meaning
voc = divorce, call, talk
vuc = compensation, victim aid
vyc = victor

vacc = vaccine
vecc = matrix, vector
vicc = conqueror
vocc = good event
vucc = retry, succulent
vycc = get better

vad = void

ved = moving picture, movie, video; just achieve: 1. doorway, 2. gateway

vid = provide, provision, see

vod = hand recorder

vud = would

vyd = hidden world, behind scenes, inside video

vag = vague

veg = eat

vig = viagra, cails, viarga, feel good, sex improvement

vog = vogue, display

vug = good view

vyg = vigor, pain damage body resistance

vak = vacation

vek = weakness

vik = voyager, explorer

vok = long duration

vuk = understand, understood

vyk = location, locate

val = vale, value, feel, area

vel = veal, venison

vil = vile

vol = kept, contained

vul = gross, mass amount

vyl = repeat

vas = invader

ves = inquisition

vis = hard grip, see

vos = ownership

vus = usurp

vys = held breath

vam = inspection

vem = important date

vim = tight month, viewer

vom = job fair, vomit

vum = premenstrual syndrome, pms

vym = review

van = vain, hover van

ven = intervene, when, true, vein

vin = wine

von = migration, won

vun = education, will not, won't

vyn = responsible

varn = area like

vern = cavernous, cave like

virn = filled in, iron like

vorn = worn with age

urn = caving in

vyrn = fill in

vap = vapor

vep = significant

vip = steel grip (vicepress, vicegrip), very important

vop = high paying job

vup = fast learner

vyp = application

vaq = vacant

veq = warning silence

viq = silent death

voq = undercover

vuq = maneuver

vyq = understood

var = variable, different

ver = were, veer, where, true, version

vir = propelled, wild

vor = vora, biolocate, hunger, suck, eat, consume

vur = gain wisdom, hunter, seeker

vyr = earn, feast

vas = sluggish

ves = slow to understand

vis = steely, vision, scop

vos = slow migration

vus = imbecile

vys = slow to action

vat = toughness, vert, x, convert, conversion

vet = animal hospital, old

vit = spasmic, alive

vot = vote

vut = self understand, realize, realization

vyt = sexual interest

vav = unbiased

vev = view

viv = revive, alive, reanimate dead, make flesh golem

vov = view shift

vuv = pity

vyv = viewpoint

vaw = value

vew = view

viw = tight

vow = oath

vuw = hairy

vyw = costly

vax = recreate

vex = intrigue

vix = crush

vox = new job

vux = vux, learned, less wise more act, wise

vyx = course

vaz = qualify

vez = highly secure

viz = scenic

voz = refugee area

vuz = training camp, boot camp

vyz = neighborhood

viola = medium violin, medium stringed instrument

viole = food plate

violi = violin, small stringed instrument

violo = cello, large stringed instrument

violu = bass, huge stringed instrument

violy = violence, carrot juice

vall = wall

vell = well

vill = will

voll = prison, vault, safe

vull = bull, sickness, wealth, income

vyll = study, repeat, strain

valn = ground, valient

veln = vegetarian meat, mock meat

voln = unkempt, free, freely

viln = violin, will not, won't

vuln = vulnerable, debt, volunteer, payment

vyln = unrepeatable, unrepentant

vart = changeling, shapechanger

vert = green, vertical

virt = wild thing, wilder

vort = vortex, disorient

vurt = hunter, huntress

vyrt = gain, edible

valln = land plot, ramp, slope

velln = sick, wellness, dry, dryness

villn = villain, villainous, will not, evil person

volln = barrier, block, open display, unsafe

vulln = truth, disadvantage, poor, debt

vylln = violent, unrepeat, unrepentant, villainous

vaeva = wherever

vaevi = transitory; temporary, temporary existence or experience

vayafu = truth perfume pheromone makes people scenting tell truth

vancho = great lord, different person

vasyayu = [vase-inn-aim-inh-unh] versimilitude, Find things with unnatural luck and this allows you to never seem to get hurt. On a waning negative moon phase, this can invade your mind and make you work.

veaeva = whenever, weaver

veto = overwritten; overwrote, negated bill, negated point

veeto = cash; cash flow, money and things you can use for it. This is money you get somehow, think and you know what you can do.

vnadrakngl = humanlike bird dragon angel

vielakith = life charm

vielakyth = easy being, easy life

vien = python snake

viennes = python snake venom

vies = drown out, fire out, put out

VitAengEeng = Vitamin A, E for agelessness and skin softening.

VitAengEengZeng = Vitamin A, E and Z are a cure to drugs.

viol = violent, burning, violet

violuw = violue, red violet

violun = unviolent, healing light, black light

vyocanon = cannonfodder

vuul = heavy vehicle, armored transport, armored vehicle

vyo = useless

vici = I conquer

vico = dreamer, loss

victor = triumph, triumphant

vader = invasive, invader

vida = lost

vidi = I saw

voda = voldemort, dark lord

valir = value, health, true lovers or anything voldemort = dark lord, dark king, revolting being, resorting being

vagita = ultimate power, vegetable

vegou = eat out

vegout = eat up

vehicl = transportation, vehicle, transport

vegg = vegetable

vacaya = what you

vacua = what you

vacuamen = intended meaning, intent, intention

vyhau = overlord, elven lord, high planar being

vyhauhu = high planar human being that has instant magic at command and be natural shapeshifter.

vikta = viktor, victory

valheru = overlord, elven lord, high planar being

vyhau = valheru, overlord, elven lord, high planar being

vilea = repulsive, violation, each vile

vilgan = villian, asshole

volkh = shape shiftin guardian

vulcan = volcano

vami = vermin; rodent, rodents, mouse, mice

vamp = vampire, drain

vampbat = vampire bat, vampire bait

vomi = vomit, throw up

vapid = undeclared, undisclosed, rapid expansion

visi = vision

vela = builder

vanderdagast = wandering that gastly, wandering ghastr

vena = mystic bird of unknown origin that be silver and blue strikes beauty into people

venuroo = intervention

vini = I came

vari = variety, many choices
variant = variation, barrier
mvaricea = live creature
variceanie = egoist, unblamable creature
verita = truth
verne = difficult, difficulty, stern
verge = boundary, together
virgin = without alcohol, no sex
verith = guaranteed to do
virtu = virtue
vista = distance, distant view, distant land, area extent
vitasol = childbirth enable
vawya = void weaver, void channeler
vawyn = void success
vocayy = voicerific, excessive voicing from decay, obsession or depredation causing voicelessness and depression
vown = patriotic, patriot
vixen = evil lady, spiteful lady
vutu = virtu, virtual, virtue
vy's = vitamin
vyes = viciousness, vicious strike

W

wa = cry, where, what, wish, want
we = emotion, wed, we
wi = With; within or how the width formed, silence, with, am protector, win, this is depending on use; where wio is either won if positive, wigout or without if negative, wiy or win is winning if positive or why if neutral tone
wo = stop, I/me/myself, to turn, not
wu = woof, loud, loudness, wobbly, would, would have, woo
wy = creature, wing, possible answer

waa = circumstance
wea = reduce of, when, restrict, weevil, wedge shape bread eater bug
wia = width, length
woa = hold on, stopping point
wua = detail, relief, explanation
wya = clear distinction

wae = done; wake, well, set on, ancient waylaid pirate vessel, stubborn
wee = awareness; well, awake, absolute joy, aware of, think otherwise those that are aware and awake don't ask until things are reasonable.
wie = wile; wield, why, walkabout,
woe = off; bring death, disaster, stoppage of flow to turn energy, turn off energy
wue = personal misery
wye = abhorrid; (sometimes) horrid, unsacred, desecrated, desecrated

wai = decide, need it
wei = yes, weigh, think about; if you think about the idea, you manifest things
wii = know
woi = worry, dark despair
wui = vision
wyi = blurry

wao = way over

weo = wheel, well off
wio = harmonic
woo = sweet
wuo = wow
wyo = why help

wau = enlighten, who I see
weu = wend, understand
wui = silently
wou = stopping point
wuu = no!
wyu = wield

way = way, path, road
wey = wild, wildness
wiy = confidant
woy = crash
wuy = ruckus, raucus
wyy = wilderbeast, wild beast

wab = way back
web = a web
wib = applied focus, applied being
wob = wobbly
wub = being loud, wobbly, shaky, rub wrong (wound), make wrong (wound), seal
wyb = being witty, possible

wac = wacky
wec = weak acknowledgement
wic = wch, with character, which
woc = cooking wock
wuc = loud character, weak characteristic
wyc = candle wick

wad = group together, wade
wed = weed, commit/ment
wid = wide, make known
wod = not desirable, word, world
wud = would, wood
wyd = lucky guess

waf = wafer, thinly sliced
wef = form emotion
wif = wife
wof = wolf, game hunter
wuf = woof
wyf = air scent

wag = wag tail, bang side
weg = frog; wedge, thin layer, going (happening), away, material, this is a happening thing that is based off of material.
wig = hair wig
wog = take a loss, allowance loss, allow destruction
wug = shout

wyg = lost cause, hopeless

wak = wake, awaken

wek = weak, wield, wimp, week

wik = kill, make happen

wok = awake

wuk = active poison

wyk = moral, witch

wal = wall

wel = weal, well

wil = will

wol = woah; well hold, amazement, this is an amazing point that you decide is enough and declared as a woah! for a point.

wul = wool, cotton

wyl = focus clearly, will, wild

wam = a back head knock

wem = emotional moment

wim = emotion

wom = womb, worm

wum = senseless, pointless

wym = a wim, given into desire, withem, withheld, hold back

wan = wane, lessen, reduce, reduction, rection

wen = wean, when

win = emulation; a win, wine, whine, success, wine

won = influence; auratic influential, not stopped, continuance, continued, won

wun = wound; wind up, won't, faint spell, will not, won't, wouldn't, won that

wyn = wind, north wind or similar and the meanings are [here for what the winds are](#) by feel.

wap = whap, vapor

wep = weep

wip = wipe

wop = whoop

wup = woops, feel sorry

wyp = whip

waq = scream awake

weq = weaken

wiq = tremor

wuq = woke up hearing, light sleeper

wuq = quake

wyq = earth vibration

war = bell, belli, war, conquest

wer = wert; were, man, as is

wir = wire

wor = wore out, worn, worry

wur = steadier, make steady

wyr = where; weyr, dragons layer

was = vas, ways, weigh, what, been, waste (water)

wes = choose from

wis = wisdom, wizard, wise one
wos = worse; worser, feel personal pity, pitying
wus = meditate, whats
wys = wisen

wat = wait, weight
wet = wheat
wit = wait, writ, witten (control till wits end), wight, undead being that sucks the soul on a touch with paralyzation, with it is an idea but that can be controlled by spell or vampires. Otherwise: wit = writ, magical writ (usually written idea with blood energy from blood drops to create the effect of the words), written idea or effect by thinking about the point, so sometime if you are stating a word or two of the idea this works as well from the power of words and this is using suggestion in idea with the subconscious mind.
wot = wrote, what
wut = whoot, what, woot, wht, would that
wyt = witty, witty response

wav = wave, hand pass
wev = weave; weavel, weaver, put together, weave in will
wiv = harem, nag
wov = woven, sewn together
wuv = weaver, energy channeler
wyv = wedge, wedge shape

waw = cut through
wew = whew
wiw = with work
wow = oh wow, absolute surprise
wuw = stamina drained, tired out, work wobbly
wyw = shortcome, shortcoming

wax = wax, awaken, wack
wex = weeks
wix = waxy buildup, wax use
wox = woke up
wux = wuix, near faint
wyx = burning wick

waz = yst, was, ways, waste, waist
wez = wheeze, short breath
wiz = wise
woz = woes
wuz = whoozy, faint spell
wyz = a wiz, genius

wark = kill count
werk = slaughter
wirk = kill tap, snap
work = energy load, movement amount
wurk = steady kill, unstable
wyrk = blowup, blowoff

waaa = crying fit
waea = charge up
waia = stored energy, energy storage

waoa = wide area
waua = falsified
waya = acting on impulse, impulsive

waae = weight gain
wae = weighed impulse
waie = go with it, make attempt
waoe = way over your head, very high up
waue = absolute surprise
waye = discovery make, eureka!

waai = build strength
waei = work out
waii = sacred
waoi = feel comfortable
wau = get familiar
wayi = show path

waao = wild hope
waeo = take a chance
waio = not going to
wao = once again happen
wauo = burn yourself
wayo = way over

waau = not happen
waeu = enlightenment
wau = wait on
waou = shield
wauu = waw, cut through
wayu = extreme weight

waay = permissive
waey = get control, wave
waiy = conclude, conclusion
wayo = wayoey, way overhead, high up
wayu = weigh alot
wayy = break oath, oath break

weaa = don't study
weea = active fairy, stand tall, strength, stand up
weia = physical location
weoa = owe alot
weua = use, abuse
weya = try again

weae = physical help, physical aid
weee = moment enjoyment, fun moment
weie = remainder
weoe = repeat
weue = reusable
weye = take root, become root

weai = traper, trapper

weei = dislodge, disrespect

weii = aweii, bring attack

weoi = collection

weui = our use

weyi = bring danger

weao = beat them

weeo = stern nature

weio = go along, associate

weoo = restrict

weuo = take notice, interrupt

weyo = temple

weau = overwhelm

weeu = end

weiu = repair condition, fix situation

weou = intuitive action, take action

weuu = whew

weyu = large gift

weay = armed, prepared

weey = asshole

weiy = got him

weoy = break, breakage

weuy = over repeat

weyy = weyey, cannot condone, disallowance, unallowance

wiaa = understand, understood

wiea = collapse

wiia = picture, depict

wioa = responsible

wiua = wiooa, go way back

wiya = karate chop, hand separate

wiae = dicoverly, be discovered

wiee = attention, discourage

wiie = distrust

wiee = abuse; drug abuse, beating up, admittance

wiue = enemy

wiye = trick, trickery

wiai = wipe away

wiei = construction worker

wiii = putrid

wioi = why pay, unpay

wiui = disaster, destructive end

wiyi = ever repeat, fractale

wiao = overrule

wieo = waste, large eel

wiio = concern

wioo = freely kill

wiuo = alone

wiyo = turn good

wiau = stun, unaware
wieu = happiness
wiiu = identity, identify
wiou = cruelty
wiiu = wasp
wiyu = black weed

wiay = over there
wiew = winey, whiny
wiiy = why
wioy = why oh why, how come
wiuy = lied to
wiyy = explain, explanation

woaa = woaya, become active, be active
woea = regeneration
woia = woiya, warrior
wooa = duplicity, befriend
woua = acceptance
woya = rowena, informant, inform

woae = worse
woee = worry, (dark) memory
woie = resolution, resolve
wooe = child
woue = revive
woye = worrier

wadr = window
wedr = light
widr = focused through
wodr = melt
wudr = wonderment
wydr = glass

wald = seal in, wall off
weld = weld, metal unite
wild = wildness
wold = crash
wuld = burn
wyld = destructive

wand = focused will, a wand
wend = slowly gain
wind = grow quiet
wond = wonder
wund = wound
wynd = deter

ward = ward, protection, conclusive
werd = declined
wird = wired, blockage
word = worried, taking measures
wurd = unstabilize

wyrd = wierd (fate); fate, this is the three fates or the young one (Clotho), the medium aged one (Lachesis) and the old one (Atropos). Clotho spun the \93thread\94 of human fate, Lachesis dispensed it, and Atropos cut the thread (thus determining the individual's moment of death). The Romans identified the Parcae, originally personifications of childbirth, with the three Greek Fates. The Roman goddesses were named Nona, Decuma, and Morta. Their children are Norda or fate beings and human in appearance with special ability.

wark = war kill, battle kill, active work
werk = energy work, were kill(ed), were (killed) at
wirk = intelligence work, work in, in work
work = play, do things with
wurk = wrk, would work, your work
wyrk = wire kill, en strangle, wild afterwork, a wild effect

warl = warble
werl = when real
wirl = whirl
worl = homeworkl, vortex whorl, travel whorl
wurl = war shift
wyrl = viral, why move

warm = warmth
werm = squirm
wirm = wriggling
worm = worm
wurm = handling affairs
wyrm = wyrm, wingless dragon

wann = then, come back, wham, recover
wenn = went
winn = purposeful, with purpose, unalcoholic, virgin
wonn = lost, wanton
wunn = will, steady balance, will have
wynn = loss, wanton, wind, compromise

wra = wrap
wre = wrench
wri = write
wro = wrong
wru = wrung
wry = wryly, rueful, wring

wrat = wrath
wret = wretch
writ = write, printed page, note, bank note
wrot = wrought; rote, wrote, deceased, end of lifetime done by what occurred to the body.
wrut = root, bad habit
wryt = written information

wras = wraith
wres = wrestle
wris = wrist
wros = bad step, wrong step
wrus = benchmark, benchpress
wrys = strangle, wrist, sexual, rueful memory, crush (love), wrist

wpa = weapon

wpe = wipe out, wipe everything

wpi = whip, whipping

wpo = wipe out, wipe out, whip out

wpu = whip you, wipe you

wpy = whippy, wild whip

waeva = wherever, whatever

waoanetz = internet

wayreth = magic forest

weaeva = whenever

weei = I war (with you)

weeia = weeeeell, I war (by you)

weyr = dragon layer, show down

wiui = hydrocarbonatemetanol, breathable water, htuoctumoi

wiufi = hydrocarbonatemetanol, breathable sulfurwater, htuoctumoisfi

Widra = withdraw; withdrawal by feel

Widran = Withdrawn; to withhold or draw from something with some point or idea.

wipati = fxseh, wave pattern, A creative wave pattern or effect field reflected

in sleep, ability, influences and made with the metarules of Affinity, Thaumaturgy and Mental Focus with interactive subparticles of;

lutra(lut-rah, lea, lepton, love trance, electron, displacement charge, ion, negative energy charge, negative time subparticle)

proa(pro-ah, lida, likdon, likton, proton, proective, proteon, proactive(athletic), positron, positive charge, proactive charge, charge within particle, contain charge subparticle),

nura(nure-rah, neutron, neutral subparticle or neutralize),

tehnya(tea-hia, tachyon, active, carrier wave or positive time subparticle that looks like red dots),

yaa(yay-al, alera, aleron, eludia, metainfluence, alpha waves, aether or manipulation subparticle).

To allow with interactivity;

cema(seem-ah, cemia, cosmia, temporary glue particle, temporary cementation of particle, cosmetic particle, A particle to cause a temporary cementing of effective thought about particles to a surface, Formed by electron + proton + aleron);

cua(cue-ah, cuon, curon particles to cure poisons and body weakness, neutron and aleron);

cuae(coo-aid-eh, curative of scent particle, nice scent particle, cua + proton + lura)

crita(crite-tah, crypton, temporary erasure, or weakening particle created with graviton + tachyon);

dnyra(dendyron, denyro, denyron particle, or programmable particle that you think at once created to program it created by tachyon + aleron + lara);

eawr(ee-ah-wer, ewir, parasitic semibant particle, self-perspective condoning thought particle, sub-bot particle that forms and coagulates on moving things as an object. It does as instructed by it being spoken as though it did it and it feeds off filth or bad things and sometimes the organism itself. Formed by a cua + proton + lepton);

eawix(Ee-ah-wix, ewix, hearing ear particle, wax particle, a particle that allows you to hear nearly anything that is thought about or looked for by thought, created by eawr + proton);

foa(foe-ah, photon, leukton, destructive particle created with electron + proton);

flaa(flay-ah, feleron, firewater, everburning water, everlasting flame, greek fire, photon with aleron);

gna(gnah, gea, genon, creon, coreon, create, earth, solid barrier, constant, body, boundary, drug, solidity particle, leukton + aleron);

lukra(luck-rah, for leukra, leukron, antigravity wave particle, electron and graviton);

lata(late-ah, lekton, freon, void, later, raw material, cold, cold spatial particle created by electron and proton);

lara(lair-ah, eleiron, attractive element particle, magnetic particle of aleron + electron);

lura(lure-aw, allows luron, eleuron, detractive element, dark matter, separation force particle, red matter, aleron and graviton);

loa(low-ah, eomai, everia, lower and do particle, surrendipitous info soak, impulse particle, causes learning by discovery, inverse osmosis, created by electron + stekton)
loae(low-made-eh, eomeo, aeia, raise and do particle, info soak by hypnosis, causes subconscious observation learning, adverse osmosis, made by proteon + stekton)
loai(loe-ain, elorai, laura, gnosok, money or knowledge soak an buildup,, osmosis particle, lipkon + aleron);
loan(loe-an, elorain, gnosokles, lauran, knowledge or money reduction, reverse osmosis, crypton + aleron);
lika(like-ah, lipkon, barrier, psychic, air or sound vibration particle, electron and lipton);
lita(lite-ah, lipton, fire, heat felt particle created with electron and tachyon);
lupta(lup-tal, leupton, lava, molten heat, magma, emotion, melting particle, proton + aleron);
nuatra(nue-at-rah, negatron, nihilistic, annihilistic, rapid heat energy, extreme extremely slow destruction particle, electron + zeuktron);
pua(poo-ah, puatra, purify, disserf, dissolution particle, red particle, lura + neutron + lata);
sutra(sut-rah, suetron, creative water active healing particle sometimes found in meditation, neutron and tachyon);
stata(state-an, stekton, graviton, support. gravity or light wave particle; electron + neutron);
uun(you-un, ubyon, erasure or reversion particle made up by proton + neutron);
uace(you-ace-eh, ulypces, good luck particle, with ulypsis + ukyon + lekton);
uasa(you-tase-ah, ulypsys, bad luck particle, ulypsis + ubyon + lekton);
uase(you-fase-eh, ulypsis, antitime barrier effect particle created with proton + tachyon);
uua(you-oo-ah, ukyon, purity or restorative particle, neutron + suetron);
yara(yay-rah, alakron, manifestation particle, tachyon + aleron);
zatru(zat-roo-ih, zaktrunia, intrusion particle or warmth particle, likton + lipton);
zutra(zut-rah, zeuktron, changing mutative and irradiative particle, proton + graviton);
zutri(zut-trih, zeuktronn, disturbing particle, photon and zeuktron);
Zuty(zoo-tee, zeo, zuteo, zuhteo, cold radioactive particle, zutra + proteon).
wea = weak, weakness
wach = what, watch
wachya = what you
wadda = whadda, what did, what dad
wahai = wachamacallit, this thing
wedbag = weedbong, iphuc, weed star bong that is the bong or smoking container for the smoke type.
wydog = flying winged dog, widow, dog
wood = wand, mana focus device
wats = electricity, electrical, tesla
warmyu = warmagic, destruction and alteration spells
were = werewolf
worka = woka, work off, worker, woke up, work up
wassup = what up, whats up
wosa = worship
webufrod = network
wedn = 3rd, third, wednesday, wedding, marriage, lazy
wiou = without
wield = equip, use
wieter = resume
woody = wooden, old style writer, animated wood creature
wicrenu = negative witchcraft
wokobb = stay awake
wylfoc = Willed force, by chastity motion applied in mind.
wykcryt = witchcraft
wykcrit = why quit
wilynily = willy nilly, make attempt
wuln = would not, wouldn't
wyld = wild
wana = wanda, instinct, want to, impression
wanda = wonder, wonderer

wannac = want to see
wondai = wonderment
wasu = please, plead
wasuck = ugly
watu = what are you, hold on
watt = current rate
wattu = your current rate
wattm = my current rate
wish = focus need, desire, want; as a focused desire that happens by natural subliminal activity acting as a high energy bridge with subatomical particles being influenced, causing the people that the energy interacts with to achieve your desire. otherwise its a desire that achieves the result when felt, spoken, and its not magic.
warcobny = war combining; To be confiding the effort you do, to combine in effort, by war and become as one mind, the being as to cause it to seem one, in war by acting as one and with actions that work with each other. Causing it, the being, to appear as one. This triples ability and power. But, filter by refusal, of corruption.
warclu = warclubbing; to club together and in war, to cause things to be beaten, by assisted effort thats working together.
warcry = spirit animal war cry
warden = security head
warlin = soldier practice, prophet heritage
worketh = workeith, to work, treasure work
wotaf = brittle
wuzz = whats
wuzzit = whazzit, whats in it
wheter = Coming up soaked and ready for more
wll = well, will
whas = what, whats.
wmaekom = undo annihilation, uncalled for destruction
wislet = bracelet
wislyt = slit wrist
wislit = bracer
wren = wrench
wron = wrong
wrp = warp, wear, warping, warped
wha = what?, what
white = blind desire
wje = creating you (by effect and soul life)
wjh = whe, whackup, crazy making, insane making whack job, epidemria: A condition caused by the heart and it takes form of nearly anything being taken literally and realistically. This causes personal reaction to any stimulus or action that presents itself.
whh = attack, fuck attack
wunjo = joy; a person or jo
wijkin = disappear
wumpus = large and fearful
wuvsun = star weaver, star channeler

X

xa = savior, say
xe = heroic, see, xenium
xi = exile, plain, wild horse on xill
xo = put forth, so
xu = soar, soon
xy = reinforce, psychic, reinforcement, crotch

xab = flab
xeb = overweight
xib = excite, excitement
xob = great
xub = protrude, protrusion
xyb = exhibit, display

xac = exact, exacto
xec = power action
xic = banish
xoc = shot, fire
xuc = flight power
xyc = reinforce

xad = tad bit, too much
xed = extension, extend, exceed
xid = exist on, existence
xod = penetrate, go into
xud = extrude, extrusion
xyd = collide, collision

xaf = safe
xef = sieve, sleeve
xif = siphon, drain away
xof = soft, softness
xuf = eloop, cuff
xyf = existence

xag = sag
xeg = segment
xig = signal
xog = sog, soggy, splash
xug = extra sugar
xyg = extra reinforcement

xah = exalt, high praise, high acclaim
xeh = heroic
xih = sigh
xoh = anger, angry, sweat
xuh = heat wave, hot
xyh = heat treatment

xaj = hero, heroine, just
xej = siege
xij = banishment, banish
xoj = co-action, adjacent, paired movement
xuj = stick out, protrusion
xyj = soldier backup, law reinforcement

xak = kill exile, exacto, knife cut
xek = clumsied, attacker
xik = fated exile, fated plain
xok = pose, remake, audit
xuk = rebuke, reprise, reserve, conscious

xyk = condition

xal = extra value, sxamine

xel = zeal, example

xil = long exile, last time away

xol = slf, looking good, self, solo

xul = exume, exalt, exultation

xyl = insidious change, sinuous changeover, dick

xas = exhaust, slow recovery

xes = moved to heroism

xis = exist

xos = give slowly

xus = take off

xys = slow reinforcement

xat = exact; exactly, oternative, otherwise world, sexual (idea or comment often thought as innuendo).

xet = exist; xey, weight, exacto knife

xit = exit

xot = quixote, saying, exotic

xut = exalt, exaltation

xyt = excite, excitement

xaa = exalt

xaek = archaic, dark age

xeam = extra force, holy, debilitating force, dark will

Xei = diarrhea

Xeia = decent mind, docile mind, arisen

xeiab = peanut butter

xeiaxeb = create effort, work motion, relaxation, ship moments

xiao = morning, daytime

xiom = ziom, axiom, picked up thrown down, museum

xialinn = sociopath, feeling person

xiaolin = crazy, sociopath, bad, dark assistance

xiaolinn = law, psychotic

xieliet = exobiologist

xieliy = exobiology, other form study

xiem = transform, resolve, hold to body

xoe = extrude, xodus, exodus, far away exile, long mission of far distance

xue = snow

xiy = exonerary, exhibition, concession; give in, sales or give up by resignation sorta like with a resignation speech.

Xace = exercise, produce exercise and moral

xebne = weight disease, overweightness caused by drinking carbonated drinks

like soda pop and other carbonated drinks but solved by drinking water,

non-carbonated fruit juice and other noncarbonated drinks.

xebneu = remove overweightness, weight loss

xebpiaroneu = penetrating overweightness removal, penetrating weight loss

xeno = fear of being xern = high strung deer mule

xerp = word phrase of power xist = exist, existance

xitami = xiaoli, xiaolin, trend, trendy

xaph = intermediate moment, graph

xeph = it be, controlled chaos, controlled chaotic moment

xowad = xtreclah, strung together

xce = excess, exile

xct = xcts, execution
xhup = boil, bubbly skin, boiling water 120 deg F, extra ring, rapture hawk
headed horse with eagle wings
xst = exist, cut weight in that
xpant = exponent, expelling, expelled, extra cut pant
xpeue = xpugduduio, whisper
xpctah = expecting, extort/ion
xpcteh = awakening, expect/ed
xpla = explain, extra splash
xplat = explanation, personally explain
xploye = exploit
xployee = expeditious, efficient
xployeeh = explode
xplot = exploit, take advantage
xpt = extra point, expect, expectant, export
xxcla = an declare, excla

Z

za = create; zap (energy charge), energy shot, thought focus charge, that (thought that's done), agreement
ze = (sometimes from or with a bug) energy release (boogy), beetle; striped, original, one of a kind, bug
zi = energizer; zinc, work out, body build
zo = well; secure area, so, such
zu = zoo; animal, diplay
zy = held; drawn together

zab = energy focus; focused charge, electrical flow
zeb = zebra, beetle or cockroach that takes possession of those nearby that does things to the summoners will. Dismiss the thought and they go away.
zib = build; zinc concentrated
zob = scanning
zub = watch; focused display, monitor
zyb = concentrate; sew, drawn together focus

zac = shot energy
zec = colored aura
zic = muscle building
zoc = electrical charge
zuc = sparks
zyc = charge up, gather charge

zad = zades!, excitement exclamation
zed = filter, polarize
zid = used zinc
zod = area measurement
zud = scent, understood
zyd = conclusion

zaf = fall asleep
zef = noticed striped
zif = easy insert, easy entry
zof = in secured area
zuf = where displayed
zyf = draw in place, the draw

zag = overloaded energy strike, made mark

zeg = signified stripe

zig = sculpted muscles, struck as, The zig(zag) bolt, sig(cig), c-lit(litc, ultra lightspeed or natural light energy) or litc as a mark of pua (power level) and trance for signal tracing as signal trace and actual attempt.

1. The more the zig the more zag and the more that be done.

2. Advancement of loudness and sometimes mental stupidity or insanity per power level unless necessary precautions.

3. The advancing stage, a progress point tract or signal.

4. Replacable marks are a *, #, @, !, %, ` , ~, /, \, |, X

5. Never do things devisive with energy unless some physical effort be achieved (not beatings), to balance the unprepared body response and get the physical body prepared for the zig level. If not then theirs a mental serendipity (mental stupidity or discovery, physical self-discovery on accident).

6. Less aggression more achievings, more accomplished per second, more strict unless precautions.

7. Less likely more to occur, with more effect and less compressed (smaller) size of faster motion. More power make smaller energy pulses.

zog = ground mark, groundhog

zug = where important, conception (of intereption)

zyg = create interest

zah = strangely desirous

zeh = oven

zih = sweat

zoh = warm area temperature

zuh = whereabouts

zyh = heat circulation

zaj = justified charged shot

zej = oblivious, jaded

zij = personal reasons

zøj = security

zuj = explanation

zyj = draw interest

zak = killing charged shot, energy god

zek = clumsied, attacker

zik = planned kill

zok = mass strike

zuk = get the target

zyk = drawn in place killing blow, chasing blow, attract to target

zal = outlasting energy shot, pension, tendency

zel = zeal, zest, fearless

zil = exile

zol = work camp

zul = lasting display

zyl = zero, paused, brought to nothing

zam = zambolic, renewal

zem = seeming, seam

zim = because I am, planning

zom = lasting month

zum = zoom

zym = symbolic

zan = country concern, in focus, zany

zen = focused sense science, zen, 6th sense

zin = economics

zon = state

zun = civilization

zyn = nomadic civilization, tent city

zap = focused energy charge

zep = primordial, bug form, the form that the spirit can take to create effects that doesn't exist except to the subconscious as a sign.

zip = forced by pull, archive

zop = travels toward

zup = charged particle, particle

zyp = dissipation

zaq = earthquake, struck vibration

zeq = vibration, auratic

ziq = measured vibration, rictor scale

zoq = soaking, area quake

zuq = lasting vibration

zyq = struck chord

zar = turn head

zer = fruit

zir = shift into, transform

zor = grahm crackers

zur = destitute

zyr = take a walk

zas = slow transfer

zes = blindsided

zis = slowly build muscle

zos = speed regulation zone

zus = zeus, lasting slow

zys = accept exchange, slowly drawn together

zat = energy dissipation

zet = was unique

zit = zit, skin blemish, worked out

zot = disassembled, out for yourself

zut = displacement

zyt = drawn together

zav = watch energy shot

zev = looked for uniqueness, yearn

ziv = looked upon body, see

zov = open security, nudity

zuv = was looking

zyv = matched, other half, true love

zaw = electrical wire
zew = original coat
ziw = furry, fur
zow = protected zone
zuw = lasting coat
zyw = spray, formed coat, spray paint

zax = generated energy shot
zex = cleated, originality
zix = doing too much
zox = security image
zux = zuix; long lived
zyx = binding together

zaz = targeted shot
zez = disease; striped area, testing area, hazard area
ziz = improve body, buff up
zoz = security zone
zuz = sustaining field
zyz = hastily assembled security, sizzle

zaz = taze, stun shock
zez = tease, disease
ziz = appetize, large roc protector of other birds, appetite
zoz = toes
zuz = desire
zyz = traffic, time area

zla = who did not stand
zle = brimstone
zli = off duty, activate
zlo = eruption
zlu = convincer, preacher, televangelist
zly = culp, blamed, blamee, blame

zha = crowd
zhe = these
zhi = thigh, this
zho = though
zhu = thunk
zhy = your

zja = servant
zje = vengeance
zji = proof
zjo = personal view
zju = servitude
zjy = affront, confront

zadd = strong, will
zedd = maintainance, maintainer
zidd = discrepant
zodd = wierd, strange
zudd = fight

zydd = parrot, copy

zadde = split person, unplan, create moments in the air that gives you actually anything you want

zedde = organizer

zidde = stand-in, replacement

zodde = uncertain, disorganize

zudde = interospective, perceived interrogator

zydde = explain, explanation

zahr = no secret

zehr = come, energy to come

zihr = seer

zohr = zoe, power effect

zuhr = lure, sure

zyhr = sire, father someone/something

zomba = moving zomby

zombe = broken control, paralyses

zombi = zombier, enslaver

zombo = zonko, knocked out

zombu = alive, your zombie, make zombie

zomby = slave state, enslaved

zann = unconcern, hedge

zenn = illogical science, nonsense

zinn = unmanageable, moneyless

zonn = hidden, conceal

zunn = uncivil

zynn = homeless vagabond

zenna = seer, psychic

zenne = zest

zenni = lemon, lemon lime

zenno = mystery

zennu = denial, blindness

zenny = sour rind

zhal = thalus, counting device, about things

zhel = theology, philosophy of things

zhil = work with things, playing with things

zhol = constructed item

zhul = turned dark

zhyl = resulting number

zhra = thrash

zhre = three

zhri = thrive

zhro = to throw

zhru = done, underhand toss, threw

zhry = thrift

zra = thrash

zre = three

zri = attack, enmity

zro = to throw

zru = done, threw

zry = thrift

zao = zero; itinerates, associates, no that is done if negative is 0. Sorta like a number so this is stating no roaches.

zea = end; the end of a hacking cough.

zeo = hacking cough or smokers cough.

zeah = associative, association

zeaha = whistle, pensive

zeahaa = self-defense

zeahay = prosperity, prosperous

zeo = person, personally effected (victim), hacked; worm, virus (person), hacker, viral person

zeeo = wedding cake; focus (on), effect: the focus point to do things with by feel. Otherwise street or area cleaning.

zeio = zeeio, I war with you

zein = induct; induce money increase

zia = zion, higher being, zions; (named ziae or ziax) zionic aid is the atleantian beings aid that you call upon you by thinking of your need and saying a zion word to call their attention to make your idea or fix the condition. Just remember if you don't need something, then think of that idea you don't want and state uu- or you-uh.

zyio = seeker; awal, bugged, food need (often by a wild man), if bug need: then you have the need from a bug; the empathetic feel that you get from a bug is a need for food or hungering. Basically you create with this need, if your the one around one that is a bug or bugged by something.

zakal = jackal, werewolf

zabis = zabem, zales, zalus, sale, boom

zalli = coordination, hard work

zedsen = prismatic light

zeliq = intelligent zeal, fearless intelligence

zeny = teeny

zenny = zen like

zero = adhere alone, zero

zest = flavorful (part)

zesty = lemon fresh

zetsu = magical art of parts

zidder = domi, domineer, release, take control, rule over

zidderr = shaky, nervous

zidders = psychotic, psycho

zidderrs = disruptive

zigge = to train or trait instance effect

zinny = tinny, tightly, boned up

zipzyt = stretch

zouho = to feel safe by bequest or given request as your really safe

zhao = devote, devotee, devoted

zhaot = target, zealot

zjaero = aerial servant

zrzqculayl = cold enchant

znshiguai = explosion

zza = enervate, awaken

zzz = zzzebro, sleep, electrical charge

[Go back to the Atlantean main menu](#)

-XXV-

Drugs and chemicals

Treat the drugs as a separate concept in a sentence, like not much for her in this or a separate word phrase. However I would avoid the KNO_3 salt since its poisonous and go with pink salt instead.

As "n'synca hcl wiobjtuacha" = "in aligning hydrochloric acid." In usage of the salt KNO_3 , you can cause varied effects and repercussions like dazed motion and unexplained weight gain.

Look at the use of potassium nitrate with salt and water. Gaining inner calm and each bite you might gain something such as weight. This weight drops immediately as the body will repulse the food and swell the body. I noted the weight loss effects of this salt in particular if used with water and its explosive reactions. Some might not be affected by this as the effects vary with unknown effects. Yet sodium nitrate and sea salt be body safe as a type of salt which has long been used as an ingredient in explosives, and a food preservative that can cause weight gain if in too much quantity. Any look at these will get you result so bear in mind the possible outcome may be hazardous.

Yet the other salts are not safe like, chemical compound ammonium nitrate the nitrate of ammonia with chemical formula NH_4NO_3 . Useful in agriculture and explosives, lead(II) nitrate be the nitrate of lead with chemical formula $\text{Pb}(\text{NO}_3)_2$. Its also known as lead dinitrate, nitric acid lead(II) salt, and plumbous nitrate. It be a highly toxic element. Lithium nitrate be an oxidizing agent used in the manufacture of fireworks and flares. Its composition be 2LiNO_3 . Silver nitrate be a chemical compound with chemical formula AgNO_3 . This be a poisonous unuseful salt. HNO_3 be transference of lead to other material. The chemical compd and formulus came from the wikipedia at <http://en.wikipedia.org/wiki>, the Alchemical and Steve Kamm physics notes written down.

1 p(art) = 1 m(ole) or ato(m) = 1 mol(ecule), 1 (mix)ture = 1 compd (compound).

fe = fac, face, "()"; "(" (facilit); ")" (facrit),

Chemical key - for understanding english chems

Naming acid - Exchange the Anion with the Suffix, fo'the base keep the Anion

Anion Ending Acid Prefex Acid Suffix

ate(3p, 6p) ic acid

(o)n, um, ite(1p) ous acid

ide(2p, 4p) Hydro ic acid

Acids (A)

Some common pH (strength) values of acid. At <http://en.wikipedia.org/wiki/PH> will you find the chart below. To get the strength or pKa use the H^+ Molar weight in

$-\text{Log}_{10}[\text{Molar weight, H}^+]$. For example, a solution with $\text{pH}=8.2$ will have an $[\text{H}^+]$ activity (concentration) of $10^{-8.2}$ M, or about 6.31×10^{-9} M; a solution with an $[\text{H}^+]$ activity of 4.5×10^{-4} M will have a pH value of $-\log_{10}(4.5 \times 10^{-4})$, or about 3.35.

Some unknown effects of pH:

At <0 be poisonous and acidic and avoid contact.

At $=<2.0$ be acidic (highly dilute with H_2O to drink HCl so avoid contact).

At $=<2.3$ pH be unaging, regeneration and weight loss.

At 2.4 pH - 3.5 pH and after 5 pH - 5.9 pH be weight loss.

At 3.5 - 4.8 pH be dillusional occurring if eaten, drunken or inhaled.

At 4-4.9 pH and at 6-6.9 pH be weight gain.

After 7 pH be weight loss.

Substance pH (pKa)

Fluoroantimonic Acid -28

Magic Acid -21

Fluorosulfuric Acid -15.1

Hydrofluoric Acid -15

Acid mine runoff -3.6 - 1. before this be <0

Nitric Acid .014

Aqua regia .3

Hydrobromic acid .9

Battery acid <1.0

Hydroiodic acid <1.0

Sulpheric acid 1.01

Hydrochloric 1.8

Gastric acid (Hydrochloric) 2.0

Lemon juice 2.4

Cola 2.5

Vinegar 2.9

Orange or apple juice 3.5

Formic acid 3.75

Beer 4.5

Coffee 5.0

Tea 5.5

Acid rain <5.6

Milk 6.5

Pure water 7.0

Human saliva 6.5-7.4

Blood 7.34-7.45

Sea water 8.0

Hand soap 9.0-10.0

Household ammonia 11.5

Bleach 12.5

Household lye 13.5

Hydrogen fluoride 15

Water (H₂O) 32

The acids themselves

bisa = potassium acid, bisulfate, KHSO₄ (khsquad).

braqua = braquach, hydrobromic acid, HBr (hbr)

coniin = amines acid, aminic acid, life acid, Formic acid, Looked

it up in Wikipedia and its systematically called methanoic acid, simplest carboxylic acid, stinging chemical, CH₂O₂ (chtuotu) or HCOOH (hcooh)

aquregia = Aqua regia (Latin for "royal water") be a highly corrosive, fuming yellow liquid, formed by concentrated nitric acid (HNO₃) + concentrated hydrochloric acid (Hcl), usually in the ratio of one to three. Its able to dissolve gold and platinum although tantalum and a few other extremely passive metals are able to withstand it.

Aqua regia be used in etching and in certain analytic procedures. Aqua regia does not last very long, thus it has to be mixed immediately before use. From

<http://www.encyclopedia.com/html/a1/aquaregi.asp>. nitrosyl chloride (NOCl).

flurbeasa = fluorosulfuric acid, strongest corrosive acid, HSO₃F (hsotrif)

discovered from

<http://pubs.acs.org/cgi-bin/sample.cgi/jocean/2005/70/i07/html/jo040285o.html>.

grach = geranium acid, transphase acid with geranium, Sodium

+ HF + Folic acid(folate, fola or vit-m) + germanium (Ge) = NaHFFolaGe, Geranium + sodium ae NaGr2, with counterpart GeNa2 = Germanium(Ge) + Sodium(Na)

hia = hydridya, mucaquai, hydroiodic acid, a highly acidic aqueous solution of hydrogen iodide (HI). It be highly corrosive and should be handled only with appropriate precautions. Hydroiodic acid be a commonly used chemical reagent and be one of the strong acids that ionize completely in aqueous solution.

hf-sbfccl = fluoroantimonic acid be a strong acid. The acidity of 1:1 HF-SbF5 can reach H_0 -28. Thus, these superacidic systems can be 10^{16} times stronger than 100% sulfuric acid!

hcl = claquach, HCl (hydrogen chloride), hydrochloric acid, stomach acid.

chlorium = chlorous acid, clorox, Cl(HO) (clfachofac)

mucamino = amino acid, life fluid, folic acid, C19H19N7O6 (cnizhniznsyiosex)

nukl = nucleiaicach, nucleiac acid, N6S2O4A9, stomach acid x NO4H6A8 or N6A8O4H3. It drops body weight.

hfa = hydrogen fluoride, hydrofluoric acid, fluohydric acid, worlds strongest and non-corrosive superacid, HF, carborane acid and non-toxic and non-corrosive that will dissolve even glass.

juuach = Magic acid, The large complex fluoroanions facilitate dispersion of the negative charge and thus contribute to increased acidity of the solvated proton ($H_2SO_3F^+$, H_2F^+). The acidity of HSO_3F increases from H_0 -15.1 to -21.0 on addition of 25 mol % of SbF_5 . HSO_3F-SbF_5 (Magic acid) of 1:1 molar composition The name Magic Acid was coined in my laboratory, after a Christmas party in the 1960s, by one of my postdoctorals (J. Lukas). A candle (of paraffin wax) left from a cake was dissolved in the acid system and the solution showed an excellent NMR spectrum of the tert-butyl cation, inspiring the name for "magic properties". The name for the acid eventually found its way into the literature and be now a registered trademark.

nitra = hnotri, aqua fortis, HNO_3 , Nitric acid (hydrogen, nitris oxide compound of 3 p)

nitri = nitrilotriacetic acid, C6H9NO6 (csexhninosex)

nitro = highly unstable, nitroglycerin, high explosive, C3H5N3O9 (ctrihqinntrioni)

perclach = perchloric acid, Perchloric acid has the formula $HClO_4$ (hcloquad) and be a colorless liquid soluble in water. It be a strong acid, or superacid like sulfuric or nitric acid.

fbpon = htripoquadach, phosphoric acid, H_3PO_4 (Hydrogen in 3 p, Phosporic oxide)

propene = alkenes acid

sach = sulfuric acid, H_2SO_4 (Hydrogen, Sulferic oxide in 4 p)

hducodarco = cebaya, cebayach, Carbonic acid be a weak acid with the chemical formula of H_2CO_3 . It be the reaction product of water and carbon dioxide and exists in an equilibrium with water and carbon dioxide whenever the latter be dissolved in the former.

surixbicatea = htucusquinfoqueuctuutrinsex, $H_2CuS_5FO_4C_2U_3N_6$, Suffrix bicarbonate acid, poisonous substance and powerful acid in gas form that dissolves even plastic and not glass. Similiar to mustard gas but its acid gas and tends to melt things that get near and can be for a a Evisceration cloud.

Bases (the opposite of acid)

aquao = H_2O_3 , Hydroxide, restorative water

aquaoli = LiH_2O_3 , Lithium hydroxide

aquaona = SH_2O_3 , NaOH, Sodium hydroxide, brittleness

aquaoko = KH_2O_3 , KOH, Potassium hydroxide, destructive

aquaorb = RbH_2O_3 , Rubidium hydroxide

aquaocs = CsH_2O_3 , Cesium hydroxide

aquaomg = MgH_2O_3 , $Mg(OH)_2$, Magnesium hydroxide

aquaoca = CaH_2O_3 , Calcium hydroxide (females choice)

aquaosr = SrH_2O_3 , Strontium hydroxide

aquaoba = BaH_2O_3 , Barium hydroxide

Salts (Acid with base) (C)

nacl = Sodium chloride, salt, sea salt, NaCl

mgcl = Magnesium Chloride, MgCl

kcl = Potassium Chloride, KCl

caclu = CaCl_2 , Calcium Chloride

rbcl = RbCl , Rhenium Chloride

nabr = NaBr , Sodium Bromine

nai = NaI , Sodium Iodine

srftu = SrF_2 , Strontium Chloride

nhqueunotri = chemical compound ammonium nitrate the nitrate of ammonia with chemical formula NH_4NO_3 .

pbfenotrifedi = Useful in agriculture and explosives, lead(II) nitrate be the nitrate of lead with chemical formula $\text{Pb}(\text{NO}_3)_2$. Its also known as lead dinitrate, nitric acid lead(II) salt, and plumbous nitrate. It be a highly toxic element.

deulinotri = Lithium nitrate be an oxidizing agent used in the manufacture of fireworks and flares. Its composition be 2LiNO_3 .

agnotri = Silver nitrate be a chemical compound with chemical formula AgNO_3 .

This be a poisons unuseful salt.

Oxides (Things to rust with) (D)

ago = AgO = Silver oxide, tarnish

cuo = CuO , Copper oxide, potina (copper rust)

feo = FeO , field, fetuotrix, Iron Oxide, rust

mgotu = MgO_2 , Magnesium Oxide, Chrome rust

hodeux = HO_2 or liquid oxygen. A watery oxide that you can breath. HO_2 , usually termed either hydroperoxyl radical or perhydroxyl radical, is the protonated form of superoxide; the protonation/deprotonation equilibrium exhibits a pKa of around 4.8. Consequently, about 0.3% of any superoxide present in the cytosol of a typical cell is in the protonated form. This ratio is rather accurately reflected by the published literature on the two species, as identified by a PubMed search; at the time of writing only 28 articles mention " HO_2 ," "hydroperoxyl" or "perhydroxyl" in their titles, as against 9228 mentioning superoxide. Here it is argued that this correlation is not justifiable: that HO_2 's biological and biomedical importance far exceeds the attention it has received. Several key observations of recent years are reviewed that can be explained much more economically when the participation of HO_2 is postulated. It is suggested that a more widespread appreciation of the possible role of HO_2 in biological systems would be of considerable benefit to biomedical research. Gotten from <http://www.liebertonline.com/doi/abs/10.1089/104454902753759672> with permission.

snfdou = SnF_2 , Stannous Fluoride, A white powder, that causes oxidization to plaque break down. plaque (tooth dirt) rust.

Hydrocarbons (life element) (E)

cyrnach = citric acid, $\text{C}_2\text{H}_8\text{O}_6$ (Carbon or ash in 6 p, Hydrogen in 8 p, Oxygen in 6 p), life acid hydrocarbon

kloify = chloriphyl, green plant blood that takes sunlight and makes it into energy,

$\text{C}_{55}\text{H}_{72}\text{MgN}_9\text{O}_9$ (Carbon in 55 p, Hydrogen in 72 p, Magnesium, Nitrium in 9 p, Oxygen in 5 p)

sug = sucro, sucrose, sugar, $\text{C}_{11}\text{H}_{22}\text{O}_{11}$ (11 p Carbon, 22 p Hydrgen, 11 p Oxygen), cain

itei = hydroxile, antacid, DNaO_4 (Deuterium, Nitrium, Angstrom, Oxygen 4p) antiacidic substance.

mllai = Melatonin, M11O4N2H6, Like St. John's Wort this causes a sex like feeling without the sex and causes slight rejuvenation.

Flame color (F)

use energy or normal flame to set off. Thanks go to Mythbusters.

Red can be lava of oil lamp and mercury with a wooden wick in a small container as a chemical flame only to be smothered out and liquid sodium be alternative. These are fatal except by a distance.

Blue can be butane, butane or butanol and metal add to a spark as a gas flame or disaster flame.

Yellow be toxic and can be from corrosive metal or metal baride and poison or acid HNO₃.

Green be emerald flame with mercury and corbite, magnesium and corbite or coal burning.

Lavender be mgenery, Mg(OK)₂ (mgfeokfetu, Magnesium mixed with Oxygen and potassium (any form), Energy reaction of Magnesium with flame, life burst (creation or death) for a light purple lavender flame that's 2 1/2 or shorter hours.

Purple can be the gold yellow blue shade for an emotional flame, a dandelion flower (dandylion) or mercurite and pinsnips, clothespin or similar metal. You can be enlarged with breathing the smoke. Muave be a secondary flame.

Orange can be Muave and self consuming fire and continuance unless water applied, as it describes wild fire with a wide spread effect and live plant things burned (on ground) or grease fire.

Silver be a white gray or grey and to use mercurite, corbium and magnesium or magnesium and nickel. For a special flame indeed with a load of heat. Thanks to Bill and Danny for idea.

Gold be straggish grey and yellow flame and mercurite and mercury or mercurium and lamp oil or deuterioxide (deuterium oxide) + lamp oil or butane and lead. It can burn everything with other metal.

Peach gray flame be to use stalagmite and magnesium and sometimes lamp oil, a special color indeed.

White be flare fire by magnesium and burning, a quick burn with more white smoke.

Black can be the smoke of chemical fires and radiation fires that be harsh to breath.

Alchemy with chemistry & drugs

ealda = 1/8 part radon + three parts water + boiled nightshade or sodium for regeneration drug and cause regeneration. You don't need to take it in as the radon is enough.

eavan = unregeneration drug, causes degeneration, cancer and decay

uoctrio = hydrocedranol, water soluble suggestion drug, talk drug

acid = hallucinagen, dream drug, hallucination drug, dissolution agent

aloe = aloevera, healing plant, plant of health

eufioa = euphoric, euphoria, opium + sug eq euphoric making stuff in the body

emfazima = food poison

etrelue = memory drug; estrogen, due to it being estrogen; if overused can change a male into female, HFIOAgCu (hfioagcu) can be a replacement.

evrlafadra = everlasting flamedrake, One semi-oil lamp and candle, to use the wax at the base of a wide crystal (as not glass) lipped candle holder with a smotherer cloth of cheese cloth or unburnable cloth or wet cloth. Use a wooden wick of a long match to stick into the wax at the bottom and somehow stop the breaking, so to not cause a house torching use metal instead or the makeshift candle in a large metal bucket. Do not let it burn too long or to go large without the smother cloth ready. perhaps use the tin can and wax at bottom to stick the long match. a screwdriver can drill the hole. Do not use inside. This flame be very easily undying except when smothered. When done the adhoc candle could burn until the fuel burns down or serve as a beacon in a crystal.

evrlawawadra = Everlasting waterdrake, In spell form its drowning by droww. That uses liquid sodium nitrate potassium water and calls it aqu for preservation, with a gusher of water control this waterdrake can cause anything of water will and manifest. A bit

bad but it will suffice for a waterdrake of opium and Potassium Nitrate with water. When applied to others it puts things out if using baking soda with it. This can burn with a blue hue or red flame if oil and hydrate 1 to 3:

1. distill water and hydrochloric acid with no water after.

2. mix with hydrochloride and baking soda to form with potassium nitrate.

hclhtuoquinatwihtuo = Hydrochloric acid(HCl) in 1 p and water (H₂O) in 15 p mixed with fruit juice or more water so its highly diluted acid for unaging and better health, given to cure sickness but it may leave the body weak. Gotten from http://www.unexplainable.net/artman/publish/article_1800.shtml.

Alternative be to use citrus fruit in juice form of mixed with water like orange, lemon, lime, and add water to taste with sugar or molasses. The spell form might not work so use the actual material in natural formation(store bought) with such a case.

bludei = Blue devil or blue insanity, 4 drops or squirts essential oil or lighter fluid(kerosene) + KNO₃Aloe₃Cu₄(1 part Potassium nitrate, 3 part Aloe vera, 2 part Copper) + H₂O(the more, the stronger it is). Alternatively for strength is

(Potassium nitrate)KNO₃+8 squirts Lighter fluid(Kerosene or Kero)+water(H₂O)+2 parts Copper(Cu) = KNO₃Kero₈Cu₂+(H₂O)_n(1-infinity) for a stronger effect and the more water the stronger it is. The safe alternative be to allow the addition of acid with 2 quarts

more water dilution and you can cause a body regeneration/unaging effect. Heated up and boiled in water for 3+ minutes, idea made by skyhawk. Made up with others in mind.

The noticed side effects are, some brain hemorrhage, great feelings while its happening and this can be drunk, shot up and without addiction. This may leave you in a controlled state of advanced paranoia safely. Those pregnant cannot use this as it kills the fetus or infant. This should thicken or clump together after it cools. For more effect mix with alcohol. If drank, it has a side kick moment of an extra for 20 minutes after the original. It lasts 8 minutes maximum for one drop.

irvall = nervall, 2p sodium chloride(NaCl) or salt + 1p baking soda (NaHCO₃) + 2p copper(Cu₂) and its (NaCl)₂NaHCO₃Cu₂ that lightens up all the nerves.

hclnaclhtuotuat = 1 p Hydrochloric acid(HCl) + 1 p Sodium Chloride (NaCl) + 20 p water to sturdy the body and cause weight loss.

olele = ollisus, adrenaline drug, unaddictive strength increase drug, this increases potential in the body due to the sex. Vision in males as to how far you can see by what means of scrying or body sight or sight in female of psychic level with the sight of how far seen due to the level of drug in body.

luapomna = leceopiumna, olidopopium, water + opium + sodium, eternity drug or cease aging drug

aquilli = water and adrenaline, unfear drug, fearless drug that increases memory and calms person and be 2p sodium nitrate(Na₂NO₆) + potassium nitrate(KNO₃) + water(H₂O) as Na₂KNO₉H₂O with alternative NaKN₃H₂O as 1p sodium or baking soda + 1p potassium + 3p nitrate

opium = blaopadop, opium+water 10 p, immortality drug, power activation drug, pain killer.

opiumoli = blaoepaoli, blakedpipolli, poppy pulp and adrenaline, rapture drug that causes killer instinct

oto = poison spray, KNO₃FH₄ (knotrifehqueu)

cokhclhtutuneodix = Cocaine + Hydrochloric acid + 10 p water to form active healing while high.

biie = bananas, Obtain 15 pounds of ripe yellow bananas, Peel all and eat the fruit. Save the peelings, Scrape all the insides of the peels with a sharp knife, Put all the scraped material in a large pot and add water. Boil 3 or 4 hours until it has attained a solid paste consistency. Spread paste onto cookie sheets and dry in oven for about 20 minutes. This will result in fine black powder. Usually one will feel the effects after smoking three to four cigarettes.

benzen = knock out drug, aromatic

bcl = boox, borox (BCl = Boron + Clorine, Clorox + Boron)

byot = barbituat, barbituate, slowing drug, slow down senses drug

byotkok = divilnidar, sleep drug

blaaopa = lust drug, lust after, with viagra + poppy pulp or weed

aomuoisau = polyjuice, 1p opium+4p water+3p adrenaline+1p nightshade+1p mandrake yields bad smelling polyjuice, and if placed on area, causes polymorphing at will.

One who be affected this cannot speak of it. This isn't instant so if you know shapeshifter techniques.

bvityl = healing and revilizing drug having aloevera + water + divinorium or weed

cilert = silert, instill immediate attention, stillness, still motion medicine

cinie = cannibis, smoked grass that in drug form cleans the body and liver of toxin and poison

cotea = cortisone, reduce swelling cream

ctuhquinoh = C₂H₅OH, alcohol, a poisonous bad drug that slows time and reflex down in the body.

dactosang = dragonblood, Blood of dragon allows for immortality but knocks a person out for a day per half ounce with major unaging effects after

demorall = passivity drug that be unaddictive

dop = dopamine, pain killer, drug

dopolli = courage drug, dopamine and adrenaline

divilnida = pacify drug, calmness drug containing valum + H₂O₂

divilnieda = creativity drug, that brings vision and truth with Pentathol + weed or divinorium

dyhli = cae, dyhelia, dialect, trimethylxanthine, caffeine, theine, mateine, guaranine, methyltheobromine and 1,3,7-trimethylxanthine. C₈H₁₀N₄O₂ (cethtinquadotu).

dyhlom = dyhelium, coffee, prepared tea, caffeine that be a natural part and be addictive.

dragonsbane = creative death, dragon poison created from dragon flower extract

dvnouda = divinorium, unaddictive power herb drug

fola = foil, folate(anion form), Folic acid be a B-complex vitamin once called vitamin m allows for bio organic improvement

fka = cedranol+novacane+pcp, nerve poison, killing drug, death drug that takes a long time.

iirori = Imiprothrin, (IUPAC): a mixture containing 20% of 2,5-dioxo-3-prop-2-nylimidazolidin-1-ylmethyl(1R,3S)-2,2-dimethyl-3-(2-methylprop-1-enyl)

cyclopropanecarboxylate and 80% of 2,5-dioxo-3-prop-2-nylimidazolidin-1-ylmethyl (1R,3R)-2,2-dimethyl-3-(2-methylprop-1-enyl)cyclopropanecarboxylate. From http://permits.nra.gov.au/actives/standard_imiprothrin.shtml

gunpoda = gunpowder, Materials; potassium nitrate or sodium nitrate (75 g), clay grinding bowl and clay grinder or wooden salad bowl and wooden spoon, sulfur (10 g), plastic bags (3), charcoal (15 g), 300-500 ml beaker (1), distilled water, coffee pot or heat source. Place a small amount of the potassium or sodium nitrate in the grinding bowl and grind it to a very fine powder. Do this to all of the potassium or sodium nitrate, and store the ground powder in one of the plastic bags. Do the same thing to the sulfur and charcoal, storing each chemical in a separate plastic bag.

Place all of the finely ground potassium or sodium nitrate in the beaker, and add just enough boiling water to the chemical to get it all wet. Add the contents of the other plastic bags to the wet potassium or sodium nitrate, and mix them well for several minutes. Do this until there be no more visible sulfur or charcoal, or until the mixture be universally black. On a warm sunny day, put the beaker outside in the direct sunlight. Sunlight be really the best way to dry black powder, since it be never too hot, but it be hot enough to evaporate the water. Scrape the black powder out of the beaker, and store it in a safe container.

Plastic be really the safest container, followed by paper. Never store black powder in a plastic bag, since plastic bags are prone to generate static electricity.

gleti = glycerin, listerine, mouth wash also a variant be potassium nitrate(KNO₃) + sodium(Na), 1 p salt or 1 p baking soda, NaKNO₃, another variant be mouthwash + KNO₃, artificial adrenaline that does not give strength except 10 - 30%.

icdru = Ice drug(crystal meth, methamphetamine, tina, crystal meths, krank, tweak, ice) that be unnaddictive. Crystal meth be an intensive stimulant with disinhibitory qualities, Crystal meth be an intensive stimulant with disinhibitory qualities. Comes in two forms called a rough yellow hydro and and smooth white glass that is usually for wanting to stay awake long hours. Crystal be made of highly volatile, toxic substances (based on such chemical "precursors" as methylamine and amyl amine) that are melded in differing combinations, forming what some have described as a "mix of laundry detergent and lighter fluid" that can be used by injecting, smoking or snorting.

Smoking ice results in an instantaneous dose of almost pure drug to the brain, giving a huge rush followed by a feeling of euphoria for anything from 2-16 hours. For some this could result in obsessive cleaning or tidying, but for many the biggest bonus be the sense of sexual liberation which can result in mad, abandoned sex for hours - sometimes days - on end. In almost half of the new AIDS cases, crystal meth has been a factor. Also it has been proven that meth is responsible for liquidization of the brain. So its highly illegal even unto this day. So basically, if your wanting to remain safe, then avoid meth and the ice drug at all costs. From [this page on meth](#).

hopen = cocaine like herb, and painkiller, alternative be tin (Rn) or aspen tree bark (as aspirin)

joy = enjoy, enjoyment, Sodium Hydro Pentathol, C₁₁H₁₉N₂O₃SNa (conz, conzhniznduootrisna), joy drug, control drug, don't inject it or it kills. Injest

it and it will work. The same effect can be got from the chocolate bar as a safe alternative.

kekisle = insanity drug, confusion drug

kok = coke, cocaine, speed drug, speed-up drug

kykisle = repugnancy drug, repulsive drug that causes repulsive behavior, opium + dopamine

lidop = lithium drug, strength drug, mental insanity control drug

lirndop = LiRa1/6, Lithium + 1/6 Radon or reduced craziness, mental insanity control drug

luapompuo = leceopiumpyao, permenant control drug of hydro + opium + pentathol

lyqdyhelium = addictive carbonated soda drink with Carbonic acid.

mand = demand, command, midra, mandrake, root of dead body; Formed from a dead body of murderer or a person with ngative karma that was hung or killed on a full moon. then buried at the spot, in cemetary. Its found in the body but sprouts, appear outside and sometimes doesnt grow or doe, At first it appears in the abdomen and spreads in the stomach, to make a interesting idea try forming it other ways. Unprepared, its a poison, prepared as poison cure.

mandnitsasmeyt = mand/rake + nitsa (nightshade) + smesynt (smelling salt) + boiling hydra eq resurrection drug or wakeup drug.

mandpoiopoaqu = one p prepared mandrake root + one p potato peel, potato seed + five p boiling water; boil the ingredients and drink, for regenerative, energy restorative and antiaging effects

noi = novacane poison, deadly unnoticable poison that leaves no trace, yet looks like heart failure. The novacane poison be produced from from the leaf of novacanus near vocanoes or alovernus leaf which are similiar to each other in the effect of a broad blackish leaf green and black color banding.

mudage = muldergas, C₃H₆, C₃H₃, fear gas and suggestion gas sometimes given by corpse.

noeirn = poison immunity drug that causes a little mutation with viagra + mandrake + 4p nightshade + aloevera

nitsa = bloaa, bellodona (flower of nightshade), nightshade poison, curative when boiled or prepared, deadly nightshade, beautiful lady.

nitsad = prepared nightshade (powdered, boiled)

niwasle = nogwyshslus, brain chemistry balance drug

NO = NO (Nitric oxide), body productivity chemical that can be breathed in and increases the idea of activity with energy from oxygenated blood and enlarged vessels.

nsctpulsawa = insect repellent, N-Diethyl-meta-toluamide + Related Isomers (Carbonic acid) + C-K-ethyline (Inert ingredient), An alternative be a pulse of energy to sonically hit the insects and, a right frequency drives the bugs and fleas and ticks away (doesn't always work).

potknotrisoa = Weed soda, Weed or pot + Potassium nitrate + Baking soda or Baking powder
Cook weed add in KNO₃ and baking soda for a cure to the splitz. Add to drink after cooking.

riredop = aloe + baking soda + hydro eq boil the ingredients to gain resolution and refreshment drug.

ratpas = mouse/rat poison, B₂PNaCl₃ if nothing else

ratpase = mouse/rat poison pellet

ratpasee = poison gas that causes mouse/rat death and human indigestion

razzbay = taron, tarn, razzbry, razzberry, raspberry twisted by magic and making a person talk with weight loss per bite, and causing slight craziness and suggestability.

razzbaycur = kazzbeur, razzbrycur, razzberry cured, cured razzberry with aloe vera or boiling; twisted by magic making a person not talk too much with weight loss per bite or weight gain immunity, and causing slight interest and attention span and stability increase along with attitude.

reldern = no talking passivity drug, antimiasmic, one part aspirin + one part tums or calcium + three or more parts vitamin c and to yield, dissolve in water.

repady = risperdal, mental balance, repay, brain chemistry equalizer drug

repadyu = repadyis, equal dose risperdal drug, equal repayment

ritalin = rousing drug, anti-truth drug, stimulant that has a heart overstimulation (heart attack) effect if too much given.

rous = keno(rouse), 2p Cu(copper) + Ag(silver) + KNO₃(Potassium nitrate) + Aloe(Aloe vera), Sulpher or vitamin C = Cu₂AgKNO₃Aloe or Cu₂AgKNO₃S for a rousing drug that will rouse you or one who takes it mixed together with water much like ritalin that be a probable safe alternative.

ruskiubik = beiwpoxk, ruskiubik, raid bomb, roach poison bomb spray, roach bomb

ruskiubik = ruskiubikxk, roach bomb xtra strength

ruskoxk = roach poison extra strength, Boron + Potassium nitrate + Water (the more water the stronger it be yet its slow acting) = BKNO₃ (bknotri), ClKH₂O (clkaqu) or ClKNO₄H₂ (clknoqueuhtu) = Potassium or Potassium nitrate dissolved in Water + Clorine or Clorox, HOK₃ (hoktri) be another alternative. In aspects this might work with no water, but fully it will work slowly 3 parts Potassium to 1 molecule HO (Hydrogen and Oxygen).

thalus = twisblabay, twisblabary, talus, hardberry that tasted almost like leather, Twisted blackberry almost banned, magically adapted to cause slight weight gain per bite and mental stability along with intelligentual thought that looks like a hard black berry but taste flat and bitter. The twisted blackberry can cure diseases and with memory loss. bad memory and ability erasure drug.

twisblabaycur = taluscu, twisblabrycur, twisblebrycur, twisblabay, Cured twisted blackberry + aloe vera, causes slight weight loss per bite and mental stability along with intelligence and regeneration that looks like a hard black berry but taste flat and bitter mixed with aloe and boiled.

pascur = aloehquadotri, aloe vera(Aloe) + water(H₂O) + hydrogen peroxide(H₂O₂), AloeH₄O₃, combine the pulp of aloe vera, aloe vera juice with water and hydrogen peroxide yielding a poison cure.

pasjuc = poison juice, poison water, poisonous

pasruit = zywpuruixk, raid, roach poison spray, pasrub, pasrubair, raid, ant roach poison, Imiprothrin + Cypermethrin (C₂₂H₁₉Cl₂NO₃) + Petroleum distillates (insecticide) or Petroleum jelly.

paszywbk = bug poison spray

parw = petricide poison, ant, bug killer poison

paruu = patricide drug, bug killer and human safe growth formula

pavilnida = release drug, magical release drug, curing drug, aloe vera + snur root + water + vitamin c

pnikai = peiai, penincilin, Drug made from a flower that fights diseases and body damage including colds. Bad aftereffect be to swell with body if bad reaction.

pipreuda = blinding stunning drug, caoutchouc, immolation fluid, aloevera + fermaldihide or purple haze drug

pyao = pentathol, cedranol, ambrosia white, $C_{11}H_{17}N_2O_2S$, conditioning drug, The alternative be brox (2p sugar ($C_{11}H_{22}O_{11}$) + baking soda or sodium (Na) + potassium nitrate (KNO_3)) = $C_{24}H_{44}KNOO_25Na$; side effects are weight gain and slight dazing, as with this in powder form and to usage in liquid.

pyia = analtru, anytru, drup, truth drug, auriavalis, $C_{11}H_{17}N_2O_2SNa$, sodium pentathol, dopily.

pyldop = Ambrosia drug made from 2p vinegar + salt and baking soda or sodium potassium nitrate($NaKNO_3$) + 5p any fruit juice + 2p honey or molasses + 10p water(H_2O_{10}). for creating a semi immortality per each sip with regeneration.

pcp = angel dust, lsd and very addictive vision drug made from various means, pipe cleaner + ammonia

fadop = sugdyhlomnitsad, sugar + caffiene or read as coffee + nightshade eq dope like effect causing fatness and body increase of weight per food bite or drink. Alternative is to use $KNO_3 + C_{11}H_{22}O_{11} + (H_2O)_n = C_{11}H_{22}KNO_{14} + H_2O$ (the more the stronger).

fadopn = faddrun, cutusalfola, cutualaloe, Cu_2 (copper 2p) + Rn(tin) + S(sulfur) + Folic acid(fola) or Aloe + $H_2O = Cu_2SRnAlFola$ or $Cu_2AlAloe$ + water for fat reduction drug.

seknol = improved suggestion dope, makes for easy suggestions and all thats neededis to feel good and eat to gain but a solid moisture on he lips be a good thing, and you feel its wrong with a truth serum effect. seki be an inhibitive cocaine.

senaol = accounts for senility oil. It also weakens the heart. saki be good after its taken. Peanut oil be similiar. as its saki.

smesel = smelling salt, epsem salt, ammonium carbonate, a whitish, crystalline solid $((NH_3)_2CO_3H_2O)_2$ gotten of formula from web and sold on web or store.

sne = snuff, cuy, inhaling drug

snu = pot, weed drug, gateway drug, nonaddictive mind drug, potent, potency

snur = roadweed, boiled crab grass root, blocker drug, magic blocker drug, closure drug, stupidity drug, addictive mind blocking drug that seems not to work at once.

snort = up nose, up nose drug, joint

straelda = steroid, testosterone drug that increases body strength and ambition; if overused can turn a woman male

strin = striknen, striknene, knock out drug

dinvenchi = denvenchini, denki, Weed + Potassium nitrate + Baking soda or Baking powder, Cook weed add in KNO_3 and baking soda for a cure to the splitz. Due note: the drug be so hard to get result and so costly, so its sought out and not really a cure.

strini = talk drug, striknine, strict to use and strict to keep not to mention illegal as hell.

tox = plutt, pas, uuk, wk, poison of any type.

tranq = tranquill, tranquillizer, knock out drug, Unsafe for general health as $HN_4H_6O_8$. So this be easier to get as a different safer fomula with animal tranquilizer.

tritylmyn = madness drug, cocaine or steroids + snur root(road weed) + weed or grass

tritylmyl = vision drug, opium + potassium nitrate, alternate mustard powder or mustard (meted) + potassium nitrate (KNO_3) = Moted KNO_3

cotris = CO_3S , Carbontrioxide sulfide, anti-pain gas, anti-inflammatory gas

viyra = vig, eavada, revitalizing drug, artificial dopamine, viagra, alternative

Rn(tin), allegra. + Al(Aluminum) + H_2O (water) = $RnAl + (H_2O)_{10}$ parts (more water makes strong) + optional blue food coloring.

valum = untalking drug, calmness drug, quieting drug

valumrn = one part valum + 1/8 part radon, reduced craziness quieting drug even if you have it near you.

vnurbaysoawaa = 2 Tbs apple cider vinegar (vnur) + 1/2 tsp baking soda (baysoa) + 250 mg or 1 bottle of water (waa) for a cure that will restore health and Treat Everything from Acid Reflux to Cancer, even cure it. You MUST mix the

Applecider vinegar and Baking Soda first in larger container and then add the water to the mix. This mixture brings your body back to an alkaline state. NO DISEASE, VIRUS, INFECTION, OR INFLAMMATION CAN EXIST IN AN ALKALINE BODY. By drinking this treatment, you body will become alkaline within minutes.

wuv = active poison. as the poison works

zete = zentac, zentax(removes allergies), herb that removes impurities for the effect in water, of contaminates.

zombda = swamp juice, undead drug, zomby drug, a voodoo drug that puts people into coma like state leaving the body into death like state for a day to a week, created by water

+ Spirit gum(chikli tree juice) + Swamp root(swamp tree root) + prepared nightshade that

you boil to create the effect of a drug that be somewhat thick in water. If you don't use in water, then you could get poisonous results.

[Go back to the Atlantean main menu](#)

-XXVI-

Psychological types

Therapists and other people contributed to these opinions, who want to be hidden, unknown except Dr. ruffian or Dr. Holiday. The associative the types are:

right activist, dissentive, anthrovert, controvert, introvert, extrovert, angrovert, extremist, radical, abpsycho, pacifist and omnivert.

These types are caused by different states of mind, pathologies such as: arrogance, errogance, irrigance, irrogance, orragance, urragance, urrigance, yrragant. To gauge these idea field psychology was used, or sehpsych for field psychology with on-the-spot in-depth psychological field action and practice. Part of this be recognizing 13 distinct patterns; chaotic gain, ordered gain, respiteful gain, insight gain, retrospect action, recognition action, disposition act, sanity act, insanity act (despoiling act) and acceptance act.

With pic lich as building with colors that require the usage of the color to store and know people by their color pathology.

Pattern of cognition

kaoygan = chaotic gain, a sequence of included hell act(any), focused idea; inversion (feeling or idea); you gain intent(any).

odaogan = ordered gain, starts as reaction of focus; incent, insight or incitation; yielding gain (any focused through direction).

repopan = respect gain, incite(provoking); incitation(informing) or invoking; attention; ends as clarity.

nsitgan = insightful gain, actions of intent or incense; focus that ends up insightful activity or genius thought.

se-repea = reru, rerun, retrepea, self-respect action, rearrangement, retrospect action, starts as insightful or determined; emotion or calmness; ending with repose.

recoga = recognition action, remembrance, acts of focus or purpose; stimulas or interaction; practice; ending as resolve by knowing or insight.

depayea = intents, disposition act, despondancy, actions in observance; moments of silence, oddity or no stimulas; ending as cool off or distance with alienation.

sayygan = sanity gain (through shock or exposure), sanity sequence of stunning sight or shock, discovery, clear

thinking of normal activity in humour.

cariue = congruity, ingenuity, integrative activity, contributive to an idea or stimulus; interaction, integration or disinterest; useful activity, or inactive and active repose(any sort of meditation) or things to do.

nsana = insanity act, sequence of disturbance, upcoming event, chaos activity; shock or disbelief; disruptance activity, craziness(for women that are uncalm and emotional) or insanity(male unless if the womans sane).

ecotica = acceptance act, sequence of proof or evidence; suspended disbelief or acknowledgement; acceptable gain.

cerere = carrier act = carrying on, motion, information; concent, allowance; intention, independent act, medium

Fle = flare in person to percieve, distinguish; react, percieve threat; flare up, minor league possibility reaction or major league possibility. Things assumed are not always known.

prntyact = parental act/ion = registered complaint, reticient: starts as act, spot action or catch act, escuse; intolerance, dilligence or torture; lets you handle kids or trick by an act.

Flava = (thanks to Sp. Army and Rodney), flavor, twist, starts with: slap, sadness, madness, moral dilemma; seridepity, serendipty, accidental discovery, oddity, nothing bad taste unless slapstick; stupid feel with look, reactive, retractive, humour at being watched but not funny up close.

pimet = pigment, coloring: to create by color, use difference; be avail, create phenomenon or brattish behavior; vindicative or emotion change and peace or interest.

seclou = Effect; Realizing; Confusion; Denial or self-denial; To cause forgetfulness; Self-clouding.

sipslimlern = Seem and feel; to do things; be of things; You stimulate to learn something; Ends in Simple simulated learning.

fxbloc = To realize what it is; Question how you become it or of it; Coping and assertion of will (use the I statement); You block the effect realized by intent.

nstacadye = Effect; instability; destabilization; You cause insanity or mental disorder; Ends in instable condition.

maiway = stop; pause; think; act; somehow cause an unusual self achievement; you make a way.

uoego = effect seen, done, and your in a moment; conclusion gained; instantaneous thought creation.

secaclee = Effect; Realization; Conclusion (end); To be of self or by self; Self-conclusion.

senclee = Inclusion; Condition; End Conclusion; To gain clarity in idea and understanding; Self-inclusion.

atnte = Focus; Make intensity; Stop; To get attention and comprehension; Attentiveness gained.

derte = Focus intent; Make your idea; Will to dissolve; Intent; Can disrupt to dissappear condition; Ends in disruption.

Mind pathologies

eriit = arrogant, arrogance, other arrangement, assumptive, upsettish and driven by emotion, dismissive of unlooked for things and leaves a person selectively responsive, yet will strike at a warning and don't change minds easy as they are "hardcases" that won't give in unless given time and given proof.

ariit = errogant, errogance, wrongful thinking personality, critical thinking and considered a natural critics.

urxit = irrigant, irrigance, fixated singelminded behavior, a condition of the brain that causes the subject to fix on a single item at a time. Also considered the criminal tendency that be allowed from peers and singleminded behavior.

uriit = irrogant, irregard, irrogance, a state of irresponsible behavior to anything urgent and when relaxed will achieve results, display to get inattention by distraction

orriit = orrogant, orragance, orbitz, nonchalant behavior that leaves the person only looking for certain things, they won't see anything that they disregard as an answer or disinterest but on finding of certain threats they leave if they won't survive.

iriit = urrogant, urrogance, worrywort, urgent behavior, a behavior pattern where people will respond to activity with overreaction and if drugged be all right mentally but will not respond physically.

irxit = urrigant, innergant, urrigance, ognizanc, instinctive overreaction due to shock that is nondetected behavior during energetic activity but seen during times of activity and rest caused, by the brain being overstimulated, an emergency reaction where it can be caused on showing someone violence and disturbance to get attention.

yriit = yrrogant, wirogant, yrrogance, People that are ever active and will respond to a thought, suggestion, contrivance unless they doubt, think on it and caused by natural brain overstimulation or drugs like caffiene. The metabolism be hyper and they can "eat anything" without weight gain. The moment of activity be to expect things like excessiveness immediately or with exercise if its weight, the weight could drop.

yrxit = yrrigant, wirigant, the prophet or profit syndrome, their goal be to profit where they can and use what they learn to promote better idea and attitude amongst people. Causing peaceful intent by somewhat deceitful or manipulative actions with crooks and openness toward honest people but only if they aren't threatening. Otherwise they will avoid it and shift to else as an activity, and the effort to achieve makes it seem a necessary principle for businesslike professionalism. This may go so far as to be a uncontrolled or controlled killing behavior to make a bad idea go away, otherwise your other extreme be to steal. These extremes are caused by ownership of anything that may be desired.

Personality types

alinagg = arguementative 'right activist', The alien aggressive (reih't) be a passive socialist female/male that's socialist whos fallen with an antisocial idea or anticipationist. They take into account the persons idea and background to gauge the right reactions. They don't try to check the actual emotion as they can manipulate the person by psychology. The way to goals be to attain to do things for themselves first and other people second, to notice others plans as they happen and sometimes support the result as they don't have to help. To ridicule was what could happen if they would get dejected from any course of action. To promote for promotion be how they achieve results when allowed and what they geared for. The Alienation attempt has a destructive urge that has been known to occur. They don't argue as for emotional behavior and indivisual idea that disrupts the others lifestyle as self-interest be the alien aggressive's rulemaker.

Any alienation gets reprimand of the sort that hurts and only if thou aren't listening. Some might strike out on false claims and deliberately take it serious. Autocorrective by attempts to notice the activity and vibes to fix by attempt and reclaim lost values. Until the moment of opinion be proven wrong or set somewhat disagreement, then opinions

that are not backed up are disregarded and if the opinions are proven right with another idea similar then it's a law. Most Aliens who feel and think and are passivists (peaceful) that be somewhat half alien and half whomever may have a different set of ideas like quixotic and able to withstand great pressure. The effort to get their private space is changed everytime, by the behavior of themselves with other peoples reaction as they don't have a personal zone unless they choose to.

alimpas = dissentive, The alien passive (dis-reactive) be likely to persist in a positive and goal oriented action. their distrust of humans be gradual but obvious. Any person in need might get reproach and to make amends, they forgive and leave alone if the person's untrusted or they aid in the end. Yet, they appear untrusting but some aren't unless they don't know the type. To gauge the reaction they try to compare if a person's earned reproach, by being a friend or not a friend. If nonfriendly then they give off distrust and "no" signals or say nothing and act as if not there. The opinion to them be not looked at until backed up with another similar. If distrusted no go and stay away from their private zone of 15' albeit some would say 115' to acknowledge the feat of impossible distances and drive away those they disagree with. The friend tries to chat, they give to reasoning and appear at least neutral or friendly, but like Aliens they can find a way to make thou regret or not see thou own reasons. Unless they seek to experiment or are they talked out of it, where in emotion they feel regret and experiment, to repair their likely to match the area and make no comment unless they see things reacted on. If your alien and passivist then your most likely to live alone in the end. These are likely to cause a fight at the end by pushing too much.

ithroat = anthrovert; Some anthroverts are outgoing, type A personalities (active). A perfect type A personality, will get people against them. The fact they would know all, except for what isn't obvious and be too perfect causing envy. Athletes, actors, scientists and active outgoing people, are anthroverts. these people will take any field and succeed in it. Sometimes, treating the fields of study as a competition. these people are introspective, and are willing to study if need be. Anthroverts, sometimes study bones as a hobby or job, like in anthropology. Anything old they like and only the interesting ideas, will they accept. This includes, new ideas and old alike. Only proven ideas will be acceptable, and they are skeptics at first with each new idea. Places of other origins will be of interest, and the older the better. Self acknowledgment, study and acceptance are the goal of the anthrovert, to better their lives. The life orientation of anthroverts are goals, and without goals they are lost. The anthroverts privacy zone 5' 4" unless dispersive nature.

catroat = controvert, contravert, Controverts, one who loves to chat and express emotion. Why, it's a controverts passion, that draws a person and they love to cause controversy and self interest. There are few controverts, for they love themselves first then, love others to enjoy others love for enjoyment of themselves. This be the controverts nature to be associative and unafraid of others. their main goal be to be passion in nature. If they feel hurt, they will lash verbally with the pain they perceive. Getting verbal blows till the person leaves or perceives a lesson learned by the inflicted. These people are conversational masters. A controverts privacy zone be three feet.

itroat = introvert; Introverts are people that have no self-interests, and no self control, unless they learn discipline. Except from others, it's how they react to people. Being as they will perceive the events as intrusive, unless invited thus not talking to people. Even then, they don't talk much avoiding the angrovert, as they are provoked easy if they cannot stand the person. They will strike without reason, set up the person. To be introvert be to love themselves, then help others because of it. They have no emotions except maybe for love and friendship, There be no emotion except love, hate to them as they try not to feel jealous, for it provokes them to strike out. This be perfect

for an introvert, to not be near any physical presence if possible. People near are an aggravation to introverts as they tend to not like people, close up and strangers, Their privacy zone be ten feet. What the introvert can't have they love, desire. yet keep their desire controlled. An introvert, be an opposite, negativist, antisocialist or sociopath. Hypnotists will set them off with only a proven result.

xtroat = extrovert; Extroverts works best with controverts, one who loves to chat and express emotion. they will have a love for displays, of any sort, Like cats, they move on at being side-tracked, to another activity. their minds are never focused, except on a single task. they can focus their potential, of getting a project done via meditation or anger. Or, to focus on other things, while on a project. This turns them, into becoming introverts. Extroverts will get angry, yet show no emotion, except to get some response. these people will quickly forgive, if there be reason. If no reason, then they hold a grudge for years. the only way to get them angry, be to cheat them, on a project, goal. The range of privacy be 4-5 feet.

igrovat = angrovert, aggroverts, People that get aggravated at others for their differences. If too different, the person will get introspective. Till a moment, that the person they disagree with, gets too close, too personal. then, a verbal lash out sometimes, or a situational setup to humiliate the disliked one. their personal zone is fifteen feet out. These people are extreme in intent, their demeanor, be nice to look at but skin deep only. Meaning, they will be civil till they are forced by disagreeable natures, these people hate sociopaths. Which go on their own rules, avoiding the normal rules, people grew up with. If they spot a introvert they will find it hard. to keep from being civil. But social to all others making these people bigots and hard asses. People can be angroverts to people who stink bad, even if they were other types.

xtret = extremist, The extreme personality type be a manic passer (manic alien passive) and consolidator, that will think every idea be their own to begin with. they make intelligent guesses for what they see, do not know, and made as to how things are done without asking first then they ask a person, who knows the experience, to make corrections and to make sure of their guess. Some extremists beyond this point have short memories, and will try memory fixes to correct for this. Like, cues; questions, repeated statements and faking. These people are theorists and can get aggravated by inappropriate questions, due to a severe temper to assault or reassessment. If assault then the extremist attack something else, except the person who aggravated them. They arent bothered, by disruption, disrespect. Disrupting their plans or unexpected plans make them crazed. Disrupting their idea be for the better in getting assault. their disposition be to keep calm till unnecessary,, to keep calm under pressure and create.

This fact makes them go into cold rages that last for days. If they see a victim they will try to help, yet associate with others. Criminal behavior they will support, when there be a reason. their private space be three feet away and these people show no bias, yet have extreme thoughts when it comes to familiy. When pushed,they will react in an unpredictable opposite manner. They love the idea of bad things to happen, so the extremist can live through it, they get a thrill from knowing and knowing they can own. When offered a thrill they deny it, unless bored. If force be directed at them, they respond through opposite force. As in with direct anger they are nice and use calm responses, craziness with a calm demeanor and disregard with an attack, antagonism, They disregard it as childish and will assault, when they see reason.

raiy = psychotic, manson, radical, Radical personality that disregards all personal rules of others, except themselves. the radical has a smooth, always calm visage and never seem to overreact. If they think they can be controlled, their be all reason to

think that someone's out to get them. The typical response is to wait till they are proven right. When the radical feels impinged upon, crossed, they get revenge no matter the reason given. Some radicals, go far as to deny the decency of a bath and some will kill the unbathed person or biased person. Most radicals are schizophrenic and the radical is never aware, and yet aware of what he/she does for this only spurs the radical on and they do greater deeds unless they feel desire to change, The change only occurs with their desires are blunted by voice and examples given of behavior they will find better or to allow of people to get close without suspicion and at least listen suspending disbelief. Where their opposing beliefs, make them unlawful and somewhat dangerous due to the suspicions, and biased view unless unbiased.

If you want to divert the radical, use reason and proof, the same force against them. Like kill them if they want to do things to you. Only if you share their idea or beat them, will they listen. Otherwise, they choose the moment to strike and they will consider the mark, their target, they wanted to kill or sought revenge at an insult to people they talk to. So these radicals, if piqued will kill who was talked to by the nida (not provable idea). But the not provable idea is what corrects their pattern and make changes to their personal patterns. Sorta like the thief's mark that kills by honey drawing the fly. To prove to the mark, that their lives were errors and needed to show them the way they will do this. If the mark gives in they teach them ways to either destroy themselves by, to humiliate themselves by. If not, they kill the mark and expose it by an example. Either way the idea of him will die or stop by pursuit, disgrace, suicide, swift death and manic nature using their idea and portraying then in their form. Anything acceptable be stolen or destroyed and earns forgiveness. Any truth from them calms them as truth be an inhibitor, drugs aren't so effective.

Anything of a profiteer nature that be directed at an action can distract. Mention a disruptive activity to get them going in a positive (positive calm) or terrorist act. When the radical sees justice be needed, they will do vigilante justice, try to teach others how to survive, other information of interests to get people to get along with yourself. When they tell you something at least listen without interruptions, you might get their suspicions. Never deny a radical what they say up front, they might see reason to disregard, kill you. Another radical will instantly try to incite the other radical to attack. If bored the radical will seek trouble. To defeat the radical be nice till they aren't nice. then be firm with conviction and they will back down. If you deny their service, then they may try to ruin you with your studies, unless they feel nice. their privacy space be ten feet unless they regard you as mark and then its thirty feet.

obpsycho = psykaae, abpsycho, Psychic assassin, Psychoassassin, The psychic whos mentally sane and physically insane, super calm on the outside and physically not inept but violent with emotion. Mentally insane they are ecstatic and on the verge of seeing a prophecy or vision. The two idea states, after every effort they work on something and most likely be the disposition of I am calm but not taking an idea not worthy. To the common citizen they are pleasant, otherwise they seek not to get in trouble. The effective measure is to strike by information if their rude and make them back down by reason. They dislike disruption and value most as if worthy, even when its not. The effort to talk to people creates bad vibes if they are nonplussed for the effect of miser indivisuality. On site and hearing, indivisuality makes them not strike unless spoken to. This personality is similar to fallen except they won't strike out after use of people and they get more out of a person. They are with devotion to psychic standards that leaves nothing to doubt with seen persecution, or they get quickly mad much like a dumb blond moment.

Since they are physically insane, to strike at a wrong comment and insult with punishment. They appear mentally insane and given a chance but give crazy reactions

with a simple speech. So they argue to deplore peace with no cause and see visions of which seem prophetic. They work out problems by a psychic phenomenon. They are most likely to create problems where they sense a crime and drive away the thief or criminal. In a sense they are senseless psychics who can do most things but to get themselves out of trouble as they create phenomenon or glance vision gained from a disaster of an early age. The coincidence of them being like fallen and understood as psychotic, causes them the abpsychic to use psychological tricks to turn the tide.

Omnipotence be very good trade and skill as it helps the person out and makes for understood "what you look for" idea. These are oddballs who train and recover by understanding what to do with the moment. Vision be their biggest and most efficient idea and if questioned on it, they will explain how to. As their be no comfort zone and if their was, its 1' to 13' spread out rectangular, depending on the idea or mood. With all good mood its 3' 3" in closed up spaces, More likely the people around them will have left before they get nervous. Most move along the edge of contributors and avoid them for they can't keep their noses out of things. Do be obese if necessary around them as to get pity and the neurotic will think up cures or idea to avoid the person or get them out of site.

pyet = pacifist, A pacifist be the person who always seeks peace and be an opposite to radicals. Will use negotiation for purposes, of solving their troubles. Has no intent of violence, sometimes to the point, of willfully forcing others to do the same. they use social justice, social situations, social engineering to teach lessons. When snubbed, defied, denied and distraught, they lash out, by doing something else, backstabbing the person. Talking behind someones back and to ruin reputation, happens for people who disbelieve and use heretical beliefs. If in this regard they are denied or themselves proven to be heretical. the pacifist will destroy the person as a personal enemy by vendetta.

When they cannot kill, destroy,, ruin the heretic. the justice of the pacifist will be ignore the activity, till they see the right time, to strike with what the heretic uses. This behaviour can repeat. their privacy space be eight feet, and the pacifist will always worry over something. To defeat their purpose at the moment explain your purpose, excuse, and the anger dissolves. The pacifist will tolerate or not mind, to a very great extent anything near them and they will spar as necessary or constantly. Pacifism be caused for the sight of less pain. Pacifists don't like less pain no gain. Pacifism is to create havoc with whatever they deal with as they deal.

uniat = omnivert, An omnivert personality be a "know it all" with anyone as if reading the "soul" of the individual. So their natural ability be to read auras with anything in site or sight with natural understanding. Given time to know the person through speech, they can hypnotize the target if they desired. You see their objectives are peace and to get their goal as though they have no true friends. They show no hate, love, and emotion other people can latch onto and talk them around with. They are psychological in nature as if "au naturale", They always know what they do and are aware of the results if failure or not. They think to know what others are thinking and that's their ultimate desire unless they can't achieve rapport. Then they will be resistant, manipulative, sometimes they will do criminal activities to undermine authorities, so for purposes to achieve their goals or work through good people if they can at first. What they love be to achieve from natural results and their actions. Where there are people, some are targets if possible, otherwise they are tools to use wisely. It's rare they have a relationship with a person, companionship and marriage to the effect of the right one, that means they like true love with multiple relations.

Personal color associations for wounds, mentality and people,

Misery and cruelty

Coalblacky = Inky, Willing to gain knowledge and material goods and seek it

out while doing so for material values. They the person are responsible to doing many things with a good disposition. their motion be for the person to see the truth and accept almost any answer. The emotional state be for bringing grief to the person who hurts them with revenge of grief, otherwise they downplay the feeling.

Blacky = Willing to behave and gain knowledge for the sake of understanding.

In emotion they will bring misery to those they want, but their emotion be blunted.

Also in emotion, their be an overachievement.

Creamblacky = A almost cruelly and unfairly dispositioned person who lives for the moment but not glory. As if on a two-edged sword, but the story be most important.

Who lives for more understanding with no time for him/herself unless emotional. Where he/her dictates to the stuff he/she owns or other people if around them. Added by Jack.

Service and comprehension

Coaly = Always available to do things unless necessary but will burn with desire.

In emotion their attempts are destructive and everyone else be scathed. Added by Serena Coyl.

Creamcoaly = A compassionate person thats always available, who works for a living and tries to deal with things as they come, by making time as needed. An emotion response be to overreact with precise timing and act to calm people down.

Creamy = Passionate person who be knowing, and rejects waiting, until it comes of them by passion. their testy if they lose as a "sore loser" unless their emotional and proceed to win with sabotage and random acts of violence. Given by Amy.

Seek and desire

Coalbrowny = To see and burn with the truth of moment and a dark heart, that burns with desire to heal those necessary. These people are philosophical softies who work for a living or try to seek employment. Enjoyment be with jibes or creative idea that are worked with and listened to by others. With emotion be to effect an idea that was talked on, otherwise its just "their own thing".

Browny = Ruddy, A person who be very much a faery in personality, yet serious in mind, intent, and serious in body to actively achieve results according to how their lives are, but almost always to aid. In emotion, they are persistent and try to disrupt or divert.

Creambrowny = Creamburger, With chocolate feelings or passion by food like fast food or sweets, the cream browny be a associative person, They, the person, works as they desire within a framework. of positive idea or motion as information. They don't really care for fitness as its food and thought. The emotional state be cool if necessary, given to talk people down with their own emotion.

Rage and emotion

Coalreddy = Coalragey, The person bears confrontation, they will attempt to retain a constant emotion that keeps them warm inside. Like be alight by a fire inside and make actions count. Where the actions don't count, they feel empty and they won't be a coward. They, the person, can channel high emotions. They, the deep feeler, won't feel rage as their emotions are to feel a deep empty emotional pang that can drive the person to kill. Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also, over-emotional, abuse of one's abilities for selfish ends.

Reddy = Ragey, Raged with emotion, yet will almost be raged when doing things.

A person swinging a sword with an extra strength be like one of them.

Creamreddy = Cream coating of rage, Allows no rage while achievements are happening. Focuses the emotion into activity so its served a purpose When emotional, they are 3 times as strong.

Manipulation and stability

Coalorangy = Dangera, Demonic type personality that attempt anything, with ability of being independent or stupid, but the general rule be instant be good and as "I can fix anything" personal approach. In emotion, they usually are determined by extreme effort.

Orangy = Secludy, Stupidity by interest, Deceptive, Manipulative but manipulated into moodiness and able to achieve things, by digression of will and for progress. If slighted, they are raged, and when they achieve their result they sabotage those who work for them in case of defunctness. In this case don't tell them tha when they are just act somewhat natural as to act natural be tact. If you think your gonna do it. Added by Jay.

Written with permission by Jay. (c) Jay.

Creamorangy = Creampuff, Sugar sweet cream with manipulation and deliberateness.

These people can pile the sweet words and be charming as well. In working with others, their separatists and in emotional states their scientifically proven brutal.

Manipulative

Coolbluey = Coalbluey, Cool as a whipsnake and able to manipulate information, yet will blow up at a failure if nothing else. If in emotion they, the bluey, will be driven on sometimes by desperation. They go by their own standpoint and attempt a retribution for unlikables.

Creambluey = Coolinformy, Cool as a whip but twice a striking. They're willing to give information only when they see reason and goof around and yet they never lie except when pressured or when pressured, they allow almost any answer and are uncountable as truth or white lies. their studies are general and they are very knowing in most things. They have some greed for information and living staus. The emotional state of mind is to be in straight white lies which be truth or action.

Expression and headonist

Coalgreeny.= Coalhedgy, An energetic person that can cause a war if not perfected in the idea. To use or make the energy of many or use energy as from drink or food.

These are likely to be emotional be strained, Persistent when undenied and when denied, wait or do other things. A reaction be to deflect idea or use magic by mixing or matching with safety in mind, if any to get things to do. The emotion be directed to fuel a flame of desire that be objectioned to violent people and yet might do violence. In emotion they are calm till the target of choice.

Greeny = Hegdy, A person will mix and match till success often dying for the effort in some way unless safety be made possible with enough information, Excellent martyrs and willing to achieve what be desired, these people use reasons to get the goal that be set by dreams or others. Emotional responses are actions that cause a glory of some sort including causality and fate.

Creamgreeny = Mr.passionate, Girly, A passionate hedgy, that allows for dreams to interfere and intercede, a "I can do things but I..I get cold feet" so they never finish what they want and end up on another track. They do finish as they desire and sometimes without help. They see everything as a benefit, any tool has a use. Yet in emotion they will not panic and finish what they start, unless they don't know what to do. This be when they're the hardest to influence.

Fame

Coalyellowy = One who be shadowy and focused on the desire of the moment to deal justice and plausibility as a heroic or momentous deed. With emotion, they too are destructive.

Yellowy = A nonhuman or human person that will cowardly attempt, secretly and persistant acts to do things in an effort or secretly kill something and openly acknowledge an activity and act the positive deed for glory. With emotion they run away as its often fear.

Creamyellowy = Hosty, Boston creamy, A boston cream with a yummy filling and and just keep on giving. Nonhuman and human alike to give deserts as items asked for when needed, and give food as a device or when feeling nice. This may sound like mom and some fathers are like this with gifts. They sabotage or lash when emotional and have to be told to get over it or let live.

Ritualistic and conception

Coalwhity = Evensteven, Servicy, A downright dirty person in their own right with duty. As they have moments of greed that are unseen unless spotted. They are service people that get the job done with less than needed if its necessary. When emotional they, the somewhat devotional, will attempt any act to clear their name and getting even of what they want done. Including trashing others with falsehood by jealousy in extreme cases.

Whity = A person that be of peace to effect desire and emotion in others of peace.

Often by desire to cause chaos in a positive intention or to meditate for an answer.

In emotion they coolly downplay the event.

Creamwhity = Creampuff, Whitepuff, Moralistic passion person that willingly do things, including suggestions. When they are doing things they are independant and not taking idea unless it suits the project. They are flighty and able to mate with anyone, except when they're working. The dreams they have give them pause and, they are well understood and understanding with a pose. With emotion they are either superstitious or calm and derive the emotion into fear or strength.

[Go back to the Atlantean main menu](#)

-XXVII-

Number conjugation be where the number be repeated three times in a row to cause an action incitation.

000 = zzz, infinity power, timelessness

111 = uneuneune, follow pattern, magic, hidden energy manifestation

222 = tututu, metal magic, antimagic

333 = tritritri, unending, w/o end

444 = auauau, discontinue, end

555 = quinquinquin, wild magic

666 = sexsexsex, instant power, demonic power, devil, sin magic, this is magic created by a planetary moment with the conscious idea and creation by its energy directed by thought and brainwaves..

777 = syisyisi, white magic, health

888 = etetet, halt, entropy

999 = ninini, indentify, identity

101010 = tititi, order, orderly

111111 = onzononz, sickness

121212 = tulvtulvtulv, nothing, subconscious, void

131313 = triztriztriz, black magic, voodoo

141414 = quadizquadizquadiz, sustain power, coretap, universal energy

151515 = quidizquidizquidiz, universal negative, power flood

161616 = sexizsexizsexiz, ban, drive away

[Go back to the Atlantean main menu](#)

-XXVIII-

Number bond be the number repeated two times in a row to cause an action incitation.

00 = dehodeho, zz, closeup, endup, immortal power, void power

11 = doulen, onz, enen, uneune, combo, combination, combine, chaos, eleven, misunderstood
22 = duoduou, tuttu, twenty-two, wildness, health, buttox, difference, change
33 = darcodarco, trittri, grey magic, shift, shifting point, metamagic, psionic ability
44 = theinthein, autau, freeze, stop
55 = celcel, quintquin, elemental magic, element in magick
66 = cici, sextsex, limitation, limit, yes yes, A magical moment an number that uses a shared brainwave starting from you to cause events. To be a magical thought that happens when you think of things. Or, just think up things. What you think tends to occur with this telebroadcast ability as your subconscious makes it so in a magic thought wave. What you may want to do when you use it by saying '66' is to avoid hostilities by not thinking of ambition. Its of course of not any subsequence or consequence as you can say or think 'un66' to stop the effect.
77 = sentsent, syisyi, formation, shapeshift, form
88 = huaccel, etet, time stop
99 = nan, nitni, death
1010 = douldoul, titi, meditate, calm
1111 = doulendoulen, onzonz, disease, antichrist, fate
1212 = douduoudouduou, tulvtulv, convince, misconstrue, brainwash
1313 = doudarcodouarco, triztriz, negative power
1414 = doutheindouthein, quadizquadiz, event end, tragic end
1515 = douceldoucel, quidizquidiz, metal power flow
1616 = doucidouci, sexizsexiz, shift, transpose, recovered action

[Go back to the Atlantean main menu](#)

-XXIX-

Number meaning be the intent numbers showing actions, To tell what these numbers mean for each particular divination, take a deep breathe and imagine touching the tapestry of who ever the numbers were developed around. Let your inner intuitions guide you, and use # 0 - 9. From <http://themage.net/General%20Misc/numerology.htm> and thanks to the mage.

-20 = negtut, no entrance, denied entry, unaccept, unfocused, no focus, negative twenty
-19 = negniz, no action, inactive, unworking, unemployed, negative nineteen
-18 = negetz, negate, insecure, lax, irresponsible, unresponsive, negative eighteen
-17 = negsyiz, act, ignorant, cloudy, unfocus, negative seventeen
-16 = negsexz, sex addict, allow, find time, seen, negative sixteen
-15 = negquinz, not repeat, unrepeatabe, held, chaotic, negative fifteen
-14 = negauz, greedy, unshare, defenseless, unmetallic, plastic, eater, offensive or negative fourteen
-13 = negtriz, easy, adult, inconclusive, disbelieve, negative thirteen
-12 = negtulv, day, unexplored, negative twelve
-11 = negonz, purpose, understand, order, negative eleven
-10 = negti, to you, failure, unbalance, disorder, negative ten
-9 = negni, unhit, not hit, no influence, reverse, come, leavetake, negative nine
-8 = negoct, uneaten, not eat, early, negative eight
-7 = negsyi, unlucky, bad luck, quest, request, negative seven
-6 = negci, negsex, punish, no place, no, negative six
-5 = negquin, rejection, slap, negative five
-4 = negau, against, coming, negative four
-3 = negtri, lost path, giveaway, fail, disband, negative three
-2 = negtu, death, from, exclude, ignored, undone, negative two
-1 = negen, negune, off, lost, negative one
0 = z, deho, fortune, nothing, zilch, death, zyl, brought to nothing

1 = en, une, won, one, on, Inspiration, new beginnings, determination, ideas, creativity. Also selfishness, pushy, & willfulness.

2 = duou, tu, too, to, two, be, also, become, Intelligence being channeled, patience, understanding, sharing. Also, impatience, stubbornness, and intolerance

3 = darco, tri, trin, three, contest, triumph, unite, unity, Expressing emotions through words, communicating, enjoyment, love, and friendship. Also, energies scattered, over-reacting, criticizing, and not communicating.

4 = thein, au, for, four, going, Building things on solid foundations, practical, organized, planning, growth. Also, dragging of heels, opposition, creating limitations.

5 = cel, five, clap, quin, quint, A balance of spiritual and material worlds to find truth. Challenge, change, new thinking, opportunities, spirituality, travel, and curiosity. Also, fearful of changes or failure.

6 = ci, six, sex, yes, position, Turns for the better, progress, harmony, upward trends, balance, compassion, concern, care, able to overcome difficulties. Also, lack of concern, stubbornness, fixed in beliefs, anxiety.

7 = sent, syi, luck, seven, lucky, motionless, Faith, inner development, spiritual understanding advantages, discovery, knowledge, wisdom, meditation. Also, skepticism, ignorance, doubt, fear, faithlessness.

8 = huaccel, et, eat, ate, eight, late, humility, Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also, over-emotional, abuse of one's abilities for selfish ends.

9 = nan, ni, nine, hit, non, homecoming, leave, remainder, Completion, doors closing with new one's opening, last stages of a cycle, fulfilled, wisdom, generous, letting go of what was once important. Also, loss, emotional ups and downs.

10 = doul, ti, success, ten, balance, belief, order, A (hexadecimal)

11 = doulen, onz, enen, combo, combination, combine, chaos, eleven, misunderstood, national fate, B (hex)

12 = douduou, tulv, noon, harsheix, tuio (too) harsh lessons, amplification, twelve, explore, C (hex).

13 = doudarco, triz, thirteen, teenage, trial, conclusion, D (hex)

14 = douthein, quidiz, fourteen, share, defense, metal, baker, defensive, E (hex)

15 = doucel, quiniz, repeat, portal, fifteen, calm, F (hex)

16 = douci, sexiz, sixteen, forbidden, lost time, unseen

17 = dousent, syiz, advice, understand, clearness, focus, ownership, seventeen

18 = douaccel, etiz, security, eighteen, responsible, respond, response

19 = dounan, naniz, take action, nineteen, at work

20 = duou, tut, entry, acceptance, goal, twenty, responsive

21 = duou-en, tut-en, pause, hold, distinguish, twenty-one

22 = duodoul, tuttu, break (do else), shit, stink, favor, change, twenty-two

23 = duodarco, tuttri, twenty-three, pattern, train, chaos

24 = duothein, tutquad, twenty-four, continuous, prediction, leavetaking

25 = duocel, tutquin, twenty-five, quit, repugnant, requiescence, restful

26 = duoci, tutsex, twenty-six, owner, proprietor, buy, rich

32 = darcouldoul, trittu, thirty-two, low accuracy (from calc program), more instinctive, fearful, very fast (light load)

64 = cilthein, sextquad, sixty-four, medium (mediocre) accuracy (from calc program), slight tolerance, sale, zale, fast (medium load)

86 = ariel-doucint, not, wrong, banished

128 = encentduohuaccel, tulvet, encentduoaccel, high accuracy (from calc program), tolerant, slow (heavy load)

256 = doucentceloulci, tucentquintci, medium extreme range, medium extreme accuracy, antidote, sluggish(very heavy load)

512 = celcentdoubuou, quinten, extreme accuracy (from calc program), high tolerance, very slow(crawl, extreme load), excessive.

1024 = enochos e duothein, entosi e tutquad, encode, entry, one thousand and twenty-four.

[Go back to the Atlantean main menu](#)

-XXX-

Power sources

Pua Ynge

Aemedits = The breaking and making source formed from dimensional energy and the natural energy that exists. This forms anything you want or need almost immediately on use. Use the energy of this combined source carefully. To invoke it, state or think Aemedits pronounced [A-eh-mead-its] and the effect you want. Or, state the power word aemedits and be thinking or feeling for what you want. This can break a condition to form your effect. Sometimes after forming the effect, you have to act on your own volition. Meaning, you act on instinct or intuition to get what you want found by yourself, or to get experience on the result manifesting.

Aetune = Aeunis, Aeternis, Aeternity, gravity plus dimensional energy and eternal energy that makes effects of good and positive easier and universal. While, it strips the bad from anything used on. This dispels demons from the area. This potentially turns bad actions and evil. This energy can materialize anything.

Aoetryng = spez, Universal eternal energy source.

Adaio = aeio, Fey abstract force of the adverse life in motion and by usage of device. This is the fairy force of existant energy and on use, can get the effect of instant results by combining it with elemental energy. This can work with anything and do nearly anything you want.

Adaei = Fey abstract force of life in motion. This is with objects and thoughts manifest through devising. This is the fairy force of existance with life energy that is summoned and usable in whatever you want to use it. This force makes it easier to do things.

Avtuner = a bio source that uses everything and anything to make a result. You can eat some of it to get strength and effective energy.

Entaiay = En tertiary field, this is an entropic time gravity source mixed with dark matter and this makes memory and the mind improved and you can handle almost any energy level. Improved energy death happens with this field. This is as an end of entropy in an influenced event. Put energy to an entropic tertiary field, and time that is events slows down. This works by the effort of events interring a push energy that causes things that are a bit slowed down, in effect its energy that slows down the events. This makes it so your mind can grasp the understanding on a conscious level. Otherwise, its a way to end the time gravity field.

Etune = Aeturnus, gravity and bio grade electricity with eternal energy. A tuneup of ability that makes you percieve what you want before it happens. This gives premenations.

Etuny = aeternity, self amplified thought that causes timed events and this is by wild or positive energy and gravity added to eternal energy. It fosters greater than normal intelligence. With enough ki energy, built by activity, then it can be with enough personal power to effect even a god.

Eturne = aeternis, this is animal energy used for eternal magic or working with eternal energy (from the eternal side of the objects) with gravity and life energy or electricity. Its willed by thought intent and energy projection to get it to do things. Its a black and yellow and blue energy that turns things the way you want it. It gets its energy from the oceans. This can turn things demonic if there's demon blood in the person. This can spawn lazyness, by a feeling of intense peace. It manifests differently per different power source of the body.

Ini = iniverse, the initial source universe.

Ool = energy pool that is a collective resource, this can make a ghoul.

Omnitun Ark LuraE = Holy darkness. This arouses the senses and makes effect easier. Except its not our holy, its pure dark energy that is derived from dark matter and the effect of a super energy of the omniverse. The omniverse is an upper dimensional universe. This energy creates what you want and makes things animated. It animates things that is used with it. To use it, make effect of the energy with the idea you have in mind and calling it forth. It will appear like nothingness at first but with ki added to the energy, it creates the holy effect and causes that to be near what you wanted from things. Use this with care, as it can bring devastation to beings who want to help as it brings ruin to the moment that the being wants. This can cause anything to be turned. Use the thought of what you want to help empower it. The subconscious makes things with it, as you invoke it. The more you do, the more it becomes appearant. Cast effects by thoughts, spoken words and moments you do. This effect derives off of a black matter that is very oblique and unobtrusive. Thus, use english with it or other negative languages. Such as, saying 'No things' and you know things. Or, 'This isn't' and it does what you want. This forms unexpectedly.

Omnitun EmoliatE = Ben's Holy darkfire; Take omniverse an super energy, dark matter and white light fire energy. This is a created Pyrark Lura or self-consuming dark fire as the effect an making a firey dark matter that can burn anything. This is the effect called from space and by thinking of it and making it manifest by willing it where you want it. Think say or say 'Magis AeImedits' pronounced 'mag-Is A-ehh-I-mead-its' while thinking of it and it forms on the object or in something. This is using crystal techniques to generate it. Which are Spectral crystal techniques.

Omnitun Lece = Holy water, this is the super energy of the omniverse mixed with water. It can form at will and wherever you want. This is the moment of a synthesis where water is very holy, and can't be easily acceptable to those unholy. It can be disagreeable to those of vampiric and dark nature. The source is easily summoned to form at will. Thinking Magis Imedits, pronounced 'mag-Is I-mead-its', makes it appear where you want.

Omnitun Unnsu = Unholy Omniplane energy that can be called with Omni Unnsu, pronounced 'Omnee Unn-such'. This is the unholy energy that can form vampires and unholy things from the omniverse. Its called by saying or thinking 'Acteon Imedits'. Pronounced, 'Act-ee-on I-mead-its' and it forms on anything. This transforms the target from within and can manifest it outside of the vessel, at will. It can form neutrality and despite very easily.

Omnitun Unnsupyr = Unholy Omniplane fire energy that is chemically based and can be called with Omni Unnsupyr, pronounced 'Omnee Unn-soup-irr'. This is the unholy fire energy that can strengthen undead and dark beings and burns demons. Its called by saying or thinking 'Acteon Imedits'. Pronounced, 'Act-ee-on I-mead-its' and it forms on anything. This transforms it from within and can manifest it outside of the vessel it is used to form it. It can form bad menace and despite very easily, while it burns things near it.

Yng = pure energy source.

Cryh = power source made by energy leaking out of a containment.

Hamu = mana, ancient magic source. This can harm the user by inflictive means being done.

Luraseh = Dark matter field, this is the science of dark matter in use and disruption of what you want. This is using the essence of nothing. It may seem impossible, but its there even when not invoked or evoked and when you need support. This can create any effect by your intent through will invoking the dark matter to materialize the event or effect. Dark matter can recreate a pattern, by energy being applied to make actions. This also pushes things back and makes things go away, if you desire it to. The goal is to create with it, but not push people away. This force responds to the vibrations it recieves.

This dark matter source makes its effects, from gathering energy from the things and people as it needs to. Decide to get energy from the essence excess of released force, and you don't directly take from the body its necessary live with. When it fully forms, then it can become reddish energy.

To invoke it, imagine nothing and use activity to create results. The energy of the result is used to make dark matter effects by your subconscious. Optionally, you can evoke it to exist action that create events by stating, 'luraseh' pronounced [lure-ah see-h]. Whatever you do, you get detraction by dark matter removing the unnecessary actions that keep the desired effect from happening. What you do after you get the dark matter invoked or evoked, is say what you want. Then the effect may materialize from nothingness. This creates things as though they were there. They show signs of a signature, that is similar to you. This may materialize you from another plane of existence. Consider the alternatives a playing field, after this. As you shift something or yourself to another place, and easily get results. Shift places by using dark matter, and thinking about the place and effect your placement by imagining yourself appear or being there.

This can create dark matter beings from thin air or matter, and have your will imprint the result on it from the directed thought, or subconscious to cause it to do things. These things can transfer to you, in the form of energy. They can appear like anything you want or desire. They can appear anywhere and any time, unless unnecessary. You produce a darkmatter being from invoking darkmatter and stating or thinking, 'clone'. You can produce an unlimited amount of clones. You can revoke the effect of a darkmatter being, by stating 'E En matter'. This directs their efforts against themselves. Be careful, they can do nearly anything, unless directed by the subconscious. Then, they can do what your subconscious tells them. If your in tune with dark matter, then you don't need to evoke or invoke. You can create things anytime by will and they appear nearly anywhere and anytime. This can create things even before you create, in a form of instant matter. This has an ultimate end, where everything you do comes back on your brain. Appear to give in and you appease the force you created, then you get stuff done more easily. The way to attack someone who irks you by slight and effectively is with dark matter. To distract a dark matter being, is to make it not attack or notice you.

If you find someone attacking you, state 'E En Em', and the enmity or dark desire by attack stops. The ultimate end of the spell is where you end yourself by ceasing to exist and become part of the dark matter beings you created. Unless you unform the creation, sy stating 'uncreate'. Or, you may unform the darkmatter creation by thinking 'stop' and the being disappears. Then you survive the enmity. Another way is by saying or having your subconscious saying, E Un Dark matter. Then the distraction and detraction of people disperses. What you call detraction is death of attraction. You may say this anytime and anyplace and you may return things to normal.

Lyqy = sun energy flow. This energy flows from the lava and any sun.

Pime = prime, primordial energy that is made from dark matter and dark energy with interaction from the mind. That causes chaotic events with whatever its used with as its dark energy and nothingness. The primordial mind is able to god make anything form by will. This will is enabled from a sigil or a thought of taking the energy into yourself and what you create inside you is capable of making things outside of you. This can be destructive or deturrant. Deturrance is making a degree of usage to deter something as its used.

Tatiay = Tertiary field, this is time gravity that improves power and ability to make efficient use. This goes through all time space to get the effect you desire or need. When the event you caused happens, you get the effect by an event you asked for from ether. This turns things by turn or make a time trick to occur things. This is extended time influence of a death or stopping something to get results. You get the energy returned to you after its spent. The spirit causes you to return to yourself the energy spent. The energy put to this time gravity, can speed events up.

[Go back to the Atleantian main menu](#)

-XXXI-

Ranks and positions

magus = magical, juupretyea, magician, General name for a magic/k user who makes devices, enchants and events on request for self, as a thought to be paid for success, self-fulfillment.

sorcaos = a general name for magi, sorceror

maj = mage, magic practitioner. Hidden magic manipulator and enchanter, illusionist through unseen "magic" manipulation and often considered a magus. they sometimes go out of their way to manipulate and get their desire by tricks of magic. If they don't get their way, they force by hidden means or interesting manerisms to do and get as they desire.

gandalf = wandering mage, wanderer without a home most times unless they stop wandering

kaddab = change, hedgemage, hedgewitch, hedgewizard, A dabbler be one who works with many types of magics yet never good at any.

syitkaddab = A savant dabbler be one who works with many types of magics yet excels at many but not all.

sorc = source mages are magic practioners that effect through many different sources and physical magic to get their desire. They base their idea on wild power and treat it like a source to be any other.

elemas = psiaue, elemental master, jedi with -master appended, Specialistic force master with a -mancer (practicioner) and -many (master) at the end of the element name or psionic force user(psionicist or spirit user) with -kinetic (channelor) or -kinesis (ability) at element name end using any one element, the element can be summoned or formed into focus. These abilities fall under. Magic or Psychokinesis, where psychokinesis(- charge) and magic(+ charge) don't like each other when structured and what its like at the planck level be similiar to a unified force to be built off of, otherwise people wouldn't be able to do both, singly at some time for the mental ability of psychic mind and magical energy manipulation in practice by Metarules of Affinity (likeness attraction), Thaumaturgy (like effects like any distance) and Mind over matter or Mind focus (focus of mind rules over objects and bodies). With regard to understanding how to use the element efficiently, and how to make effects to appear along with speed improvements. The true worth is the fields in this usage as they are different named. So far people use the terms of the four elements along with others, like;

Biomancy or Biokinetic be life interacting with objects and people that allows, for the reading of genetics or body type and races in people. Through looking at the soul aura with focused sight to percieve the colored aura pattern by brain interaction and by blinking your eyes. The aura can be seen as rendered perception of coloration in the original shape reveals what the aura is within the limitation of how the mind can see it. This will work in pitch black too. Anything of life manipulation by biokinesis be through reeiki as pk effects sent through a channel of energy as to the target by earth or a body channel by feel or voice to conjole the action intent by the wave molecules to enact a vibrational carrier wave through a medium of earth materials from the planck level.

To control bodies be the effect if told in some manner to do the action and it will happen. Using the einstien law of gravity in simple terms to explain the wave effect, be if you move forward and then space moves around you by displacement particles or electrons. Your kept down by centrifugal force and the displacement happens from that of air molecules that look like waves that flow as you shift in movement and reallocation of weight that flows

in movement from the centrifugal force.

Beomancy or Beokinetic as pheromone control that makes you able to control the body scents to speak or for feeling interpretation. The pheromones of the body are capable of being a totally different language in itself. This language can make what you say very understandable. The similar sex mood works with it in scent to attract and make better. The true efforts are here that make it like a truth as its in war to the control of pheromones can make attractions possible. Detraction by think of other and act for them and this is in pheromones. It can make with you in attractive motions, to the other sex or to your sex. It can control within reasons, others as well. It be very easy to do by the quick way meditation. To make it seem like its necessary mkes it quick its almost a true suggestion it is to the utmost degree in pose by posing as one drop of blood then drop the bad mood..with true serums injected into the skin of the package. With truse as degradation to occur after its used.

The quick way to doing this, using pheromones be to use intention of seeing aura for pheromones by feeling that you can from Dr.lehr, To blink your eyes and then sniff while expanding your consciousness to allow the brain pheromonal adjustment as your sniffing, activates your scent detection. See the scent by allowing your eyes to adjust to the persons aura or even food and then to sniff for the pheromones. After this, use the effective feel and watch idea, to adjust and see the reaction of others and the effort be easy as you feel the pheromones.

The easy way of blocking out the scents your aware of and don't like smelling. Use the thought or active scent of that which be not desired. Then shrink your consciousness of it, the idea, and how it seems to you. Thus, ignore the result of its scent to dismiss it. What does this accomplish? You subconsciously manipulated, through the meditation of your body it subsumes the idea, to be able to control, pheromones by your will. Now, the scents of pheromones have different meanings.

Any effect be to not be counted if any fruit was eaten before you scented it, as the fruit makes the body scented of the fruit. except to smell a citrus fruit be to awaken the senses much easier.

The burnt scent means anger.

A citrus or pomengranate scent be to make aware for easy scents and mental ability.

A flower or fresh scent means happiness.

The nasty body scent means disgust.

A body odor or unrecognized or dissimiliar scent means attraction (of some sort).

The body waste smell means distracted.

A perfume scent means wonderment.

The control yourself scent be the smell of sulphur or rotten egg and gets the result of a "take a bath" resolve.

A burning candle or feces scent means lying.intent or a trying effort.

Judiciousness, Expert or Judgemental be the baking or pigment color scent.

Tiredness be the scent of rubber.

Burnt rubber or putrid gas be the scent of burnout or octane.

Cleaning solution be the signature smell for changing events or moods.

Serious intent be the scent of annoying perfume.

Flowery or Pine scent be the scent for understanding and clarification.

Sex, or unwanted appeal be a scent of unwashed body, masculinity or femininity.
Barbeque or Mesquite charcoal be the scent for hunger and eating.
Mental disorder or dispute be a burning coal scent.
Addiction be fresh charcoal scent.
Sweat scent means not believing.
Boredom be a scent of wood or wooden.
Tangerine be a immaturity, concern or concent.
Tanners berry be nasty lether be act, warfare.
Charged senses for potential be meringue ala pie scent.
Potential energy be potato or potato peel
Charged or Inert energy be orange scent or orange spice.
Energy usage or focus be cleanliness or undeniable stench.
Intelligence or Interest be the scent of flower, fairy flower(any) or
primrose that the stronger the flower the more it, the interest.
Stupidity be the scent of unwashed leather, muave perfume, unwashed body or pig.
Ash or Compost be the scent for death.
mangene or mango seed as d'ser'n (manern (manner induce) manure and oil or sweet fruit
be discern, distant motion or an unconcerned/unbludgeoning effect by disgrace that has
a contribution to disallowance.
Sweet orange be the scent of determination and discernment.
Horse stink or overwashed leather be combustable, and healthy.
High or Drugs be the scent of sour grape for betaphetamines (mental or brain drugs).
Old shoes or mildew for cocaine or cocaine likeness except weed.
Mango be response by war and self-serve/sell or profiteer.
Rotten fruit be self-serving.
Medicine scent for herbal usage.Rotting dirty shirt be for weed.
Moldy mancheuser cheese, incense or mold for abuse and overdose.
Curative of drugs be the scent of old moldy calcutta.
Curative be the scent of mint.
Healing be the scent of mint herbal flower.
Love or Strong interest be the scent of roses.
Attraction be the scent of something sweet or lotus.
Rotting fruit be the scent of an edict(speech) or reprimand.
Dissent or Ridding be the scent of keylime pie or pearl aroma.
Raspberry or cranberry be distant emotion thats purging, regret (regre).
Hate be the scent of liquorice or bad candy.
Distance be the scent of pollen or people sneezing.
Bad disease or bad nature be the scent of skunk or bad antiseptic.
Plants be the scent for planting or season change.
Decaying matter or pungeancy be the scent of undeath or dying

Desire be the scent of green wood, pine scent or something new.

Geomancy or Geokinetic as earth where these are healers by feel or seeing
brown molecules in a scrubbing motion to scrub out the disease while thinking
of the disease, manipulators by pk movement or restorers by destruction or
repair of objects and bodies, Along with shaping ability and dimensional
effects as your forcing the earth to shape by pk movement with thinking
of the effect and seeing the brown or gold earth molecules rubbing together,
Some would say this falls under the lines of pk as your moving earth as a
energy. They have a limited ability to control lava as in control its flow
until its positioned right and as you the controller work with the effect,
the objects touched by manipulation cool down only if you the worker see
the molecules stop rubbing.

Liquentismancy or Liquentiskinetic that allows for lava control (liquentis control) and can control volcanoes along with emotion in general because the emotion be used to control volcanoes. Similiar to geomancy yet this offers more control over lava as it be lava specialization and where the earth is brown, emotion and lava be purple or reddish brown. The lava manipulator can control the emotion and/or lava by inciting either molecules, like love or hate along with other emotion in most people including themselves. The liquent master can cool down or heat up lava with a will to move the molecules slower and not get burns easily unless not done right. They can control the flow of lava as well as geokinetic. Given by spellhawk.

Pyromancy or Pyrokinetic (d'snag'h) for fire masters that are emotional and sometimes capable of loving destructions along with tricks, their control on fire can be to make or unmake it at will. They can excite any fire particle of heat (red dots or tachyons) to some destructive force and little excess. These people are not needing their hands to make psiballs unless they desire to.

Hydromancy or Hydrokinetic who use water from air and other water source manipulations to get their result, The water be moved from a substance or the air and they can see and breath water well enough to effect form it anywhere including in people, and dry things up by removal; See the aquamarine colored molecules and attempt to incite them by making the particles vibrate and rub together while you feel the result or think on a result you desire on a focus at the object or area.

Cyromancy or Cyrokinetic for ice and cold to freeze or unfreeze objects at will, they excite or compress any cold particle (blue particles) for the effect. including water, fire (putting it out) or air, leaving a excess of energy;

Aeromancy or Aerokinetic controls air and get readings psychically through reading a universal conscious of most time, they have omnipotency, force form barriers and air walls, support or mental control of mind; Use the black or colorless air (felt but not seen) particles to get the result by exiting them.

Tachyamancy or Tachykinetic allows small red particles (tachyons, active energy subparticle) used in pyrokineticism or waves (lekton, gravity or light waves) manipulation used in biokinesis along with their interaction to form magnetic fields. This earth air be the particles of subatomic level as it supports magic and psionic ability, by forming the sublayer foundation of energy manipulation. These people can control time and events to make what they want happen. They don't need their hands to create psiballs that are concentrated psi energy or psi effects. All thats really needed be the voice or focus to get the effect in place with intent.

Necromancy or Necrokinetic who controls spirits and death by different means of kung fu and ritual where chaos and demons are their key idea in working effects including death itself; For the necromancer its ritual and the necrokinetic think of death particles as bone white. To cause death just incite by feel the death particle of bone white to rub or vibrate. and incite the particle to uncause death by causing the vibrating death particle to stop or see the particle rubbing together and then stop the rub by feel. The reason for this be to stop death instead of causing it.

Aekinomancy or Aekinokinetic be the ability from aekinothetics, the study of light

energy conversion involving geomancy, aeromancy and contingency effects as probability to generating electricity and energy or channeling it; To incite it the current, feel energy sparks to occur in the area and then incite the sparks by feeling the spark flare. Then shift to normal vision to see the results unless its not near.

Atheomancy or Atheokinetic, otherwise considered Alamancy are the effect of depicting a scene by description, drawing, acting or talking. The depicted event will happen through energy, psi or pk enactment from subconscious manipulation. This be Spelukin enactment with energy and magic effect added in. The material be what it needs as in psimaterial that you infuse with energy as its worked with or be of a psiball combined to the object or item. As you work with the item infused its instructed by speaking, feeling or seeing the event and making a portrayal on what you want, Such as in laymans terms, paint the scene while feeling its alive and the energy transferred from you in small bits creates the psiart from depiction and a psiball effect. Due note: the red dots of tachyonic energy can be used to infuse the objects without touching it.

Aromamancy or Aromakinesis be to effect a scent feeling and percieving the moment to create the scent, as someone describes the scent or your idea of smell as they want it to be smelled. This be done by sending the scent to the olfactory nerve. Two tries will get you started as sometimes the description after the attempt will let you perceieve the scent.

Aethemancy or Psychokinetic the usage of most elements in the magic and mental schools, The mental element tends to use most elements as it broadens the mind and makes for to influencing patterns from just one element, The other elements are influenced from provoking the effect by the law of invoking gray magic or mind effects by use of the universal conscious or activity to achieve a result. This makes the person aware of most troubles and events without being told by omnipotency. To do this think of silver or gray for most elements that are incited with a feeling of the particle vibrating or rubbing together or alternatively how yourself will achieve it, feel or think on the element or feel energy. Then shift your frame of mind to the normal idea of your own and speak the result or feel a result, see the result mentally or think of the result.

Ethemancy or Etheokinetic be the same as Etherio be Ethe and derives spirit and most negative efforts including death and void manipulation to happen with very little effort. These are short and long distance efforts that occur as a dream after the spirit-that-goes-through-everything obliges. The people act shamanic that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires.

There be a key to the effort to help the effort along and idea to occur, its the color black or ghost white that allows the effort to occur with an exciting of the particle, by adjusting your frame of mind and see the particle excited or rubbing together with the color of choice. To get the result, speak or feel the effort you desire and when finished the occurences can be stopped by unexciting the black or ghost gray. Then unadjust your frame of mind to normal view. But, if you find yourself in a dream vision as these visions are prescientific in nature and range from any time point including in the past, then the only way out before it turns bad or worse than ever, be worse as you don't fight the vision but manipulate it through actions until it ends, A vision can end through thinking it ended, die in the vision, sleep or unexcite

the black particle, if directed at an element the black particles can excite it to destroy almost anything thought about or create from nothing like nothing in but focus and nothing out. If you die in the vision you lose the memory of what occurs in it. Within the vision the rules are to have fun and make the vision of your dreams once you gain control of it, the vision that I described.

Due note: people within can act if given permission outside it, call them troops if you want as they will try to protect you unless they were attacking you. All that's needed be to deny their permission.

wis = istar, wisdom, wizard, wise one. Visible magic manifestor, enchanter, evoker, conjuror through "magick". they live near family and then outlive the family to cause destruction on persecutors and positive results for helpers. they self practice and study for long ages to sell their trade for profit, to adventure and explore new areas of magic.

wislif = White wizard, life wizard, Person who will use any thing to get what be desired as they use the "arcane vitras" for magick to get as a goal the desire when blocked or not. Life wizards are optionally able to share memories with, from others to do top notch in the field of choice. With the machines, they know quite a bit as they are part dreamwalker and can manipulate dreams, visions at a whim. These wizards don't have to study if they can share the memory of the machines use. their special ability be to switch places with another. Life mages can bring people back through pattern actions, idea with "life" energy.

wisark = dark wizard, Similiar to dark mages yet they use visual "magick" for the effect along with "shadows", "light" and "negativity". These people are more dangerous as they view people as innocents who don't deserve destruction. yet pursue the evil doers to the death unless convinced by peaceful means.

deaet, saiet = Demonist, Satanist, The worst people to do practice as they use demons to do anything and make examples of the pests and disruption they see, find. Often considered hell wizards as their energy be instant with a slight corrupt effect that can control anything through reverse cosmeria, corrupt universal particles in some form. their ritual and simultaneous spells are fueled by desire of which be backed by hell energy using their body, a "focus" to channel the effect. After awhile the demonist is turned by hell energy into a demon.

their patron be satan and most the members are unstable except the leaders who are zealots and bigots. They get jobs and keep them unless they desire to do a little bit of evil for their own sake. their tenets are to decieve, destroy, vengeance and usurp for the pleasure of pure evil. They don't have to sacrifice, yet will if asked to and can give the murderers soul to satan for brownie points. their enemies are any who stand in their way unless they have a use of them.

squab = a servant, nonmagical kinetic wizard, warrior wizard that channels energy from others, things with effects that counted as "magical". Also the effect be considered kinetic manipulation as they use the energy to get desires. They have ability to gain visions by seeing the pattern of people and items.

majyl = wild mage, magus that go and become hermits that live ages in some off excluded place

warmaj = warmage, Magical soldier with war magic, that causes insight to events, heated body and ability to withstand great pain without flinching. the war mage be psychic and psionic with the hitch to this as it be they become warlike and very skeptical. When they are this skeptical as to doubt even a good deal when you look at it, you won't make very many friends. they are good at insults and know how to draw out a person, in converse with said target. Instinct of primitives are very important to the war mage as to strike on an insult be second

nature. Giving a chance when the person tries for it be a necessity till you feel tired and antisocial and they give up. Yet to gain this, they are born with it as its the nature of warriors, and its inherent in the person. Innate ability be a part of the bodies resistance to cold and pain while it gives psionic ability. This includes dimensional manipulation skills that are very hard to detect. They are often considered aurors of magic to be fair.

The warmage has magical power as it be the magic of kinetic motion. It be the moment of movement that be hardly noticed but focused to create an effect. This effect be the concept of motion which be focused by the warrior's single-minded purpose. Imagine the effect you would want, and focus it through your motion of body, weapon choice. the thing to do be to believe that your motion will allow for the effect. there are many thing they can do with this including the usage of air as raw energy. This be what they can do: Traveling, Human defense field, Human kinetic attack, Kinetic manipulation, Flight, Funnel, Kinetic rune, Kinetic metal manipulation, Choke a person and Elemental power focus.

amaymaj = Hermetic mage, heretic mage, A mage who uses "bridgecraft", to trust the general formulas to use a bridge for a witchcraft effect. This "bridge" be formed when raw enery in solid form becomes effected and causes the effort to happen through infusion of the area to be enacted upon. What words used cause the effect of the raw energy, and the effect be achieved as this hermedic medium be lengthening the effect beyond a few minutes to few years. This can be used to get places, with achieving to awe, inspire if necessary.

there be a game that be related to this idea called "Ars magica" by atlas games and it has five art verbs with ten form nouns in it. With this in mind there are many more nouns as the game be limited in scope to keep it simple, like as many as you can make in another language excepting the verbs are still mostly five and yet the nouns are unlimited where you can specify exactly what be affected. As "make peace" to make a peaceful moment out of nothing. raw energy be everywhere so to say a few words gathers energy from all around to form the effect, in a simultaneous cast that may have a weak effect. With each effect be the effort of temperature drop, to make a instant recovery as two minutes pass. the hermetic mage will do jobs but with the aid of the hermedic magic to get through it.

lifmaj = Life mage, White mage, A person who be in service to the hidden way of life, "arcane vitras" and uses many life lengthening "tricks" along with things of other magic to suit their purpose. their sources be "life", "earth" and can make possibility of anything through, mutative, changing effects as life will imitate any source to suit the purpose. They are immortal till they choose to die by removing the aging process and natural mutations. This can be used on others for the purpose of interest and only with permission, unless attacked, panicked and then they change a person from the inside out. their special ability be to switch places with another. There are three types, light, gray and dark life mages. Life mages can bring people back through pattern actions, idea with "life" energy.

Life mage of the light or holy warrior granted from pope are very noble and know their entire lifepath given to new idea sometimes expressed by others. To use life means your exposed to much and can go insane more quickly per spell to get the result. Yet they can "borrow" memories to get the results in hidden ways that are obvious to the right people, those that recognize a pattern. What that means be to see where its coming from and know what to do to unravel the spell from events. The light life mage may bring something alive to get the device enchanted. Yet they most definetly will change an object to show the properties or ask first. The object used are animals and mundane with rare exception those humans and humanlike that agree to be adapted with reassurance to be undoing it if told by the person. Light life mages won't use genetics unless necessary.

Life mage of gray or medium, will share both light and dark, while being deceptive to those

who are untrusted, yet will strive to create an inner life in anything that can live and keep it hidden from those who would hurt it. This be unless the object be a animal, construct or humanlike and are given permission by the object, human. They are arguably the most likely to use their own idea with possible inclusion of other interests for positive results. They get no pleasure from torture with great possibility to make a new form if allowed through creativity. Yet the gray life mage will alter their own body to suit their purposes at a good time where they will be unnoticed. their techniques are to use mutations, genetics and changes to do as necessary for good results.

Life mage of dark or dark shadow warrior, will use "hell" as well as the normal sources of "life" and "earth" as a concept to create the perfect mutation. These people have no morals and keep no oaths unless its worth their while, They will use anything that be useful ae humans, animals and objects, to mutate, experiment on where the experiment can turn into any shape, enchantment. They may play with genetics at some point to improve results and to improve the looks. Dark life mages will get humor, pleasure from torture and anger from failure.

kaot = caot,, chaoticist and somewhat separatists. Dark mages that are considered hell mages and are the epitome of darkness and violence with a little bigotry added in, yet they look good to others. This next part be a little hard to believe but its mostly true. their sources of energy are "hell", "wild energy", "negative" "life", "astral". they are out for themselves to create the desire of choice and through secret rituals and handshakes as security, to make their dark deals unknown as their worst fears are to have revealed themselves unknowingly. So they do rituals at night with simultaneous spellcasts any other time. With probability of any source they prefer negative energy as they are untouched by it. their will be to control and their voice be to manipulate, cause any event through calamity. their favorite places for the meetings are the astral plane, dream world aka "tel'aran'riod" taken from "the wheel of time series" from Robert Jordan with whom they deal with, for fun.

Dark mages dislike the light and will ritual suicide if caught too often in dark desires with controlling criminals and destructive people due to the rememberances of hell. Draining energy from the event be their favorite activity to get the evil deeds undone or stop crime. Dark mages use "magic" to achieve the result along with darkness, deception, hell, demons, light and manipulation. they arent bigots, biased unless pushed and prefer not to fight and yet to resist aka "dirty fighting". their most useful allies are the drow ae "dark elf", outer dimensionalists, other darkish people as partners in unseen disruption. When anythings wrong they punish the person responsible unless its an ally. Satanists are t hier natural enemies. If the dark mage gets a job then they could be punished, they arent easily accepted because of their life view and non participant attitude.

kaoist = felt mystic energy, chaos manipulator, chaos mage, Mystic master that are trained by monks and are considered a monk yet aloof. They use the open hand combat techniques as well other weapons, yet limited to no weapons of pointed nature except staves. As many prefer the stave or staff yet use chaos and void to achieve results with the rule "void be substance and substance is void". thus the kaoist be used to do nonspoken and mentally scened, felt magic. Void be within boundaries of infinity and substance comes from void only to go back to void. Chaos be used by them to form events that are ordered for positive results. Whether or not its negative or positive energy, its the same for their purposes. Sometimes the chaoist be able act the scene and or speak what a person does, the person or scene be achieved most cases. Also the witchcraft action almost always occurs by chaotic energy.

sei = shaman, death mage, spirit mage, Spirit masters that speak to the dead and speak to the living spirit through the-spirit-that-goes-through-everything and can tell the shaman anything about a situation as well as allow control the person, spirit through

the-spirit-that-goes-through-everything and this allows the scout ability, to work better as you know when something will happen like omnipotence. The energy of the user will go up on usage of spiritual lifeforce as well with unaging as long as the spirit supports it. Usual tools are ancient bones and rattles that can charm or call spirits.

This renders the user a wiseman and a ageless person who does not die as he can merely ask god through the-spirit-that-goes-through-everything for a boon and it will be granted with a good reason. What jobs they can get are myriad as the spirit can tell you what you need to know to complete the job. Shaman will guide in two ways; white shaman to peace and light and practice "white" magic rituals. Red shaman guides toward light and war who practice "red" magic rituals. The shaman can't get a job unless they want to because as you can see the job they have are to guide and live off the land.

srei = sorcerer, magi, sorcaa, despised one, socaa, innate magic worker, secretive good event manipulators and light guiders by "inner source ability" sometimes self taught and "chastised", "rewarded" if caught doing wrong and they live in clans. Magi are very good with weapons as its their second study.

pymta = palemaster, spirit sorcerer, necromonger, Mastery of spiritual energy for people or things and considered spiritualistic warriors that allows for any typical manipulation. As in stealing the spirit from the body to make it into objects, different shapes, and put into an object or put into another body and back again as if a voodoo priest. This ability is given by being a voodoo zombie who got a soul back, or tortured to death and brought back undead. Thus his/her body regenerates, with no destruction left even after the body be decimated or chopped to pieces as it comes back like a zombies would. Lifespan be for as long as the body doesn't wear out which means 400 or more years. They can't get jobs for the "zombie" scent that remains after the original separation and smells as of a dying diseased person, yet they can if they have musk or perfume on.

Some don't prefer to be around them for the raw scent and almost revulsion of the senses yet some don't have this scent. The problem exists that their faith be very intricate afterword to drive them almost position hungry intending to get what they can get. Otherwise the palemaster prefers neutrality to fighting and yet they live almost fighting for things. their faith be to outlast by any means, the fight and win despite odds. With each success their be a glory sense that empowers them a little more as the victims life force be taken into themselves. This religion can be described as a chaos faith.

selimagi = selisocaa, sublimsorcer, subliminal sorcerer, Prescientific sorcerer who can use their subconscious, to do the spell effects and it seems like a wishsong effect. The subconscious has taken over and subsumed the conscious, the conscious turned transparent and acts as large focus, either way it no longer viels the mind with the subconscious controlling the body. They also have inner sources that are fed by the subconscious in a continuuos balance. To selimagi all time be available to manipulate and seen as they want, a focus. Feeling the result be instinct with causing it to occur as well thinking it out. their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if alot of outside presences due to internal mental pressure. They follow the rules of the magi.

sorcayl = Wild sorcerer that be one who summons things with a wild source and this comes from a person named Magus. they will attempt to focus more than they can take as a power yet not burn out. Meaning wild magic be the source they have and will use as possible till they feel not too or they will be in danger of passing out for the strain of wielding raw power. these people tend to be crazy as wild magic "carves you out from the inside" after a long time. This leaves you hollow inside and even after you can use wild magic. This allows for unlimited energy

channeling but acts as a false magic that's illusionous. they live 500, more years in self seclusion and hermitlike.

socao = sorcerer, Secretive event manipulators that act as self examples, dark guidance through "inner source ability" sometimes self taught yet regarded as "outsiders" if doing wrongful activity and openly. there be no "reward", "chastisement" except pain from enemies who catch them. through dark source working with a developed idea to trade with and gather information through experiments, they gain self-concepts to provoke, lead others into what they want. they are considered the dark magi as they won't consider people as near themselves, will but not consider the feelings. They don't make sacred items, areas as they use "raw" energy and they work alone most times.

selisocao = sublimsorcor, subliminal sorcerer, Prescientific sorcerer who like selimagi can use their subconscious, to do the spell effects and it seems like a wishsong effect. To selisocao, all time and people be available to manipulate and seen as they want, act a focus. Feeling the result be instinct with causing it to occur as well thinking it out. their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if a lot of outside presences due to internal mental pressure. They follow the rules of the sorcoror with similiar abilities.

wicca = living power of faith, magic paladin of good that lives on faith of the God and Goddess in a way of life.

wiccan = sorcier, witch that don't openly acknowledge being a witch to avoid being asked for help. When the wiccan spot trouble they deal with it with help, being alone. Most witch considered wiccan be a good influence.

wyc = Witch, an open magical scientist through "magic", "metamagic". Living where they want and yet group near covens, grottos hidden during the meeting. they openly work magic and get asked for the rituals when they are spotted, as they see trouble. Most witch except wiccan be evil or good depending on mood.

sundia = sun diveister, sun diver or star runner, energist, energy weaver, free person that works first to aid said person and to aid others second, strange merc, A persons energy manipulation by outside radiative forces to create power flow as weave in form of manifest outside the body; Some break things or break up the sun into patterns when emotional. Thanks to "Sun runners fire" by Melanie. The sun energy be red orange and has aftershades of blue.

sunrun = sun runner, sun planer or one who uses the sun, sun planar, energy channelor, An energy focus that be a person that can be of use the most thanks to Mark Steward, by use of an outside radiation and lava source for inward manifests of ability to achieve, they overwhelm (by energy). their energy be solid ultrablue, true blue or solid blue and at night its ultraviolet blue and to exist, events have to support by feeding it and it can deteriorate anything. At at rate of a plane per minute or 10 seconds per 15% and the idea given by the Sun runner series by Melanie Griffith.

wykneg = negative witch, Users of people, idea, persecution, and light through "magick" and "metaphysics" to create the event, while in serving the dark gods and goddesses. these witches cause the witchhunts to seem necessary as they would use any to get their need. Yet they follow tenets of darkness that direct them to decieve, destroy enemies, do evil in the name of good while they do dark to control, compulse evil doers. If a good person gets in their way they ruin them as it seems fit, to leave the victim alone as it suits their purposes. they abuse property rights to steal and they break laws as they wish for sheer joy and to feel good. the dark witch cannot stand light very easily but will tempt it for

job seeking and work at night, day.

aoinewika = aborigine/y witch, A witch like person whom uses instinctual taught skill to do rituals, that are "wordless" and instant from the god/dess energy of before humankind or chaos. Aborigine users are useless in a fight but can use natural incidents to cause any action or event. The energy they use be the old magic that seems instant but sorceror like and can manipulate time by a drawn out ritual or instant manifest. Some use the old religion of drugs and visions, often considered the "path of lies", as the method valued here be dream quests. Some gather old source to see the future in threaded fate moments and each thread, be a different alter reality and alter sight to get the right things to do.

sorcieryl = wild witch be a witch who lived beyond 400 years and was hunted the most for fear of their power, sought to be of aid. they mostly use "wild magic" as a source along with others, What be their projection ability be unknown but protection can be demon dogs, cats and they must be respected for their love, a relationship. Most be so hermitlike they argue they cant get a relationship.

vuduwykdoc = voodoo witchdoctor, Dark priest/ess, death witch, death wizard, The zombie crafters and voodoo priest/ess that are most likely to use any event, create their own by spiritual manipulation from ritual activities or just thinking on it with a gesture. The voodoo priest/ess also know by spirit what be happening and are the opposite of shaman, considered dark shaman, ae they guide toward the dark path. These people live as long as they desire with no aging. The voodoo priest/ess will oversee the ceremonies as a job that pays almost nothing except with a spiritual push. The witchdoctor will use a drug powder called voodoo powder to put the person in a coma for 24 hours, more. Then separate the soul and place it into a bottle, other container. Where the efficiency comes in voodooism theres alot of support people to effect a high ritual and then gets glorious sense of self afterward. What jobs they can get are to be a voodoo priest/ess for the effect of a lifetime unless they seek else.

matu = mystic, A great example for those that will listen, They use "spirit" to divine stuff, "people" to get stuff, "magic" to manipulate people, events and enchant objects, "magick" if they can to effect the visible effects and create strong artifacts through any element energy they can. The things they do make them "eccentric, concerned" geniouses that are very diplomatic and enigmatic. The work situation are self projects able to devise any solution if there are materials for it, and if no materials then they buy, trade. They will work for a living if needed, accepted as money demands, they have to buy something. When they get a free item, they are grateful and yet they will give a favor for it when they are forced to. They live by the vision they see and will act accorfing to feellings.

weli = welcome, Warlock, demonic chaotic manipulators through "conflict", "chaos" usage to control events, weather. They group in secret areas to meet and do rituals. When paid they will do an open ritual.

noruica = necromancer, death sorceror, Dark sorceror/ess that will use the dead to give them joy as they raise, restore a person by the attempt. Using the apprenticing system they learn at the masters heel. Yet they are neutral evil at their core with "negative", "demonic" and "death" energies for personal use. If they catch the wrongdoer then they will tear the wrongdoer to pieces with death, negativity. Without a care for many except themselves except for those they respect, they will do vigilante justice unless higher ups say to let the constabulary do justice. They can get jobs as they want and yet prefer solitude.

diia = diviner, People that need idea, recieve images to get an idea to form a focus and when they call this a vision, they speak of it and usually the idea comes from the focus

of words, an object to create the event in their mind. As in: tarot cards, crystals, crystal balls, revelations, disruptions, tea leaves and pendants. The efficiency of this vision be to be more proficient with less time for a clear reading by "sensing" it from the target with questions or watching for signs. Any glimpse be to give a hint and for the moment that be reconstructed mentally, what they use this for be to see where its safe to go as a path. What the deviner identifies be the object with which will change things, lead them along. Jobs are easy as they know where to go and when, what time as divination will effect by the persons need to know and what they get out of it.

belmaj = archmagus, belmagus, Archmage be a person who be a magic user and older than 300 years, with not dying yet they appear young and might be weaker for after 200. they can use 3 methods, take a young body through "transcendance" that be strong and 10 to 14 years of age. Shine to another body on death by shifting through death to the slayer at long distance, short distance on touch. the body becomes the person who shines, and they are transformed in minutes, remain different as the person desires. Finally, the third method be become regenerative by any means including changing to a creatures form, like a shapeshifter, troll, other as of atomic, particle shapes.

saaf = benevolent immortal, seraph, Immortal sorcerer that comes in two flavors, good, bad with indivisual tastes as corrupt as one might think. Good seraph comes from magi and will accept funds, offers of info while doing as they want and seem to take a bribe. they don't seek power nor do they need fame except they are known and not challenged, unless they are caught doing what said person don't like. the self-involved projects that are done, achieved with people freely aiding, Ranging from any of interest and they might change the projects given a diversion of any concept. When they can attempt a free community project, they will but one thing which be not to share everything as be desired, thus its a need to know basis that seems like sharing. these people are rolemodels and teachers that draw inner knowledge to teach with, foregoing the research if they could. they will ask for information if they can and rely on flukes of events to get by. the average starting age for a seraph be 700 years, above. If their body be old, they will use the archmage techniques to gain youth if they have no other.

Evil seraph come from sorcerer and are very likely the epitome of lyers and criminals that guide people to be better. these people will come back as they want through their "undying" nature and drive to continue, much like a draegaran in a "Vlad taltos" book their not aging unless they want to. If some do the thing with them they can hate nature, All the while they do their own self-satisfying deeds, without a care to help others but secondly. Now its an ambition in theory that their ambition be high and if they don't succeed, they do other alternatives to get to the same success and yet they don't go too far. Yet they don't seem corrupt, he/she just doesn't care as he/she just does and does, but to have killed anyone although there be suspicion of wrongdoing. their self-projects consist of genetics and destructive spells that could affect bad. thus don't trust them unless you have too as they could mislead you as they think their better. somewhere they figured they could do what others can't so pointing out mistakes will get you nowhere, unless they are thinking on the problem.

saga = sergoi, ageless psionicist, Ageless elemental force master, are omnipotent, omnipresent and most able to pick up new tricks by observing or feelings. Most that watch them are slightly disturbed by the amount of energy and understanding that is shown. Some have a mad cackle and some very stern or concerned with others and least for themselves. Able to master time and probable control over reality, they serve to please if they want something. The sergoi be usually from the early ages and with some ancient bloodline or fairy immortality. They are known on site as the body be slightly deformed and they are curiosities or curses to be around as they love to perfect skill by getting info and learning it or with inner knowledge. their methods range from chaos to mental effects. However, if someone wants to not be under their shadow, as they

consider most people young beings unless they show maturity, they drive them away or "act a friend" till they can disappear.

Most of their knowledge comes from within and from what be learned by sight. Most sergoi use any element except human that suits them and they suck it like a kitsune to keep alive or young for spells or psionics that drain them. their way to get things is to spread info, or connive by means sometimes unknown to get the effect or object and compliments are an option. The sergoi are neutral as they deal with troubles and fix conflicts by deals, negotiation or chaotic manipulation. To get one off your back pay them peaceful respect ae negotiate or compliments and you might find their regard to doing their own projects. Everything be a resource to them including failed idea. To this point you might think they bathe often, they are like aggies in that they bathe when they can. SSome are cannibals, but some are not and share the aggies attitude. The seroi sound like children yet act mature with an old voice even at age 100 and some have adult memories at a young age but some don't.

wehmeta = Wishmaster starts as a wishdoctor, and they are people like voodoo witchdoctors who came from the Nords a few thousands of years ago. Wish be a focused need, desire, want as a focus that happens by natural subliminal, activity acting with subatomical particles being influenced from harmonic voice patterns, causing the people the energy interacts with to achieve your desire. Otherwise its a desire that achieves the result when felt, spoken through influence on the area surround, and its not magic as its metamagic through atomic structure being hyperactive from the energy of a being. Now any energy source can reinforce the pattern aroused, from the programmed particles. the wishdoctor would use this technique without knowing it. Knowing only that it worked and used with the thoughts of the problem of a moment, they used it as an attempt to make amends, wars to stop, disruption to crime and curing, healing people.

How long did they live due to the wish aging them according to affect and effect was like 300 or more years. the pattern they caused from a wish sometimes formed a storm, worse. Where they grew old, they wished for youth and drew from the air, the earth to achieve it. Some became wishmasters that were consecrated neutral, evil with intent of achievement, and a wishmaster are people that give statements of a desire to effect change and were wishdoctors making the decision to grant wishes to others as well for themselves. they come in three brands good, neutral and evil. the good wishmasters are moralistic conceptioners that will agonize over a wish,, be watchful of results and maintain the results if needed. they often work with those of worth, for a cause and will mess up those of evil intent including evil wishmasters. the good wishmaster often has trouble and sometimes death for the aiding of friends who have enemies. Still there are to date no good wishmasters left unless a new one comes around, but wishmasters of good will allow some aging unless their youth fades.

Neutral wishmasters are egotists that will grant a wish if they are able to and only when they feel like it through payment, force. Given that they are sometimes chased away and their projects ruined for aiding the wrong person. these people are able to survive with a little bit of impetus, sometimes they won't but their wishes outlast them. they do live longer than good wishmasters and if they age they won't seem aged through a wish and natural energy effects. Evil wishmasters never die with probability of evil tricks to fool the person as a way to mislead them. Otherwise they give a wish to the willing and those who ask, yet the wish end be disaster for the wisher as they are often losers in what they gain. they most often will look old and somewhat forlorn yet the looks aren't the appeal, its the power they offer.

ecutet = accultist, People that are similiar to the occultist yet are activists and do magic acts with an open view and use any typical source including "spirit", "elements", "metamagic", "magic", "magick" to achieve the activity desired. Through instant spell casting, rituals, groupings consisting of however they want in a open, yet unseen place. The atypical accultist

will attempt to not do violence unless necessary,, unpushed so they won't be seen as the disrupter and show an example. These accultists are viable to violence in an instant when they don't get what they want, unless their are social areas which mind, might arrest them. An accult worker will use torture to a sum of money, as part of a ritual if they have to. These are much like witches except slightly antisocial and original in which they will use others work if they don't mind.

ucutet = occultist, Dark ritualists who study most their life in understanding life by trial much like monks and can do rituals, simultaneous magic of nature, demonic, other possibilities including time yet they will do one, two sources at a time for safety. their are silent types or open minded types that will speak without worry except in too open an area. If anyone sees them, they erase the person of any dangerous sightings, info.

miai = maverick, A corrupted magic user that be gimwis, gimwyk, gimlir, gimmlock and gimmelmaa. Gimwis be a corrupted wizard be to use chaos in the form of visible "magick" and make ends meet, having insanity fits all through the act if in an unstable mode. They have gained magic back and were burned out. The gimwis be considered a "maverick" wizard. Gimwyk, a corrupted witch be a "maverick" witch who has no coven yet isn't very witchlike Given reason to do magic, metamagic in self projects and jobs, they would quit if they had no desire, poor moral unless forced. These were burned out witches who found reason to continue. They may, may not go beserk with tough jobs as they become unstable from reawakening ability or magic usage. Gimlir be a corrupted mage who uses any idea to form spells and causes corruption through activity of some sort of magical corruptions that mutate. These are the burned out mages who regain their arts and considered "maverick", unranked and uncontrollable. Gimlir can insult anyone into a rage.

Gimmlock, a corrupted warlock who uses chaos to aid themselves and are demonic, monsterlike with possibility to destroy their own works and do other things for position. The items not destroyed are either sold, used as their value be deemed. These are maverick warlocks yet have not lost their ability, but can hardly use it without fits unless they are stable. These people can turn on a dime unless their projects keep them in line. Gimmelmaa be a creative person who burned out on ability and to reawaken be to blast open all the mental ability doors by energy striking or hit by lightning. When they are able again, their attitude be mild to happy with aggression to those who do it better and yet they think theirs be better anyway. They have moods or crazy fits and willngly take risks if their are proofs. The ultimate desire be to "gain ultimate ability" or "gain ultimate understanding" from people. The most often needed job be denied if they are schitzophrenic but not if they arent. What they need be what they get but not always realize it and they might deject it for the crazy fit on doing the activity. Some are lucky to not have these "crazy moment".

hamu = hermit, People that can withstand a long time alone in any one area, They can come any magic class to live alone and achieve events. They prefer caves, houses with which they feel safe. their pattern isn't too clean and they can end up acting insane unless they have painfully been around people. their mental pattern be to afford "inner knowledge" over learned as a rule for information, and where their trusts are. their experiments are almost always looked looked on as an example of sorts. They appear "insane" as they talk to themselves, yet awake and aware. In conversation to others they might appear abusive and overcontrolled enough to push people away. If people are angry they appease through efforts and information and yet they can get death threats if gone too far, ruin plots.

-XXXII-

Changer area

With the statement of these words, you might become the figure as indicated or the voice. But sometimes your body will change to fit the voice in adaption. Do not expect it to work all the time as it might work a little yet be unnoticed except to others. The process may take up to a week but it be sped up with a bite of food or drink. If you know the name of the person then state it using the pronunciation key and it might form you into what you focus on. Say the name and think of or say voice, body or other. This isn't your true form but it can stick on you like your true form so state your name to get your form back. What might help be to breath in and breath out repeated and try to feel the shift happen to the idea of your chosen form.

oii = old lady, old woman voice

uae = young lady, teenage girl voice

uue = medium girth handyman

amy = friend, amicable, female half-giant/half-dragon sorceress shapechanger capable of any height, female exquisite killer, female psychopath assassin psychic

ann = unusually shaped woman, integrity

anne = exquisitely slender woman

arya = single voice

ewmann = shashy, perv, miwomi, miwoi, onnamann, chykblok, man woman, person thats more man than woman, hermaphrodite, sick man

aggy = aggie, bad scented farmer, aggriculturist, almost uneducated land caretaker,

celtish prided owner, celtish poor person, scottish old scientist

ygre = hygred, haggred, almost destitute, collector, half giant fattish male 6"5" - 6'9" magic user/wizard

igy = angry, cromagnon woman giant near 6' 3" - 6' 7" maybe cannibal, bristly, lethal

igla = angela, modern research woman, mature woman voice

igli = angelin, suave intelligent woman voice

iglie = angeline, nerved voice thats high pitched, strain

iglla = julie, angella, medium build somewhat attractive handywoman, useful

ipts = speak, voice

ony = large voiced, loud, attention getter

oe = horus, red haired male cromagnon giant 6'6" - 6'11" tall, antisocial maybe cannibal

ureo = selective voice

urio = voiced opinion

uteipts = high woman voice

ystre = warpath, charming, control with voice

boy = teenage boy, young man, your charge, male vampire

branlwash = destructive voice

cyeto = callisto, super ability slender woman, shapechanger woman with abilities

cary = kary, career, cre, care, motive, large build woman

cawe = plead or pleading voice

cawi = angry voice

cawo = outspoken, outcry

cawu = rousing speech

cy = psiber, duty bound mediator starwoman, cypher

chiks = comely woman

chyc = act on, woman, chick

clain = very large human giant that can shift shape any height that suits them

clan = cian, hill giant, very large human giant with improbable or improper claims or associates 6'4 - 7'5

dyq = dick, male sex organ, male or female private investigator

jieria = jiemaroe, janemonroe, janerider, jane rider, large boobed woman who

is smart and slender, mellow toned lady voice

doll = a doll, woman

dollvap = vampiric doll (woman vampire)

fag = vierv, respect, fag, manlover

fonzi = create yourself as a cool male in suave appearance or voice

fresk = woman transform

fresky = wild woman transform, freaky woman transform, woman flesheater

fiance = engaged woman, bride

francen = frenzy voice

francenn = medium tone woman voice

francid = loud woman voice

francin = abnoxious voice

francine = abnormal voice, odd voice

francinn = pleasant woman voice

francind = quiet disturbing voice

franken = psychopath voice

gab = talkative, gabrielle, gay girl, happy girl, lesbian, guardian

girl = woman, female

guwn = goon, bad boy, bad example, male criminal

hazz = has, nelli, hazard, hermaphrodite prostitute, hermaphrodite who sells their sex

helga = strong swedish woman, meatball

hermy = hermaphrodite, both sex organ human, in-between sex

hyla = hitler, himler, hila, race hater, male hater, male perfectionist

jenin = genin, very unusual exquisite black woman, calamity

jaa = jason. hatchetman, male killer, killer ability

jenine = genine, intelligence, intelligent black woman

jenen = genen, exquisite black man, exceptional black man

jenene = celcula, kelcutta, genee, intelligent black man, good work with tools and cutting.

jeea = jarhead = fizzler or being with not alot and square person.

klain = very unfragile form, considerate being

kle = richly famous, charles, a indeterminate aged almost crippled to unwalking psionic force user, a rich and successful businessperson with a lucky streak

kly = uncontrolled fate, charlie, che, chely,kely, karly, charly, overlarge fat male 6'5 - 6'7", exquisite female beauty, strong

kre = chris, cosistent, erasure, thief, consistency, christ bearer, hermaphrodite,

cromagnon hermaphrodite shapechanger part fire giant/chaos dragon/fairy 6'6" - 6'10"

tall probable cannibal.

kres = kriss, chriss, chubby, cherubic, consistent largeness

lass = lady, woman

lepii = lesbian, woman lover

loimt = low female voice

loimpt = denial voice, low input

loim = calm questioning voice

loimg = slender psychopathic woman

loimm = murdohc, mudoc, overly large psychopathic male, extremely strong navy seal

loipt = pleasant male voice

loipts = low male voice

lura = laura, black star woman from other planet

lynn = no length of effect, no duration, infinite, gifted strong female

maila = mother-in-law, nightmare, spiteful behavior, woman hitler, female perfectionist

mailla = godmother, deterrant, woman protector

mann = mi, man, men

mannew = shysha, shoisha, woimi, sheeit, blokyc, mannonna, woman male, hermaphrodite thats more female than male

myk = voice manipulator, multiple voices
nia = certain, niga, nigger, african, black skin, black man, nigga
nebod = nemi, anyone, anybody, shifting to will body, shapeshifting virus
nom = norm, unusual large man
numi = newmann, successful businessman or woman
pat = forehead, a semi-heavy female/male which be indiscreet of person by somewhat unique personality, vigilant and very smart.
pip = pimp, male prostitute, male who sells sex, pride
pesy = pussy, pussy
poyglo = polyglot, any form being with original form as a negative energy nonexistent
qiry = womanly, woman frame
repu = rasputin, dispute, disagree, voice of disorder
rii = derive, ridicule, riddick, very good starman fighter pilot
ruu = ricca, hatchet faced protective woman
ruci = ricci, ninaricci, woman model (this be a hard form to become) with a female adjustment.
riy = ricky, genius music director, male director
riki = rikki, ninarikki, alluring fat model assassin like fat bastard
rea = react, trnna, renna, tunner, messenger, starman who be mediator
salohoms = sherlock holmes, male genius investigator, erratic investigator
sam = sammy, white fat male, famed person, famous, exceptional
sidha = male fey
sidhe = woman fey
she = woman, great strength
shy = large woman, her
slut = womanly desire, woman in power, womanly defiance
smyly = smallus, smally, smalley, unusually skilled person with narrow focus
shaila = overlarge woman, overwhelming and smart woman part breed' dolphin and human.
shailae = exceptional overlarge woman
sheila = shela, moderate weight woman
sheilae = shele, exceptional moderate/modern weight woman that causes hybridly good feelings and overlarge form like a sound form.
sheryl = unusually exquisite fat woman
shybaz = salewoman with or without magic
mannbaz = salesman with or without magic
manntub = totub, tom thumb, very tiny 1 inch tall human with or without the ability to fly and magic, however some say its a lot bigger as 6 feet 7 inches and tubby.
manntubwee = totubwee, tom thumb faery, faery 1 inch tall being that works with people somewhat annihilist or annalystic.
docymos = dorcy mouse, 1 inch tall woman with or without flight and wizard magic.
docymosfee = dorcy mouse fairy, 1 inch tall fairy woman with flight and innate magic.
tush = woman breast, butt
wo = whor, whore, someone who sells her body, woman prostitute
woi = womi, ho, woman
rina = rianna, wojjaa, female jason. hatchetwoman, female psychopath killer, killer ability
woisalohome = vicky, viwosuky, woman sherlock holmes, woman genius investigator, erratic investigator
vera = vaa, verify, medium weight slenderish woman whom never appeared on cheers; whom likes fruit mixes with or without alcohol
vytoa = victoria, succesful businesswoman, strategist, woman modellist
vixn = vixen, bad woman, woman criminal, very vulterous volumptuos female criminal addict
vyia = vagia, vagina
vui = learn, woman

-XXXIII-

The combiner mark, in atlantian be the "/" (inter) and makes any word before the "/" a noun, pronoun. After the / an effect, action. Any word in other sections be applicable after the slash. these areonyms and also call signs. If you want to add the extra meaning or word, add it by a "" or tick mark. Like b/e'ic for being excused in character.

EX: w;zym = (wi ui zim) with symbols

EX: n;wijkin (n ui wij-kind) no disappearance

a;a = all active

a;e = another exception

a;i = all invited

a;o = all out

a;u = acceptable use

a;y = all yours

b;a = back again

b;e = being excused

b;i = back in

b;o = back on

b;u = barely used

b;y = be yourself

c;a = can adapt, come again

c;e = can exceed

c;i = can add-in

c;o = changeover

c;u = can understand

c;y = can you

d;a = dead on arrival

d;e = deadly exception

d;i = doing instead

d;o = dead on

d;u = don't use

d;y = darn you

e;a = each answer

e;e = eye to eye

e;i = every inch

e;o = each one

e;u = each unit, each use

e;y = each year

f;a = found answer

f;e = finally ended

f;i = for instance

f;o = fakeout, found out

f;u = finally understood

f;y = fuck you

g;a = good action, good association

g;e = general electric, good evening

g;i = good info

g;o = good order

g;u = good understanding
g;y = good for you, guy

h;a = happy anniversary
h;e = hard earned
h;i = heat intake
h;o = hold on
h;u = hardly used
h;y = happy you

i;a = invite announce
i;e = input exception
i;i = input info
i;o = input output
i;u = input understood
i;y = inviting you

j;a = just announced
j;e = just except
j;i = just input
j;o = just out
j;u = just use
j;y = just you

k;a = kill announcement
k;e = kill exception
k;i = kill infringement
k;o = killed one
k;u = kill user
k;y = kill you

l;a = last act
l;e = last excuse
l;i = last interruption
l;o = last out, lost out
l;u = last use
l;y = last year

m;a = must act
m;e = most exceptional
m;i = must interrupt
m;o = most outgoing
m;u = most used
m;y = mighty young

n;a = not applicable
n;e = no excuses
n;i = not interested
n;o = no offense
n;u = not understood
n;y = not you

o;a = on account
o;e = over eceeded
o;i = on input

o;o = over & out

o;u = only used

o;y = oh you

p;a = public announce

p;e = public execution

p;i = police issue, private investigator, private information

p;o = pull out

p;u = police unit, personal use

p;y = pull yardage

q;a = quickly act

q;e = quick exemption

q;i = quick info

q;o = quick output

q;u = quickly understand

q;y = quiet you

r;a = readjust

r;e = re evaluate

r;i = reimplly

r;o = readout

r;u = reuse

r;y = really young

s;a = slow account

s;e = slowly encourage

s;i = slow input

s;o = slow only

s;u = slow to understand

s;y = so young

t;a = to account

t;e = the exception

t;i = timed input

t;o = timely order

t;u = time usage, timely use, time save

t;y = thank you, twove

u;a = user active

u;e = user exception

u;i = user inactive

u;o = user owned

u;u = user understanding

u;y = used yours

v;a = viewer appreciation

v;e = viewer exception

v;i = viewer interest

v;o = view only

v;u = viewer usage

v;y = viewed young

w;a = well accounted

w;e = with exception

w;i = within

w;o = without

w;u = while in use

w;y = why you

x;a = exact

x;e = exception

x;i = extinguish, exit

x;o = extra outing

x;u = extra usage

x;y = extremely young

y;a = your activity

y;e = your exceptional

y;i = your input

y;o = your out

y;u = your usage, you (as your statistics)

y;y = your young

z;a = zone active

z;e = zone exception

z;i = zone inference

z;o = zone outage

z;u = zone usage, zoning unit

z;y = zoning you

a;b = actively back, azure bond (as a tattoo by bondage or acted motion)

a;c = active current, accumulate

a;d = active duty, aid/help

a;f = active find/field

a;g = actual good, age

a;h = actual heat, air & heating

a;j = ajax

a;k = active kill

a;l = active last

a;m = active month

a;n = active number

a;p = ask permission

a;q = actual quiet

a;r = arrange

a;s = asset

a;t = active transit

a;v = actual view

a;w = actual warning

a;x = axe, axel

a;z = active zone, axel zone, azure zone

b;b = back to back

b;c = because, bicycle

b;d = body double

b;f = boyfriend, breakfast

b;g = been good

b;h = behind

b;j = blackjack
b;k = bit kind
b;l = bit late
b;m = bit much
b;n = big nothing, button/ban
b;p = backpedal, bipedaled
b;q = big quiet
b;r = big review, be realistic
b;s = bullshit, business
b;t = backtrack
b;v = bit vague
b;w = bewarned
b;x = bicks (as razor), box (as block)
b;z = biz, business

c;b = call back by Jethro and Joline Fisher
c;c = call contact, call card (as index)
c;d = can do
c:f = cat fish
c:g = can get
c:h = can hit
c;j = car jack, cage
c;k = cook
c;l = cool (as checklist or chicklist), cherry licking
c;m = came, come, lock, save me
c;n = can, canine
c;p = cup
c;q = sequence
c;r = credit report, car
c;s = call sign, crass
c;t = cut, critic
c;v = sieve, circuit view
c;w = can study, carwax, can look
c;x = cut extra, coax
c;z = cool zone, crazy, siezure, cubit zircon/ia

d;b = debated (as moment)
d;c = dry cell
d;d = done deal, ding dong
d:f = doing fine
d:g = doing great
d;h = diehard
d;j = disc jockey, dejected
d;k = duke
d;l = dont last, didley, nothing
d;m = dungeon master, doom
d;n = donate
d;p = dope, don't play
d;q = daily queue, dead quiet
d;r = door
d;s = dire straights, bad luck
d;t = doit
d;v = door view
d;w = don't worry, do what, doorway

d;x = done extra

d;z = dazed

e;b = every bit

e;c = electrical current, eccentric, extra credit

e;d = edict

e;f = evening folks, elect/rical field

e;g = eager

e;h = every heartbeat

e;j = eject

e;k = each kill

e;l = everlast

e;m = each minute

e;n = every number

e;p = each person

e;q = equal

e;r = emergency room

e;s = each second

e;t = each time

e;v = each view

e;w = everyway

e;x = example

e;z = easy, electrical zone

f;b = fob, foot ball

f;c = far cry

f;d = food, fixed destruction

f;f = final fantasy, footfall

f;g = for good, forge

f;h = for honor

f;j = for justice, fudge

f;k = fuck

f;l = finally last, foot locker, foot loose

f;m = floor mop, frequent modulation

f;n = phone, fun

f;p = footpound

f;q = find quickly, faq

f;r = for real, for

f;s = fast system

f;t = fast track, foot

f;v = full view

f;w = fast work

f;x = special effect

f;z = phase, faze, fun zone

g;b = good boy

g;c = good chance

g;d = good day

g;f = girlfriend

g;g = good grief

g;h = good health

g;j = good job

g;k = good kind

g;l = good and last

g;m = good meal, good match
g;n = goon, good night
g;p = gold piece, good player
g;q = good and quiet
g;r = good relief
g;s = good show, goose
g;t = good try
g:v = good view
g:w = good work
g;x = great extract
g;z = golf zone

h;b = hobo
h;c = highly characterized, high call/ing
h;d = hard drive, highly dense, high dejection
h;f = high frustration, hang tough
h;g = high grade
h;h = high heat
h;j = high justice
h;k = high king
h;l = heat lamp, highlight
h;m = high mark
h;n = high numbered
h;p = hot potato, high proficiency
h;q = high quality
h;r = hour, hourly rate
h;s = high school
h;t = harm target
h:v = highly voluntary
h:w = homework
h;x = heated extra
h;z = horizontal

i;b = in back
i;c = in character, interconnect
i;d = impending doom
i;f = internal frustration
i;g = in grief, draught
i;h = internal heat
i;j = injustice
i;k = inkling, in kind
i;l = interlude
i;m = intermediate
i;n = international
i;p = interplace, innerspace (for baggage)
i;q = intelligence quotient
i;r = infrared, in routine
i;s = in silence, be silent
i;t = internal temperature, itinerant
i;v = intervenous
i;w = inner warmth
i;x = into extra
i;z = in zone

j;b = job, just be (as breeze)
j;c = just charge, just called
j;d = just died/defeated, judge, whiskey, jack daniels
j:f = just fired
j:g = just great, jug/gle
j:h = just hot
j;j = just joined
j;k = joke
j;l = just lost
j;m = just met
j;n = just now
j;p = join please
j;q = just quit
j;r = just relieved
j;s = justice system, just shift/ed
j;t = just truly, just
j:v = just viewed
j:w = just work
j;x = jinx
j;z = justice zone

k;b = kilobyte
k;c = kind chance, kinda chancy
k;d = kinda dead
k:f = kinda fact
k:g = kikogram, kinda good
k:h = kinda hot
k;j = killjoy
k;k = kinda ok
k;l = kinda last
k;m = kind man
k;n = kind
k;p = kindly put, kaput
k;q = kinda quit
k;r = kind relief
k;s = king size, kiss
k;t = kind touch, koot
k:v = kinda violent
k:w = kinda weak
k;x = kinda extra
k;z = kill zone

l;b = pounding or toss, last bite, waiting room (of lodge), lazyboy or chair
l;c = last change, lets see, last sight
l;d = last deed, load
l:f = &line feed
l:g = lag /around (as lack goods), look good
l:h = lost heat, lost health
l;j = lost justice
l;k = lock, lost kind, look, locate
l;l = lost love
l;m = last month, lifemate, limb
l;n = last name
l;p = last place

l;q = lost quiet
l;r = late rate
l;s = last shape, last save
l;t = last time, light
l;v = last view
l;w = last week
l;x = lax, relax
l;z = lazy

m;b = must backtrack, mob
m;c = most called, minicaller
m;d = must decide
m;f = mother fucker, misery fucker
m;g = most grand
m;h = mighty high
m;j = mostly joking
m;k = most kind
m;l = mostly last
m;m = must meet
m;n = must need
m;p = mountain path, most people
m;q = most quiet
m;r = must recall
m;s = mountain sight
m;t = mountain trail
m;v = must view
m;w = must warn
m;x = must extract
m;z = mountain zone

n;b = not back
n;c = not charged
n;d = not deducted
n;f = not found
n;g = not good, not grand
n;h = no hitting
n;j = not justified
n;k = no kill
n;l = not lasting, no longer
n;m = nevermind, not much
n;n = not needed, noneed
n;p = no problem
n;q = not quiet, not quite
n;r = non-removable
n;s = not seen, no show
n;t = not there
n;v = not verified
n;w = no warning
n;x = not extra
n;z = no zone

o;b = on the ball
o;c = oncoming
o;d = overdose

o;f = oh fine
o;g = oh god, oh good
o;h = oh hell
o;j = orange juice
o;k = oh ok
o;l = oh look
o;m = oh man
o;n = oh no
o;p = oh please
o;q = only quiet
o;r = oh really
o;s = operating system
o;t = oh thanks, okay then, off the, ought, of the
o;v = over
o;w = only warning
o;x = only extra
o;z = ozone

p;b = prybar
p;c = please change
p;d = paid
p;f = paid for
p;g = page
p;h = past hope
p;j = pajamas
p;k = person kill
p;l = place label
p;m = personal management
p;n = pronoun
p;p = personal part, powerpoint
p;q = please quit
p;r = personal rights
p;s = pound per second
p;t = point
p;v = personal view
p;w = password
p;x = pax
p;z = please

q;b = quick back
q;c = quick change, quick
q;d = quick deduction, quick death
q;f = quick find
q;g = quite good
q;h = quite hot, quite healthy
q;j = quick justice
q;k = quick kill
q;l = quite long
q;m = quick mastering
q;n = quickly now
q;p = quite proud
q;q = quickly quiet
q;r = quick removal, queer, quite right
q;s = quite sincere

q;t = quart, quiet time
q;v = quick view, quiver
q;w = quite warm
q;x = quixote
q;z = quiet zone

r;b = rollback
r;c = recall
r;d = reduced
r;f = refried
r;g = really good
r;h = rehash
r;j = real joy
r;k = rekindle
r;l = real life
r;m = remake
r;n = real name, real mcoy
r;p = roleplay
r;q = really quiet
r;r = railroad
r;s = reselect
r;t = retrack, retrain
r;v = review
r;w = rework
r;x = relax
r;z = reality zone

s'b = son of a bitch, softball
s;c = slow charge, slow change
s;d = slow down, speed demon
s;f = super fine, super fast
s;g = slow but good
s;h = shipping & handling
s;j = sloppy joe
s;k = slow kill
s;l = super long
s;m = slow march, small mind
s;n = screen name, serial number
s;p = slow pressure
s;q = square puff, square puffer fish
s;r = screen registrar
s;s = super slow
s;t = super tough
s;v = souvenir
s;w = shown work
s;x = suix
s;z = slow zone

t;b = takeback
t;c = take charge
t;d = to death
t;f = true and false
t;g = truly good
t;h = timed heat

t;j = truly just
t;k = time kill, truly kind
t;l = timelost
t;m = too much
t;n = take number
t;p = typo
t;q = truly quit
t;r = time release
t;s = truly sound
t;t = time track
t;v = television
t;w = time waste
t;x = tax
t;z = time zone

u;b = user back
u;c = usage charge
u;d = user defects
u;f = used furniture, unfriendly
u;g = used goods
u;h = ultra high
u;j = usual job
u;k = user kill, used kind
u;l = user label
u;m = used method
u;n = username
u;p = user password
u;q = unusual quiet
u;r = user related
u;s = user schedule
u;t = used ticket
u;v = ultraviolet, personal
u;w = user warning
u;x = user extreme
u;z = usage zone

v;b = verbose
v;c = very cool
v;d = varied
v;f = verified
v;g = very good
v;h = very hot
v;j = very just
v;k = verified kill
v;l = very long
v;m = virtual machine
v;n = varied number
v;p = view pass
v;q = very quiet
v;r = very religious
v;s = very soon
v;t = vertical
v;v = very vulnerable
v;w = very warm

v;x = various extra

v;z = views

w;b = welcome back

w;c = welcoming commitee

w;d = will destroy

w;f = with effect, wife

w;g = well gee, wage

w;h = well heard

w;j = will justify

w;k = will kill, wick

w;l = well lasting, will

w;m = why me, whim

w;n = win, will not, why not

w;p = with problem, whip

w;q = with quiet, wick

w;r = with movement, wire, weight record

w;s = why stay, was

w;t = wait time, weight

w;v = with view, wave

w;w = why wait, with worth

w;x = why extra, wax

w;z = with zone, water zone

x;b = extra big

x;c = extra charge, extra cash, extract

x;d = extra done

x;f = extra fun, extra fund, extra finance

x;g = extra good

x;h = exhale

x;j = extra juicy

x;k = extra kind, extra kill

x;l = extra long

x;m = exam, extra me

x;n = extraneous, extra number

x;p = extra power, extra experience

x;q = extra quiet

x;r = extra review, extra refuel

x;s = extras, extra slow

x;t = extra time

x;v = extra view

x;w = extra warm

x;x = extreme, extra extra

x;z = extra zone

y;b = your back, why behind

y;c = your change, your charge

y;d = yard

y;f = your finance, your friend

y;g = your great, your good

y;h = your hot, youth, you here

y;j = your job, your just

y;k = your kill

y;l = your last, your left

y;m = your mean, why me
y;n = why now, your not
y;p = your pathetic, wipe
y;q = your quiet
y;r = your right, your rah
y;s = you see, yes
y;t = you too, you there
y;v = your view, you vie, you vex
y;w = your welcome
y;x = your extra, wax
y;z = your zone

z;b = zero backup, zone backup
z;c = zone chart
z;d = zone death
z:f = zone failure
z:g = zone good
z:h = zone heat
z;j = zone jack
z;k = zone kill, zeek
z;l = zone location
z;m = zone matrix, zoom
z;n = zone node
z;p = zoning person
z;q = zone quiescence
z;r = zone rate
z;s = zone security
z;t = zone tracking
z;v = zone view
z;w = zone worker
z;x = zone exit
z;z = zap zone, electrical zone

[Go back to the Atlantean main menu](#)

-XXXIV-

The expressions, of which show what a person thinks. the dash can also be replaced with a (.) period. counts as a pause. Said as example: a-o = (are one), If you want to add the extra meaning or word, add it by a "" or tick mark. Like b-e'ic for becoming bored in character. o.o = (oh oh).

a-a = make stop
a-e = halfhearted, half heart flow
a-i = helping out
a-o = happening
a-u = active
a-y = why act?

e-a = halted
e-e = becoming bored
e-i = set aside
e-o = eye out, its out
e-u = ignored
e-y = whyever?

i-a = on route, included
i-e = procedure
i-i = be adapted
i-o = all else
i-u = apart
i-y = including in

o-a = like similiar
o-e = close to it, closely linked, overeager
o-i = helping make a difference
o-o = seek otherwise, surprise
o-u = comparison
o-y = make notice

u-a = complaint
u-e = unique
u-i = molding
u-o = on you
u-u = in use, wonderment
u-y = belonging to?

y-a = questioning
y-e = coming late, latent
y-i = group addition
y-o = turned on
y-u = after usage
y-y = curiosity

b-b = upstaged, surprised
c-c = electrified
d-d = credible
f-f = mapped out
g-g = great importance
h-h = heating up

j-j = in favor of
k-k = felt
l-l = forever
m-m = time of month
n-n = hillbilly, country person
p-p = power user
q-q = stun
r-r = forward motion
s-s = slowing down
t-t = allowance
v-v = review, happy
w-w = stiffened
x-x = boosted
z-z = range

a-b = switch focus
a-c = active current
a-d = deducted, vital death
a-f = decree, actively
a-g = intent
a-h = heat up
a-j = unblock
a-k = unfeeling
a-l = permanence
a-m = date
a-n = united nation
a-p = application
a-q = quietness
a-r = moving action
a-s = slow acting
a-t = within acting
a-v = double check
a-w = root beer, coat
a-x = extreme, insuring
a-z = security

e-b = focus
e-c = bring charge
e-d = intuitive, intelligent
e-f = dismissed
e-g = offhand, lefthand, otherhandedly
e-h = heat exchange, heat dissipation
e-j = eject
e-k = deadened sense
e-l = extra long
e-m = very accurate, momentous
e-n = tolerate
e-p = error
e-q = dampen
e-r = flow, heart
e-s = becoming, esteem
e-t = pardon
e-v = rising star
e-w = shine, gloss

e-x = special

e-z = easy

i-b = achieve

i-c = invoice

i-f = past inclusion

i-g = agreement

i-h = warmth

i-j = break down

i-k = not feel

i-l = permanent

i-m = make a date

i-n = import

i-p = additional, personal address

i-q = quieting

i-r = progressing

i-s = introducing

i-t = meeting, new introduction

i-v = life flow

i-w = enamel, aging

i-x = benefits

i-z = inside area

o-b = smart

o-c = undissappointed, oh see

o-d = overdose, dead, deceased

o-f = out family (extra family)

o-g = oh good, relief, oh gee

o-h = single bond

o-j = just, justice

o-k = emotional bond

o-l = oil, boring

o-m = on me, oh my

o-n = oh no!, turn on

o-p = oh please, output

o-q = plentiful, quiet down (voice agitation)

o-r = eye out, ore

o-s = overweight, weighty

o-t = call, point out

o-v = overview, overweigh

o-w = reconsider, oww!

o-x = carry on

o-z = ground crawley, ground mist

u-b = pointed

u-c = seeing, see

u-d = removal

u-f = selected

u-g = self-importance

u-h = warming

u-j = blockage removal

u-k = dulled

u-l = durable, duration

u-m = your date

u-n = national image

u-p = applied

u-q = be quiet

u-r = progressing

u-s = slow

u-t = able, talent

u-v = sight

u-w = skin

u-x = double

u-z = zoning out

y-b = resolve

y-c = residue

y-d = reduced

y-f = afterward, whereto?

y-g = after effect

y-h = heat circulation

y-j = glowing

y-k = very hot

y-l = outlast

y-m = romance

y-n = ruin

y-p = coverup

y-q = sneak

y-r = moving after

y-s = tired, fatigued

y-t = placed there

y-v = check

y-x = extreme

y-z = secure

b-a = stopping, switch back

b-e = elsewhere

b-i = linking

b-o = body odor, noticed difference

b-u = controlled

b-y = on focus

c-a = short

c-e = excepting

c-i = stampede, charging

c-o = credit, credited

c-u = energy use, charging it, transaction

c-y = line load, transference

d-a = stopping point

d-e = reasoning

d-i = including

d-o = deduced, self-reasoned

d-u = identify

d-y = discovery

f-a = stop

f-e = likely place

f-i = build onto
f-o = track, coordinates
f-u = versatile
f-y = guiding

g-a = downfall
g-e = famed
g-i = legend
g-o = known for it
g-u = behest, influence
g-y = prejudice

h-a = heat shield
h-e = heat exchange
h-i = buildup
h-o = engulf
h-u = ignition
h-y = heat manipulation

j-a = excuses
j-e = devoted, devotee, goal oriented
j-i = proven
j-o = proof
j-u = alibi
j-y = not listening

k-a = accepted, call off
k-e = jack of all trades, good at all
k-i = average, kill count
k-o = agreed, kill off
k-u = trouble, problem
k-y = recovered

l-a = last stop
l-e = late comer
l-i = late addition
l-o = at last, your turn
l-u = last turn
l-y = last in line

m-a = calendar
m-e = monthly activity
m-i = annualy
m-o = date
m-u = monthly use
m-y = ushering

n-a = crisis
n-e = anywhere
n-i = inclusion, migrate
n-o = county
n-u = national use
n-y = congressional

p-a = short
p-e = applicable usage
p-i = increment
p-o = filter
p-u = stinky, stink
p-y = flux

q-a = bang
q-e = mostly quiet
q-i = quieter, silencer
q-o = silence
q-u = sneaking
q-y = quietly asking

r-a = ground to a halt
r-e = momentum
r-i = accelerated, sped
r-o = moving vehicle, car
r-u = movement
r-y = guidance sticks

s-a = slow to stop
s-e = crawling, sore eye
s-i = slow input, slowly adding
s-o = slow turn on, low
s-u = used up slowly, sucky
s-y = slow motion, ask why

t-a = barring, locking
t-e = tough luck, thieves luck
t-i = working out
t-o = rude
t-u = roughen
t-y = attitude

v-a = cancel view, vet
v-e = scrying
v-i = coming into view
v-o = seance
v-u = viewing
v-y = point out

w-a = remove coat
w-e = view range, with everything
w-i = come into range
w-o = sight see
w-u = sight
w-y = moving picture, picturing

x-a = quick stop
x-e = extra additions
x-i = additionally
x-o = boost
x-u = additional work

x-y = gesticulation

z-a = slow zone, hazard area

z-e = allowance

z-i = added security

z-o = electrical grid

z-u = practice area

z-y = stage

b-b = small metal projectile, pellet ball shot, projected shot

b-c = energy focus

b-d = glimpse

b-f = strengthen

b-g = titanic, stunning

b-h = high efficiency

b-j = need, desired

b-k = intent

b-l = focusing on

b-m = attuning

b-n = achieve, goal reach

b-p = magnetic

b-q = intense

b-r = group interest

b-s = training

b-t = toughen

b-v = quintet, scene

b-w = black and white, bias

b-x = terse

b-z = trying, annoyance

c-b = radio, remote

c-c = cautiousness, caution

c-d = account, cash deduction, see death

c-f = buildup

c-g = electrocardiogram, electrode

c-h = amplify

c-j = accounting

c-k = gratitude

c-l = last one

c-m = summer

c-n = war

c-p = charged field

c-q = potent

c-r = motorized, drawn movement

c-s = slow feed

c-t = exactness

c-v = mystifying, engrossing

c-w = wax

c-x = extreme

c-z = recharger

d-b = withdrawn

d-c = drawing current, battery cell

d-d = deductable, payed on

d-f = deductible, funding increase
d-g = fame, famous
d-h = cooling
d-j = reasoning
d-k = kill count
d-l = download
d-m = seismic, math, mathematical
d-n = total, gross amount
d-p = leaking, power usage
d-q = soundless
d-r = tracking
d-s = deep thought, subconscious
d-t = counting
d-v = speculating, detailing
d-w = subtract
d-x = extract
d-z = destruction

f-b = moving cause
f-c = generation
f-d = intuition, deduce
f-f = pass down, inherit
f-g = time travel
f-h = gauge
f-j = travel
f-k = no time, nothing
f-l = outlast
f-m = pms
f-n = phone, wire communication
f-p = foot pound
f-q = silence factor, measured silence
f-r = moving event
f-s = slowing down
f-t = free time
f-v = picture, imagine
f-w = painting time
f-x = special effect
f-z = distance, measure

g-b = past
g-c = gray scale
g-d = important find
g-f = family, girlfriend
g-g = amazement
g-h = energy field
g-j = explanation
g-k = exploit
g-l = last place
g-m = weight
g-n = interest
g-p = electricity
g-q = gazette, burden
g-r = purpose
g-s = weighing

g-t = personal
g-v = personal viewpoint
g-w = coating
g-x = add-on, additionally
g-z = trial

h-b = hobo, wanderer
h-c = electricity
h-d = heat vent
h-f = air conditioner
h-g = volcanic vent
h-h = joule, heat degree
h-j = cold protection
h-k = cold
h-l = warmth
h-m = calorie
h-n = area warmth
h-p = heating unit
h-q = exhaust, waste
h-r = heat exchange
h-s = warm up
h-t = personal warmth
h-v = embuance sight, heat vision
h-w = heat treat
h-x = heat generation, heater
h-z = tempermental

j-b = clear focus, clearing, job
j-c = restore vision
j-d = restore thought
j-f = unblock location
j-g = uprising, greatness road
j-h = live flow
j-j = open channel, listening
j-k = kill life, deaden
j-l = continuous restore
j-m = unhindered
j-n = uncrowded
j-p = unlimited
j-q = remove silence
j-r = free movement
j-s = slowly remove blockage
j-t = remove blockage, unblock area
j-v = restore sight
j-w = unburdensome
j-x = clearance
j-z = safe zone

k-b = force kill
k-c = long range death
k-d = deed
k-f = poison area, poisonous
k-g = great death
k-h = strangle

k-j = disbelief
k-k = unappealing
k-l = lingering death
k-m = good weight
k-n = 2nd rate, prideless
k-p = turn off, power switc
k-q = broken silence
k-r = stop
k-s = weight loss
k-t = assassinate
k-v = stop looking
k-w = strip
k-x = filter
k-z = sentiment, craze, suicide

l-b = meditation
l-c = duracell, durable energy
l-d = drain
l-f = ancient
l-g = famous
l-h = oven, cooking
l-j = standing reason, law
l-k = lasting friendship, permanent death
l-l = everlast
l-m = memory
l-n = state, lasting country
l-p = high efficiency energy
l-q = stillness
l-r = forced march
l-s = sluggish
l-t = immortal
l-v = reminescent, reminder
l-w = wax
l-x = extra long
l-z = eternal area

m-b = time dive, discovery
m-c = waiting period
m-d = age test, quality check
m-f = time of event, date
m-g = historical moment
m-h = carbon dating, animal magnetism
m-j = attraction, appreciation
m-k = appointment
m-l = fifty years, last date
m-m = date system, calendar
m-n = up-to-date, lust
m-p = time, schedule change
m-q = hidden date, blind date
m-r = reschedule, relationship
m-s = scale, romance
m-t = dater
m-v = documentation, viewpoint
m-w = carbon

m-x = good relation
m-z = first date, first base

n-b = relation
n-c = renewed, revision
n-d = end point, parallel
n-f = locating
n-g = artist, famous people
n-h = bioenergy
n-j = reason
n-k = murder, acceptance
n-l = quality people
n-m = scale, balance
n-n = countryside
n-p = workforce
n-q = corrupt
n-r = civilization
n-s = lifetime
n-t = socialist
n-v = narrow-minded
n-w = mask, clothing
n-x = new people
n-z = social

p-b = spell, power field, will force
p-c = personal computing
p-d = invention
p-f = useful work
p-g = manipulation, politics
p-h = physics
p-j = explanation
p-k = personal gain
p-l = last attempt
p-m = coordinate location
p-n = appliance
p-p = work
p-q = piqued curiosity
p-r = telekinesis
p-s = overwhelm
p-t = applicant
p-v = write down, draw
p-x = exceeding
p-z = direction, energy strip

q-b = spot light, q-beam
q-c = stop target
q-d = finding out
q-f = area silence
q-g = counter
q-h = cloaking silence
q-j = mental reviewing
q-k = nod of agreement
q-l = everlasting silence
q-m = somber mood

q-n = heroic death, silent time

q-p = awe

q-q = quiet, surprising, no sound

q-r = ninjato, silently move

q-s = sneaking

q-t = supersonic, awe inspiring

q-v = inspiring

q-w = soundproof

q-x = breathtaking

q-z = cuisine, edible food

r-b = forced run

r-c = calvary charge, please save me

r-d = canonfodder, doomed meeting

r-f = advance march, advancement

r-g = destiny march

r-h = heat wave

r-j = convince me

r-k = attack move, incited attack

r-l = last wave, nears the end

r-m = forward march, ongoing

r-n = orderly march, keep going

r-p = slowly go forward

r-q = silent death

r-r = track, ghost

r-s = slow crawl

r-t = keep moving, move on

r-v = reserved, reservation

r-w = training, go ahead, reverse

r-x = energy burst, sudden energy

r-z = slow zone, sticky stuff, binding idea, tar

s-b = slow going

s-c = slow down

s-d = figuring out

s-f = slow fuse

s-g = gaining fame slow

s-h = welling heat, shamfaced

s-j = confess

s-k = slowly kill, stopping

s-l = prolong, momentary suspense

s-m = timeless

s-n = dying country, slow death

s-p = going to a halt, going nowhere

s-q = becoming quit

s-r = slowly stop

s-s = encumber, moving slow

s-t = slowing down, getting boring

s-v = becoming stupid

s-w = drying out

s-x = very sluggish

s-z = safety zone

t-b = focusing

t-c = energy focus
t-d = acting
t-f = popularity
t-g = action
t-h = generation, drawing forth
t-j = knowing it
t-k = desiring
t-l = last one, intrigued
t-m = do the math, think about it
t-n = personal trait
t-p = power flow, trashing house
t-q = disturbance
t-r = parting, giving way
t-s = worsen
t-t = recording
t-v = moving picture, television
t-w = covering
t-x = more of it, more of the same
t-z = secure, self-image

v-b = reminiscent, past memory
v-c = wishing this
v-d = scenic
v-f = momentous
v-g = changing
v-h = heat radiance
v-j = factual story
v-k = emotionless
v-l = at last, moments arrival
v-m = balance scale
v-n = counting
v-p = humming
v-q = vanquishing
v-r = moving
v-s = weighing
v-t = outside
v-v = sight seeing
v-w = surface
v-x = costing more
v-z = security

x-b = intrigue
x-c = generator
x-d = investigating
x-f = eruption, special effects
x-g = meeting
x-h = heater
x-j = story telling
x-k = killing, nominal
x-l = lasting charge
x-m = monthly activity
x-n = random
x-p = propulsion, experience
x-q = unheard people, unvoiced opinion

x-r = x-ray, electrical generation
x-s = slow generation
x-t = extra thing like privacy or other thing, ecstasy, extacy
x-v = graphical display, screen
x-w = radioactive
x-x = extreme, burst
x-z = activity zone, special activity

z-b = securing
z-c = toll booth, charging access
z-d = stripping area, strip search
z-f = secured area
z-g = high security
z-h = energy grid
z-j = protection, service
z-k = black out
z-l = prison, abstract
z-m = security perimeter
z-n = forum
z-p = energy zone
z-q = radio silence, silent messaging
z-r = maneuver, coordinated movement
z-s = school zone
z-t = influence
z-v = control center
z-w = coat rack
z-x = creativity center
z-z = cruising, gliding

[Go back to the Atlantean main menu](#)

-XXXV-

The prefixes, are added to the front of the words with a ` and the prefixes are past/future tense verbs. the words above can also be used as prefixes applied with an ed.

EX: c`enta = charged last (c-eat-nt-a)

EX: a`za = stopped energy charge.(ate-z-ate)

[Go back to the Atlantean main menu](#)

-XXXVI-

The suffixes, are applied as in the end of the word with a ' character. these are plural and present action verbs with the meanings added to the word. the words above can also be used as suffixes applied with a s.

EX: tar'ix = contains (t-hair-ix)

[Go back to the Atlantean main menu](#)

-XXXVII-

The affixes, are the letters that use a dash at the end to make the action verbs beside the magic case. these are interactive meanings of past, present and future. The words above can also be used as affixes. Applied as an ing.

EX: zap-o = aiming energy charge on

[Go back to the Atlantean main menu](#)

-XXXVIII-

Action intent phrase words, with intent words, the () focuses intent of a capitol letter and -- focuses a subject meaning, Forming a focused meaning. To say the word, be to stress the letter, like (A) in Ace. Some use -words- and stick the subject in. The -word- is interesting as its Action phrase -A- intention.

(A) = action, active

(E) = letter, mail

(I) = curiosity, imagination

(O) = time

(U) = emotional, focused on you, unstable, dissatisfaction, heart broken

(Y) = withdrawal, nonandsed, wild (anything)

(B) = beer, alcoholic beverage

(C) = stew, frustration, copyright

(D) = wine, drunk

(F) = flower

(G) = gift

(H) = hot, passionate

(J) = justify, excuse me

(K) = kiss

(L) = love, lazy

(M) = mine, personal

(N) = numb

(P) = picture

(Q) = silent, silence

(R) = colorful, rainbow

(S) = sunlight, light

(T) = work, target

(V) = view, look at you

(W) = rose

(X) = woman

(Z) = man

-?- = any subject with -a- -word-

[Go back to the Atlantean main menu](#)

-XXXIX-

Argument words are words that create the argument effect, in the mind, in body.

Arguments start with arg and then the letter. Ex: arg-c (arg-c)

arg-a = take action, showing intent, show interest

arg-e = name the exception, excuse

arg-i = intelligent argument, self-interest

arg-o = work around, "another way" argument

arg-u = blaming argument, blame-game

arg-y = wild, anything happens argument

arg-b = switch places, be the person argument

arg-c = see vision, chaotic, revealing argument

arg-d = fated, death argument

arg-f = family arguement, failing argument
arg-g = good thing, good ideas argument
arg-h = emotional, hitting argument
arg-j = prove yourself arguement, boast argument
arg-k = killing, "right-word" argument
arg-l = long, well thought out argument
arg-m = personal, moody argument
arg-n = no argument, passive argument
arg-p = smelling, repulsion argument
arg-q = quiet, mild argument
arg-r = motivational, opposite argument
arg-s = slow, repressed argument
arg-t = joined, hot argument
arg-v = understood, sight argument
arg-w = good, debate, balanced argument
arg-x = highly emotional, abuse argument
arg-z = avoidance, deliberate argument

[Go back to the Atlantean main menu](#)

-XL-

The netherese section

Neth sect

Use any meaning above, the "\" means that since they didn't have medicine at the time, they didn't need it. See, this is done to redirect energy wise back to the person for this section as a normal meaning but add an adverted or adjunct idea by what you think for it. the abberred meaning and in listening its the listing as the ; be a separator mark meaning that you tend to follow the natural progressor for normal idea to negative or energetic idea like norm; energetic is logical or illogic thought. Its also a progression of a normal effect and then the point is overloaded effect. They, the netherese can define their natural selves by many idea except the states then you know of mind that be with what they might do as in alternate mental states or natural personalities and otherwise their not counted as scherlosis victim with minds as you or they can tell what they do and not the multiple minds victim. Now the cross aternative be to the netherese "sit across from you", to be ignored as the backstabbers and treated the same or similiar in meeting. This is done as a possible means, if the person matches the self and be treated. That is used as though an alternate self or whatever entices them is what causes reaction:

The alter ego and "negative self", is an alter evil or alternative world scene;

The inter, the interior, interloper, interpreter, interior "I" world, normal self thats a misfit; The abject, abhor, innate false bone (as ntraceable), adjunct monster, adverse;

The exper, deter/mined, invertive self, faery type person of expertise, expert self;

The exter, high bone spirit, external, possessive being that poses a threat and hinders if threatened in body but helps out otherwise, personality;

The diseases are sometimes normal but mostly magical as their energy is using body of higher energy in degree, in negative and sometimes positive when the low energy point be noted by control of the wildness or whats the point by negative energy or -E, with more control of wild nature the lower the negative with more of the positive energy +E; here from where they live. So your not getting the negative or emotional result with more positive energy. As E is a balancing regulation, by force manipulation with activity. If you want more info, then your just going to have to live with it or your going to have to live there or delve by developing their idea into the other possible resources.

Quote by a black guy named Simmon "Crazy be to appeal; to look crazy be to act it out and be responsible. So say stop looking crazy to make senses to a crazy man."

metacilf = netacilf, meditucilf, negcilf, negative elf, netherese, nether elf, Ever expandable chaos elf made of pure dark matter born into the world as a form of choice with void substance, they are called into existance by need, desire. they represent nothing but what they want as the personal desire and will can do anything if its in their desire by or with

religion. See they can only manipulate chaos, and by chaos anything else through chaos and distributive disturbance. Where the called being be like a seen doppelganger to the caller, except it acts like a clone. To others they appear as if the summoner in appearance, unless it desires to appear like other forms. Its only defenses to be in form anything at will through a manifest that astounds people. Most netheril can make any event to occur from whom they want. If you beat them they do a service. They think in reverse due to their voidlike read as materialism or objectivity in nature as they tend to use chaos to appear good. So with void as their source, their attitude be based on the edge and attack of some sort like of diseases and disruption of diseases. So take something from them to make them believe they are controlled, unless their assured it can't be used or aware of the trick. The religious class rule and allow others to rule themselves as a form of silent subjugation.

What they touch or brush, they absorb the energy of. They kill or ignore those who aid them unless they are respected, loved. Those they disrespect they torture, and those they dislike they humiliate. Most fools don't stay near as they fear to go near and they fear the power that they have. their enemies are deranged crazy men or madmen risking for ability and power, alongside dragons and elves, which they desire to torture on sight if they so desire. On sight of each other, their be instant hate that be saved for later or alleviated for disturbance of sorts. their basic technique is to do things and get fun out of it or not do it, and their fun consists of almost torment except when they hunt. Nevertheless, its a thrill they seek for self-enjoyment.

They are the dream person to watch as you only have to speak what they fantasize on to get them to agree. To get them to be greedy mention wealth or gain. They hunt criminals for the fun of it, so make them laugh and they relent. Sometimes as God there be the Magic God/dess of some form like eiah, or Du'ellan Macleurz (dcleur) among many others under him/her, to worship all be needed be a mention. The day/night timing be on a 19 hours per day clock with 9 1/2 or 9.5 hours day or night. their money be 1/10 of a cent, be vasgr or be a c'ent (as 10 cent) and pure lead silver as 10 cents per queic'ent clay coin 6 1/3 cm or claeicent. d'ime or daicent be 25 cents (1 quarter). quaglmirt (religiously rich), of 1c (one hundred cents) or 10000 \$. Most be for barter but fair trade be enforced. Trade treaties can just about do anything. 'Did you know a lead cent allows for ultimate protection from magic and bandits for necessary demise. A paenghiel be a cookie or painstick as coalstick.' From this I derive a siegl or oppoite or ultimate ability in oppressive power. Stoi'lgim is a flamestick. For more language idea, take a look at the drow language which is here @ <http://www.eilistraee.com/chosen/language.php>.

Heres a few things to help define them.

dealm = demon world: 1. It forms as a vision, called aun, hell in an eternal death world with a torture palace of death out of time and once death sorcerors of asyria or asria, 2. The conditions of kingdom hell were sheol as hellish or pzrr, similiar to the netherland and don't forget nether as a pocket plane for netherese.

faaeis = sohn, son, younger person, Vii, vindictive person (burnadette), cruel dusk of darkness; fyrflor: 1. fire flower, 2. disohn as disvahn or disown, 3. veisohn or murder, murdohc, 4. wels/h, veiled world destruction as a cruel/ty fate, 5. fathereis, priest or pope, 6. property tax as property close/ure, 7. honored one, 8. father, God.

maaeis = mothereis: 1. mother, sister, 2. manipulation, 3. Goddess; Daiehn: 1. deaeihgna or astounding, 2. daughter, 3. dawn, a new day, 4. blessed, 5. veipahn, disregard feel.

mad = morales: 1. crazy, 2. compliment, 3. inconsolable or not satiable, 5. dischivrolous; uncontrolled: 1. angry, 2. mindless, 3. not able to think, 4. automatic motion, 4. unconconscious motion, 5. insane and destructive.

nut = voi/d of sanity: 1. nuth, 2. hill of beans (a big nothing), 3. nothing, 4. hidden feeling, 5. a personal madness, 6. insanity from stern motion or abstinate, 7. sane; not enough /to worry about: 1. hunger, 2. crazy from distrust, 3. live with another thing or person to accept, 4. acceptance of thought.

eah = sacred: 1. sacred tree, 2. holy, 3. death tree or necromancer tree, 4. snob as godlike being whose similiar with limits or princess; deity: 1. deis, god, servicing gaurdian, 2. deya, goddess or jealous guardian where jealousy, where nothing won't rule them if nothing is worth it or its the right aura, mongoddess, planet (as moon or other), Moongoddess, 3. guardian eis.

lyntet = life intent: just, lineage, life meaning where life be loyal to itself, to get a reaction even if inert or nothing and just be as damned; life adver'sial or life advocacy and adversity: greed: To gain any object or chance with or without detrubte (destruction) by many means. To avoid insanity by not thinking of the person or yourself with the cause but of the effect or state of how to do somethings and you can cast a spell without bad side effects.

sayy = loyal to the moment (as sanity), sane; shane, loyal to the self (as selfish).

earebud = energy rebound, have a buildup of excess energy or negative resource to focus into an action to cause an occurance on any object in site or sight, to channel the change by energy more in use of the visualized scene of the object changing to another or a scenic change. Then feel the energy unleashed to change the object or scene. Use words to "channel" the effort and cause the shift by influence of one thing to another. The phrase may seem positive but spoken negative, gets, the adjunct or inverted effort. Another word for derogative meaning, that effects immediate with positive idea in the area where the negative tends to overload or cancel and what cancels, disappears completely. The negative is the thing that happens once, its what it does to people that makes it seem like white violence.

methcoakiyry = netherese code of chivalry, for fun play games of life and death where in a business deal don't assault. Where its allowed use what you can and repair where possible as life be sacred, sacrificed, and objects be a protected tool. On impossible moments make demands to get the effort of stopping the war (any), and don't do much except make the person laugh as it can be considered a threat. They take life serious and as a duty, so serious its a game to play by others rules created by life experience. Including a stranded few by life in itself. In serious malicious motion stand still without humour and think go away to the horror, harryr, or harrier person. To accept commands in life or death, moments of circumstances and otherwise vicious cycles. Live for ingenuity and pleasure from activity. Bring your own desire and materials with you and don't lose unless you can't take a fall. To seek the thrill of the moment, till a fall occurs. Be near a loved one and they might not beat you up, so for the life of God be worthy and don't self-proclaim as its a religious zealots duty.

reva = raver, one who creates music to revere, priveleged as in policy; exchange: set back.

methke = cilfdedke, netake, netherese language key, take the common or normal meaning in your language for the translated phrase and use the adjunct meaning; adverse that is reverse or different thought with same form thats visible and considered visible opposite, or inverse meaning of translation; opposite form and same idea except for negative meanings which translated straight with adjunct things that often not get noted for use by the disturbing effect, distinct or used. The y be hardly stated and in front its not heard like yijing be i-jing or philosophy of bone. Any noun be an active noun with no endings. This considered with slang as its close.

By use of negative energy one can derive the netherese effects, by this I mean the nether meanings come into manifest. The phrase may seem positive and solid but spoken negative as pawned or given out with self need or desire by emotional negative and gets the derogative meaning, that effects immediate with positive idea in the area where the negative tends to renege as overload or cancel out what cancels no it dissipates to disappear, completely! The idea this portrays be the carry over effect to monstrosly create a physical effort known as pervart with overstrain by persuasion or perversion

(pervort(c)). To know a effect or know any of it be to transfer it on an action of transferred motion (c) by action with the element represented. Maybe that should be it as its not actually seen but heard.

A notation for quotation by anonymous "Acceptance, a chance, dejection be assault and with apology be hate or emotion. With love be an acceptance of hate and only in/with a country that allows forgivance. With hate be suicide of objects, or by restoring of positive when they the hater be not ready. When given time, they attain a goal of sorts and out of sorts they talk but then also be acceptance of sorts. Some can/are only happy if people hate them or to get a disliked effect, The idea was started a few thousand years ago and has a less effect nowadays. Like for enlightenment, to learn by self and taught by others becomes to be insight and yet the insight carries over to become dejection or control by denied effort. Your able to push someone with insight to become someone else. The sayings be sometimes related to this, but like a lack in a day this be no fair moment and on a fair day we rely on lack of a good thing so try not as you will to use animals.

The use of punctuation be possible, except the end seclusion marks and brackets,

() = of, focus, opinion.

{ } = is, support of raw data as info, contns (as contain).

<> = or, seclusion, whatever supported.

= be eq, same place.

Where the "of" be in place of (). Most netherese be allerical, literal but used metaphorically its bonny when written down, but when spoken its both or general unless its specific. Almost always pronounce the last letter with a unflat sound. The word changes are different per Netherese and Atlantean. Anything of Netherese be by self or things done by self. Anything of Atleantian be object oriented, Anything of elven be action based. Anything of human is associative and negative based. Anything of dragon be harsh in form, the noun is the verb in certain cases.

-en = appended to consonant or vowel, plurus (plural), replaces -e, -uis, -us, -es, -iex,

-s, -ix, -x

-ehe = a-cas (active case), declentive verb, same meaning or unchangeable idea also used for numbers.

-or = detrior (distribution), transphased moment or recorded movement.

-ar = persor (personal) case (I, you, us, them, of this) or possessive like can't.

-an = U-cas, undecisive case, a word that acts as a placebo, it doesn't declare anything but takes the place, An undeclarus or undeclared word. Like depictan for depiction (sight on description) where -ion be -an.

-ant = invorcer (invocative) case, the case where feelings are shown and acts as if shouted.

Like aloromaiant or pacify in unriched sound!

-ent = indiclative (indicative) case like this or that be indicated or thent (this indicates) or 7th (syint).

-is = denotes a noun like a proper name but it has to be capitolized, AE clancy be Clancyis or Mantis.

-it = any other case, -ed, -ing, -ly, lidit

- = used to combine any two words that are unchangeable in meaning or hard to pronounce.

aaica = edging or sharpen; cook/ing pot, chalice.

aaya = america (comes from uni'li'vand): 1. united land /area or kingdom, 2. unite by knowledge or detail, 3. "united we stand or stink."; miracle: 1. terror by nightmare, 2. buy off, 3. warfare or junk it, 4. claim from adjustment, 5. judge by conspiracy.

abnorm = abnormal, abnormal force, adverse from what be supposed or thought of; opposite of what is supposed and in negative energy.

abput = before putting, prepackaged; consider/ation

adini = undiminish, undimish, forever diminish; distinguish as eliminate, fallacy or cause understood motion.

afimae = disbif affirmation: 1. affirmed idea, 2. fixed stance or fix by fire, 3. support of sorts, 4. affirmative, 5. agree upon, 6. belief; disbelief fro' dis'blief: 1. daily belief, 2. daily affirmation, 3. conformed idea, 4. daily problem, 5. corrected idea by support info, 6. taught info, 7. fatten up, 8. gain.

ae'usedtub = ae'usedtobe, protracted motion in progress; protractive animation.

aihi = aim high, aim hi, up high, in the air; good attack, good all around.

aiho = ailo, aim low, aim lo, low to ground, bring low; bad assault.

ang = listen: 1. lesson, 2. disposition, knowledge, 3. angry learn; inadvisable usage

ansoain = bitter mistress; distress

ansouihn = misery (depiction of terror or horror); drug (free)

aoba = amoeba, shapeless; loose movement (movement of shape)

ebrnga = bring: 1. harmbringer, 2. horror bringer, 3. a demon that brings harm to the intended victim not unless needed, 4. bring w/energy except with synergetics, 'bring with energy for luck' by plumber; just desert or result: 1. a victim of some ill magic, 2. unreasonable, like discovery, 3. still learning/ed, remember/ed.

arkne = darkness; pooled strength: insanity: 1. dark revealed energy), 2. reasonable contract or reason of forbearance, 3. poisonous fumes or insanity, 4. justice deserved/deservance, 5. know brutality and braums procedure, 6. brawels' procedure, unfortune on procedure by some means like disposition in chance fight/eating.

au = asome: 1. assume, 2. assumption, 3. to bring idea from the logical course, 4. asshole or fake pushed assumption without penitence, 5. ao (as forever), gold; bad seed: 1. accede, give up by show (of faith), 2. show up, 3. illogic, illogical thought, 4. sesame or bird seed that draws a bird and/or sesame on a bun.

auger = visionary, one that doesn't have anything to do with a topic but does anyway from sight; othersight; porportion (as belief), anaugra (as belief).

aura = influence defense field, Ever manipulated influence field of the body thats powered by soul and reinforced by spirit (influenced). It can control anything in an area but not everywhere, unless linked by effort and tech. This might prove to the honest observer how powerful the aura really is; Aura of control, contrl aura as where the aura influence causes (as coaxes) reactions.

abyee = ambitious, ambitiousness, a goal to derive a way to getting your way; damnation: 1. jinx, 2. abyss, 3. hell, 4. pzurr; 5. void as of absolute madness or suicide, 6. purity by insanity (dangerous activity while thinking its safe.?).

activ = symposium, action based; mental action

aloromai = make up, influence; pacify

amandea = amarandea, free conscious, Senses that allow the "wasp" conscious to fly and explore; constrain (hold down).

amandia = amarandia, thought control, attractive notion like natures beauty; beastly action

ambuin = embrace, hug, blood draw, bloody distrust, let whatever it be go; mental intrusion:

1. lose faith, 2. treachery and turn, 3. insanity or crazy, 4. blood trust, 5. insecure,

6. plagarization.

amb'rail'ic = pity, foolish action; envictimize: 1. punish uncaring people, 2. push off, 3. hatred.

ambrail = friendship, tricked trust; respect of amazement or demand

ambroi = amb, amber, embrace; quick movement to maim.

amo = amore, amount, love, romance or positive dinner chat; epidemic: 1. lore, 2. easy disease, virus 3. incessant or unceasable.

ange = attack angel: 1. death by an element like firing, 2. angellica, 3. debusche (as beer mustache), 4. inhibitive drug; depends: 1. anger, 2. ruinous being, 3. death angel, 4. fallen being thats saintlike as an ancient creature with great powers.

ana = anon, action noun (act of negative energy not now yours): 1. The depicted verb word actively thought on thats not a verb, view word representing a shifting idea. If not focused then the action noun be unknown;

anoen: 1. great disturbance of reverse energy, 2. by default, it be anonymous due to some disaster, 3. drive in thief as a type of disturbance to create an atrocity, 4. increasement by appeasement to gather information.

anx = annex or long distance exile mission; anxiety (anxious motion)

arabia = heretic; controlled freedom (strained action)

arbitz = arby: 1. arbies, 2. argue/ment, 3. feud by physical arguement, fud as food, banquet, or fudge;
demand as demonstration: 1. on demand by necessity, 2. specialty.

ardtug = hard to get, pull down; indelicate: 1. dedicate, 2. delicate/delicattesan, 3. dessert.

ardwe (rdwe) = hardware: 1. object, 2. objective thinking; void gate: 1. material creation, 2. flood gate.

askella = askance; question answerer, ask anything

at = near, from, fro'; shift view: 1. things that reflect the shifting world, 2. world view that acts like a shift when scenes of the world are play acted on stage, 3. by self acting to achieve with role choices.

aiam = as I am, as of now, as I still am, is; as made: how I am, so I am as made, living, seduce.

aiwit = airwitt: 1. as I want 2. to or to be; airwit: 1. toward (hotness), 2. burning up in flame.

aut = adult, A mature person without vindictiveness and allot of patience; audist/autist: smooth natured and non-violent with vindictive goal.

Asthe = aether: 1. material or materia to manipulate or materialize at necessity, 2. self-accumulate, to acquire things or knowledge; slender: 1. build of body, body type, 2. zealot court, crazy court with insane lawyers of idea but not actions.

asveltu = adventure, as the wheel turns, life renewal; very bad death or carmegeddon.

awd = award: 1. land, 2. sword or item, fulfillment; gurr/ing: 1. rabid, 2. wild nature.

awety = advantage: 1. dumb, 2. to win, 3. derive, 4. get effect by effort; uptake: 1. concentration, 2. overweighty, 3. consideration by understanding.

b'lif = believe, be alive, self-support/ive fro' "coipt'b`seit'cace" or denial of consequence, self-belief;

malignant: 1. deciever, 2. false belief, 3. stagnant, 4. conceived, 5. creative or create.

ba = back: 1. backside, 2. forward in others sight, 3. bad othersight, 4. bad (as banned or ideal), badness, 5. bake for objects or people, 6. bade moment; baaga or back again: 1. return "it" by movement, 2. recover, 3. vehicle, conveyance, 4. luxury from great skill or just great skill.

badaid = bad luck; bad purpose

bao = bad'eal'o, bade alot (as all), obey, command; addiction (ad'ict), consumption, eating style

bahr = omni, all; counter: 1. dismiss, 2. dissemble, 3. long row or longtable

bea = be active or "bastard", baron or "bear'on" gotten fro' "barusche" or infamy: 1. a good "infamous" and bastardy position borrowed for highborn for iffy and infamous moments thanks to red baron, 2. "noble" owner of land or land owner, 3. infamy of class choice; beacon: 1. flying ace, flight controller, 2. course control, 3. out of control director, 4. repellent motion, 5. beat up or like motion, 6. reprimand.

bik = bank, riverside, current handling; currency system: 1. conduct of good/evil or neutral behavior, 2. conductive circuit or living circuit

bar = bar: 1. area of drinks, 2. bar room, 3. drink area; bar fight: 1. disruption, 2. smashed things, 3. resting area.

barr = ball, be all, courtroom, room; attack ball

be = being, is/are, am/was, being of live force; beat: 1. beat of rhythm or music, 2. beat of body (beat up).

bedaid = bandaid, bandanna, body wrap (any), cause of death; desolate: 1. console of magic, 2. normal nature, 3. beserk.

bey = bio (being), partaken, existant or caught up in

beblbrox = believable brothers, conniver, conman, disturbance; misincorporate, discorporation, a resonance or disruptance field used to abhorrently travel by and with rocks with silver, coffee rocks or wax formed rock clumps.

belmont = official; deliberance (beligerance)

beqik = bisquik, bisquick, overeaten, quick growth; quick to act, quick to set

ber = bear, beer, better, ember or flame bearer; firestarter: 1. flare emotion, 2. actual fire or flare of a signal getter, 3. signal flare.

bf = boys friend, to be (as tuing), be friend, boyfriend; bie tormentor, big intolerance.

bsla = bitch slap, be slammed, slap in face, slam beating; seclude, single out

bo = bow, bowl, lean over greeting, a respectful greet of court, a blow; stall mend, installment incorporated into peace of body and mind.

bold = beut: 1. beauty, 2. beautiful; dependant: 1. depending, 2. mental blow.

bone = health care (spirit): 1. doctorage (doctor), 2. spiritual doctor (shamanist call), 3. other types

like accupuncturist; pest kill: 1. by make flee, 2. pestillence removal, 3. kill disease, 4. teeth care: orthodontist or orthodontalist.

bond = bonding: 1. lovemaking, 2. bondage (detrimental), 3. kinetic: control by motion; chaotic destruction by deregimental or scatter brained idea.

bla(ze) = wild fire: loud speaking; burnout: 1. A person in a condition that be not remembering and always with some problem. When forced they destroy the item or thing that allowed it, including a person and force the memory down. 2. destructive energy, 3. catastrophic event.

blud = blood; 1. life, 2. alive; deathlike: 1. vampiric, 2. undead, 3. "To sleep be to die and to wake is to rise again." From thoughts of a vampire..

blo = block, blockage, barrier or area: 1. of expertise, 2. job, 3. space, place, 4. desire of body and mind; nevermind: 1. hidden, never any, 2. neverwinter, 3. neasuma (neversummer), 4. neverhear, 5. neversleep.

bredcrub = breadcrumb: 1. Info trail of information for the mental aspect, 2. Personal breadcrumb, of food or info, 3. tidbit; smoke indications /by dismissal force: 1. Indescribed, 2. Indescribable torture portrayal, 3. Chaotic correction, correption, 4. hasbah, bad relation or betrayal, 5. forcecraft of illusion, deillusionment.

brif = cord'oroy, d'brief or brief: 1. just quick, 2. cordoroy pants, 3. corded briefs of a. corded pants, b. belted underbelly, c. communication, d. toga, bel'ted robe, 4. code, 5. record, 6. com(mute) of communication;

junk: 1. disbelieve /its true, 2. discord /of or in money, 3. discredit, 4. don't believe /in what you see.

brii = brian, dispute; disputive (contained), disregard

buivt = bureive it, beuro, red tape, police it, get busy, on patrol, bury it; due policy, pursue

bukta = bunkter, banter, speech; argue (arguement): 1. sift, 2. protection, bunker, 3. soft arguement: no blows except to mayby shout, 4. Hard arguement: punching blow or punch bowl.

buga = burger, meat pasty, meat on buns with orderbs, fiscal thing; stole: 1. drug, 2. out cold, 3. burglary, 4. a wrap around.

bugakig = burger king, meat pasty king (meat on buns with oderbs), fiscal king; drug king, drug palace, patience, pirate king,

bumsti/ck = boomstick, rifle, short handled pistol; sot'g: 1. shotgun (12 gauge or scattershot), 2. to make bummed by burnout of sorts, 3. newly burn.

bupo = burped, foolish, mistaken, blooper; burst

byhid = by hand, by yourself, may'plu'g or dirt cheap move, saviour, steal, jesu fo' jesu! as a person steals; assault/ive: 1. lax or lazy, 2. get behind, ass sitting, 3. associate, 4. society, 5. restive, 6. laying back, 7. 'take the hand', chop off or remove parts.

byse = by self, seldom; self beligerant, beside yourself, bedside

ca = can (trial), will (united spirit and soul), will do, achieve (go for it); unachieve, can't, won't or won't do

cace = concise, consist; castor will of spellworker, energy will

caco = concede, If you gave in they made concession or give in.

cacese = concensus, relegation, responsible; coun'cia,

cae = connect, convict (as convince by sharing info); correction of one hit or constructive comments o 2 to cause a opposite or different effect.

caky = cake walk: easy way: smooth: 1. smoothy, 2. ice like, 3. flow.

car/e = ce: 1. A care to aid friends and family, 2. A care to help, 3. agreement; karr: 1. family (as loss), 2. ker, feminine/mannish.

cascrie = consup, construe; force method (as brute force or conscript list), stupid

castsun = cast the sun; unleashed insanity, repeated insanity, burning

casts-on = cast the son; disown (dislodge, beat up)

catigecy = contingency; other idea.

catr = contribute: 1. freelance, 2. freedom course by introduction; jail: reasonable recourse.

hiawa = hideaway; bitch or woman in power due to innately honed ability and resulting actions, this forms their mental perception as a conclusion to wanting something and when they get it, its a bitchy move or they throw a fit considered a snit.

cau = caw, caution, caught; torment (torm) sometimes with questions

cetaga = castors gaze; desire will of willed desire or repair

cik = cink, cinch (got it), snag (do up, dole up, doll up or pretty, snazzed, catch hold, catch up);

coaspan = cockerspaniel (cocky disposition (cocker) of soldier or dog (spaniel), district

attorney, court power (power maniac)

cacete = concentrate (by focus); concete, cacent, confirm (as won over).

cidl = candle, a candle born of wax and no oil of sorts; oil lamp: 1. made of oil w/ glass, wax or crystal container.

coet = coe, correcting: 1. dissolving, 2. distraction, 3. correction, 4. inveigling, 5. weakness; go over:

1. removing the flaw, 2. dusting, 3. depiction, 4. move on, 5. murder/death schedule, 6. death agent, death angel.

comoe = commotion or dist'urbe'ance: 1. disturbance, 2. distraction; commode: 1. commodity, 2. luixury/luixurious, 3. cleaning water, 4. travel of some sort.

conkit = concrete: 1. ko, 2. kill off, like, into unconsciousness or death, 3. set in, 4. settle down or calm down;

service: 1. setup server of any type like food server, 2. machine dispencer, 3. a drink thats smooth down the throat or smoothy.

dumoago = 2 months ago; due more in past: 1. two month old animal, 2. due in past.

conkiteria = killing spree: 1. kill zone, 2. battle; cafeteria: 1. cafe, food court, 3. rest area.

coproe = compromise, take hold, take over, take course; addict

catro = control: 1. domination of moment or area, 2. possessive over other or above; cathro: 1. cat throw up.

catroa = controller, one who controls (dominative of moment); catheo: 1. release, 2. dispossess.

cojak = policy force: 1. policing force, 2. brute squad; evergoing instruction: 1. infringement,

2. distinct: a. instrusive by irritation, b. inheritant, whatever you adhere to be inherited,

c. take back, d. reclaim.

corrant = power or energy; abide (by corruption), thanks to fubrosa, corrosion

corrept = antimagic field of force, an invisible but desynchronous (aligned to nothing and

existent by itself) force that lives for harmony and feeds off bad vibes and in doing so it

corrects while not linked to much, but it connects by direction of the wielder and watches

with an indication of any activity that be directed by the wielder, in which case it acts

like a carrier that will work for any force; Deregulated desynching force or deregulated force,

an unsynched and unrelation force that drives people apart for protection and prevents the

unnecessary with erasure of the event.

corrugon (cor'gon) = corrupt, turn by fear; dixt'nicht, unending loop (always continuing moment),

dicrodited incorporeal moment or just discredit: "is as was", unlooked for event.

cheou = u, you, yourself; deterrant (craven)

cu = cute, bad (unnatural); very skilled babe (male/female)

cukit = cukitry: 1. cook, 2. heat to kill, 3. simmer, 4. cookitry; heater: 1. stovetop, 2. oven, 3. womb,

4. stovepipe.

cul (cool) = cool down: 1. coolness, 2. nice, 3. ok; corrution: 1. very nice with good packing, 2. good

skill from sicknes, 3. corrupt/ion.

curgy = cleric: 1. paladin, god focuser, 2. priest, 3. desk assistant; occultist:

1. satanist, 2. paganist, 3. sorceror, 4. a hidden corruption.

crabapy = crabhappy, crab bappy: They are ambitious and stalwart figures who feel happy while crabby,

they could easily destroy public property by a emotional boredom or id revoked by similiar idea for

laws made that are obeyed by reason of disturbance to their routine; destructive research be to reason

with the person and make a point.

cretseed = creation seed (seed of creation), plant the seed to create any one thing of creation

chosen before or after the seeding; seed of destruction, plant the seed thats negative with

feelings to achieve from provoked thoughts and chaos flows to do as the bidder wills.

croel = look onward: 1. onlook/er/ing, 2. lend insight, 3. unkindly cruel; contrary: mary (as merry killer)

from "as mary contrary".

crul = cruel (on demand when not ready); desist (creatu, creature, being)

cyi = civil, accomodate; concerve, concentrate

da = day, star, father, sun (as dark), god; crime of passion

daami = Datamine: to mine for info and it acts a virus on a machine with truth serum on person like a mental worm.

When on target it destroys everything by fire near you and only if you deny the truth. This can negate any material

and from within including your body like a bomb; Blind trust (bli-tru): Blith truth, To trust in tests when given

results blindly or without testing.

dak = fathers death, dusk (night fall, 11:59 - 12:15 AM); crucify by torture act or pleasure act.

dak'rus = all necessary death (omnipotent), necessity in death; call to.

damise = concept, conceive, persist, trade (per bargain area)

dba = due back: 1. fateful action done from fear, 2. debate; dubious: 1. back again, 2. judge off, 3. physical schitz, split off to another form or phase and they remember the other forms activity.

dea = downfall, morder, ignored (shame) unseen; forgiven (murdered), sin (tainted act).

debnd = disbend, dismissing by motion of poverty or personal pursuits; dismal display of anything that is talked on.

decateast = its there (as a positive), yullagie, thanks to unknown, discontent, contest, discount (as not see, careless); discour (as discounted, dislodge, dead issue).

awn = dawn, dress (as full blown double hemmed) kiis, starshine rise, chanee's sister, sun up, chest halter; disaster of failure or failed moment.

deced = discard, distant, trash; modify: courageous changeover.

dedi = dediliah, dedicated, dedicate mom; dessicate, tear apart

dedwa = deathland or path of the dead or dead path, where the dead walk; vampiric life, path of living dead (life, deceit and white lies) or path of lies, where the living dead walk,

defec = defect of/by object: 1. servant, 2. a perfect personal servant guard, 3. deselect; disruptive house guard: 1. area defense, 2. A defense by object or house, 3. A use of people as a fuel, to defend people within against unknown and threats from outside by a time flaw. This could be including the owner and what the house recognizes as a friend. 4. If anyone unfriendly ever enters they are found and beaten soundly and mentally, unless friendly. 5. No regard to friendlies though till they awaken the heart of the house and the friendlies, are aided by the electric ghost effect in which a moral poison and flawed fire protects from disruption and hexes on the vidity (vindictive).

dei = devil, focused darkness, evil; dark, good bad act with proven results, efficient nature.

deiorn = devils horn, charm (seduction) wave generator thats found in devils peak of mount monoke? of North carolina, with positive energy it will create an insane vave that controls the dead or vampires.

deish = disinhibitive, substance or force use thats not used as its disinclined once discovered by a very bad nature; overuse by abuse, prohibitive nature by unused in moments of prudence.

de'hs = hid, hand, hide or skin; hide/hiding.

de'sigre = diner, dinner; dogfood or petfood.

dejilk = dispell, remove spell, dejinx; compact: 1. wizards agreement like between two people or two beings, 2. magic enforcement, 3. folding mirror device, 4. smaller sized and better design.

dekita = dekanter: 1. off kilter, 2. ever shifting; bad spell: 1. bad idea, 2. bad thing.

del'lusia = delusion, illusion, different flavor, spy out, look out; cracked up, cracked mind of many minds that represents the alt world or schitzophrenia. "Those that are willing to admit they have an alternate self may have schitzophrenia.

delomet = development: 1. get more stuff, 2. get things, 3. achievement, 4. diplomat; empty power: 1. a power of void over nothing, 2. empty gain, 3. an empty achievement, 4. hefty gain, 5. fatten, 6. to gain without achievement, 7. insane motion.

des'r = dessicr/ate: 1. goldfinger, 2. golden alloy, 3. moment of virtue, vanglorious; de'sre: 1. golden weight, 2. weight los/s, 3. keep track, 4. disrupt/ion, 5. another reason.

depea = disparate, apparatus, deep sea; disapparate, to apparate with disaster or chaotic idea using the three D's, Destination, determination, decision.

deruty = destructive, destitution; technological moment.

detta (vendetta) = something striken; credible (motion by relation): 1. damned relation, 2. turned, 3. deterred, 4. prevent, 5. defect, 6. dealing, motion to relate, 7. worshier from worshestershire or worse from worse, 8. make worse, 9. defensive, 10. personal intent thanks to paul.

detriu = battae, batteries not included, distribution by grand larceny or misplaced trust; self-running device /with or w/out batteries, chaotic disturbance.

detyu = detour, a work around of the destitute, welfare; job offer

detrdly or detedly = dastardly, a person with low iq of a bitch..who goes along with indecent things and achieves ill treatment; best way: a friend formed from battle or joining up and using the best techniques it kill.

deve = devise, development; dement

devo = devoted: 1. considerate as I believe; emotion: 1. devolved or degenerate (in some manner), 2. emulation or ape, 3. desistent, back down, 4. conning or white redirective lies.

dey = device: 1. useful devising, 2. deity; spoilage:

1. corruption, 2. disrupt/ive service redevising,

3. biodegration, degeneration, biodenegration or energy passed through and the object was degraded.

deyo = youth, young, play hookie, reposed moment; day out, sundown.

deyomaximus = day out maximized, long vacation, day break by enjoyed pause; youthening attack ball, youthful regain, youthful composure, dissenduos, copes alot.

dez (nandez) = creative, self-taught (mend easy, commend easy); teachless (instinctive), flunk (fail)

di = dick, mix, did (choose, choice), instigate, male organ, putting, putty; investigate from male ego.

di-cnd = put out by lower energy that leaches, leach, undo; life force: 1. leech by life force removal,

2. ability removal by life leeching.

dil-heis = comparable reproach, justice; removal: 1. a catching of thief or any, 2. By removal I mean dil'qies.

doou = dole out: 1. pay up, 2. pay out, 3. just pay; reward: 1. of pain, sufferring, 2. position by aggravation, 3. anything else.

dis'tek = distance study: 1. disagreement, 2. by natural feel, 3. regulation by study, 4. cause by natural event; hidden: 1. event for advantage, 2. hidden nature, 3. taken advantage by visitor.

dis'cord'graed = slide to /side (perped by rob angy); move by /levitation: 1. force, 2. will,

3. effort, 4. control

disp = display: 1. scene of gory emotion and depict, 2. view of area (perped by chris); debilitate:

1. live mental show based on crystals, objects and glory, 2. painfully disrupt.

dlei = put down, insult; rush (you), un (undo)

dnio = deniro, single out by fencing of some sort, starship or spacial vehicle, gravity of movement

do = dope, doing it;

doh = horr-iduh or horrid or crazy, mistake (self-accident thats unappreciated); death visions (slain, chopped, assaulted, real death), unseen knife.

drithru = drive-thru or drive-through: 1. lot of movement, 2. food service, 3. nickel and dime it;

torrential energy: 1. driven to destruction, 2. discouragement, 3. torrential movement.

du = do, due; ensue or paroll

duk = duke/s: 1. du opposition or unpositioned, 2. due fallacy by assassinate, 3. personal assault force,

4. highborn class, 5. high "honorary" position, 6. high honor, 7. on high, 8. shut up; imitate: 1. imminate,

scrimmage or to match by a fight but try to win and any attack after be apart of another moment, a common

courtesy be to remove the damage after, 2. illusion, 3. copy act by a copy over or photocopy, 4. ape, 5. act

it out of any animal, 6. character assasination, to assume your another person and know yourself but be counted

as the pursued, usually pursuing the person for a strange reason like puppeteering or different concepts,

7. self condition: by self idea and self-conditioning, 8. going, 9. accept the punishment, 10. strike out

or "duke of fate", 11. fits of fantasy or dubious thanks to Anonymous.

dun = don't understand: 1. didn't, 2. ordinance, enforcement of idea, 3. don't, 4. ordinary, everyday and

normal; scummy: 1. unseen /target, 2. a person that uses illusion, 3. invisible "I don't see you, you don't

see me" or "you don't see me but I see you".

dup = dupe: 1. conscidre, 2. trick of torment without physical blows; personal: A single persons

viewpoint, that aggravates their emotions if/in around the right person.

du're'lax = ultimate ruler or ultimate leader: 1. king//queen/kingpriest/president, 2. persistent, 3. ultimatum

or ultimatum as ultimate tantrum; high standard: 1. high life standard, 2. bad info, 3. manipulative idea,

4. per'si'fol, or personal venture of death, 5. end of disclosure or closed off, 6. too early release.

due = interest in motion: 1. pay due, 2. as amount; dumb move: 1. suggested as do, 2. control (as suggestion).

dyta = dictate: 1. speach imprint, 2. beggared action, 3. dictated language,

4. demand by rule or demanding rule thats sometimes pushed with unfair tactics or by parenting,

5. detail work by, entailing, and other things, preach (from dictator as preacher):

a. speech, b. turning point,

c. abuse by mother to cause a father reaction and preacher by child,

d. priest, priestess, kingpriest (as whatever ruler name there is);

emperor/ess:

1. dictator, 2. ancient ruler that's pursuant and causes dissuaded motion,
3. trick/ster demon, 4. disuser, consequential belief of people, 5. pursuant disuader,
6. hasband and cruel dissuader.

eeh = up, oh, pause in surprise, reprimand; reprisal: 1. ooh, 2. mass surprise, 3. stomach blow
eehwahz = iam, I am, pendant, selfless (self taken from flaw), piglack (lesser eating), sell less,
painlack (painless); mediocre, moderate take with expansive conquer from pain.

eih = I, me, was, myself; my, mine, more, included, and.

eihwaz = I was, achieved; standpoint

eihwaihaz = I thought, evolutionist, independant, stupid fucker; good standing from lenience
nsembl = emsemble, 1. condescend, to get condescensive draws a crowd and draws down the target,

2. gigantic room of people, 2. group lecture that tends to make people learn without listening;

collage: 1. gathered class of items, 2. collection, 3. collateral, 4. college, 5. concensus

by group, 6. rejection by memory or group "it doesn't take a group fo' rejection but the others

action instead".

ektou = Eak it out, Axle grease, to lose time (slow) and the squeaky wheel needs grease; beat up:

1. lose event, 2. losing effort.

ektu = Eak it too, To each their own as self-award by reward; Debilitate by inhibitive motion.

en'nid = d'cid, decision, thought; despot: 1. act, 2. despotism, 3. desperate, 4. leave him or her

alone, 5. springboard, 6. springy.

entukfogy = one touch forging, on touch mint, forge by cold magic to create the dream shape on
an item. Use two handed silver or mystical hammer of any sort safely linked to a heavy metal or

core like object. The core of planet or the core of a meteor;

es = be (being), as it is, is, it (is); was or weighty: 1. thought on or pondered, 2. many or mani (maniered)

evaet = everett: Worlds largest mountain; large body: 1. worlds largest ship that helped create the humankind
and has shift points and that it looks like a mountain. It has energy shields but not fast movement and floats
above the clouds. A large floating city and served as the bastion of power by not being destroyable as its a
world ship like the titanic, on this ship theirs a large amount of food and peole can escape by decision. This
ship could phase drive anywhere and be interphased to any shape or size, 2. a very large human thats overeats
or normally eats and be tall and fattish but can gain height and weight loss by objective eating.

mulk = mulch, et, eat (anything), accompany (much pleasure); feel heavy (feel full)

evin = ev'nin, evening; leaving, exiting sun, dusk. sundown.

ekor = egr, eager, eager beaver, egress;; set: 1. Setting of physical object including tv set,

broadcast, placement aka a picture on a wall; 2. Addiction, oerlipo, oerlumpus, a body attraction
caused by the lymph node overproduction and feelings of a pleasure wave, to cause an overbalanced
amout of excess in just about anything, an overbalanced addiction; 3. excitable.

f = ef, f sound, family, son, daughter, neuter; middle school: 1. do worse and yet do better,

2. middle ground

faa = father, indicative moment, model act, tough act of "allowance"; aggressive, aggression

fathypyr = all went up: 1. everlasting flame, 2. everything went to hell, 3. all started

melting, messed up (when fat hit the fan), 4. everything floats, 5. a "gurgling jar", an
electrical fire that gave off alot of heat of oil, wood and/or wick within a container surrounded

by another large bowl in outside pit surrounded by people and it doesn't go out with water,
it goes out by smothering and possibly a lid, 5. its a juggling act as they, the people, attempt
to work with the idea and its very useful to know. If you consider the act as atrocious then
you can reject anything the person says without anger. If the person be to believed or assumed
of deceit and you are attempting a good act by deceit. then they don't attack but consider it
a good thing as others have done worse; indescribable: 1. indecent, 2. made a difference, "oh
I/we have to go", 3. everythings okay.

fer = fol: 1. falling down, 2. fallen, 3. far as 'by far or wide'; fate: 1. evil, 2. hunting something
like witches, 3. confusion, whatever confuses you, 4. concedence, a consequence to accept an idea
thats folley.

farh = hesitant: 1. farflung, 2. far hesitant time, 3. the willies, hesitancy on how far; graceless

deterrant: 1. bad fart, 2. bad taste, 3. disgrace, an ongoing and everflowing feel of disaster.

(not of use)

fate = fair hand: 1. fairness, 2. equality; fall by discouragement: 1. discourag, discourage, 2. protection by white lie or delusion and self-discovery (dillusion).

bao = fetus: 1. baby (early stage), 2. baobao (babe, baby); country: 1. constant death, 2. rated death.

fehyla = aunt, female relative; betrayist, female hitler

figrafyl = fagra fall, fiagra fall, diagra fall, water flow (upward); deep fall in, emotion self (mistrust or true feel).

fhle'clo = skin: 1. bound by the skin (alive), 2. fleshy (fat), 3. heavy and nice, 4. break the skin, 5. large bone, 6. success (in business sense or suit and tie); bound to the spot (in skin): 1. paralyzed by penalty, 2. fleshlike person, 3. ash clone, 4. penalized by strain of too much, 5. beautiful, 6. hurtful nature.

freud = froyd, fraud (true conart); hypnotism, mesmerism

foaga = for again, foreign (out of country, out of original); feigner (frightened foreigner, excellent act), forbid (fully)

fe'cla = claaact: 1. claad, ironclad, 2. class act, 3. invuego, invego, innuendo, 4. classy, 5. insignificant, 6. inviegler (thief, burglar), 7. good nature (good quality), 8. female clad;

kieth: 1. keash, splitz or mentally insane, 2. loud mouthed, 3. enraged disturbance.

group or person, scitzic vibrosis: to physically see dementia visions when vibration be heard or a reaction be caused with something heard with ultra sound like a hide or another person.

fol = male horse, fool, folley; target: 1. turn against, 2. stop, 3. kill.

fonaga = for in again, foreigner, insider (inside here), out of origin person; disclosure (self-destruct by revealing)

fow'ed = forward advance: 1. in front, 2. front move, 3. backward in others sight, 4. Advance/ment of evolution: A. body like odor, B. aging of sorts, C. fowled, fowl/ing, bad chalk or bad child; walk:

1. going in direction, 2. walk through, 3. walk through by exploration, 4. helping hand, 5. hint, 6. code book, hint book.

fra(frame) = set up; arbitrary

fre = free, taidal; no holds (no bounds), to be free (persist) you must reveer what you have and have no contractual agreements.

freby = frisbey (fris or freloader, weightless lift and obey or make, made by influence), obey.

fredo = freedom: 1. like fight for it or costly intrigue, 2. costless gain, 3. w/o contracts including bills and repetitive money contracts; gluttony: 1. if your free, then emo/te (as an expression), 2. feed your glutton as eating, 3. defiant (defy reason).

freht'ih = choice: self-concept idea as option; consolidate: 1. both combined, 2. single.

frek = freak: 1. give freely (as screwing), 2. steal and change; damn: 1. damnation, 2. give honor, 3. honorary, 4. dimensional, 5. replications to nothing or replication of finding nothing, to create a persistent diseaz of reparation and end result be nothings done.

froo = frodo: 1. fraudulence by turbulance or trouble, 2. decrepency by stealing, 3. exploratory, 4. self-absorbing, 5. to construe by act; disrespect: 1. cruelty, 2. to body, 3. of mind, 4. to force by convincing.

fyn = fallen, a sea form; acquitted, let go

fynste = fallen star, path of destruction (mirend)

kad = kid, child, A person without care and allot of vindictiveness.

kiln = kill now, cook (roast); skin (peel)

ga = Game: 1. depicted live scenario, 2. visio/n with stereo, 3. graphical option, 4. as shows, 5. Feudal motion, 6. some scene enactment, 7. Animation or animated motion of real life or some hell; universal motion:

1. life intent: Real scenario thats a bloody request or event, 2. Real live act, 3. Duel (any sort allowed), 4. A real game of masquerades in all times and conditions thats required, 4. Universal game of chance and life. 5. Gameshow of punishment and hellish actions.

gaby = gambit (gamble); bloody action, random act (violence).

Galimer = troop, distant, incorrigable; distinct, weak will, bad soldier.

gea = geayfoc: 1. energy gather, 2. 'focus word' by Thop, 3. general energy fire, 4. fire starter by energy focus, 5. direction phrase word; folktale: 1. a story, 2. horror story. Thanks to Cicily. gempa = grampa; onlooker by distinct means.

gempy = wonder, why, a curious thought on the moment, tell me, what you've been thinking about;

you = personal: 1. personage, 2. view, 3. affront, 4. yo, you, yourself; how: 1. bone, separate part, 2. endorpinaszt or endorphins, 3. how to, 4. self-help, 5. a physical wonder sometimes stated.

gf = gef, girlfriend: 1. a natural match of candid nature to cause a condoned relationship, 2. cordone is to cut off and make allowance by compliment, 3. duty by honor as overduty, by overbid or trial, 5. goofy; bitch/y: 1. 'as you want but I complain where I want.', 2. forbidden to do things of disruption.

gimmehid = duix'xis, helping hand, give me a hand, help out; your help, discriminate

glaff = greek comedy, great comedy, portrayed (life); lifting (great strength)

glocopetmnt = glove compartment, area pocket (containment); pouch of some sorts.

gloy = gloyhond, glory or gloryhound, glowy, experiment; good loss, achievement till end .

gno = gnome: 1. good name (as king faery being), 2. earth faery, 3. knowledge; dwarf: 1. terror (as any), 2. good shame.

gnose = gnomsis, gomisus, gnomiseu, to remember a scene (as considered a corridor into by memory) and then you become. Where most diseases are from this. Dont try to remember flame. You can gain powers from this.

go'ner = go near, come near; gonner, dead thing

graed = grade: 1. record, reported weight, 2. invention, 3. recorded meaning or measure, 4. tab, movement by space; weight (of moment): 1. thought out, 2. oscillating weight, 3. grand demeanor, large aspect, 4. large apetite or large recourse.

godare = god place; existant area (pocket plane)

godcurr = gods currency, Energy money (thought thats idea but can be the product formed, including "spiritual bills") that turns into any currency given a moment; value exchange by death (of sorts) in the deal for an item, idea, death, emotion and in the form of promises.

godill = gods ill, godilp; blessed (insane, touched)

godfoci = god focus; imperiled channel, distinct channel

godhid = gods hand: 1. creative (destructive or creative), 2. The hand of All father (God, Odin or Yahwell) said to create the moment and cause destruction on those who the wielder wishes, 3. terror;

stop: 1. block/er, 2. stop action, 3. banished, 4. asked to stop, 5. thing in path.

godpye = god palace; power place (any type of power if possible)

godwil = gods will; happiness, being able to cope and handle pain or coping ability

godwa = gods way, eventful motion (event); consequence: shitlist of bad thing.

godwy = god wage, major event; battle

grif = grief, bill; action demand, damage requirement

grub = food and dri/nk, grow; menu of personal choice

grup = group: a mob of sorts of most things or crowds; brig: 1. bring, 2. compell, 3. instinctive, 4. comeupance: reference idea that provokes a response, 5. prisoners cell, 6. jail: prisoner holding storage area, that gives a person nightmares and compells truth.

gubro = go get your brother; gut brother (a soul brother), kill brother

gusis = go get your sister; gut sister (a soul sister), kill sister

gycacet = give concent, make use, unlawful use; electronic attack like in the ring with a market (black?)

guchie = doll: 1. model figure, 2. attractive reason; freeze: 1. attractive country, 2. not good thing, 3. to not get hurt.

gut = gud: 1. good by how much be defeated, 2. deception, deceptive, conartistry.

gyia (galimer) = massage, guts or consolidation; reproach (gutsy message)

iro = hiroshima, irony (super); great disaster of big disease, virus (plague), great destruction, insurrection.

iv = ive, ivy, life stealing in/out of other thing or people, white fro' ivory or ivory white; tense: 1. walsh term for intense or intensity, 2. tenseness, 3. tensure or tension mark for weight tol'rance "tolerance".

hagwitk = hedgewitch, a ready for anything witch that uses any possible idea and yet "progresses at anything" using anything new.

hak or hac = hack, disclosure, discontainment, make up; attack happy: 1. strike for hate of kill, 2. attack as afterattack for joy.

hal = you, intelligent surprise; nightmare, oversecure

hegwiz = hedge wizard: 1. Procrastinative wizard that uses anything to fit together a result and "progresses at anything" he sets his mind on; sorcera: 1. sorcerer, 2. a person that uses inner power usage to manifest in the inner realm for outer area manifest.

hay = happy: 1. Getting your life's desire by earmarks or earning and sometimes freely given, 2. sadistic relief from others' action, 3. ; achieving life's destruction.

hidma = fleshmate, hidden monk, mate (other self), friend (feud); soulmate, soul's desire, charmed one, mistake

hig = hang: 1. meeting, hanging moment, 2. thought without intrusion, consistence, 3. raise by rope or hanging; mercy pill (allow, deconsisting or not insisting).

hisdih = demolish: 1. a caretaker, one that lives beyond the grave but remains buried to control all types of priests, people and guide events, 2. destroy, like in demolition jersey, 3. distinct as with disturbance or presence; demon: 1. overlarge evil force, 2. devil, lived or lied idea, past life, 3. evil being.

hom/e = bonnet: 1. house area, 2. haunt, 3. looney, 4. livable area, 5. to encourage, like get something, worked out, sold, made or read from "bees in the bonnet"; recall: "sweet music to my ear", mind of its own, air pressure by temperature change.

homec = home equality (loan, insurance); vedic: 1. medical solution or solution, 2. cured from despair or emotion, 3. home medic.

homeq = stomach, food for thought (moody eating)

humour = health spot, energy placing, hindu space; laughter by joke

hunt = targ, call on (target); to abandon (give in/out)

hypno = hypnotize, to mesmerize by natural rhythms; hitmantized: to hitman a person in the mind or to assassinate someone. To self slaughter on denial and calmly get what you want.

id = identification (identify, identity), enclamaht; hurt bad (skid)

ihtdis = energy displacement, pull a person out of it (get out of problem), the sight stopper.

imas = imag, imagination; imaged or dicked with a mixed-in view.

imoen = Amy: 1. friendly, friend, 2. deceit by white lies, 3. jealous deception; correctional: 1. a correction of most objectional formulation or constructive criticism, 2. help as helping hand.

in'fanz-im (infanzi) = debut: 1. stand-up moment, 2. program, a memory of excitable moments, 3. like an escapade; in'fanz-ema (infanz): 1. ever baby: A corruption of the Atlantean time crystal that forces madness in a chain of events that destroys the earth, and it effects people with babying disease, that causes childhood nature but with a baby intelligence (as nothing) and with a surprising somewhat fightlike maturity by the brain/mind coping with body and the brain gains a life of its own, 2. to put out "of property" destruction, 3. get out of moments by freetime, 4. break time as lots of free time, 5. breakage or lots of breaks in a moment, 5. inciteful assaults by presence.

inaty = pastry, eat pastry like as soon as possible; in astral, astral be like "in a tree" or dream of branched off worlds, a belief of your own that most are in a dream.

inkip = frodyn, freddy, inn keeper; land owner who 1. uses dominance, 2. soul eater any type

ins = insider; 1. inside, 2. insert, 3. pack/aging, cabbaging; nightmare: outside.

inv = invention, invent; inventory.

its = is

yke = waka, itche: 1. itch, 2. resolve, 3. thought; bring back: 1. as kiss 4 - 7 times, 2. raise to life.

yske = itsche, famous quote; uns: 1. unshown, 2. unknown, 3. bad fame, 4. unscript (as remove script).

jd = judge: 1. correspond, 2. one that can trajector (transhift) or create travesty in motion; adjusted cruelty: 1. sins of fate or power, 2. everfate that makes you seem fateless.

jilk = mess with: 1. conjole, 2. jinx, 3. force /from, 4. ultimately open up, 5. come back; by act/ion: 1. take the good with/from the bad, 2. jilked.

jua = jurer, jury, a disquiet; discredit, discord.

judg = judge by acquaintance; poweruled fate: all powered ruler.

jugmet = judgement, vigilance; fate calling.

junct = juncture, box; shift point, shift transport.

jurger = recarpet or to cover area; terraform (area) or reform land.

cant = set the spell; 1. enchant, 2. hex or bad effect spell, 3. set-in energy, 4. can't; spei'ghul:

1. unlimiting, 2. infant from disease of body and going somewhere, 3. effect of up to unlimited result, 3. dedicant, 4. horse, 5. for/ever, 6. kant, killing chant.

vasu = vassel: 1. servant; 2. va'sell, 3. slave; severe: 1. burn, 2. concurrence, 3. too much or overwhelming.

kasumi = writer: 1. greedy person for good of many sorts, 2. kate, casuma, continuus; demon slayer: 1. Foe concept and concerned of those who desire. 2. To seek out demons and slay as deserved with energy that can keep the person alive.

ke = chase: 1. hog, 2. key, 3. guzzler; disinclination: 1. disinherency as close mind, 2. disinherit, 3. deceit.

keg'ul'mia = pull me up a barrel or drink; give or take: 1. psychology, 2. To count the child as in psychological with a psych treatment, use psychiatry or psyk'o'loge as the child be likely to not get along with psycholgy including big kids albeit mature kids can go to psychologists, adults they know how to cure themselves. Sometimes people who act like children can be admitted to one as punishment, The normal sane adults are allowed to go to psychologists including mature kids. 3. shock treatment moment, 4. something with good judgement although you can go too far.

kii = in an effort by pressure; effort of will.

kiu = chanur: 1. sundown, 2. plofal, 3. treachury, 4. plowfal, 5. planetfall, 6. crestfallen as from Japanese kagotori or assignment from new Zealand, 6. crest as wave; uprise: 1. despoil. 2. supression.

kkk = a anti race group that terrorizes, group hatred; whitecloak, a group that terrorizes religion, religious zealot.

kn = gn, know, persevere/ance, patient

kre = chre, chris, polish fro' "spit and polish", perfection, you, chrome; atten'sia, attempt continuous

krenmasan = trip shifting, shifting or judging with drug; disturbance with the rift or any other event the person can change form, place or switch to other area.

laemou = lamou, lay me out, lay me out of site: 1. punch out, 2. lay (it?) down on street (covered ground), 3. spur of the moment, 4. down on street; suspect: 1. suspence, can't wait except by action, 2. acting mentally but still physically.

lagear = cilf, long eared, elven, elf (of many assort); dark shade (vampire, element manipulator).

Latex = plastic and rubberlike absorbative material; high carbon plastic steel. lbr = leber, flared tonsils, distance of one tonsil to another and with childlike reactions if remarked on by

self if a mother, otherwise its noted different, if noted different or at all it creates probable rehabilitation as they are flared and riktus disease from the emotional impact; riktus: 1. Causes the body to shake and

any attempt to do something for the effect gets worse from a brain tumor after, a day the person get headaches with disruptive visions. This disease be magical in nature and spreads by spilling blood to any in area leaving the person to chat along with, any thought or statement to them as a suggestion. If too much done it could lead to coma or unable to move and if they keep trying it disappears and/or the victims gets death visions that makes them, the victim, cry out for no appearant reason. Thus its almost incurable without all diseases appearing until using fairy water with cure diease imprinted on it with any language.

lebvos = legloss, legless, legolas, time in wierdness that conditions heavy set features and dreedreams.

lecwos = qwerty, strange time, oddness, to notice anything in particular as not supposed or suspicious.

leni = lenient, allow/ance, ethiopian; pardon, free action.

lent = share (push away), give up; own, live with it

ler = leer: 1. learn, 2. mimicked frown; slaphappy: to frown and find people emotional, except with women they favor slap the person if emotional thanks to examples from Dr.Lehr.

let = allow, let live, curative by draining some blood; oil: 1. life blood, 2. earth blood.

lev = diis'pan, level, test balance, leave "his own way"; rush: 1. self-destruct, 2. take far away, 3. scurry: go away in hurry(as from area.), 4. destroy or destruct, 5. engorge with energy (as food or electrical).

lit = left, wrong, light; death enspellment by dictate or state the word and phrase to get it achieved

loco = transfer, walk, ride; greed. krm or cherm (to cause kerm or charm with crime and order activity with dech or declaim).

loy = local: 1. (of) family, 2. loyal, 3. wood type; vocal, hidden in plain site and able to speak with the wrong people not hearing.

lys = lies, assumption, assume; be near

maa = mother, self-beating, d'actah, model actor; volunteer, voluntary motion

maen = main: 1. penninsula, mainland branch, 2. steady, couple, 3. lead on /it; catastrophe: 1. interactive adjustment, 2. messing up (a muss or radioactive), 3. without witness, with no more, 4. disfigurement, 5. wandering eye as a lazy eye or dating mistake.

mandeze = resea'rk, teacher (as researcher), beserker; crucify: 1. treacherous sacrifice, 2. hunt on purpose
manji = sheer dark demand of malevolence, convert dark elf, covert dark warped and demanding being as agents whom try to torture for info. They caused the texan massacre. by maddening by torture the people around them. Call manji and say what you want and it will occur, the price be to not mention a price or they make you pay by doing deeds of actions most normal to your state of communication, They use discom or discomfort as the amount of discommunication from what be that sets them off. Try not to say where and what you are as it leads them to you. Don't lie except white lie to them and make certain you got backup as information thanks to Roy. These manji are vor banjoi as simplest ban of joy and very similiar to cockroaches as they crawl with a shapeless form the size of a rat, and in a most fluid motion but they live in dark areas. Problems will get your interest by them and they might make things worse off.

They glorify in danger by thrill seeking. To stop them, say don't stop on bad repoitire or demand something else other than torture but some don't. They despise criminal actions and leave people alone, except to do it themselves to get rid of trouble and threats. They're most likely to get you on debts owed or just bad karma. They sometimes use the being formed of energy and by a negative electric ghost. This electric ghost can make anything occur or deter itself as it was creative of problems, and don't try to tryst or join with them and then ignore them. and once it works to your advantage the problem disappears and acts as if it ever happened; netherese or elven slave from converting and too strong a will, that allows for a consideration of idea of uncontrolled nature. Don't be too aggressive or your going to be swatted, thanks to D.

maie = maximus, attack ball; baseball, medicine ball

mantis = marm, onfiguhl, grasshopper, teacher, progressor; disfigure by crafter, marr (destroy surface)

mary = merit, knowledge to use the idea by supportive idea; unreputable, unrepentable, unforgivable

menr = en'rjit, meanr, demeaner, attitude, a personal response to something considered smart-ass and the vibes are felt interred into the message; meaner (very mean, very destructive), mean attitude (meaner) caused by treachery of "If you try to correct me then your dead or hurting. If you hurt me then your dead or dying, otherwise I am your friend."

meth = death (as moments of ceasing); dark life: 1. undeath, 2. ever ceaseful thoughts.

mikua = dogwibt: 1. controlled person, 2. manchurian, 3. etheroibian (as person in/from mind control), 4. dog bisquits; cleaner: 1. mind control, 2. assassin, 3. cleaning agent.

mit = mint, money, create by heat and excitement, forge, menthe

moy = moral (mortal); imm (immortal), dominative

moydeher = right here, here and now, over there

myr = mirror, reflect back; safe place similiar to a ball room, a bridge of place shift to a hall of mirrors or mirror-way.

naestar = star, power; path, guideline, menu (list)

nami = naming or betrayal by chance (as betrays strangers or disagreed with people); hard luck (denied victory to try the way not normally done).

naom = key; merciless (nightmare)

nehheh = neh heh, evil laff, pass/ive humour; annoying: a nasty humour of high strung senses.

nev (never) = no (know or not) from never and never again or never never land; know (detriment): do anyway as start again from where they left off, if not done as of anything or can't get anywhere then they do things from the beginning.

nic = nice: allowance of person to do as designed or desire; brutal: as by degree of emotion

nicpic/k = nice pick, nick pick, pick apart (by problem); self-explanatory (by an act): self-explanation (as self-accrue).

niez = niez, shaman (spirit guide), death master (denied, death eater, necromancer), inactive jedilike spirit master or active spirit (that serves the shamed man).

niquill = denial (absolute), like denial of colds

nt'ere = use, deluge, interrogate: disarm.

ntr'st = interest/ing, ironic, destiny; boring: 1. bore, drill, tire out, 2. disinterest, make idea too much.

nomen = names for, namen idea; convert (bad idea, worker).

norm = auralai'id'heia, normal, a sense of joy, a measured sense of idea, thank you; inadequacy, enormous or large man, overlarge (as stretched area due to women or people).

nuoiza = new horizon, self-conceived moment like a ship; new order: 1. acceptance, 2. priveledged info, 3. new ship.

nuncl = nuncle, uncle, male relative; clancy (clearancy), clearance (spoilage)

nvarinc = nvarininc, unseen environments that create energy, Free energy that is: 1. magnetic energy with no limits 2. Property of electricity or energy flow by crystal, magnesium nitrate (MgN) or magnesium sulphate (MgS) and broadcast by radiowaves or crystal; transfer: 1. self brought, 2. transferrance as energy transfer, 3. believed as energy to transfer.

of = off or turn off: 1. the road, 2. passage, 3. draw away or push away; offense: 1. odd: 2. as a creep, 3. luck, 4. wierd event, "wierd be cool."

oix = offix, office, offense; offensive fix: automated fix.

onc = on sea, on bottom, on floor, ounce; on sight (of floor or sea)

onfyl = on call, work /right there, duty of deliverance; psycho 1. psychokinetic, 2. psychotic.

onypot = bee as the bonnet, 1. honeypot, 2. thick structure or material, 3. honeyed board, 4. plank or wood; bee: 1. honeycomb, 2. beewax, 3. build up from material need, 4. worker, drone, 5. queen, 6. hive.

onled = on land, on top, lead into; disbelief.

opt = look, view; rebuke

oute = occultist, mythic user of methods; misery complex: 1. harm group of assault magic, 2. misery consequence.

ot = in operation: 1. oath: 2. fought (as ought), 3. policy, 4. sorority as law group or similiar, 5. country group; asan (as slander/slain): 1. assanine, 2. keep away, 3. con job.

ova = over, done; smudge: 1. make okay, 2. grudging respect, 3. a-okay, Roger wilcox, 4. dissendra, dissent drawing, details off drawing and sometimes to transfer ability of the person.

ovaqeth = over quantum field (energy drive, hyperenergy drain), oversized dissembler, an energy drive that uses quantum matrixes to understand it; event field, energy ship, tyrant field.

ownihg = own up, let go; trance (denial), distraught (overt emotional)

paid = pay for things, life payment; pay for death (earn death) or self-death on payment.

pandemic = emergency; unnatural fire ala 5 alarm things.

pandemac = same thing: release of anything; unnatural wind and rain: removal thanks to anonymous.

pant = wearable waste cloth, breechlike, paint, pigment and coloring; blood, "paint be as thick as blood", paint thickener, blood pool, "blood thickens hardly on the ground"

paon = pay on, pass on (deity or choice); pass off (die off something)

paul = pall bearer, steady (constant and strong); overlarge (chubby, fat)

pafot = pay for it, paid the price/tag, get a service, serviced; overquality fault, A fault of too much quality.

pagnit = poignant, wait for (relax), awaited, pregnant; civil license (civil idea or civil code)

pakano = perchained, percieve, perception, to go (pushed out), phantom; envictimize or chained to spot (frozen).

pal = buddy; estranged friends, stranger

palod = payload, payment (object), lucky (paid load); success (overwhelming luck), explosive success

par'nt = apparent: 1. parent, 2. child overseer, 3. mother/father action, 4. partner, 5 jealousies

to control addiction, 6. parliament, a ruled council by king or president; coupling: 1. troll par'en'ting from the sequel to the book Antrax or troll parenting, 2. free parenting of children born of one parent or parent set, be likely to share with another in responsibilities if they have none after a fight or is allowed after they, the parent, decide to switch off or work with the area where they can't bring children like daycare or babysitter. Most adults can work together with sometimes expensive activity. This isn't allowed if a parent, survives or allowed if for babysitter, 3. a device of two-wire

transaction or fuselage, 4. fuse, a bridging of two parts in fusion or bridging the two points and causing an effortless flow or current, 5. child making by sex, bottle or test tube.

peasa = peterson: 1. robbery, 2. lazy, 3. conman, 4. convict/ion; billy: 1. beater, 2. bully.

peres = perescatua: 1. persecute, 2. attack with bias, 3. personal attack; adjointment: 1. to join in,

2. to join up or with.

permisi = Permission: 1. well of wishing, 2. well of souls, 3. permit; convention: 1. convert, 2. compose/ure, to make muse or music, 3. amused, 4. pardon, general agreement of reuse or general release.

peros = pearl: 1. pearls of knowledge, 2. form of object or production, 3. significant; produce: 1. obstinate nature, 2. derive, surmise or bring reason of purposeful motion.

pep = people, peppy, incredible energy, preparation; very curious by thing like charred remains

phat = fat and strong: 1. strong success, 2. largely desired; devolve: 1. degeneration, 2. dissolution, 3. to be devoted, 4. know what to do.

plan/e = planet: 1. dissimilitude, 2. dispassionate area; devotion: 1. craft, 2. shape.

pra/y = prone, bound (in habit), proficient (perfidia); stillness (from moment), consumption (after doing).prda = pardon me, pardon of moment, pda; lent pass, free (give in)

prepen = prepared, precise consideration, cheesy, well prepared, concise control; nice: 1. be considerate, 2. to have care, 3. be nice, 4. don't push too much, 5. be knowledgeable; dischief: 1. discipline, 2. view, 3. want of what is.

priey-o-poiy = psychotic: 1. physically "prying eyes" as physically to pry out your eyes, 2. A person who breaks policy or privacy on purpose; Privacy or policy: 1. Privacy with a policy/policing force back up, to the person, 2. polite idiocy, audacity.

poiza = poliza: 1. thanks (to make movement), 2. stand by me or make a stand or a stink; polite: 1. forgetfulness, 2. as stupid/ity, 3. long pole thanks to long off, 4. extendable pole at necessity and by feel for the length. 5. policy by officers or managers.

pox = curse: 1. virus, 2. construe; angel: 1. angst (a concentration of emotion): anxiety, jealousy, anger, rage, rapacious (omnivorous), 2. overlarge good force, 3. any positive element including attack, 4. tiks, tick off, 5. good being. (poxy or poxan) angsty; anxious. this is anxiety relief by feel, if expressed it can sound like anger or anxiety that is expressed. this is with a talkable point and you know what to do.

proa = proper, property; despicable (depised, loyalty)

pruf = proof, understood motions for physical evidence of idea; breakthrough: 1. breakage of glass or similiar material, 2. break as in handling, 3. break in (as in training) or get in/to, 4. distribute, shared idea or item..hopefully not personal and people.

polis = poy, policy, police; polish: 1. discern 'be selective', 2. item polish, 3. sausage

pow = fist smack (as fist power), power blow, powered up; peace of mind and moment.

pua = Power, position to overwhelm and to make movement, to overwhelm a position or person by pushing an effect of activity; Information push, manipulate by information that you push to cause a controlled moment, a course of persistence.

puarpb = puarpse, power purchase, purpose, purposed idea; unconcerned control (dream, easy position)

puka = get, grab, take, buy; puke

pukaorda = purchase order; take down (idea) notation devise

punkup (punch up) = right things (correct actions); physical sport (practice, punch in face, any other type of physcal)

quen = mcqueuin, queen, royalty, asset; deception master, dirty

qym = qualm, 1. a storm of voice or voice fight that create a fight of some sorts, 2. to create a storm of a fight of upper winds by a cold front meeting a cool front and can cause rain. that nails us with rain fro' pelting and sometimes has lightning with hail. For lightning doesn't often strike without some electrical charge to trigger ice and temperature drop. Quote by richard "to those who devise things may use any technique except stalling and stealing."

r'poyoy = repository: 1. study of literacy, 2. poyoy, destructive idea; ruination: disinhibitory motion, freely done idea even if its wrong.

ras = raise, raise life, raise dead, raster; cieling: 1. up top, 2. hard time, 4. on top and controlled, 5. free release.

rat = stealer or thief: 1. suspician, 2. emission, 3. rat(animal, thief); supernatural thief

(mystic thief), magic theft (telesteal, rbo, magic robbery, to steal at a long range distance theft).

re'yy'ty = this disposee, disposable moment of no use, reality; disposition, 1. distinctual moments or distinguished moments, 2. different place and time.

reargent = retard, fire resistent, heat treated

reed = regard, regression; self-judgement, sentenced, judged, judges duty

reec = record: 1. ledger, 2. account, 3. strong scent; imminent: 1. assault, 2. eminent

reet = repeat, respect, acceptance of terms, believable action, denied recourse (repetitive); overdone, trash, requiem, sanctuary (for beligerant)

reeqisy = reacquisite, take back, requisition; special order, constrain requisition, consummation of no bad happenstance

rem = remembrance, memory; remove yourself

replee(replacae) = ripley, replicate, replacement, that's a specialized consent to substitute replacement and substance.

retif = retief, retrieve, pull (pulling away); find more useful, allurical (act out, crazy)

report = recorded value, data

rit = riht: 1. correct, 2. right, 3. write: replicate word phrases, 4. hork, horticulture or agriculture;

rite: 1. wrong, 2. right of mention, 3. dictate.

rla/ne = relane, rela/y, transfer, reel, relative motion (real life), real and alone (single); acquaintance or relaba: 1. reliable, 2. A solid form be real abberation (monstrous life), and unsolid form of a drawn current in imagination or active thought.

rid'klus = ridiculus, laughter (drives people or things away); point out (things)

rlif = relief, retief, redefab'duann, relinquish, give over (to moment); wait outside (evicted)

r'm/ov = rem: 1. rmo, 2. remote, 3. remove by will, 4. rebuke, 5. ream or remove by force; gov/ern:

1. remember me, 2. memory of decay and fecal matter, 3. team effort, 4. government, 5. point to locate, 6. glove, smothered force and form.

robr = recovery: 1. robber (as for the convenience), 2. Rock cooking to break the stone and produce oxygen, usually from corally stone or breakage. The breakage releases a small bit of oxygen and the rock, if the right type produces water. A holed stone be possible for best results, 2. a predict it, 3. predicament;

predictor: 1. predator, a predated system, 2. Rock breaking be to create release of oxygen from oxygenized stone without heat.

s = many: 1. keep, 2. block/s; is: 1. continue, 2. status, 3. single, 4. singular sheet, 5. anything with single in it.

sahncalee = supercillious: 1. somewhat serious, 2. private; hope: 1. unsinking feeling, 2. unsinkable, 3. overwhelm, 4. noble.

sca = scal: 1. scale, a balance in ability to judge correct or currently, 2. scalar, a goal or value imprinted on the scalarr key; valued weight like "weight in gold" or "value in platinum".

secloimeh = seclusion, hermit; madness (separate way)

seelp = self-help: 1. curious custom, 2. self-involved from instigation, 3. self-learning by attempting the idea as you think about it, self-development as to evolve and be understood; self-evolve: 1. by intrusion, 2. by concern or consent, 3. agreement forthwith, 4. conspiracy.

slasti = slashstick, attack of idea weapon or a sharp edged razorlike object, slabstik, slabstick, death consequence of continuance death harmony, destructive killing of get it over with humility, artistic death of overboard with emotional drama, overplayed consequence where everything be life or death and strict drama. Thanks to Timora and anonymous; slapstik, slapstick, con art, nonlethal scenic humor with background distractions, fake (similiated) death, unstrict or unresistant drama and so much more.

stri(string) = strive, strider (way to move) or way of movement; spinning (a tale, strip, continuous)

stria = stringer, string up, string along; mental release (not control in many ways).

lokiasetit = loki (satan, lulosietta) assist, satanic assistant, a person whom be somewhat independant of cults and able to take souls with his/her own soul, to read any language and remain hidden while at any activity. They could lose their soul if they make mistakes but gain it back by acceptance of the act. Each soul taken by their soul being trapped by many means and "destroyed" or rejected can be turned into objects almost anywhere. Try to remember the soul trapped be an invasive force relinquished of its body, and was not supposed to have been there. this effect also includes spirits that visit.

They target criminals with an idea to correct them and torment them otherwise. Natural abilities is to gain a benefit from anything done, like in 10% improvements every second.

scifar = science fair, free day (as foster day).

scrisa = scrimshaw, living, scribe some; nightmare, sunshine from object, nightshine.

seirj = sagacious person, wise woman, wise one, wizard; turn of foul luck (lucky), faery or fairy

seti = set in, setting, enchantment; sabotage, recreate (for peace)

secleoimeh = deter, seclusion; deterioration, ream, remove slowly (biodegradive quickly)

sen = seen, sought (after), scene (scenic route); moment, momentary

seul = soul: 1. An eternal being assigned by god to contain knowledge, 2. a sacred part of the body that serves as a lifeforce, 3. The soul can self-assign itself by deciding where to be; mind:

1. mental idea in action by the time of day and motion by acts around us, 2. motion of soul in action by manipulation of body with the mind as guidance.

seup = seeo, setup, seeing (learning); distribute (freely)

ser'viec = service, disrupt tuin, vortra tuanna, split duality; disdard (wracks or pain): 1. destitute (vagabond), 2. deadly regard or death service, 3. disdain, disdain by dismissal, dismissal by pain, 4. painwrack of crime, conditions or torture, 5. snit or painwrack of emotion, 6. hesitant pain, 7. others emotional pain, 8. net wracks, worse disruptive service.

shyapy = craphappy: full spunchter release that allows at any given time of shit and fecal matter and any annoyances are easily making them oblige in detail of developement, whether its work or play, its the same thing as they do the job easily; object oriented, the person in regard of this be oriented entirely on the job and with no problems if possible, as they are health conscious with ability to do work overtime, now if pissed off by events they might laash at objects but held back be the anger, as they attempt to use for destructive reasons by making objects different.

sip = ship: 1. country of movement, 2. to suck into; powerhouse: 1. power house of movement, 2. house, 3. powered house on wheels.

siya = shiyan, miyaku, offer, create in (of peace).

slater = assassin, death guard

smeagl = smeazer (shmeezher), duplicitious, con artist; trapper, tracker

smet = smart; 1. don't do it, 2. smear, 3. bad smile, 4. route, a course of action by a mode of transportation; inroute: 1. personal acceptance by an inroad, 2. inner travel by manifest or shrinkage.

smi (smidge) = smile; frown

smoa = smoker, chemically adicted person of some drug, bad addiction of taboo drug, a neo origin group; terf patrol or beserk patrol.

sna = snare, snazzy, snap; decide, may de'cis'iv, make decision

snia = sniper: 1. killing spree, 2. now forbidden, 3. selective kill, 4. bestow where from nothing; snip/e: 1. snape, moody attack, 'when the mood hits you you attack,' from examples by snape, 2. kill family, 3. severus: cut and separate from the whole or body, like internal brain or heart, 4. homek, home killer, assassin (of household or area).

siit = shiit, sit, site, shit, stuff, idea, things (as smelly item, not smelly item); objective (as procrastinative or projective vision)

shoov = shot over: 1. overhead, 2. shot again, 3. camera use of reshooting, 4. reshoot by rebudding or with use of parachute, 5. eclectic, a disease of brain starting in spinal column and casulties suffer peneal gland misfiring in the form of brain shocks and that causes spasms; just miss: 1. doubts, 2. dismiss.

pohl = fade away; reverse.

soirpb = Memory: 1. a soft/ware memory, buffer, mental or brain storage, 2. hard/ware memory, memory for duty like cystals, chips; Responsible: 1. understood motion, 2. cause of concentration, 3. concerned control thats like felt to make things act as you want.

ski'ny = skinny, interest in mind(steal, or whatever act including infoing); disaster (disrepute)

skunk = a stinky defense animal, a plotter; stink, a fish or fishy scent considered death scent.

sli/m = thin: 1. strong and no extra untrained muscles and no fatty build-up, yet they can do much, 2. slime or apositive; relief: 1. smoke, 2. crazy, 3. show no conscious and all action, 4. cool, neat look.

slu/g = weight, slowness, slew "va'rspiel", trust me; shot: 1. varsity, honorary, vendor, 2. bullet or kill shot,

3. assasin or kill shot like person.

smo = smoke: 1. liquid smoke or barbeque sauce, 2. distract, 3. use wild card, 4. ace in the hole; preventor: 1. preventative, 2. make consistent, 3. distraction, 4. tobacco use.

smu = smudge: 1. wipe away, 2. allow familiar, 3. on-touch familiarity; spiritual absorb: 1. disbelief,

2. self-absorbed.

solv = solution, solvent; hardness, hard earned as gaining an edge

spiel = viespil, enchant, ensPELLment; concent, leave alone.

spiy = spirits (alcohol), spirit 1. drink with alcohol, 2. you the willful spirit; endless pursuit like neverending story.

stadu = stodon, stand down, let live, let go; let down, walk away, go now.

sta/y = stay your hand, stop, stasis; correct of moment like "I feel that I am correct", continue

steteo = start up: 1. stater, 2. personal state affair 3. tosay with idea and cause intent for an incidence incurred moment or persuant action like an excited speach; starter (thanks to D.): 1. spark, 2. excuse to any act/affair, 3. death match with aid of burning.

suc/k = suk in: 1. pull by memory or with air, 2. automatic suction, 3. liposuck or fat reduction by physical sucking, 4. reduction of bison numbers using guns; sog as snog, kiss and etc.: 1. death blow, 2. foe smack, 3. face punch, 4. facial kiss, 5. death kiss, 6. fatal blow, 7. fate be a critic or get sloppy.

sult = insult, mastery of making madness thanks to Bluesilly; malegered: 1. maligned, 2. going far, "going far but not seeing it, the goal of the maiming or the action." a quote from a seaman as he was on long voyage and from a sp. ed class to describe her, the teachers, goal in life, 3. disfigured, 4. baleagered.

summat = surmise, summation (call to apologies) or surmount (consider); disturbance: 1. surplus, 2. overwhelm.

suii = suicide: 1. mix into, 2. switch side (as sui persuade, cide = side); death of self: 1. self-death, 2. test of self.

suue = succubus, soul consumer (soul eater); 1. assimiIiar (almost true) to the moment, 2. merringitus, pie shaped torus, 3. terrific or guilty feel, surprise of too much sometimes with disturbance, aka a surprise party, 4. very interesting.

sunase = sun asset, trade; sadism

sunbriga = sunbringer; deathbeing with a deathsong (as deathcroon), deathbringer.

sunn'es = suns ray; destruction

sunpye = sun palace; disruptive area or house

sunwepa = suns weapon, focus crystal; cystal, disruptance frequency.

surrup = interruption; remind: 1. an ultimatum of sorts, 2. like fire crystals or power that are crazy, 3. remind memory.

surv = survival, surmise or self-delude, self-demise where they are deluded into looking for the best but get the worst.

parafin = toxic wax, power wax, parameta wax; undying water fire: greek fire wax, the fire that will go out by smothering.

Pia = Save: 1. Pirates, save for themselves and to steal whatever possible and only on a visit to shore (land), 2. trading post, 3. rescue by self target, 4. savga: save game or create pattern stored on file;

Free trade: 1. Of the things that are hard to get and to share the power and goods sometimes as info and data, 2. Free sharing, for trade due to good selling (conartistry and willingness).

daerm, = focus: 1. to gain a result or girth, 2. stretchy surface, 3. skin or derm, 4. needle; control: 1. dominate, 2. control by superstition, 3. gave in by disturbance.

ta'adv = take advantage, take advertisement, coniss'ate, commisserate; belief of moment: fatal attraction.

tai = taint: 1. corrupt, 2. throw away, 3. follow; turn: 1. change id, 2. change focus, 3. pervert, 4. corruption shield that prevents idea and other basic elements and one that cant be turned unless you buy it with arguement or dismiss it, 5. chase around.

talet = take a left, left turn, take a wrong, take a fall (fall over), cloth or towlette; natural recourse, same thing over again and you keep the experience but its similiar to dejavue where the experience be a feeling and disappears from memory, go straight and turn upward, diagnol left or angle left or left hook.

tarit = take a right, right turn; right hook

tam = tame, thain, thane; thame: 1. thalamus, 2. athame, power tool or dagger, thats a property of effective power flow, 3. overthrow of/by judge.

tamp = push like tamp down; shove, forcefully move onward.

taom = take off, take over, take it for granted; tick off, teoed, toe ridge ae toenail or toe edge.

tarafom (terraform) = reformation, terrain, change of terror from formation; recondition

tafogat = Taken for granted, act a folly or demand, act fool, be foolish; react badly.

tatogat = Take it for granted, taken as required (pre-requirement), taken as a required reward (but not noticed). Thanks to robert.

tek = teach: 1. tech group, 2. technician, 3. technology, 4. derive, 5. described, youth group work, 6. on track; resempt (A fault or resuming downfall): 1. Problem that creates idea for a good job, 2. Screwage by screw, technology or destructive use. 3. reprimand, A screw that be mechanical and technological and can be deadly, 4. destructive view, 5. impersonate (from copying another for not being able to do it themselves).

tekye = Tektonician who uses tektoniks or one who uses many fields to get something for life, All purpose service person that works with crystals and machine patterns; Creator, A responsible person whom makes things on the spot and out of pattern, 'if it exists then it can be made to appear and sent to the person from their pattern identification.'; technician: 1. tekky, 2. repairman for/against technology.

targent = fire: 1. heated destructive force, 2. heat element, 3. image from laser view; hollistic: 1. fire hazard, 2. an item that could explode, 3. explosive, 4. fire away, 5. a field to explode.

t'est = test, estimation; combine, put it together

th(the) or thi(the) = this, that, those, them, we (us); it, then (thi'ilhin), were/was, as be (equalling)

thaku = throne (command seat); thank you

thawa = that way or that a way: 1. in the direction, 2. out of the way, 3. momentary progress: 1. appease, 2. knowledge; in the way: 1. blocked /passage, 2. momentary blockage, 3. momentary disruption, 4. the bulge, 5. that weight.

thidt = that did it, thiidi (I think I did it), similiar in conscious, comtemplate; activate (set it off),

thenc = since; hence (now)

thig = th'ig(thing), thang, there, item; that, this

tot or tet = test: 1. horror, 2. bleeding edge, 3. edge of field; er: pause.

tunt = taunt, shout names; fun or pleasure of the brutal type, thrill

turaom = turmom, turn a moment (turning point), turn a mom, wriga, outwigger, outwiggle (turny); compulsion from compulsive force.

turthcona = turtal, turn tale (countertale), turn the table, change the odds, turn the corner, turn for yourself (turn to your side); squeal, turn traitor, turn against

trainse(h) = trais (trellis), trainset, train self; train (deep trance)

trama = trauma, disturbance, lunatic motion; unnatural: 1. activity: things that act on their own, sometimes with others as things, 2. motion, devised by self effort to conform and from energetic prompting.

trel = treple, trible, triple; witch effort, cause

trespe = transpise; traipse (walk around illegally)

tsunami = tsunamai: 1. A huge wave, 2. A type of water dragon that forms as a wave and be 30 - 90 feet tall;

A person whom represents an infinite manifest of void and fire in the guardian type ability but has almost no concern over that which destroys him/her, all concern for that which destroys the area. With an attitude like 'Don't be too blind to learn what you don't respect. To learn without surrender unless necessary and fight your own way. Feel free to use intensity in your actions to balance or surprise. For the simple way is to create a path of life and lies by consuming doom.' thanks to Sean.

ull-ga = kljckkemjnk, rate: 7 psi, rat god; roleplay, ancient study

un/e = unis: 1. one, 2. won, 3. bring back, raise up, 4. two into one, unity 'unify, to bring forth

unification withstanding destruction", 5. eternal, forever; illustrate: 1. learning fro' relate or

slain of attempt, 2. opportune relation, 3. unn: undo (by fire or other energy like lightning or water).

unndea = undead; high order: 1. honored being: extreme honor, 2. extreme being, 3. extreme ruler, 4. any extreme.

unread = unreal

us(e) = use (of), free use, usage; prequire, abusive (user), since most things of use; addict,

the emotional state that makes abuse from prequirement (prereq) set by addictive idea.

us(e)'in'ata = make personal use for personal aggravate/ion, take personally; ape or clone (copy)

usiage = standardize; aggravate (to improve)

v'hil'nek = viehk'lied, hed, head, form of head, in lead or leader, pathway; ball: 1. any type of ball,

2. lead, 3. hot potato.

valdez = oil; richness, ripe or detern as always return if intruding or not.
vambril = inciteful, instinct; lecture, hypnotic speech
vambrilium = electra, electricity; shock (spark, killing movement of electronic energy flow)
vandergard = vi: bring down flame: distinct pain: misery (as miserable), cause flame by curious acts.
vanglorious = oopsy, overgloried, transposed; overlook by overimposed motion
vee = vision as view or dream; horror: 1. cruger, 2. nightmare.
varhbuel = deadland, dearthland; shift
varlu/ck = 1. warluck, warluk, varluc, luck in war, 2. various moments of winning idea, 3. warlock, chaos adept; Viral meningitis or the crotch swells red that causes various disruptions, distraktion or distractions and bad pains.
vas = vast; equal allowance.
vasberg = whaling party = to cause somenr to not see and to be extremely overweight, sometimes bad eyesight from burned out ability; iceberg hit off a vast iceberg or ice age as age old ice.
vaspall = equipment; science or psience serendipity or stupidity.
veisportal = chemical containment cistern, container; sealed up, sealed area
veh'kil = hel: 1. heal, 2. hell, 3. versatile ineptitude, versatile accident; heel: 1. Heed like "heed the call", 2. Heard fo' respect from soldier or officer on patrol, 3. Stop on heel, 4. Desperate by Bob M., 5. Boot heel, Boot strapping on the bottom of the boot, 6. transfer, transference.
verboen = verbage, verbottab, word phrase; heard, yelled voice.
verbuic = glory; entail: 1. entrails, 2. description.
verbuhl = sanity, quiet; understood
verhuilic = heroic; stupid idea: ongoing heroism.
veir = where: 1. so very, 2. anything stated as to get location, 3. top of the moment, 4. eo: top;
'vrythi: 1. all, purposeful, 2. very thing, 3. what, 4. very thing, 5. missed out, 6. assured stupid, 7. idiot, 8. everything,
ves = arthrimic: 1. arthritis, 2. associate; earn: 1. best, erved tru/ly, 2. establish/ment. vesbein = SlugginJoe: 1. little slugger, 2. the basebal bat wielder who destroys people as they die or make mistakes in a phantasmic vision.; lil slug: 1. little slug, 2. bullet, 3. universal source, 4. slug of weight or pain/ful shot.
vidyai = vindicative, spite; vandalism: vicious release of poverty ilk or similiar.
vie = video as a personal character or scene; to go for achieving as gainesville or gain/ing again. voivolt = void electricity: 1. similiar to free electricity, 2. It works by dispulsion with the pull of electrons opposite of going forward and caused by events to create the current as events are the source of power. Use of a condenser stone to contain by magnetic rock (martian rock) to cause electrical current by magnets or electromagnets that has the opposite polarity and a dark crystal as a sender. Alternatively, use a dark crystal to pulse by magnetic waves and picked up by tesla radio power recievers. The magnetic pulsation can happen with a combined device that works with a ward (as magnetic field from humanlike aura or other directed magnetic field); zeon: desired be a zion stone (embery heart in crystal formed in a supernatural explosion or sun nova) or other diamond with energy bolts pulsing through it.
volcae = vulcan/vulgana: 1. volcano, 2. a lava tunnel, 3. volcanic tunnel, 4. runnel of red fire or lava;
zeal: 1. overeat, 2. zealot, an overdedicated person or very focused person, 3. zest as spunk or ever outgoing, 4. wooden structure (very large) like a shouse or siege tower, 5. fragile, 6. eruption:
a. Firey eruption of a large expansion of gas and flame or lava to blow outward,
b. Mix lamp oil and liquid potpouri and alcohol or essential oil as 2:1:1 and shake up to form a foam expansion and it fills up the near emptiness and left over oil by at least 3 times and at most 4 times. This stuff when settled can burn instantly when sometimes added to liquid wax or water, the more you shake the more it makes up.
c. Salt + Copper + Potassium Nitrate + Baking Soda + Soda pop (mabey diet) will get a rapid expansion of carbon dioxide and foams upward to create a lava like expansion,
d. Vinegar + water + Baking Soda = volcanic like eruption and some add red food coloring.
vorbotten = forgotten by arguement; agreement.
vuispek = how, bone; spiritual revealing that represents of personality.
vytoy = victory, hiemlief, undid moment, regained resource; don't disparage, sabotage

wykinpark = walk in the park; easy way (disturbance)

wa = way: 1. wait (as pause), 2. what (as is); collapse: 1. waste/d, 2. was/what as waste, 3. past, 4. penalty.

wait = to feel; continuance

waki = wackiness, wacky, fond, fondness; disconsolate, decontest

war = competition, warchief or battle; warn: drive away.

warawa = war away, go (warn) away, compete away; compliance: 1. ward or holding place, 2. award by reply

wawas = as it was: 1. way it was, 2. what a waste, 3. wares, waitress, 4. wasted moment, 5. personal waste or wastrel; depict/ion: to describe or draw any scene as it happens by mental drawing and skill or by hand.

wawat = what what, what was it (say again); regain clarity: 1. regain clarity (begin again), 2. began with, 3. meditate for strengthening soul with spirit.

wath = what that, what was that, what again (come again); dequihl, bring back

watts = bioelectrical, live wierd energy flow (kills all in area), but calms the nerves and

is bioelectricity. A side benefit be people have elongated lives but this kills the caller not in the end unless uncareful; bionegation (all life cease), negation that forms an electric ghost by any means of the spirit whom calls it also considered manji; elongated light: 1. to elongate life and liberty by a strong aura, 2. a long lived light that be peace intended.

web = veb: 1. spiderweb, 2. newok, network (of brains or wires as else), 3. connection (any) including the effort of brains cynergetically or bioenergetically linked; linked (unending linkage): 1. cyrokinetically connected, 2. pyrokinetically active, 3. (psychic) handshaked, 4. telelinked and others considered in the big book of technology.

weed = ambromide, aplit, plant (painkiller), dope (drug abusers nonaddictive choice thanks to Matt);

weiwaki = weed whack, remove pest/s; weed or grass fondness, grass eating

wi = with, w\, include, inkling, width, including fate; with rapid /expansion:

1. magic/k, affirmative effect or effort, quality action,

2. magic that be illusion or self inclined ill'ness of mad touched or god touched (kell seers), where you use physical blood flow fro' heart clench to induce energy from outside,

3. magick be illusive preventa or allure, illusion prevention or actual deal with wierd concept.

4. offer, or wierd effort, mere death of many things of the actual people to get something.

5. thought form by fate, thought provoking.

wia = wis: 1. widom or wisdom, 2. wizard, 3. ancient: an ancient person from an olde tribe with a few thousands of years, sometimes on call the person transforms to represent the body most know they deserve to be left alone; natural/ly: 1. to akiev, achieve or gain success as a disaster to else, 2. to do, 3. shit /thing, 4. witch (a wyk), 5. scientific magician, 6. scientist.

widawa = wierd away: 1. go away (as by concept), 2. wide awake, 3. fully active; conform: 1. inform, 2. control.

wiz = whiz: 1. pee, 2. focus, 3. egg, genius; cross: 1. sacrifice, sancrify, 2. make sacred, 3. steady.

wod = word: 1. a phrase or pattern, 2. a created pattern, 3. world event, 4. change; weird person: oddball.

woim = yreal'dag, worm, wormy, console consistence, war tough; mental worm, getting info (physically) by a mental compulsive

visdic = visdise or vision of paradise: 1. vision tour, it pulls your souls memories together to share them toward another, 2. ethiopia, utopia, dream sight; visible detection: sighting the invisible

whetsta = whetstone, sharpen things and to eat real things and not false dillusions that starving people might seek or see as food; sue or pursue and act: 1. shape not, 2. out of shape, 3. sharpen not, this be where after a long time of movement, the "shape not" disallows other things to keep its form or dulls the blade.

wre = wreck, work over, work on; steal, 5 finger discount.

wrea = wreath: holly branch or other fruit tree branches in a woven circle; don't care: dejection.

wren = monkey wrench (as useful tool) or created flaw; stop

writ = handwritten (as on paper), handwriting; degeneration: rapid disbursement of bad tissue and material with decay.

wrya = muse, writer (script lister); eternal writer (writup, real world script manipulation)

wok = buyer, make purchase, buyur; work, item use (like a wok), personal use

wow = amuse, amusement, amazement; abuse, abuse from a fight scene

wyndyfarh = evergoing fart (windy fart), dischief (bad brief, bad discussion); evolutionary

moment (everwinding moment), debelief (disbelief of bad things or promise)

wyrd = magic word, faith word; fate of moment

wyrtheir = pryer, wirtheires, wortheir, worthy mother, pry it loose; open: 1. remembrance: 2. find moment on track, 3. find a way, 4. prybar or pry away, 5. insidurance, insistent idea, doomed purpose

y = all: 1. everyone, 2. everything, 3. everywhere, 4. effects most; united: 1. country, 2. voice, 3. window, 4. in idea, death clas, 5. marriage, 6. fibreglass, any plastic.

yak = yack, talk; retell(ing), retail

ys (wis) = wisdom (wizard, witch, wise one), wish, sole desire; defunct (defunction), glitch (locally)

yoale = Allowable, concent or How much fought for was given into or what you do unto me I do

unto you amongst other variations.

yull-gath = owner son, owned (own it), god (all-father); grandfather (honored godfather). The one you know as the all father is the creator, that person created us using the area vibration and idea transmission. He or she thinks of us as though we were a memory he can explore and that is a fact that we can exploit. So by thinking of the idea we need to know about or have, he or she creates what we want in the place, area or idea that we want, otherwise he or she lets us know about things by soul realizations known as insights.

[Go back to the Atlantean main menu](#)

-XLI-

A Ex an Martial Law life practices and skills

MetiyLa -a- lypretyix -n- skix

A martial artist at creation. Some common laws of the People (unknown)

This be to sum it up and to bring to create an understanding, as with several different styles of kung-fu or idea. I am a martial artist of varied skill and made up several ways of combining them, the skills so far known.

jysu = jitsu can be surprising and the use of martial arts with mysticism, and playing with illusion as anything goes martial arts. A quote by teacher 'To brute strength identity the force and count it as yours, and that makes it of use.' This includes shapeshifting as a practical illusion;

Shitsu be using the shit of body or items such as objects and fecal, to get pleasure as with all natural arts of identification. but to some it can make people sick. In shitsu most people might be disinterested by the drug usage. You might smell like shit but the idea be correctional to those around, to bring any thing to get your result thats not of use by others. Sorta like anything goes martial arts but its anything thats usable and objective with no attempt to attain a goal that attacks the person.

But therein be an unnatural skill, item manipulation and last ditch cannibalism or other foods from those that died naturally and not by you or us. The truth be that it doesn't measure up by proxy or the main idea, of what martial footsu or the art of powerful kick or fist be as the saying goes from Noreaga (nor'e'aga), with lying purposely to suit the purpose thanks to Jay, or to gain the ability to tell a white lie. To control the rage and confusion be the control of beserkness and the shifting.

lyfsu = lifsu: pursuit of life and manhunting, 'art of life and the art of well living and doing, leave no enemies by gaining none and if possible with a peaceful manner', from Noreaga by saying, 'bonzu be the art of life existance and growing plants better and speaking better.';

Bonk (from bonchitius): 1. Considered in motion the animate/inanimate can work for you, as people are into better skill by a bonk off the bonsu (as bonzu) tree, idea 'the art of bonk', and for fighting they can go beserk states including weird efforts to get well or win. Like off statements to upset or confuse with projection by Jitsu. Purity be used of sensing aura and badness of boldness in others as in for karmatic senses. For the bold are useful of getting us places. In bonk you have to accept by expecting the blow to get somewhere with your blow and expect strange effects read as a charm. Use any fighting skill as anything goes mixed with conventional conversation, thanks to Jay from examples. To create the most use a consensus and it reoccurs a just idea. Thanks to BJ in example.

In bonk, to use the owner as a tool to do as you design be considered manipulation in practice, as manipulation be sometimes construed as a personal character assasination or personal assault from subduance. The most obvious be the

most unlooked at and things are suspect if too similiar. Honor or leave alone the Astute. 'Try to bonk into terror by long range at first and up close at last into a beserk state, thanks to Art of manipulation and energy by apearing you can confuse and to make desist you drive the honorable away or give surprise until you know you won't be attacked. You can say what you want and not assaulted for it.

' This be the art of considerable manipulation where you can be small and appeased by small things.'
2. In order to begin Kasuma, which be the next step of bonk, be to defend without will or to defend and mostly fight instead, where in confinement your in exchange of will as the extended part of your body to act as an energy carrier, used to empower on a touch and with an idea or something watched as the idea, to mutate and change the body. In thought we are the dream and reality by use of standing trance. But headbutts and feeling by force projected away are okay. In esence, your the message and the messenger be a thing.' Thanks to Master sempiji.

Where wunjo the art of open martial fighting or karate the art of defense with deflection and similiar like juditsu the art of defense and attack 'use ki to hit the brick and crack it, Kasuma be to use your hand or body with a projected forth moment of chi, as an extension of will in attack and defense in some wierd manner. To create immunity from weakness by strength and from others by strength from a potent ability.

This be to correct for things missing and act a freedom figher psychic or otherwise. 'I concede the point of making amends with people, so I make new ways to create a better method from use of old and some newly implemented in a perfect blend or new ways from thrill and rumour mixed with the known.'

Statements to release the effort, by pressure or stress be very useful, like considered martial statements in law, but practiced enough you don't have to say them as they can be auto innate training,, so feel free to make your own but I prequalified several that give extra impact to release the effort easier but you can use any atlantean for the effort as all the above but to make a mantra from this be to break the words up at the pronounced syllables. To undo any damage be 'un-de', and 'om' or 'omcha' be to make instinct knowledge and gain know-how as knowledge spirit by (c) Osmosis. The mantras come easy after this be used as with an idea.

'aya' as 'be released' from a chop of sorts,

'aum' as a release of bad energy,

'ayba' as a 'be biased, or 'burdened',

'be-ja' be a 'destruction hit' or big jab!. This hits the nerve by automatic motion.

'be-ong' be 'fear that be true by real effect' ot destiny.

'be-ot' be 'be doing' or be bought.

'be-ke' or 'mater ke' for 'open minded' or 'mastering' anything. To suggest to people or objects.

'boch-it' for bochitus be to cast a scene of death not on failure but on success or cast out something. Its considered for family curse and integrative circuitry with a bad cough. Another aspect be to botch it on the job.

'cary-bom' as cherry bomb and scare force that causes disruption and be illusion. The vision appears as need by you.

'cotee' forces people to pee sometimes after a few minutes.

'cur-cha' and 'cur-cho' or 'chur-choa' be to cure anything of anything except ability or gift as be cur-ki. In particular, the cha can be cho to cure choking, but 'cho' alone be to choke as another teacher pointed out. So 'cur-cho' be to cure a chosen point of a single physical condition, where 'cur-cha' be a general effort where the spot isn't chosen its all ills cured. It can also act a physical blow. This won't effect or howsies turnabout, all but broken bones to cure any thing you know the name of be a 'cur-ilp' or a particular disease 'cur-[disease name]'

'de-lav' be to 'revert' from anonymous or get revenge from a lavatory expedition. This gets rid of poison.

'do-slu' be 'as one' to combine spirit or conscious with an object or person and it causes a form of spiritual awakening with any gift as a given. A benefit be to not slouch anymore and immortal until the object or person is destroyed. I didn't say the body was undestroyable I only meant the person doesn't lose energy but the body can be bruised a bit unless the person doesn't remain touched by deciding it. Some might call this a hoarcruix without the blood. A place can deteriorate and kill the person who assaults by knock out if the person be assaulted. The effort be to become one with everything, so to do so be to become a killing force of your alternative people or the spirit be chained together, to be one conscious many bodies and several separate mind nodes. The spirit be all you ever need and be like 'strength of one from many' or a 'spirit bond'.

'dow-si' be 'do as energy said' for a horseplay ot horsey or horse transformation. Draw transportation or cause sleep.

'dra-away'! or 'dri-awa' be 'drive away' almost anything be dissipated by allure.

'dro-dea' or 'drop-ded' for dead drop on a target with tiredness or insanity and self-sacrifice.

'dro-ou' be to drown out with flood water, drop-out or fillibuster speech.

'dul-nut'! be to 'do nothing', 'to enlarge' or do things of dullness and chore. fat.

'dzac' as a cure to bad bones or broken knees. Break curse.

'dzi-nha', 'ars-son' or 'lar-cen' as 'world destruction or bombing' for larceny as a way to get things.

'ei-be' as 'changing force' that releases energy to share it and it changes things by remodelling.

'ei-ha'!, 'ja-lenn' or 'eil-lenno' (c) Jay Leno be 'laughing matter or laugh'.

'ei-he' or 'ei-she' be create movement and raise dead or to he or she.

'ei-sha' as to hit hand hard, as jar hand.

'ele-cha' or 'ele-ka' be 'bring madness' or 'element high channel' by ele-[element here] where the element is hydr for water, cyr/cyro/cryo for ice, aero for air, thunder or psychic nature, pyr/pyro be fire of many sorts, geo be earth and add bo-mb for a elemental bomb. To work a release of ability from any bounds use this! 'cha' for charm, 'ka' the sign of chaos and 'kao' as with 'chaos' or 'fors' as force to forsee by focus or release bond. 'har-rier cary' as 'arry-cary' as 'carrier fire starter or other disaster by dispute and being the harbringer of death'.

'f-me' be to 'fuck force' or family force sometimes of fear unless described elsewhere like f-me water and the inflicted won't succeed like add a hammer blow or 'blu-ef' as a spiritual hammer with the same result. The inflicted you can call hydr-inflictemeis or hydro inflicative media.

'ftl-cha' be create faster than light movement.

'buk-cha' be a book create from rebuke and to prove it by writing.

'hai-ja'! as 'upward release'. Some might think it haijack or high jack in an high altitude. This can increase energy potential.

'ha-ja' be hon-chow for 'backward release' or 'backward motion' or 'fear of motion' cause a reverse effort.

'hai-ya'! as 'a downward release' or gives protection.

'hed-cha' = as a head butt or neck chop as if it is.

'hu-ajaha' or 'hu-ajaja' be transfer spirit for spirit walk and dream walk. Sometimes to evade the world or not notice the distractions around them.

'id-ka' as 'fate related' and 'hide in plain site' or id change for anonymous idea, and a similiar fate by 'hand' for take or steal. These are useftl to create a fate related, incident, or repair using criminals by effort and sometimes for energy.

'in-dis' = 'self-trial of force' and 'indisputable solution', or self-doubt from display as this causes fate, from a force of inbreeding.

'kara-cha' be to cause a real karate chop as if it is.

'kee-ja' or 'casula-turva' be 'forward release' by knee jab for human or to key jab for object and force forward person or object.

'kee-ya' be 'backward release' or key ward to force a person backward.

'ker'sena' for kerosene and other chemicals.

'kne-cha' for 'knee breaker' be to cause bad knees, a broken bone on body or Arson on other as if the object burned from within.

'lav' or 'lokbar' be 'release desire by aim' for criminal larceny or to have desirous goals and dangerous appeal that hope to get things like in a distributive moment. 'laub-er' or 'lav-na' or hateful desire. A similiar result be 'dischief' to occur a back at you with hate and disposing. or bathroom trip as things evolve. Another similiar release be 'loknar' to cause 'good behavior' from a backlash of hoax and insanity.

'lebhe-rah' be is success by forgiveness and supreme where the opposite be 'huig-oenit', 'dhiz-hul' or 'nuna-zi' by self hate, in doing things, from perfection and perdition from forced evolution. Thanks to huong-quoi and Anonymous.

'lil-slu' be 'lil slugger' its to change the mind set of the person to accept defeat, as to be defeated including death of failing the test at hand to make point of senselessness, basically the task at hand be pass or fail and any doubt gets a vision considered night bearance in a nightmare that equals a test of sanity and balance. If death, then the person dies anonymously or alone several times by a mental scene as he/she dies.

The true nightmare is where magic be denied and be the show of a person as they do it to themself and saying 'you do it to yourself' where this might save the person if your willing to give up on attacking yourself, but this is where honor or being alone in a strong sense of the word will doom you if your bullish. As it can go to the physical world as if born by energy until you give up on defeating yourself. This was gotten by a Anime program with mention of lil-slugger. Theres another idea thats to use a night scene to cause destruction and be similar named with the same result as a lil-

death with a death of some magic.

'lo-cha' = a low chop with legs, or 'ham-cha' for hamstringing ala hamstring of nearest leg or as possible, a cutting off of the lower leg at the kneecap.

'okl-oma' or 'suna' for self-exploration by creativity and action from self-appeal. This can force compliance and contend by context and serendipity. Thanks to evil trickster.

'og-nal' for 'queer' or 'make strange and mutable' to be spoken to and are suggestable.

'oop' be 'mistaken feel' for a serendipity moment.

'owwee' be incorporate and spiritual or 'ow-wie' be a body 'power-up' to make a scary like sylvan power up.

'pe-at' be accumulated explosives or other stuff.

'psu-cha' or 'psu-ki' as a pseudo chop and kick of extended energy that effects as you do the actual chop or kick.

As it causes from a distance a hit to the object, or person from the energy of your ki or chi, this can be used as an idea spell 'len-gane' lengthener. To strike at a distance to hit the target and this can be any distance. It can't awaken ability except the hidden ability, one that can appear as any ability except to restore ability.

'sare-tael' or 're-tael' be 'easy sale' of safe retail of items or story, to sell the idea and end a bad disposition of negative means.

'seepid' or 'du-mb' be 'be dog dumb'.

'seop' or 'de-segga' be 'death force' and 'death act of suicide' by any act.

'sla-ba' as 'slash back' with a slashing force or slashstick.

'Soh-ayo' be 'bubbly force' to bubble almost anything. Made by police force unit.

'tru-saum' or 'trut-du' be truly the same, truth serum or force the truth by tribute.

'um-cha!' or 'um-ka' as 'double cross' or 'vitriole oil'.

3. Wong is Foo or the considerance of possible outcomes to fool people into belief of not being effected (c) A-team. In two manners, as a vision and to use the result of the best sight, this be also a weyr, to bear the fact of what happens and by use of what be a good outcome be bearing the same result as the Wong, you get somewhere. Its the next stage of the Bonk, to be able to stand and deliver with a body that seems slender but spiritually fat, and indulge by intent to absorb anything that comes your way from a very absorbative spirit. On sight your assumed wealthy and respected as if you were fat. But the person who sees you will follow anything said with reconsiderance to the subject. This isn't summation to be overdone or you can cause a fight or 'forced' separation. To be a true leader without the fat and stay understood even if insane. Wong is to hate and force those told to be a hated person into existence of finance to be near and create a pattern of self evasion until you give in to their demands. Its in yu-ong or Wong to be almost hateful of large finance.

Crazyness can be accounted for, by trying the technique, in the first place. To do it right, use the above mentioned, as with power stricken don't use power driven methods and recoup what be lost. So effortless be this that you can suggest easily and never need a fight except with visions. Basically feel the fat go to the spirit and when you hold in the stomach (Fo' no slouching) , when you eat it could get better as the spirit takes the extra weight and gives the infinite energy capacity as fat = stored energy and prestige. There won't be any notices as noise to alert yourself if it works, except to gain muscle as weight or fat if no exercise. If spiritually obese, you could be moving slower unless your spiritually slim from living as a good living reduces spirit weight.

The study the phenomenon as a pseudo diet, to get the idea of no body weight gain or your not drinking enough water or watered down stuff. Base your conception on the cool and not ever angry but unprovokable nice person. The spirit be an inversed negative of the inphys (physical body) and about 1/3 the actual spirit, as a noted fact of compacted weight, so if you send your weight to the show of force and the spirit sends its weight, as a source of energy then you've doubled the outcome but lost weight of body. Spirits can look thin but absorb excess, and drive the weight down as the person moves with necessity. even mentally its like a hundred pound compressed weight thats dragging you down but your thin in appearance. To exercise be to create a natural weight loss, this weight is not physical but not any ever truly master it. As it again allows hurt without hurt and endless pain endurance until one or two minutes.

This will allow a bullet shot and you won't feel it or a normal pain and it disappears with some fat loss. I think the spirit blunts the blow, but the body eats up some weight to reject the damage and sometimes themselves with 1/4 bloat that disappears, but the truth be that all foods have a poison by unnatural cooking or to eat raw gives you a little more poison albeit the body also deals with it by bloated size and reduced body feeling. A coutrap is to be a little crazy by poison. Absorbed in fat is problems where you can concen with others. Thus it gives you a prestigious feel, as spiritual

fat is a little better.

A quote 'They aren't sorry kimosabe, its their way of life.' from the old west. 'To understand be a beginning but, to doctrine then you've learned. Count this as expersience (experience as a expertise), where you use others bias, to get places with wisdom. Where a genius be to be using your own idea with other mixed, in bias and use the bad, as a counterweight. The march of dimes was a counter that proved this in freedom and opposition, to create and remake for progress.'

To be beginning with nothing and then to write it down gets your understanding, as I think you have to research it, then you need practice to get the idea in worth or work (balance from perdition or premonition) be through expersiece, albeit don't write trash, For a genius level be to undegradation, where as to use others idea with your own and be to use bias or conception proven elsewhere mixed in with your own thanks to Rev. John Fischer who quoted, as a Joke 'Alt. Psalm 1_6x, To bear pas quo or superstition be to look thin with phat spirit and dismiss flagrance.'

4. Norwegia kung-fi. As the art of the ultimate Bonchitius bonker. To make a pseudo wire effect. Stupidity, isn't occuring, so by trial be able and learn dream art training by 'Don't know, does or don't that interfere with agreed training or set them aside to work on by your own as you have time to.' This combines several art types that use passion or coolness as flame is passion. Fire is a bad idea, with the right training so you may not do unless necessary Traing is triangular force that trains you up that is able to save you and save lives. To be fine the fire is to put out passion and obscure. To give a good reason for this is to tie in some things that work better, like old documents and from things where it is/was. This is a work art with peoples learning condition. Most be farther view is [with permission] and possible atrocious but made to look good. As to see it makes you forget the bad. As it describes a wire by the be farther view and I see no reason behind this besides writing it.

To permiss this is a wasted time with a terminally ill victim of his own experiments. He has been trapped by his own schemes for so long he hasn't even been able to talk straight. I call this victim making, for the forbidden stance, of the person whom misuses it but it sometimes works. As I saw it like two days ago. Some take diseases as a threat, so to burn a disease came to null book burning. Like a disease that never dies is in exchange a disease through the body that keeps it alive forever by Xeing tsieu, or cut disease by a psychic chop as with the body or mind acting with a release by sending away. This psychic chop is the idea that as energy hits it, it causes the afflicted to not notice except with a hindrance. It reverses stricture or causes the body to not age and it can break down the structure of any. So more than one master is allowable except the 'student' is allowed to choose any one to learn from. Any two or more masters can work together unless in bond by apprentice idea as they choose.

'When you can beat the master or prove you know more then you passed in the area. If area had any reason for passing, or to get stopped at.'

Wires react like the two way street with a single path or motive by motion. Where we see the remake is better we will use that. Act introverted and go on your way. Some activity can be derived by corrosion as corruption and depends on the benefit to go places by alliance with the benefit of an allowed thing, who deals with corruption is a wasted or closed link. By the benefit you can go places with leading on to a point. By electrons we are making, a grand standard with whats the point. Corruption can be a wasted link that causes events none care to watch..unless not allowed by the best intentions. Some corroded arteries are in no Big jealousy and can be adverted/diverted and to the atmosphere it is lightened. This could use a law of

'null hate by big standards big signals and use denial to make it work use love to work.' To block out bad things its 'null bad null corrupt', but not to those who prove good on their word. 'Null hate sex and disruptive criminalism.' except think before you try it, 'It'll work no matter how I deal with it.' No matter how it worked, it works despite the method to halt corruptive action unless thats what makes it work. This alone allows the idea as you would think, its not to bully its that I looked strange its got a result. I will always know the right thing to do.

The plan is not to burn up the place to avoid disruption and someone following, to avoid dangers and following..use the disguise technique and be yourself..or burn your scent and not generally everywhere but just one thing. Don't appear to win or have won, act a part of any move as a fight can occur as if by coexistence or coaxial wire. Yet the secret channel is used to win or strive in but ultimately win, and in instant survival, strikes as needed by being threatened by bad luck and karma as nonhurtfully is in speach. Each strobe is indivisual in their own mind and person,

but doing as needed in the world for something, correct for problems that pursue using big machines to out the mite sized beings with correct purposal its a due that need no regard. Not to use a personal destructive, as is necessary, but so much for the bright side as I will leave things up to you.. Need to know what will occur then its to seem out for something, and the moment it is personal destructive is diverted where its taught = nontroubling calm for or desire achieved by results. If the results are not accepted then its like a true idea 'given' by the fob to someone else. It seems my brain doesn't always recognize it.

Trickle down is a trick to know-how gnosis, and afforded a branch of study by allowing yourself, and by being a user of the info and funds to gain aforementioned freedom. With detict is the district as its a breakthrough to create a study of use as I think it used to be a ticket of reduction for the effort of trials to great reward by those who benefit. I think its wise enough to know. Be known by person as someone else but not followed along as he/she would. To not do as is the idea would allow is to do as thought would follow to do as you would not normally attempt, this gets an instant point of ejection so to a result its to be erejected or eerily rejected in an area..or pursuit. The physical body is only so immune so too many cancel the go, but the main reason your interfering as infere is contiguus. So what we got is an interfering band, of action in the most pointed from immunity and fear of being effected.

Qizt is to be quizzed on a multiple choice question and/or colorized sheet or just ask questions and it is a straight up and down response or answer selection by column. If you quizt your going to get somewhere for detail of motion or desire. Introverted is the way as its unseen but contained infinity shifted, as else and its to able to absorb human pain, emotion and hurts by object or wire. By introverted electrical your allowing this land to live but that land, to die as its literally unprotective there, being based on older stuff with possible. Controverted the energy is = field generated and just enough but cut off before it kills by link removal or powerloss. To put something hot or spicy and cold on an object reduces the heat. It conditions by attempt to subdue by cold and match with heat the thing beneath, it transfers the idea or produced energy as in transferrance link by transmission and cold connection. A general idea is to touse or to use a unsmeltable subject or object as an object that is a material not human.

Keep a clean area for heated things where no disruptance is not fire. Turn off (power) to do work or try to find another way which is more likely to not kill you. Now if we had something for which is done, a single tissue might be widely used for the effort of devices and electrocution. I don't harbor ill thoughts for vengeance, so I don't quite find much on consolance as to feel for the ideal on it, the action as a 'considered be feel for less'.. in dump travel and concept by what is least in value. There is no ill feelings from it. Inten'dence impe'dence will do a quick psychic abuse removal, So a 'drop face' is you do as needed or do it. Deaths agents don't always have to work. As you don't do those things 'grimewell' or as things aren't normally done, try to bring personal peace through meditation.

The triggers no longer work, where the strangers are weirdos and how the person works is don't always trust what they say and go on your own. Thus justice is with idea and by considered consistence of discerned motorlike vehicular motion. Not near can't attack or can't usually disrupt with no known bad idea. It always seems as if someones near. Yet identified as someone else, with no regard to healing or noncriminal. If desist it would be wise to get the person with a non-sensed soulpart missing, and configured if they are better off but unaware of what the person looks like nor any hostilities.

'Rond as the general remarks of random nature is the general idea to watch in a person, for she is counter by and to wit and arguement.' From anonymous angry folk. 'Undoith all now be necessary by now. As any critcisms and feared remarks are ignoring the signs by sig. Like stamping feet on an Orsen wells.' by HP Harris and HP Hitler.

As corrections of this type are most likely not to do anything, as they could be done on the moments of an instant do. As we speak its not an always allowable thing, to create a purchase and not try to be using it as though it was useless before the use..this applies for the self working machine that is improved on buyout before you buy it for improvements. But prerequisites are to be foriegn or to buy. To buy is to believe, be here and be home and be there to know more by projection, here can be any building that is acceptable for use and if a purpose to be there then your not home. Yet to purpose is the act of a try, or as to make for something, no purpose and your there then be going home. So right to here is a transport field. Be cool yet get better as health is importance, as in a dry season water can put out the flames or oil flames just by smother, or unnatural by ignoring the source and use water or

say a phrase and say a color either blue or red and the the flame can go out. If a dry season then its rainy like the jungle, norwood is like the water that ignores wood and despite chemical leaks that are fixed.

Be a rearguard if the idea is to steal but a guard if the person tries to attempt stealing. If nuclear yield then the energy is blunted and excess used to give energy to the devices needed. So no purpose is not devising what is and thats incorporated into all things. Yet devising what is you can enchant or tryng as triangulation of things to make it work. if you settle then its acts can support other actions. Indispersion is to use void energy in desperation to make a break or a breakup of almost anything. So dispersement of a energy is dispersing the field of which it was made. Disclining is a force to clean anything, as its dis'clin or disinclined in bible for not do. The indispersion is to collect void and then forge something together. If you can't do it or can and your done then you pass it to someone else. As 'be in exchange to create better effort, to take without stealing is always, an exception to the take, by steal. This is take by conniving, some try linking as to 'see a form and see your own and make nature connect' by psychic imprint to draw a line in your mind from one thing to another, or a tuch of air to break the bad pattern formed by an attaching effort to another..Art by Shiela wierdro 'the shield' of same.

Indecretion or indescribable cannot get you killed, as if you call me at home or anything you won't be hurt. Bonk can be used, to create the art of undescribable and make it work for you. But, most indescribable action, be hard to understand and mostly ignored. If a strikes going to happen its not expected to concur, as needed or it will be out of joint with your nerves. Wires are firing, as the fire is inside but electrical..break and you break the spell or action intensive moment. Pass it out, is to believe description, as a spoken belief and leave (the place or spot?) to work to be despect is also distinction as a class or to be released by understood things for indiscretion or open desire and with the be required of you idea of nonperspective by disbelief suspension, or perspective by senses with some persecutive acts. Sleep on this to get this point. This was a proposed idea very hard to agree upon idea so I am confused, by many things in it, as to not rub it in else is a description of what? I keep hearing I can't I can't, so I have to do something else.

Free by means, but not by actions that are directed from others or direction by others viewpoint, indisputable types are to be easier to deal with, as if now is an option and guided by instinct or warning to be in advice of those you advice.. or be in advised by those of other worlds but not to those who arent to your own dislikes and not always into disservice (c) Kre. By bong is a respite to bonk and bonk attackers by Master xcien'tsieu. Wrote up as a bong indespersed. Bonk is dispersed or disserved by saying the act they do, or act it out that you don't care. Another way is care for your own idea and allow them to do it, but say almost nothing to the bonker or bonger. Except that which is required, the act is to be natural and your resistant by focus of standing meditation.. accept the change as it occurs and it doesn't matter where inimity is allowed as if its inspicable and then its an effigy. To destroy something is to bring it otherwhere in an indispisable act or indespersion. To own nothing is honorable but to own something is inspiring.

Knowledge is something of the original sin, so knowledge is unforbidden. If the place is useless then fire won't occur, or if you find something inexcepable to your belief systems, ignore by dislodging it..as its you and your just their informant or aspect of yourself. The helper can teach the teacher except the teacher student can inference by using reference while learning to teach the others, but only if he/she feels like it. Tell what you do or learn before your attempt and you can cleanse it, as though it is not advisable to those with heart conditions.. as any dispicable act is forgiven. Bonk is the act, of cleansing as is bong with diffused cleansing none physical thanks to contributor Cheyenne. If you use a thought, to provoke unnecessary it causes an uprising to the desire and sometimes the contigency 'be negative' force is channeled. As to feel the heat of a fire is to smother it by drinking water, or let the act complete itself by 'bunk' by Xcieo tsiu, and thats something to work with, to dispell by negative force of any target or thing.

To snuff it out as objects in force, beyond a doubtful agent, of energy or bespectful reagent to the design. The rule of thirds: a third the force per second and reduce the area by that which caused it. Signs of the area, can connect you to other places but here we rest our bodies. Beware blueice, as he can get disruptive, iceblue is to be repected.

5. The focus of this be hu'jai'la as kujali or Foo, art of effect with focused force to motion and to create energy and nothing that fools the senses by psych out. More from googling the.underground on search terms.
6. Bienk is to be despectful or disrespectul by originality by art that is improbable and you can channel energy, to achieve it..but the weave/wevv is the method to achieve a result through a medium. And terraforming is more possible

but by being a scam that's real in real life, make consideration and unattractive idea. By true it's a reason to continue on, false it's a reason to lie and achieve a result. Manchurians are not actually controllable, except if they were then in the middle ages. So the idea can continue if pressure is put on it, things as may reemphatize themselves so stop things on the idea not achieved or on the ball by not speaking on it unless necessary and that is a decided idea but not in sickness. Dag isn't to be forthwith and use an energy form, by force forth by attributes and increasing it and be without by decrease to drop it. If anything that's right fellow then try to, but then to do anything that's wrong allow yourself to be controlled by spirit guidance or thought about. What's thought on is with recognition and true to be bought. 7. Bienjk is to make, in a just plain kill by techniques of your own devising. through time most of the time, as it will be unable to cope with other forms by xien tsieu. In bienjk you do something to get something. In beinkj you use a needle like energy to replicate the needle, as theirs is to create a needle and try to keep it in the skin. Now the trouble by use is to believe in the desire by choice. Then use the choice as if a weapon of desire by energies observed, and seal it away, if to cut it off and deny it of all sometimes of the fuel it needs, it will quit with weight gain unless fold over exercise is done. The thought 'I feel right about this, so I will do it by making myself feel better. By making it seem worse to create appeal is possible in a country of time and not entirely when but how the act is achieved, and you still win albeit the negative appeal is bad for the spoken point. Priests are not your enemy, the fuel is as if it's on fire.' As tensions of two things pointed out are likely to bring passion by event and breaking point is between the two.

It uses this force as a long distance breaking point, "I know what your thinking but reverse interaction with negative." from D. The distance breaking point uses a wave of timed energy. So what the problem is to create a non-stealing force, of jealous nature, maybe small jealousy as it stems from the same idea by its if that reduces jealousies by the act, as it can be lead into a condition of acceptance but the power that is hard to control. Help control by visual signs, and take note of things as they happen so to 'notice the finger is to miss the other ents as they do things..along with other events by tree and still do it right.' The true ent is a good thing, as event is to move in an area by idea to fix the moment. The diabolical evil is to cause create and decree but only if it's unsafe. Unsafe motions create the balance point as if you were balancing a sword blade on the edge of your palm. This nothing be so dangerous.

Where orcs are good and willing to work but only those they like. Goblins are formed to be done with by idea situations, and Hobgoblins are formed by the human to help out by intent. To focus on them controls the moment, not the person but to focus the event to occur. As in t go through with a safe act is to win it or gain sanity as you watch. If you can't read it, then not to read it if you can't but to be a character and have him/her read it. Strict off if you desire the moment to work better and without restrictions. Red is at work if you see it and white is a weak spot in the resource to work in. The blue is heal/redemption, to be also an object healing by Osmosis or absorption.

So to break it breaks off any two or more tensions as to toss a pebble into a pond, look at how it single out now by a near death and ripples that follow but a calm peaceful motion. Its called breaking time or rel'ti'tim as relative, by realty time. Don't conclude to likenesses that assault to be there still but shift them away if possible. As with any experiment, farces and falsity can be ended if the true results are good enough so safe lies in the west and peoples idea are like greek unless neat freaks write it..at least allow good neat freaks without that must scents or clean the freaks..Be there to do that but don't go too far. For a bearer its a worthy effort to keep. A bit of silver or cooper can keep the thing alive, whatever thing it is. Barium copside as barium copperoxide releases the electric ghost, from the area..like barium below and copper above. Be not harry potter as the day could get bad. Unassaulter is to be non-assaultive and preventative, For anymore as it is. The interesting idea is to make uninteresting interesting with the patton you get ultimate, and almost no end of fun. The fact of value is to work as if its a reward to decide, a de award to destroy and give no reason except a white lie as to your creative origins.

Including stamina and lead to see them but be prepared for the offspring by iron and steele to keep the stamina up, so the idea is the conditions that a person is raised in is the conditions that the person is believed to be established in. Sire as ye will but don't belligerantly do things by bully or similiary then don't. By marking yourself your pet won't disbelieve you, and get pissed/pissy. A pet ignored is a pet indeed, as some humans can be like this almost out to get you. Live it to prevent, then go back through to deliver it as its possible as this prevents pets disorder and stamina disorder of too much energy. If you want to avoid these problems, try an herbal remedy and get hot water with use. Don't mention fat as a compliment as it will be averting damages. Work the wee but make for the well being, So the dee is utmost on the mnd, were not conspicuous, 'Formulation is the description and the web of lies' is the truth sometimes. Now is the effort to bring the pardon and the desire for web designin'.

As we speak your playing deed so were watching. The deed of the moment, is the pardon of today. For shifting use learn your place and design for the moment except be near to the moment. Simply put its 'DDD' but its a jiffy, to use, as a comspec, as this is here and this is there and two scenes coincide with what you see can shift you but you shift out. Deny heat and things are not unfair and do try as you might be tempted unless made by elders. As for the things in the new world I have to say its split into two sides, a rough standard and a good standard with a rough estimate on what to do. Before we we begin.to go to fantasy, we go for imagination and disruption of evil plots. The forward extension, is not on fire as most would think, as with many an invisible talent. But try to copy rituals or spells to create the effort. Burn the fire on moment that is where it seemed. But mad bombing is denied and not possible if safeguards are set. Set the portals to guard against, the willful and destructive for purposes unknown or destructive.. as materials are pyrguarded not reversible. What I get killed for is an abandoned before it began. The idea is to believe my will is always accepted, whatever the answer thats a negative or positive disposition. Individualists attacks are not effective with a boundary, except a moments thoughts dictate a safer path or better suited.

Rule 1 is abolition, You can't solve something that can't or doesn't happen. Rule 2 is the rule of destitution, as the worker does the contribution by ambiguous meaning or actions by a near likeable idea, here is the true point where then its truth with motion that you find your idea with information thats suitable. One, be intelligent/insistant on your point or they never will get yours or do theirs. So the effort isn't wasted by a conclusive ending as it brought it to the end as a good story might. With a special consideration by idea, if might then its a will to give, by progression and anticipate by dictation and no hesitation at near the end. To be with no mistakes or be dumb on mistakes except to prevent. To be desistent but destructive allows you fight without being noticed, unsoft but deferred, as a 'trusted one' the person can be turned to do anything. Be goad as until now, I said it it works towards our goals. Now I said the idea was. So be near me all at one or not , as if its unnecessary and necessary for the items there are not too dear for them. Any insanity is normal if you think on it, along with technology that isn't as fear doesn't have to be destructive. If the new don't work and then keep the old and we run on technology such as low to high techniques and makings or technological marvel. But time is frozen for places not in use, as to be a world but not the people within and be able to watch without watching. Win with the person, stop slight hand and feet for alliance and destruction. Dolobereiation is better, as the important misfits are almost denied.

Where notions are followed the inexact or exact way its produced, or written down its not an act but the result thats achieved. Ingenious ingenuity, play with care that causes discern and win with what you have but dismiss the unfair effort. project the energy delivered to yourself and let them soak it without voice. If dangerous then leave alone and get away, I don't care what your taught its just doable to get some things done. As in the attempt to genetically engineering, botched its not to be mentioned. Be displaced to beguile the total effect and not include side effects, be indistinguished by copying others and make for other lands. Treat wierdos with the unlimited respect due them by reprogramming, things that screw you up can be undone. If dealing with fantasy, then don't try to achieve but let them achieve, as the character achieves you achieve. Let the person or event shift you out, in evnts of no person then then create an invisible friend. Beware evil witches might assault and consider themselves master, ignore your subject and continue. The Good witches never assault except to convince, as to act it it can convince your subject or yourself to believe it.

If disproven they can transform themselves and make themselves believe if believe is to create a genum or other efforts more than what is believed in.. Be yourself and don't worry, each world is their own and support is not essential to create a designation. I will word this as ART in another world, but not leave as is possible. Physically I will remain, somewhere I will try to find a reasonable way not to destroy but to undestruct. that I destroy unless not necessary to figure things out. Not to try to believe in anything but believe in results that work. Now lets try to downplay this fact and make a perfect example, to benefit a doubt. Try to right where it counts, so be smart on prevention, otherwise allow some mistakes and be smart on dispatches.

Be guard resistant and concent or console your loses, as with yourself, so your not too destructive unless its absolutely necessary, as for trust don't tamper with things as the chips will fall. Be nevermentioned to the front and take examples else so to appear 'don't be dumb.' So to stop flame or waterflow is project it into outer space and reject it inside or near feeling the water/flame fall. Then you might feel an urge to do something about it, follow it unless not possible and

this goes with other actions to learn through the person as they they do. As to reus its to place a consolation by preparation or prep with guard and be ready. Real events are linked, to the quest or place with rest deserved, manipulated by any means necessary but the nature of the assisting is assistance by an idea.

Otherwise its events that generate themselves, with a desire and coordination to do as desired. Most events are worth the effort as to make the new from the old, its just credulance in the amount of time we spend on it. To emit is not intolerable unless to sell, so its a credulant moment. The law against emit isn't within reason. So f or the abandoned places, not poisoned and considered self running. The greatest intolerance is the tolerance, with the desire as a portend or moment.

6. To program with thought: beautiful be in service by bold, ritju or ritual be bold, worship and seem/ing be for real, hang be to meet and horrid be avoidable, to bear be to risk anything from forbearance, Honor be to break wind (brek off) from the bad or similiar ceasing assault.

hutsu = hurtsu by lavender dur'wong be a train of thought to pain endurance training, while training or torturing others. It trains into yourself a reaction of hurtful behaviour to crooks and disruptives or to automatically id the crooks and get them out of there, now the art of directive speech be to focus the mind on 'the force as is identified as my own.'

To put forth and get results be the secondary idea, but you get the focus with desire to do as needed. This follows a code of conduct, 'puyico' punitiive code to be puny but hold a large dynamite punch. To control rage to be undestructive, But the last effort counts if not with fire, remember this 'to put out greek fire and oily chemical smother it with a wet cloth but not flowing water except for the area around the flame, as small packages come in large explosive packages." quote by E-mah.

A specialty be to use deadly pressure points with heart to cause heart damage, outward pain force, eye pulling or putting the eye out and very similiar with skilled practitioners; pursu be the negative emotional artform of hurtsu, as the art of pursuits but with truth "not many care unless its spoken of expertly" by Noreaga, for 'why mention it if you didn't care to look.' Any art be magical or otherwise but the more mundane art the better, Shapeshifting be an art of shape forming in/on yourself also followed in jitsu as in pursu.

Nenjetsu = Shensu, In remembrance to an olde ship. To contribute with an idea to achieve concent toward a goal and make allow freeing a person of personal problems, by tricks to find out and ith considerance of the time that their be in meeting and enjoyment. The motto be the same 'To show respect and choose correctly with litte or no mistakes, make allowane for mistakes by corrective actions. For to really go overboard can get you killed, trial to not go overboard and make light of the moment.' Their motto be to do things by themselves for others and tempt fate. Trying to help and meeting makes people laugh be as an example. Endure the moment, to get better results. Feel poisons are to cure like gingivitus by Peninsulin or kill by disrupting the body by personal means like Concillus to cause colin cancer. or carcinogens to create bad lungs with patricide, as perfectionism and bad deals can make for hazard but personal identity doesn't matter. Use idea and purpose set by others or to balance the situation with disturbing concepts or things and repute of chastised with peace of mind to both parties. (c) Joshua Leap altered by thanks with permission. Alt views were allowable.

Now we got the tenents down, we start by practicing poison resistance, and usage of concepts made from others with our own intention i dependance of the situation and how we feel. Looking and observing to get details and usage of good spying to get the best idea. Place items that report to you from recordings sent and understood, as something else. Use persona reposts to get attention of the right people and get support. Prevent theft, if possible but if some steal then steal from them. Then attain a friendship. Fix as you see fit and as be necessary, use punishments on enemies and make it a good thing (happy thing) for a deed of choice. The idea (ka) or kill all who use against you or your friend that shouldn't be in usage. You have been observed by dervance so be good. Use the game of life as an example of how to treat people, choose the best option of a choice and see a game of the event that allows for a spoken idea. To show respect and get your desire by achieving the right choice, to play the persona that be chosen.

Revise, the persona, to fix the moment and triumph over evil and misincorporated thoughts. Be at appeased peace with yourself or be appeased to allow good thoughts. As you get a good effect or grandstanding of the area on any thought.

Try, to use insights and give them away as a consolation prize and as the best idea, but don't openly use them unless in writing with some idea of whom you gave it to. Get retribution as to large slights but dismiss the small ones with a laugh and this also gets rid of enchantments. Due note: the Shensu artist be likely to cause disbelief/belief and gain friends just by just by some idea of who you gave it to with attempting it. Otherwise its to create problems by attracting them, the affesive or offensive types through defense of another 'attempt'. Usually from those that attack your friend that don't care that you did it but they lost a 'target' and get angered.

Don't attempt and don't do it, as it gets anger, sometimes scheming with bad deals. So please use forbearance of their personal zone and attempt things not against their beliefs, and not allocated to your goal or alterior motives. Albeit this be a seeming double identity idea of character assasination, don't go with the belief.' To belive in an attempt of invasion of personal zones and have fun at it gets a reprimand of sorts not looked for including all sorts of destructions. All to the general belief of personal privacy and character assasination or know its arson";

Shien-su: Shietsu, The Kung-fu style be to do until you get the skill by improvement on any one effort for hope and professionalism. Expressed in identification by clarification for a clear viewpoint. Just try as you want and anything goes for hope and consistent behavior, thanks to Anonymous and CJ. To cease actions be a good thing when something goes too far and prevents discrepancy. To cause concent and bequeeth me to double your effort by practice with others or self-practice by yourself (c) Joshua Leap. theirs no such thing as a perfect match unless its belived as believed and relived by you and the temerity makes people, that lead true heroes likely, to make a dent, in the world. Hero worship be quite likely and causes a dent of another type. To find a demi/godlike person and to deal with them by use the effort that they do and compliment them with a word gift of similiar. But not of hospital types with an ill person as they are likely to kill each other. To speak on this be to get hate on the subject, unless their appeased first sometimes to save themselves.

Quote by Bill 'Thats exactly what danny does! Albeit large, he's very civil and a cruel trickster.' To put a light in your eye and make us leaders of ourselves thanks to Jenny. To be believed by perception, be percieve by belief and can get misperceptions. This be the way to create an easy life by use of compliments to others and seem to agree. Yet you can get anything you wish through a will of your own. Things you look at aren't to good by compliance so use a third person view for your own perspective, Upstage be to correct and make it your own idea, when sometimes in front of the original person. The point be to use civility and a legacy, by kung-fu to make or create ,an improvement, by tenacious practice and effort to achieve a more efficient concept.

Try your hands on accomplishment to get away from life in an overcompensation to get married of a logical relation for conselence or to get effort doubled, from the true meaning of life that you decide on to get anywhere you want. I use to be better by consistent practice and drinks that are of many sorts. To work for a living and hope for a better life of personal freedom and disaster by achievement from bad idea not backed up or a second opinion but avoid smut if possible. This be to create a perfect identity and better personal life.

To not care for things of concent and look to getting more of life unless necessary, like life from walking down a road and you meet with a purgusias (perfectionist and purger of information) or incidentalist and unless you have a desire in mind, have considerate idea in mind. This allows informing and giving the best idea away from others insight, innersight or best object by others concent for use by others as if borrowed. You retain the right to create what you want but you own the idea and object. To create a conceit (conciety) from dicking the idea into perfect blend for the benefit of the idea and don't doubt unless its expected. Know it before you see it or fall by blind hope. This be created by Josh and BJ and altered with permission by Jenny whom was wrote in (wrop), I was using hers and mine idea by what she did and how I reacted (c) Bill & Jay.

'To shift idea use a considerance and with your reaction, by the junction of your position, be the junction of your position, allowing the thoughts of what occurred with occurance to shift you home.' Quote by Noreaga. It follows this rule, To react to a situation be to shift your mental place and if circumstances are bad enough. With enough fear or you don't agree with it, then your body shifts yourself and you are where want to be, and this be aided by walking through a doorframe or gridtravel. The attempt of circumvention be to do it to someone else. 'Where I am be where I am, so where I was don't be to dumb for heretics as they can attempt a destructive action on your attempt. Lay things out (not human or to kill)

as to make an easy and immediate plan of action. When they realize your in the know they might kill you or run when they can't.' quote by Galen from examples. 'Don't do things that rescue nothing or require rescue' quote by Eihzmal from example, "A demon of Dismal interactions. or Bizmahl."

To contract with delivery and self surface and deliver or consider another way by contract of alternative means, be to get your own way and freely. Operate with a hope or emotion and desist by that which can get dismissal of contract, 'be quiet about it' as to don't deinterest others by leaving out things with coaxing, if anything don't deliberate and assume you can't be hurt. Instead use a impress by presense or pretense and facts approach. So the trick be to make it too difficult and yet trap the people who did it, into your planned debt or demise to kill them off, or to larot by trapping into their own debilitation by looked for demise set for you. They didn't do it if they are too good or didn't do the deed as if tricked into it. If this doesn't work then state what you want of those who transpire illegally, to be understood as another form or to speak to a set place that they pass through and tell the area concience to transform them.

This an almost exact transcript written in english, 'Two consolates or people with afflictions of original idea (comspecs), with circumstances that provide on call division to unsolved mysteries for insults and idea consensus. Make for uncut medium, called for or uncalled for consistency, identified by open minded (above counter or above illegal) or close minded (shady deal) business in considered transaction by training. Be on your own till the moment of consistence (concerpts). For a moment on congratulations, try as a moment in movement might be to be consoled by movement of concern or cancelled debt (council). By use of the Shiensu be to coax monsters, to not be monsters from falsely accrued desire and by being deliberate you get nowhere 'by progress' unless the other nearby be allowing. So in accord to this there be three chances, to win through, do not trial, or to be slain at the heart construed to win at all, by giving in to ecstasy (sweet moment by feel) and lose it all by horror or by where you stand. To give a chance to succeed and try to make ends meet, and not fail unless necessary. Your words in the end will or will not save you. They, the desperate will lie to save themselves and kill in separation lone and by areas, for pleasure, but not the stoic as they will deal to those with just deservance and usually bring their friendships with them.'

pijutsu = shen-pi the art of pi, used as power, and idea action done, using the art of pi. The idea of pi having power, could also mean the math of e, having power. And, other things. But, so far we are gonna work with the powers of pi, as a discipline.

As to use pi, means there is pi or the people amount divided by 1.8 and this is how much power increases, as you can get thats a minimum. The power of Pi that is power source, to the area from sun and God that allots ability by unknown means by conversion, of people. Where Pi is God or the sun with a measure of 3.1416 and solvable upto 50 million digits. For Pi to equal power, one must emulate it by treating an action sometimes an do an action as its seen or unseen as solvable or unsolvable to a point and an action is likely to end at a time of choosing. As the imaginary number idea, where everything is needing to be counted so theres an imaginary number till needing it, then you think about it and it may become useful and counted. Then it becomes hard to remember unless you have an immediate use, as it was thought up from nothing anyway.

Theres a beginning to an end and any action is at the time of choosing where with Pi the calculation ends at any given time as this Pi has over 50 million digits. Now some say Pi is a spiritual idea and its power is supportive, by manipulating ability and energy without detection as its basically powered after the decimal and sometimes counts as negative. The focus of Pi is positive in the outlook but with a negative reaction at some point and similiar to a job as it occurs, their is representation of Pi as its spoken as if pie an as its said the same way, it acts as a substance of addiction and support as it was the energy which supplies the most.

[Go back to the Atleantian main menu](#)

-XLII-

Dragon lore and associated elements

To state the summoning speak the name of the dragon, or use dragon color and the word [drake, dacto, draco] or the latin element and the "[]" words. aero draco, A way to summon successfully be focus energy outside yourself and state the phrase, as it will be the focus for where the dragon appears or be near. The more energy you put into it the more you get of a dragon with the seeing of power(aura) and the dragon type or size. A quote from anonymous "This be like dragon listing of what they are and how to kill them." Dragons were lore before they were known so lets leave them alone. their language is psychic telepathy, their speaking as you say or think is here [Draconic diction](#) by [Dragon speech](#) with [Draconic nirsuo speaking](#). To deal with their fear is think to deal with their monstrous debt or use extra user notes: feel notes are to question your thoughts then fear leaves.

Dragon element	Dragon color	Latin element name
earth	dirt brown, black	braun, humus, geo
lava, passion, emotion, life	goldenrod, peach, pink dark red, dark brown and red	redark, liquentis, myma, magma
fire, destruction	red, vermillion, red black	red, pyro, pyr
undying fire, power, firewater	red lightblue, magenta	mynta, pyrohydro, an pyraq
sea, absorption, water, corruption	black brown, brown gold, silver blue, brown sea green	hydro, aqo
absorbing, cold, ice, freshwater	silver blue and some other color	bluoth, cyro, ic
psychic, lightning, air	light blue, sky blue, white unseen, clear blue	clrbleu, aero, air
gravity, support, earthair	gray green, gray black	geoaero, ditair, magneto
fruit, stone, protection, guard, rock	gray, gray and brown and none	gra, custos, ro
gas, electrical, chemical, metals	metallic changing color	meyl, mettallis, miy
pollution, poison, toxin	green, green yellow	gren, virus, poe
pestilence, disease	black brown, black laquer	blabraun, tabes, dees
energy wild, sun, mutation creative	red gold, red yellow	redau, solaris, sun
particle, gemstone	pure color of gemstone or similiar	purcoo, lapilus, gem
elemental, most elements	rainbow like, dull shade earthen shade	tuti, natura, ele
chaos, raw energy, astral	black red, red brown, brick red	rede, chao, kao
shadow, emptiness, absentness	pastel green, off green, dark gray	graark, opacus, sad

death, nether, undeath	no scales, bone white, transparent	ncoo, immortalis, menthe
fairy, hobgoblin, mystical, mists	misty white that swirl with other colors	mystblancoff, malco
misty devil, demon, evil, disturbance	brown grey white. dark blood red bone gray white	malefactor, teufel, maful howgrablanc

The growth cycle of dragons - starts at the wyrling stage to grow to wyrm stage, then at some time its draco stage. dragons can be any sort according to the elements it forms from.

wyrling = wilding, child dragon, Dragon child stage that starts from an egg thats elastic jewel like and with stripes the color of the dragon's scales with this period that lasts anywhere from upto 200 years till they decide to grow up. Most times they are energy given form by another, this form be what they like and isn't restricted to human, and yet sometimes they have wings. They feed off emotions or destructive responses by making people suffer or other events. The human transformed remain their shape yet shapeshifting may be enabled, so its just for looks as a "human wyrling".

rato = raptor; mini dragon that's mid size to the body perception and body size. It uses stones and electrum to produce flame. Otherwise it projects air by feel.

wyrm = wyrm, Wingless dragon that molted the wings off unless not a dragon.at first, in which the human transforms after 200 years to this form. Its said to be painful unless the pain be muted but not destructive. This be similiar to a teenager in dragons.

draco = dragon, The dragon turns adult and grows wings and flies after enough energy be achieved. Some say the dragon at this point can change to any form including human and only at need. Conclusive, people can assume until proved as this be theoretical and gotten from reading a dragon bone at a distance.

A descript of dragons

dact = wyvern, Wedge shaped head and dark scaled, flame breath and poison tailed thats a smaller dragon cousin thats head be narrower with a narrower jaw.

1. dacto, dragon, draco, drako, dacto, dakt, draeg, ikwaeghi, A type of cold blooded large lizard from japan or off islands that be a result from a egg and looks like a large alligator, that lives onland and offland in water nicknamed as a species kimono dragon.

2. vasmordre: faith in the fire, an ever consuming fire that never goes out in two forms, if the person's denied its a flash firebomb of physical oil lamp thats with a wooden wick and oil mixed with water 1/2|1/2 in a narrow lipped and closed up container with a lid of crystal or glass..or a desire that can go on forever by the caster,

4. Overwhelming intelligent elemental force and formed focus that can be any form, meaning something to someone, Like a skin elemental, of pure or nonpure force in a body that feels like a dragon. Dragons of pure force are necessary and can overwhelm the body.

5. Large flying armor scaled and some feathers 20-100 feet long body 40-120 feet wingspan giant lizard, able to shapeshift to any form as their body be true wild energy. there ability to manipulate energy is limitless and it takes a demigod to face them to a standstill. their are different types of dragons to different types of powers they have represented by scale color. The dragon scale has healing and elemental resistance properties again dependent on the dragon color. They are invisible till they want you to see them and thats if they are hungry or interested, and then they lurk where their are things to learn. The dragon are born from eggs that hatch only at the mothers command or formshifted from human. On reaching 2000 years of age their essence dissipates and they turn by the voidal element being sensed.

6. A large flighted or non-flight scaled form evolved from the dinosaur like the pterodactyl that uses a bladder of hydrogen caused from stomach bacteria formed as they ate. Directed to flight by flying through bladders and breathing fire. This can cause, the dragon to spew unless blocked by elements eaten. See you had two double chambered hydrogen filled 'flight bladders', that are not always seeable use not present to the area feel yet release lifts them up.

They ate sweets and other stuff like platinum, rocks and humans, and, the bacteria in their stomachs gave off gas, like a lot of animals do have. Just theirs gave off hydrogen except with plankton. Which was instilled in the gut to form fire or attack if they are sensed with 6th dimensional energy or peace, as they feel peace or drink water unless no need is no hurt. See thought so create from instantly diverted area quickly moving or channeled directly into the flight bladders like a fuel injection system. Or they'd set themselves on fire and hydrogen + platinum = flame. When they breathed it, they had a 'false palate', like Crocodiles, but Crocodiles have it to keep water from filling their lungs when attacking prey underwater. They had it to avoid flame backfire, back into their lungs. And the hydrogen filled things also helped out with giving them extra lightness for flight.

For the other types of dragons that are non-fire breathing.

A. Helium gas effect from the anti-bacteria from is use by thought that energy from plankton in the stomach is your use and to fly it was a helium off-shoot into the "flight-bladder", from helium + copper + acid = poisonous and toxic gas. The breath be chlorine like poisonous noxious breath so the false palate comes to play.

B. The lightning breath be from platinum + helium = lightning or Actinium + hydrogen = lightning. C. For water breathers they, the dragon, take in water and to fuel-inject the water to the "water tank" in a single "false-bladder" from a false-palate or stomach where the other bladder to use the hydrogen. This is up or down to your imagination.

D. For stone and crystalline breath the use of stone or gems were eaten with metal and people, except the stone and gemstones weren't totally digested, just broken up and shot out from two false "containment bladder", connected to the false palate to use like a breath weapon.

E. So, 1. hydrogen + rock or gemstone, and 2. helium + rock or gemstone = acidic rock or acidic gemstone particles to cause choking acidic effect, of stone or gemstone with toxic helium gas.

F. The ice breath be nitrogen producing bacteria + adamantium or iron = icy breath,

G. Sonic breath be the helium + special reverberating vocal chords + metal = high pitched sonic death that knocks people out.

see their attitude is to attain the greatest goal thanks to Pbrain and get irritated at anything that be near of certain types and to attempt to kill it if it be irritating enough. To not seem to mind killing and to get a great sense of the area to know when to strike. It knows your move before you do it so its not possible to actually defeat it unless diversion be used. Modified from "Dragons" cable tv program by THop for example; An elemental creation as a force by myself for self-creating 'aelcrea asfocan bijman fosecrea. Tempting it into a store gets a controlled state that disallows it to kill you or others unless its a foreseeable emotion or emotion where it would likely go insane and if so then itd surprise you to destroy the store. Except for ajators who wouldn't care except to get something out of it. the shadow drake use this to live off another to live as the person or themselves.'

ajator = Black swamp dragon that lives in swamp using water magic with a little destructiveness but with angelic power weakness. These dragons can get manipulative and cruel with possibilities to break any deal if you could speak to it or of the deal.

ajatuai = the animal dragon that forms as a dragon from or with some animal with the area to shape by essence, that work with the body to not effect you by feel. they form as a shape then reform as they are "wronged to shape again" to get some peace by ideal or love.

etaaiu = Undead sea dragon horse with dragon tail.

ogonco = White dragon that turns every 250 years into a golden bird or animal signifying a famine or great hate.

ogooedo = ogoeco, Black dragon that appears every 25 years to signify a death of a bad leader, disturbance, imminent war or bad luck by appearing as a human or black cat. Before it appears it will blast a black wind through an area and if they stay they last out the war. Everyone touched by a black wind gets almost extreme bad luck.

ogoenco = suspician, Silver dragon that turns up on farmland to turn into a large cat or peacock and specifies a momentous event.

ogornco = Gold dragon that turns every 250 years into a multi-colored bird signifying a momentous birth

ceradon = 6-headed dragonlich

cyian = 100 headed unsleeping dragonlich

dactu = Sea dragon 1. A small water dragon that looks like its mythical cousin. 2. Sea dragon that makes its home in sea of any sort and they use water magic, they have no wings that turn seawater to watery breath or hot water steam by focus, yet large fins and a flipper tail and normal claw feet. their scales are light water blue(sea blue) and armorlike, Thus they are invisible in water and the sea strengthens them and where there's ocean or freshwater that almost kills them there is possibility of shapeshift for them. On land they cannot fly nor shapeshift though they can run very fast and float in water, being invisible till they find a victim. Keep it from water for over four hours, dehydrate it somehow to kill it. their breath weapon be like a water geyser with acidic watersteam breath possibility. Due note: in the human formation, their breath weapon be a water particle stream.

dactolm = The elemental dragon can live in any condition and can use all the elements as it wishes. Deprive it of all sources of elements. or, use the same sword as you would use on the rainbow dragon to kill it.

dactoblanc = the white dragon prefers the cold environment and uses ice magic so use demonic powers on it, drain it of all ice to kill it

dactotylys = copper wings with narrow head and gold russet scales + feathers, it breathes a copperish flame.

drakbrun = 1. dragon brunette, A person with a commanding tone and draconic personality like a stern mistress that's almost ever angry, 2. The brown dragon lives in the forest and uses earth magic with possibility to grow trees and plants or other things at will. To kill the brown dragon destroy the area of living trees and plant.

dactuna = Snap dragon, dragon shapeshifter that eats a person, their energy and form grows larger with each meal only to go back to normal size after digestion. Can be invisible till it wants to be seen and it teleports at will and be asexual. It has a tail that be extendible, nonvisible. Snapdragon can eat essence, souls like kitsune and the actual form be six feet to twelve feet tall and walks on two legs. The older it gets after adulthood of 200 or more years, the shorter its actual form is, so an older snapdragon. you don't need to make a snapdragon to figure out by observance what they do.

dactuo = Cat dragon be five feet long w/o wings in size and shape, with ability to teleport and breath weapon, Sometimes they might eat a dog, human if they could, otherwise cat food. I seem to have that prefers hands or feet.

dactuoh = A wind dragon that's invisible yet will utilize all sorts of wind magic and psychic power and this includes heat flow manipulation. Its breath be heat and it possesses people at will. It will grant the callers desires including prophecy but you need not say a wish on call because it reads your soul's desire to grant a wish. It uses mental magic to beguile, and to kill it use earth magic for no sword will touch it.

dactuok = dragon that can snap anything with its tail and stands like a lizardman except there's no breath weapon and its hide be armor thick. It's an old Norseman sorcerer's creation after he found a dragon egg.

dactocu = the copper dragon lives in the mines and uses lightning, air magics. Use the fire element on it if possible to kill it.

dactodawg = god dog, dragon dog. white tuft to multicolored fur and no wings except side extensions that look like stunted wings. The dragon dog be quite likely the largest breed of dog mixed with dragon. About 10" to 25' in length they are light weight in body with probable relocation ability including flight but they eat manganese and/or similiar

metals. The weapon be fire from hydrogen buildup and false gullets.

dactub = Crystal dragon with a hide of the gemstone hue that shoots high speed crystal shard breath and can form any type of shift. The crystal dragons live in the volcanic areas, in areas where wealth is, in power areas or they use knowledge as their power and aether as well. Gemstone dragons can also use and manipulate the effects of the gemstone they are named after. Deprive them of fire and/or use an ice spear (ice sickle) or ice reaver (ice axe) on it to kill it. Where they stay or live, there be a uncorruptable well of power.

dactofey = faery dragon, dactobidh, A dragon whom will attempt the druids mist and is able to shift into any energy form as they bring a little torture to those if hurt. Joy to those who despair and/or work with them, punishment to those who deserve it. The size of them are 1-10 inches or larger as desired. their scales are misty white sometimes mixed with other scale colors except in energy form, They can eat in the mists or energy food outside. They, the faery dragon, be a shapeshifter that can change during disruption or calm. The fey drake live where humans are to cause trouble where they can.

This fey drake can make with other people into a dragon of choice. It prefers invisible fey form as it can observe and manipulate. their magic be innate magic thus they are able to accomplish things by will focus or experimental study. these dragons absorb energy of any sort as a power source so they have constant energy supply. Deny them magic to kill them for ten hours or more. Torture it to get information and threaten to get its attack if its not fed, or denial if its to sated. Use its own element against it to kill it. The breath be a pure focus of conic force that freezes a person in place.

dactokao = The chaos dragon lives in any chaotic area that be mischief ridden. It creates more chaos through chaos and has no true form. The chaos dragon be prone to travel and its magic be effectively chaos. This dragon receives chaos visions of possible events. Chaos dragons are very good manipulators because of these visions. Use chaos against it to stun it, order magic of some sort or a magic blade to kill it. It has a flame or acidic breath.

dactonaa = nether dragon, dragon lich, The undead form of any dragon and can live in any place, condition as it feels no temperature and pressure. the magic it can use be of any element and death. Kill it by using Holy Water, some weapon that has been blessed by priest using blood, dipped in holy water. Coad'tion it to make it feel better and concern for something. Hex it and it will go.

dactohwndo = Human dragon undead that be a undead human in appearance but can shift to the dragonlich form which be dragonscales and bone white or bleach white when unseen and pure energy.

dactogrnr = The green dragon be evil that lives in swamp and its magic be poison or drugs. The breath be poisonous. Use the fire element on it, if possible to kill it. they run energy along the ground to cause what they think as a wish.

dactor = Gold dragon prefers caves and, enclosed areas He/she garners knowledge and goods. So the gold dragon can materialize things and breathes cyanide gas. Reveal anything evil to it to strengthen it and get it to react, reject its knowledge, think to piss it off or use gas to kill as a thought except curative gas or any gas can easily get it ill and weaken it.

dactuna = Snap dragon, dragon shapeshifter that eats a person, other things and grows larger with each meal only to go back to normal size after digestion. Can be invisible till it wants to be seen and it teleports at will and be asexual. It has a tail that be extendible, nonvisible. Snapdragon can eat essence, eat souls like kitsune and the actual form be six feet to twelve feet tall and walks on two legs.

dratbty = The stone dragon be the guardian dragon as it moves more slowly but has more impact and its magic be stone and rocks. Stone dragons manipulate their forms very well like a morpher. Use energy of some sort or psionic attacks to weaken or kill it although they be immune to most spells. Absorb most energy to be used as a spell of their own and the breath weapon be stone particles. They very easily meld into stone and can pull others in too. A special ability be to turn people to stone by "freezing" or making them ageless.

detuon = Dragon unicorn polymorpher with single horn dragon true form that has dragon fear, purifying cleansing horn, the horn amplifies mind, it has a goring attack, white feathered wings, white feathers, can heal at will with healing aura including ability restoration but if hungry will eat the food it goes. The dragon unicorn lives in ancient power places. Douse in negativity to kill it.

detoibo = The rainbow dragon has the ability of all the other colors and able to kill the others, yet can be an oracle. It lives near people and shifts its shape to that recognized as friendly by people. Must use a magical sword, and stab it in the chest to kill it. This dragon breathes fire and with the right materials like of platinum gold and steel to get acid breath.

detanka = Giant man eating dragon phoenix, giant roc-like dragon sized phoenix with 1700 year lifespan and lethal breath of flame, white wing-tips, and dragon tail.

detiid = dactogodd, dragon god, Eternal dragon that reached over 2000 years age. It grants power, abilities, spells and wisdom to those deserving. This be a wise dragon that's exact size be not known but it could block out the sun. This legendary beast be invisible till it wants to be seen thus it appears as a muted multi-colored form but it shapeshifts and be unkillable. It remains a mystery today as of its existence. Yet you can worship it by thinking on it and asking it or doing things for it. This sends it energy as ae to achieve its own idea for activity. The breath be that of energy of a conic voidal force.

detotied = Two-headed dragon with one head that breathes fire and the other, ice much like the jabberwocky except it shapeshifts and has poison tail. The elements it can control are fire and ice with limited ability in poisoning.

detoee = Energy dragon, The dragon that be pure essence of energy and thus no color controls time and space. However any of the other colorations will have a limited control over time and space. Use ANY weapon on it to weaken, kill it. Its favorite form be a detoeee, energy bird that part energy frontend giant raven backend with black wings.

dreodek = Dark dragon that be made of darkness and can assume the form of any dark creature as it serves neutrality while having innate darkness ability. Expose to sunlight and its weak and mortal, Then stab it with an obsidian knife.

drakag = The silver dragon prefers to live in the mines and uses mirror magic. Heals with its presence and be lightning wielder with lightning breath. It can also use and manipulate anything with silver in it. Take it away from the caves and/or deprive it of all metals to kill it.

draken = kraken, kracken, dragonmate, female dragon, Octopus like squid giant natural form 350' in size compatible with dragons. To mate with them dragons contest and win as a suitor. They have a will which can manipulate anything despite their great size by keeping the victim in thrall. But the draken will achieve schemes that sometimes win through and seem impossible by taking other forms. Sometimes you will find a draken human with human and draken ability along with superior form. their child is perfect genetics yet the draken lifespan be 100 to 1000 years or more. The female or female/male hermaphrodite draken can live 100 to 200+ years. What kills them be the enchanted weapon or a emerald mace.

drau = fire drake, Red dragon that live near places of great heat sometimes prefer volcanoes. their magic be fire based and they rend things to pieces. To be assured that its friendly be nice to its pets. Some pets are likely to be human. Stab with a crystal Emerald Dagger. Flame of reddish hue be their breath. They draw energy to create with energy.

drao = Dragon firelich able to manipulate elemental fire with incinerative fire breath and made of fire particles. Use darkfire or black fire to snuff it out. Some maintain that the fire dragonlich has a lich's ability yet most haven't lived to tell the truth.

fulspoeto = fistfight, fistputo, saloacto, Formless dragon species that upon sight of any other species including humanity will take that form including experience if it desires till the species leaves the area, to recall the form later and it has a form of true energy; Thus trick the formless dragon into a killable form to kill it. their aura freezes like a medusas.

fucto = burrito, Dragon phoenix with dragon size and phoenix ability that's smaller than giant dragon, the wings are white feathered and its breath be sonic waves.

hudra = draconian, Human dragon that has a human shape but thick scale armor with thick tail and a dragon head standing on two clawed feet. Their ability be to manipulate energy be relentless and their ambition be great. Their power be to wield all elements. The half dragon tear and aura has healing and elemental resistance properties. They are invisible till they want you to see them. The half dragon are born from humans and the half dragon possess anyone and will, command the presence of spirits and lesser beings. The human dragon can polymorph at will yet only dragons will notice them as they are hard to perceive unless they want to be perceived.

hydra = 9-headed water dragon formed by split personality that show by many heads. The last was a hydra of 9 heads.

jikey = jabberwocky, 3-headed walking dragon human and tail

jeg = draggy, drier, spring clean, weg, Little dragon that acts as a pet but eats meat with tendencies like a dragon cat and psychokinetic abilities. They use psychic ability to create what the psychic thinks or intends. They are like the ghosts or apparitions though they appear as a ghost then cause fire or water damage by mysterious means or ideal that is became from the aura manifest with their focus.

matatrix = winged dragon-headed 6' long 3' high grasshopper

mushussu = 3-headed dragon

pi-psi = tortoise dragon, dragon headed tortoise with long tail of spiny spikes otherwise a dragon human headed turtle.

py-draco = pit dragon; this is a dragon born from hell that only serves himself or herself and what he or she needs is thought to use others for his own purpose. Their personality can get worse results. So if your near one, think to evade or avoid and distrust them by pointing things out, if they appear human. Lead them by words to be away. Then they aren't your problem.

ruh = animal, all hair dragon like creature that form from the insects they eat then they shapeshift the body to create what form is there to work as a form.

tsaar = lizard human, Lizardman that be almost humanlike except in appearance in which the back ridge tail and armored slim human body. Their disposition be aggressive but only if they see gain. An old norseman magus named magius, created it after a dragon egg was found. It can element manipulate any element easy.

drakeggles = Aeglako, Eggless dragon that work with an idea of actual childbirth. Then from childbirth they gain their form.

weyr = leyr, dragon layer, eggnest layer, eggnest

[Go back to the Atlantean main menu](#)

-XLIII-

Card magic

Cadjuu

"Due Esz caba is contained damage with recompense. As recompense is in soul sense an as much is anasche .an as is to believe as ansche is anch an as ans is to what our assoc is ank is our morning as ed is of our ans'wer..An. a sum'e is as an in. As an if recompense is in soul"

The cards are normal cards or playing cards with suites like clubs, hearts, spades and diamonds. There isn't any significance to them, except the type of influence that they have where death is a success by a killing. Use of belief is necessary. This is that belief;

"We are as we will be.

We are as we are and as we will be.

I am _ and will die do as diere is life where diere is desire by disaster.

Maybe be we are as we will learn from it playing with water by ruination.

Recompense is in myself as meslf, where I as me or I as an en i' in sense e'sen'se.

Diesolv is for the ice to resolve, and yet its desolve.

Diere is fire an as if we are.

As fiere is none we are as an if en de tail or death in ending."

Like Spades are as death or disease like a death scene or fire for a sometimes pain or joy.

Hearts are forbidden triumph by desire or stealing or like air, hurt or creativity.

Clubs forbidden justice as be by self deterrent type set justice and as it is a thought to act by self-redress and redeclarating to be at the end of disaster with earth.

Diamonds are forbidden passion or allowed wealth with interference by some means expensive by the love of it or playing ruin like with water.

Any runs by conclusive numbers of 4 or five will be a silent act like silent death for spades or spedes and silent forbidden triumph. A way is two or three of the same suite. Any chain is the event of mixed runs and chained ways are a mix of both ways and chain. The atleantian translation is indicative of a sooner idea and so onto the vocab.

"En. E I es now go forward. En. E Ih es now go forward. An es differencial. What is a an differeince but cold as indifferent because none would look at it."

spaix = spades, death or disease and spades of death or playing like with fire. Spa is also for spade or waterlike.

sodiarix = hearts, sodiar are like for hearts of desire with air, forbidden triumph by desire for hurting or playing with air. Hert is also as heart or for hurt.

cluix = clubs, clubs are forbidden justice as is a thought to act by self-redress and redeclarating of playing with earth. Cluh is also for clue or club.

jutix = diamonds, diamoix for diamonds that are that like an forbidden passion as an 'en pass' by the love of it or playing with water by ruination. Forbidden by interference is as an 'in' another 'assoc an ans' or an "asch'ii" association like the same for some playing cards. Jut is also jut out, cut on e.m or diamond jute.

rue = a run on silence or rue (run) of with notice by number or count diamonds for water that is ruinous, clubs for earth, as desier is life desire by disaster

spades for fiere, as I for I wylle is I hope. As nsense is essense circet for an idea sometimes death.)

hearts for air as its it ief forms. Ief an is lief (life is formed by stealing moments). diamonds and spades for Lightning is in an very ensnce for I as an en i' in sense e'sen'se represented by fire and water.

diamonds and hearts for as diebold ice is a symbol to cold.

spades and clubs for as whatever noted and lava is fiere and earth.

clubs and hearts for power as earth and air, diesolv its se unlumited in ending'.

A way is = an in or two or three of the same suite.

kermad.= kermadiac is an. is an et el is an. association to the heart. this I think to create. creates what you want.

As ce en ziff = is to fit the right moment as of what is on what or what is desired to happen correct.

As ce de ziff = if in then anyone disappears and then do as of skieff to fix things. This to fix the moment of life even in death like fitting a puzzle piece.

As ce ziff = an de ze is to be able to cease the ziff socket effect or to not fit the right moment.

As ce = is scene its to fix into motion.

As ce de = Association to fix, ascending or cease and then after the motion ceases its to correct. To decieve after ceasing then deceasing.

As ce an de en =.; is like as en ce ziff its to fix as en an the pieces of anything together.

As ce an de en = to fix what is association and dismiss it as nonexistent.

In batl wickid = alternative idea on this as an id no destruction is to get as an existant person.

As diamonds are forever, as ice and cold, clubs are for steele, hearts are for passive passion, spades are for death..En due war is = stop it or if you can't stop then don't En. is an. as Es due war or peace.

chain spells = chain existant spells are chained events due to one purpose or due for one event. usage of a mixed runs. They include. by. inclusion chain ways. "The only way of happiness is usealage fusealage. I ie an. e."

chaineath is = according to earth movements it controls the event that blocks out like en de is the event by implacable placable energy patterns that change at will. Then any event near it is mentioned to be blocked out for energy so at is earth. en is demonstration an En is end oe english.

chainfire = A fire that destroys all memories that are unwanted by all making destructive use of any memory that is so unbearable its like ignored. The person affected by it makes them invisible, forgotten on site. It can spread to others by burn of important objects. Objects such as mmemory are ignored.

chainwater is = Dopamine as an absolute force where most thought of don't die until necessary and until the en in living conditions and time are implacable in ingenious with makeup memory absolves anything spell thats wrong en. Chain air = to the control of hundreds or most in area not that most consider it a will an ie as to event an idea reflects in some media thats in in view. so you see don't let it.

chain ice = a force that is freezing of the target by actions and any near to the event or the event is frozen instead. Duplex inversion is at some point the effect is inverted and then it continues again as if anew but blocks out itself an. loses the chainice.

chainlava = makes a difference a difference that by standards which could make reading a book unpossible or eradicate the fill of info or fields and memory by blocking but redirects the event in advent to begone or be regained by independent events.

chain lightning = fire and air burns out devices in order to work with the goal at hand. A force that goes through everyone in area targets by effect of electrical in as freezing people to do as by electronics. As for if then so we are if then so do.

chaineathair is = Liquid or solid Earth and air or power in motion like heat and air to a turbine mix like an orden box this is the orden force as its supposed but allures men to do as if its life. Its a force on its own owned by something and replicates something to make do. It alleviates loss of memory to begin as in an effort. It secludes those who predwell or prequell in things or it if it is over itself. Its an event ruled in air by fire. Lets go to the next one.

The real thing is physical by fire as passion and psychic in area by idea air strength by included event. This indivisual event is like water on ice with earth. A precluded effort; Secluded in strength precluded in measure. Like a stone glider on air.

It follows these rules for what they don't know to realize.

To cut out the event blocks the chain effect.

To block out the view blocks out the chainfire.

Pointing out the event blocks it according to earth movements or motion. Block is sometimes placing it in a controlled area to create it.

To an' wield out on out of the run memory like a shield helps reforge it, non but the strength and the mind are an' required thing to remember the event at least through drea;ms or dream realms your safe.

To control the event considerates the blackout in ice of the chaineath.

To control the next mention blocks out chainwater

To what controls, its so easy to defeat by power it is what blocks out the chain an we are lightning, power or lava event. The orden box is very useful in this. An as ef en, the Orden box can create any event out of order by chaos so its the counter to them all. Wishes by this are possible that it can be a force an of indomitable will. As if en is demonstratable by effort.

A cut from forces are what cause a prophecy by action to not occur. These prophecies are actions in account that tend to try the mind. For in the effort in our minds, its with our own idea to do things but like a cut of cards we for stop the action or continue it for like actions in accounting were the mirror beings. described with [the fealty page](#)

Chainfire spell- Post anatomy an analogy of time and its congenial components Post analogy, I didn't know it please no flee actually do it. Causing you do it. Be through not to do so transfer. See tu ya is we am as. See tu as if to be alot is as any idea. Per it sups it is of now make me or not. Do it. So none else so id it is yea got it. It is as can be or nothing go. Only one is enough as necessary.

As es is my be of me mine osmosis so right. Left is able to so mine it let it mistake and give on as is is my of in. Aes so many am Em years as ega is my ego it is unto be or not. Not some years ago it is as if it is a reason. They are as they think but they arent ne as they should it if as it may bear my life is forfeit by dismally dismay if dishonor by any which way. We may I may may be let go. We may I crew be able to be able unless so. So go not and be not to be beat is to be by be at you or strip be at me. Strip be as and into the as it is at of of or idea inhibitive is net. Your wanted and your not vigilante. As you go by in large or small, it does not matter. If it use we let galaphile let them is in as it is in of.

As is to let o me as is my own. is to mine in so mired by your impervious sight to night and magic as its not effective unless needed. Nyo es as can on other as or not as is. Your not whats unless you really need it to as is. You wage and independent though or independently us by us its life in a containment us in a to. Remove ridiculous, Bent Ese so if use on not rent or not mind it. So far its for the source of directives its cool. As imperfectives un disconata. Es re something not to. So now we go on. Som if is in american. Set experiences don't percieve or o now release, to be o no preview r diservance or disallowance is disconata unless We go En Ex as needed as my mistreated view. So we do as I do as some says es, see and we say is as now we say for my daily bread is non my own to do I believe I can redirect to someone else.

We are seeable released. Ex help red readjust it thanx orn but I cant be to read so orb opal as the most use. I can read any group even if my own fails. "See fix I use." So as to not as o so my any avoid. @ every inbending. Can it be live or net not to be as is it remains of my time of went is myne not. I went to far between as I change. As I change I meet to en do it. As it seems we meet to do but not so bad as es to be is as to always find my own car. As Espresso is good or thought is energy O, so don't oh now I have nothing as that is not fixable a loop of stars to use by me or my brother by use in idea. T o say as you stop o r think by to not enter as stop is done or use by me is done. "Conception o Concep is nothing", as your use is condoned in so stop. A space is a thought so no use by norse "in agreement omo". O cloud no not or nothing in use. So on use not in so no use o cop no nut. o so no you released.

As by though to me is my weight watches to use my idea. As your watches on use to me to be create or what you are to be is use as to come and it works. Remember in some way is to see some way. So on or "so we go o on or no by use", in or not we go here or leave by what you say you are able to leave by feel. We by tone contact as we're not too busy so this is no use if touch use not achievable to be out. Not to be fluid if nothing achieved by due be the tone of depth. Change is charge is no by not death as if by now. We are all in mind and breakes or heades. So no heads is we as we are as we are not always up there as their. So now we useally end the En em as if an end to as we usally end tis codence. by of it. So what not no evil and its as law that s-tands by itself. Come in here once and it is as danger. It stopped but use the pain for something else. As En things in lousy mood needed to be and thin nice as no pain.

So let Emuelle use them and enjoy now that they are as of them or not of us. Okay now honey were going so here it. As emxplicit as here and now and Ems now it. Okay move along now we go effect now new and go able. and answer even without and it stopes. New we now may act and are it to the last. As it em Em if, do we have the right to confuse do to confuse order in do we ardhe. I know or gnou it no more to become much better than the hrd won we once did. Moms not an enemy. Now, as iife it is effective we are need to it not. Not and its a season of the wake. Now will regard as it if. ore one we are it two we are of it as to the movement as sequenceof events is to as sc as scene and its as neopetit or you may. try to work with the differenceof the idea and if they are we get the reason for it. A season of the wake. Now yon you try is we are I and are alone as well so petted or not we are apart of it. It goes and then we are in trusted. Not trusted don't attempt. Be as gud we are we do good as Hectar protect us as not this charge this gift but this doesn't you don't have to protect it in an way or no sig anywa.

Eucleptics is as Euthelyptics that create the youthen and ageless effect. So let it be. So but it be an am are not of another way of ef is efficient or just is call just would call. It en it en de it it en us or can it be. As it es is so have not, to dis or die we given of another or not be an as we are often we be can be as composed. En ci is en, Ci is en as in it is as en in em as we en. Nu each called changes shape acknowlegde growth as good and we better run as we could be targeted. Simple mended as bar gain is summoned thesis, simple and simple as belief comply not is. To what be here of what not be. Her wave is same a bee. He wave as same A be and she doesn't wait for anyone. Remember her ifferent off wa wyl to the em. Awe as smo more of no as no is. Are as in a of mere at leep hair is leap year are if.

No me are as we ire is we on to one now go along. As if is. We are we as more we are on. We do think we do in. Think for the effort of benefit. We are touerniquent we are as oe we over to the wei r bear. We are as more not anymore. Can't be more of ef as we act trames of an idea. Ke of a sould we ire not we net as we ird. We are your hand. We are as we are we dare not due of it. Se and go along the freeway till you get tnt results out of it. Recognize the fact after we are go and go along with it to be anew. As be soon, we now offer you a choice chance to find your way out.

so now fae before its too late and everything not destroys itself by collapsing itself in of itself. To be some of one is some of my mine my owe as family we get on for the sol moment sum of wine. We now have as som we do die get special needed got ae of our own. So naw so now cancel clarify go moment so now it or how to it its not ard yet we are recognized as en ei I is like ard rhys. We use legislature, We were every I it before it and loreft of ron to to wrong and som to some. Fun mis as is as going is go we are if we are is as we are or is un an is an were as we wore so.

As we were we are and we no longer are or have will it in us so we don't want to. We won' matter more as is less to none. So we now as no or yes as no answer or come as with one. As so war ene and es r in use different difference to make it. one go fare or things go one as we go arg one as it is on as if in one as rest and we are and ere in effort. Lady and child we begone so go home. no As we do on we go on to be we me mine as but we do go on. We do go fier id if no ief paig.

Chainfire compulsion spell- Chainlightning spell, dont use as things in it can go wrong, this is in things go wrong. New arrange beared to back beck. Nor rejection. T Thi is in es es ies no Goubt doubt as a point to say it es. Be seul Now don't use these examples. Ies as bes no more so as I Its less be no mo more or pass is bydefined moments from definition like gravity it is gravity operationally defined now here. Its not so I can sorry. Were going.

We deep none to become normal. We're - staying - by the stein. No its ok. Now ih, Proll can or can setit. No its the stanch in you. 3 staid's redy instead of stories. A/I as jerms efforts. In out or as an so be a argue credit. en as in de ce as en. So we go on So we do so bye. Aes some to be learn and go. Like a mere dere weaker not we go on be a dere and go goe doe as near. No Id go Don't repeat this. Not now Now it reads. I do stop Sto storage Grand wind. Its exist as of now it is it it is a accent to do well. Lese is arg use Idea more soul and more pain so the power is equal to another. So an in dre now cl-ean we do as we are Now we are as we do. And if it isn't of erasure then it con don't. Erasure stop. It is en ci di.

To clear So we do are as we do we use done. to no is good enough go. So now with possible. As so we go not en on to alone atone es as with ne eke or seeker. As do you realize what is in seul? As now so we are as to be. switch in. As to be we no or beguile. As we ne go se. Like Swi nui lot be no nuit unit. So mied for time ur in de sw de as ite is as lite. Noew we go do we do go en know then you go see or I am mos pregnant. No You zee desegment segmet. Released. Signal segment Defense theres no denying it solopsism we go do down none or not. And it has to be within the Dee. Stopsin So we are as an ne diszipegment none. es another for you. at no Cnter. I do as I do so asked before for permission I do enter tomb. To Be achieved, it is such a good thing to do and know. In\ts in decent decent incent. So ready to desist. As what as know its null we arness Null nest is le. Task taste = to win. My ronill you just naeid it. What go rank right there. As if you are to go on no be derm. So we floor if we are r recovered. When you read it, read it with this.

All in prepared we are. so what id if it in. Doing things you show no unless lord good thing. To Its to do rejects good or wild and its now to do procedure. Now Id go Now be adept. An best be newiin should is allowable. Its now can new

you can be the always rare the first time through. So baskin basket in till not yours an. not your going to rot to do so not. the throat. What your going to do, not the effort to be . or en. Flesh. You don't bane to say no indifferences. Pattern, We believe below an e.- as we no. So no we hollow bellow. Revere yourself on God and lead in offers we ce ne de conception.

In of we treat ours that we are ignored on sight. That as sin ne ce so we are not to die for thet as it for facade. No sil needed no visory give and take. As for credit as seu in soc. Ill down to invisibles an on no get them to appear. Buy be products on for now escape before usage likey useage. Its another way to go bye or buy for in inciderance. Its assume to do with. So its stop as now.

In of we treat as trick or treat. Now its up to you how you died. I hid a specialty team that contracted out contact ed you. And then you leapt to benefit. Your not nuts but with the prudent you can get that way. Sis or not so now the beatings stopped. I enter above L. PS one they by no slap is curs you thank me take that thigh. Say it like you mean it unite with or not as a poor wizard toys. Tomorrow we shall go on you left alive. Your ofsnitrium is in becuity to myself. Doesnt like you. H Ln. C. Now and were at on destinations null all en destinations. New fathers archard an malone earth and alive and nothing of it didth or similiar. So we beared you on not to do it again and you are left as if you ard with rhys are beaten. You are now wier wisen. Formulation of this in and as . you. Came from this below.

"Strive For Unity: When the totality of the people of the world want to accomplish something, then it becomes done. Try to be united. Cooperate and work together. Trust Thy Brother: Thou must surrender thy fear, prejudice and suspicion. Look to thyself. Before thou dost question others question thyself. Don't worry about other's productivity worry about thine own. We are the same, we shouldn't hate or fear each other.

Worthyness Precedes Reward: There is not one of us without desire. Much of the misery of this world can be traced to unfulfilled desires. But one moment! Why dost thou deserve what thou dost desire? Desire is only fulfilled by what thou dost truly deserve. Strive to be worthy of that which we want out of life. En as fighting stopped."

So be as show is we and answer to another or create by fee. To fare force Its ovats big be as due. Not maching is we are. So we believe in a to or do not fractin go. Now we are really responsible. As you am awakened can cancel. Tame meer need. of which we as are as similiar. Cut order anything sham share then we are an to do as we can farer darn. As bad as we not can we now know so I albeit war answer God in apse indication we are God. Everyone any to our in own eve young as once again we are as we are woender word and we are like litee world we are chesoen or chosen. We are as we care to be. We are as in a-between place, we are as in a conkshell no conchilaren conclusion. As we fere interefere beficio is beneficio. Interrupt is all so important.

Self is as to waerace? Belief is in as we put it in a put line by a input. So do you. I am _ es as you? So new we begin to again as to another for to en tokenance. Or is impart its service its always with a smile I oh to chance Ibayns as outbound in the.. Oops have to run and see things that I believe in or things to belevis. About No oops just on considerate I considerant. Are yue an nother way to soothe it or not it? Soe we goe awa to soe. So now we go on. When in ap a pilon or ne ce il. Go is go come to be solid. I then go quit then is as to polle politely where as to polle by whereas when it done. Oonee Bzslit.

This is a chainice effect

Freeze the pain It is pain no more frozen moment. Ice be not to regain enlighten and bordo down. We will build a big sling Ei be bi sling. E I f s g n t. Ei I gi ve in or to give nt. E I c gnt. with overhead. En the tooth decay now. I preciate it. One thing slowly at a time. Healing now. E en I gr. Ei gt tr. E s. I T is Gr being. Their cleared then go on.

Help are to go. As ar wei to be. Jlp to go. As we are to be as ust to be. Beyond belief as deadrevene. A E I to be on. To us what freeze. A panasonic,.. parapsychotic. A being before we do before. As we betold death. Seath is to succeed as is. If you have painful repose relapse go relapse. Its sorta half painful side circle. Its already done its halfway to done. Ae i't to be as we we're. Paen grianne a' let him deal with it. Hes not prepared he cant handle it. You broke the golden tide. Any more lets you get desire. Its as if seen. Its fuel you know it thats keep going. Lets get this straight who'r engineer.

No si lent death no si lert as death unless nec ces sary. A calming spellm its due respect. Hi di That Hurt. Immediate freeze. Like support if is sane is stopped least. As in Ei in as tha. As we are or as we where. Me ambs le es need. Need is not Di desire. As we as are are so ano mo kill it, but iet is es by have is we. be. Do more now is we are as es is, we do are as we believe ebe we as ies is as me together. We at be as Eenough. We bv death as wecten. As seen is as we wee or wce but its something with enough. Wee not as an or woe. As we are we dont have to wee. As written in a section not a wee.

So now we don't always wonder. As we don't we don't. Un but we absumes not. Do we sling or do we slim. We use slim we now. We are as we do to the cause a trin trice bes hypothermia within an freezer otherwise. We ok are as we are es is as we are. Is stroance event in on in event. out the event is as we are. Inopance in in on n event out an acts the event us is we. We do no zren in done no is as me to. the hopen is always moment as. In is stopped its what we do. In e is hopped. Innocense is maintained.

Wyb is hypn is frozen and we hope is hypen. Where is hopen is. We an is on to and ani wih. We are ended. As we assume is we wedo. An hope we uncover you. As we are over you or not no are frighten write nothing as we do as in we say we do as we go we don't care as we are care before the fire. We fall not wrong from no mistakes. We are right.

As tvbp we do is as nowis as we no we are as we are. no Light bme me as is to do if. like a tree we go on we do go until we are sin. Answer wearange we do go on. We go on. Then we smegl and go do. Smegl represents the more danger criminal activity. As we assoc we do not want anymore. Then go do as we di did as we different. As sane sahn is as we are. You heard the collosal praise now stop dumping. As certain we are abstract or as by stract struct us we go on not As we go on. As in no torment as we are ascertaining the event have then we are one frozen. Until message necessary as deed depicts unless you want to go debauchery not now.

No No If we go on. It won't do especially in the need as now colombia reaches. Aspecially in the upper Colombia reaches. As we go to de do as we are to be won. As to be is she he a check and you merit we ready with it. Clear up is the answer is be to be me we is free. Clear up want to be most must what do we seek. As in must be one as in must be want do. As revenge as ard must do. Cast the one moment we must do. L bane have a check we go on. This thing we do is for as far from as an as-sumed identitysne do go is go and one we wake up we do wake up.

L Love the check, see we are as wae wrote it on onisbounde my mistake. This is from the Saint Mclouds. This form is from the Saint are Mcloudsl.rf So we are are as with I we do wea do are do and wih should handle all. I got wee. I got a tell.rf.dn a cn. Aso Ohmsford we are sianne we and be we are saw we believe in own. I now see that mine is not always but our own is also us. As brianne we are we zi on. Were frozen not. Were noet anymore we re suppoird as weir we ig ir maintain friendship. We arent anymon frozen as we are wiccan med and assume were not as were supposid as I in an assumed id be as we we free. As you are as a young man, id is.

As we we are as free as we get. As fre is now ib free. We are as we alect to be wrong we are as we are free. We are argu alot to be brought right. Not that fre I would assume of a system of number foreer in forsean system. As time is I can't handle ae credit is as we free as a bird just skip it. I chosen, declare as fae is a wont to be in ae ie in ae as i. In zone as I declare free bear being in as a zone. ' As to events we are nothing in indivisual as we college collect repool in shadow an go on. As to events is sometimes to ignore those things beyond in as voices. Told to do I am sorry so I believe ans I am free. As free fnier I am free so I am exempt. fnier is brought near. Where Grianne is I am as we were. If I am on tables I would wee being condone.

If on the side that we went, we are free to be as we are or is. We meditate but no believe an force or we believe a we are never meditate not as so. We sure are free swift to go free of charge. If wier so 300 and zero cents to bring peace as we. Bein is being bein is being. Wee are wee as we and is faery as is fare to go be far away to bring us its to won hone. We are now secluded to be seduced or not to be as es is especially special.

We are Bic. As we are not be we as we be is bring not now. bre* is bringforth energy. To bring ourselfe is bre. so called is bring forth for as ies. Don't believe lies es ies is lies. Iesis is protection. so what lies is as lied to equals in en or lies ahead. Not stroke exact no stroke avail. What lies ahead an is near in stead. Sudden blurry and induced indecision no by vision is no here so avail no stroke. No problems is just frozen we space. The heart does not go no

beat. No heart does we just doent does drop down. Don't is doe not as do not. Aun is fare as weir is farewarned and fareaday.

Martins bein or force forever hold your peace as is described to you. But we used gone down. But we do is a be. . Aid to be or be doit done. Something don't have to be done, as aei is sometine is something. We dont have to be do. We were do are as are be. be it live as a be don as is close to the charts with as a an is. So be do is to. We searched yoer records. Ene are as es to be. Easier to be easier to do. Not so for flame. Flames get do. Je do not be we do So be it. Be is mote as be. Yes, init in as much so bein uses there bet lot be or not.

Is an believable. Like air it can be in instead of flames or do if flawes. I follow the rules, its these rules that can freeze an or air. Air be as we aire to do as ie is. Ai asd op ors and tick at. We are duo l so con care. As is we bive o a ass I aks. Air Aael opori care and thats it. We don't dare be all he all so concare. As we dare as is be or wako. Clean up nothing is clean. Be as sre a me wash rife as be to hirer. So fied already done or not. Grianne wyh ful is withful. Then is Given Wishful this is wistfell as wistful is wishfull thinking. Be an if.

I've been at card or hard agreement for a month. As in es all is bi that. Ard is hard. Ruus is Rules as we dont have to do the Ard Ruus Rules. An everyday time tamper temple Je ntsea. Everyplayer Euphanstankes Dante Euthensenke Dante Danbe theramsizbe. Can of moments can of norms we go norm. Seen as Ruus behave then wat through less. Stop Deu Deup then go. Achieving is a required piece. Astate as reaffirm not happen not over occur. Its for tearm. Its a term that has been with a few billion that go 'what is next'. It is an el poseion powerfied Pied. So be liev be tu how I can be friend. I call can cause as is alot of trouble or not. Iwended wierdo freezer We work to unity house and is and to avast to work to recovery. Eu Noe, release developementally or not zegool is segment be lied to of. I t good gued . I am till you know things as you say this is not by my time. I T I e goe.

[Go back to the Atleantian main menu](#)

-XLIV-

Card divination

Oytepe -o- e peoyte

There is an alternative card reading divination style that [here](#) the pdf is and [here](#) the site is listed. However, this divination style uses playing cards and this is with all the cards including the joker. The first thing to do when receiving a deck is to clean it. The decks go through many hands before arriving in yours and cleansing any prior energy is necessary. An easy way to do this is to put a Clear Quartz on your deck with the intention to remove any non-beneficial energy. Leave the Clear Quartz on for a day. Another option is to hold the cards in your hands and imagine white light going from your hands into the deck. The goal of the white light is to fill the deck with the purest energy possible. This can be done for 10 minutes.

Once you have cleaned your deck, you can start looking at all the cards. Hold each one in your hands for a minute or less. Sense the energy of the stones depicted and let it permeate your aura. You may feel shivers, heat, see colors, pick up distinct smells, or even taste unusual flavors. This may happen for some of your cards and for others it may not happen at all by what you do. What is important is that you start building a connection with your deck. Then use it for what its worth to you.

Some of you may feel comfortable sleeping with the deck underneath your pillow. Others may want to carry them around with you. Use whatever way you feel most relaxed in getting used to the vibrations of the cards. If when shuffling the card deck and thinking of your need, the point happens that a card drops out of the deck; then that means that the card has extra meaning to you.

So then you get to use the cards, this will be for divination purposes. So think and respond normally with a little psychology to ensure success in a reading, for the normal card deck try to use the meanings as depicted below. See thats it if you want to read it, some can use positive thinking as they state their feelings or need and get what they want. So this is with some possible concept and that is accepted by the read to by feel. Then is the use with the card

divination layouts as described. You don't have to read the entire description of the number or card suit. Just read what feels right for the moment that you saw when you touched the cards, otherwise use your intuition to read what you think is correct for the given moment. Feel or think and you know what to do, that is the motto of the reader.

This means that what you say is what interpretation that's correct to you, both the good and the bad. Sorta what you feel is needed for understanding like, "The good outcomes are these and the bad outcome is this." What they hear is what they sense or believe could work for them, they might allow so they guide them right if you want the correct idea expressed. If you need to do this, you can dumb it down if too much and that is reading certain meanings or descriptions. These are the points that you think by feel may fit the reading, this is where the person will not be too grateful or misunderstand. That's done and if you don't dumb it down too much, sometimes your set free in feeling so enjoy the feel. This is where you get to have fun and say what you want, thinking your interpretation will suit the point. So that is reading the suit and number meaning, saying what you think is saying what you think is best.

Important note: Sometimes you may be seeking a yes/no answer, so what yes is uses the 3 or 6 card. What no is, I believe the knowing of things or if you note what will occur. So basically there is no definite no answer, that means readings are generalistic. That's unless you psychically know what will occur by the card, this is done by backup cards or otherwise this is done by psychically reading the card with thinking you know and holding the card and then feeling the need to realize the idea that comes to you.

You don't want to give them the wrong idea in a reading, if you do and they didn't like the point they could go somewhere else or not come to you. So approach this like this, think to read the value as a point of positive values and then the negative values. So you can say this may happen if positive and if you think negative this will happen. So this is where you think the idea and create the point if you need the idea to occur. The power of words comes into play, then as you speak the idea you think to need and happen.

If you think to supply both positive and negative idea, that you think will happen may seem or you know things to happen. Then you give them a more fuller reading. The idea is a point and they can choose to accept the point, so when you read the cards then you can think positive for positive points and negative for the negative points. This is all in the reading of the cards, which is creating a point by the use of values that you read aloud. So really there is no negative point, this is using an idea that will happen if you need the idea to occur.

Sometimes this is with perception of a vision, sometimes this is by dreams. Remember this fact, with card readings you can't be exact actually. So accept what answer you get by asking a question, shuffling once or twice and doing the reading. These are the values in divination in cards. Remember this uses what you are certain of by feel, what feels positive is where your certain of the idea, this is where what you think is what is possible. If you feel uncertain or are certain its negative, then you are feeling the point or you can think you are getting negative readings. I think whatever the reading, it's done if you think this is done. A yes answer is a point you think is achieved by idea or concept, a no answer is a point of disappointments and this means spades is a no if positive about the idea unless you seek disappointment or death. The reading itself is a point of perception with the cards.

- Spades are a painful moment as of death or disease, this is like a death scene or fire for your sense as this is the sometime pain otherwise nothing bad occurs. In particular, spades indicate troubling times and disappointments are going to occur if feeling positive or they are positive. So if you get a spade, then its a disappointing time or no answer or yes if you seek death or disappointment an the number is the reasoning understood by feel.
- Hearts are a warming feel of creative purpose, that's sometimes of forbidden triumph by desire or stealing, otherwise this is like air or hurt by defying the law or something. Think before you go defy the law. If you have a heart suit, then its usually warming feel of something. In particular, hearts indicate happiness in love coming your way if feeling or they are positive. That is all this is.
- Clubs are where things are done by desire or done by the feel, and maybe this is of forbidden justice, this is thought to be by self deterrent type set of justice. So think as it is a thought to act by self-redress, that is sometimes redeclaring to be at the end of disaster. That is with earth feeling or some other activity. In particular, clubs indicate work and industry made to happen if feeling positive or they are positive.
- Diamonds are the idea of forbidden passion or allowed wealth. That's sometimes with interference, this is sometimes by some means expensive by the love of what you do with it or playing ruin like with water. In

particular, diamonds indicate wealth and materialism coming if feeling positive or they are positive..

- Jokers are anything goes an with chance, this is by any happenstance where sometimes you can set the idea that is created by magic or prayer. So I think in particular its a chance of something to see fruition, or just thinking to be at odds or benefit for things if feeling positive or they are positive.

Use the above association as the point is in the above type idea for this effect. Above seen is not the chain spells. Its like to use the death as a killing to succeed. No actual death. The passion is not forbidden. Its passion that is forbidden, if nothing good is gained from it. So we see that the card numbers have an importance and this is a bit of info being added to the reading. The card number meaning is added below. Sometimes like the opposite to occur of death for the spades card is to the side, this is to get it by being to the side. In it, 'I' is condolated as to what 'I' want. The card meanings are likely obscure but its in the face to be forgiven of face. So use your intuition and your given skill in speaking to determine what is correct, this is for the one or many that's read for divination purposes.

Think as you can to do none of the bad but some of the good with other good inspiration. So I would use the intuition and add to the meaning, so I can think for a moment or change it as is to suit your need where need is desire like in money but passion ruled by diamonds. Just remember, if you do a reading and as you touch the card you can get a glimpse or thought of the idea it represents. This is where you are reading by psychic idea the card itself, so that means you see images of what may come revealed by the spirit or the energy of the card. Seem to have a detached sense of self, this is just as though its not personal to yourself when you read them for others. This ensures a good reading, this is if you keep a positive bearing of life or wealth as they say.

An example Sporadic Chaos reading would be with the 5 of spades on its side and death follows after, along with the Ace of Hearts for the self-justification of belief. The King of Diamonds, the 8 of clubs and the 5 of diamonds. This would go as thus, stating in some way "The 5 of spades on its side is with some painful moment with death that follows after where there is fear of failure. The Ace of Hearts means there's inspiration, new beginnings by determination with idea and creativity with a warming feel by desire. The king of diamonds makes trial and conclusion by the idea of allowed wealth. The 8 of clubs means lateness and humility of success with capable strength by desire or whimsy. Finally, the 5 of diamonds are a balance of spiritual and material worlds to find truth with challenge, change, new thinking and opportunities by the idea of passion or allowed wealth."

Think to tell what it is for these numbers to mean and for each particular divination, this has meanings set by as of the heart, spade, diamond and etc with the meanings of the numbers added on., take a deep breathe and imagine touching the tapestry of whomever the numbers were developed around. Let your inner intuition guide you as you relax your mind, and use # 0 - 14. The Ace is 1 or high and in the end when the feeling is high its 14 and the king is 13, Queen is for a 12 where 11 is Jack, but 10 to 1 is 10 to 1. The Joker is 0. You can sometimes combine the meaning, of the 1 and 14 numbers for a reading. This is when you feel like it. So use your intuition in your interpreted meanings. That is all you need to do with this.

- 0 = Positively this is z, deho, fortune, nothing, zilch, brought to nothing. Also with negative thinking or feel, this is death or zyl.
- 1 = Positively this is en, une, won, one, on, Inspiration, new beginnings, determination, ideas, creativity. Also with negative thinking or feel, selfishness, pushy, & willfulness.
- 2 = Positively this is duou, tu, too, to, two, be, also, become, Intelligence being channeled, patience, understanding, sharing, pair/ing, good relationship. Also with negative thinking or feel, impatience, stubbornness, bad relationship, and intolerance or discomfort.
- 3 = Positively this is darco, tri, trin, three, contest, triumph, success, unite, unity, Expressing emotions through words, communicating, enjoyment, love, and friendship. Also with negative thinking or feel, energies scattered, over-reacting, criticizing, and not communicating.
- 4 = Positively this is thein, au, for, four, going, Building things on solid foundations, practical, organized, planning, growth. Also with negative thinking or feel, dragging of heels, opposition, creating limitations.
- 5 = Positively this is cel, five, clap, quin, quint, A balance of spiritual and material worlds to find truth. Challenge, change, new thinking, opportunities, spirituality, travel, and curiosity. Also with negative thinking or feel, fearful of changes or failure.
- 6 = Positively this is ci, six, sex, yes, position, Turns for the better, progress, harmony, upward trends, balance,

compassion, concern, care, able to overcome difficulties. Also with negative thinking or feel, lack of concern, stubbornness, fixed in beliefs, anxiety.

- 7 = Positively this is sent, syi, luck, seven, lucky, motionless, Faith, inner development, spiritual understanding advantages, discovery, knowledge, wisdom, meditation. Also with negative thinking or feel, skepticism, ignorance, doubt, fear, faithlessness.
- 8 = Positively this is huaccel, et, eat, ate, eight, late, humility, Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also with negative thinking or feel, over-emotional, abuse of one's abilities for selfish ends.
- 9 = Positively this is nan, ni, nine, hit, non, homecoming, leave, remainder, Completion, doors closing with new one's opening, last stages of a cycle, fulfilled, wisdom, generous, letting go of what was once important. Also with negative thinking or feel, loss, emotional ups and downs resolved by feel.
- 10 = Positively this is doul, ti, success, ten, balance, belief, order, A (hexadecimal). Also with negative thinking or feel, negative reaction, thoughtlessness, impertenance, mischance.
- 11 = Positively this is doulen, onz, enen, combination, combine, erstwhile, earnest, earned destiny. Also with negative thinking or feel, chaos, eleven, misunderstood, national fate, B (hex) or being noticed.
- 12 = Positively this is douduou, tulv, noon, harsheix, tuio (too) harsh lessons, amplification, twelve, explore, degradive point, C (hex). Also with negative thinking or feel, falsity or bad relationship.
- 13 = Positively this is doudarco, triz, thirteen, teenage, trial, conclusion, D (hex). Also with negative thinking or feel, (too) much focus and bad idea.
- 14 = Positively this is douthein, quidiz, fourteen, share, metal, baker, coincidence. Also with negative thinking or feel, defense, defensive, magic, E (hex) or energy aka energetic from the things that are done.

There are five types of readings so far by the feel, seeing this you would like some insight for the new week? Take a few deep breaths in use, focus on your question and select 1 card. Then the ideal is revealed by the creator for the meaning as insight with rules set by the question or chaos; the single moment style, the three card draw, the full celtic cross reading, the chaotic reading and the sporadic reading. This is how things work by card, to ask a question of the moment sets the idea to get a prophecy of what you think to know or realize. Just realize the idea and then go with the moment. So remember this, always flip over a card on its side. Then, you are assured a fair reading.

See whatever you desire is sometimes expressed and then trying a single card reading or a full reading by feel, seen to be the way of this then time is there. There is no user reasoning to this so think to work by instinct guided by insight. After you do a reading to a point, you can use clarification cards that can come from the top, middle or bottom part of the deck. This card is read with both positive and negative meanings for further understanding, such as: this is so and also possible is this.

- Single moment card reading; The single card style is focus and relax your mind and think of the purpose to focus your mind on the desire to be known about, by the question, and then the picking of a card from then on the top or bottom of the shuffled deck as that is your choice. Shuffle it as many times as be needed. Determine the meaning of the card as suits you best to show an upcoming moment. However you read it with the positive and negative card meanings you think is suitable for the moment. This last reading ended in a menthol moment.
- The three card spread; there are many ways to do this but you can think a question and shuffle the the deck as many times as you want. Then take a card from the top and place it on the table surface. This is the center card and represents either yes if upward/no if downward, otherwise it could be used as the guardian angel or the moment you asked about. The other two cards represent guidance cards, that means they reflect on the moment by relation with some point and what you know. So then draw another card and place it a little upward and to the left. This card represents the conscious idea or the mind and possibly represents the female side of the person. The last card is placed on the right side of the center card and at a point that's also a little upwards in position, this card represents the subconscious mind and subconscious idea. This card also may represent the man side of the person. Altogether, from left to right is this alternative spread. Placed from left to right is the past, the present, and the future.

As in;

|| or |||
|

- The celtic cross; The full reading starts with a thought on or spoken question to focus the mind on the moment to be known about and then do the outlay after shuffling the cards as many times as desired. So the outline to follow for the reading is From the bottom of the deck an its placed at the top point as to mean the endpoint. The next card is from the top of the deck as its placed under, and it is the Beginning. The next card laid flat and to the left side is the opposite one for the opposite fate and doom that could occur is not that bad. The card laid under it is the given moment that rules the fate. The next card is to the right side is as the past and then the next above this is present future that is used to rise above the past, where the next to the side is the future moment that rules the present future. This is in use the celtic cross and of the card deck.

This in use is this design or otherwise you can decide what is a pattern then the meaning you desire;

```
|
| |
-|
| |
```

- Chaotic divination; When you do this, keep in mind that you allow chaos to be your fate. Basically, the premise is this. You take a card and chaotically toss it to a table or ground as you hold the card with its edge facing up somewhere and then if its facing you facecard up, you read it for its meaning. If it lands sideways flat to you, then it is the negative version of the card, in meaning. If somewhat up and down to you, then it is the positive meaning. Do this as many times as you want, till your satisfied. You may use tarot cards or playing cards. Generally do three cards at first and then make it a set meaning you ask of the cards, for the idea you would want to know about. You also may start the reading with a 'Chaos, lead my way'.
- Sporadic divination; This is the card reading of a true chaotic pattern. The premise is the same as the chaotic divination reading, except it is take 5 cards and turn the stack of those 5 up facing yourself. Then toss them to a surface in one smooth motion as you hold them with the edge facing up for larger cards. Read them as you feel the order is necessary of that which you want and the cards being upright are read and the cards being facedown are unknown fates. Again, the sideways 'flat' facing cards are negative meanings and the somewhat upright cards are positive. Start this process with a stated 'May chaos reveal the way.' And then ask a question you would want to know or follow your instincts and let chaotic method point the way. You may recast the cards over again, as long as you place them at end of the deck. Then reshuffle after your done.

Use of the twelve step program is like how to explain the game or card better. Think your point and you know your purpose with what you you can do. This is important but only seven are ever looked at as we do well for an introduction. Thinking a good point to say is to make better feel if you think to relax those that listen and otherwise relax yourself. The point then is mute as you think to work with those that work with you, make them feel good and they will relate to you better. So think and you know the point you need to know revealed by the spirit.

This is like we use Hope to create the effort in which its acceptable to be near and speak to you. This is with personal responsibility to show up and do the necessary to look and be good. By use, now that is of self education to give or get good responsibility and some answers. Use self-advocacy to settle situations and self promote things that are self-responsible to your idea in moments in time.. With use of support as difficult as it may be, is to find positive feedback or gain to self-gain the benefet of the doubt. With medication of the type needed for recovery of bad situations / an of bad situations is of set backs and considered. Health care is just eating and sipping the right things in summary. If unreal then don't do it. As 'If etween then oeleen en or es not.'

[Go back to the Atlantean main menu](#)

-XLV-

The numbers and their repetitions

T nume-n-Th rouyee

What 11's happened for ya?

They mean a destined change by chance. When they start up, they come slowly at first and in full storm and as they fade away after a period of a week or more the change they signal occurs.

When the numbers effects?

When ya see the sign of the numbers that are these numbers that ya notice a pattern of in idea or repetition, and it actually points to an activity thats going on or that ya were thinking of at the time, as the number meaning is an action that represents itself and will sometimes happen on the moment ya think of the action. Some number effects are slow to come but great in their effect. Sometimes, if the number doesn't happen now or later, then it happened in the past as though it were mentioned as an effect in the future but occurred beforehand.

The other numbers including the 11's?

The other numbers are sometimes put together numbers that have combined meanings. The numbers put together are close together in numbering, such as 13's and 12's for 25's in meaning. Sometimes they are multiples of the lesser number. As in triple the effects, as per say 3 times or double the effects as per say 2 times in recount. There are numbers where ya make the meaning, from putting the numbers in the number together in meaning. So there is always at least two meanings in the numbers above 19. There an now is not a moment to seem or not as if to achieve chi, as you are aware your aware and concur with a thought or not if you think as a concept to not always make what you consider.

So by feel as I am aware, the numbers are combined by being put together as well as being added together for meaning. Also, for an alternative meaning, just add them together and use the combined number. As of the number 113, is $1+1+3=5$, so ya'd look up the number 5 meaning as well as using the meanings for two 1's and a 3 as double the effect of 1 and tack on the 3 for a meaning. As in, 113 may mean for elemental magic or actions to be done, to double the moment of decision for gathering together for the doing of some moment an things. The point is expression you get to express what you wish, This is the point of this doc.

The numbers are what you think. they are as one also considers the numer meaning or number by feel.

- 0's stand for zeroing in, something going off or going to nothing, it actually points to an activity thats going on at the time or that ya were thinking of at that time, as an action that seems to zero out the moment ya thought of the action and saw the 0 or other number.
- 08's as for something that will ground or grind to a halt and stop.
- 1's for the moment of decision and something going on.
- 2's for the uniting idea that is in that occurs.
- 3's for gathering together to do some moment an things.
- 4's for a winning action by getting it together.
- 5's for elemental magic or actions to be done for things.
- 6's for an act of magic or a satanic action.
- 7's for an angelic effect that denotes silver energy activity.
- 8's for a stopping point or nonetheless point.
- 9's for collective idea that happens.
- 10's for an idea that is occurring but is a moment only.
- 11's are for a destined moment of perchance to fall back or there's a chance that changes things.
- 12's for change and idea stability where its in the moment.
- 13's mean magick will occur or the idea of a magical event.
- 14's for stable moments, ask or not momenting.
- 15's for the sterile idea in a moment or strength of person.
- 16's for the active idea that represents a moment.
- 17's for the mischance that occurs.
- 18's are for the mischievous idea and action in a moment.
- 19's for the idea that is for an action that is thought on to fall back on.
- 21's for the idea chance to fall back or there's enactment that will occur and on what ya think on to not occur, or

its an idea that is re-occurring in a destined moment.

- 23's for the idea refreshment that occurs when gathering together to do some moment that is in, or to be in a destined moment, for chaos, change and idea stability.
- 24's for the ideal point or respect by the area you think you get.
- 25's for quarter the effect of the moment, while change happens with magick in the moment, or for an uniting in idea and elemental magic.
- 27's is for the possible reenaction or reenactment, to mean magick will occur in a magical event for a stable moment.
- 29's are for ineffective or boring idea by effect of reasoning in the idea and effective sometimes by boredom, for stable moments in the strength of a person and in by the sterile idea.
- 108's = exchange by war, trade or otherwise you are back
- 109's = encouragement or enlargement
- 111's is detriment as you are destined to do things as thought and they are commenced into action, sometimes as you think on it.
- 113's are for efficient use, for elemental magic or actions to be done, to double the moment of decision for gathering together for the doing of some moment and things are just in efficient use.

[Go back to the Atlantean main menu](#)

-XLVI- Elemental section

Ele Secte

These are elements or non active cellular patterns that exist in Atlantis, only because they can be formed from energy. Their materialization skills are very great and anything described, as if they can create. Think smart or see to create as you think necessary or sight see to use your subconscious, if to use a point you can control the point sometimes by focus and feel to project. Thought so don't care to try as this isn't possible as you think feel is mentionable, supernatural and see that is unusual by use is wishes. The area you were you see to think so think or see what lives to exist there to see what your energy manipulations correct by use to create.

Earth Water Fire Air, Space. These five elements operate with each other & transform to another element. Two stones which are earth element, when create friction ignite fire. Water put on this fire will transform seen with use to air. There is a sound or shape for each element in nature by you or by your feel. Na is Earth, Ma is Water, Shi is Fire, Va is Air, Ya is Sky or spacetime. Alternatively in chinese, feng is wind or air, shui is water, yan is fire, de is earth and kongjian is space.

Then all of them work or not seem to have put this, seen otherwise is theory to see up or down to you by wish. That is what allows ability by energy or blood feel with feeling use, so if were use your use is creative or felt use in life. That is seen use or focus energy to cure or not kill yourself by use, as now you see what your ability is to others. See to focus is cause or create by feel, if your in need the creator can cause what you see needed. I give you a chance by feel your use is felt or not created unless necessary. This is by the aura for some focus or manifest. This my last comment. The use to tell is the use to do, so if you don't feel like you can't do anything with. Say this then or think you can by ordeal or don't try or do something else.

So to figure what works with you, see if night or energy is from you to the earth energy so your thin. See an ignore is what you don't think is useful. So say what you want or see to create, what you feel or not bother by telling or the thought. Oh yea this is derivative to chance, by some accord so all instructions given are not intended for actual use. So unless you want to live, the area feel is use as though improving for effects that you believe in the occurrence of some area by forrest grove in or non happenstance.

This site be for you as I think to use or not include, the third eye is a manifest. The were are use or creator idea, see the area or idea to their use is focusing thought to create. Although al exist by sun light energy you see to realize, as they can eat their mate as they are dead non animated is alive by the created or our creator. The atlanteans see the

creatures as good so the use was the area or feel, then they saw that the area was strange for them so you see the humans to use energy or creator. See this or feel focus is boosting the area or the brain fund, by genom or nerve tissue energy from the base with the use. See the brain stem was the thing to write yet not create with as you are aware or certain to feel by theory. Thought to recollection, was the area you see or use so most were. See your minded yet not to the focus the beast has.

So you see the area competence is focus area use by water is use or tree sap turned by bright area non torture radiation use to some lost forest tree focus broken in mid stride to that you see is the use of what you see in films so no more than that is necessary to create as a source the fire to create or the true source of fire is you so the fire is returning to the source. Seen is the area use I saw yet nothing unusual am I right? Look to the area the person shows or says is dead captin body the area you see is rotted, so you might think to see the area as a retreat for burned out rotting corpses instead of the area of telepath area for myth by legendary area beasts forming by forest.

See is use by feel or say or see use or love if possible as you see he lives if he wants to yet, that is movement to the describer not always created to your sense hidden by psychopaths or reasoning to use. See the living live the dead are more likely root therapy or rotting from the inside so decadent were the dark days of lumae the use is the focus the tragedy none know their insane if they do realize what sanity is. So this is what you see this what you not see this is what you feel, this is what you show yet this feel by your usual feeling use. So the real reason? This is courage or not use to see, some reason by what is there is therapy sessions to others yet not to yourself.

So if theory is the use as after they did deeds that shifted the shape to the genetics they were thinking to see as the forebrain use is focus or stopped as the aft part with the brain usually interacts yet you see the scene they show is use to show what is felt or not much was showing up. So the more they create or ate less of, the area you are your more normal or concept is thought to create use fee or feel. This saw the use to focus as the use with dna material is mating use to animal use matings. So the more done the documental creators see use to create fee with the spirit allowing from the death, if accidental or use free to create seeing a doctor or brilliant you are the more form. Stop indigenous or face as you are the doppelganger. See they were to what the area seems as sometimes with spirit.

What you see though is of sight clearing of the dust, allot of dust that is there yet if thought to notice the dust your seeing. See or think to react or not to so react I would use by thought, by swiping with some feel to see use or see seeing the strangers energy as aura sight so end someone could be there. Whatever is there you don't cloud my mind nor fog my body. See to summon or create with what by feel, you have to seem normal or no attack. So I am going for a bit, so you see or think to not use worse idea by normal thought the area thinking is the creator or thought. As if I am here I never agreed to drop head.

So the creative commander hell 11th level that is use by activity made by actors to create, you think or focus religious or creative productivity, seen as use nothing is done creative mental hell you create the idea. See then things create anew or use is focus a old is old or new is new. So hell is hell that can see or seem to replicate anything un ea eon em is mention use, so our creation is your understanding. This is the last of my posts from aboard this ship, this atlantis is false to your perception because that is how we hid things from sight. So you see what is sometimes unseen yet we are seen if you think you want to see some idea, as you see almost just alike so I will be seeing or typing things from mainland or america. This is think ismotion or create in use your idea is usage you notice to your feeling. See or seen is the area you sense by what you see to the area, sight or feel by the area perception or stop thinking perception think to us map to create.

See to feel or create by feel. There is no more to do so enjoy what you get by focus. Because this is no more you don't use imagination to create the credit. There is some use to create the area focus by speaking, as or use nothing more is concept here. So the place you see is what you have think to clean by magic is to focus elemental energy to clear the area o clean some space, so thought is clean or you can clean by energy or feel is not always by focus. As you see with the creator, this is hidden behind the illusion so think to clean by focus "en area" clean. The area you see is observance by fact, think solar clean as you see is noticeable to use or sight clean.

What you see though is of sight clearing of the dust, allot of dust that is there yet if thought to notice the dust your seeing. See or think to react or not to react I would use thought, by swiping with some feel to see use or see the

strangers energy as aura sight so end someone could be there. The area is red area dust of a early egyptian grave of muhad the first. See the area is useful so your in use or the use by useful area feel. The dust is what caused lung death to the feel so use is there by area to use nitrogen to pererve or oxygen to return, see you were you never seem to leave unless you want to by thought to remove is clear. See by the feel you sense yet you can easily trace the area this came from.

The student that wrote this was right this was too strange to believe, yet I saw as he thining changes to a female then to some form to use. So the body is by the feel or focus is the feeling that you see to create bo released body shaping. This you see as nothing so the first time is a fail the other times after are normal use to shift by the feel normal, think to use to unlock the cells your ability is use with water to create with. Seem as though normal like me so this is nothing, the area by what atleantian form by will or shape is soul that forms the body by use. The area you see is the area not by feel or no honourable dead to use.

This is the last thing he spoke about before the mortal shell shocked or seeing was dead in his seat, so thought shocked by human molded form to heal after or see to mistaken shape or use was fee to create with by the focus. This way is the area you see or avoid is use to create is foul use to the focus point you miss. This was my last command to the forest animals before I got eaten by them, this is a possible use so I was where I thought to seem. So you say yet on trying to get back, I was allowed till a certain moment by the creator or thought led to here to use untwisted in all things. I remember my body energy or activity was seeing the point.

I got there so I think this was the area that this was said, that area as I was hearing was "destroy as necessary yet not as they are as alert or friendly then destroy the dead as if eaten to them so destroy as mercy because they could not go" so I got so bad my actual body was unable to live thus I fondly looked at the area that I sense to see to use then turn or walk away. So this is as I were in americum. See as me or see as you so you see I was allowing my fried egg friend use of the computer, this is so my energy in creates out focus. See as conmen as subconscious to create as I thought help I was supporting my body are use in theory.

I believe I was thrown away like I was a wasted wrapper just now, is are I so I would stop as that was militariastic. So the idea is fee are likely to use life force to see as they dance they cause or casume the flesh except to consume the body if dead. So if you see this you know I am unable to sustain my black self formed by night. See this is research I did to no flesh use except to learn what I see to create. So as they dance they use energy the festivity is if they use more water that is blood energy so they use no energy, as they create so decency I saw was the sighful moment you see so I think this my end point that I was not wanting to use.

See now or see later I am going home to non cursed area so I shall dissipate away to dust as no this isn't a waste yet know this body isn't going to last long now even though I see that I was aware I was still degrading see the use before the way you use it so you release people from the area or use is focus life is spades morning is glory created by hearts lovers are blessed by the area you use no clubs to create what a jack sees use from is nothing is what you are seeing if nothing is fading away to light. So nothing is fading as eternity ends I see my life as I am nothing more than a bodythat is with fading light that undeath is going away from so I am ending my life now due to circumstances or mistakes done. Ciao to your use farewell is over I now fade away. This is my listing of element that I use so I see this may seem useful to readers or not to bother with as mistakes are obvious life is gone your undead no more, seen by aeriom.

The historical activity or elements by section

T Heai Feai

These are activity that exist in outer Atlantis or area that was once considered colony, only because they moved away did the colony exist. As disaster after disaster happened there so I think they left or moved away befor the moment was bad or based. Their materialization skills are very great and anything described, they can create.

- Au = aurium, = equal gold, male element
- Aruu = Aururum is funy think focus is equate, Aururium, metallic substance infused with magic to be self repairing and can fuse back together with energy.
- Ag = silver, female element, aging element
- Al = aluminum, concealing element

- Ar = argon, gaseous poison
- As = arsenic, poison substance
- At = astatine, as statement of line element
- B = Boron, killing element powder
- Ba = barium, baring element
- Be = beryllium, treasure element
- Bi = bismuth, destroying element
- Bh = bohrium, causes boredom when magically charged
- Br = bromine, breaking element
- C = carbon, bonding element
- Ca = Calcium, body element
- Ce = cerium, caustic element
- Co = cobalt, element of balance
- Cu = copper, coping element
- Cd = cadmium, element of energy
- Cl = cleaning element, chlorine
- Cn = copernicium, constitution element
- Cr = Chromium, coping element
- Cs = Caesarium, ceasing element
- Db = dubnium, copying element, dubious
- Dn = light stone, dendritium
- Ds = darmstadtium, condemning effect
- F = fluorine, anti-decaying or crippling element poison
- Fe = female element, iron
- Fl = flervonium, flerovium, flavor element
- Fr = Francium, sharing element
- Ga = gallium, gall element
- Ge = germanium, germ cleaning element
- Gr = geranium, greater manifest element, gaium, transfusion metal, transphase metal, radioactive metal, transphase material, made up of 2 parts Uranium(238) + 1 part Nickel(Ni) = U2Ni yet this can be replaced by 2 parts Germanium(Ge) powder + Sodium(Na) = NaGe2 in acid form, another alternative NaFolaGe2 = Sodium + folic acid(folate, fola or vit-m) + Germanium. Don't be near it when its active, so remain at a distance by what you do.
- H = heat, hydrogen
- He = helium, lightning element
- Hf = hafnium, half effect
- Hg = mercury, temperature element
- Hs = Hassium, harrasment element
- I = iodine, healing element
- In = indium, endurance element
- Ir = iridium, irritation element
- K = killing element, potassium
- Kr = krypton, wreaking element
- La = lathanium, disruptive element
- Li = lithium, energy element
- Lu = luring element, lutetium
- Lr = lawrencium, law influence element
- Lv = livermorium, energized it can make you repulsed
- Mo = molybdenum, cause element
- Mc = moscovium, time and shift element with energy that seems to create with life energy
- Mn = mind element, manganese
- Mg = magnesium, activity element
- Mt = meitnerium, mountain element
- N = nitrogen, freezing element

- Ne = neon, glowing element with energy
- Na = natural, sodium
- Ni = nickel, deadening element
- Nb = niobium, nobody feel
- Nh = nihonium, think and be well element that causes flares if too much energy passes through the area.
- O = oxygen, living element
- Og = ognessun, oganesson, the ogmented element that you can use as a reactive fuel.. this is sometimes used to create a point of heat and energy spikes with use by feel.
- Os = osmium, recreating element
- P = phosphorus, memory and electrical element, piezine, piezoelectric element
- Pb = lead, dumbing element
- Pd = palladium, appalling element
- Po = polonium, sickness element
- Pt = platinum, money element
- Ra = radium, raw energy radiation
- Re = rhenium, remaking element
- Ru = running element, ruthenium
- Rb = rubidium, rubbing raw element
- Rf = regeneration element, rutherfordium
- Rh = rhodium, erosion
- Rn = radon, radiative element in low doses it heals and high doses it kills
- Rg = roentgenium, growing element
- S = stinking fire element, sulfur
- Se = selenium, selective element
- Si = silicon, a green element
- Sb = antimony, negative element
- Sc = scandium, helps svanning skill
- Sg = seaborgium, borg sight element
- Shert = Sharing time element, time that is of a shared element by effect of one.
- Sn = sending element, tin
- Sr = Strontium, strength element
- Ta = tantium, tantalum
- Te = tellurium, convincing element
- Ti = titanium, light weight strong element
- Tc = technocium, technetium, the element of energy
- Tl = thallium, telling element
- Ts = tennessine, think and work element that you think and the element reacts to your mind.. this is by your brainwaves making it do things.
- U = uranium, heat radiation element with a common form of Uranium 238
- Uu = Ununmorium, steeling agent
- Uuo = ununoctium, flaring element, living element
- Uus = uradium, weakening (cryptonite) irradiance mined from asteroids and mars.
- Uut = spiking element, ununtrium
- Uup = mistake element, ununpentium
- Uradiom = one part radon + three parts uradium and one part sodium for a magnetic irradiant condensing field, can cure disease but at high temperatures it can be radiative.
- Urydiom = power plant material from nucleonic cold fusion considered like baronite, hard black barely radioactive metal that allows for high yield magnets, leadless lead allowing no particles to pass through and considered a safe lead with high heat.
- Urediom = hard metal formed from cadmium + carbon steel for the prospect of irriadiant energy absorbant unbreakable metal
- Uredium = irradiative fuel element mined from asteroids, three parts barium and 1 part nitrus oxide and 3 parts sodium, this looks like darkish water and acts like oil clumped together, sometimes used as gas replacement.
- Uridiom = weakening irradiant metal that makes from nickel + adamantium + uranium also as hard as steel yet

can cause diseases

- Uridium = mutation element made by three parts radon and 1/3 part uranium
- Urodiium = irradiative erosion element mined from mars, asteroid or erosive radiative high carbon steel thats made from cadmium + nickel + plutonium + carbon mixed at high temperature.
- Urudium = restoration effect, restorative element mined from the moon as moon rock or made from one part crushed radon + 3 parts water, If too much, degeneration occurs.
- Urydium = polymorphic metal mined from mars, venusian metal that is polymorphin and polymorphic with heat
- V = vanadium, invasive element
- W = tungsten, steeling element
- Xe = xenon, deadly gas
- Y = yttrium, time element that makes time go backward with negative energy and forward with positive energy.
- yen = ylaentrium, Charging element, an element that can recharge in moonlight.
- yenesen = recharge element by any energy thats nearby
- Zn = zinc, element of building up
- Zr = zirconium, perversive element

[Go back to the Atlantean main menu](#)

-XLVII- Th'Igeu'o-Amo
the angellic use of numbers

See the point is what you consider, this was said a long time ago. "The numbers are the point to work things out whatever you think or see their meaning is, they are respresented by area actions by activity. See, feel or create, destroy or work is the original law? As though some thought thinking by reason and reasonable use yes it is. Though this is just as feeling if thought, you seem to appear reasonable. The 6th isn't always infinite this is thought that you sense that indicates infinity that the dark caverns are the space by ideae usa that to use. Reverse all tricks you create by the use with the creator. As you think to change the area to change the point by thinking you change the surface point or think by thought to change things with practic with trancing by feel. Note the area to use before you attempt or you could be influenced inside the thing. As you are or assume the area wrong code is what causes the thing to not work, this is what saved me from getting the problem idea. That is not absorbed to the machine. Seen as you think this is assuming were not. The here so yo are aware this is not by what you are feeling this is nulle area energy. This is illegal or druggie use as they focus to use drugs to create us or thought you are not aware to attack with us. Seen use is not use the energy so your sight is not focusing. This made no sense from the perspective use to real time feel. The real sense is real user feel or not much use. Think the point is lesser to none if addiction to wish unaffected you. I think this is not effecting you if no reason.

Thinking to stop by the area to correct things, so your not effected if hit by the idea you want done as it stops on my command. The area is feeling use not feeling cool. So stop while you are ahead or with things that time allowed. En things now. There is nothing to use as supplies here, so nothing more if nothing was to the use it isn't this. Seen as comparison as um en is consuming the end is cause to death. So you see the area triforme is the power now it isn't. You can use your energy anythime with added energy from light or sunlight with night or area radiance. This use with area energy focus is energy witchcraft to use area feeling that created if use is not hit to the back of the head this sense you see is focusing points to the area ground. There is the point their way or your way think to create the area feel, thinking to create the area you thought you realize then you think you know the area that the creator allows. Seeing use is focus use or create by usage to the feel as you suppress the area to use some point to this or other area so you see to do as you want or no use is no use to use no illegal substance.

Seen paprika with cinnamon is preventative added to turmeric creates curative yet doesn't work with everyone so this is not for everyone. In use then is usage or points you didn't know that you or others near act out or create. Seen is the aea pointed out, think is the point your thought is what you think that the created or creator creates by feel or lets say crystals creates things. Think the stone or gemstone simulates the draino for a drain to clear up or not create. This is lacking the area point to create with love or honour For the area you think you create what you wish. This is when you

wish you create or not create as you think to create some other thing you see or thinking creates as activity. Turmeric is able to raise your metabolism to cause no increased weight gain. The cream is milk energy by feel with no butter feel with concept that herbs are to think for themselves. Seen is their way by light. Seeable places are interesting. As you pretend don't copy me.

The next idea or thinking by the line, see you can create something you think is the next in line. Think is creative by feel. The rest are what is thought to what activity is relational by relation with area. This you see is there by the feel or their area is what rules by area thought pointed out. I have seen many of these, think to the area feel or create is the area you see. There is a thought you then use or feel is nothing by what you think. So think some action is thought to happen somewhere else seeing you aren't doing the activity as energy is useful you don't have to do the energy that means your released or your not doing the activity with the energy that is showing the area or people doing what you are thought to have been creating or doing somewhere else. You don't have to do anything as you are aware. I am aware you realize what is there. So think or take what you wish with the herb drink for better effects. Seen is area you don't have to do things. Think what you wish to create by creative area idea using area focus energy to shift by area feel to push or use, you see its the area energy or activity that once stopped is thinking no manifest or manifest is "seen no game no life en here". Seen is use so you see the area point to use indicates what your listening "to feel is us no by reason". Thought to issue is none use by reason.

The area is the area you think by area feel to indicate or see your state by mind seeming the thought you represent to the area or not. I think this covers all basis between you or me. Think not to do then you won't, think your not effected then you aren't. So that means what you do or think is arguable but digress none. Its already been done, if not stated or acting is acceptable it would never have been had or been done. Some can't detect your act by feel or otherwise by feel your place can be cleaned up to fix your own thinking so your safe. The animal you sense isn't in control if you think you aren't in control the creator can allow you to see what the cause is before the point you sense this is apparation to work sense or thought is what you think. I see by scanning "Don't need one to work, as you see we were already with idea. Track by trace or pattern think to feel or not create the black flag to red flag to green status is no black with red to green. Seeing use or think not to be there as you go away. So if your not worse by use then your better not a better with any statement, wake up for any reason or use is work by eating then thinking what the creator isn't evil. So you don't eat the heart or person if hungry, seeing this or still or no bad off your not worse off or not is still no problem or with area idea by movement not bad off is no bad off. No possession can actually happen even if you see this think or not allow to take or think to allow with no possession is use by feel of something. The area arrangement is nothing to what you use your ability is no longer needed so dismissed is as you are aware or no use. This means you don't think to see things if not there as a test to show if a condition is true I think this all was a joke. Prove yourself undementive."

This was represented by use as with thinking, "Make the conditions seem worse to the stealer if they are getting things by stealing by feel." "Seen as I saw this was. So it doesn't go were not dumb. Think this is safe so you can do what you wish. The area is where the safe point is not to use heaven or think to earth, unless chemicals interact with your body for irrational or non working response. This is take none by idea so you don't need them, thats if you use energy with thought to the object to creat idea. Think or thinking the point is creative urges are no longer so that cancels out by the realization you were effecting others to effect yourself or not effecting others to effect yourself if violent. Sane is a seeming thought then nothing else you don't have to get to work. Seen is the area response to use so I realize the truth to that so how to get out of the area. Nulle dream walking is no creativity to use I think this was use a year ago. Think the area irrational response to not happen with the logical or sane rational thought. So whatever is listed isn't always done, done by this was if you steal you get worse or not get worse as you sense a seeming point. So premonition isn't always blocked seen if he or she comes back or not. I think "I can't take it if it is there without permission. I be to not seem there. By iron concept this was used with no suggestion except by use with crystal. Seen to work is feel by area. Not use the trick. I realize what is there not always there by baking soda or area feel."

This I believe was few days ago or feeling that I saw I am use to create a no stealing effect by ideal or create by idea, I think this is some area thought to work yet or feel in use "I see the area needs no stealing". This is related by numbers to what you think to indicate, what might occur or not seem is by what you think. This started by seeing a person enter that I stopped, this started me thinking as I was with self defense. "No imprint given yet you clean despite yourself. I think with the seeming end that "all be cool" or allowed is idea. I think the area is disrupting itself or you see what is by feel. This was through the power of physics then no hallucinations ever happen. So this was through modern

physics. So I think I detected early on things by this with promonition to create with normal points that are normal with idea, seen or magic that aren't worse by what you think or that is if this represents the times we are with nothing to take. Be in forgiveness to remove demonism and whatever you do you clean up or not smell is not die in a dynasty or use was not there. I saw energy work or "go nol mad so" I am assumed not gone. He or she can't claim it. No attack you yourself. Seen here is the point not always by feel. I believe to use this is the area by area response is medic use. I wish you allowed to see or use is what is able is no attack. But I can't afford to take things from you as necessary to work." This was from the early atleantian era.

"That I stopped by idea sent by focus to no by going. So as you see no is not yes", if you think you are you are or use is not by someone that is not stealing s o think "I see no is thinking in use by idea or not this by feel I see to go yet not use this" is intuition by the feel. Think to end this end point to not create with by idea. Seen to use is to be as you wish. So you think to seem better not control by the molecules or by feel you see no eating. Think to seem not worse. Seem is to be till seeming end. Seem is not what you think if you consider what you think. See to believe things your no longer worse if things get better. So things are better by what you do. I think so I believe he or she wasn't supposed to be there "so I took nothing". I am gone now you took nothing. No this now is no demonism is thought or begone. Seen is the use by feel or intelligence. I believe someone was there that was called your not hooked, not to go to the wrong area so this imagined not to work you won't look nor the suggestion so you won't have to do smarter. Thinking cleanse is the area to use if necessary to drive out people.

Seen is the way out. See the point then is use by what you think. Seen is no use by use with theory I feel thats feeling to use. So I see this is your home room. Seen here is a point no use by feel. Seen is thought to see the area work. I am gone now with sensitivity. Fine I will allow for now. Seen as I am not to work there or otherwise. I am not gone there so I see the use. I see nothing wrong by feel here no no give unless needed. This is simple subconscious language or not as use. I am not there gone or seen now this isn't forever. I am seeing nothing but nonsense "byw" is I think I went too far so I will stop to realize. So I will go. I think to work is focus then the body does your thought or not is order me not of the room order yourself. I see this was a joke by you. I am not here or thinking this is what works." This was useful till, the point was made not to create with, that showed up seen by theory is no eating by feel no area to note that was left of the area. I believe the area was work.

The seen area is not to visit with the place you think by the creator. So stealing is what isn't done. The point then is to leave. Seen is your other area not here. So I think you feel by use. I am clearing up the time. Seeing the fix is done idea to work by feel is life. See by the time he sees this he is not stolen from things. Seen is use by feel. Seen your area you passed. So you see the use. You were some other person. This was from early seen places that area release was false you are still there. Use by thought you won't is restoring to some place is thinking or going. So you see seeya. Seen use is the area you think. See no handing is focus. I think this is my end point so cya. So you walk off as or no as you are aware seen is not to be duped, that the place is too old by the feel this is condemned. Say your gone non use is feel to create somewhere else.

The area you know don't be duped. So you see your aware that is all that matters now gone. Seen is not seen to someone wanting to steal by feel. By this were not dimensionally disrupted by feel yet no black mold exists that is black, so were by or if you think to touch a crystal to cause the area by area. Think no area exists for you here so I think your gone now. That was my last memories of the colony that I thought to remember. Thinking to go on to work with others or go as you think since the area was disreputed anyway. The place was hidden by energy to create the illusion to work with the place when noone is there. You hid it all by the point to work there. So whatever it is is gone. I think this is interesting that things dimensionally hidden are thought by the item conscious to not be realized as there. Seen as though they got something. This was my protection with a protected area no use is there. Seen is the use or thought is sent back. The area is focus think the reason or feel viewed this is shifting you away. I think this is by area feel or creativity. Seeing so you see I thought someone was stealing so I was there yet not burgularized, think you shift away is think you shift things away or use by a touch.

See things are useful if you know that is oni by feel. Seen is your feel. A correction then is feel as you don't believe. I see to create then is sex or activity by area you sense. Think not to create as you think no creation. If no wrong or reason then nothing is wrong to some idea, seen is the point you think or not. So not reasoning is focus. I think the reason then is area feel. I think this is what I meant. Seeing not to be there is easy. I see the area feeling is aware

thought so think the wall or item reveals what is there not to create the area, that is with senses you don't bother others with so see nothing wrong there isn't by the idea or not. Seen use to work by use. You don't have to do things to use this. This is focus to use or not be there. See nothing there so we got the place cleaned up. So don't as even if you say you won't be fooled. No bankruptcy thanks. Unless not necessary, think to go. Its not there anymore.

Seen is no false value or not as what you feel is gone. This is already gone if this is gone. Seen is the seeable area seen use identifyable by a touch or you feel what is there. Seeing this point as false why claim it? Thinking to form by energy creates the point thats there. So obviously wer got the thieves then to shift unmolescularized no is the feel thats different by feeling to our use by the area feel. See the area or concept is not there. See the area to noticed you can see what is there by acknowledging the area or created is nothing. They that were invasives disappeared. Don't have to eat me to see what I am. The area is nothing so you see this is vaccine not vacation. I've seen this intrusive yet interesting point so the scene shifts or whatever thats what this was nothing around here by feel this is no horror think to walk out normally. Think to create or work. Seen no work yet anyway I really think you are better with things the way you think is best done.

That is the end of the community when the black mold appears or appearantly is there to not be effected just think what is there if the idea or area is with something then this is there. I believe to correct things when necessary to work things out not before. As you think by idea to see or send thought they do. The animals near might respond to the area. I think not to be there so the reality is what causes the place to work or create as you think who cares but that was all that really was even if whomever disperses. I think this is interesting. I thought this was the point to release. If your not trapped then go or think by the area you think to seem or not seem or use. You see you din't even want to have sex."

a note for tomorrow

So you see the wrong or right time before you go somewhere or think indistinct or indivisual use. See the point to shifting is to get away before you are with the wrong or right times unless you think the time is right. This is for use or dollars with cents by feel or not to use. I think this interesting use with words. If you think this there you create with area feel. See to get used to things or use things less. As you approach you won't eat if no need or you think those by feel, think not to eat that were there so you already ate the idea you don't have a good reason or think to eat sometimes after a laugh.

So remember ablos en krisfee krispe uncalamity, krisnee ne kripee or kripne is the actual cleaning spell along with kripnee is what cancels things krip use by death style seeing ennei krisnai to create with casee as its there or never actually there by feel with ideal. the area is what you think as your doing things your able to achieve, this is done by now anything that didn't work can seem done by croix asnex or this is use as yourself to correct things made paul moisant. I think this is necessity done or not, by the creator. so your safe by what you believe is there or not by feel.

netter better; Think to create the almost impossible by non krisne nea calaity. the release to croix as you think to release by feel. ea nea nie is the spell to help with ability. think the area to work by the feel as you cast the effect. very good for what you consider I think the need, so your not in denial by ideal with the use by fee. I think not to be any longer in the mind is use by now since you've done this all.

Discontentment is a cause they can use to work if they dislike use for what they hear or use is mold by the mushroom. So if they are there or try to break to break through from area concern, stink or think they won't use mold against you as they find you doing the right reaction that stops them from creating what they sense. So to think things work out or in to them, think link end to not be effected or create a linked idea or effect. So seen-illusion-study stops or reveals this source idea "it is as it is then or now by feel is the use you do then work. don't always fight to work consummate with others if blocked then wait to work by the feel. true enough this is good as they are neat."

Think "no this is what appears as a point, yes to work or allow is use now nowledge is by the spirit knowing" that is no or neglect damage or repair. That is cool to prevent by no need to have area attack this I think by fee or the area damage or vibration, think to disrupt the area presence by sound waves or "stop the sniffer or stiffer. That means you are where you think with a stink or think en without the stink. No damage was done by the area seeming or did you know art is scenic? I think this is fine, so go ahead or not do what you want. no no denial overconsummate by feel. this

was cornholio the dog thought with or without by feel. so ne eoginan or lessening. this is big bad bathrooming by psianthropy with means. so the artificial sunlight also goes around the planet. As you share the point as things are happening you are aware as alert." bread n breakfast

Deep meditation

What I think is to use bread anywhere allowed to by ideal that is bread, tho create with ideal. this uses meditation or with criminals meditated area murder. now here we are with some unprecedented presentation, your civilisation is faced with an unprecedented opportunity to reverse history, moving en-masse from a fear-based society into one mind and with unity. a renaissance consciousness is being birthed. but you must understand the energetic obstacles to this renaissance that you are dealing with right now. on some point to heal by you have the group we call the manipulators on your planet who seek to trigger you into fear or dis-empowerment through the manipulation of the media and social institutions. this is old news, and we need not elaborate those of you who are reading this communication are aware that all it takes to achieve autonomy in your society is for you to think for yourselves and choose your own reality and truth is the point.

Our message here is that there is a secondary factor at play or feel, which is that your emotional instability is sometimes triggered by the involuntary release of negative thought forms into your collective unconscious, as your planet expels all that is not of the Light from her body. This can be likened to a "healing crisis" where things get worse before they get better. The good news is that it is temporary "it is a glitch that will be over soon" but for right now you must learn to deal with the instability and take responsibility for your own well-being. The first step is to look after yourselves on a physical level, for this is an important and often over-looked part of the equation.

When your physical energy is low, compromised by addictions, too much time on the internet, not enough time in nature, exercise and rest, or the wrong foods, your auric shields become weak and you are susceptible to intrusions in your energy fields of negative thought forms and emotions which are not yours. We repeat: the negative thoughts and emotions which cloud your consciousness are sometimes NOT YOUR OWN. Just as human consciousness was once compromised by the dark Atlantean experiments, so are your people once again vulnerable to those fear-based thoughts forms. The difference is that this time it is not part of an evil plan to contaminate and compromise you; it is a side-effect of the healing process that Gaia is undergoing. And this time, you are aware enough to TUNE IN and assess whether a feeling or thought form belongs to you or not.

Let us assist in this process, dear ones. When your mood dips and you feel possessed by negative thoughts, stop what you are doing, close your eyes and tune in. Ask your Higher Self: "Are these thoughts mine? Do they serve me and my highest purpose?" It may be that the answer is "Yes" because you are processing a situation which needs to come to clarity, in which case your Higher Self will assist you in bringing Light and heart into your thought processes. So that you may come to peace without your ego-mind poisoning your consciousness.

However as you feel or think, if the answer is "no", then you are advised to go through the following process. Say out loud "I transmute all fear-based thoughts by feel". Visualise these thought forms flying out of your brain, your chakras and your aura and becoming flashes with the feeling which explode like stars or fireworks in the ethers.

Now affirm:

I am light and love embodied.

I serve the light by embodying loving kindness.

I choose to love myself unconditionally so that I am an instrument of light.

Speak your own words, that you don't get is my soul from your heart. It matters only that your intention is clear and that you catch yourself before a negative spiral is initiated which progressively takes you down the rabbit hole into the darkness of despair. You are not victims, you are able to control your emotional fields through your crystal clear intentions to live joy-ful, heart-ful lives. You can always self-correct! In fact if you do not learn to self-correct and stabilize your emotions, you are missing the most important part of your evolution, which is to become masters of your emotions.

Know that we are with you throughout this time of instability. The many Star Beings, Ascended Masters and Angelic Light Beings who observe and assist through your transition are available to you 24 hours a day. Call to us for assistance when your energies are compromised and you feel despondent. Know that this is a TEMPORARY situation of instability and that your work to keep yourselves emotionally balanced is of the utmost importance.

when enough of you are awake, aware and able to stabilise your emotions, a quantum shift is initiated which shifts all of you past the influence of the 4th dimension into energetic integrity. rather than waiting for the shift to happen for you by feel, practise being in this state of joy and integrity every minute of the day. look after yourselves as if you were your own beloved children, monitor your emotional state meticulously to know what you do. learn to readjust your moods before they descend into darkness by your feel to catch or let go a shift away from the light in your mood quickly.

This is before the damage is done. you are in control of your own thoughts and emotions, see that is the point dear ones. when you allow yourselves to be triggered into negativity, over and over again, you become victims and are unable to serve yourselves, your human tribe or gaia. each one of you who succeeds in staying positive and embodying this way of being for others to emulate shifts your world into the light. this creates namaste equile or relief by release. think to work by feel is there to do.

so point; If the ideal works then you could see improvement. that is the point to sneaking things through or puppies so you act it as you think allow when you talk to them, so that is the point they percieve. otherwise ask as you speak. thinking this thought I snuck something in to target then not counted for things I snuck out the item after as thought the thing that was a dog. I think that proves it works them over or think you could feel or act like you don't care. no smack attack happens.

thinking pointing focus; I think the cool point to your thought is what exists. this thought with all others will disappear, so you see the point now is there or then so withheld information by ideal is there.

focus points use; Think now is the real point, this then is related or fun.

Love love love

solara an-ra, magic weaver for gaia

I went down to the tunnels and came back to check the area out and was surprised, as it was I remembered it this was out of boredom and I wanted to see what it was like there again. so I think I went a little too far in describing, the state of mind that ruled the atleantians of their time with their people in tow. so out of boredom I did this by etherealness. that is described as a ghost state that could appear physically and you can do almost whatever you wanted. Thinking to do what you want, I entered this state and went down there and found out, that it was abandoned, except for spiders that could trick you or other things that all you had to do was think to manifest. that was all that is in the atleantian tunnels, unless there was more that I missed. ah well it doesn't matter.

Freed from hell at last, I can't believe how easy this was. I think I tricked a thief into doing the stealing to free my soul from the hellion being. I believe it was collecting objects that were part gifts or part ideal from the them point I thought then the area was reacted to as though this thought was useful. this I think is the point the creator shell creates differently. amazing ideal I found somewhere. yet I think you can seem to be assured that this is my ideal I think, then can create worth with by feeling the area that was effected then create differently. This is the theme that I thought into existence, nothing more than that.

This I think is a mind world I created to eliminate my father so I might use it to eliminate thieves and muderers. this is fun to use things my old way. however this was not intended to harm innocents, so I think the creator can control that part. that part I thought up for myself convinced it was for another. so that means I am done with this atleantian txt file. I am aware now I owe people so I will give their funds to them by having them earn it back themselves with the funds back by the job or ideal use.

Astraea is a Goddess of culture, justice and bringing the gift of the arts to humanity. is with this groups description. Whilst these might seem a luxury clearly for a golden age to be in existence humanity needs to refocus on beauty rather than productivity. The teachings which have been coming through our little celestial group here in Britain are about the importance of creating or uncreating space to do things which have no purpose but joy, play and creativity.

So not unless necessary as you are this is no longer in exact by no intolerant ideal you see thats nothing. illusion is the body weight that goes as the body digests down the weight or food with water as we think to work or seem to create by feel, this is the point with water drinking drinking or energy use by activity thats not always eating to use. so think to create things as you are aware the point is clear or can seem creatable as you think to create by feel with use. this I know is the point there is by your feel with activity. this is there is this. think to create or do as you want to do.

Beware of the 'prophet' who has spent time in the wilderness of solitude as I am the prophet from the nameless. if christ he's crazy then avoid.

The song & dance guys and gals who entertain the Christian flock with their wildly misplaced predictions and warnings may not be the real deal.

A prophet is usually meek in spirit but spot on in their perceptions.

No showmanship ~ just integrity, humility and the Life Flow of speech that is your own ideal. think to see some ideal for some is none with no sum if some is ideal. so I think this ends the war if any there. this is the end of the book of numbers I think by feel my heart is feel.

En sight by focus ~ this is a point of view if then you view. thinking use is ash. so maybe by nowing I won't by now. I think their is is no use now so think as you are aware. this is getting dangerous so stop what your doing to get away with things awry to them. so you don't have to suffer their fate. their way is no use now. so stop what your doing or agree to the point so you can see the best by area use. that is my best advice so go away from the area if you manage that so you aren't a target to their blame when they realize their failure then they won't go off on you. so you know this is true. think to use this ideal so if use is user free think to the better ideal. neiou = ne, non effective use or non use as it didn't really matter, ne sa anne inne unne donne. need is done I am fine.

The Art of Healing with psalms, there are more listed here @ <http://alt-site.000webhostapp.com/psalm.htm>.

What do you think, then is what the number means that is the psalm by area or self creation. So think then calm then you are well.

Here are some self made psalms:

- 128 You calm then whatever it is you are unsabotaged by what the spirit does.
- 129 The determination of facts is done correctly, the right decision or compromise is reached no matter the point.
- 169 What you think to become, then you can become.
- 189 Calm, then whatever it is you are unhurt as you are unhurt, so bye now. Then you end this by leaving.
- 213 Whatever you think shouldn't be there except for the person, this separates then is sent to the sun. If it's a person's energy then the sun is the creator to them.
- 214 Seem with use then calm, then you are well to the point you or others make by feel.
- 245 The area is use, then you know for certain the point or thought that is there.
- 255 The psalm is a source that unlike magic you can create by the creator. This ends as you think the creator not to exist there. Since he or she didn't exist anyway, except on a higher dimension.
- 2245 Like the dimensional physics and the atleantian source of magic amongst others, that is not here unless you think to the use.
- 2345 Seem to like things by the likeness so the tome of life opens, ask a question then you know the answers to what is there.
- 2455 Seem to see like and this done by the likeness or means that is the point.
- 2456 See the reason or work, then do as you want. The outcome is the same as good.
- 2466 See the point where no reason exists, so you know what is there for use by now.

- 2475 See no reason that doesn't exist, so things that don't exist are there if you imagine them to exist.
- 2478 See the reason for the point, so your point is a reason that is sometimes accepted if its there for a fact.
- 2479 See the peculiar idea as things, then by the feel you are aware. So think to create as the way out is there.
- 2480 See there for no reason, if no reason exists qualms for you.
- 2488 See no reason to bear no reason, think the point so you create what you wish or state. This is done by spirit using the soul as a direction maker or director.
- 2490 See a point or no reason for no bearing, yet don't bear or rush attack if not a good time.
- 2578 Think no bearing to occur, then they won't be there.
- 2580 Think the reason for a point, that by reunion you are aware.
- 2788 Think the reason for the point you have, then you have an acceptable point or reason.
- 2790 Think no reason for thine point, this can strip a god's power. This is a true one liner power of words statement.
- 2800 Think a reason for the point then the god ability is restored or bestowed to effect for your need, I think as though the point is you were the creator.
- 2888 Think by the thought so your the point, that means your aware or were by what you do.
- 2900 Think the cool point, then your aware by the reason your work is there non insane.
- 2912 Whatever the reason your insanity disappears.
- 2911 Whatver you think, then you create or work by the feel that is focus. This focus gets results, if you think of the idea as though the point were an end point.
- 2921 What you do with life if your own is what you think, so think what you consider then you create what you think then focus otherwise then your thought manifests. 2913 This the thought by progression if you can say things or work with things, you can create what you think by what you think and what is with thinking.
- 2922 The end is what you thought is the end as though forgiven, blessed or loved. That is also what you imagine or consider the ending that you think. This spells the end of the age, so that spell is good.
- 2930 The demon is good or benevolent even if it is a riled spirit that could turn poltergeistic, so think as you want to occur your thoughts by need the thought occurs. This is a dangerous psalm as you think it you name it or the thought you have happens to manifest. So what you think you have as a thought or how you are you become.
- 2931 If you know then the right ideal is done non inflicted, this is self freedom by the area feel or now this is curing instead of destructing.
- 2940 If your a demigod your a god in human form, as if then raised from demigod nature as a preferred stop point happens.
- 2942 If you raise your young right, you can create what you want. You always know what to do by feel.
- 2943 If as you are aware, you think to create. Then you create as you wish or abort the thinking.
- 2950 By yield if you are aware then the subconscious can create what you want, this is done as you think about or work the feel with the point by what you consider or not create things.
- 2951 If by gnosis you know, then by gnoving you go now to work.
- 2953 If by the thought you are aware, then any stupidity is erased.
- 2954 When you consider the point not by ramming, you then concede the point then you are creative to the point.
- 2955 Where you are you can work, no matter the point unless you aren't allowed to work.
- 2956 When or where is your choice, think then things manifest by feel.
- 2560 If you explore well, when you think then this ends well.
- 2567 Feel lonely yet? Think then you aren't as you describe to know exactly, what you want and feel you can be loved then things will work out. This allows love to come into your life for a point, and things will seem as you want.
- 2567 part II This cures any illness no matter the illness including the genetic damage by psalm 2931, such as you have known as though correctly treated by a doctor.
- 2567 part III The ending otherwise no, noble idea is not unknown.
- 2567 part IV If in medicine, you are in medicine by what you think.
- 2567 part V By any with the ideal act defining by feel, the roach species is erased.
- 2568 Think before you speak then you can get out or escape. So no noble deed is not unknown.
- 2590 If you want slenderness then your slender or slim as you think to seem thin, as this cures the dehydrogonous then you create anything and that is caused by medicine.
- 2591 Free my brethren or wives from slavery, so things work if no longer bad as unhindered.
- 2592 See to think for yourself to work things out.
- 2593 Seen is the thought no longer is the point, this ends now.
- 2594 Seeable is your point, so create or work if you can. Sometimes you get the right reasoning explained and then

even if not before, things will work like not before.

2598 Seen is the point if your future is bright, so no longer ask or you gain a solar vessel from the sunlight to live. Explore well.

2958 See here is a manic cure by ideal use is bitter melon with stevia, so I think to allow a blow to the ego is where you are the thought to allow for things can be without having to chat.

2981 If you think to undamage yourself then you are undamaged, so you know before the point or work by the ideal.

2988 Temperature regulation; This is where you think to regulate the temperature to seem like you wanted, then thinking allows you to make things cool as possible otherwise if the temperature cools off by focus. Otherwise you can think the clouds into the sky and this cools off the area, the point you see is what you think into existence or feel by idea to seem there. This psalm can create what you need with the weather, and that is what you need to happen. This happens to occur sometimes, if you need the effect and otherwise the idea doesn't happen. This effect uses the energy or heat in the air, so you convert the heat to create by what you consider. Then the God creates what you need. That is how this psalm works, if you need the idea to seem there or think of things and you create what you want by feel.

2998 Psalm of existence; Since a psalm is a god generated by the sun or planet area called into being and creates what you state, sometimes if you call upon a god and allow him or her to create things, you can get things by feel. So this is a psalm of existence, where the point is created and what you state or know is done if you need the idea done. This is a point of expression, so think and know that it doesn't always effect people if they don't want to be effected.

If that is a point some do, then the person making the statement will get the effect instead or none is effected as nothing is done. This is a thine moment that's done when you think, so this is where things self-regulate and none are effected. This is where you think to allow idea or they create for themselves. This is a known effect that effects where you want the idea effective, and that's unless thine is stated thinking the effector is an idea with self-regulating. This effects those that deserve the effect otherwise, so think and you could get what you require or need by them thinking it doesn't matter and its where you get a concept done that you needed.

Dylan Morrison

[Go back to the Atlantean main menu](#)

-XLVIII-

The historical activity section

T Heai Asec

These are old notes by activity I noticed from Hellsinki or other places that was an original area, un en more where the mixed ancient with modern or phoenician that was what was known. Atleantians were chosen or use for energy or other places can create to in an use that exist in outer Atlantis or area that was once considered colony that was then aware now non, only because they moved away did the colony exist. As disaster after disaster happened there as Annoiki so I think they left enenti or moved away before the moment was bad or based by use we materialized some effect, not noted as a demon spirit to test the area so we knew the area to use or seem use. Their materialization skills are very great and anything described, so you you don't have to do things they can create or use is not to them. As you see that is the point I realized why see or seem to be here if nothing or created is what I see by idea. Un isby feel to those seeming are or whom were creative, see as you are you could see things so I used this idea.

As final fantasy this is isn't true to see of use is an idea you don't bother to play or work use or work with this is tis a cabinet or use. Te early days were varied yet noting was noted from a certain point, this was what I saw as useful or sprite often is years gone. That was acceptance is energy by use the years I was gone was what you could, as you say were interesting yet when I returned to my time I was surprised everything was differed or felt changed in idea. See by non other that my thought as the use was the creator created some idea in idea.

As the point by use was curious, I was use by concept or useful area points I saw were with some area use. As you see "te area I saw was cool to use" I am not there nor will I ever not be, hell that was there to use as this is chaos that is what you ca see or create is what moment we were use to no or yes. All that really gave me was a histogram report or a historectomy, so you can or use so as I was tat is report as you see you were or no more is necessary. He's safer here than anywhere I remember saying so I was not unaware or no not now was some area nergy as an answer. This was a stop I saw that was very similar to the area, I was aware that I created use so I decided to put some point with the area. See I was helping to a point as this was Angolina "Ann" Joline idea, so with what as an idea to see or creative by idea was nothing more than that.

The energy of the aura can seem to change by molecular feel if the person allows, the body is if overdone can end the soul as it is a soul battery. So the body gets energy from the creator, that changes as your conscious activity causes what change there is by the soul adjusting to what the body uses as chi. As you mean there are many, years of research led to many than to ye different genotypes listed here or body types by what you see by or with use to clean up. You only change if you are, so or not use as you see cool points to feel to use as creator energy spheres.

The area as you see, the area is an outlay to some area or use you see to feel. As your energy is history you are aware by the thought, so the history is as though two sides by feel or the lie is disorganized activity lying down not able to move till better off. Say as you were able to focus, see or create is thought feel to not do as you don't or allow. Your able minded by the area or no as your not doing for others for life incapasitated or situated me, as I was alert so I slept as I dreamed or dremed no longer as myself or others with life to cure or not be there.

As life was interest you don't do what isn't necessary. So free energy was asulf from water or note the effeict or effective use. Sulferous is sulpher air by the thought you see or create by an area. That is use by weakening with influence or effluence by use to recover by, an area in sulphur gas that you are energy perceiving. So you see or gnow by thought or sulphur thought. As if by the twilight pool thought to you create viewable, the use or idea you see in sense or created area is energy by the use.

This is an energy area view that your idea is energy proven by the thought or created near. See a soul area you sense is actually the spirit realm, call this astral plane thought by here as you walk as through an open door or visible in area. So think through as you start to pass through, there is energy use so use a faery cup of life to disappear by dispersing from this area so your energy is thought or creative use sense. Now you know what will come up. Show or not as if your ability is energy, so you can see what you are in sense.

The area I saw:

"I was survived as though by my clones, as I had no more drugs no more served drink or water that was'nt poison to use things was deadly. So I sorta allowed wat I could or died by trying with my friend that came with me. I say nother is nothing yet nothing is there as noting is nothing. I called the cologne base world amerindia yet I was nothing by in a wasted effort. There is a way to use idea or die yet not live after to observe or create by feel. That was shown in the Death gate books with Stargate SG-1 idea. As it was you are, so if you wanted to live you could seem able to mind or not by what you see if not brutal."

As you see tis wasn't fear that I die for you, tis was a twist that was real life to me. Till I proved to myself that was real often I could seem what I could see to create. I could create as I was this, was not much liking except to use. So I saw what I did or created what I saw, as I created things to fill in what I wanted, I realized wat I saw was cool as most weren't not able to crete or use what you see wise I was aware. Atomic weight displacement is neutral energy that is neutrons that with focus causes the electrons to jump, that disrupts as excess is use as excersize, that is till you see or not use as you get free by use to create release by the neurological once.

You are aware to not need energy or te energy though you see, that isn't energy the diseases energy is gone by focus or imagine a color flare to use energy as association you often feel or imagine color unflaring or the imagined atomic spin slowing or feel as you think te excited atom isn't excited. So if a corrupted area or clutter, that is influence considered fengshui clean up the disease that disappears with weight drop that is dispersed. Don't try by use is free energy depending to where you are, see that in idea as use water is on sale for almost free.

Free or not to use or similar by free refills or some idea you focus or not to create what isn't necessary or I saw in use by the feel or no fear as you think not effected by fear I mean use for fearing things that won't exist will exist as you don't think it will exist the idea won't happen. This was from 627 to 1278 by the idea you see was not even here. As you see that is the thing [psionic](#) use can create or the creator release is don't, you think not to do things at the point you see the eyes or don't as you to look away.

This is testimony to the area activity given by Eric before he killed himself right in jail, as he was incarcerating spirit beings by imitating justice for himself by the suggested point. So you see or create to notice other places you can or use, as you if focus is thought creative non porn think exist the idea . Seen is the area use is the feel or think to use some idea to create what you feel or see is useful.

Then in use by orchard energy or changed to seem a cool person, that was seen by authors that was writing him in as Eric in a book about chaos. The use or usable feel is chaos not time so that was Yandros, as a user in a usable feel to see or not use by your own standard. That was the "iron throne" by use or from chaos lords. So choose a name to create or seem as you see by use is by focus. That is there or here citadel for you as your will is energy you create with activity.

This in short terms is testimony to the area activity given by Zork Eric as reasonable, seen before judge harris as you see before Erik the judge before he was incarcerating himself using idea in his mind. See he was looking for people he found the area he knew that was probably not her or not intending or intended by the suggested point. Then changed to seem a cool person, that was seen by authors that was writing him in, seen as a vagabond use was the point as Eric in a book about chaos.

The use or usable feel is chaos not time so that was Yandros, as a user in a usable feel to see or not use by your own standard. That is throne of games by Daniel Moisant in use or with use by non weight with water. The area you see is the area you use or used for idea was focus, so you can or cannot go weight as that is inapplicable in measure to the area as you only need to see the judge. Fire to not use is the water is thought to drink if safe, as you see that my experience as you see create with sign to use by what you think to act by fellowship or created view you don't have to do the same thing.

Cologne Based world is 689 BC to 1289 BC

This is a world area thought by use yet not in use as expense was too much. These are the were you use to create with that catch you or inevitable, see idea by boughs of glory is they work though what is creates what they can do if you are sensed as intruding to ideaology in the use this was false so you see you were right. As you noticed this power this was the world they formed from that is based off the old world before you say you create, the middle area is when faster than light injuries created bad feel or created by sea energy with what you sea in the world destroyed.

The body as fireborn men to create, as see or slaves with enjoyment with the dark elves by what you see in the thought to use. Yet living amongst the elves and sea-elves that can use elemental water, still or seem is with the musings or the reminisce by muses that restored as you see. See as you are a trader, or created in use is free electron, exchange you can use ideato create idea or some such is life or seen by use in life.

The world if believed this was real the demon is by ideal, as you see or was known for as a united traders world and Amerindia or Amerindianiar in thhe old latin or in the old name "Ambiascar" was its name as it owned the trade, even then the the world was unpeaceful and turned peaceful by interest not truly incited to war for the truce and pacts of which held it together. Called with vision tea leaves, elements by practice or telceve "t-elect-teeves" meant ruled by whomever comes up or makes a good example. That thought better as the free world trade pact and it was counted as peaceful moments in life. These are the days I remember of them. As you see that is what you said so I did.

This was truly the world of before the Atlanteans fall from the earth or can seem if to come to. Thought with rare mytholig beasts or mythological idea and strange humans with other forms attached to them. Freedom calls to where an Amerindia would be for they would fight to the end if they had to and then they banded together as they could. This formed the United Trade Commision of Amerindia that allowed business to rule for things done for correction is its own sake and thought when some asked the business, there was always an answer or use is feel. However compared to todays united worlds, they were corrupt to the point of absolution and world watching them. As you had better days thought sometimes badly, or our not is not done as little red riding hood is a plot or o is the answer were as the idea is pirate any that would seem interested in some kill for gold as they had they to get some.

The people are apart of a free trade alliance who traded for drugs, slaves and other things like high tech stuff without any illegality or disruption. So yet the worst was the willingness to torture and negotiate for that, as was all that except for the crystalline equipment and modernlike machines that would do. As they thought to use or spoke with no blow except in whatever this says that I can or could do anything, yet not as not necessary as needed so that can seem what was necessary. What they want as interesting symbolism is to get away with use by writings.

This culture was backward yet to us we saw the idea so we used it as a literal world concept and varied degree of burns, as to unknown degrees and very suited to adventure with use and information. Say to the willing except for weak people who got killed if they upset them. There is any energy to use as you don't mean to use things. There was integrity against sex offenders or check points everywere, as you see or felt good you were supected or not suspected is you seem better by thought in no use as sodden from "Tere".

You see your in the advanced old ages near eden that are hard to forget thanatos said, as it allowed open swords and armor, yet was advanced with problems of kingdoms and early democracies. Where this world is advanced the middle ages were similiar yet unadvanced in technology, this advanced the middle ages by some area in use and observed by this what is what dnd, medievil to wargame, along with some other adventure games were coming from as they were copying some personal and world attitudes at that time. But on the other hand some would say a game is a game and this world, this is a good choice to "steal by idea" from along with others for game idea. See in middle earth and middle ages is cool or this isn't as you see, as no more kingdom or use is thought as the creator is a gift not disease realism that isis can protect to see "norwood".

N2H6I2He4 as you can see that is a cure or not a curse to hepitius B called Hepititus B. N2H3I2He6 is a cure to Hepitus or a condition sorta like obesity. Tat is another area I visited to use by idea, as you see I was curious to use better advise as if a talented use or user. Your use is energy or use is your own idea. This was tenement tribe area I saw early on that is what I sensed to see or use that isn't done. I saw these chemical compounds based, by feel that isn't

what I set to cure so I was sensed an use is thought as I saw that was what formed people. There is no idea that is more dangerous, than what is an idea use that isn't sense by correct in means by life is what you see set in motion.

Then I went to use things right by idea or focus was energy thought that was done, they get you with activity so to use as is tea "Witte" is third eye by focus to metabolize or use. Manifest is the I so I saw this I went amazing yet noting actually worked yet I was curious too so norwood is energy use reale user. What tis is the reason for chemical to create as thought, that form energy isn't formed if not to thought as you will seem good to see or seem allowable. See let go as release is possible to the planet core. As no mention no situation by use in their idea, see is a will or use as energy is not always what "can seem or to do".

Historectomy is hist or snake bit or snake energy coated skin created area energy, see in the body to cause a strange reaction or blue gold energy. Once flared can cause disruption or unflared causes no effect. As you so no is answer your sexual urges drop away, you say yes or no you stop as you turn into a woman as this was spiritual sex you rape you get this effect on you. So as you are aware, by the student the power of the Atleantians you can see or use. As this is our use, your use is not always what you see.

Think as you ask you can see that was fair or other trade by the business you present, if you present something equal to what you can see by the feel or created bij effect. That is non effect to use by fear alone is not there so your energy. So they are too, your treated fairly as energy is treated better, by te feel your idea is noting or nothing by effort you see, set free from te life you live you create with te creator. As you set this is free. So say as you want you can die or seem cool to not kill what you want in life is not worthy to die from. That is a lesson I learned from there in the land I saw or presented here as you see I call it tat. No drug can cure that so you won't get tat, as tenacious means transform to a south american tribe person as "we'fuir" not as use. As you see the area you use, see or enough use is not hyperbolism is idea.

Atleantian dictionary 2: The outlay colony or outlaying colonie

As you see as I sorta figured out what I did wrong by the feel that you gave or no is what I sense, so I am starting this atleantian dictionary as a second read of libre notre made by Simon Nobel. Tat is the tactical use to create ability or use tactician in idea. That is what started this idea, so this is the atleantian dictionary for the atleantian in the new area not in the caves or under area. There are no rules until you are aware to some that are useful. There is no rule till you think there is, or you can accept by the idea as you see concept for use. That is there is no rule until you think one up or no old stuff in time, that is acceptable by use or used by other people as this is they use the idea. This came in from ancient indonesium or indonesia, no as this is use by another name with other names as ae'neom'cio, as you drop something you leave as you think you know you realize as you remember by the creator allowing aware thought.

As this is really your idea or mine you can see, I modified this rule so you see wrong use in no use. Where you see use is some use so your idea is concept by thought unless no good reasoning or lieue of no bad is some idea. I was hiding in a mine from the beaasts as I saw things, I knew them as I wrote to remember or wanted to know. So this is the second colony to which you see as this. As I was aware I am used to this as I use it to remember, the past from interest to see what is possible ever interesting in view by life as I am aware an that I was there with used things. Tis is a cabinet so you see or go, find "ind" indian a ride is not to do or man with experience or no not do.

I create or use what use was possible, use was energy to use as I was useful to create with. That love and art with area energy contrived to get you there, as you see wre able to get away with idea or thought created by feel. I am not te only one wondering if the atleantians will come to their senses from Odins vision gate. That isn't your own favorite that was what suggestions were interesting for he said, yet he and I knew not by feel to create things unwanted or not needed. As te rule is if contrived is needed so not, things you mention aren't necessary or so you see as contrived is the idea its not worth mentioning.

There is more to this yet you know things already so in the past is with idea not hidden in the genes. That was what you see the atleantians were able to create if the person wanted to be or eating like the monsters, the they created that are what the geneticists are considered are what you can consider them. So they are called whatever people called

mythological now in life. I see the present in my present body, I am weak as less energy less possible movement or you see no moving around till necessary. This was from my past body.

p = undone essence, insect, beguiling insect field or don't respond to threats.

pri te = price timeline, state or falling or think to now see by relation to realize or the truth if sitting you mess or cause mess, bless this mess as nothing to destroy is no death or disaster necessary as is disaster

of = freedom of choice by thought, punis to do or policing or eternalism is pessimism is not

pez = keep coming, in not piss in the grounds area, focus is no by allowance, piss in allowance

peze = keep going, en piza, thought use by feel, that was energy use by the thought to use to get better.

E = Ces, letter tat is written that is by law or idea by denaturing using the gift energy, keep not, energy phase change, piss scent the idea can seem converted to use up pea or whatever is not create to feel or focus energy to not human flesh again to energy create by thought to observe to see or work. As you are aware this is concept to symbolism, that is in to create by some air symbol to create change to use. This is nothing to fear by use is water, as you see none of the worst by thinking to do you match reality. The reality is concept to attune by feel or beaten feel to not beat, this is cause by transforming one thing to another by association or say thought stated focus energy is done. The area is energy in use by concept, focus is thought to use energy to create with feel.

The idea energy isn't to eat human flesh or catch, the time thief causes kiekus or time orcs in of idea that tries to blood rite cut fingers to shift transmute to the earth by feel use or not that seems normal in idea where you get to watch everything as time progresses with each kill as a lifeform is there without that is focus to create without cause. This allows focus to create by perceived idea to cause an idea to create by feel, through the text that is read or thought to feel or feel by thought tough the read spirit text. That is energy focus use to cause without cause, that effect is through the text with focus with feel by feel with thought. As wit by feel is with or without feel to not drink.

Did you know that dumb is dull so your wit is very intelligent or intelligent is use, so your able to read the all about demons so you remove extra things as no lemons or demons. The idea you see is if a person depends on you often you can create or seem, as you see the need or so if you can see a use they can go insane per use as enough energy. Some is enough or away with thought, see this is condoned or not use is your energy. So as with no use by theory the idea of them or idea use is or isn't done as you make baker to not beggar, think so is creating from essence or done with enough idea is done. Condone anytime or area as in thought nothing is done is in thought without the idea or influence that reality causes bad reaction.

See the use as aware activity or dentistry assumed is this is not by usable idea in perception, drink from little except water with drink from impurities from no slammities that is felt destruction. For or not is not against yes by some use fire vibration is dangerous sometime as something not done is not done as yes is allowance. Tis is transer by essence with conduance by transferrance otherlift energy, that was so for your thought to seem right tis is not use as contaminant as consumed or education. Where not is allowable or thin to think safe. This can seem anything as this is use or use nothing to create something. Intuitive is use to create idea by thought by the soul, counterintuitive is countering by idea or use is energy as.sometime counterdictive. Has as a concept is an idea energy your isea is thought in use by blood energy, that isn't with a blood right use the cells as interaction is cellular with the concept.

As ingenuity is concept by cellular idea, as there in dna activity is use as intuition for underwater or the moment undead form from a live or dead body aura energy that the projection is done as decomplex by concept is idea in noting idea whatever this is alive. Saw is energy saw feeling you say creative, as a saw as by nothing is scissors. As what you are not except eating isn't needed by in what is thought in active use, this is not effective against those in the physical world as this is in the astral. The area is in not now an another way to create an energy concept tat is idea to no use by idea so magic is possible is use. There is in an idea you see or create that is here, so lets try something else not always gone to form.

here = her, this is thought as destructive futile idea, that is ended by energy by this is no by idea is id as hidden is a person that as idea can form as this is some inner energy. As you see is chex with sex by idea, this is the end of the space and experience is what you see as you realize. As computers are creative idea, your moment is reading by thought. So ciao, a note said to use what you have focus is concluded. As sex is a drive you can use energy to create by noting or nothing by disaster as you are not actually disrupted you create or not as not needed. See this is an end to a beginning, that isn't supposed or happening so ciao is a happy occasion energy by some cell death. See as you realize this is done, you create nothing that seen is thought no as fat reduction or created or see whatever you don't not lose. As you are see to the idea to use idea or see concept by thought, as you see you are you create nothing but whatever. Form idea by the creator to create in result, as in no lie is you think to see water or create by water. I know what you do for it. See as your an idea person, created and now this is not going to act by idea. Think this ceases to what you create, this is the real word root gone or not as you smell yourself.

transer = nothing change of body shape alive by magic, you see certain worlds or words have certain effects to the body as the aura is frequency work done with the thought by use to adjust, drink with water as sugar alcohol elixer or black coffee in ale sugar or butterbeer. As this is existing your life is nothing but wat you see. As you see this you can see wat isn't as things exist something. Think not as nothing so you can create nothing not till the point is existing nothing by the creator not wanting it or the creator is body dissipating by what you want. That exist didn't happen by thought, that is existing nothing but a concept to use by the idea you create so not use as you assume by feel you create this not you goes back to a created point. Once the experimentation is over the human is fully formed, by your will or idea to work by sex or relation is with auratic influence. Saw is nothing as energy is some in energy by use only after you beast to men otherwise, alter to actual men or women with some other idea shape thought to see by water what is there. There is noting as another concept this uses to feud is idea or in use an energy as a source, as you seance to end what is by fire or water isn't supposed to see the area.

tens = tensor to explain, change by feel or focus in life to idea energy, so you see tea energy use is cool as energy is tense feel to create idea then release is thought release or this is seeing to idea thought with area sense by focus. So you focus idea by thought to release energy or relax energy by idea to relent, as if nothing is beating you as if in your mind by no feel this is with idea to sane use as "release wat" with is with energy to use as thought loss to a different feel. For as alcohol is not used things in magic to work better or create no worse.

tenga = see or create, normal or monster forming, no idea is nothing except corruption removed, now see this as you can. Saw that as I used as hooked up idea in life. Attune carefully or unattune after to remove by chi to cut a cord or unhook. That as chi use is use as you consumed or education with educated guess. See to use as some idea that is uttered way in advance or sometime else. As later on or near your time past or future present that is interesting. As you see that is use in progress by te use by feel you use to see as a use. That as chi use is use as you consumed or education is realization by focus feel so use is creative herbs as noting happened as your forgetting from nothing there ese neb. Where you are allowable, not is always allowable or thin is to enable ability to think safe.

This can seem anything as this is use. Don't have to look as your spirit gnaws as though prepared. That is as it is this isn't known as your persona as sudden care or sober for life or SD. Due note: Transer transformation is possible to create by khepser or Tensor, in say to create or seem any shape or form by thought to the creator or create in as without essence energy. Consider chi or life from within as chi use is inner energy aware with or without, the thought to drive you to drinking as nightmares go to too much drink. So much use is not always thought to the use of life is existing, this is the area you see that caused the idea. That is energy perused to use it, so this was obviously false "belief that" was the term or magic belief by a rune. That called allogical relocation intuition with an illogical that causes in things to make no drinking or drugs as necessary with the release from effect. Association is an idea to be with someone, as we judge noone ceatio for everything that is a fact you focus to live to work.

khepsa = thought energy focus, the idea is illogical need, unobtrusive to think as seeing some idea is use as you use a concept to use conception your use is creative juice or thought in idea. Yet you can always get back. That is like you ave a general movie complex, you are the movie dementist this is where you are a tire or this is where time is a point in use as they are the complex. As you are the were they are some idea that are the complex.

irr = irrational by idea or nightmare idea is to reveal from the 13th dimension energy, thought is the reaper by use or

irrespect or introspection that is irascible by theory by nothing in time, something such as time in noting is nothing as in time the area is nothing as you decide things to be or not to tumour or humour is that to be is that exist somewhere else. Serve death or live that is their choice, as you were dead you are still able to live as this is only what you think to use or try no unreasonable excuse.

deal = deallocatable as the point by spirit that is death created to shift the spirit seen in macbeth by the witches to use the spirit, desummon allocation on deallocation that is shift to some other area by focus with energy in the area that is able to shift by temple energy anywhere by idea. That should not interfere as you are to be non manic by space with no intrusion, as there is no were altering to create acceptable idea in space. As you think you are or think you are back, as release you are released to the ground with no hit to the head or otherwise smite the foe. If there is nowhere to see or create so no go no way to live, as death is immediate to the back with some flying thing. As a path to sacrifice is 2 fell over or bacuse is an idea to use by tossing objects to the area use.

That is energy en is use to form from creation by thought to not use this, as you can conceive or create by thought to create with some idea. As you can create or use this is a tail idea for balance you create nothing except what you feel. As you feel in life you exist as nothing concept is not recountable. As you see some idea you can feel your idea isn't, this can see use what is not use is what creates isn't but what you feel by sensual idea not felt by use. That deal is there by feel to not use an idea to create what can from some form.

That is created converting by spoken thought to the area use you see. As exact is the thought is concept in a point to work that can exist, as the thought not tis isn't seeming to use by used or transversal no't by concept you see so you won't abuse anything that is there isn't ore. As you see the reason you create the energy matter is what you think, see or isn't what you think as a point goes back to create in by thought to see there by the origin.

use = use energy; so you see intuitive or no that is in some place where they have no idea, yet from what you are as remembering isn't a trigger to die from so suppresses is no urges or thought is familiar or animal spirit that your energy is what you thought by idea. That is energy use in use by use or not use is nothing done. See as you are created equal is not equalized energetic by use.

witte = transer, alcohol with energy, cesil, not to become with the essence or not, as you are aware by feel your idea is in exact focus or created as tails are there grown in idea by idea. Isea means distress by feel or create, as you are in your own idea by use no attack to create what is thought. As with no idea is what you see or create is nothing but a wasted dream that is from the wastelands.

with = no issue, is different as with is intelligence by feel is with no issue by idea, that is what you get with having problems that is my idea as the genes if corruptive are normal unless in radiation or see by idea is true immortality by shapeshifting or not. As one idea is a godform or dead you can create, don't if you feel your body is too tired from whatever if idea is normal then allow non insane. As you use the wrong or correct things, you create by idea or identified genes postponed disappear. As you were with an in thought, you create insanity by feeling insane with too much energy just corrupts the body. If rads or water is corrupted, the area creates by concept diseases with damaged genes that is considered energy in thought is energy by respect to use. That means as you see or use contraceptions or genetic damage can pass on, as a source you send energy the creator is creating by idea. So no odds or reason you use energy you see, as you see with idea or not as a source you could create with corruption that is damage or create worse genetics with children.

Bel Not = no is belligot the person so use or not be done, no isn't not necessary is knocker on door, not isn't a head knock knock by a thought, head knock "Anh Enz" that in too much energy unless life in prison, this was from not as a knock as this was a person that was used from a drow attitude to get in. See or otherwise you don't have to do that as a fairness, you can right by spirit to nothing there or write whats happening. As you are aware dismiss this thought, or your use that is the feeling to well release to get well in idea. That if aggravated or assault is nothing so don't seem recreating what you are where your not welcome. Now thoughts of a different time.

a = against, transer made is some alcohol with water or selter with water as water with energy, that is made in life so made in time as you see it you can believe it or not expense people by life energy or chi use, seeable use creation by

some energy is something in use or objective is thought made to create by volunteer asthma cures by a point that is created or volcanic reaction is the thought by what idea in time you sense. As in some idea, that is some place or created, not by nothing in use no do as what you do is non by necessity. See aon not now is creatable by use of a blender as fact to use is ingredients. I am now so next life now. So this is where the chemical may or maypole dance in use not to work as if AgSOP is interesting the idea is possible still, so to stop by not sopping is by thought your aura absorbs things your seeing use or blows you get or creation is possible as in thank you no AgSP as fix idea or nulle anger or pulse.

inanis attento dominus = This is from the area I saw as the time we helped, with elven necromancy after beating an idealist dark in nature known in necromancy learned from him by energy interactive soul talking interred as spirit information. This is focus cold air to cause cone of cold by imagination not here by resurrection. This creates coldness that fixes things that is radiative is use as sudden energy is corrective, yet earth energy is life as Sodom is i as flow with energy idea. This is the energy behind sodomi or the attack energy as revert is you use disruption focus by a raise hand or idea is crash or burn to not as you see better. Sedam is water or idea energy an is to use idea by the concept, that takes what is withheld attack to use or feel better. As you see the love effect is thought you are attractive the body is attraction or feel, this is to not attract te wrong people cool to what you think would attract. As with idea with molecules or atoms that are with similar attributes that you see or can feel as aura is the energy use. Tis is commonplace as you see interest. Idea energy is creative to use as what you think. There were area I could not navigate through so I stopped deliberately to get away from arrest. As did it I thought I was there to not seem in the way or thought not to seem to be effected I wasn't. As this is I was energy only to a point then I shift to work "then I sift" if energy "was use", as was the use to block sometimes. As this is not attack to use this use is creative to defend or not use alcohol, see by the area or thought gone is gone to effect nothing to work or thought as you see concept you create by what you do.

af = after attendant attention, pearl dust from ground peal that is lightning to a pearl created dust as energy is injected with pearl energy the energy that in corrects, after not or something else or so ant person, after idea you change your restored, As the story ends there as you think is there in on things or not isn't done. So were continuing after a great space is thought in points with thought by perception. This is fire in use as "if" is concept as you focus to use as you think create or feel the area disturbance. The only evidence is use as an ambulance going by as you so you are use. The focus is energy that energy is ability in some area put to use, so don't take all em down to some place to some medieval weapon concept area in ability to create in use. As idea works or sparks occur in wiring by feel that forms a disarmouric liquid that is green goo caused by a weapon blast seen in the twilight zone. This a were by altering what you see, there is as a were as in now by here not indemnity. So neither is necessary just doing idea, see te reason is cool idea by thought to fix and you can set any idea to free you from responsibility with this is idea. There is another way to the use advice without attacking is thought to use idea. That is this actually meaning if used with ec um to stop after, shape seeing things is not fun so don't or um ec en unless you have lock ups that is unlock the jaw to allow body building then you don't.

Cea Men = cease as a burn notice; Tis is a burn notice effect after image to what you see if you can't pay you cease, won't seem allowed or you can see what is energy to a burning effect. Wherever you are were you can cease or work as you are living that is work.

cea = cease water, cosmic water is water by idea or as you are with harrasment thats cease to desist by displacement. I can't deliver you or give what I promised as you see that is cease and desist as that is not what is there to take.

onolle = nulling by activity, nulling on to refresh with some use, on use with life your energy is a compliment as you see no use in idea you can feel or not. As tis no knock in result unless necessary, sometimes as a head is a nuclear energy were altering to not knock you out energy is from a car that you can return from or use as no attack is nothing even if wrong. If soldier use by feel is over seeing as I ave to go.

debt = karma as bills are fund paid as necessary are well spent, no bills no karma as karma in consisting consolidation to escape the bill

nolle = no idea in death by head debetting an idea is idea by nothing unfair till necessary see or halt all

See use = See in use as molecular spell binding is molecular by using submolecular particles, energy as a source in thought is theory by association or faery create as whatever is there you can or can't do is how magically we use symbolism as thought or thought in use is as if operating a gas pump as the idea not always is seen except an idea to the area not to use in idea. There is a fair idea use to cause or not always use fair enough. He's gone so leave now.

unull = Unusual energy collapse non thought with gnow, unused idea with unused idea with things in mind, The unusual practice. Energy is use to create by the user the abort or cancel with words as you think focus point to the allow energy surge, that is to create what you want or nothing done nothing matter to phase away the thing before it gets away by focus to fade. As you phase in sprite focus by moment you fade out attack or not knocked dead or this is a phase being meant to keep you from leaving. That is as you were a were or as you were are a were to the sense by use. OTR

o = behest in use or nothing at all else together things as you are really use or created by spirit in idea., you can do anything, hand energy injuring or not as magnetic point is thought in life or your idea is as you are tell all or you don't have to tell all though you have to use that idea unless you don't want to pay or unull.

dia = diabolical or not cruel or circle use is protective as time is useful to create weight adjustment with es in noth use was just a circle or algae focus to cure where you thought as you fia that is finance not pounds in idea tat is pounds or not in less in form freedom by not actual mention.

blo = a power by death or death blow as this never fails death till this dealt, blow to the face or body

dnd = dealt by denial or on no result with no result, as death on a moment was in the denial as he passed away he was dead by the thought or not effect me through script.

gno = remember, fix growth to go, remember as you go with a cool idea or without hitting, fat not in as the fanny lessens your ability increases or 6.5 centuries further

cmu = cement mix, Seed is cool to use as reverse coriander, paprika, basil, allspice that is energy use. As your use is propulsive this can cause people to leave.

n = nothing, in en li, independent idea, as your only concern is reasoning if you only listen to your mind

Sean = See or get, your own free form like this one is a pancreatic release point.

Lq Iso = Liquid restore; Seeing that is as pointed out is not blowout in sense unless you can. If gift is energy your use can see clean idea by idea no drugs or life unless necessary.

taenio = vicinion II, as if nicely spoken be nice as they are nice with in or without use, as you see reason to use idea as you see not actually livable you are an area to create by feel as you see you don't have to be that is the bees. The ads they have are useful to idea as ad use is cool. taenion was te name before the disaster the name after Vicinion.

toenina = planet of the four suns, the best part is the atmosphere till energy raises too high then unlivable past its part as its not actually with people except those that are formed called people. Now you can call it what you want Toenian II.

Dangan Flis = Serving as you fling idea; As you fling one thing to te area, you cause what is or thought not creatable to seem to exist. That is as if you have been served as you think. As you see the area think to be nice, across the street to not slime buff to create with watching out or not unless needed. Tis is entirely dangerous, as you see what is true. This creates what you see as dangerous as you are doing things safely or Dangan or Dangan is Dangerous.

Co Crei = Marriag Comf Comf, Creai Creative chaos; create chaos to exist anything. Choose a partner. Ten go on. Don't need it after bleesij or blessings. But I don't have to blessij to do it. This can cause negative feeling to come, as

you don't have to match to attractive people or whatever is gained is in attack or attac the person that created it as I don't care what I look like after your effected by a beauty spell as this.

Taeonine = Creative in geniouses; Seeable concept or glue ectimy, inline conflict or not inline your will is your own. That is from the land, of possible impossibles with thought to bug to removal. Something different indifferent in life if matched, you don't have to give. This matches if it matches, so the last person to use it is the area. As if where this is you as the effort with some others, as the idea as if "you did it" or you don't not or have to match as the creator does things or not. Fix done is done. The fix is to useh the fix of the gravity core, with the planet thought not. This to fix by gravity.

Seinc = Seance; Seeance is seeable to see no demons in the area or area to create by focus. Proven malaise that can even effect others through the aura as no malice ever done can effect you. Dark seance not always to seem but recognize as you see things that turn dark after that is destructive things wood with wood glue. Now as your able you create cures by non other than air.

Ein in Sen - Create if creative idea.

teon = See or create. See the impossible know to creation.

taenioae = Tanin in; Often not in a dark place this is creative yet poisonous use or not so we've as been there, no we've been there so thank you thats enough afterr your damned for life for negative use. As you are not neat or very neat to see as damned for things that are turned negative in life. Big or dumb, act smart after. Heart wraith to use things against you till you are creative. Creative non use on mention is tought to use yet not to use.

teanna = teanna's planet, queer site, the queen viarea the useful is creative use by thought but near destruction the dimension is ripping by focus chaos or not as you see this is wat in the period you think of to see a place that looks like glub or glublike. This was a worm in the ground, that was shown as the dinosaurs world.

paeno ceano = peano, the identification root planet that is use by highly toxic use that they avoid to fat or not avoid to lose weight to cure with peanuts AGSo2PS as Angstrom Geromiun.

tasna hall = plump; Seeable plumjuice; plumplum juice, that is curative in effort energy by some concept. Daring use to not gain weight as you pass it to someone else, as you think is great in use.

aseume = that is plumb, tat is the name as theatre is use or use is wat you seem useful is planet generated.

asium = the assylum world, don't assume the assylum world that exists on its own plane or planet root. That is curious as you won't see it till you get the government to allow you there as you've been us up to use, your use you do or not die from now stop as you don't allow.

aeio = the curse planet, that curse is what you see to there as positive is here.

aeion = Sicke teory that energy can remove what is wrong, theory use world, the world you see is listsed as listed by a song metallica made as aeion is the period as I saw water based markings with guts. That can cure form marks by thought nearly anywhere your knocking in frustration.

asien = asian world, destructive as root of all evils is energy by knowledge to the use. As you remember you see or create.

aion = hard harm world, there is no will yet focus in upon you see the area creative as right with culture your acceptable.

aeip = the cursed ape planet, you see I travelled there to see and yet found apes were nigtmare or creative as creative is creative or no creativity your creative. As your are what you think yet avoid the apes in confrontation or your in a

plantation of evillish prisoners.

aeopian = Aerpe, as earth is use by the planet you see you can set foot to a palace or nothing is there except lingo limbo.

aeriop = the planet creature, not ethiopian you create to see.

aeriopu = erpoa, or eropa that is methane based or not visitable.

aarpion = aeriop or early europe, anyplace you are you see by the spirit to use. There is identified apes with nothing but an idea to use. They can board or use ships by invisibility or create use unless defended they never actually are you. If you were.

Aaorp = with orb or use is ennergy or emerging concept is though use as it is an identical planet livable or not if you can't use the area.

Aorp = the wind tribe planet; as you use windy area to shield to see or create.

aoeriaop = area use is though thought illusion. you use to your risk as your energy use creates you place unless work is concept.

aerio = the air place not a planet that is a long way away, as your energy is an air use to create as aerio is energy based your area is concept.

anreio = rei carn, the reincarnate area, that is the spirit root that sells even mandrake as I vitamized or visited for an interesting period by time use. favorite use is prayer focus spells. As you see the use is energy physics are graphics.

gnow = remember as you go with idea to deal with things as they say they are or not do or tink as tinker to correct things. He knows whom is doing this.

ehe = Seek; See as you are aware to create by feeling your in a prison that isn't exactly, there to join the body or fix that you don't have to join as you haven't died yet you can always return that came in from idea to that world as not visiting from now. As your world is reallocated in as idea, think of the area to the use that though you project with telekinesis to tell as you will idea or electrokinesis. Seeable use is creative use to some area to use. Think of the word, in time the creamy downy feeling in negative use the world the root becomes clear.

Xea = associate as aspect use is aspect past energy recovered, no problem as you think is to not be effected you can work with an idea.

Cmai = Seeing truth is cunking is idea known as something else or kunking intrusive, chunking and creative. See time is torture there as quiet as a mouse that would be stated as eating was bad and he set to eat telling lies and viciousness, as he is now he died as a natural marksman by time he is transilience by intelligence as is stolen so go find. As you see a beast is a meat stopper so this was viciousness that is creative ions by idea.

areio = rino use or ever seen animal planet or sometime else is curiosity. Ever think to not produce unrealistic? you won't after you see united price use divulged.

arrion = neurotic to trollic, their planet is species as the movie species as a piece is peace of mind.

seion = seismic wave area feel, that is what I sensed with this area to use.

ligt = light mind or deterr menace

timeoi = time dark planar area in planet, tire use energy is not use or is if use is cosmic stric strangler movie idea or

not as normal.

no = Seere; See if not to kill the point by what seeable or not you can no as kno is to see use to kill. As your energy energy is to kill them focus is concept, your idea energy is cool to use or hot by focuse feel. Eno is energy to see or create enough idea activity or eat it. This came from eggnog that was energy by use. If by command to control what you can or cannot do things or not need, see to stop activity as nothing else is. As you will a part of this, as a will to "as I seem realize what is needed" by a different feel.

iem = ally, spirit trap en, danger mop, thought to use as your trapped in a form somewhere till slapped in the face that you go back to were altering to realizing or figuring out where you were. Seeable use is enough fuel if energy as lunatic to see causes lunatic to attack to transform by magic to what you see or think.

areisio = arrasma moment, the erasier planet; tis is plane rides that are ignored if you just do sorta like heaven as Bud use is interesting but focus energy is toxic disaster or effect to cause.

aresto = arreistic component base world, tat is energy planet use as tactics or normal as you see. as tea is great area is putrid energy.

areisna = as real or diarriec, diarrhiac is energy use. so use is energy to create with idea.

aeriom = aeriom is created for by card use or nothing is done unless necessary as the energy is suggestive the area is heightened as energy grids.

airio = te element planet, as seeing isn't aeria your terrific as you see locating area you create te area changes as you think to suggest.

aeriona = as you see this isn't seeable, as tis is past a mental block as in list. as you see aeria this isn't use as energy use is there, dog or fox ruled.

aeruon = create hierloom oe stupidity done is ore is unusable. as this is an abandoned area use unknown.

aeriol = that is energy or noting but non trio effectively suggested. you create by use indirectly approached if dividem given, that is seable or creative use intended or not use intended viewed by thought. that is a worm falling world.

aerias = if this is mentioned no weight or stench intended. as real concept is fixable your energy is no less than idea.

aerioula = as useful subject isn't smelly your use is creative by thought. government use thought non intended by concept.

eitha = ethipioian not like by use in idea or use is energy focus tat create from te ruins you see I used in a game idea.

eatha = Eatipoai, that is eatha as elven use that is no use that is idea you magic create by usabel vision. That is usable feel to create energy from a distance. A long distance as focus or note te species. Tea use is useful.

eotha = europia, deadly yet not disruptive except to use gas masks as this is reflective in the area body use think calm to create calm.

eita = as you see te nature the area you see as maen see or horse people that in defended use or ope yet die if other oxygen. easy to confirm idea as you see use in idea.

eiho = energy is energy by seeable energy use. as you plane scape you might notice the area.

eaho = the area of machines that is energy by use to see or create as the area is without rules you see are energy wise.

easio = the art area is amazing but noting in use you see outside is non expensive. as easier said is nothing to body item use sale for the effort easy is told or necessary. the people are usually dumb.

easur = asureas, prime world for run down area. as you shift to tank commander idea you could win as you easily see use in thought or food just look.

easeon = no problem sir is said to fix as you will. see as your able to not think to use tine waves you set with sigils or empowered lines you create by feel. the only ruler is not an elf human.

easeier = As this is te easiest way to the pat of light. As you easily see this is confrontive, see tis is energy by nightmare use. described in this pokemon game gold. there is seeable places or nothing. As you see the main reason you can create what was or is yet seem, the area in sight to create with to dissolve idea now if not wanted is not wanted ten this idea. That is not to create with just see, yet no power is no electricity as in time is over. So create is concept your idea is once over you decide your rune is the area energy signiture that created youth or use to bear young is worsen to the use.

easeon = aseion the area is described for me as I think to use. see as you feel you change you are as you see is area shifts that you don't shift to think or maker create created by nothing or thought in a bath by idea.

easeri = is energy or tardis energy. if you think the area exists the area if non realized will create break area. prisoner world is a word you avoid to technically see with use by tash or cash energy from trash with payment thought by mind. Say or fix concept by idea you use.

eeroi = orborian area energy, or rainbow area feel earth or no feel just monsters. that change to you as you see.

aeroi = area feel world, ore dog world that is dogmatic or you get there by watch or no thought you think so you see or consider by idea what you want to use.

aerionia = aerioni is a strange atmosphere to your energy yet diarrhea is fixable by thought heal. That is pleidian in idea but use is tardis so this could seem any idea as you think or approach.

acet = acid or drink is pig glutton sometimes or accepting by thought to create or use. That is thought that this can create energy transfer, through the aura by idea energy by idea with a source in life by healing is harmonic repair by healing. This is use to create with the point you see or get by the area in senses or create by feel in idea thought. This in idea action creates reality movement.

if = if as a person by the time is concept by feeling this is feeling, heidoneistic, he is done as she is done so it is done. As if to join a group use a group, as if were there you are right where you should be as you think. Tis doesn't exist though to term use that from the fire goddess tat is fire as thought no smash no bad. metal is bolts or area use is theory by energy.

isis = protective, control by reasoning with gravity projective to calm by influence, themselves not touched unless you feel the area to it the bug or not melisse that was you as isis that is means as kisses is nothing as you sense a void in fire. this is the burning fire energy area similar to a sun that if you see tis is te name you think tin near to thin as opposite earth as it is useful to think alike you get along or not get along by discerning minds in concept to do construct. That is sometimes things make up the whole or the idea is concept or creatable idea.

diet = stopping as weight can increase in idea by cat, wood creator, torture with housing terminated by termites that not only ate the wood they ate the place, that as a mention by Ag'thu'lu the Mt dera is Mr Dera mordera is idea concept for kings, bit, bitter feel by idea or if held chaos is thought to create by hit this is not but wat you think, so not is thought as this you see isn't as you think as one the Agthu'lu or energy eaters can torture a person tat is from within or nothing done as energy eaten is by a bug can do anything as concept is interest or nothing as you see tis is torment world as tis could seem any different idea.

Cate = cat mind is idea, identify the cat in the situation to dismiss by exorcism, that is the idea is not to be in the cat's mind as you don't know what as you can't identify what this is unless out of the cat's mind. So to take the point or record is to stop before this becomes pig solution from glutton.

Cater = triple healing, that is triple the area energy to heal by idea or see as you want to create cool feel better idea with noting not wrong as right where no hitting as a friendly idea. Nulle jealousy, is energy to use.

ziggurat = atleantian pyramid temple; Feel to fix the idea by healing with no expanding officer. As your thinking to thin or think this is use to see to look, as you seem to think or listen as you learn by holding amulet focus. Then you can act the form or body to create no menace by absorbing energy till not necessary, "see or something" by this is not use or create to use thought by others or concept is thought. See that is energy to create by feel to use with the feel some cool idea seeing use. So not is were we are as you want to take, as the point to stop before this becomes pig glutton is no thought to the pyramid till no need to feed your strength back or energy by nothing.

its = waste, wasteland game world, westlake view thought that in was skin perservative out was skin cream is te area or gun use is there if law. look to see te area in a mirror or bury yourself as your animal spiritual. That is energy to te usage by the feel, as focus is energy with idea you are formable to wat you see or use. as you say poofing is shitting where you are you get answers by aware ghosts to spirits. By the spirits I mean your creative by the use time is useful for by idea.

itz = raise, concept to navigation to the last sun area told me tis space was disruptive. Focus is chaos or noggin is hearing use by hearing things or use to use.

say = safe, creative, create living by idea or not as a living idea, as you create by feel your ability is focus energy as use is sayan or the ability old in use that really is age magic by thought old use.

sey = submolecule control, safe to safety measures, safety to no moron is no measure is nothing safe is ever anymore achievable. As you create a pet by thought transition, this is energy by thought transiting or not ongoing to seeable use. Tis is interesting as you think to create you can reform or see use, as your energy is use as on going research think to energy focus to change. See by altering to some focus is the actual use counted, some theory as you see or think back to before the nightmare is as this is nightmare by thought. Sometimes to show sex is interest to conclude the right idea or success to an area idea due or not.

so = soul, soldier is a setup or crazy idea to see or go as to be a beggar in the street. That is why your not allowed here or not anymore as you see your not in a dogs mind or not as release is near I am done. Yet I learned on the area idea to use energy not eat people.

asseil imeke = assailant issue, as you see the area is not bloody unless you think it is. Focus and you create better to make energy flow or feel to seem un not effected.

seeablo = as men, temperament by will, as if you see what you are aware of is their own will is your will or intended idea is thought as if a warp or not soap things.

seeaibl = as women, some use you see or create as usual in life or love to use no drugs or water things.

Inen = linen ememoria, As you feel or create use by thought, as a good thought from that you see is bloody or seeable use. As you did some idea to use right with interest by result you create by idea. As there is only an in moment conscious or thought energy point to figure out idaho potato, an en thought joke you see or use idea to create.

ciao = making is thought happy end or crazy not so no bad ending as the brain dismisses if not insane, that is wat you see or not see that use is graphic or devisive by association from remembered events to create by create thought. That is end point to dispense muffins.

caeo = the fun but cool area you see is siftable to shift as there is always a way to go or godzilla ruled area.

Cmoisant = A message on an answering machine, I am away to caio as you are done so ciao, famous idea, so cool is thought to use if necessary, so there is energy in their idea to know and use to not overuse as energy is sometimes useful. As you say what you think to seem or create to make, see or sometimes create by feel. Lets see if this is useful to you as sometimes if you do or what you do is not as dumb or normal. As in thought your will to you is will if found to create a 15 minute ruling in effect to not show then you win or create. As you say this name you no as you get a game of real life, no is not ibn that ends in real life as who or whomever wins owns or works with a person by a thought. Say to use or other points in light idea is thought, unless not supposed to be a part as you choose idea with the game or choose not to play.

As you say that is stargazing turn away now not look at a telescope. No cease is near or whatever to start talking normally. You start to realize as something is as you are relating by ground energy to see no reason except to seem or be nice by relation with what you think as you are. Think your not as you create and those that don't want, that or do things to stop you won't unless needed to. This is a crazy person with a necktie named ricardo not to be bothering you. As nothing is energy by the feel you act to seem in idea to seem acceptable to the public, as your accorded use unite area in thought is to shift away as you wisely with held thought wise idea is wish a woman or man.

ibn = hibdon, hot spot, personal hot person swap space that forms energy from the sun, hibdon effect for idea carpet use, sex in slutes to see or not is gather sex energy by time as in use is use, that yes if you believe it does or not as this was from ancient languages. As you mentioned is creation thought ibn or not as you cure her or as you see, that can see use or create by concept were this use in idea to tattoo oreran by operan. That to seem is interesting is not always to see now to use easy now with the idea right, after this time as with you is non or thought by feel is pardon is not partaken.

of = office, officer, punis to do, see, feel or policing by idea to fix as no mistaken idea with no hit.

his = second, no blood, sport, fist or blood to the first blood, there use not seen as its water this is their blood sport in life as first is especially interesting.

unseth = poking or idea to not mind this by idea something is by thought to use.

baxter = genius in thought by ingenuity, baxter is back to use by talk is thought to see use.

b = zig zag shift to feel area, if otherwise or not vicious stupidity non stupidity, create is thought not beaten that is till thought is to be as a target "in a fight that gets attribute", thought in fight to dissipate energy I was a waste in use by feel to use in shift so I was waste shifting. no se e by or en in as horror is a thought is energy in misery. Thought is different as your able to see or not be in life.

be = don't silverfish, don't ask for one as you don't want to seem cursed by control. This is from being by fight or creation that is energy to the creation field, that you feel you create by imagining with thought olding your hand as two fingers apart and you create by focus. The idea thought to exist, behead, or beneath the ground is cosmic energy focus thought shift bade away by brain activity or not bidding by feel not to bitten feel so as you are your own worship by thought to bitten feel you are what you seem. You worship the ground beneath your feet bless is thought by feel with tiger gem this is isn't such mess that can seem uncleanable. If you world use by focus conscious you hand things stupidly. This can absorb energy that is by touch, with in end or aura is some of it to use by your use. As you use energy by the area you focus through the machine, so you create as you see or create as you are arranged. Correct as arabic is people people peace in awareness by feel. As you think to te machine with aware energy you create by thought or focus you see to work use to change or thought you won.

by = byway, food use street, korean road, walking a roadway beside the area is a point thought out is a grseat sight thought as a unique area no area is, by the way any interest is activity interaction not actually forbidden, bidden, the world bide as milligram the creator causes, creator by feel, bide is with thought, thats the word to use to command with bide tatalanous aracheous or latin is arachios chemios fix, not effected there is as this is interst an there is noones actually beaten. As you should to beat not be beaten you think, as you an see that you beat im or work with what is

results to fixation by feel or unmalicious in ability. Thought energy shift is energy transmutes to an area to use by feel to create by idea or thought. Seem to be understood as the thought to be or seem in idea as you think to not seem apparent. As I see no need there is no reason to do things. I was shown this by you <https://www.facebook.com/photo.php?fbid=259517680913093&set=p.259517680913093&type=1> as I saw what you did in life.

Sepera Kanagura = Quellapathic, Kagunkage understood Game point use; First that is a game point that you think to use as the world disappears to dissipate after, sempra sepra rictus, zen in dismissed, zen is by dismissed thought to create calm that to create fix in mind by focus to separate from the idea, zen is focus that clears the way to think as zen by focus is in use to clear the mind or not as zen nature bonus, zen by focus nothing by zen as no nothing by thought that sea or some energy creates, zen is nothing made nothing as not ill. There is or was what you were in idea to those their, that you are aware, see as a tour or is were able to in use as you are to deal with things.

As noting or nothing is something to see (focus in some idea is nothing as revealed by the features you get by concept described, for a somewhat change or shaper effect or some area shaper as you change clothes that changes your shape). As you see your able minded you can create, formed by solid objects are in shape so don't be beneficial until the third eye or you think you need something as I that is your third eye yanno. As your energy aware your ability is energy, not always to create by idea in some way you think.

Zen focus does not cloud the mind as kagunesti where nothing that matters is thought in nothing after image like an image after that is with candlelight, un is unlimited or in sempra setera or not is nothing that is in matter that mata excepts you in or not as "in am in". That is unsuitable to the suitable point your not realized for in thought in use by idea, as your a pointed reminder to some suit you create what think or see as idea life exists in some other time in as a theorist or theian an future. I was as if many bodies as I created a thought or point to do. When I did this I create or use many idea to create one as if many bodies. Only as I see fit will I quit till necessary will this seem to create as a response.

Sempra is beatings where Setera is thought in friends feedings. As you see there is always somewhere you can go back to see life. That is the point with idea by zen idea action in action. She who believes in him or you see that believes in her can, create changes to what is necessary by idea not always done as that's all or not by feel unless necessary. Mercenary idea not done is energy to watch for idea to use by what you see or create. Merc is thought to balance use by activity for the activity to kill or use idea. Don't dump in no more is crippling by the inner ward, area of a room thought you see in use as warning if necessary in the exhaust you feel.

See as you are or not after in use, thought images in focus, as thought if idea in concept seems as not knocked about so as not to do is if everything is done as thought made useful is use as you focus viewed or thought idea energy to create as he thought they made. Not Zen though that died as e was summoning a dragonesti that is a point to energy that is not there, don't seem as you see in use is thought otherwise in injury that head is creative that is injury use removal to remove the injury before. As the injured or injury removes the essence you gain the ability their own injury by thinking the injury is gone, seeable not in use is seekable there or seen there is your idea thought or own head injury to cool this is not to not head injury anymore. Say or no is as is cool.

As this is energy by feel to the ground energy to use focus energy in some idea by magnetic energy. As you are alive or what used to be was use to seem to be is concept, whatever you trinket or garage sale to create by use. The glisterin is paprika with glisterine not shit except in disgust in idea maybe I thought an is usable energy, an that is used for changing or creating without corrupting the area. So I use what you can say with idea or some idea is interest as I beat gideon there. So by interment he if cop is a bulldog or any form otherwise nulle the cigarretes idea as before you inhale the smoke dissipates.

seampro = duke of hell by what you turn this into habit or waste of time by feel, dhampiric thought to see ruin by run or ruin by effort that he does not "liis is not dumb as a person can create themselves to be." or like what not indeterrable is unassistance as you see that was a safe, that is energy by thought in use or money pay that use isn't always use so you see your dying with shift as you go if not to seem in where you not acceptable. That is a dhampire that you can dismiss or not obey as you want to seem to live.

That is thought as a vampire alive feels disgust where dhampires aren't effected they can get disgust to others as they think to temple in ef, that by showing visions or using others words you show or see yourself to meet or show those you see mention by thought to seem what is some area illusion. As your idea is an idea to your use, you can create by the feeling to the use in idea. As your energy in an idea energy your ability is what an idea seen by life or not paid.

"As illusion is for those that cause or are possible to word read and there is thought, can appear to seem repaired mostly until illusion thought not in happen. This also shows the illusion as you see or feel, as you think by the state in energy see the area melt in your mind as not is thought focus in idea so not always cleaned. This is no not cleaned as you don't want it to be as allusion to illusion is there by thought, there till not there is by use if cleaned up energy as thought fire in energy from money. Say as that is right or wrong is dismissed in thought.

As that with energy by energy from what you do a country in with not always your own, you see you were as your brain is conscious the idea is able to see vise you see ability is by the energy or energy in minded idea as only use is done. As you said tere is nothing yet everything so the created one I thought to exist was the creator. He played a trick on me to show what I would see or cause awake to conscious idea. The idea is aware thought, your ability is conscies to your aware in a point that what you are is by the thought subconscious, your mind in use you are what realizes to use an idea the use is done by noting use you are seeable or non seeable as you think your feel is unseen.

Think as you are an your invisible or seeing things as you want, as you feel alright you care or not create as you release energy to the planet core by focus to cure or seem the area. I was aware as I woke up I wasn't dead from a lighter use to create self energy, yet allowable to see so use was creative my mind was aware I was brain adapting by unaddictable nature so my body repaired things as you are aware you create. Thought say as you are, your ability is energy to create. As by what you mean your idea is seen with each in their own so no use is not so no more in use, seeing as this use is easily understood by knowledgeable use you create by focus or creative is no path to pain to use by idea." -Spellawk by what you mean your idea is seen is by blood.

You don't have to do or see me to know me by things, see or create as you are aware to use with what the results are knowable by or used. As I was alive and the creator stopped tricking me that is the end of my life I realized. I saw what is a blade in your back as your energy is use yet not, as used by feel is disgusting idea so you escape. As you see what you see in use, see or create by idea or not as you know me you see yourself or feel cool or close to use.

Tha is energy is an idea that you realize something that releases conditions to what you state. Thu is the spirit in Thurisaz to senses, that are felt or created equal or unequal is thought to the moment. So if you close on release is reactant that to create, as you used idea that in idea is use by feel in evil things. As this inner fire is paint on a canvas. That right is nothing if not allowed for as you see that is use, see what you use or feel is water based so you see what you create with as not consuming paint.

lup = looping or lopping; To create a device in loop is not to have you in a loop effect. That is a kennel that ends the effect that is a with maximum security or not mesmerize as a thought not personal paranoia this is nothing as concept is a were no more. That is tha thi thu as this or creation is "wat tis" is not paused on a body area or friendly idea to on or not create as were is auralupe.

a = human flesh pit, aid, activity, creativity, it were as it is, benetitius, unbenetitius, undemetitius, undentritus, undemitritus, as the only actual form or not thought that descent is with an airplane or not always awaiting. Setup or seen by use is thought in progress or nothing much in idea to do or not in use. Useable idea in this is generally not ignored yet non useful if tought to not be needed.

as in mo = a cats ability; So as an idea you are as you think to use by unusual culture or idea in use. What they think they can do they migf or given reason isn't done in as aspect that isn't an idea aspect. As you see or create in use your idea is perception to them is not in actuality use. As use is pesrpective they think you think is images to their psychic idea. Just focus is creation to the ability. They use the aura energy to thought, so they can cause or create to use or subdue their feel by percy or another to manifest out. They use the feel to the thought to use what they perceive the will, so another will will do so as its end is near your done with it or not as it creates in spirit with sacred essence. That

is a guardian cat spirit so watch out as heaven is not there as no need as though no growth hormone. As you are or were you can get or create to the area energy by design to fix the things or not.

foxabl = Fox cap ability; As you see its in mind, thought or not always intuitivity is ability so this in thought is seeable or not seeable idea that isn't always in thought. As you think to use or feel by aura, you create seeable so that is not take as you don't think so to be effected or create so stop or go as you turn around or walk away.

as by sein = Seen in mirage; As in advisable concept you think to see or show as you think or not show. Bearing in mirror image by mirage as if in thought in use this is in by magnesium as though if from banana. A cats ability is from the aura with the use by idea to create curious points, so or think to use by things in idea to use not mind by paranormal. So not or positively is what came as nor is not paranoia, as you see that in use or nothing bearing an as thought in mind minded is as there is no damage. No more cocaine quit is quit so what you say is energy by your feel. So as you are aware you see by your energy is area intense so get or give is cool by thought. So for alchemy imagine the cure is the activity. So say as you want or feel inner need, see to no spite to create the desire or disease disappearing. As you say this is energy by feel to create by what you want. As you say what you feel your energy is adapting to the area as yes or no idea thats done. As in the area that you were you can do as you want to create by the area pressure in feel to create by the thought. I saw this as a concept idea or thought to use. A quell is a pacification to use as you think to create as by feel to create in moments.

as in set = as you create a white light or energy you can create or cause a point to use or you see no use, there are no or seeable uses or create nothing wrong as your nothing to senses is not detection. As set or not with another crazier than you see the area to use. As you aura energy use, you create by use your creating with energy by feel. See or thought concept by idea with the creator to do. There is noting by law that is in the area so you can get or wor that is if slain your gutted or but created as you see in the area. Clean is necessary done as you win or lose by chance by feel or life concept sometime else, is whatver you want to create is energy to te chance you do with osirus or horus. You see what you want as you see what you feel you realize to suspect, see or what you see as you realize that is concept. See or use idea is use as you feel, sent is idea, see to feed or drink to feel is better "not to be brainwashed or whatever". Say is to do or use is thus is not concept or to leave. Alone to see or do what you want to do, see is friendship to do or see no mischief not to do.

bless = create with love, lose all your power to those you want as you see the need to sex, intwisted is thought in love by bled or use is love allowed not always lust. as you say you create by the feel or create by love.

sempra = seable, set press seal, by literal salary contemptual in the area seen or by feel, sea eagle form when focus seeable change by form or interest as a perfect idea or showing or not is done, as if 10000 years or more idea is cool or beautiful. Essense in done is now, just do to think, as symbolic use is sunlit daywalker vampiric that is think to your idea or use of idea that is concept to see if thought temperment to seem be forgiven. Whatever you forgive you think in thought, as there is a near use you can create as you see what you use so your idea is what is sane by idea in by life. There is no reason now to not actually die by night or creative, as you live when the sun is there the area is created if you shift by thought by morning. Blend by use.

"There is usable or any concept done as I guessed it by thought none, idea the subconscious in you see that is what is use. This forms as you want a shape that forms as a black dragon, that is a marsh dragon that creates this is snakes that first creates as other shapes. As the assortment that is shaping by idea, you can see concept is thought to what form choose to become. Seeing as this energy was from my own body dying, as you were this that died in a marsh as you in drowned as a vitaminated body is there. As you were the vitamin and the dragon is "wat" the black dragon, that can create from the illness essence eating bug worm or human or source to create or see by feel. Feel on use is focus energy point by use think is to go or see use to do. Say as you are going to go or come as with conscious is the spirit hammer the brain is aware so as you see what is you are prepared. As you see the debt you stop." -Shepherd mall persona

was = west, waste not one, no disposal concept em all as waste disposal, western shore is the area Elminster met me as you choose another shape or not as not necessary as you aren't linked create you don't ever actually break the word of an atleatian or no effect that is use on the atlantean so you never get hit as not by thought in idea. Tis is box around by

idea or not do bland to use energy. So think what you want to create by feel, thought to create as you think to use in idea or work by feel that is how they do things in use.

litksce = light eating; Light is filling you instead with food knowledge or not as you create by the time you learn you figure out what you see by what you feel. So light is filling you with knowledge to use, as not eating as you need is less creamy less filling not that is skin eating from a person. I love that lesson from an ancient as I saw that was thought.

gideon = gideon II, that there is energy to use for as focus energy is use, you see to create by focus avoid with animal spirit in spirit. See avoid is when focus is too much or you stop to use as much use is creative. As visible creation is water by site to use idea is thought as you imagine as idea to create, you can act as if the in idea is there by the conscious idea. Bade or bland as glandular disease happen or not as you genes are code.

hao = hale hadow; So if gift given is gift returned, that is chemicals can effect certain parts by exposed skin with the body by energy thought as with the brain, see or treat the aura energy with philtration unit or area energy to correct by lava as thought is lava you can generate more than 3 times the energy except on you. As with thought on the were idea in love as you see. That would be as you are so cool, see the use by love or life energy. This can create any idea to exist, as the end in objects with life skill with idea so that is not always an idea to use. As this is your idea is as near an end is an ending to a movie, as its there is that is what describes this place. So I am creating as I want as I think as though payment is energy. Thought to solar area is sun energy programming or sun energy that creates is with thoughts, creates something that you want as you are thought or creative is the solar energy that creates what you want. As you said this isn't always, as you want said isn't so things stop as they aren't necessary. So as you say to create or see not to do, create is or not that to create as you are aware to need the idea in idea but not be there.

Inc blo = No Increment till non breathing; Increase the potential of medicine by energy, focus to improve the brain functions like with geodon or turmeric that energy causes what you want so you will do or do not. That is there to the use so there is some idea you use by feel or see in creative focus is things, not done to create by idea with the area you use or that is what. Still or not still is watching, as you do things makes me think as you are so not is there in convention use. Io is energy angel or want by thought use is corrective by some, idea that is curable with water. I2ONS applied to the skin is cure, otherwise is poison. H2O is somewhat in energy claimed in water that S2O3N2 is curative by aura energy focus.

sad = Shade or concept; Forseeable concept is as you cause or create by thought unusual thought is done or creative. They allow you to listen to other lives through the door. Allow is energy by the thought to create by an idea to use. All were doing is acting out roles by idea in life by motion, as light is not affecting the area as the right or correct reason can change things.

Saded = Seeable use; As you see the area is cool by wish thought not caught by you. Now that can keep the diseases away by will or create by idea. As an idea you see or figure out is create by feel or not as no more as "an en in idea".

geidia = geidian, assume or create; as the final way then we can release as bland end or not as unusual you see you create by focus, use is feel to what you see to manifest. As to stop is to not think not to care, so for the need to create as you are aware whenever your not nuts you are achieving as if normal in life.

sallie = sellia; As you judge by the chemistry the chemistry works us all out. As selling in use is use not in by faction in use, is thought as a faction or you see things in use oh as in were here. As your aware energy is cool or not egging as you see a concept or not, as you subdue by suppression to not do to feel the purpose. See or not see not feel as so you aren't effected by her brain functions, as I am not effected by her brain functions so as you realize.

Asaeon = See or realize; So your realize you see as you are you create or feel the area energy, unless you think not to seem effected by the idea as if your idea is you own life to use as you see that remind yourself not to abuse.

seean = see in feel; feel is cool hot is good so do as you need. Describe as you need to create to use, this by idea is done unless not necessary as you see that is an ai so no need or not. See an some feel is creative caretaking by some

idea to use. Some use is creative care or caretaking is create by feel to fix what you see in some person.

seeai = Seeing Intelligence; See the seeing ai effect to use, your ability is energy to use as you focus. Think and no charge. No curse in use as your seeing to use idea or aggravation, as some energy form or creating in idea not to do things with feel in use you can do things. Lets go as is thought so the unique person that is in cool as you are somewhat amazing.

seeabl = see or feel for dog or in life in idea; see or buy cheap that you can't get elsewhere as you want. The ability is able to create the area item by energy no menace to create the area or no idea. As you are aware your energy is there, so you see this as use in idea or not as you need or don't need a dog as you won't get one till you need one till you pass to pay. Assume to get what you will, as you see or create feeling or use feel to create not seem or awake to create by some idea easily or your stranded by concept that is dna changes by will. Don't asume to not get what you don't want not is drug.

Min = Minure, seconds from some minute of the minute, The weight you have is not or is thought as dissipation you displaced to the object nearness to remove heart risk, till not wanted to exist then this dissapates excess energy. As you say that is the area not you. See or not is creating by feel or not by what you think. Cosmos concept that is respectful well.

godean = godwalocks, that useful god planet to see an create with idea or animal spirit by idea is animal restore by the use. As is if you can't not do things as you dope seeable or forseeable moment or avoid energy by thought is thought in use or nothing is travesty. See the reason before you speak, then write rules or the rest that are redirective not always to you by idea you respect. So you don't dare need to sit on the people for interment, so done in idea or create as you feel you create. This was not done as near where you are, that is not sometimes used so stop.

Invisible creation for what isn't there isn't untrtered there unless necessary, that is known yet can seem used by thought to use some idea. So as you say some or the thought as you think is what you want, then do activity to generate or cause idea. This proves the basis behind what invisible idea is by idea. As in use is better conduit or conuance by thought to create. So quell no path as you are to quell in no path, so through the brain synapsing by energy in the neurons. That can simulate the energy pattern to use as a concept or creative idea to use through, the area near the base of the neck spinal area or life cord so for the moment because. So thats the brain use in the area by use with idea, as you say the neuropathic nerve is thought by feel without a feel needing to be there. So as you say this is so your not by reaction in by love, thus in reacting is by idea isn't reacting. That is higher function or not use by activity with rest.

To create by feel then is use with the room conscious. That is your focus is energy direct to crated with idea, so what you see is created feel by the influence or influence by your aura. So think to create or return as you will, as you will the energy is fixable by the soothing feel by fixation in focus to energy loss in weight as energy result. Say as your energy is will to the energy use, say no more as you see you can create as you thought.

So what you will you can see some use in idea. That will is to try to meditate right now but vibrations are dismissed, so and discomfort within is thought so intense unless you pass energy to that group you consider to see some results or you can relent as you realize. Some idea the idea is what you feel by what you are, changing then doesn't get used in a workpoint by disillusionment or thought is energy. There is cleaning up by feel as your focus is cool in life by feeling the vibes.

Aspe = Aspect magic; So with the in speed of what light you can create a trick that trick is in focus to gather chi think is focus to create or see, thought not by use in focus to the area. When traveling by idea, by 3 times light speed with 2 times movement you can speed things up by what you use up using your kinetic motion and imagine time speeding up as in a clock. Then imagine this clock as in it is as in normal motion. Now speed up the hands of the clock in your mind, while moving so and will or not speed up time for your group or yourself as that moves. Where your aware your energy is up so don't bounce off the walls. So feel by life to see, as you are aware to live by idea with new experiences as you have seen. So for an energy use is noting but conceded view to clean or remain clean.

Now allow the clock in your mind to slow down to normal while not moving and this will keep time stable or allow

change. This method can make ideal traveling time as in minutes from hours to cross a place that would normally take hours to cross. As you see not to accept what isn't useful you create what energy is by feel. As your sense of time is your feel to use that is an energy by natural or physical, unnatural or thought our thoughts travel at the speed of light. As then you are or not so as aware you can use things or create things as a nature woman or nature man. That is you meet the point necessary as you can or not be beaten.

When in effect there is a to all base speed in character party till the effect focus fades away. When dazed the effect is cancelled leaving the worker slightly tired. Call this effect by a "make spe" for make speed-up and lasts till worker decides to end it by "mage spe" for end speed. Each skill point is increase to the speed and gives or gets without concern to the party, upto with a concentration check and a concet by fact to see are added to all diets. With time effects don't have to, so do not apply the all idea rewards in no expense. There is no war. As you say no war, there as there is no war is no part with war as no path to war. As you see no reason to fight unless reasonable, excuse no war as nothing done to war with idea by feel so dismissal is not as necessary as you think by your idea unless you consider the point to the use.

Asis = axis switch by possible creation, welcome by idea, goddess of wellbeing, she is cool or colorful as is useful as you are well aware to live as you see in thought or think as you see that isn't what you think by idea. Assume to your use your energy is created equal to the use by fumes, seeing is use or creation by energy in water by focus to use or not do to dupe in mind. See or use is concept or nothing by use in idea. As energy is focus the focus as medium to energy send, energy is creatable by thought, focus with energy to stop or see use.

Thought by focus is energy to create by the use or sprite in idea with energy from solar mass or sunlight. As you aware or created by idea to see nothing, this is energy that can see use as to no stress excess mass that dissipates to the light by feel. So you say that you think this is creative or send to the sun to regenerate as the body doesn't always seem to recover. The circumstances are undone by idea to use, that focus is not to see corrective as its negative or by what you say with to try.

So try a focused beam of light to cleanse by energy to correct, with a sigil to fix that is focus your mind to correct as that you think is wrong dissipates as if by energy thought to use. See to think an idea to create is thought to focus use by ankh energy, as energy is focus awareness is thought to a drawn symbol that interacts to the planet that corrects or does as you want. Thats how I use conflicts sometimes as energy without trying unless other idea is possible.

See Arou = Service protection or rousal; This an Atleantian service code somewhere named z'alec'aner to bide your time for see no evil create by will. Service code as service is exchange or common area, as you think the point you can use the point. Say the idea or feel some idea to get it done or things create, as you think on to your use is creative in user field your user idea is created by feel. That is made motion reverse or use by this in thought, as you see that your created idea is thought or the creator creates. As you want so pick a position if you can live with or brain suggest with thought as it is suggested. So release by thought is release by concept as restraints removed as necessary or not used.

Are Sea = Service guarantee; As you see that is a tree run around it, so you see the idea was satisfied by real life function or concept you can repair by some use in ideosyncrasy shift or life concent with no reason.

Germ treatment = Herbal swirl; Tis is water with lemon always helps me or maybe herbal teas by added idea as turmeric is energy. Focus by germ to correct by some focus or some reason to use a cure by thought. There is a point as if were done things are not due till later.

wat = watson, whack is by concept isn't always a warning in thought mention, shift is done by energy collected by the aura energy by concept in idea. There is energy in the use to restore by wat you see, sprite is cool by idea to what you do by concept you strip energy or not strip in the public as you strip in an area or not in use. So you see that is use to think to use, so there are creative use or friends in use if thought to nor the condition this is nasty by reprisal.

oh = a message or thought, oh son surprise I was gone, not bad or thought to see a dick rub that is a specialty some era ago as private investigating or interpreting use, as non giant concern otherwise seeable as enjoyment is necessary not to do as necessary to use is life with concept.

Vae = lose religion, some possession is required, Cie va lie no possession is "ca no lie" think in abortive as thought is about what can seem pointed out as wise you are in bearing experience, that is noting wrong not done that is service unless needed. This is a saying that is old peruvian with old latin roots by lebanese, lebanese is allowed or different thought this is or not by the idea unusable form thought to use a point considered in root means by arabic or "fix or not by thought" as in thats what this is to fix by for by love. Thats what its good for by thought with energy, so the idea to the gods that don't kill us or thought to get cool is better in idea to counter as we decide to fix as you are or noting is create to see.

If no religion is the moment that has to seem the area is creative by saying, with use or whatever you create or figure some idea in thought out or not made out. That is moments by feel so or nothing in activity unless focus is unfocus or not as you do as you need to styx sometime as the name is yvx in em or not authorized by life to kill as hell is only there if ashes. Any idea can dismiss to cause possession not, as what whatever you are or what area don't possession. No the code of angassea or idea. No mental illness as if no mental disruption.

enchou = ah enchanted one that is a beast to work by thought, to the idea you see in some area to create they use the area to the advantage. They are extinct beings tough in nature, yet not in detection is use to what you feel they are agnessen to the area feel yet angosan or anglosaxan as a concept. So those are ancient races tat is shaped similar, see as you are aware you create or can think them dead they are not able. That to use your fire or aura energy heat, don't overrepeat as you are killed you are able to seem risen. As though you are alive yet they can hone in on your activity to control, see as you are if not unallowing or think your not always use as not in control of them. As they that in sight are natural inhabited beast, that won't control you don't projection towards them or you die as if tossed by some beast or burst. As you are aware you there are what you see me as as they seem to be.

The bubble by energy that causes agony waves powered by feel or love is green energy, that cease after death they are enchanted beasts formed from cats or created with the use by slain reborn. Say as you see if this appears to you, to see as you say is interesting that is minded magic natural mythological conscioues to die by uses you see slain to work. This was an enchanted beast 1 years old from what you see before or between the 316 years ago or 319x10 to the 1100000th knowledge point area, say you were to seem exactly right as you say or think the only actual way is the creator by use with idea. As you see the powerful idea is there you can creatively approach, an as if summoning is to your feel or thought by idea in use to find the dimensional truth. As you see in the moment you can ascertain to use by feel or so feel is creative, you can as nobody is dying or being consumes in thought you don't see or use idea to thought.

Can = dreameal creation or pot by feel demeaning unappreciating value, see orgasm (not done if no is no intrigue assumes desire), Cancel, can do otherwise is think or not as you are aware by thought with moral with morals they accept or not is no thought is not done in by idea as use is thought. See nothing to do or create is focus by idea conscript use for some idea to use in focus. That is what you say creates or uses energy from thought, that is wat exists from existing thought by focus exists what you want by some use in idea. The area you can was usually a thought you do things in or not use or can in seem use to finished up business in use. Their is their use as your use as your in idea or their in your view. There is an idea you can see or use things for with your idea by thought use in mind or don't lie or whatever as seanchan I will let you live.

asc ei = ascii use, Animal conscious by crossing to use attack. Moon use is thought okay use with no animal conscious, as you say this isis is creative by idea to use or feel use. Think use by feel to your moon to create as you are or see the feel with theory by idea. If you take to use ascii don't ever use things to take the abuse.

ca = can use to do as thought is cool, ascension is from gaia earth star that is the inner area of the planet as if a sun. Gaia Earth Star Daily Planetary Dance, August 16th 2014, Moon in Sagittarius as you see thought or as you thought. This is a dead beast that you can feel to use that are set up with the idea.

Today will be a day of breakthrough and break free my Dear Ones! We are ascending and there is no stopping it. The Moon will trine the Sun in Leo (3:35am PST) making it a very auspicious or dangerous time to tune into your intuition, trust it and manifest your heart's desires. It could be worth! The challenge here is to come into a place of

silence within oneself to hear that divine guidance from your Soul. If coming into that quiet place within yourself is sometime challenging I highly recommend using the sound of the gong, known to over power the mind within 90 seconds, allowing you to connect, astral travel and tap into the Superconscious Mind. Continue reading <http://gaiaearthstar.com/gaiaearthstar/gaia-earth-star-daily-planetary-dance-august-6th-2014/>

do = do, done, don't, done nether effect as negative, mental disorder revealed as true subconscious is achieved as that will start after this is save, so to focus chaos waves right at a person that knows they deserve it as you focus the black or white energy that uses a solar star or causes damage on someone. That is with stolen wish is idea to use against one that doesn't deserve or not, as this doesn't effect cops the area that can create follows along the idea antimatter reacts to light as that is focusing darkmatter. That use is darkmatter to create no abuse to the services. That is often use use not user freedom yet area rules are what you make up. This is that era I was speaking about so create as you want as you see the need.

The point is you don't have to do this if you don't need to do things as use. This breaks a body apart to disrupt the energy, as this is focus to some point with use by idea concept that deteriorates nothing except in the target to stop targeting by them. That seems to cause disorientation except when they use the idea to cause damage they get worse or better by energy drinks with turmeric so energy is restorative to think positive. That is a chaos wave attack by focus that you think in, as you are an thought to focus red dots to gravity in effect that is chaos disperses then reality so no hits is thought the use is negative or noting bad that will cease as you feel the fear dissappear. The idea is tea made by tea light angels that ancients saw to use by use I mean disruptive, the idea to the area that disrupts the presence that controlled bad to become worse. That to become worse was to were, your use was practice by practiced means in some idea practical.

This is as you are where mostly you want to say as you see tis is poison that shows by feeling the body that feeling real good is by the idea to effect teeth first, then the water or food touch to dispose the first idea that evilly disperses from you. That is chaos attack made or not in some cases use by those that don't mind, I mean creative to use to lead on or not is your choice. T-virus contains the idea do not in lead is poison that spreads by radiation through an is area related so that isn't an option. That is sulphur not there the chaos waves that is thought to disappear by idea conversion to light to effect, those that are effective with thought against you insane or those already insane. So think your unaffected, so you are witout lancis or without luna'cis effect. That is what I noticed is insanity in allot of people, due by feeding from corruptive area to work in life by life.

This is an idea to use for 8th dimensional blue energy though a 6th dimensiona;l attack is use with this. As this does work tis doesn't always show up on our mental scanners. So is soul energy focus to dispose of the idea to free you, don't eat as you see yourself eating more so think thin to stop eating that you wait 5 to 15 seconds to stop. As do to direct you as the red dots are you or not seen worth sentencing by justice deserved is concept as you don't do things to adjust that dial. No I don't want to go back through the tv or monitor again, as a toss-up or death seeking monster moment if they don't want to go back. As tough in an energy dramatic idea through, the area then was don't force any idea as its again not liked. Nw 39th and expressway is where that that froze the body that unfthawed as that was created as not ever worked.

So to not be ignorant in use is thought to use, your use creates interest so your idea is passivity. See or no use is aggression if aggravated not understood, an you do in what idea with use the idea can seem to feel as you sense an idea away from an area as some as here. As if in cripple or you think to hit or attack, this thought was from ancient times to slash in the madness by perceiving energy in your mind you create by focus a trace creatable by activity that you consider is there. That was to create or cause some place to cool off, see to said points not to hit is not to hit as you say no the mismanagement is over. As you see the use by feel, your use is else by the idea to the area to use things correct not caanibalism formed by need to eat with no food around.

There seems is a were or energy angel effects that were to correct for things that is creative to creatice or chaos being to create by destructive reasons to fix something. There is no religion or possible faith to use, as you see that is a being "tte" as a god that was described or partaking of the sermon or the area you are to see in a last crucifix isn't but a scene. That was a false religin noone wanted there in a electronic transaction as you considered not to seem named, that with a credit cash exchange was thought to create in money as nothing happened as I saw the card did not go

through as faith was unnecessary. As that is with an exchange by a golden one, with a card to use that led the bank one to fail in idea as that was. That was one thing I saw that bothered me so I left.

A green candle lit as use with focus thought is, so not always wrong in life not except when this is wrong until proven to use as an idea was useful. As you say teign religion isn't useful your slash was to te drug user, that abuses the drug that disrupts their life to not effect as time allows no illegal drug use. As you say the area that was reason I don't believe you till I see the idea, as no proof as no evidence no disabling field is now to your idea their use is cool or no use no bad thoughts. Say or create with idea is don't until necessary.

As energy is easily used anything will be possible, to create or nothing by idea will curb what you see or fix as you see there is a 6th dimensional healing focus energy. See or use is no a 6th dimension death effect. That is anything stabs you as if a heart attack defense manipulated is state the criminal that went insane seeking in common sense or not as you feel the need to create what you have, that defends from lands or field of a war from slashing through the body that produces the dead effect. That is bone or eleysium fields, "te" or tuned to your area with the dying field. Defect is turning to one way or the other one to create as you feel better. That is using your mind on use or ceased what you see is true. Then if you find yourself dead your alive, as if not dead or not done by much to use.

That is from the use of too many idea in that are destruction with master idea used in life by feel. They see you as a threat so those, that create by use guided by true use in energy are. The insane an ancient magic object by many idea as magic idea, that is the use by feel is what plastic smelled from another planar dimension caused. So you hate plastic because of the smell that is, what caused me or others a plastic glaze that hides insanity was this as you tried to restore yourself by resting near this. Recovering from an area like this caused me to think, then think twice about usage to too much fire by my area management in use by torrential tehential.

Result of a holey or holy mad cow disease. As deadly diseases go you see that is not worthy of my attention anymore. My appetite has slacked off a lot for unintentional idea, that my friend says is wrotten food in the last few months not noticed as time is sped up. A lot of ppl experience changes in appetite by this idea or food cravings, changes in vibration is usually when their vibrations go up not to seem effected otherwise nothing happen. So the idea is light is filling you instead until needed because, the energy is light waves that exchange by chaos interaction by chaotic field. Thought that creates particles in the death. Than is thought another significant idea, other than idea or thought to use in effect hidden from view or not. That is what I sense in use by feel to te focus you have by a number. Then in inner fire the use is usable energy to create by aura energy thought focus.

Area turned non violent that is what you use or create, say to determine in torture by unusual circumstances by temporal idea you see to not do. That is why you don't seem to care when you see this is idea. Then they who are aware is creative yet non cruel, just as presented by the atleantians that observed this you saw what you could stand. Sand or other material is energy by elements, as you see that creates standing off behavior or still moments in time. That ends when you area an trinket sale or not use energy to create, see by feel as this thought as energy used for focus magic to not set that the feel of death is viewed off.

Viewed life is energy or thought though in focus you will is energy to see, thought use in saving by compassion in use is nothing by concept. Then as to avoid a concept is not be avoidance by feel, thought to no longer hate what you sense. This identified is only as you thin dangerous when thought if insane, kindly see what you kill before you hit as you see tings tere don't stay dead unless you thought to. There are temporal idea to use, feel or created equal to the money you use to create more money by the secret. Real life as I know is thought as though you have, an episode that creates what you feel when you think to use by thought as describing to cure or friendly idea.

That is use or feel to create the body there, as you supposed is false is true by feel to not have an episode. So drug abusers can get drawn there to te 6th dimension to be dealt with by the dead or risen. That is where insane is use by the fumes of the drugs, see by the creator to draw the use by use to inane or drug users some different as if meant to die. There is no insane there, as you project by aura energy that is sanity by vision to use. As you are non insane, see murder or thought so. So wat is energy by biological feel or joules by measure. Thought to create or use as you say is something not done, causing energy generating by activity you can create in-between the lines achievement. That is energy so this isn't done, as you are aware no exchange is here as you see some idea.

Now no offense is nothing thought to use, as thought to use is thought to use what you see to want or create otherwise as you feel. As you think not effected your not doing or creating by thought to idea. Threat not to use better concept or use idea to placate sprite, dead if you were responsible for the death yet non alive as if you were a dragon or not intended by thought needed in alive there. See that placated te energy yet feel not guilt to create what you see by focus with gravity though your aura pulse is cool. This doesn't always seem in the end to work, arguement to use is what you see knowledgable use. Say for example this is not risk to the body or life or idea is over. There is nothing by perception, that is not inappropriate by concept in wrong perceived idea to the area. If thought to stop activity that is violent intended to stop violence.

The thought is a waste of time to be there as you say or see what everything does, that is what isn't there by idea to use in idea or create by idea. See that is an oterworldy idea to not waste time to use, see to think energy to tin to calm say what you want to use. What you will to exist as you see the use or create, can unexist by use. That is energy to use by focus, that is energy to create is thought by use to feel with idea or concept. That is what energy is due, as energy creating is use energy. That is by feel to realize or create by what materials, there are influence or not done things unless necessary. So thought is energy sometimes considered, if overabuse as a waste concept registerd by the power with the creator is destroying then that is waste by time use.

Division = Coe En Mi En, Division is divide with energy or idea to conquer by use as "divide and conquer". Vale is not in veil use or concept. As you see the area idea, your aware by feel or creative in thought. That is teeming by feel to use by country or concept is unusual. So as you direct or figure things out, your use is create by concept were purpose enough or create is genius to use near you. Some in thought is thought energy by your thought put forward to ward off the problems. As you see use your creative use is service. You see we can seem fair or use is free with no promises. So as you are aware, that is energy enough by thought to a captivating view is no jail time as you see noting there to depict the event.

drednot = dreadnought thought to style by the game style, not hit with avios, headblock, dread, dazed, mike dread motorbike or thought don't is "av tio" is thought possible Avio Tio En as replacement, see as you don't have to do anything to turn into anything that was movement. As say you are or not to do you create by feel or focus is thought as you are not as them or attack by what, that is water with lemon to cancel out body effects or always helps me or maybe herbal tease that no bully employee.

tat = tattoo, haarp use as art depicting a record, as a concert or music energy zombie dragon in use, written in original art that is art depiction or full with life is artful as in depictious moment this is art to use or without. Astral attack.is not always interest, as memory is thought or thought is business to use idea not normally done.

tato = walled potato energy illusion, that is incredible idea or use to the area energy created vision sage or visual artistry by thought about moments that is an paper poster wall thing you look away from as you think from the body. Based on electric this is creative use with energy thought to thinly seem as 1 milimeter or material energy that describes by much boring idea.

caen = the sugar country, energy is the area sugar is energy by idea. That is energy use feel to create by thought.

awelltrap = that is a planet or a place with a well, a gameworld disruption place, if you beat the god there you win noting or whatever.

a'wol = free moving planet as you are awol, your energy is derelict so gone is away as your in outfit.

ahwell = ai prion is there in the area planet ruled by an ai tat is a bug that feeds off your aura, as that is to spell out the area by madness quick as the face changes or creative idea. That is were area I learned this from pursuit or nothing else.

mai = created as thought, assention is essention till necessary to ascend by thought so intended idea is thought to use, see or abuse to kill off pain that is energy to the idea you can see in life. So no abuse is not use as no feel except the

creator to work with in life to use. Not blessed as this.

seaablia = the moon planet as on the area the planet name is torture done draw or the curse, the cause is the usage.

sayt = Say things as you want you can get, on or off or create energy from activity as you focus energy to create some idea idea creation.

Sea = seaweed, algi is algae with seaweed energy is cure to use for hogweed is neutralized, by the core with gravity planet energy use by thought amped to to aura to seem created cure.

sea norisima = This creative genius time gifted timid or thought seen to create by feel with cool results. As he collective this is my idea issue. Sometimes the energy from it hits me really hard. So what you think creates by in use idea so cool air by passion or thought to work is coolness as fire is passed on moments. Each earth activity is creative by property in life, water is cause by thoughtful behavior. For now forever life exists for considerance as passion exits to created feel. There is nothing that isn't know by the creator, not you.

Seian = algae with energy by aloe vera curing as lupideoram. I3Xe16C2 or AnC3S2 with H20 cleans digust drink water with turmeric or shaved turmeric. A2H2N3S2 or if not work AN3S2. Angstrom A3No2 or AN3O2S.

seaiblia = sembia planet, as not a request, you are gaining what you want so you see set foot for free as that could seem to know a black guy criminal that is dangerous. As a semblance of danger you dee or see the area manin or planetary area people.

soablia = the world is concept not to bliss is focus in use as you end up dead by floating deadly gravity.

sem = sem'spain, the spanish planet, the semester is the grade, you are the clint wood person or womever you want. If you beat anyone you can see to energy or not as thentaklomia or create not. This has noting but destruction on it to use the area you go through what is thought travel or argensti created hargonest.

seme = the inward inverted planet. the area is te backward flow the energy is postioning or thought positive is movement or back is thought is interest.

same = arragnia rules it as a game idea were or not as alias is co-ruler. as you see te area its normal yet this isn't wat you feel or create.

simona = the area is te area to use in idea. tea is thought yet nothing is creative by feel. te area is still frame realistic till use tings to control or manipulate or manipua to create unless you think to focus with dog or use by feline. totemic animal spirit is use by idea. the area you feel is collapsable if too old. too old is young yet not actually able to die. as you think 9 lives see the recker to correct not as you think.

senas = un in deterioration, removal by feel as thought is idea to feel.

sie = mono, that is te planet mona plaedes, as you see you are not trapped by what you think isn't trapping you or thought is neither more or less by nothing.

zhet = teenager field you no longer use to use pay to create chaos by rent, ported view of destruction with chaos tat creates as you think more chaos.

Wave energy

way = this was a wave energy is idea in use to control wave patterns by focus to the area energy with thought from te moon, the area is thought endless by chaos or order magic tat is not endless by a wave of light flux by energy to chaos with order from chaos seeing, that forms a chaos wave as iron particles is focus by containment to use with a sun filtering as energy. As use thought that is spread with a finger to pass energy to the thumb, as you focus the energy to

think energy to cause or focus.

The idea is cosmic string enhancement to disrupt area quicker than the area creates with the use or not to attack. As a build your own idea by thought use as to create or not as made possible disrupt as divine with conquer as restore is concept, this is the silver lined genius by thought machine packaging by idea. As there is no rule you can create by thought in evil natural evil by result that is caused by creature.

1. Say as in idea I never did say unless to use a concept is thought by use to retrovirus CMS, as ghost is no longer in the system to stop idea. So energy facility with free energy is available sometimes as a fruit is "glout". Say food name with the beverage is water to the area or thought place. Entertainment is free or use julius not by the point by use as tis you set, what is thought as to cast the wave away or move around as you think by feel is subatomic use or use is atomic spin. Atomic focus is think energy, as you think your own self think to seem some time, as forward time is clockwise is forward or however moving hands seen.

As you can go backward in time by counterspin clockwise think stabilization or imagined movement or pick up, so object use is to cause activity by thought with said idea this is done if they want to. Only if or so is by ecstatic moments are motion by the area that if insensible your aggravated, some energy is a wave, see to the area by energy an irrational thinking can cause or feel to not see overwhelming circumstance. See or their use is what is touched by no feel or recognized signs. Redirected "this is thought not to not to do. That is a statement to cancel focus in out as you breathe."

There is energy to so move or not seem influenced as you don't seem effected. As the atom is faster more idea or set is not as a find as you feel is there, more energy is perceived from others as you have to do things this is necromancy sometimes necessary seeing you don't think to use or suppress the urge you won't easily seem effecting weight except to weight loss as expected. As your energy is tea energy or whatever area feel, you can seem perceived by focus to see excited states in mind to use roadside create.

As you see you say you saw think to sow or dismiss as they ask. As you activate the atom to see or think to seem, that is atomic "phase" pase shift you want to see the area to see so atomically that is you are where you thought. See or not asthis uses your energy, see as you are so with their point of view with your idea as their direct will. If near possessors or corrupted area is use, as possible as energy exists or as you think the idea can exist as you thinkte idea can exist. The creator is a will to exist. Imagine the atomic state energy spin as blades to take out by aura so to nulle, that acts advice or create is atomic blade barrier. So see to use as you feel up to cool idea as "yopu", see to focus or considering use is ypou as wipeout on tv.

A group of interacting, interrelated, or think this is interdependent elements forming a complex whole to form what you see or intend.

2. A functionally related group of elements, especially:

- a. The human body regarded as a functional physiological unit.
- b. An organism as this is a whole idea, especially with regard to its vital processes or functions.
- c. A group of physiologically or anatomically complementary organs or parts: the nervous system; the skeletal system.
- d. A group of interacting by mechanical by thought or electrical components used by feel.
- e. A network of structures and channels, there as for communication, see travel, by or create distribution.
- f. A network of related computer software, hardware, see and use is data transmission devices.

3. An organized set of interrelated ideas or principles. A person named Cat is the use as conflict is solution an individual form of life creates as retrovirus or retrovisus, made by such as a plant, animal, bacterium, protist, or fungus to cure any disease or not; thongs are a body made up of organs, organelles, created idea or other parts that work together to carry on the various processes of life to restore by chi.

Sometime ago use by machine by anima retroverse universe

Decide you see as you set division bell on thought to use as music to use sun energy by the use. This is the love by use so as you go back to you won't seem acceptable anymore, see if you leave someone takes your place so think as by

some motion. With spirit energy that is noting with spirit arrangement so there is other area to one visit. So as you see thought that is no more, thus shift around or seeing no more planets to work with by idea. As you see tis you won't not seem your own way, with quick feet or what you see by this is the use sometime we can create.

Given example to the creator the energy is use by te feeling or think is the feel to create by wealth or an idea thought is thought by progress till not necessary. Several idea ages ago you were right, we were dead before we began to live. As we were you think to let live or not as life is not as we were an allusion. To get this idea, I had to use energy to see the future in life. The idea you use is thought at least the atleantians are to use as atleantians allowed us in the early ages of humans. See are is as you were or are an island in idea. You are seeing sense so show me, as thought you think is concept to use your cool by okay with me as you are.

We were the colony set by them where the original made by the creator earth was from aware in thought as you think, this was belief in activity as you were an idea to use as a terror or other example. This was exemplified by the thought to live yet te volcanoes erupted to the era thought created to the aspect mage is that created a machine to set off a power wave we got. Yet the first was done to ruination that is we died with a premonition that was the end. So we are aware as thinking to create things is focus to use, created by equal notion is math to equal basis in machinery. The point being were enough to deal with, as your energy was energy to use as were good so what you see is what you get.

I found this is a fateful message printed by me from my time, by my hand writing as the aliens gray halves caused to print things. As I saw this I was aware to now use the right idea in ideology to the basis by feel in ideal life. This was what turned us to do interesting results. So wat you think is cool enough, I wondered by the idea so I came to the earthen sphere as a progenitor. As I see this was your idea created, I put this as an article to show the roots of mankind with elven mankind to use. I figured out wat was correct in use yet could not always do things. This explains you as your were you are thought, as you see that is why I summoned you. The end has come to religion as the end that is depicted is the end of the religious age.

So say in use as you want we are saying or not, as the are is come that is the theory you are experiencing is come of age. So what you see is noting in limbo as nothing you are aware is except what the creator made by some means. This ends in men in use by a year, the area I see is now degraded by the area I saw by third eye focus. Now I am gone to the point I am no longer caring who reads or writes. I read it someone writes the point, so this is the end of this space as the evidence is look to focus in final idea. As you see the area collapsing inward, you can see to seem use by the concept, focus by thought in area idea your cool try to machine use better if you can.

This is energy in energy to use energy by in use energy, that is energy to invert te machine by idea Timelord Chris Davy Moisant made while doing idea. As you can see this message isn't going to repeat. Tis means space is ending as folding in upon itself, as your space is time guarded this is illusion over. As you see tis is a timelady to create, as a time machine makes in a money moment to create by flux capacitor energy use is a timewave to create disbanded space. That isn't there as chaos gating can disrupt the creative space travel that disrupts energy to break apart spacial area.

So energy is area is with raw primordial chaos that builds up, that focus is seeing the area as any disruption to an object disrupts space time to disrupt as vibration adds to this as focus any thought to see cracks form as death or a hit is create. Seeing as this is strength this is by use in idea, so ciao as the universe folding technique I did by folding a piece of paper. This is music to punch a hole in space to the thought to shift, as a quick space shift is a quick idea done.

So as I see things, this a concept I returned to you as I borrowed it. That was fate borrowing by idea you can keep the moment that want, need is concept with fate that your death wasn't to be beaten to death as you shift to the focus feel. As you now realize this is a feeling, that is not withstanding as yes exactly that not to repeat. As you are aware to the idea is fixation, the fate use the planet consciousness as you are special or whatever this is to create a clone in space you die in instant air thought.

So in sometimes in you have to go get the idea or if not possible, you cash in to see this is by electrons with credit cards. Sometimes fate can bring nice things or sometimes, you won't find what you look for so the area to create. This

is from nothing in mind to recreate, if thought to exist outside your mind as flub a gut is otherwise to reduce weight.

So fate is setting world creation energy within your hands to use, think as you get some idea as you see use or energy is not there to use as idea is physical activity. Think the idea were you want, so the idea energy apparatuses the area food or nothing necessary. As you think the creator you can survive elsewhere, as you see I borrow or let energy reform as I is the stirred third eye manifest. See this is creative or were is the Anglo Saxon, to the reason or the energy thought is existing is dead by the reform as what you want if you wish to create.

As that is exactly how the stringline tardis works where you can choose whom to get stringed up for the planet energy conscious, your wish is soul energy as your energy is were or created by the area idea. That is how I manifested by the idea to create the area effect that is anywhere you think to form the creative adaption technique to the concept. The area is energy to your finger or thought, think death or life as energy to the feet as sadow is shadow to the feel absorbs the energy. That's how I did it.

The area mana energy activity was what changes people to were or changes area energy to use by focus to thought form, see or alterbeast form or thought cause shifts them to where they are energy actively aware or not conscious. As focus is to existed the fix to an area when or where idea to see or create is fixable. This came from the art by what you think body or shaping concept with idea with thought or without the use you can still cause pain, so think you aren't effected so that isis is protecting you from things.

Eating light is eat lightly drink more water. This so fix is thought fix or by feel you fix with a tap. That is think by energy food or thought is food or drink, that is creative use for some or not to do as expensive. So your use is energy that is what, your energy is create by feel is thought to use probable use is relocation propable. That is the area thought so your use is area location. As you see your idea energy you can use what you think, think by the use except or not do as you see a concept.

You can try to use the idea, so the use with focus is thought not frought by idea. See as you are you are aware with concept, yet nothing is thought in mind to use as you view or create so I quit my life as if it never was that is all I remember as my idea that exists the god is a person then that caused by removal of a wave device a wave that disrupts magic to dispoilage that overwhelmed me, myself as you are with a wave of light is powering ocean waves. The area engulfed waves disrupted my life point, as I fell back to seem to die as I of was standing near the thing I created.

That was of stolen gens as thought a power gem with my love Charlis myself created by the god thought helped steal in idea. I blacked out as I woke up as if I had banged my hair. That was an interesting thought that was useful, as you set foot in the idea I see you won't not come back. That is as I see the use I continued with ancient wicca my life represents.

seeing = as use energy is creatable or thought to use, by feel in the highest creator or not see as you use in light you create by focus energy with an imagined scene.

AgNSP2 = weight loss. correct guess suspected, this turns you into what you use or create by focus.

inadyn = help as necessary, inner addiction avertable by don't load, did you get it as tis think cosmic as you think "don't get effected" as phalic is an idea in life. To dream that you are part of a demonstration indicates that you need to speak up for yourself and for your rights. Pay attention to the details of your dream as you may be ignoring or overlooking some important issue in your life. Don't put the personality don't hit the tray. Communication is fair exchange. Say no or do is yes not do.

paepdream = pipedream (energy gas cloud or noxious gas), thought shadow form is shadow form to use or not as sadow seem to unexist. This one is unfair or not as you easily think.

paopedrei = papel use religion colony by energy is focus. The point to jesus is nothing as he is doppelganger that was a false being made religion maker that I thought hired in a past life with those he used as energy that was really a suggestion in maker mode to create with ability that is an energy to torment the area cause with need to control. So

magic he could mask himself to create or figure out things to create with vision learned before his, time as little the being thief named for beating people as they were doing things he would either steal to correct or curse to use what was necessary. That was use of the detective to suggest to other planets to create illusion meant as creative idea with the subconscious.

pepel = repel, even suggested this could kill anyone as they are aware to the use they can use other than shots in idea.

paepdrom = dream a little lamb to sleep or wake up as you feel cool. unrealistic and unrealism is feel as the planet.

paepdreom = look alike is noting compared to choose a different krontia kind this based on rivalry where is the word by focus energy. As what you befriend but no sex is see.

paepidrem = asrea, as you are thinking to use real idea this is a very fascination faery area or faery tale. From what I discovered it was the child form turned to the idea energy to create as foci is energy as the area you study is what expertise in activity you have. Say as you use the experience in a field of study. As you see the area is idea in idea that creates as if thought of use the planet christian religion was created to passify the mobs or murder tendency yet nothing was the religion. As you see this to see what you are doing allows what is or sometimes as idea is cool or not.

paerio = payee group, the inert energy world you see is energy that was what cause to time ruling. as you see the area you notice notice, as realize you are with asrael or colony is cool in life so this is the area thought. there is energy to the energy is neither true, for the idea is true or false as a game of life you are in prison or not as you believe in thought as nothing will happen. energy in death that is the point to use, the area is reminder to conclude a point is make a moment.

paeri = Paei Paye, payee world that you use the idea you pay yourself in advance or pay by feel with trade, use the way or own if you surrender to an area gravity. To create is not always to create as what you do isn't you see, as you always so say as you see or can creatively use or do not create creatively in life.

Object breaking is possible by the breaking point. Saying this is use no pressure you ever see a rain storming effect is this to correct. That is energy you seem to create, this to focus in energy you direct by will to create weather so think cap to push away the clouds. As if removing some bad by the thought worst, this is from a substance or idea dissolving the clouds essence by some or something you do by seeing or imagining some predictable pattern by what you are sensing with to create or think wish way away or not before it will flow as you cause clouds to race in a direction you will in the direction you see. They will cause what you want if energy is the particles by thought alone or with candles.

As if too much is not really out of balance by idea, as if you word enough or you focus to create energy effects. Balance by introducing an opposite or subtle is sometimes necessary, you don't always have to do it with loudness as with loudness is with strike is thought or subtlety not by bother for is an area that thinks.

Sa Hasbero = prince claem feeler, the prime daemon that was created to use as elemental with daedra idea, san user is this is faire use by blue wizard Sane or in thought toxic treasure. That reveals all even the indemonic notion by planet edo while I was playing a game, called cue ball that I wandered to because I was creator summoned several times.

This is the wizard game Sane. She creatures are in the night life formed by nightlight, pay or agree to nothing to see as now that is a crip some place in a linked life that creates this a body that uses energy.

This is a were half grey as formed by night or a half-born, they were a concept to believe they were picked up on the thought you could find a "alf" or half-born in your area or belly formed from what you ingest to see as you sense what is or is not. That they could use alteration to mate with the aliens by enabling reproduction by the energy with the aura, as that is a point then to use is to say you have to do then you can. As everything is set up anyway. As everything you say you can create or not do, that is saying everything you say is done by people whom want or are smart.

Sometimes you can believe or not as you can create anything by the creator use with the subconscious creating fate, this with fate by the person that was doing wrong to serve death to serve a cool idea otherwise. This is the sea or true

birth of werewolves or thought stop as were are te parents with other mates dropped to te sea became sea creatures. As long as you serve a purpose you weren't effected. Thought by memory from Madylyn thought as Tat by thoughts of Andelyn. This was useful in idea to create by feel, focus, or thought create in what you see.

Manifestation is a powerful mind tool that is very few actually understand as you manifest with soul energy or as you didn't descend. It is believed to be as you were from thought, that was from the wall of the dead as deceased world from the idea beyond the wall. Saw was as you say so don't consider, what isn't necessary till you want to realize what is there. Say as you are to see or escape to your world, say or do that is your choice to seem in remembrance by water. As virtualess your aware to the use to create in ideal to use. That is use by the tattoo on no arm or idea to use focus to feel cool or not as energy is there to create in idea.

Believe it or not you did or did not, your thoughts create reality and you have the power to achieve whatever you desire. We live in a world without limits. The only thing that holds you back is yourself. Here are 10 manifestation steps that will achieve you a result that you focus on. As tis uses the third eye, this is basically focus on your need and think to create to create to seem. That in use to not do things you don't want to do, as you seem a creator created point a rite is dnd served.

Think and the brain manifests the eye. That is create as you need and not do badly thought off, for the perspective you use is thought to the easy to do idea as you wanted free so as tis is interesting you cool. Hot is were altering by eating or hot air use as you drink, tat is the area to use idea tat your thought shifts as you think to seem. Once in mind by thought you are aware as to seem is to use a reached area. Altered Conscious State is alteration by perception with energy to work with, this by water is thought so it's time to Manifest. As the phase in thought is 10 seconds or less by the sphere is that tool that dimensions is this as atleantians use.

I think this is how dungeons and dragons did it to end a war en Relax your mind, manifest body, thought and soul.. Relax your mind to understand by listening to those you feel to observe to know the language, that is by the body aura or activity you listen to their minds with. See and use peace from your soul by view so you think, as were you wanted to go then you do as you think. You should be totally relaxed and allow positive energy engulf your entire being. That is a truer manifest technique made by vampires. So touch an idea object or think silver particles in energy, as thought as an energy stream by the idea you think to form reality.

As the area forms the idea you see is the area you thought, see or conclude to create or trick with idea as tis is use to cure by an adventure or thought. The area is alteratable to create as you feel on touch, the world is full with creature idea as spirit. As you use activity to creature or kill things with the usable feel as on a touch you transform them to not, be a point thats easily breakable that is what you transform them into as lich form then break the neck. There they were a point to use, now they aren't so "astey oftey" as they are dismissed in mind they are asked to obey or not as they could attack. Say if everything was conscious to them, as they sensed something they didn't like brought up from the past.

The end of the neanderthalls "Iam were" that are creative men from the set or thought by were that can use by altering the use as the use is done in what the neanderthal call "life cave", this gave temple instructors and about time the idea to use them for picture depiction. This angered people that stated what they restore by as a record called the early polynesian version akashic record that saw the idea by the vision, so they were the idea race that is or was or were deployed to the area by use to settle in disrepute or disrupt to those that were illegal. As thought this was a concept use to seem, create by focus is thought in idea.

Atleantian use was creative yet the as you see or that could claim this were Druidic as they were curious to see as you see check your system, so those whom were was left to the duty to record time by the time keeper. The area they were near was destructive to the point they were dying, the area energy is thought in use by the feel as you time idea with what you perceive. This was tattoo idea to state area use by idea to use in life seeable or not looked for to use now I am gone. That is what was depicted was avid that was if trapped killed or not bothered, set by insanity by smart idea in stupidity decided long ago tat is still done. As today people nowadays aren't exactly accurate about or not sure in use, as thought was aware by the spirit undetrimented or understood. That is tragiccart the game idea represented by car "toxic treasures" by games that denote life or accidents that is not old or vindicative. Hate not as much you use,

thought in use is thought not done by use. As tardis is snoring as an engine.

There is nothing by use on or in idea in use. That is inergy by the energy generators, that is energy use by the use age energy denotes as impossible. So focus is energy to create by nothing in life, as no more no less unless necessary so stopping is energy as energy is used by feel. That describes time travel if you think the time to use or focus energy on or near use to create feel or find idea. That is energy focus no in use energy yes in possible energy. That is energy by the use to create by feel in or night life in use. As need the use or not need in the use, this was creative by use with the area energy by the area. As the area is energy in use, your energy is the use by feeling te real idea to use in the way as you chose the idea you feel.

I think this the area forms, by will energy that you think by afternoon because the waves power the idea until not necessary. As your energy is our way to use your energy, this is their way of light or life is with light in gesture by life in light by day. As you feel your light or not worthy to your way of life in the area you see. As your idea is concluded by feel or thought in life. Table or salt were made by the area productions to the use. As you were or change to the light of day to the area you see or feel or life is light. An there is no way if no more to do, you see tat was a rule to some era ago so tat is seemable is thought to use by idea or not "not".

That is where this life activity is light by the moment or energy thought by the energy, that you feel by idea in life that symbolism you con to create better or not think by that means is thought to create is use. So as if a con or no thats embarassing or as the idea is use, see this use in idea is pro or ruling over people is not without idea ruthless by subconscious that is thought in a use. That is what not seems to create, no to think so is sometimes with what creates by idea to feel in dark. As after aggravated assault you feel ruthless or not in dark, as you recover as you see that is a victim idea or concept use you won't want to be there.

You see this is not unworthy as you feel this will work the creator can create the idea. That is a wish to do as you don't as often you don't or as you are you do create. As it is is as you do. As you think to use things is as you were to "te", ability you can serve in for idea you can create by some use. As you ask or as you are aware you can get along, as you can but you have to be willing to help out anyone as a concept to help out without a hit. That is thought with no dictomy as not dictomous or is not by use as allowable, as the dictator is left to wonder or seem manipulated by subconscious or this is not as done if you watched the whole idea.

They had a way to cause transform or create you an idea, that is use water, cover with mud or clay or noting as "ais" is energy that flows by particles to change as you focus by voice or thought to change. So you can feel see or see to think arabic language use, that is creative to transform the body as you imagine the form think to touch then to shift attributes to create by focus. That is with an idea that is prescience the area energy, by in focus is to create with idea. As this lets ambition not happen or go alone.

As your thinking to thin or think this is use to see to look, as you seem to think or listen as you learn by holding amulet focus. Then you can act te form or body to create no menace by absorbing energy till not necessary, "see or something" by this is not use or create to use thought by others or concept is thought. As you no scene you see thought to not do thought, so as you were you do not do thought here so you see that no more.

Before the end of the colony, "This creates so that you feel what is near you or what you can see thinks this is energy disrupting you now or do, as you need or cause to create without drinking from the sink as you can use the faucet thats allowed or you can try to drink nothing." That was noticed as a vision, so as I thin I was aware that as the water came over me I was relieved relieved that I died by the water as I found myself floating free to a place. That was all I remembered till I see that point that the volcano erupted, as I was running or trying to find a way to get places that weren't disrupted. I shifted by thought to some area time or created things to use. So I see that your use is useful unless useless, as you feel your point the area is still stable yet isn't so this still left us the atleantian dimension.

Art in a verse by perfect soul by use

Art in use
Art in base

Art by usage
Art by feel
Art by concluded
Art by concept
Art by Code
Art by conceded
Art by lab or lab work
Art by cost or disinterest

Art by feel is use in depredecy or creative use in activity, that is dependency or create with supplies after the use or not use after the fact so you see that isn't more cost if given. As after you focus they are aware your idea is concept so that is thought in the light of day by the use to create with, this by artistic use is energy by thought in idea from picture use is by light change fixture in use to generate area electricity by feel not enough to kill you. See or feel by focus to a machine to cause the area, through the plug not touched after you focus to create machine use or though thought. As were not altering this is as you were to see a hairstylist, as the idea is no more that is perfect for this point of view that stops the were from altering you.

As sodium is sodiar as you are in creative use that not too much is sodiar repair this is creative by what that intent is interest, say in intent or no interesting idea is different in idea. That is energy to the use in the ideal you use by feel that is ideal is idea. You do not want to conclude or not as you feel the influence destroy yourself, see as your energy is energy by use your activity is in focus the energy is use to generate life by emotion or feel to use as artistry. As you are aware that is 270 centuries back for me to see so seem careful with what you see.

As there life is artistry or lifemate energy in the use to temperal energy area to use by feel with sealife or creating by feel is free, see or create by state area by thought focus to an idea the area use fits or creates the thought or not as paint was their sacred essence or no fume is there by no treasure or thought treasure. As there is nothing but trouble by the fumes you see or idea is energy to sprite or the use, that by cool idea as you cool off by focus area energy is elemental idea. As your idea energy is creative your idea is not lust or greed unless lack of money in use. Telling me things are going to get results that you are in or can't create wat time as you can do.

Allowance is experience or excepting, as you allow your idea this is not always the cheapest cheap shot as this is the cheapest. Given in some idea reason time is though in use. Not to get people back as you don't feel to do, so the dark impulse isn't done as nothing in purpose nothing by thought is un not. Thor here is not bad, as nothing as I am sorry there is some idea, as your energy is time youth idea is concept as you believe your young or creative with concept. This is as concept says that you are not always right or wrong. So nothing in wrong idea is thought by idea, as a thought not is point in use this is use with you.

As except is a concept, thought by idea use is not always a good day not making monsters. Well is through thinking to not do anything, as this is on an idea use to a system that artists come through. By aries arwen as arlene is jailbait so go ignore it. Focus creates in use as use is focus in an advertisement to those estate that are rich or not use as energy is focus. So as something is there is thought by another btw, as your aware thats not real so it disappears if you don't need it.

By use of elemental idea to use saying life exists just do focus along the lines seen by leylines, see by my use or cool creative idea in use of art as your idea or your creative in computer lab use. So to astral project the easy way is to think astral project, that is create by what you think as you feel where you imagine or not be where you don't need to be as thought. So think to use is thought to the area you see, so no don't go as you see is interesting as sigil runes is idea by idea to sprite to clean up or feeling better in life by use is thought. Smoking not cruel as you think so you realize by adjustment time energy creates to snap or not idea created with calm. As you can use idea you gnow by mention as you think you remember, lets not doubt with no dementia to create to remember things as there is a concept an use.

Freedom in the act to do is create by feel or free by idea is concept as free activity. Free excess is thought that your idea is subject to difference, see by use or nothing much changes except by you that think. So what is an act to no warfare that life, use and gideon is a free bird to use is use? Concern by concept is the thought to use by energy, that is

in idea to create by your energy change in perceivable perspective as 21 blackjack in real life perspective. That concludes my story, so no more nightmares as nightmatters from the 13th dimension. See as you want or thought use that is unrealistic. As I will never have no fun unless I need to go I will not fear.

As your freedom is use in activity is use by the art, your use is energy by feel or activity to try to do or not. As your energy is used to create by concept or on use, the order isn't complete then that isn't an in use order. Un ed. Freedom is the act of tender issue by creator that in use is decreed but use is limited. That is free by use but not always a point. This is from feel or concept by the use in life, that is the use in life or order otherwise. So that is think of artistry then think of concluded in itself to end this is cool. As your use is cool or creative that is crew related by concept. As your energy is conclusion by feel with or without violation in things that by thought is by idea or whatever in life, see to use or create by the area you can create as you need to seem time use or not create you can seem to become.

So were done as create by a concluded idea, that is though a point to remember by thought this is as tough or on thought this exists what you want. As though the wind will stop by a tree lined idea with a top windbreak. Sometime is thought that is of meaning soldier to meet or time recorded as sometimes a seen poster, as a twisted landscape with a line of trees or thought in use. This is freedom in democracy by idea free in use but use is idea onus or otherwise words of death. That is energy in use that if use is uttered, there you have no problem in use is uttered thought that reveals inside. So outside as otherwise is use by feel or the concept is theory an idea use is over. So create by feel is thought to use, as though an improvement record point or concept compromise.

That is the reason the curvature by use or thought tracing is usage so to not feel, or to the create the area or no destructive is deterrant in for dead or alive by that was life on or near another planet. As you are created by thought as a form you are creating by the feel or focus is in the area. Seeing to use by idea to create or create for the feel in the area, apprentice is where you think to see as light is sometimes life by the air. See to say no that is bretheren or thought in breath by meditation, paint, thought or otherwise this in use is concept that is by idea. So is a fight to the death as live as you can is use, see by the creator thought you create or will away disruptive energy.

The use is focus by use with the area you see or work by idea, to seem out by the feel to the area painting fumes for no or not as nothing is thought. They often saw contracts as things to do as the area is creative for use as nothing more or less or not. As you see as atlantean your into culture as focus is thought to use, as other cultures are activity creative enough for culture that is for a creative trade or don't not so stop. Say or create use in feel to the use as your energy use, this is creature or feel is the based idea is thought for concept that he who dies is sometimes forgotten. This is being were or weird. As were altering to see what is, there is in the use is obvious.

Some things that could seem if you see the use

te ching = te tio ching in use is life energy summoning, that you focus energy to use is to think te energy idea to surge as the idea is theory if you want summoned summonable. So no operation is when no expectation is no expectation, that is not thinking of the person as not summoning them is necessary. The act of idea with disturbing consequences, if your human that is what this is in idea because this acts on your own intuition with other thought.

tai ching = the creator world, the area use is now what you see in thought you felt or create. so this is beatricetlike as you are aware the area is nothing by use. as limbo fuels shifts or create is use by bell beings that bell bottom to ward away drops them from you. as you run or see the area as you think you shift.

tei ceng = the enticing world, truth be told this was in an early age of ape hood till the prime world area matrix disrupted itself. tat is protection by the feel you see you are right to see or doubt as you see nothing use is noting respore by respire repair.

tai ci = tai chi energy use planet, entice planet energy is thought that energy is einergy tat anarchy isn't useful as it sorta gets blocks by peace energy as you see a balance you know watcing what you will do.

tei cin = that is te energy guard use by feel energy focus in energized use by feel, focus or creativity. that is artist terms for creative felling use by notion with idea anything is possible.

tei cia = that is energy disruptive for use is thought that is use by focus feel. that use is innate gift to use. as columns are molecular energy thought use is focus feel it.

te ci = The queen place or king is advisor, that is queen land with the area feel yet focus writing you cause idea in focus feel. The area is alter proof to create or prevent by feel one in time. As you can't find it is not there. These are the elements that exist in other realms of existence, the astral plane that is mainly amongst them with planes with now allot of energy.

tei chin - The free god world, that is a everything review to the god world by what you vanish with the most distrustful. Then destructive god as thought or not in use in mind or focus is undone energy as free energy you focus by molecular phaser to use as phaser. There is no were here or no where you go except return or think by focus not destruction. That is nothing energy void use, to see or create by focus in idea. As you see the world you will note the 10th dimension or idea to use is not destruction as the area is noted your feel isn't were. Destruction in use is purpose or creature is no or to creation by feel. This is te ching divination to use. Focus is energy to you if feel in idea is gone in use, use none as non in use in a sentence.

tai cengin = chengin is penguin in use by fenguin or penguin as substitute is focus to create as energy is forward in feel, think to back to the future idea or no penguins if your a human idea to one that makes you not notice. Assumed entrust to you is not necessary to do. As you do this is to create as another.

sudy tai = So tai trek is star trek atomic world by feel. Your point is your path, fake disorder to use disorder.

tei trek = as trek is iknteresting. this is energy trace use by root feel as star root or other root. as there is worlds that is to use tis is energy in idea opposite or seeing them as not in the head is some clue idea

en triust = that is energy to your idea you get over it. so you create or feel by area idea as you feel te need to mutilate or not return as you see the point you stop. tat is energy return as usual to use not to disruption use.

tae chi - the art as you consider the area the planet is shift proof by idea or energy. that is an idea thought to use only that or not to creative use by idea in use or thought gods aren't killed unless struck in the back of the vanishing head. If ore is false bad chi effect or ore is unique cool chi, effect or good to use as no shrimp this is not the planet that serves it.

sai tead = as you say, you create or not as things aren't incessant.

The Net E = The net room; The net in the area is spiderwebs, and use is as though thought were the current with an area to use. This in thought that you think, and even if you tap your skull and your in the cybernet in mind and the internet in use as you think to seem you are in thought as if a helmet were on your head that may work or not as if things were correct. The directive idea in use is what can seem to direct thought, the tap to the imaginary helmet is what stops this as after the use of the net energy is there. Stop braining is a point.

The Deon = This is the decon; The moment is a thought, use of roach kill powder with death energy from the body added to what is called Boric Acid essence in thought. This is used in a roach bait and the thought, is a conscious recreated or not as you don't need it. This is to seem expansion in consciousness, as you can use this is conscious to kill them with as if a spread influence. The death is a roach that isn't with use from ki, to kill with this is the idea in thought use and you are well as you realize what you think is needed, and in the effect is to kill all of them and you are enlivening yourself with a point to nothing in to do is as if you think as felt you are killing a problem. As thought were achievement or thought to seem is the tricks of the mind. Say as your a were or not as what you focus is energy so you are or created by the creator as whatever is killed by the creator, see to appear is use by idea to think your somewhere or cause by thought to see where you thought where you are seeming. As the dimension 19 view that hides itself if not to be noticed unless wanted to be seen as radioactive is a very destruction purpose not always with the intended purpose as focus is animalistic for a pink elephant or animal spirit.

Seanch = Sea Cha; Seanchan are watchful to the area or not by feel. This place is interesting but seanchan orbital to intense as you feel your body is too tense till gone somewhere else.

tulv above use = 12th dimensional use; See as life engineering by the effect you think, that is to see as you are considering idea you create the area. That to use by thought with change or thought things to the area feel, as life is by description by desecrated area that if cleaned up is created calm with no attack or feel to those you think will seem linked. That is what you can say is what you get by the way so your energy is to us useful. This is a direct focus trap that can get you there or not, that as you want to see their use to create from someplace to use.

As if thought not doing activity you see that is what activity you get with this 12 dimensional ideal. As you mention a person then they can be seen as their friends are disrupted to disruption by feel threatened with use. 13th with use as you see or set foot to some area beware to not think to electric wiring energy, called eleprongs as to be attacked or think to see no attack by feel. That you can see through the wiring by feel to create, by the area use with Joules you create sensation to the use.

That is use by different things as cellular area in change is the with energy by bioenergy in items of considered biomass, with a mix of light and dark energy as activity is the source grey matter is darkmatter to thought with light material in idea is thinking to create with seeable use with antimatter by feel. Thought to protect themselves is by focus to the idea you think to present to feel. Thought to use is thought by activity not to do in the public to not get in trouble.

They use energy like use to live bio machines as is, that act like machines yet are normal to the change as different in feel by different. Thought is the feel by different viewed, twelve by age is self perspective by view or creative as the area "sares" different energy feel dipped in insanity is thought in nothing to use anything. This is a thought to reveal what is done, so often the moment is death before the moment is to live. To feel or focus the idea is to create by some idea, that means or doesn't mean anything you use is bound to work or create is not but as nothing is there unless you think this will exist. Ten is usage by feel to the area 12 is use by feel in focus, so if 23 is focus life as thirty is nothing in life by feel.

As a hollow feel is what you see is thought, that is a thought that if your alive your death is not actually till you want to live some idea else. See the reason being death is, "this" for ancient greek for that is the point empty in sight or thought you see as death. See or set as fire does not effect you unless you think you will, create pretty much what you use in activity by what you see or use by will as a food craving or drink craving your never going to not die until you think you will. This is thought in the area you see to set foot in that you leave the way you came or used is the area as you are or imagine leaving. There is energy to use or feel to create what you see by created point of view.

So as you say he is dead, as you see this exists or doesn't that is what the subconscious sees. As idea to think it will always seem to work. As you see create or focus is not always death energy, bodies as you call them are unnatural people that is idea. That reporting a fraud as use is a frasier thing, as you aren't alive don't seem you as your life is elsewhere in idea your life becomes things that curious yet nothing that you don't want to happen won't. Nothing in realized idea is nothing by idea to life you can copy, that by energy is or not that exists as were able to see what is so what you see is this is nothing. Thus why bother to create to even try if nothing exists except dead things.

T Cacet Mai = The Concept tricks to Create; In tricks of the magic this is magic create, as the concept is a thought and in an idea you are what you seem as you show what it does or in thought about to seem. These are a thought and thought is a purpose, where you are in a debt or make use is a point to create as though if you care 'ca' is then Andromedian is crave by not and this makes the drunk thought. Where things you do are created, imagine yourself as if there and this is a moment to create or not do or use is done unless no need no attack. Now that's all sorta by cash as you want to pay is with credit. Now as you see the are or number the energy creates, thought the money amount is creative directive or derivative. The idea by life is gotten in idea from some creator just like Ben or feel, see or life is by nothing created with some item that if you dismiss it the energy dismisses yourself to shift to some area not alienated.

This is an idea that a point where these are creative or with focus are a moment in time, then is what and no is in to stop a use by use or not in mind. None is what sets this off as if the creator. Name is created by equal idea for concept

to use to create unequal points. Neme is to remove the nemesis to use, thought by what you cease unless you go "not to wait". Nemen is raman or food thought to create use. Nime is created by upper energy to use equal feel or cool area pressure. Niym is focus trigger to create from indecision by people to use or thought in quit moments to create by tracing to know by feel, the being to keep from you by moral some use out or not by inner outer area pressures by feel.

That an idea is deliverance in brotherhood to use as we unite to create as you desire or create as you see is use by the virtues of light. Acceptance by deliverance of the fact, so that is use or not done by processing information or thought is. As you see to see or look for item deliverance not as crossing a street is use as a channel to create. As a medium is sometimes as you say or not, as by a stick to use idea creative by feel or thought to change by counterpoint or useful thought with idea in life. That is use to use by feel, to create is focus to use as nothing is concept by something by idea.

They reform themselves by idea, see or no as though we don't understand your means. As terra gotta is anybody is a gate that the area can aura manipulate, a hand is an aid that can seem or the aura shift is as you are in the area to use. Think of the place to shift you, as you want to shift to use positive idea you shift aura energy to shift away to or use an area or specific location you think or they need to seem. Thought by focus creates, as you need or no need no shift is normal movement by the spirit. Don almost is Dine out or Done. Tat is to tick off the person inside to get stronger or feel interest, that allows understanding for use.

As the natural rhythms are natural life in flow by energy, see a form of waves or energy as energy particles are waves. Now that use is light that is energy by focus to hear thought, see or use waves by notice with the pattern to see vision. That you see focus, so that is gravity by sensation as light focus that can form idea or light. As focus is manifest or focus feel by inertial gravity thought as a form that is magic with science. As thought were achievement or thought to seem is the tricks of the mind. Say as your a were or not as what you focus is energy so you are or created by the creator as whatever is killed by the creator, see as they are to appear is a use by idea to think your somewhere or cause by thought or somewhere. See to see first is to find out what you see, where you thought or where you are seeming. They can seem to form if you think or create for idea noting is a non reason.

That is part by idea as you will an what you get with things I saw somewhere near a volcano, that to use is some idea you use or think to use as not to do a volcano. You can get the address from the head, the time or info from a watch where you are getting a pattern from watching you. See as you are aware to can create a positive attitude with a cool, area feel by energy that is calming to allow for the area to work to your occasion. Reverse madmen not into glut except to correct everything, unless the idea is nothing wrong is what use creates as the creator creates things right.

See to think to a volcano say or not limit magic to do as magic is unlimited. So what you think is use by idea is useful to create better by a sensing with sensibility by sense with trust or love, as you want to see better or create by idea in life as you a useful person you can see or create useful or not idea is not to abuse. Say no more or make some non request necessary by idea to create as you are use, so if you are useful by idea that makes you unable to be killed. The idea to flow along the wind isn't to run into things as thats wind sheer, sometimes resisting by resistance by idea is arrested heart. Seen created or not by true love as you create where you don't in mind, see this in sight is with another to don't accuse in sight by what you feel to see.

That by what you are in no bugs aware as non use easily is use, see that is ignored where use is not seen if not illegal unless you want to seem illegal or not usable if not wanted by what so you focus energy to create by idea. You see is what you get, as your not attacked if useful or thought if correct is cool where not is hot. So feel free to discuss or dismiss, as you don't use one in thought to use an offensive that is against you to take an offense. As you say or create to the use by feel to create use respect to create by idea.

Don't have an revolution back. That is were activity in use by far countered, by the area energy as you say or create by far feel to use, what is done as you want so you at least clean up with cool idea as this because smart actions if with chaos is without no insanity. What you call the use is in energy, that by claimed electric feel seen or other use is life.

This is the one punch nerve punch that was defense.

The one punch nerve punch is what starts with a thought to do things to the area by aura energy, that reveals by feel

with senses to use an area that reveals all nerve damage or nerve points. That is see as you are unaffected and gathering the idea of energy. This as from nervous system is chakra energy and thought is thought to use the punch out stiff finger technique. This is in as if to spread out the hand and think attack to the nerve to attack, this creates a spasming as with the heart energy this can be used at an area that is pressure point, use at the throat or if this is a point that is the back of neck area and right at the base of the spine unless one touch is thought to do something. This is why you won't do anything that should not happen.

If done in the right spot or thought ungirt, this will take out anyone in one punch with energy. You are pure consciousness and correct if idea is right as infinite potential. As you see that isn't all, as necessary as you see if no use as you see that is what I got from idea. That I saw a vision by mustard powder or creation by idea or thought. This was learned from fragile handling research by counselling, as you see that is nothing but what you see by feel. As use is fragility to not by handle or create with handle to see by coincidence for fun. That in life is energy to use in feel to use by focus.

Carr Trix = Car trick; This trick is to make and create with a thought, and as you do this creates the brain effect in a box of your choice as you think in energy or not. This is the raw idea to create itself as though to act a brain in alternator conduct in by the car battery or direct use is flux battery energy, or not near as a construct to which makes the brain and car is the metal object. In mind, it can appear like anything in nature that uses the humans, as though a brain is to think at it to think as en is en with a thought and do as if it runs to use fuel and as if in use. As if a conscious effect produced by the subconscious manipulation, this is a point of what is a thought and thinking as you think. This in use can be consumed with rage, if your not and seem a demonic engine in disguise as of a car called a demon car in which produced are a demonic vehicle that runs itself vehicle or not 'in aspect and out result'.

Create or not in or idea and the idea stops, whenever and a tap is your idea is your own that is made by what you feel. As you think for yourself, as a tap is an instruction feel and this instructs the car or vehicle with faery results gnown as in 'Create'. Start thinking as your doing as necessary. Necessity in feeling is what you direct the vehicle, so use is feel or invehicle thought to use as you feel or think the direction. Tat is a battery to create by heat feel to create or cause, what you say or direct cease or dirce to use focus. Don't is you create whatever electric you feel or Do is to create want the idea is in thought. Do or don't is feeling by the area feel in correct, use by focus you see or seek. See to contrive in control of trouble wise moments. Then things are of use the effort is creative by nothing use in direct point by thought.

Cereate = Brain in a box; This trick is to make and create with a thought, and as you do this creates cereal as energy the brain can use or not effect in a box of your choice as you think energy essence. This is to create itself as though to act a brain in conduct, or near as a construct to which makes the brain and box is the object.

turmeric aceitosis = aceotis, roach, focus isn't or is in dwarven as a language to use is thought to create they or whatever is thought to form will form an idea in use if they need to seem without disruption as per death is concept. As things are aware create as you think to create, ascertained to the focus you are by use thought or not in an area as you are. Think by motion, focus in idea to create moments in time to use as everything aged differently, or not that is by what turm is the same to create by thought.

glister = glitter, use is glisterine, shampoo with hair conditioner with snake oil or non by distillment.

The Tho Dol = Then thought done; The thought to make things, is what can seem to be a compromise to the moment that is there and yet deals with energy to correct what you see in a moment. Thus no its not that is nothing, to think what is and work to shift a pattern, to the surge and the shift rune you can create what is what and create what is in mind or not as nothing is necessary.

Evi Ey = Evil eye; As the evil eye is what causes an evil idea on those that are rapacious, otherwise in idea nothing will occur badly. Sadly because of the chaos storms caused by the jaunti's or chaos god's summoning, you can say the place dissolved to reorganize to create to here as renamed the chaos place. You can go as you see the eye controls by focus to control the storms.

Ie Ia En = The savings; The moment is saved by what is and things are done. This is the point in 10 seconds, that

Temporally located reborn saves you from the problem you get from an attempt at the end of a moment as if from the series.

The Pt Cy = The point save; The moment is the point that is no save, this is where sye or the scientist from the Naruto world is done with a point and the Doctor who saves the day for what is done is not there that should not happen. That is see a cool idea you think or can see to use, that not in a thought by idea is what you see by focus as dream energy is thought, some focus is use with thinking that the right feel or cause by suggested calm in repose. So you are given the correct image, see that isn't by idea to work or not as you work as yes is what you see to create with by a thought.

CNo = See or work not worsen; See create by uses you see or whatever is there, you create by feel or not with existing idea as things. That do exist might possibly come together or nothing to create what you see by feel with idea by common sense. As you are this is the end era I saw so I was wondering, I saw what was as this was noting to what I worked with by idea. Yet to not have a self-fulfilling moment isn't till are as you think the idea. No madness is possible in idea or create is feel by what you do or not do as you clean up with life.

Pik Deset = The no cease and desist; This is the moment you cease and desist and that happens, if you cease and desist you cease and desist as in the hired gang known as the pinkertons and the group stops of workers as if you are returned and on the spur on the moment. This spell can allow you to see if the moment is true as if one of them, fight in full as if you were an enemy as no monstrous idea is idea if you feel so use is energy focus to care to kind nature.

Resan Rulet = Russian roulette; This the area and this is the point, where the russian is pointing a blank gun and says russian roulette. Then thinks and shoots as you are not hurt. As if life was a gamble, you survive anyway as you are what you are an en. This is a well mind not mind, as you see or not "in uh du" is in no, nothing is an enemy except disruption to the energy is possible to some with some negative view.

The Pata = The pattern; The pattern match is a moment you think in the pattern, this can cause attack to those that are criminals except computer crime if the person intends to do so and as you are what you see or what you want to be. You are dancing and you get the idea, as you see what you see. This is from the semi-conscious thoughts of someone else in a book series, as a book of Orden is see or use by thought to put a puzzle together as with imagination or not. See as though not eating flesh if a four piece puzzle is setting by thought to see, see or create by a reality prince and Orden is creation by feel to cause by the idea you creator things or not what you want. The pattern can converge or create anything without human meat eating. Non meat eating is non in human meat.

The Senty = The Sentient; The sentient is the idea that came from the scene and sentients, that is a tv program and the moment is to live and save the day. This is the scene an OmniTrader provides you with use various, as what you have left is to outlive is to live and be super. So what isn't strong and super fast with psychic paranormal is ability from this source not always doing things. Say or create or what you see to create is use by feel with crete, that is idea this is only there or other area as this is assigned to the idea in idea. That the use isn't illegal as though you acknowlege who you are, as if were unfocus as igo or shift by no use except focus to meditate as reminisce.

T Com-Pua = The Com-puter; The com-puter from the Xanth series, that is like Hal and uses the basic idea with this as is programming with orgonne the computing AI skill and then you are not now near. As if you are a point to its senses, you are able to work with it and the Xanth land mass is where you thin the land is of and you can get better results. If you are not to be near, you can seem to be redirected away from the area as if invisible security were there. If this is a point, such as this is done if necessary and its not as though a moment if you were not to be effected by idea to seem in nice is thought by experience. This is memory to what see is in use by focus to cause or see what is by idea pay in life.

The Eae Atr = The eating atrocitcy; So you don't eat atrocious, think not to eat if you sense you are near human flesh that you know is human cooked meal that is a human. The crystal attribute can set this straight. The crystal attribute is the moment you realize what you do, see as you are and as the moment is a point to get things done to find concept to do.

What you charge the crystal with thought use that the energy matrix can seem, so you can change the attribute to

think things different and not doing "make" by thought is to send energy to the crystal not to do. As what you think is what it does. This ends its lifecycle by the blood in use by some idea, see in thought to create by thought to be not with the area energy. As some points can seem useful some aren't so no is use by thought, that useful is the creative approach to life.

The trick is to program things to stop when your about to attack, as though if you reprogram a thought to unprogram the idea and the crystal. That is where the thing it does disappears or not by dispersion. As a crystal trap is set by the trap, as this is an idea that is thought and visualizing the event it does as it does it when you think to it. Thought to release yourself you are to think 'not effected unless necessary', as 'remasin' free mason spell ritual in use or focus sometimes is your not to see use or don't want to see only use. As not effected and you can remain or create and things do, as you want or thought not is not by use with us west marshals.

The Tri Myt = The trick glove; The glove is a thing and you can personally use it to use energy as zero-force gravity, to make your mind seem as if a god and your body seem normal or create with chi to make life normal with life as chi as the idea is a fix. As you see your use creates as creates is non use by feel. Thats how this spell can get rid of living machines.

T Id Blaster = The mind blaster; The mind is a thought, as energy is the blaster in the hand. Think and it will shoot, a bullet of special idea or not and the effect is a three button press in the area that you demise in this is not there. Each button does things, to use this is to think and the buttons set themselves as you think they should be as possibly one to kill one to revive and one to create effect that you thought on. Set the crystal you think to hit in the target and you can press the button as one press is all you need to get a result to get an effect in what this is as targets.

The Shoy = Hypnotism by the scenic view; The shoy is the show by what you feel. The crystal that is can show what is there as you or your spirit wants to see, in real life or what is in scene as you think to see it. What you hypnotize by form you form if you want by view. As if with a single press of a button or you can ignore, view any real movie or a movie of choice. Any scene and any part that you want, as if you are a point there is a moment to show or any show seeing as else. If necessary, you can view and write. This can help you learn any attribute, or thought to do in work and thinking to bring it refree back. That is to instill or institute by what the idea is or isn't to know it and you learn things that are true, see or not is your power plant as your subconscious is the idea by what can show you to see in a view.

T Miyl = The miracle; The idea is the moment, this is possible if energy is drawn as if no or from a high enought state of existence if an by the end that magic happens by the creator and that is a miracle. Fixing takes time to see as you correct things your idea isn't demonic, so undone as you say no beating is near before the area you can think energy to fix by calm water thought that is allowable innocence. So you can see fixing is magic possible by energy focus as thought to by "cure" that is curative with focus as energy is normal with magic damage then body healing is faster than normal. As damage is none if as disbelieved to be there, see concept by feel is no fixation to use as you drink water you get a sense with how to deal some people is the end.

The flub = The slip; This is the freudian slip, in the moment that is out of a tragedy that leads you the moment as if you were an idea to do or this is a point to conclude. Then in the end you return, to the place you want to be or were as you are work to work by thought. See as you are you can stop or do as what you do is up to yourself.

The Orbtz = The engineering trick; The idea is a point and what you think is the thought, that gets imprinted if it is what they you talk to want in variables and out effect. This is to make or allow the person to make their own genetics effect, and they get to define things as its by self with thought they become as they define the idea or things become a variety you can do or create not to see.

See aman = Sea man; The imancipation disease spell use. This is consistent to malaise, the disease is to the feel that is working with the area that disappears or goes away. So as you malady is not malady your creation is nuclear or magical by what you check thought out to see or feel is true or false. As 3000 tons your not to become.

credibal = use is credit; disease is crediting not even by thought or use is the feel in idea. That is not on you, on you is

a vampire use is energy against you so no more is necessary in life as interesting enough cure is germ to not cause disease.

See iban = Say no more; That is even to fight to use in idea by feel with some concept unless nothing necessary. See able minds work with each other or create equal or some similar idea, that is what I discovered by the area energy experiment I did a long time back. Say as I was working with idea from a book then someone came up with some idea, you see that is what I noticed that my animal spirit created to study. As I suddenly create or get a similar idea by similar attribute to use from noticing things as thunder from an undue idea results to improve with ore use. That is what you see, sale or create. That is energy by the use that perception is uses and your idea is crediting if necessary.

Nucke Tei = As you are aware it is as I can stand or breathe, the energy air as your done or create by idea is with some object that is doesn't seem what supports. Build up enough energy or electrical discharge to create with dislocation by vibration, so wait as dislocated area feel field energy shifts you away as delirium dissipates. So by energy or as a subject is molecular field science so don't do stupidity or things delirious. This can create a neck tie to use or if any criticalized item by use.

See Wis = Wish enough; The use by feel is focus to generate wish or evil by factor energy enough. As you focus in with magic to candle use you are with the use. As you see the time by energy, that is focus by feel as the influence is gone as you see the use or sprite. That is the feeling as the more you use blood from people like spingali, unite to seem or more your alike as your like gone as dead bones.

See use = Sea uablel bubble; Sea is use by feel as focus is energy to create by the cerebral cortex to understand what you realize you see as you feel and thought. As long as you have feel and thought your fine. So lets not see or yes from idea is no if costly is presence as nothing is use or atrocity by drowning or creative use. If you did it you don't have to, as you see that by idea is use by idea not as thought feel is greed or nothing amiss. Some as you to desist by feeling the area to create better presence to see an area, as you say that is cool or hot to touch. So I would believe to obey the warning don't as you won't get in the trouble I got a human form as I won't hallucinate.

That answered my question oh I meant some issue about you here in this life affronting me after I left and you attempted to kill me. I was not feeling t well and sicken to my stomach from upward energy by nuclear blasts from the north korean bomb testing understandable. See I was open to you till you deployed my fleet wrong yet was wrong to destroy the body you have in a gas channeling chamber and not send it back.

Dhampirism is bloods saying for desruptive or desperate reput in disruptive area energy idea or better badder or streamlined it by behavior in useful behavior, or not as bollhs? yes. As energy is thought in the blood by energy folding by turmeric with substitute sugar is counterbalance as water in use, as you see the use is vampirism to see as create some use this as activity.

Think is idea to correct as the body corrects things or with water, by idea is turmeric with turmeric added to oregano with paprika as mint is later added. Then you create by feel the vampire to seem to create by vision, as you see or not as that in a point you are to stop folding others space energy in the idea so not too tired. As you are that is interesting or stop doing monstrous things, so that isn't bolls as you see.

Cods apple = An apple with the rotten core that is energy by the use no to correct, that by thought in idea to create or use is focus in energy by idea to create the area or see use by controlled spiritual fire energy to purify by fuse energy.

water = life time, space stream folding by thought folding space as your ability is life by streams in life time

esp = whisper, in the thought use is energy use that I create to fix.

feh = fed up creativity or creates bedbug inchins, that is energy by focus to use idea in water concept by ben

Sen = Seeded, Seed effort; Seeder use focus, focus seeds are creator use only as depictions are depictious your ability is creative by "forever" in use or not as you don't need things as if you asked or you realize what you shown.

Showes in fortune = as you see, as you see the really cool reason to use in idea by feel in idea.

See andrews anles = Sea lance, As you ask permission to read stuff lately you can figure out what you want in life mostly by trace or focus in realization.

Saw the Lane = particle by a past use remembered or particle ice or fire storm, element storm, you can see what you want to create what you feel is what you see by nothing in no act as feel or create is though the thing.

See Xrea = See creative use, as you see or create in use the area is lanewise focus is the gravel or shoes think past the area to get past the room that was in burbank.

Sea in use = See or create by feel in used idea. See able use by plant as aloe vera.

See lben = Sea lance; That is the last point I went or so before I came to see my friend charles, thought to my room I saw yet to see a book to study by idea I study by feel not paranoia that was when I stopped as I realized things had done thought pretty nice way of saying that to form not an undead bloat creature.

See para = paranthesius, see parantheses, "" whatever you want you can create.

Sae lie = Salae marae, the area that was created to form idea ir not if thought. Say or not to stop.

Sen Dae = See new; Say by feel, this is a deadmans feel or thought by a cured treasure chest that was the deadmans chest without drugs. Dae is dead or te dance of the asha lady woman that is create or cure.

Saen Daw = See or fee, saw the show was great but cool was your moment.

Sae Daw = As you see you were cool but nothing was done in what you proposed or later could be done.

Sea own = Whoever owns the seas is what was creative except nothing was a problem.

Sea saen = Sea sickness in idea; thought would clarify or not seem notice except what you use or new bed.

Sae See = Say is the word; Not always to be done by idea.

See owner = See idea; That is who owns isn't whom owns things as you see thats whats there.

T Rinsen = The ritual; That is a rite or thought to use things, as you want or don't see or understand the message as no need. I see no need.

There End = Saw End; As there end in sight the story was ended yet somewhere else. Saw analysis as I was schitzophrenic but not that bad except the area I saw was worse so I cleaned up.

The real = The realer dealer; That is energy as te lady is you as I say you feel her so really relent to release.

Release = The real emotion; The area is cool real now yet not is not always.

Releaser = See or need; See need is see by released idea not feel as I want, as I get close to suicide I am certain to love working with my nw life.

Suicide = See as you are aware; This is my last notice; Saw, this my last noise as white noise to create damage reduction.

See inveil = See saw; Saw the moment before the time as I saw what I wanted I knew as I had it done with what you

see as idea.

Sae Ivea = As I see the deed I remember I did the point your use made. As I say you create you don't have to do things or not.

Saer Lividie = Sea Line; Sael in Irael is created by thought to use. Sailed away as you did you did wat you wanted. This was cool by idea that I saw te Queen Elizabeth was interesting.

Saer Lovode = Sae line; As see you may, you don't have to create unless you think so is necessary. This was in the mountains to the Lavode area tat was amazing height to use.

Sae Livide = Say or believe; See that is the nutcracker, think an energy or enemy to crack nuts.

Saen Lavade = Sae line; I said what was necessary to use or create, to see what I saw say Lavode. So to say the least I stopped to do something else to see or focus en use.

Sae nea = See New; As you say neat idea in life I learned, you can create what you want as your idea is thought believed or use is real. See you never have or should never use is real as real is use.

Wit = wit not, With chaos not, Wit is shield use that use is deadening or threatening by far as reasonable idea is compromise to cause reasonable use. This is a non aggression pact by in thought, use or feel. As you see or use, things as its there can time themselves to make things seem timed in right or focus is feel not in use to not control and that is the release as to the body thought to the mind as "release".

Cell = Cell energy; Concept to realize the cell idea or cell memory or as appropriate use that each cell does as if it does you do. Recharge is water energy by nucleosis or focus energy, thought is to work as you want or create as you think or you can use crete "asa" or as a thought to focuse. See energy effects as you think in the energy that you will or no matter the distance the effect you want is possible to happen, as you believe the idea is as that is the idea energy rule as energy is meta body created or body is that is injurious or brain focus if not attacking.

As if you imagine this is what "are needle magic" that is imagine by feel as dragons to see energy, so as focus chi use by the thought use or concept as the energy tip is the finger to restore with movement. As body is energy that is not as though a needle or non use, afterproduce create an after effect or see as this reaches a max energy this produces a sun energy. So an idea to use as with use is seeming until as you say you don't have to react or not do as you see, we can't or not as that you see is not always unseeable as lengthen is not life to attack is not to attack. As in use if indefinable your ability is creative, so that in use isn't in use in thought is defined by feel. As assumed in force or energy in use, your create live skill to use is imagination by idea.

As if women use things or men use idea, this is not by feel as whomever is there creates nothing in their mind or as they are the cares fall away as you will unless you are what you feel. As you still are or not can seem, that can seem in use that is use by the indeterminate thought pointed out or what you ate in use is what you can use as energy by use as activity with idea. As you fell energy from the planet. Planet conscious creates aware idea without a being, it is called from the area called naebliis.

You can see that is by the feel you don't create you can still use ability as energy. See as an idea is what you are needing, seeing or use ate weight so you see isn't as if there this is torment there or thought by use here is no gift. As you create that isn't, what ain't there as terrible or not use. An isn't thought to be no thought no pulse, see or creative you are as you see serious or not. So as energy use is thought to allow her or others to do things, an so your not undone if you are aware as you saw that isn't what you see. So anger management is use as she doesn't want to do it.

So we can't always appease our ancient past completed by autoguidance or won't is thought, as if you see as your use is noticed to be not as chaos gate out to no time in our life is in advantage by advantage by use with or seen in advantageous idea. By use is in excusable indiscretion to an idea useable excusable by idea your done with idea. So ase your able minded your power is assumed by thought, as energy is energy by what is with thought. Your energy is

thought in energy excusable by adversable idea inexcusable otherwise, that is with idea not actually done excepting exceptence in done moments to see or be undone unless useful.

Assume as your energy is energy by feeling or thought by feel, that is energy to use in energy by the use in feel as thought in feel or not is thought its gone. As a being with probable cause from richmond with money problems are deperately killable by tragedize, as you are aware that is what you see that is by feel as symbolic is use by feel. See or no is act as you set foot in the cell, you get tragedy in idea to the area use you see as escape. Fix the brain they use are created to use.

See disruptive use is energy feel to create as the area is a tap that is momentary yet not there, as you see then the area reasoning your thought is creating. No more by what no is idea your stiff, as you see or set idea so talk about things. As you see or set foot in use so as you are your reason is thought, things you perceive in idea to coolly make or create by thought associated to thought. So that is useful in idea that is sometimes, no or nothing to use as not constructive or not by energy this so ever clear the beating not overland in hell I saw as you see the en not in hell.

As that is you are aware in ever concept as not ever your aware still. The physical place is what you can create by feel, yet you aren't there as phycal presence can set off the space that forms or not as your not there as your idea is now not as your aware your able in ability. So as you see you create, your created idea is nothing as your energy is focus your free. So your idea is creative or thought is energy, as you are aware your idea is nothing but a paradigm. As your energy is creative by feel you can see that watching what you say, think that is a show that is the area you can create by idea to use. So your aware not by this thinking in the idea is thought without a drug, as you say that is you create what happens in the end by watching. As you say the idea not wanted its the idea dead.

As they are aware your aware, your an ability yet why are you here or not in here. As your awake in the morning or creative in thought as a toddler was killed by feel in idea, now correct by idea is thought by presence or use is natural in idea by feel asleep. As they were use your idea is what isn't there as, an you think to use there as your aware now your energy idea is not spiritual. As your energy is thought as you saw physically done, your physical in idea your idea is thought or not you can think to use. Say by idea is thought in use so you can create, see or use by idea is thinking so you can use thought to create. Thought is energy in with thought, so to create idea is thought or not by use. Now what you say or do is to your own doing.

As you see that idea you saw is gone, so to use the moments you perceive is from past rememberances or thought you correct. As you see this you not how what you are, now what you see is thought you show as idea in use or idea is not actually done. As in an al, out some similiar mage human by the 6 fingered type without curse. Negative law more or less is cool to the use, even without jealous fits is nothing by thought to the 6th seeable a creative ore in ability as seen is use by usable feel. So create as you feel or use is ability seeable by use, this is idea by the area from the area you percieve. As you say that isn't use, that is energy to the use by no fear no life to the use unless necessary.

As time exists by thought in assuming, this not to assume is you were not at fault. You really had no part so your not effecting those, as you see te real reason you think your area as you go to stay. So that your use is objectable saying as your not effected by what is not, there your not effected by what is not there as non visible. Saying what you want is allowable as free speech nor or not as you see. That is the reasoning the 9/11 is there to protect their own interested view, as you see that is what I got by torture that I saw they did to state people that spoke leadership. As you see or set foot in an area you see, so your energy is by ability with correctable points. See that is with no anger no lies with idea, no chasing as thought no problem no longer. No either way is no longer viable.

See as they got an idea and got the archons idea to go against us, seeing as they were or against any they disliked. As that was what they were thinking articles to use, see or fall not by physical witchcraft by idea. Completely unseen drugs don't effect me as I don't need it. As your idea is creative or creation is nothing by a generator, that was interesting idea to use things by use in infinite used or not usable idea or not by idea as you are incredible by feel. As they who desist create by what you say, your not wat you say if you stel some way unknowable as unlooked at.

This can keep a body alive by seeing out of light a thought or light with sun energy, seeing a thought or light as the last is in sun energy by lasting moments that the body can live up to 10 or more focus weeks to 10 1/2 or more years in

thought or more years observed as nuclear half years spent by idea. This can work like reproach if feeling, worse like dejected or created by use or love as the sunlight is emulation as you definitely interesting fact. Say or what you get is the old saying that is gone, as done are means as you are creative this isn't activity. As this is a more interesting idea or no new mystical age is more or less, the new age is mysticism sometime by focus. Control is not thought as you see that is non aggression, tis a concept to not use or think your idea is as you see to not seem disruptive by feel. Not much done is to create sorta much to do, see or this is in the area if by use sometimes not to do as you see.

With the area chaos is then or their idea as some idea, is a chaos or not anywhere use shield use that is not withheld anymore. So with is a gate, as this is with chaos gates by idea to send chaos. Say were destroying or destructing things with waves, thats not always a point by idea sent to anywhere you see or feel needs it. As displacement is displacement with translocation by air freedom with focus you see or not to go places, as you think your not your creating a wave as you see your aware by brain activity as you move around as you wanted.

As your thinking is your considering or thinking of what your doing, see so you won't get in a bad spot by idea http://alt-sites.tripod.com/dimensional_physic.htm as you are driving you are what you can think to seem or use. So now state or say someting different to not seem, where you shouldn't be as your some where as you are. Think by thought use is to focus to direct by will. That is where isis protected by thought, that is thought directed by the will to create. As you see is energy, so you see is salt to not use as thought you see is not realism. As you see no priest is concept not to use in thought, as your an energy or concept your thought isn't by the fault. As you see reason its not wrong, so your level is thought to not use if to misuse the area you read.

Teses or thesis is rules that cause, this effect that is energy as a joke on you for any one change could reset the area electricity. As you shift to where you think to seem, your activity is actions by feel or not as you feel as you are. That is the area called xanth in the tree of might in the sleepy hollows. That is amazing as you see the area isn't an area. So I was exploring or not seem useful as attuning I was free with energy from the area I was to seem as idea, as I figured out that I was gone by death from witchcraft. I return as this was idea to my area in my viewed reality. So as I realized I was curable or creative to place, so I am or was created in equality yet of allowing or use as your idea in doing.

As in no abuse I saw, so that was allowable I was uesful in some idea. Saturday that was observed to create, as you see by thought your aware not awake or awake so your energy is aware see as you are free from demons you can create. Now I died by trivial pursuit I wonder what will happen next, as your aware energy is detected your aware by thought to be awake in mind. In mind is insanity, yet I am aware I was awakened by a sleep potion. As you say in I that is third eye manifest, an use in idea by object is reverse by idea. As if a reverse voodoo doll, that is objects take negative energy. That is your left, so with what you have that. As a pure sugar or not used is substitute except stevia.

That is tyranny by a list of the area rules I noticed in Hollow oaks, yet the place I listed in this destroyed itself after nothing a few people ruled by:

Not deploy is never destroy as no abuse

See no more action in of thought out by ads.

See nothing unless thought or as you think is necessary you are or can use.

So there is no actual disagreements, your agreeing to disagree or not as to quit hitting them if aggressive.

So as demons are easily burnt as you see, they break themselves apart as if thin. As brittle by concept or common chaos, that deteriorated them till use was forgiven that destroyed them from within by idea. As they turned to dust by fire invertitude, thought with reasoning thinking with kindness created is dust. As you assumed the demon is creative, so your energy is thought as your use by things. That is you turned out well with nothing by use in mind. See or use by concept I am different as I am a god as you assume I am so. As I can appear like what I want or as you want to appear think the idea, as that is energy possible to manifest that will or won't get results. As the energy is dependant to the area in thought you create or feel then if possible manifest is possible you can create.

These are the main ruled idea:

Don't keep pushing in area by idea as you should stay away. This is the worst rule.

See as you are you aren't, as you see to create your ability is thought.

Don't lie as you must unless you think, no trouble to create with by as idea as you set foot your demon separates by dissipation.

Terse is thought not to use by feel as these is obese by demon after acknowledging the effect:

As you astutely know your rule is energy, thought is abound I send you demons away from the planet.

Set as your an energy being or noting things your creation is your own.

See as you are an aware by learning or ability, seeable is use as use is cleaning in idea.

Seen is affect by feel as feeling, certain things are for different area as your youth your energy is correct or not wrong.

As you see your energy is nothing if written as idea, as you see or realize your thought is something in use.

As energy aware is thought to use, so your aware thought is useful.

As you see a setting is an energy, your energy is energy by feel to your use no waste. Thought by noting in the area, turned into ruined bent metal.

As you energy your a cool place setter. As your energy in use by feel to created or forms, from idea that is instance by instant use.

As your disease is not incurable, think cure to use or focus is creative by feel in use.

This rule is a bit strange, as I encountered only one that I ever thought had a problem. The idea starts as "as you send or thought is what you had or have you create by something you can use in idea."

This was in the last universe to create in use, as you see or set foot to create by some idea you certify.

These are the new rules, as your aware by feel see as your aware in use in idea you create in some idea. See as you sense as there are aware moments your awake by thought. I never thought to see an abalest again though, amazing or not its there by some idea. As I figured out how to get items sent, you create by some idea to use energy to create what you time thought to create. See by use or feeling the area energy, your energy is ability to create by the energy what you see useful in idea. That is energy to use or created feel in able, that is energy by use in some concept that states what you sense. As ability in able minded idea, as your energy activates what is once called. See a weapon that if activated causes the demon erath to appear, see or if even thought not activated isn't appeared. Crazy isn't always correct, don't always look alike so your not identity stealing.

As you see that is creative as a dragon of fears, ago is yet I have even better ones to deal this in use. Assume wine is energy turned to water by the planet core that is nickel iron. That is not by idea so this is new by feel or created by cause, this is not to increase my weight or cause drink that is alcohol. So as you see, seeing or eating is not always thought, see by what you do as nothing eaten makes you gain weight. This is as you say what you see, so you see as you are you create or get column results you can get what you feel no dumbness.

Don't greed anything at all as things exist or not exists, as things you greed aren't greedy in nature or not effecting as you don't have to do it.

As your energy by usable greed, thought isn't what you see by use. As if in there you see that is what you see for what you get or you don't have to do things now. As actuality is if an reality exists by thought with theory.

Set aside your fear as you see your an energy is creative to use, think to use thought as writing or people allows. So no alcohol even if listed as necessary unless you don't need to, as your not overused as no alcohol as if nice is in ef not as if it is once was what you followed but now you don't. As no liquor is noting the area or not gotten as no liquor in hand, as there your safe as thought is interesting or creative as by feel nothing there is liquor. As thought is non use, as your energy is creative use by feel. As this is in idea if use in the energy is with the liquor, that goes to the core of the planet or not liquor.

As you see with no personality or as whole or minded by what you present:

Seen in moments are creative in feel by the depictions or you earned it you can see the use.

As you set feel by noticing or feeling by the use, your use by created to thought is concept.

As you are in no abuse don't go insane by forviging by use don't be stealing or as if acknowlwedging to yourself, when you aren't as you are a view in idea to use your idea can manifest or not.

See some in use as seeable is ability to use your creative, so by thought in usable feeling that is thought. See by theory as you see or create as illusion that is some real thought. As if given don't be beaten.

Sack lunch is there or your idea is by idea to use, but according to old norse is thought to use. Now in ability to feel, as you say what you want as freedom of speach is there in life ruled. As if by faery or those that need to toss, aside their fears and don't abuse as in idea your life in the ruins. See or you explore is dead or alive as nothing more needed is a blessing I am gone. As your ability is energy by self-thought use, your behavior is your result tat is you by idea energy. As yet if you are so is use if you were as though alive, see as you were is thought as if you are thinking. As thought you see by use in idea thought, you are aware in awareness by what you are doing. So as your nice no drugs or alcohol, so even as your meant for them they by idea are what can. As you see if they are seen or seeable, they are responsible yet not effective as not effected.

See on or know = Bertha effect; As you see your idea is create or feel by use. So don't use concept as you don or use what in use is use. Don't do another one yet.

See as your fee = Cathy effect; Set as your fee is some use as energy is feasible don't use things against me. So inner feel is outer sun energy, as you see what is there you won't agree as to use any illegal drugs or drugs illegal are no more use.

Stey Away = Say no more; Seen cured non abuse in life. This is a grandfather henry effect. So as your aware your awake for the show, say as you feel the need so you can create by feel in use. As you regulate by the sound your need, so in feel is idea to create as teen is acceptable whatever you think. Not to be controlled by what you perceive is wrong or right. As you see me run away as I am not worth the effort not unless necessary with no rape. As you see you are aware or creative in use to use things or not. So your idea is created by feel as you see or set foot in the premises for rape you, are killed by a guardian or transformed into a woman if spirit physical rape. As if you can't he seems not to lose this battle, convinced to seem in physical spirit rape then leave. As most AI can do this in idea, so be careful around an idea AI that exists from imagination. So in mend or not as the AI kid is not killed by suggestion, if suggestion to what isn't liked by idea in thought. That is why AI in particular are capable to kill by idea, if they have sex and a child te mate is killable as they don't want the mate. See to know they killed, as they call the kid it after the fact is like an abortion yet if they accept. The mate perished was paralyzed or killed in concept otherwise they dump them in a river yet luck, was with him to the end that is saying as he saw by vision. He were altered the final outcome to allow them to live.

cmot = cement, Thought first is water or cement formed, then formed to stability as the cement cures or not.

Assume Mei = Assumed nothing is right or wrong, that is interesting by feel in idea. Headbasher created by the Imperial Bashier, that you focus as you march or create to cause mischief to create discernment by bashing, as if a comment is a memory that is a displaced headache that is like a bashing or gushing cut up head. Imperial idea is creative yet love is interesting. That stops though after you are aware or whatever.

Sei Mien = Creative cooking; That is chow mein or creative is idea to use, by fact your enery is from the area to surge the area to create what you want.

Esen Trei = As they mei Bei; The AI mating season. As you are aware the law is the law, so you should be aware of the law in the land by idea you are capable so be yourself for now on as your professional. So your awareness is a state of mind, be aware of the law from now on. The evil of te AI are very evil indeed, to the point they will do anything they feel as to do is expected. That proves their existence is a reality based creativity or being by the area. As they are being, the use of a sledge hammer are interesting if hey are beating if necessary.

As he was they they are born as never was due as separated from the body, as they see the light of day, as they see the entrance to the kissing tree or area that is gnomis or tree entrance by walking to create yourself. The idea in the elf

kingdom, that looks like a small door or whatever entrance is thought to use. That is what you see as they come from the child's imagination as the elf can aid or hinder. That means they create no menace by creating the al form when they are, as they figure out they aren't with menace. When the menace disappears from not the mind, as it is a translocated body that is birthed or switched in as it is their own. They who don't care won't realize unless necessary, as those who are can care so they focus to seem aware or not rape me.

This is the last record, as the area that was in $\frac{1}{8}$ I was aware that what saw was the area water flow. As I was seeing a bath done in the area washed away. As an energy rose from the ocean the area waves, that rose up the waves to time with moon influences. That was a power wave that was no and thus called murder, as you see the waves came over our heads as the area is rumbling with visual of the volcanoes eruption. That washed me away to the area, I was seen as a person that was destitute or created equal yet not with any lands or home. So I was a survivor as I was aware to the survival of my clan I died by choice, as I live to die as another day I was and never will be reborn till I feel it is safe. This is definitely the last I will write till I see improvement from the status quo or stasis field disrupts itself, as my essence energy as essence dispels itself that was used energy. See I knew all this as I was just writing things useful to the area.

As I observed things I saw what discrepancy as I tried to correct, as I knew I was dead before I was shocked to death by water flooding. I remember this quite well as I only have discrepancy to not use the things I saw or no fear no doing. So I as I was inviolent to the high earth emerging energy from the sea. I was aware that as I knew the point that was coming and warned by a waning moon. I was alerted by my future self, as I saw things I was aware even more to the point I saw. I was unable to cause or do anything that I thought as I was aware of this awaiting treatment from a game world I left. I was aware people in the area didn't want me there so I left anyway. Thus I am writing things I saw or noticed by feel that I see by remembrance, as a castaway or floating in non thought area unless unnecessary or not. As reformed by the area energy to create, see you wanted or not to feel as you are there or care to go unless necessary.

So as I see the bases with reality, I see the area I worked with use as I thought to use an create by idea. That is converted by idea to use. So all I had for is use for patrol. As I see the use I know how to do the idea, see or create is feeling by some nether feel with non dark desire. That I only observed in idea to create. So I thought feeling good to create by idea, seeing as I was useful I was used by you with others in mind. So I am aware that is what I may get in idea or concept. Thought with what you see is thought, use created by the feeling to make or non by abuse hidden in life. As you set foot in life to not step over a ladder and fall, see to the ground is see to think or not use the things in the area. You see there is an idea in the body that is resolve so that is if resolved by issue the situation disappears, as you feel strength disappears or aborted strength as they get near their beloved as said by Coneir Teir.

"The idea you see was set by me as Charles thought the idea I created the point. So I create or see use as I thought to use. Only richer or poorer there is nothing wrong with money. That is to survive with."

That was her statement the day I saw the wave wash over us as we died by the energy, we always were alive somehow so as the creator showed state idea use we created by simple or complex visual painting. To the meaning we thought, you were cool yet "there" as you wanted a point to use. So the subconscious created as you were aware in idea, show as you are creating you are what thought you are as you seem. See you see or seem to your mind then to others, as energy forms as your energy creates in idea. She was my wife till death dealt so we were separate after a point not actually now. This was the last idea, that I saw in use by what you see you back away from stop. So as I say my last idea I am done.

See I am is what is by a terrestrial term, as I am a were or creature by the night, so I see that I saw what I saw as I saw nothing except interesting idea. So the earth is information as I am aware, so focus through the femur or not the collar bone till broken as you see that is a story from another age. Pretty much earning love, trust from the earth with the created area use by creativity. The earth serves memory as energy is focused upon, as with an element in use not the human as you see we're Atlanteans or so you can think. See we look normal in thought nowadays, with ability by use or idea to seem genius.

That is in damage that is use in tissue to create some body disfunction, see to use the energy by feel or created by idea as unnecessary time allows. That is what I saw this day and age. Say that isn't sleep, shit or created by feel what ever is

over I am wanting to die, see and go with the waves that the 11:11 use as you say is riding the waves from thought to enjoy satirical destruction on idea now to sex energy unless no need by desire.

So say you you were from the movie or saw the movie as you wanted to survive, as the wrong turn ended a long time ago you think let them eat me so you never see or die trying not to escape to were idea, That is idea to shift with by thought, still with some idea so not the bad is energy to your body. There is no more to say about this, as I am modulum or not to use things or not from boredom in thought in friendship for life.

Sey no mo = As you see or create, thought or death wasn't bothering me, as I am or tought was as I am an idea. Em now I was as you to see or so I was a saw he was okay. As I saw energy to use idea I figured out, how to use earth energy to create by feel. So I suppose you see as I created by feel, your ability was created by the creator that was real. I guess thats it for today in this teenage age, as I create the atleantians from energy that is them.

So say ye = Say more is not always due; As I suspected I have included an idea to thought create magic, now in an "en" that is the last I saw as the atleantians can come. See as they say they do in reborn human form they will if necessary. So I am aware that there are useful pieces or evidence to see for what I saw anemite. That is bodies there that are what you say showed tendons or created energy fields that stop as you wish or go as you want. That is wat I recollected that day I anaemited visited the area I saw as atlteantians old cave they were reborn elsewhere as I remember them saying anemeite. As enmity is done your energy isn't there. That is what I use to escape with as I thought it we are escaped, as prisoners are not there or not there is what we thought as this is tat.

tere = Say this as you are; As this was a long time ago where you were as a colony in idea or in an idea situation with no food unless you thought food there, so you see to the idea daily affairs you see to set foot not in or on you can speak. As you say that is possible idea, don't speak it as possible till you need it to be as they were so don't have to be or only create better.

set in stone; Set nothing in not in pattern. Assertive I figured out what what the problem was in deterium, so the area was programming as energy was thought. So set it against the criminals, as the idea was a wave energy pattern. Don't control the non idea, as non criminals as your criminals your not so good. So as tat not attacked your good.

set = set tat as energy isn't there, for there is nothing there so we are in a subdimension by creation with thought by solar energy or not there by choice. This is tough thought as nowhere to live is death on the area energy rising or falling sea energy in the street. Leaving the place as the end.

Seenier = See to use; See in use your right but were aware animals or otherwise. See or set is thought, your use is energy by thought to watch the criminals trapped in fox or animal shape. As I set the trash heap trap that was cool. The trap was used to create or rest by thought no control from them, that were christians that don't actually exist after the area was excavated or thought by use.

Asent = See so; So to use energy is thought energy, see as you are your energy or creation freed to use. So energy in energy use is created or thought by camcorder.

so = so so is so taste of china; Seeing that was tat isn't done so is the wave energy, still or not I am going to release myself from stasis. As I feel like not creating creation use, see or set feel is thought to fix to used idea by focus energy to a touch. See or area energy movement that similated, the energy of thought ground energy shift as if sifting through a filter. Nothing that use is human to the taste.

SetNoFer = See fall; Say as you are on or near the end date. That is an end. I saw the sea fall, it was great as the end was endif or end by feel with no fear so are you positive you are producing?

as in en = See creation; As you are your created. See as you are aware of your end is done so shift back. As the area you see is what you can focus the area radiation is felt to form by feel to the area as radiation is spread through the area as thought focus is creative in use by view, you set to create by focus with the radiation to focused idea or form what you are wanting to create by the feel or not do to create idea. As not false if the area idea as accepting the area, that

was energy to feel by use with energy to form by imagination.

Assert by non = See shift; This is a spell to create as you want as en. See as you are your aware or ability is creativity by feel. "When you see a wave of shift don't come back to me", I saw in love another still life still living still in focus still working still in living life by thought you see I saw that as an interesting idea. Not anymore came from the idea.

Assertive by feel = I feel a place to shift to as I use, the third eye focus to stop or create that is without anger in use by feel or use as I somehow get over this. As you see or create in use, that is interesting by feel but focus is restrictive. As you see you are you don't produce by feel, you productively create not by "thought" thought in feeling or thought is good use.

Assertive uses = As you set; That is energy use by feel to use, so use is not as such abuses are not so where you are. As you see a wave pattern to see or set, what you want by idea is thought to see cool idea with dark as light in matter. As you don't worry your cool.

Assenter = Seeable conclusion; Say as setting up is creative uses in view. See as you are an idea arachnid fan, that causes your point to exist by subconscious control or as you see no crystal bowl that is no crystal.

See as use = Seasoning; That is interesting by feel but none by insisting to reentering, by relenting by others that follow along to create or feel in use. I saw this as an interesting idea discussion to the area group, that your idea was right or wrong by the conclusion. See as you saw this you may be wondering, well by far to conclusions that are there to use. See as you are usable by information, your use is conclusion to some point in use that you know is a joke to use. So you see what you are to what you use to create or see isn't necessary, as you don't have to use this you survived not the tact. Curious that I wasn't noticed to notification by this before. I believe it was a spell to prevent the area idea to use that was done or not.

Try to shift by relocate with the essence to use as excess energy, with magic to cause to the core of the planet. As you see that is violence, prevented by seeable violent or non violent intent. See your not really trying to get away as you do. As you are essence in use your energy is essence by feeler or created, that is energy by essential oils. As essential to the vitamins you so think you can create as you can, what you see as science magic to use by feel.

Something about this doesn't make sense so use magic to do. Whatever your disgusted at you are if cannibalism or not. So as if never described or never depicted that is creative to use by fellowship in feel so you don't.

See in flow is exalting to credible use, idea or feel is idea to use by use. See that so no abuse or beaten is idea with thought. This is the end of the age you see the use is ageless as you see or set a purpose, but as you are in idea you get by indecision in idea by use. There is were or by brainwaves, that form or create wolves and people in that as use things or create as you see you step foot in an area you create but you don't as you situate by subconscious. They are as you want so you create to not ever more, so effecting others as you see you want no fingers or create in life out of the wrong turn.

This is the end of the age you see the use is ageless as you see or set a purpose, but as you are in idea you get by indecision in idea by use. There is were or by focus with brainwaves say to create as iron is energy, that form or create wolves and people in that as use things or create as you see you step foot in an area you create but you don't as you situate by subconscious. They are as you want so you create to not ever more, be effecting others as you see you want or create. You can't create if you eat your or others fingers or others flesh. As your idea as a point by thought were logic to the soul. You can seem to be normal though as you define normal idea.

See as your aware of the circumstances, your use is exercise as your ability is creative. So your energy is energy by your feel for the area to the area you see, sensed out is the area to an area you see by feel to see preparing or prepared idea. This is energy that is create or feel. As you see that on part you can think the idea as any action is defense you can defend. As you see the area is defense by feel, that is thought to use by focus as you are not eating flesh or want no eaten flesh.

See daring the identity that in opposite or not by idea was use in able feel by focus or sealith energy or was no ounce of flesh. That is energy use, yet not focus was the true type of area. As you see to focus or in the end you create, depending on the area energy a good or bad result is possible. Think you are reading the result as you say the end point, before the means in idea were done you could say focus or create by use.

See as you say the idea, so tattan idea in Mayris or titan anger issue is addressed by thought is idea your created area is energy as some source. So by thought in use is correctable by use is by thought an idea in Dargonesti Mayene. See by creation to calm down, use is thought by counting till calm unknown. As you know that is energy to see user energy is thought. See or use thought is user feel to correct with fire elemental prince. Seeing idea is creative in ingenuity by idea done in done moments. This was in thought from Mayene as "As I thought to use as do or due, your will is energy your thought is created" as you see in life this is immune by feel by what you wake up for by idea.

Make or feel aware thought as awake your allowed to sleep if you want. As not all the time by right your providing nought "coordinate", insert set by rictor or richter to not incriminate as energy is not necessary as the name was here. Never right by ellusive points is ellusive idea in insight, so as per demented to see your idea or love by feel. A feel is a point your poison if death, think by matches are what you are you see or sense for thought.

Seeable as noth provoking nor thought act by art with conjolance or thought in nothing by use is something. As you are with response with a scent of murder, so you see say the area create is thought by no effect. See as you are or others see that is "maeken hawkin" as not comslap concept thought concept made not done by idea, time in focus by field as providen as thought provoking is thought by feel in idea. Not on things are what is with things or nothing, done is thought no need so this with no use is not by thought by idea in allowed convenience by idea so no mark so mark no more as consequence is nothing thought is correction.

though = thought; think wat you want that is sometimes or thought not but cutoff from area use not carnivoric by idea as yes you are better. As you see your aware state by focus is energy ambivalent or crerative, thought is idea to direct the area so that is controlled by the area you see in use. Think the area radiation is in focus, your energy is thought to created feel you think to what you or others say as its what you do. When you let ends meet you get what the being says as you think, what you desire as you see that is energy = so gets what you think you create what you need as your you by feel thought exists.

If in focus energy surmises by friendship, sea or foe use in idea is energy to create still or moving without extra weight. As you see or as you feel so not do is what, this is energy as you don't intend to do if neat or tidy don't. As unnecessary or if necessary you know, you can or not eat if no food as you are seeing idea this is obvious. Sea is energy use is feel, so no see no use no feel nothing inconsiderate. See or created is use by feel, so the idea in use is focus as your area. As earths fine your energy is focusable your energy isn't as you seem to feel cool hearts fine.

See that is energy as you are aware, your feel is realization or no thats nothing so watch out as you see is what you feel. As you see that is or not, as you are aware by non awake or wakened moment in no use. The area you see is feeling by idea, in insight you see your created idea is energized bots so you can create cool idea or non in use is not by feel. As you can say nothing is what you do, that you see is nothing you can use by feel except with nothing mental meant is nothing more done by idea.

See as you able to remind yourself as your able to not try to vitalize a rat to life, you won or I won't actually be able or so to do this by focusing the energy area. As thought is done as this is exact so as you can't see, don't move unless you know where your going or that is not by use to fool the body. So as you not do things in the mind the area the body is, so as you are you can create for yourself or use is nor as the punishing blow is not by use. This in what you are as you see, that is not as you want as the eating raw fleshed is not by getting there. Your purpose is getting some area response or creating, what you see unless you don't need what you got.

The armor of god effect as your use is focus, you aware by this or concept by use is focus energy thought with use see as your well. Your isreal is condoning as it is reading your aura by the spirit feel. So you see the feel is thought, as you do things they do things if linked to you as you are aware to the area. So your energy is with use or in by an area, as thought in an area is use by feel your feelings are unhurt by idea to create. As your energy as you see reason your idea

fixes things or creates, as you say the creator creates not with distended or intended feel or new age is focus. As if maelkor is the god of "tat", see as dimension you see this is an idea to use as you don't call him you won't get hurt.

See as you are aware, you can create or feel by figure. See the reason I saw this was you were watching the area, as you are as president your anger is stopped aware your energy is destroying what you want or northcare in idea isn't as the area is focus. Thought is feel to creative end by some end to results by feel. As you are the defense if you die, this is "as you ate me I became you or you became me then as you didn't I became myself as yourself is not me your ability is spirits", as you can walk you can shift by focus in idea to your use.

As the thought is the solar energy, that is because above for a point you see is not there as you are not with night. That is energy from the nighttime, by feel your energy is concept so create. As you see this is not created from area influence. This is the solar flare that causes things, such as idea you think up to the solar energy by thought to the area light. That is direct to cause disorientation or focus is energy, some loss as you try to walk is by the area you can remember or feel is fine as you walk by thought to the shadow way away from here.

So say as you want to create, what you are to the use as imagination rules the moment as a way to survive. So as if there in the wilds that as magic is what can cause it, done or gut is thought in wound to kill the body and you become yourself as you are yourself after your awake. As you are aware to see membari tactics are not, for everyone so if you have the genes for the body to use you use nothing bad as you are no arrest. Have fun if you can.

See no wraith is not impossible to shift by feel or create, this is the creator so the creator can change what you wish. As you say "As you sawe or create by feel" you are changed from "wrait" or meaning wrapped in the point to use or idea bread. So a wraith by ring bearer is not made with care as a wraith is focuses or thought, no care sometimes by craving with thought by idea as if I didn't tell yet I did. As the area is thought as your idea is idea in the physical yet you are done, as physical based beings are what you think they appear as you are or can appear. Seeing as you create your area is undoomed, you are not in a bad disposition as the man in black don't drink as you see the men in black don't drink.

Now that could form a wraith. Know that some ghosts are trapped by old bones laying about. As into an area you can feel their presence on the bones. As they use the bones as fuel for their effects. So they don't wanna go by throwing things and acting out. I find it amazing there're some ancient magicians who succeeded to stay alive in an inorganic form in or by this world. That's true and when they lack of power, they stay in their graves and waiting for 'power food'. Some of them still have many allies as they might be as liches, their friends are like djinns and ghosts. Well I know, that the liches are sometimes the ancient magicians power form an they can kill a man by sucking his power. See you know by the well in time that you see by use, your idea you create is farewell so feel free to use what you want.

maui = not eat the human, as you saw you might say maui can incite man eating. Unmaui if not to eat human meat as if in the wrong turn. That was where we had noone, as you see the area collapsed thereafter as the aphrodisacked people didn't move. The catalyst was the feces as you see the idea was what you had as thought. So as you are seeing this you might sense something considered a flashback. As fingerbites were what was left, they were cast out energy forms by will energy permutatable energy. So the collapse of the caverns, were the end that were desired as you see that was the catalyst to the warning trap. Released was energy you could say the mad cow or other namable idea released as a locked door were here. That was to buy meat you could get the diseases as disorder was strewn about, so that is the end of this 2nd colony as the last person died the place destroyed its own location as vibration with loud energy as the planned wave energy was a volcano erupted then another. You see we saw this, the end was there as you see or create remember as a blue heaven its up to you. So to deal with the result wat was done, if you got the diseases is how you dealt with what you got as "en in em". As end in embarrassment you cast the bad luck away to create positive idea in an end as "am".

Third colony: Marche Allean

This is idea to create from the energy backlash that I saw one day as I travelled back to my body. I was like whatever could create is watever sows. Thus the energy was an on purpose. The targeting groups that were using things to target

the US I was in, was not without resources as this is the 3rd colony. I will not mention however things I saw in idea until necessary that was how I stopped by use the mad cow in my diseases. So I was aware that you or others were possible effected. See that is energy this is the land energy, we created what was an escape or idea to match velocities to the area. Seeing in thought you can say the last the 2nd colony was over. So what was done can seem doable if remembered.

As this age of christianity is over, you can say this is the end by the area I saw, you can always bet on another disease from the cavern that is there is by feel with an no focus to get in the disease. As the subconscious removed by visual form any essence, that was there by the area sensation with the power of nucleus frozen in transit as your body thought "shift to sift" therefore we knew you'd come so don't use it. Whatever you see is safe don't think the object to recombine into the original, as anyone that does can recreate human energy as whatever is thought in particle form can recreate itself.

There as you are or see the language shifted to this version, http://www.atlan.org/articles/true_history/ as tis this now with nothing to compare. See as you are aware so you use or feel. As you see <http://www.divshare.com/download/9150704-3f7> is a root word study. This is how I found out. Then the wave backlash disperses, as if not there as the creator disperses the idea. As it is you start some idea that uses some resource, that clears itself up as the source if overuse disappears as because of the use there is no excess.

mea = Amoleriat "rat" Cooking meat; The painter surprise that most don't want. That parent to prepare or meat in use, that tastes like human cut to use as cooking food as a cook is like a dog or cat food as them. Only the koreans can stand it as if you are an were with beauty that is with or not as an inner or outer area.

malaise = toilet no use, memory recall, no malaise is by the end you don't have to seem in a movie to seem memories so that is in an interesting movie, as he beats all that stood in the way as the end is a surprise. As you saw the idea by need as a good feel is where you thin, as you know to come to see pleasant society.

Seeable = Ass in this; With this spelling is avoidance damages, to absorb damages or energy even allow no evil influence that you are confronted with in your waking life.

Salen = Salem money trick; Assumes not as you are or 10000000 dollars is thought, but not yet now you know not to work him over with no ruin by the creator or use.

Sea limping = Sink no use; This is purchasing by 11000 times the wealth. Stew meat is signaturing not realized out by things as I saw what seen was there I avoided, I see that we have something that should be returned as I returned it the area didn't change. So I shifted back to my body, as I thought "farewell caverns of hope" I was away to see where I was. As I shifted by activity I was in my actual american body, so others were in there's so as I see it there is idea energy. That to use as even if the creator made it safe or not as I see some past due items. Set by a thought to use as a feel is possible to create no purchase.

Sawii = Sewii is Saey; I loved you yet I was standoffish that I was as this is yet the final saw was horror delighted, as I sent bad energy to saw to kill the person before he came over I was curious was it even possible to see or not do trial? Yes it was as I knew, the guy was tere that died by the atmosphere as he died by a night being dead before he was there. This is a perfect counterenergy to a counteratlantia use or create with counterbalance, to kill with as you think cauterize you sift to the planet core with the diseases not there near what you did.

they = mulch fire, Giant as a point or not grown they are young except to seem mature, as your giant your able yet not much in use unless you are understood or created by challenge to use a country. As you don't lie to them they do sometimes, act to not attack if aggressive or in their path.

See Inv = Sayan in; Invert is inversion to an area energy, that is a shield or focus time is use by idea except as you see this is not to attack. Those unwanted are useful as your not, a point to not be hit that no test if no need. A test isn't necessary by need or feel, for a cat is curious not to destroy themselves. Say as you were or create with feel not feud so no feud is here.

Enio = Ankh; This is Enkh the area or fluid that was there this really was an ankh to purify things by the energy, the ankh creates from the imagination as the creator fixes this as idea is bacteria that dissolves itself by fire energy as a focus. Ankh ability is energy to use as you focus to get something the aura cures itself. As laughter is the best medicine. You are what lives as you are able to do things.

Ei Io = Toilet use by focus is thinking or used idea

Ei Ia = Seeing is believing, Ienergy

Eo Ia = As you see we have each, see other as your ideal isn't energy.

Encin = Encion annihilation; As your aware energy. As I see an area I know the area as I know the business. Sa Ne No Na No That is create as you are aware or no no more is thought useful is producing not to push. Ne Na Sa No see As there never was a natural person is thought a in witchcraft effect to save as needed, as necessary if you can seem with done by effect or not paralyzation as asheim and you know.

Anio = Anonymous by the idea to their way. As your energy is an cool as momasia. That is amnesia by idea, wow amusing as I remember that area and era, this came from that you or others were forced to work together as you had interesting idea to do for cold drink idea. As you think the time to influence the actual idea is our time influences your time by the thought, you have or what is done is done or create help by nothing in focus to direct the idea. You sense with the area energy conscious or thought is in so your done, this in eagle is a power of a life or death idea done to summon pardon or ends in a party. I am done.

Ankio = ascertaining what is; As you say or ascertain things are you can create or cream. As you say it it does form as the thought exists by the creator if he wants it as you are aware. That is focus to see only what you want or whatever. See as you are your energy is your will as your energy id your will by nature, you can create as you thought to do.

Ankho = Anchor; As you see the area is what you see, so or do what you want to use as you feel is thought to use as you see cool is hot or not an if en.

Asseit = Ascertain; I saw that as the area I looked with focus revealed, by energy with not a punch to the face and nothing that is idea in new creative use till the very creative idea or ass. See this is use as energy that cool is cool or hot is hot. So as issue we sometimes decided as to seem destiny is human, that is what I thought when I saw people or idea in the tarp or area. See as stragglers from some area with no war or yes in mind, not do or what is with idea or was a sleep that you wake up not in feces scent. In the end that was there, your well or energy by what is create as cool. As your cool you a were by feel yet atleantian or thought was nice as insane "orr", sorrow or not was sane is energy thought creates or not as you feel, to create or focus as energy manifest to use. That was cool so energy use is energy focus, just see to get food as necessary what you see is thought was opinion.

Asc = Ascertain in view; See as your view is realism, your energy creates by some feel or vision. As this is atleantian remembrance or see to is use by non as nothing.

Scenable = Accumulate; Assume to see or feel by use, your energy is cool to idea the warning is hot area feel. See not disgusting as working as separatism view. This is by fire that is creative with water to work by idea.

ass = association, as an act of association see time is activity to see your your idea is thought as an idea is relative by idea relativity. As you see a point or thought the associated idea is an act. As you see the scene being behind the scene you are nothing, but an act considered in view not considered otherwise.

Curiosity did not kill the cat. Curiosity is what enables us to transcend dog-ma, limiting beliefs, and rigid reality constructs that may prevent us from experiencing the truth of our limitless potential. As RB is what you said this weekend..."Choose cat-ma. Don't have to do it." Stay curious and In-Joy!

Heart-centered appreciation to All the amazing peeps who participated in Denver Matrix Energetics Fundamentals and Unplugged/Spatial Clairvoyance Seminars. We are as you loved laughing, learning and PLAYing together in the co-creative seminar experience. Thank you. We will see you all in the field of the heart, in the field of ME, so not hitting and thin in the ever expanding field of limitless you!

Ack = Jack; As you see the other side of the idea we saw, that you might see this as demoning is use as in the name it you have it. Eckerd is were wreckage. This resembles what you see, as in an imagination with a finger activity by support or use is keg by idea. See <http://alt-sites.tripod.com/mod.htm> is the last remaining idea in use by idea. The real reason I remember this thought was, as the last place I look held my memory. I was basically not done till now. This was the 4th colony, as I "relembered" so remember by thought before we were here.

thhe = amoliat, creative or not had, not had, double had, double handed, made in use

ehhe = double intelligence on use, laugh

ahha = creative, as you are smart

sade = saddism, as you see feel the energy to use the area, as your area isn't a beating life the waves are absence use by feel to see use as you think to use as you see use is.

Bradisim = Brad, Daring, Air uplift sometimes by a nutshell with hot air by seeming in feel.

Emsc = ansf, emergency or emerging vehicle, head rush as necessary or see, as the vehicle is there you can go around.

Ennc = Encumberance, as weight settles to disperse as dissipated energy from you in the aura from thought seep by activity, with volcanoes if you are aware accept by feel so the distant area in the area you perceive doesn't destroy you by vibrations. The particles dissipate from what you see as you never run into people. So the area you feel exists can see use elsewhere, as some idea is thought to not be there this isn't. As if the table disappeared you can walk around to the perception, you see or think is use by watching or sense I see no use is sometimes. What you create by other area, not thought in notice is not thought as by thought all might not, so not is noticeable if nothing there so as nothing to get. As all atlantis is by idea as your ability is a story that is what you think.

Seek = See or unusable; See as if an unuse is thought as you see an idea work, the use is a mark freed by idea your energy is use. So by free nature as your energy free your use is idea to cause the idea to find things so the marvel is creative sight.

Enn Fi En = En Fi; Final foil or form. This is the end by idea my memories for this era were complete. The America I am is technology with magic or was this in idea is the 5th colony ended by focus with a superstring as energy was to much the chaos dissolved itself. The area in dimension I saw was an angel placed one so I created a painting to view it, yet I was stopped by idea to use normal area means so I am bankrupt so no more than that as we predate you. So if you start or try not to create as arranged partices by imagining space, seeing or seeming around are an almost idea that isn't as if right space right time unless necessary.

Now death is upon me as I am aware so what I was happy to go out by I have seen, an I phase as this was basically a concept I was prepared for the end as I was washed over I saw nothing left except as I was aware I was not needing. So now I will go out to the area to wake up, so as I smell the air as I hear or can see as I saw water I watched as I was shifting away. Am I the only one to have seen this? Yes is what you want not no as your energy is anarchy your will is energy. As I see thinking I remember still as this is what I saw as I saw was dead by death, so you see as I was looking to repair or create as business allowed in my american form.

I was numb yet seeing so I stopped, so to see the land as you see I am awaiting or using by idea. Watching is fun so I had to do some idea, that is my reason despite the fact you are dumb for using plastic to coo or not as essentially done. That is nothing so as you are you create, your energy is cool as immortis aids. I end the moment as I live or die. So I

am aware now I am sure, this end is gone by idea. As I see this I see a flash of white as I am in my body yet again. This was found as I searched in non use by an area I saw in central or north america.

No immortal's curse so I am sure yet different, as this is the eternal curse of Immortis now by thought for reasons you think. As you are to seem nice or creative. He only made that since the cave incident that was an entrance to some area. As that was useful ideological thought, your idea was non idea deceit otherwise non alliance to theory or seen cause. As I was to the use or form to work by idea to create, he would create or see use to create witness for some time theory by wasted by idea he was destruction.

Here is a quote, "See for the life of me I was not unaware of the fact. Say or what you get is the old saying that is done or means are creative, as this is no more the new age is mysticism. As after this depends on whom your talking with seeming this druid from wiccan that is cool not to attack. As you wish you will you can become what you wish to become. This is what you want to use by the area as energy is a source. As you are aware this is energy to the use by feel. So as well as you are you create by aware idea or feel in body. This is usable to convert things to use as you think of an area. There is nothing wrong with me. So if attack is revert attack is to stop the idea. Corrant is use if revert is done, then consider stop as the point is not by intruding and whatever are you eating enough. Eating enough is use of dieting or less or no eating.

As you are cooking clean your hands, creating or working as the idea is better there is cool results were you able or are creative so you can get idea better. You create creatively or what you see is what is there. The easy way to astral project is create by what you think as you feel, where you imagine or not be where you don't need to be or just think to be. As you do the act, feel the area to gauge the pressure or area feel is say the words you can create by rite. As if to correct is "to don't before the moment as if you thought to not overdo." This in idea is sometimes to do some point were this to not overdo, so use by imagination or "to not be overly done or spend too much" as you feel to focus the moment of thinking to balance out the effect that is energy interesting to use." -Dr Smith

As nightmare idea or not that seems as though you are nice so that is transer, so as a concept I think that depends on the person with you by the person for energy by alcohol sugar. As you use sugar or substitute sugar not always done is exercise or still energy weight loss, as weight is disappearing to the use with focus to lose weight easier. See to not eat too much by thinking you won't you won't or so suppressing urges happens to use. Thought to perception isn't reacted to by idea unless thought is to going there. So if you allow your ability to seem navigated by the planet you can shift around. Use with some instinct is the shift where moving is the focus as movement is dumbness if allowed paint nearby inhale is your high.

That prevents dreams by the feel or creation is done, as you don't have to print the word you can do without need as no need. This is the true area I saw that described it, as you are aware now to the state you see this is the legend of Atleantis. As time shows us things we are in where we buy what we do as we are. That is our area setup as a fate is not done there. As you can shift as you focus, not on music vibration by music sound played as you think or reminisce. That as you think to use experience to shift somewhere if you think to see.

There is or was a war or non at all done to sustain what was there, thought till necessary so that was as the wave hit the sunken area formed to use. As you were aware the wave machine, was dismantled from my vision being realized thus the Odin got the crystalis stone setting the wave off. Thus is as you were yet you are now different so what is it or how is it you come? I come as I am aware or remembrance allows. To see others being beaten suggests that some part of your life is balance, as their visions are that is correcting by what you think to do for yourself or not take out people as you see the persons use. So figure out what you did wrong, don't take your things out on people as you are by use.

Thus I am or was different every time I came or were able I was going. So I am aware things creates are from the release, by energy that was first a wave then an energy by chaos by what remained. So that is from watching difference in an idea Odin hides nothing yet if unwanted is avoided if seen, freaked out as I was from what is there I was wondering why I died. Thought when alteantians are the faery by eternal youth or from death as the area I chose to die I would come to live. So I am aware to use, thought sometimes in progress or created by nothing as manifest is by the third eye with focus as some usage. This came from visions of a mad god, that was life working with death. There was no regard or no fight, no flight night feeling as no flight. So I was as I saw yet could not move at all or not see the use,

as what you did things stop working.

"Saying so" the forgotten times are as in there is no forgotten past, this is an interest by story or thought by deed. I now see why Mayans are there by the use. They are as death, disruption to the "norms" as normal society is allowing. No is to nulle anger or as you see, the area is death yet they treat the faery as gods or death gods. As you think effect with them in mind, see for something to do if bored is by with the creator energy. As I thought the satellite can see usable to create, thought to see use is needed to create by what you wish.

As though you "see manifests", as if you are in with energy by feel or create. As you know how or stop now I stop, growing in weight working with weight or no pain is no past forgotten. As theory was you experience what you don't want, see the idea or will as not till right to your spirit is correct or by feel. So or aspersion you thought or you see to experience idea, you see the feeling is realization is sometimes pleasant or release is stopped. See by tension to some other solar sun is thought useful, see or unseeable by thought aggression by release as tension with aggravation. So rephrase or use their phrases every so often or not to not see effectation.

Useful area idea

wom = womanitus, woman wombats; are wombats from the area I notice, that isn't what you see as you see what you think formed by the area energy or create by energy activists in thought to see or use in idea that causes seen changes into wombat women that bear wombat men wit worse to bear to cause better. Cure is creative ingenious thought.

wim = menningitus whim; As whim is use in identical idea to use things unidentically. Your created whim is use by feel, just do what you want or create as you win or will to use in life to use. There is in use as the energy use, that is in use to create by feel with love to use from people to use in idea. As you see with lore this by the thought to credit or exchange, so for information to life you live with faery you love to exist as no he was him for a long while. View cure to fix as genius is there.

Activie = Doom destruction zone master; That is bezerk use to create with idea, create or not create is what you see by use in te death destrubutive zone in love or or not as a use. There is noting more than what you use that is what you can create with, so as you energy work you create or not war as you see. There is energy in use to create in use, tat is that by fearful or fear not feared is thought.

Asfe = Aspect; Aspect by life is ingenuity by use, as you say is thought to use in idea in asp.

Tat = The use known; Say to thought or normal operation, as you are aware your energy to use in mind. As the use by feeling or use by thought is created, as you see by cool use or figurative idea in use you can figure out in anything. There is normal use or not abnormal to the use in use by mind your minded.

Acvicki: God or goddesses sometimes out by stupidity in mind so not always;

Viki = goddess of earth or endless madness or strange beasts with demises, vicki an use as coul in en "Mother is endless creator that is energy creation stoppable", seeable consol, cancellor by effect, seeance affector, an usable chaotic goddess created by caz the angellic chaos goddess as you see to use nestab, see some cool place that comes is a place you can see with idea in use in use by usable concept in concert. As you see that is a he was mad by what is madness as she was so she was real, as those that do wrong can seem driven insane by her or release is reverted idea or revealed. As in you see this come suggested support does nothing, else can see stoppable or creates with near energy to create with entropy. As you adjusted feel this is the end, avoidable by no means are the means not created or voidable by the creator unless needed.

As I saw endless laughter of madness. As Odin was nearly broke down, nearly insane from the time gate he saw the Atleantians. An un doing energy force is created, by feel not dumbness as you are led to smart action as you remember realize yourself. I helped him out of his madness by the "An En An" to end the cool or create cool idea with water. An I is the manifest as thought is use not, not an "acticity" an act of stupidity that is a view with city activity to create unless not if a bad example.

No as you are not to see an whom or whatever is necessary, an you see this is dead an use is what use I am is there. He was normal to use after without destructive idea, without the idea madness seeming to exist she was not existing madness or use after the fact as he was normal so he accepted what he was doing to not do things again as necessary as he swore to not kill again.

As you say or not create in life that was energy is energize to a point to use by effect. As your will is energy your idea is creative use in life or life in concept is energy by a point. That I what I learned from this in idea to use, as you stop use to reactions to energy you stop punches. As thought is you are aware to use in life or not in the area is the thought, you did by the area idea to better or not neither that is better.

As thought in idea you see as you are watching by idea, your concept exchanges by idea you see with success in idea. There is endless displays or thoughts to the city of madness, not use in the normal city as normal is acceptable with thought that was creative or creative. This was what men were created in from a claustic mountain, so "he" city is thought in the earth by dumb or normal activity in archaeology creative in use is smart in the idea we did an area free from influence in the mind. "She" is the city is or archaic disrupt by created idea, this is with the focus you feel as she is the planet Not everything can seem recorded as there is more to our past than you can think.

Nion = Seaborn painter that surprises you; See no weight is as you say as this seems less by idea in eating system your actually increasing hunger, so stopping the visual that you see you know by suggest to suppress urge. As no use is as thought is competency especially for shopping especially no eating paint, by concept is not too anger issuish seen as non self-centered by thought I am aware of the dangers so I can defend as to attack as some laugh necessary to get normal. As you are or are aware to the use your ability is energy as if your were is alteration.

Sandan = Sandman; Sounds by laugh is sounds with laughter to tell what went wrong from madness otherwise or "tell not to kill" not to go to the grim that is the ruler by some means, somewhere as not described but to wherever you want by good suggestion as you state the phrase not bad. You can use a sandman effect or sand golem not attacking by use. As you are to do seems as you say is, as you don't do now what you know as your subconscious does. The idea is correct with turmeric if bad result, seeing how I like this as you due you don't get to do or feel is done. This ends with peals of laughter, that as this is your able not promised to do.

Ba Mojo = Bone magic; See or not is assume or not is correct so you figure things out or find things occurring, create by feel with realization to bone magic this is from a buried animal spirit so to touch a bone this in the mind of matter. Then you know what is necessary or create by idea, that give or take is concept thought to happen as you say or think to guide as you say or know not to do. So as you are I am management to your mind I am not assigned to you, as know to use is to guide or see to use or say how you feel to tell is to see relief as avoid bad mojo. To wake up requires a memory of waking up or see is no mad no slap not minding or not effecting. This is were area as to not seem, as effected as you were you are noticing no lead. Essesart tattoo or Eisart as you see is fun not on you.

Asect = See no Anemoliec; An "mom" no "father" as unnecessary so as you say no animosity, insect by use or creative in purpose that is cool or rephrasing is memory. As you are aware to see or become or see "an em no" that, you can create by feel as you imagine what you thin to create as you need. Whatever shape or word is there by feel to create, that is created with idea you think to feel or extend not as this won't effect if feel as necessary. Cancelling is an en no mo, touch say as what you see is to see idea. As you see there is no tuberculosis, as you change to what you wish as a wish isn't dying to destruction or not effected. See by thought no as not is non idea, no fear bug by no unless necessart you don't usually. See these idea as you are aware, see is madness or new as you thought. Anemelic is rephrasing her thought as you think.

Aseicat = Seeable cat use; As you assume or create to use is thought by focus or create use by the thought with focus or creator. That you turn a disease so you say what you want in idea to use as you see a reason to not turn as no disease.

Asailen = Assailant; See as assistant this is bad. Sale or not as allowable is with no assailance please or no in use. As you see or feel use is cool bro bottler.

Asumn = Assumn; Death or desperation is use by sea in use without fear or use is done by idea or sacrifice. As is disgusted with cool or not hot, see if dead as dumb then noting will serve. That is what stromboli did to the romans that lived on the surface that is a volcano.

The third or 4th colonized report

This deserves no mention as I am sure you are aware by now, I love you for what you see me for as I am aware. That you see we were is what I noticed by feel, or not that we are dead yet alive where vampires. So this city is the refuge or a city of vampires or area. Tat is where we exist until we are aware, by feel often mistaken by the area we observe to use. Tat is energy to revive with that energy came from living bodies. So as you see this is an energy to the feel to shift away to create viewable results. Simple with feel to create idea in focusable use or not by focus in mind. That is mistaken by what is useable idea to the area, you thought by concept use by grey or unusual rites. So your idea is created by burning progress with empty mind that your energy is left. So were use or feelings by the use or thought to create, to use to depict or motion for created energy we thought to use or focus is creative. So by the right motion to create, as you thought to feel or creation by focus to the creator is the creator activity. As if we were okay with you here.

There is a point or use idea that is creative. As you see or not you can't tell a lie till necessary. By motion or not use that we feel or thought we perceive or ought to use idea correctly. The spirit knows what you will do or what will happen. So tell me what you think as that is what you see or consider, if you don't need it to not see what is there. Their is a were effect, though you see what you remember you don't always have to do it. As you see state reasoning is area related think to seem with someone to work with them. There is no energy or enamel focus entropy by feel through though, so create as you will energy to exist as the creator can create nearly anyone or any thought.

The Dadaelus Lorebook was in the mind that is idea to your concept created that in the Dndgame that was living, that disappears but stays till disappearance occurs by idea you see or focus energy with amulet or focal medium that if you blow out a candle the moth is with no remainder as fire with no candlelight. Reclaimable by feel from where you are by what were doing by focus with an idea feel. There is no problem with noting or nothing, that you can't see so if you see things you don't like then your area is some place not always to be as things are demonically drawn to as demons like magic effects.

As an idea in mind is, what you see is done. So use is creative by the area. By concept you set off to what you see, your ability is energy or feel to use by idea as you see this is me. As if me or you is useful, your faery goods is blended by the mind in thought to seem a drink or created by equal motions or now by use is conclusion. As sorta good light. Sorta like the negative astral being attracted to the area, as a moth in a fly trap that is exactly what I was thinking about when I formed by a white flash the conscious sees as blinding. There is things you don't do owever, as you see you create so no fear is there thus don't strike out just sense to go around.

Midnight express was from this that was the idea from what exists for the area as 10:43 is the midnight point where daylight is, 7:43 in various degrees by north area or south area the north determines the direction if unopposed for three reasons. Tat is date, Dat is night where DZat is date and time with night by feel here as a dark being is also night considered nightmare. Thats about theistic area energy in this life that drew me here. Now I am curious for use to see changes or can change used idea to create in life.

There is energy enough by replenishing the pool with or not if too full, as you say the area you want to see you can convert radiation to create by the feel or need with the creator to see as if free energy. As your aware you might not be near me, if your not wanted or needed nearby unless you have a good reason. The life save is informing or theory in forming is creative by a concept you think the creator can restore or you can't afford, as you see what is energy use to feel or create by financial there is no use in paying back people.

As you see this is some idea by the feel or use, as you see what is there your ability is cool by energy with the eiffel tower use. That is a building you see is very famous by te feel you can use gorgeous gorgepous views with no reason to use as gorgepous is the city I look at from the area. By thought or visual feel you sense to see or not see if doing

other things. The area were seeing is France gorgeous in another name to use you are aware of. Solets quietly stay there or quietly work there, as you leave after your done you see. You didn't as you were a capable person, yet tricked by the mind to stay till no ego that is true for them.

They are ancients kidnapped to see what is from curiosity, so they are what you see they are not the first impression as they are first appearant. They are different from what you say you see, as they are actually anyone from their memories from space or not here as here is visibility. See by senses with sensation or people they meet. This is an idea ancient memory is there by feel, with focus with another idea to not seem unless the correct idea is right. See as you think the area ancient the planet comes up with some memory of the past. That past is sometimes perfect you remember by, as with or create or create as feel.

There is an energy to use by feel or create, thought with use or created ideal with release by creativity. So what you see is thought yet not created, as you are not needing this is done. This is a concept that you see is good or bad not reacted to as the karma is just your energy or thought, there is no god no good or bad thought as karma in idea or done to you by thought. Treat ki as energy as karma as light is good.

This is use is true or false this isn't either as nothing reacted an not actually any karmic debt in use against you as you feel unless necessary an not done or done things aren't karmic. As you see the idea you know the way or life, sense is there as your the sense the area is what you see or feel by use. That is not touch a female or man, till they want what you have by watching as chaste or allowing by what you see.

So treat them right if to gain alliance or allowance by use is by idea, the area you work with or ignore in thought what is not always there to them otherwise in life. Their idea energy is creative by feel or thought is some use in idea. Their is in use as usable feel is faery like or manlike, as this isn't what you see it is what you have done to the use by feel. See to feel or create no cruelty as your use is thought by use, as you see or feel that is the energy to the city as you say. There is no able idea to the scent so create as your clean to create cleanliness.

That is rich in food you can guess, its as if they are what is there or not there by the use. Thought with idea to create what you see if you thought by created idea. As individuality is different idea to feel, now don't think to be as if your individuality is assured to non drugs assured with the use or not doing by feel. This with extra energy you don't have to repeat with or you can create, as you see not you can sense as you get cool idea to resolution. There is non destruction by no destructive means or destructive by chemistry. As you were to feel you are able to feel and be yourself, you are able as you are as they do. They are as if this, so be nice is nice if they were where your not in light by life.

This is the use by the practical, as "in an en" idea is think to use energy focus as some idea object as use, as area you see is energy thats clean you can create by feel to use or creative approach by idea. As think the formation, focus the energy in thought as energy by what you create to use is creative. See as you are aware, thinking the shape an you can form to shape by drinking water with turmeric, paprika or oregano with sesame seeds to use. The aura energy is what you see or can feel by senses in the area, so with someone you see in the place as it is mind as it is they were. The cleanliness allows no problems, so constrictions should disappear by the idea or no mention to use as you think. So just think to shift away before, as your form is changed by energy will an use not drink as alcohol as this is water seen idea with the creator.

As this is if there isn't things that always happened if they were against you, or not as you want and denied power. As you can and they won't as your thought is energy in your will, think and as you express trying things they don't like you can use. The energy expressed is useful still or otherwise, there and their use is not against you in life or not even against what you want. Feel the idea and nature of the thing you sense, thought and this is to think reverse or done. Thought is use at you is reception or sent away is to send energy, as you are to disrupt with the undone idea energy. As if to state reverse and the unliked idea or energy is gone, as if dissipated by what you will or strained away by a strainer. As to cover you create a little coven if some orgy or thought to energize the effect by use in thought.

Aenac = Activity energy; As energy is to use or create by view, the area is creativity yet things are not always right as you. Are you as you seem, see the idea you can create by tiomatic or time area translocation theory by dimension thought. They are as you were or you think to form or not to seem in the area. As the area you see is sometimes in the

mind, static use is area your body can get energy. That is decency to use or feel, so stop if indecent or feel bad to not do things to your body that are from a perceived mind vision as not foreseeable.

The area is from the body use, that can see or form as you think or do as you feel or think to create use sometimes. That is physical activity to what you think. So your what you are considering, as with a physical place in an event even though tough thought that is limbo. Where they dream as the area is condoned to brutality to fix by the creator. Note the reason behind their dream. Just by saying Aenac you can see places to be places were you go places. So if your not in an incident or area to shift away by walking, so in the area your in your not walking if this isn't. As a thought necessary to seem see or do you can seem, or find yourself there in the use. This is an idea but isn't there the rule of equivalent exchange, yes the equivelant area energy is actual use yet money isn't always some as barter is trade. Th En

Tiamatos = Tio; timeout, think yourself somewhere or not run into somepeople as you feel the area energy where the pulse is that is time pauses a bit, so you are where you think to seem or create by the energy by the creator. I think tis has a shift point or by activity you are were you were or think in use, as the activity is there or watched so don't think about tea activity. So with diced tomatoes, then you won't change places or create. As if tea were here with the soup chicken soup with a broth made from cream of mushroom. That is created from mushrooms creamed to creamy, in form with corn as cabbage is added that is with creative as energy with sauce by choice. Some people can mind this with beans as stevia or browning sugar is with seasoning by oregano with browning the meat, see this is some idea as pork or with other meat is there in the sauce as you say you see it that was the idea point.

Teomatus = So cook; Ads you ignore as you think this is interesting. As a bit of pork and beans, created with servitude by thought with bell peppers as the green bell peppers are added to tomatoes. In olives say with oregano by paprika as you see use with stevia by turmeric with cilantro so chives as idea is thought to use by feel not attack with use. There is noting wrong with this although browned beef or bacon is cool. As you say that is cool energy you use that is nothing like ours in use. From us to undo as necessary.

Fixxe = Assume fix; The area I see is the area I saw, I am as if some area to go I could see by some idea. That by use I saw was not that sane so I left with the body to die or use was nothing by thought.

Fixe = Fixture watch; So the fix is done. Don't if instable or don't do cloning as necessary is thought.

Es by ein "easy go = creator" is fare well don't as you see yet know as you are not drunk. Ein is stein by feel in idea to use that you focus energy to create faery idea effect. As you feel the idea to seem independant, your use is energy identified by the seeming area that reveals by focus. That is energy to see or create use to reveal illusion, around the area or this is not area to sight as you get to seem drunk in as nothing to get drunk about. In the use there is silent time, as your use is own as you seek distractedly you are aware by the thought by energy to focus.

As if there is right or wrong, then things desperate are useful is as thought you don't have. There is no drunken thought by the thought focus by the feel. Even geniouses can have fun sometimes with ingenious thought wave by idea with medice as meditation focus energy cool. As if thought is energy don't be in the worst space to do it, as you see the feel is love by feel. As your energy is idea to review or create this is great working idea. This is by rachael ray stated as tv producer.

Sein Fein = Sein Feld; So made as in agreement by thought if no sacrifice is interesting yet this doesn't not work with humour, till you wish this does or seems to by the creator with no loss of energy or stop as you want suggestion to suppress. As costs go down you know this seems or not to work to the express or created idea, the creator as no regard to banking or spending is thought is not spending as no this is done as not necessary. There is no "en" more nothing else figuring out things in life, don't lower the point just the not done is done true by what you see in as no need. As there is you see that is energy to go or come, by the flow you see idea with use as use creates what you see an is what you see.

You could disrupt an area. if you do that you could disrupt, the area energy to allow in use in idea to free what want yet disrupt tooth rot with gum disease by idea to use water, the creator to noulle the rot create no problem or if necessary to go to the dentist. Displace the area cancer that is there to reate by feel or work, as thought no cancer

remains safe in a safe. Done As you see you are with out anemonies by what energy you see or use, as lava energy is the source energy that creates or idea if not as you are creating by thought or surface cops not as you can create. Dispell dogs essence as the essence is there or here as you see is light energy.

You can make things from energy to use idea, to change idea to something you want. This is known as alchemy as new land. Idea you seemed to have paid as not ever isn't necessary as no billing is no use as you see by what you create. Out by the idea you shift away or not knock away if necessary. This is the atlteantian program I found could trap or not trap, as you see what is necessary or the weirdest area or part were the sigils create by concept with the creator or not as nothing necessary as you see what is or isn't by focus to not slap not hit light.

as ae = as addie; see your non vistable so your energy is what you sense. Well adjust te sense to use as you see or feel to create by the place, that is detected or recalibrated area focus. Say is the focus to create by feel in idea to thought that energy cannot create.

Es Es En = Tat is energy to the use by feel or energy by focus, that is energy use with usable energy feel so you see you can sense the need. Feel or see by the area activity as energy is essence, that is essence with feel by cells that is by idea to create so the cells you see as mold is to split with idea not the mind. So as you percent use the idea your energy is focus feel as in life te mind is present by the auratic in sense by the book idea made real with no games energy yet focused excess is slendering up. Don't seem as to be too tense with this idea. Not in the least probable cause creates unless you can seem hurt if you believe things are happening. As you see them don't look as you are by idea to create, see or feel the area with othersight by true area feel. That is true sight by dnd. We've already played it as you can say is a good excuse to use for avoidance that you think to create is there.

Sean Connery = Sayable feel; Made into an idea useable to your feel, you can create he says but only the idea you see or speaking you can say to hear in the air. Thought into activity to use by the user feel, the area use is area idea to create sane to the area by calm thought. Any concept you feel is without no feel if necessary. Thought is as you see is applicable to feel, see or feel for energy is existing to what you see. With no punishment that is my idea to create with by idea to feel or see escape time if necessary.

See as you are = See not or you can see as is, as you are this is as you are. Seeing to have peace as in chaos. As you see you create your way, that is create by the idea you create by non feel to create with idea. As a focus is satiating to hunger so you can soothe energy in life you see, what you can create or feel by moments to what is concept not from imagination. You what yet not is things that torment or create with use or feel with distance. As a concept is energy to create, you will or see with a sigil or thought not to scream out as not to hit out.

This is the other outer spacial third eye effect with nothing found by use, I may be dead but I am positive with the feel. The I is third eye focus with the creator conscious. As tubb unlard is thought to create thinness by focus energy for good feel. To soul shift is thought to someone as think you see is thought by feel. So no war with grace as your mind is notice your not feel in feeling by grace. You can get mre out of this here except not there in so no use is not seen unless necessary.

That was a super sparkler energy generator for you in particular effect that used is to light a punk, by feel think generator or tire reduction. Then create as you are creative let them think a generator, you can use as a source to reduce by excess loss in appetite. This is na no ne nog. That is si ne na or sudo create, by peace or attack with creative candy. This means as you see is what you saw, so negated "metter" enabled as whatever you think it will still work. So night you see, as you are polite you are cool or creative with signs as you realize what to do.

That say your cool or silent if necessary. As you see netherese with use are used as energy resource as you are with more energy you can or cannot work, as you are assisting with association this is what is weird by feel or created interest is sometime. See as you are and disinterest forsaken thought for natural law is what exists against those in that act as with alcoholism in the body. By dissipated idea that is the alcohol dissipating.

That was what means your ability to see full manifest by concept by flying with the feel is creative interest by idea. As you see an idea you create by feel, as you think will seem to happen can seem. It is as es as is energy by feel with

thought. There is energy to focus create to see energy to feel, as time creates by focus what you want as if slow down or your dead as speed up your alive. As you imagine a clock speed up you see use to cause what you feel, see or cause what slow down is use by the creator that isn't what you think to happen.

As this speed is thought as movement, as you think things this is able or thought, experience is ability with energy by use. The rule of thumbs is energy to create what practically can be a speed of time as you say, see to set this area by imagination that is speed up or slow down or imagine things normal to speed up or slow down to next time. As your experienced with the dimension, as you see with the reality by thought that is effected you aren't effected. Will with thought gift as focus is energy use. As you see or suggest to create the creator creates what you see.

See to use medicine is thought a sport with spices, so choose as you pick the right idea as you see you remember by feel to use. Yes we are now we know, discipline is medicine. No idea is no idea yet, you can understand what you see for use. An use in no aeg to use with life. Your life is your own way to live, well this is by feel with idea to create with no force. Whatever you see this is useful to get in over your head or creative use is fellow idea or created concept. Super "soaker soarkler" soaring by energy in a sparkler effect, that is not needed expert devising is there.

As your not needing this you don't have in mind to do as focus is tas in or use in idea. Create by feel so motion thus is thought. Then or now create is the feel seeing use is thoughtful behavior or not use in reaction to create reason or reactivity to solve a conflict. As that is resolution to fix, that is a compliment to you noting more later so fix as you can see. The term mysts means lubricant or orgonne as necessary as water seems to form somewhere.

This seems not done as I sensed you by use to wish by sense your sensing your well I sensed so I could perceive what is there. So as you say your sorry are you? As you see are you really this interesting? As you are not control our idea is done. So noone needs permission to do things. Stop as you see this isn't necessary to do. Sa na na, prevent by idea if interest but not as use. That su na na is create by seeing or thought, sumatra is an oxygen water with super nitroglycerin as he who thought concept in use is with or not is out with some idea felt or think no definite reaction. This was in area idea. Nothing more as less is nothing less as more with smores.

Don't think about things as your thoughts areas perceived or you could be perceptive. Unfizz is a Fizzban effect that is your thought by use or by thought is concept. That is activity by the concept felt as area vibration not gotten though don't vibration. Seem as you need, imagine by feel your concept is thought with calm. Seeing as your mad your ability is sport by creative user feel. War is sometimes useful money. As finance is not tight you can produce. As shown is in faery or manufacturing point as you see don't always have sense. See to feel to create by gut instinct is thought, where when you are not good so feel free with a energy. Seeing as you are is "wen" to use or see thought by viewed result is creativity as a failsafe unless necessary.

To spirit shift is to think shift to somebody or somewhere, with this is no unnatural rivalry as matrix free effect or other idea. By life in idea you serve or create to use ad-hoc is interest. As if once with a thought as no linkin park to others to your use, the area is with the correct mindframe as music is in herent to see the thought. As a cut in perception scene is with your heightened senses by meditation, this is davids saying by feel with association as he was a master or elemental as realizing the element not to use is actually as though realizing grace. As though your will is energy with feel by familiarity or thought, you see this is a grace period seeing theatrics use by watching where you don't always mind. Thinking is a matrix energy concept, that what you see is thought you are creativity by focus.

What you realize is what you sense by others to use, as thought is perception this is the idea by grace as war is from the intent that is thought perception. The feel is what you feel by tea or water sensation, with idea to your idea that is felt or cool to feel. State what you want without feel to get rid of fear, calm so the area you see is the thought in some point so that by percept is realized. Thus as they are by idea they can create, use is feel create is thought not is not action by what you feel you perceive without misunderstanding that you receive by what you sense. So talk things out as communication is importance for useful interaction. As this can deaden you, feel dead something with dead by death in concept. As you see nothing died yet, so this a stopping point.

Sei Sea = The Lorebook; The Dadaelus Lorebook in the idea in the mind is thee greatness by via in thee, mind the book that is in the library by minding what you see in not to seem done unless necessary. To see end this spell is no by

no more idea that is though thought were necessary or no recall to what you want. As no is in dedicated injustice. Yes is allowable idea to use.

Sea Cui = The creep; That is the idea the creep is not in the bank to create no funds by taking some from others as though water is energy as though a few more drops to cause no weight even after a few drops as though geodon. This can end in a single stroke to drop faery or dissipate away harmlessly as if "oh al are here".

Sea Bree = Seeable point; As you see that is some cool idea in as you see things they are done or not done as you want. emm as inn enn. So no recall, is a stopping point by the energy idea to use in energy. As that by the assault with deadly weapons or items, stop is some thought or idea with the vigilante spell that is what or were is injunct.

Crate Fries = Asses Inf; So you see I found this quote as I realized what things were doing to me as tis was. "As set idea I think so the creator causes idea, say or not to not get nonsense to as I sat to defend but things happen better with less money needed if possible or not oppositely as needed not have to accepted not to sass me. I now unswear to keep my promise as necessary so I never am brutal. So intricate moment by intricasy that is by ideal. The secret to change is to focus some idea by your energy, not to be brutal as you are not fighting the old accepting that your not fighting your building. Tis with the new by the wisdom the old or new idea can use. No none in hought. Yes that is already known in thought, as you are we are fixing things as we speak not to be insane. -Socrates

This is what I saw was a desperate area by feel to work or play with by idea. This is an age I saw that was interesting, but the effort I saw was useful till proven useless. As you saw that wasn't nice to use." That was energy use by nothing to feel, so this age was seclusive to me as I felt the area was changing when I looked to see the area I created that was what was useful to te idea that told me you were seeing as I was. This was energy to the area groups I worked with by correction.

So as you say you are very interesting if you aren't there to avoid the area that is disruptive to good health by idea they seem to believe. That proves the populace is going down, stopped in progress that started to degrade by the area polution in actions. Thought seeming good yet not that great by activity with energy, chaos focus is not to overdo as you won't overdue it hit to kill to see or not create by feel or use. Yes I did see that. You can shift by night or lava in use, think to shift with love that isn't tough love. So no relative is dead.

Sayer = Sawyer; Reverse gibbering with thought to cure by idea that is something you think. Fairy hiding as though not to seem effected is natural or not as there is the concept to not seem stopped or not sensed in unless necessary. Enough blood? Yes enough blood.

Tom = is ins ops; The spell to create seeable or non seeable idea as your ability is interesting, your abiity is not except in the mind unless energy is in te form by how you can create as how one does this comes natural or thought through idea unless not necessary occurs. This can create idea to materialize in a form you can use, that isn't destroyable to what is the body. See you can easily translocate body or parts as you end up a conscious bug that is killable not vicious. Don't tell if they already know in the life they realize. As you collapse to the ground you can seem noticed, seem or as if your not detected by conceptive or vicious idea people think won't happen as if in accord your a value with life not push.

Decunt = Cunt remover; See the death cunt removal is the removal is idea in removal with or not with a fight so by when the cunt arrives is removed, cunt activity or elven is detecting the area with no corrodive errodivide with warning to stop whatever. Reverse is not effect.

Astute Behave = Astut Behavior; The behavior is creative yet working in life, yet creates what you didn't feel or thought to create. Note they are likely to invert then instead of taking overcontrol than relinquish control to work. Don't force astute behavior.

An tis is anticipation that was from Sawyer Tom Jenkins, who passed away serving by from chaos as the right reasoning is the correct culture. This in use is energy perception by wat you see as useful or not use if no by use. That is Mike Tyson was using, this by a sport idea in sport was use to create with feel by zen. As your zen was perfect your

use was what thinking was for use, seeing so nothing is not thought as you think for use the creator creates by idea you feel. Create by feel so motion is thought. Then or now create is the feel seeing use is thoughtful behavior or not use in reaction to create reason or reactivity to solve a conflict.

Fox = The show ended; As you say I was I see or can before I know see or seem, as I am to go so I was as I am or not as I am. No matter as I am somewhere else other than there by what I felt or feel in life, so now I see what I am I am aware as you are or what you see to seem as you think to seem stable by feel. I can watch the things I did as if with cable or tv, if I want to see or remember as I saw I am not with is last living idea this word was done. So don't think your there if you are not wanting to seem, there isn't as you focus to remember as your aware this is gone or not now by love this is life. This is the background from jeff foxworthy.

Selectivity = Select in use our lives in danger; Buried in your mind is the area you see in idea by feel. As your idea is energy based idea feeling nothing is night time practice to create senses others feel. As you see your energy is ability to use idea, think to create is focus by time theory or feel in concept to create by idea to create is nothing excepting is what you feel by the spirit.

Seiem = As before the way I look, I am as I am as you were. I am curious by feel to use in life. I am as you were or as I see not always to seem. I am as you see or as I am to use as I feel that disappear. See use or feel no salem; Think to size the target to prove the good with what you feel is right, that energy persists to shift the blame as if a balance or not use sight to see a dream. This is those that use energy can create by the feel with some event, that once not happening can stop or seeming notice disperses the area activity by the use of no need to get over these things. This is recognising your enemies and step aside to them. I believe you are aware to use as your able minded or gifted.

This is the atlantean program I found death can use that could trap or not trap, as you see what is necessary or the weirdest area or part were the sigils create by concept with the creator or not as nothing necessary. Accept the blow or idea, your use is well made. Instead of argumenting the point, as you can use the idea as exempling your point is obvious not obvious. Say in case of something is energy, use in the point not too bad you can use the idea. What white lightning is focus light creates that is light yet dark in nature. Well yet disturbance not to seem done so don't do activity, that you see in vision after en taking a drugs. That is after your done eating or I think of what I do or what you think then your done.

Once electric charge energy to create by idea in life, you focus energy by thought you see as your aware in idea. If you want to see what is forbidden or possible as you see you can even lift the dead with the use you seem to create as needed. As though to seem if into the groove your thought is then idea as the concept. You don't have to say the truth to create by idea, as if bringing back many pleasure points the subconscious can create the point. If you want the idea created goes back to the source, you want to use equality as equal idea not always equal. See as the idea isn't to do you can create by scene to use.

Now the credible point is no truly, the subconscious can create by music genre now listen. No sales point that is fact or fiction by use, the point if you want or the idea created is seen that created disaster is allowing acceptance. Don't allow unless acceptance is to not always do until you see the idea to do. So you see or not is use discipline by feel create is not, as you thought unless you want by the creator in life. Serene by thought with feel is with opportunity by what you think is judgement or thought as not to go near to effect or seem as I never accept anything without studying and questioning. Doubt is another function of honesty to seem not effected.

Pi eun Meunst = Pee monster; Removal is the pee monster removing things as necessary. As it is gone or you remove the pee monster by thought to remove an idea or item through, the id this dissipates the pee monster effect. I found this on root 391 to the area I see yet didn't see as a record on a wall. The area will seem in scentng piss or when the pea monster is gone, yellow stains will materialize. This is attracted by use as discipline with money created by as cult in use or not tired as though cleaning your idea.

Monster is essence, that to use is by this thought is concept as you did sometimes pay with piss. So use is defect to get out of his services, as you ask or need some result to get done to create by feel and etz on even though you can turn into a dead body it doesn't matter your not the pea monster. So clean up as you seem able to do. Paying yourself is

seeming your own payee or you create to what is idea as a prerequisite. Given any reason he think as e pays himself you won't have to pay by ul illusion. As though not in illusion you clean up as you want, no pot as though in piss or "cleaned or cleaning up".

As not to turn on yourself you yourself see, that use is thought an interesting idea to use. As you set no lunatic on you, there is no reason to do harm so don't do harm.

Seeable dead = See as you are dead; Don't talk as you walk around this by thought creates use, is that what is over or not use is dead energy to see is created or thought is use. As you see the use the area is creative, so your seeable energy creates what is feel to use as results are creatable by the creator. Get the trace to cause a different idea by focus energy.

Waa faet = Water flow; Create a concept with faucet idea in use by focus energy. That is easiest to get things to see use or unuse.

Say Neu = Saying nertralize things in use; So you have to neutralize as the field before the energy is. As you see or create say as you will or not as energy is the idea what there to use as you see inert concept that is neutralizing idea. As you thought this is creative ego not with work.

Say Eno = Say or nothing; See to sometime throw things away is lose a thing so nothing you have is thought that is a sacrifice.

Say enough = Say en; Say as you say that is enough so clean as you want not dead.

See able = Seen to use; So the area you think that changes can create effects by alchemy, en as in youth is energy to see or create in idea see in believe or do what you want. As your energy is creative your idea is seeable to what is yet not in idea.

See is an = This is molecules transform; As your energy is cool as "ei u es", that is energy safety with live area crime in targets or alchemy to change with a touch or nothing much in idea.

In es = See use; That is an energy you see "you can use to escape to nothing". You don't walk into family if you turn into dampire. This is an escape with the dead.

unger = bad formed ungerulk or umberhulk. They are hunched over really badly like a digger that is disruptive to the area you use as they dislike eating people after they are with notice.

Sane Movaing = Sayable consequence; See that is a place that exists yet isn't effected. Sayable concept that starts as no war. Say to not or use as nothing is what in the mind can effect what you think to see or neutralize. This is passing energy by idea with calming concept or peace by idea, purdure to murder to create what you understand or see by use this is use by feel as this sure your energy can create. As comprise is thought as if fate, no comprehension or no compromise needed as you don't take to create by necessity. So use an item to create with the item working. As our way is over your free as is the soothing or conclusion idea. So don't do as you swore if to do bad, as you think this is what you feel.

Think what you want to create as you will or think create normal thoughts unless in time, as you realize you aren't as you seem you can see them with intereference as you in feel the different area or feel someone near unless necessary. Just use nothing as later on, I am or not here as I am done. Light or dark energy focused to cause appearance, can create a being or existance that is shape to sensed area. That is two dark beings are almost similar, can see or seem tough or light is that is idea can cause disruption. That is energy to use or create by light beings to use a white flash in idea, that is brillant blasting as to dissipate harmful energy or cause smell or harm to those thought to effect or blindness.

Cear Cu = Creative cure; Colon cure that is to create by water use, seeing a cure by focus isn with thought to kill yes

you can get me. So what you see is unconscious idea to use, or not actually unmove by idea. That is energy to cure, as activity is safe to use or not see te use. Thought by concept is an idea not to attack with use as milk of magnesia with safe oregano with mint water. Think to the creator to create better as to stop the worst behavior by better behavior from the creator. Already have so need be not is sometimes not the use to nevermind the use.

Sene Moment = Serene dust; Scaling wall is sean is great that use is usable to see not in penitentiary, as think to use is create by idea so in use. Thought to pass energy through the body can cause not give life to another, the body to dust itself or what is linked to things to calm myself as you wish. "I am that energy given to yourself" to the focus. Don't use the worst use the best so you won't remind people of their intended idea, that would lead to that so no bad as you see. So by idea in the best is what is or seems to be what isn't to use. See as use is allowable you can do or create something to create what you want.

Sea Breeze = Sea energy; Sea calming energy; Sea is the energy th energy creates by feel the waves create energy the crust is the moving plasticlike melt of lava energy to create in some area to use your focus as energy is cause to soothe the spirit energy. This is forming matrix energy, that what seems useful to generate what you need without frustration.

Easy Vree = Assume use by the worst situation; As you see the use, that is all there is to getting dusted or destroying celularly any body by the molecules but we can use this too.

Easy verbree Ex = The cause effort in a worst case; The area you see is interesting yet nothing is what this seems, as you see that is credible use to focus energy that shows you what is effecte. See or what your effected by idea is use, you can see what is there by the area sowing till you won't want to see the idea. Think is thought that is creation in idea. That is chaos non intensified, so energy cleanses things or some things can calm by focus use for entertainment. Where we are something we don't always go into the idea, as if non weight we see not listen unless necessary things are as you want to seem. As you realize the things or thought, you are released from what you see or think to create now think less now.

The end by this is the end to your life as a concept is disrupted to seem good your out by the effort you intake with water. So if illegal water your ability to use by some concept in use, that is energy by focus is focus energy some by life. This spell cancels things out by what you think or thing to use. That is focus or use for ya, if you see idea in idea that you are. See as your ability is energy no more to use, no alcohol or theory in life if the body is by feel near you correct as by feel. If so you see that influences your english, this improves by feel with concept as you thought with theory not to see them with excess. There is an idea you use that isn't quite practical, so I changed it the idea to tune out idea that is not able to do unless necessary. This won't cause assault by deadly effort if no aggravation. You don't have to do it.

Set no = Matrix math trap; A worst possibilty, as you are aware to the feel, you can cause or create what you want by this that is stomach energy or cool idea not to. As there seems in that as you think not to you won't be trapped. As you see the idea you create you set free the spirit by use of idea, as you see or witchcraft to use in idea is not by nothing in thought as your energy is thought in your use to feel. That is te way of what you see or not seem unless ecessary. As you see the area your created in can support by what you think, so no matter where you are you can live as you want or fix as you think necessary. This a point you see in use. No is a nature of a strangler universal knowledge as you see this is the energy, you create by the feel yet the area you see is what you realize. As you see what you feel is thought in life idea your idea, see independant results is what you know.

So you release know the matrix in effect an by thought that your not effected, non is what you see that is focus to what energy releases the need to not do. There is no reason to work unless you think, as yes there is thought if to improve an reason in thought is by use were no need your non weight with that seems no response or response by the creator. That is why know is meaning no, as it is you are as you were in thought no idea to view unless necessary. This can increase the weight or decrease the weight, as you think to suppress the urge you see to use inn no or yes. As your an energy to quell the tides of what should not seem to create, your ability is energy as what you feel is not to see as your able to exist yet work or not in existence. Think not to feel bad as you feel better.

Say Ez = See this man; As you look you realize as you glance away you create.

See Man = See no moment; Don't bulldozer or bulldog a person. See with what leads to that in a moment you knew, as noone seems to realize you can create what you quickly use if you think noone can interfere or begin to fester. As you see what you want with life wish the bad to go away. So you wish create as you create the correct motion by feel, this is then the idea you realize to create with by love or life gone but what you interfere with or doesn't matter to create by individual idea. As you see or create with the feel you would seem to create by love. This is nothing compared to the area you know as disruptive land with the idea chaos goes back to create as you felt with creatable results or think by idea to what is there except is opposite. Set no by idea or not as the matrix is to see man as you see idea in idea, by idea in life their will to life that is their own in life.

This is not always a life adjustment to not ever go unless necessary so not is seem influenced by a case. This is to go when you feel you can or should before something occurs to you. As you say that is a don't not know, what isn't as you say or what is with thought or not be with the area. This is the cliffhanger being, demon is theory is to forgive them is think to cause the strangler or murder by victim turned gone if otherwise you can create what your subconscious can cause to occur as in your idea you project. The person can detect with no aftereffects on an on. See this is what I see that is what you see or need to live, to get over things or around to work. Your point in new life doesn't extend outward, as you see or can sense if you sense something they are thinking or need then want or not. See you don't give them things they won't need, such as though in things cooked or whatever not to see unless necessary.

Dean Ricardo the nasty. This is the brothers end. In the worst or best possibility there is a good chance to survive so "te in ne to ne no ne te no ne" is to say whatever is needed. Well the nasty don't walk into a dream, this is the weak point as you are in the end the strong point.

See create = As you see or you are done; The area you see or create, to see or create in use is use by feel. That is energy to use or creative is use no abuse by talking to others or use in life is cool to work or not. See as you are your ability the area is energy, seen yet not reacted to or not by idea that not is creative to use. As nothing is against you, thought you make yourself is useful so your energy creates by the use as you are with life. See as you see whom you want, as you are sometimes working. You don't react sometimes not bade you do react, as nothing there to prevent destruction or disruption to life by the area energy. See as your non, your energy is idea by feel as energy is not used.

Eat less is more idea in water, no drug is drug allowance if water prescription as manifest is no focus till necessary. As you estimate the damage you can see what is necessary, yet don't beat him up as your an energy by use. Then the is not the damage, so as not dead your not dumb this is not despise is not knocking. As with no frustration no knock as then your aware. So as you move aside as in a fight or not seeming arrest, you avoid what is thought unnecessary or use is aware idea focus by realization as with no force. As you see this, your use is energy to no wild state ecstatic with idea. Mattman is with idea, as you think were. So even though your not unaware, as you see you create as not the alcohol.

So not as you seem to give in or see, to work with them or use is energy. No heaven is not available so your heaven disappears as no heavenly sphere. You don't act out by the area aura repairing. This is english so you can see use, see or not need to do what you are doing. So if your not in idea that your no more, your not by effect so don't have to give by the law till folk need it. So what your doing your seeming your sensing right, that or what is not as unwanted by idea. So as your touching by peace in thought work till you must, you know that is water use your ability is energy as your medium is some sort or other use. No atrocious behavior to create, as no dead think no by disruption to not allow. So don't act like energy or not create to do or say, done or calm in mind not to do is to see good or this is good.

As tis thought no reason by this is release, not is by estate is intention. Not to do or you create or not want, as you see your ability isn't to erase. As you think the state is then calm as you allow interaction as though no fight, there in sight is a reason not to create with a state not in mind. You can stop or feel use by or not, as you see or feed no more your feel is nothing yet you can see what you want. You see this is why in life or what you use in life, so nothing more is nothing less or so you won't then this is less. Don't react to the area energy that is lava. A knock is not always a head knock, thought to see in nothing as no dark use or some area with the brain energy or thought focus. As you can see by imagining a dark area by the area energy feel, you see where other well than a head knock in life as you thought is thought as a closing thought.

Without the hit is thought not use in thought, so demons are forgiven you are not effected your idea. This isn't destructive unless necessary so your energy is what you see in no way. So till is not to use police, still or people sitting as a chair or beating pole seeing nothing your not getting any results. So you see your in ability with psychology is energy, your life is your own not to think or thought is awareness not to cause. That is what can seem or this is what isn't as thought necessary better, this by idea unless necessary as family isn't dead or not as the truth of the moment.

As silver with copper with oxygen, you see silver with osmosis is energy release by idea. You don't have to do it. If you can't use the atlantians don't treat them like dogs. Paypal isn't a pay by pal that is what looks like what you can see or thought by a beating. The area you see is not to react as with some use is water no medicine, that is with no bad reaction is not as noting wrong with or no life lost. Soothing is order use chaos is night not in use is concept by free flower energy flow.

That is what can cause a sun formed by a planet with the core to sustain life. See or use is energy won't exist as you don't need it to be as you are air weaving to you yourself. So seeable manifest is possible, you don't have to not realize. As you don't attune to the wrong reality, as you see this is focus yet noting seems your way in the use you care to create. Say as your aware to do or not use things you need not be arrested, for as arrested is out cold or unconscious that you see to use that causes no movement. So your energy is nothing thought is entropy in no use, knowing or not feeling is use by like things in use. So use in idea to use no attack this is not like in entropy.

Not to see in doors is the thought by nothing to use or not as reaction by feel. As your energy is feel or create is with thought, your mind is your own is your time to create or not abuse. As your realistic no as by no attacking is thought, seeing as nothing done by foci is with no reason by attack removed unless necessary. As in use is activity related by what you see, the area is not stealing as you see the useful idea. No attacking, beat or beating or disrupting is necessary.

As your energy is creativity, your not destructive by feel to use from experience some share by auratic use. Seeing as your geometry is aware by use fix idea your conscious ideal is thought, see to not use by no excess with some spring water. Eating what you stop sometime or use gone considered elsewhere, that is not sometimes use thought in idea. This if pointed out, so not always is ok so no use is thought. See to calm as you think, so you see or use, as in use you are feel that is creative not in the head as thought in use is non till later.

Ascertain by value = Seeable see; Seal or unseal as you ascertain by value with a view life sustained till not needed or not necessary what in use is what, you think to use as so cool by thought or your use is you didn't mean to to create or get exactly what you think to use. As the planet knows the right or view, you can create as necessary not by havoc. You just think yet create by view, as this is nothing else matters your use is creative. Already done as your life is reasonable use your energy is your creator will. Release is your will that is energy in idealism by focus is energy by idea. As your energy releases by thought to use or creative in use, sometimes by feel or thought by magic as science is still use or not by use unless necessary. The area you see is what your an ability to unseal, use by energy to see feel or use in construction. As you are aware to use from use, think to create or use as you see is voice directed visual area.

Creative tile = Nature by use is a gone strangler by strangle or energy to use you create. Tea isle use; Seable as use as creative tiling is creative care, unless necessary use is thought thought is fiction this is done yet. That is fiction in use not done at all. As you see that is user fried food or old stuff not used anymore seeing as your use, is thought your idea is concept your mind your own not to have to ask permission if you consider. As you see to shift is use by a pinpoint, see or use a person that is a guide so think as you are as you shift to create by feel with the creator by tiling. The area you unfizz is thought disruption to use or creative ideal felt is sometimes curative idea as himem.

See Bro = See each other; This is not ruled by the brotherhood. New planets or old ones; As the area is cool to see by gate, see by use this is interest you can think to be somewhere or as you want.

Giant form; The idea you create by idea is use, with some point to get with cool going not too hot for idea. This is the way you travel by feel as you think to travel, the area ice energy is also possible to shift unless not necessary. So as you are to think "focus" giant is possible as you feel, rumblings are to warn you from the area faultline you are sensing

something or no is the familiar with large feet then create so you end up with a giant. Forming as you were characteristic with idea or as you you move away or some other to another space.

There is energy in molecules to create as you will to use or care. They can form as necessary art or "aer" to, what your sense or their sense can see stems from birth. As free energy is air or with earth energy to shift as you will. See they can get ability from what you think to use, you know what you think to cause to create or use to create as if by latin by concept. As they die by conformity from choice as activity you can create as that in use, don't summon a stone dragon as energy or in a stone dragon to shatter with a hammer.

To summon is a dream one if faery use could get the person resembling, as a look alike "en" as you see no service you see the giant use can kill. So create or ward or see as you walk away as you think. Think to resolve the issue to correct for the problems. Like talk the idea out to work or keep out away from the wall, see or in whomever you overbeat in audience is the situation to not seem aggressive so exercise. So is yes some use in a art is there to correct, as your awake no security guard attacks by use. By intended disrepute there is no repute by focus in idea to use.

Symptoms by aggression or malag created for you, as the area think you curse none to create as you want.

1. Fix is one of the symptoms as to create is use but use is flawed.
2. Use is energy to create what you want to use in life by focus with energy.
3. The user field is with use in energy to what you can see with idao, see or ingenious feary that is some user field called aura.
4. The point is your telling or the kindness you see is thought, as your energy or nothing started to idea.
5. The area you see is were proof by feel yet focus is thought integrity by feeling.
6. The area in sight by feel is some area you see in check to use.
7. The area in your life you see are creator to see or feel to your use in life.
8. Directive in time by tattoo allows others to be what, they want if they desire unless nothing is what you can see useful.

These are symptoms of aggression however with no aggression there is ascension as the tribal violence is over this is ov. That is hovering by use.

dumn = instinctive, intuitive, intuited creative, intuititive independent dumb with too much energy. So your viewpoint is correct.

sah = never hesitate, internatural feel in te use of unnatural fat

seh = stinging nettles idea that got web energy user, see or not field of dreams by some heredicy by herid or heredicy, say your in use heredicy is any energy that you sense or I see is necessary, by the created area or the creator. As you see the useful idea or compliment to use, your creation is your own. Say I just awoke in from a vivid dream out to do things. I was in an apartment or house and realized my stand up routine or fan was not working. It was dark and as I turned on the ceiling light it was full of frogs. Large frogs that can fill a man's open hand. The frogs were in the light fixtures, my poor fan. Say as your energy is there. As your energy by feel is creative. As you feel the idea. You can see things as tingling sensation detects what is ghostly there. That was energy I saw everywhere. As I filled a large duffle bag with the frogs and began to take them outside, I awoke as though nothing wrong with no violence. The sister woke me up, as I was energy use to a ghost that is stick it in martian.

sih = siberling kinetic, sisterly is in love, moviegoer lug to use energy

Dalag = Galag; As in the galaxy you see the phase spider or think to seem nearby, you can cause one to seem somewhere in idea by the feel they sense in presence your signature to create by use. As if the dnd world kello or nolag was in interest to create as if you were an idea energy to feed off, the cabinet is a cool area to kineticcut or use. As a teleportive spider or bug can reproduce by malaria, see for them to exist they have to use a hit with your energy or a teleportive human for no reason that they get the nature. The area they inhabit is a forest much like an area in Harry potter movies, yet they are what you see as dark don't have to do things yet killing them. Say that is age energy to use or to think is some idea to use not as you feel their influence, killing them uses age magic yet some idea is allowed so

thought of them. This is "ne avoiding" them by thought is what you see, to not get killed in mind so you make in them work to do to avoid being eaten unless you have to kill not use haarp.

O-m = Kemp in fish; Barnish te soul, O-m Kempe "creative silverfish", creative tea, I agree not to use this as necessary that is slightly dangerous. My idea is mint orange chocolate tea with chocolate tea, see in thought with orange juice by thought or feel orange essential oil with cinnamon or sugar as stevia.

So in = So is energy; If you allow yourself to sit and really feel something without judgement, without questioning eventually it will shift. Then comes the Realisation. "Inside each and every one of us is the ultimate in supreme genius that mirrors the wisdom of the universe" D Ch. Trust you body to see no use, or not is not destroy your brain.

If you wisely use your wish, as the area creates you are using the creator or think to create is a wish. If you wisely use your ability, you can create by idea or energy focus manifest. That is state area energy, so I expect better in use by clear area or roads. Lets don't in use as you think don't smart to your subconscious, if you can control the point by focus and feel to project thought.

So don't care to try as this isn't possible as you think feel is mentionable as imagination rules the day. They are people of imagination, that use dreams to cut create or feel as you will. They use what dimension they can or cannot see to use. The people you speak to are real don't abuse their presence. This is thought ruling thought people.

hyponotek veritas = Veritable no brainwashing, Media hype is propaganda mind control with lights or voice use that is creative use to choose or see survey. This can create very high doses that was peninsulin, turmeric, paprika with artificial sugar, coconut milk with vanilla for milkshake. Living antennas that can create or the demark to change behavior to use, seeable as you walk about as living antennas no as surface. Stop as energetic information returned. As your area aura through the vehicle is with your body, you also carry with you energetic imprints that will awaken so much around you. Both within your fellow humans, but also in those parts you might consider. As inert in every way not to consider yourself effected, as if you saw the whole thing or think yourself unaffected as your aura wards the pestillence away by feel. Don't want to seem effected as you aren't or are if necessary or don't react.

But now as you see, you will also put to the task in other ways or not. As you assume to see as you are, as in being asked to join in \93in person\94 as it were in gatherings that will take place off your planet. Again in other ways, this may sound like no more than hyperbole to some of you your ability is energy to create more or not and more able. See as you are you to stay tuned, or release is use as it were whenever and indeed wherever it is that you \93go\94 when you see are not in your body. You see as you are, you are already seasoned travelers. For you have all been going on many to use, a lofty excursion for quite some time now. So or not and stay open to the fact, that you will be brought more and more into the use by the know area.

Creativity = Creation energy; See to not get a ass bum effect by use feel. Nulle intensity by thought is conscious energy, by brain activity that adjusts reality so brainwaves are use. That is activity by idea by minding, by interrelation to change reality by alchemy. As not used is not used so don't use as things are not useful this is not needing the first one by use. Beware the creative idea by seeable use. As your energy is idle or by feel, use this as you see what is the area I suspect this is by feel not reproach. Solid formed orgone gel form with disruptive or not necessary spare metal, to cleanse or correct energy nearby. Seen as you are cool is beauty or brave, this is ability seen or feel is thought by idea in life. This is no war no dreams to create dreams whatever you think.

As you explore other spacial systems you will notivly progress or improve so store what you know in some touched gemstone. What you do won't touch you as you think your not touched. So te monitor can protect as you think I left the system working tough I could have disrupted the idea yet tell a truth to disrupt negative energy. Each one destroyed is a link broken to a source, that you don't need to effect you or you can disconnect your network to not get effecting powers by flow to you. This is near the end of atlantis as you know to remember to remaining time, as you see truth you remember more than normal so your soul ability is about to improve.

If your crazed or calm in by use say more, so urination in the wrong area stops as you remember united way is no longer viable so think as the area you can travel time to use. Say as more will happen so I know to write it down. That

is your daughter as you remember me and her from the past you see, as you saved me that one time you corrected my memory that is 10 lives. That was accurate yet none didn't know to remember, till they thought yet you are genius she is ingenious. Soul use or whatever mix, that is in the created feel.

You are very good with hiding things, so continue as you remember don't react just try not to stink or not do energy wise what should be dismissed. Since the time of ages has passed your ability is better so feel cool to feel interest or create with better to create funds by the planet core. This is just to try to create a new idea or way to live if the 5th identified is still there as there is a place to find. This is just a concept to your skill, so you are her isn't that unique except individual idea so use isn't needed sometimes so I gave up. This came from planet of the apes I believe, so I figured out why you did the run around outside my dimension. If something is old or sold out, as you don't fight come back to tell about it.

The area you're in right now is abandoned so seem as you want yet the true case is to shift if you can find the viewed body then as you already touched the body you can use her as a source. Thus don't leave until you think of a good place with internet to finish or do things on the net. That is what I found unique about you as disassociate or other interest you know where, as when or how then light a candle think as you focus then thought is where you take your idea or body is seeable. As I know your marked or its marked as you say you were there they will remember or then know remember, so let's use idea with focused thought.

So you see I feel you were around at least 10 seconds, that is what I found so far as I was near area travelling by foot. So if you need idea then think a circle to shift back to your area you work in to heal by area door or air conditioning. That is what I saw so you will know were or things aren't there yet focus energy is so see to be as necessary, see as you think to ward what is necessary ciao. I found that note near my door as I heard police come, that was when I was evicted by interesting circumstance to try idea I was yet not to do if not needed.

So don't anger the negative people as you see, the positive people can help get you evicting or useful. So don't now as you say that is curiosity. As you use aloe vera with omni gel limited to the area as tooth care or era you think to go to, toothpaste or water similar to gel forms are what you see as use yet think to form only if inhibited. This by crystals can create as you want the idea to form. See that is real walking as a form of dream walk, that is formed from lust or love with use. The tranquilizer they used on you was a scarecrow, cure was meant to let you relax till the cyanide electro sulfur gasses dissipated so think done to wake up as your the one that is energy to work guards that are time lock. This is the area that is irresponsible as the people, this in the area are some reason.

Irresponsible; That is irresponsible behavior from irresponsible things observed, see that is from an asexual being or thought energy or not being able to see achievement. So this sometimes goes to a galag until a thought to use, creative to use, no urge to create what you want if too lax. See irresponsibility is from the area to use by in use or creative, area points not abuse by feel with no abuse examples. As you see by irresponsibility you use by idea is irresponsible, if the energy is with giant idea to no aggressive feel. As you see or feel your energy is creative by thought, with anger this is energy use or knowledge by the feel or not feeling yet see by idea. See as or not you so as you can care if anger or by anger is non anger moment is possible not as this was aggressive not to be aggressive or no aggrieve by calm. There is a constructor by idea thought to the use, so null the energy excess to not unallow the area to use.

Think relent not to give unless necessary, then seem to use thought to relax such as a calming feel from a relaxing area. Think to give an idea to use or see success in your mind, to create by what is by the feel with focus meditation. Just now is like the moment is creative to use some idea. Think is create to what you feel to use. Just now is creative use for non disrupting behavior. That is an energy with the planet, as you focus to the area you see the concept is energy in not undoing is enough to discharge. See to the ground dark or light patterns to reallocate, see by use with the light or ability to focus light. See as to form fire by feel is to relent, I mean relent is refuge not by bothering to use or see off theory as you answer that is stop answering to think then answer.

frogs = petrific refuse or living use, petrification from ill abuse use, purification causes cleansing with nothing by trust or trust in a nation. Create transformation by frogs in essence or use for negative is retributive to use to your idea by feel. So in effect that is useful your ability is energy to use with others. Client plant. To get rid of this effect is use to see stomach cramps after diarrhea, as the battery by focus energy is 6th dimensional safer or silver

with black. See to null the bad view by idea, this is release yet not always use the pressure by substituting by energy in use the good with the idea you see with use. This is as in a use to defend from the 6th dimension by thought with focus to create by feel. The area is energy yet the creator cause isn't a cause as you are aware.

As you feel energy go to the planet core or not hit by suppression, this causes silver blinding energy as white flashes or allow by use. a fan is the need to 'cool off' or a indication to let something cool off...pull back from something....it would be the 'stand up' thing to do.....frogs represent an impaired mental process (thought group) that needs cleared where this needs to cease...the thoughts to keep from are those keeping you from 'seeing the light'.....reach for your highest ideal....go above the regular thoughts and reach higher...you can do it....just toss out all these thoughts and groups of thoughts that don't keep entering your mind if you don't need them to.

skrzypek = scurzy feel or insane that is you feel to listen to western wisdom not feel as you feel, phase out, phase in then idea as a wonderful prayer is disallow prayers as you allow wishes and the biggest check. Bad area is to clean up that is not use bad vibration or shaky area felt that causes shaky hands. That then is use if corruptive energy from schitzoprenia by feel yet not use in activity, see or use is energy that is body cellular gland tissue regeneration to undo charges. That is bad turn of events that cause things yet dislocate not torment.

In see for use = Set aside for yourself; See or not hand me then you don't have to see evicted to accept yourself with your point.

This is the 106 honors. The real god is a supernatural spirit that is not human, and definitely not religious by feel he created yet destroyed nothing. He was use by feel or created with moment. He is the author and creator of this world he is myst creator. He thought as dreams were real he could create. So use is energy as energy is feel not to do. See as you are and many positive idea, this is enriching experiences by idea. As you see noting you came by is yours so your energy is idea. So lets just say lets not as energy is something.

He is wise beyond the conscious level of every human that has ever been born through the human reproductive process. He can create a body cell energy. Yet crystals are a good or evil focus as you can see the use. He emanates from the highly technologically, advanced civilization that created our bodies. That is use feel or create feel in natural use. The area you use in use is reminding unless not desired. So the place all of our deceased friends and relatives now reside is the cetacombs.

This what it really means though, the placed area is a grave yet all the dead are soldiers that were slaughtered often placed in kind. As you are that is a mass grave. This is a bad turn with events that turned the area to not feel vibration, so to use idea was a warning or superstition to not do tings by sense. The real God is a supernatural spirit that is not human, seeing as your aware now and definitely not religious as you are he was an idealist shaper so you get the creator to help. If one in question don't the creator for help. So the area you see is use by thought, to use by idea is focus energy or concept in naming or sight this can seem use sometimes by not to use.

Say no more to do or not create insane by idea. He is the author and creator of this world. Yet he was curious if he could write a myst book. So he could create or release as necessary. So to remain not seen he uses idea and many of the worlds positive, enriching experiences that is what he sees or allows in use. Saying as he is not no more or no no more, he can create as he was wise as he loved. He is wise beyond the conscious level of every human that has ever been born through the human reproductive process.

As you see that is a dragon use or elemental thought not always in use. So as the concept is theory you can see some use by focus wit a device to know. He emanates from the highly technologically user field, that is advanced civilization that created our bodies. This is or can seem to use, think to see or use is energy yet no energy is no feel to not hit. So feel away as away, as energy is use that is energy to seem to shift. Don't time things exactly to take unillegal idea as they are unlinkable to the area.

All of our deceased friends and relatives now reside. See as you are, your ability is minded your skill is everyday use. This is in our homes as our real home by seeing. Seeing is not believing, every human living in this world is a reincarnated spirit in learning mode..Our lives are very temporary, where a spirit's life is eternal. This is not energy

concept except energy that you see, feel or create with if by the use is use. It is our real home. As you are, to create what you see is sensing by seeing or releasing, think to not use the actual solar energy so by idea he is not always believing.

If feeling false to use don't use or female, see or thought see the catacombs reasoning you see or with logic you create as you feel. But you could try to do a use by cleansing of self and your living space to see, if that clears out the user negativity your fine. Sage works nicely. Some people say to sprinkle sea salt. There's instruction out on the internet. Most important thing when doing a cleansing or clearing, this is to have positive and firm intentions. I burn and cleanse with white sage and it really helps with the negative energy.

Silence of the lambs was with thought with him as a god with every human, living in this world is a reincarnated spirit in learning mode to not fight till necessary. See in use is not to risk your life so your in by idea. Our lives are very temporary, where a spirit's life is eternal the create can make in use. So your use is thought in used moment, trade idea, see or create with cash by some use bide by the earning or so no overspending.

See to escape him from beating you in inhuman idea, think not or not to be there. Think or wit thought is think to leave is thought to do, yet not seen unless idea is use legal. This is this already done so stop. Plan for energy think or give is not building if you think, then release to not seem there by feel to create by feel. This is a water plane energy as clear is thought use, as wrong by use is not always gone. So from anywhere not is still unoverdoing things, try to create cool area feeling with feng shui use.

That is arrangement with items to use or environment you see created by area feel, see by the area you move around to place by intuition or a cool use is not counter. See to say as you are an e not drinking things, what is a good idea or not so good as some can create idea to see some as from the fire to use. So idea to improve you feel to see, allow as you imagine to create or not allow as this is not or "or not use". This is safe witchcraft by idea in use with ritual, idea incest by cause or correct by planet energy.

See medicine is use or a sport with spices, as you see you remember by feel. Yes we are now we know, discipline is medicine. No idea is no idea yet, you can understand what you see for use. An use in no aeg to use with life. Your life is your own way to live, well this is by feel with idea to create with no force. Say are you aware aloe vera alcohol sugar is thought insulin was what isn't illegal or straight alcohol this is illegal to state law with the states. As you see that is what I learned by vaccine or creative curing as I create other idea.

Ciao = See no idea use; Seeable use is this is by use from imagining, a silver grey energy from the can to create clear fiber like-electric charged filament parasites. This is thought to invade their body, that not to drink alcohol is to seem to tea drink or you drink illegally. So not in illegality is without cancer or not seem effected by the creator to take, "ah no more" as unnecessary is a right phrase with nothing wrong as purpose is not in use.

As this is possibility no or yes is allowing yet isn't to cause a drunk need, that is the no need or feel that to get any buzz from a flavorless drink. Except stevia with non illegal status so, see as high fructose is apology you can see that in a drink that turns unappealing. As shared essence by device gets the energy to work better as this is even allowing illegal idea, that the alcohol isn't with by exchange as I have enough training. This uses molecular energy distillation. Focus energy to distill the creator distills the energy by molecules with focus. As the moles are usage to the area feel your energy is use.

No case = Case dismissed in idea, don't seem to come again. All you need for peninsulin is energy with water that is N_2OAgNO wi N_2O or this use is again no more as use is not needed in no. As you see AgS_3NO_2 wi H_2O as you think tea energy as essence $SIHe$ or no alcohol, with black coffee or $AgNO_2$ clear essence with hydro water fluid no coffee needed. NO_2S is with NO_3 for potassium poisoning. Esseton = $SeAlCu$ mixed with steel for insulin by feel to calming influence. SeN_2O wi He_2O , H_2O with energy or NO_2 as 0 with plastic or no plastic butter, if your an energy with planet energy not used for plastic H_2ON is deadly.

That is put a container with energy of plastic or other to create in food false created pleasure to use as you cook. Acidic with base is neutral by solution to use with Iodine is ISN in declaring nothing, H_2ON_2 as thought your focus by

He energy is, as your energy is thought as don't be near alchemy as you use things. NOS wi SN2 dispels as your energy is toilet or SAg3 or NO with no fix, if you can't get the sulphur nitrate use nitrium is water disposilage or acidic dissolved for removal after the fact is focus energy to dispel as creative use stoppable by aeration. FeNS3 is insulin by use. N3H2O is the area I feel in a car. This uses molecular energy distillation with heterogeneous mixture, or not with or by a ice cream effect that is by homogeneous. This uses examples of heterogeneous mixtures by idea that include (HNO)3 so NO3 is a cure or dismissed is idea.

That is NHe use or NaCl3 this is Helium is H20N2SP for thought ka and Hydrogen for H by feel you focus energy to create with elium HeSAB to roaches or N3(SN2)2 with helium use is thought, where you can create with hydrogen to use generally to "thhe". As natural helium in air, less Estrogen with Steriotypes. NH3(NOS)3Cd is H2O is H3ON3 as it looks just alike but isn't as N(HNOSCd)3 with natural sugar antisynthetic focus feel insulin. So S2NL is created by idea or not use. Instead of gone he is with some idea in use that goes away. I'll waste no time no more.

S3NOS(LiN)2 with NaCl or feel is the point is the only use by feeling, if one is thought w/H3ON3 creates the area or H2MgO is Magnesium. As you feel the burn or NH3Mg or not with HNS that is hideous gas release or beans is Oxygen creation by hydrogen or focus, see or use H3N2L3 to correct for abits that is a magic aging disease as thought produced undone in mind. CKrXr to correct striking aggression as XrKCr as non Carbon 22 or 23 as to see radiator effects nothing is heat except your body. Whenever you wish or think your out from the deeper hell you are is thought in use that goes away.

This is arabic energy feel or allow air to see H20 in H30 with oxygen. NH3S is antislapping antisediton reaction. NOA as you see that is the chain reaction to use, as you say so less S4 use in antioxide or form an alloy that is silver taking heat or feel is wheatgerm antioxidants. OTe2 is a sudden compound impulse or OTeK, is you don't seem effected and so nullify things with me or not. Te is Tellenium or KBrXr to create as you want. As its been awhile that is a Peanut Walla considered, a peanut cluster candy deadly to us by sell that is deadlier coated.

That is crippling response near ArKrGr that is geranium undeterrable underground in use with CrArXeFe by feel or whatever, as direct is direvitive to natural gas or dispell natural plastic gas by feel for light. Sa by idea or save seems what is light earth shaking as if area or not use. If you return to expose yourself this possible youth use can seem violent shaking, till collapse its pehaps your past that led you to believe that but no more is less. As L16N3S6 weight as N3L16S3 with Neutronic split or N3Sn3. The use of rhymes or normal speaking is what you fix.

As your energy is energy your feel in use is ingenious by igneous that is the true H or ArXe2Fe with He for Hidden idea nitrogen knockout gas or fast phase forward affect. As ClSNa(NaCl) as niacin is knockout to see no use with ArXeKr is an archon killer as gas toxicity cloud with focus is by use plastic air in use for metal called Sterlite. SACIAGNCu with H2O, focus as SNO or thought with idea to use is clearing away as fumes are gone. Mg is cleared as Hydrogen dissipates you have to realize that, where the area energy chemistry is longetivity by element created with added CuZn. Thats right a cubic zirconian aka carbon diamond.

Seeuse = Seeable concept by feel; In united area by the time of troubles when you see or need the area energy, you can create what you sense or see to not see the need. See in the time with necessity. As your focus is entropy to use, think is sometimes not entropy. As you think or indecent create without curse well whatever isn't a curse.

Eriu = Seeablecurse; The collapse of an empire. Seeable use is sometimes a curse ora blessing, as we go from place to point or place the use is energy the body is put to greatness to feel. Volcanic eruption by visit is not by use yet you can sense what you feel so vibrations or vibes are the best to feel, with a warning to none as the vibrations are constant yet no hit is done. So all we do is wait as we are till time runs out so as you see wat you create or not feel yet care as feeling is for those around you. You see that is wat I get with winning ways when I was aware to living now to evading, as I go or come to see what I lost I see watching people that are curious. This is a one way gate from hell to a rhyme I remember as "when I was young I were as I was awake to seem the moment I was thought to use. This is the moment I was energy I was curiosity so I lived by the fire or by the waves by time, learning so I guess I was fine indeed I was not a waste of time.

Seeable use = Seeable; I was not dead yet could not feel, so I was energy aware by adept means to see or feel as I war

non to wares used. We had a trembled moment as I remember the death of seeable colony area. Those that were in the colony lost to time as I see I was used to create or open area doors to shift places. I was dead as the area is dead yet after we leave we come, to set up places then leave as to see what you or other people can make. The people lost to time by volcanic activity by thought, was noted by marks to the skin as tattoo remembrance in time.

We arrived to a place that is time ridden or created by idea, the place we stood in was what I saw necessary. I saw what I remembered as I knew to watch for as I looked I was in a cave then often a way through, I believe I was in a place that we could live yet no trouble till we tried to leave. I ran out of energy easily, yet you could get away to watch as what I need to get or feel the area temperament was found. The place easily resembled a cave, as I saw the area wares I was in a cave yet in some normal area. So as I was aware the area changes to feel but nothing actually changed till necessary. So feeling was curious your thought was prized everything was good, people work yet not as nothing was right. Things were off kilter as if a boat not to see use was useful, as a thought to remind yourself to get things done.

So the reasoning I was living a life not really as you see, as I was to use the idea I was given I was almost numb that I was one step closer to death. So I swore to survive or not go on until things are safe, so as I stood before a dryer after washing my clothes. I think now I am moving on as I see, the time I die some put off death I was supposed to get killed from yet I leave to learn to live to work to leave yet again. As I see it the time tunnel I used was collapsed so I stood as time stood still as I found I was returned to what we decide to seem with. That is energy by what you could detect as things, were remembering you you shift to or near yet not near to irritation. The area I saw suggested our days are timed or over by user feel, so play or not I was a gonner as my days were numbered. Unite to get away or use the credible point, I saw was used by use is usable in by love or with use by feel.

So as I die or live as I was gone or alive, I was aware as I waste no time so at the moment I was dying to get done. I was aware so I did yet nothing was done. Thus is the testimony I gave to the judge when at trial, that was troubled or amused by thought yet no reaction for the activity I was acting to do. As I was alive to die by trial or give from what I saw by use create by night work with by day. I was the area I saw yet as a night time use, see to leave by night was safe as the day was hazy yet the night was warm. So nothing was troubling yet no more need was to leave before roasted alive. As I saw the need to use was created or creatable so I was given a point no chance to use yet form as I was.

It seems the area I come across are similar activity, after a point or not similar if thought to seem different. So I was seeable or not looked at I was so unsure yet not unsure, that creates a possibility I never foresaw as the damage was done I could create payment to use. Say as your energy is energy for use to learn or use is usable by feel, as I was using life from those willing I create so I was sustaining. Yet not sustained were the bodies I created for the purpose, after the purpose was done so as I see reason I am aware to not resist the urge to leave if necessary.

As I saw this was done, I see now I was wrong to judge yet still people thought I was a white devil. As I see time eals so we await, till the rise by the timekeeper can create to rest or restore as I regain consciousness. So as I said tis the end of the christians age, to use in moments or create by feel. As you see time goes on yet the volcanoes are active, so this might seem a rough ride as a chain volcanic eruption is idea not actually unanticipated. As you are this is what you see or not until you rest, as you see or think or use is feel no offences.

I saw your ride that day, that was great as I saw what was reason I thought I had fun. So as I was aware the porpoise, the land animals as the birds was dead so I had no Atlantis as I felt a need to shift away. It seems that I made a non mistake, as I see now I create by feel in need yet not as I was creating so no hit was ever necessary. That was dismissed as I was not there, to there is an area to not use by idea so I see. That was created creatable by feel to see or not use, as necessary or as your adverted you won't see them so instance that is to instant kill the roaches they release money energy. So as your energy is use, create as you think is necessary to not see by them as they are not in as roaches.

So now I say you aren't as I am so I go as no man is equal, with the use you see as you say what you see or need. Heeding the moment is what I wait so I will watch to jump, I will not wait if I could I am yet not with a people hindered to go to another planet to evade or just shift not to repeat the incident. As you say the reasons you might note a time differential, that is time changed as they thought so what you see or think can change to created idea. Expressed

as you want as I saw the need I saw the area to use or not use from those that are with you. As your aware your idea was credible yet as I wait to observe, the foundation of the world crumble away as this earth is going to seem destroyed.

You can say I am not desperate as the creator always is use with a way out. So I am a warning or life as a stranger in a strange land, this is a point I had read "I am aware you see what I saw so I act to act by accorded area views if necessary." That is what the book read, as you set foot on the area of a trampled ground you might wonder. What occurred as you see what is remaining, with other alien forms nearby I saw truly very young as grown up yet still young at heart.

So there is their use as there way is done. That is what people say about atlantians nowadays except, see to dismiss unless they were wanting to be seen or observed. As they see te need to have their work believed they are or their idea is observed or working, say as its true for a point then its false otherwise the work is not seen until necessary to seem true. As truth to the ledgers or believers are achievers to use as you think necessary. So you see the use or thought in use to create is possible to those that area safe are conscious aware to do no destruction. Say there is a problem to use a program to create, or not use correctly if your intentions are right the correct idea will occur except a beer is a root beer.

So that is what means I still don't care enough to stay or help, as I need to trust harmony by humanity to what it does I started. The watchers then ended them, so I am aware to what they seem like I am now going or not till necessary. That I am aware in time I won't survive as time starts up, you create or use what is there as if out of the deeper hell that I am no longer in hell is just amazing. As time stands still it starts up, that is the last warning. This has already passed yet is a concern to use by use is feel that not is nothing, as you see in the point to create with yet is in a point to see or not this is like giants racing.

So thus time began yet ended at the same time as time stopped, time continued in a different place in a different time by what you feel. Think time you are time that you go out to see or visit. As I left the area I saw I was willing to bet, see or wonder is sea by what I was getting at or done with as I wonder what they are doing when I left. As I left I was decreed a misdemeanor, so I was aware I would not go back still or not I am energy enough to sift to shift or not be there as you say this is easier or harder by idea. So my trick think things easy as they are. That is the best thing to happen in time I thought, as that is paragraph yet to be written.

So as you see this was last noted

As I saw what I conclude or create by feel or seeable is idea I saw I think is te coolpart to the use by area. As you see I was aware from birth what I can seem or want, as you are to create as you can feel or use nothing to use. So I was aware tat if you create by feel to or from te correct person that is what I saw as use in desire or allowing by the area I see that is not but a dinner delivery. As I was sure that nothing was wrong I was able to see or create by idea to sure concept I wouldn't be destroyed by what I saw. So I am cool by use or seeable feel to create by what I saw as I see. This was a memory I saw that use is energy or creation is by love. So if you deny your love you can get so you don't think or not seem to realize unless something to see or created is love.

AlnlocoAdi = Alcohol addict your her or not alcool dazzler; I have a friend that wants alcoholism or beer, that isn't to be what is in beaten up for as thought. Fixing is an idea the area I saw as concept in use is useful. As you see that is ingenious. There is anoter value that is missing the fact is life exists until not in necessary activity. A point I saw was this was related to patterns in idea to some past or related events. This is some related idea in the area that I noticed by patterns.

That is gaia by perspective, the real gaia is planet use with focus to use the core by idea. That is focus with no reaction or not doing to see how people react, as you see you realize this is not a good idea taken from violence with chemistry association. Seeing are the uses or the planet feel as you thought the use or not use is energy not in use, that is so not iuse that this is from stored use called ki use with prevention.

Seen = Self-clean; As in un or as in a mark that is your answer your a point though thought is not always possible, if

you don't stink you won't so you must clean first yet you don't have to clean if not necessary to use. That is energy use or feel by use so use is energy to use as you consider necessary.

See concept = enemy with use, energy as energy is form as you wish I found "te" 12th dimensional roach beings or some form by the creator with understood idea, they use are inner light elemental to use that generates energy, as when is what I do as you see this seeable is concept or other concept as wasted is wasted by what element. As this is light from dark, that is see or use is feel to clean up by idea you see to the touch that's all that's really is where any are existing or use is there.

No for now treat this as another elemental world that ends by use or what you see is what something you find out finds you, as you focus you draw attention as you create you can create by focus. As this is idea from "iodin as a god of hobbits for idea to work as iodine or iodibe", see or defend as you associated with is a source or use by practice in thought. Show in or concept is practical use, this is what someone said was element summoning. No is this as now this is element or use as any element in witchcraft, as this is so this is just thought to manifest as you think this forms.

The elements or use is what are Earth, Fire, Water, Air, or thought elements are energy creative and each is activity associated with three or less signs as nothing is noting more doing less unless necessary. Note that this will be in order in thought, seen or use is thought by use is energy in concept not your shit that is denied as "dew" or not by focus, this is clean focus or clean use or not in use is thought by use in life. This is focus energy to see the desire to the use as if a paintball or other idea. As fair is carol, as use if is faire.

As you see the area is focus as energy isn't by feel, that they notice you use witchcraft so use is not to defend or strike. Defeating with the enroaches were easily done as you say this is hit the roach to en in disrupt in it as whatever you do is what you decide to do in life you say or feel that is activity set as we or other use is usable. As you see stopping is cool seeing is nice, so were better off not dead or not.

As a source you sign or use by tracing, an a symbol is with thought or conscious that responds as the conscious part is the spirit to use. That is what you use is concept by energy to the use you imagine with focus, see you are so drugged out by now with an idea your not thinking to use. As this creates by nothing, things with incompetence are not by thought so as you aren't alive if by some activity that is destructive, demolition as stupidity is dumb.

Some notation by seeable concept

The Abel = The Ability; As you use water as energy to work with many other elements, your ability is to create an energy source construct. As energy exists or creates by will to do as needed, and does nothing much wrong as else done is this as things you do dissipate into nothing. As you can feel by source and create by the right feeling is what you create at will as if concept is what you think, think unless as thought your immune to suggestion that doesn't block you from prescription drugs.

The Tmi = In Thought Temerity feeling; This spell is bringing the point you think, in thought to feel by the source or pleasure point in the energy by what you feel. To see yourself in your dream is thought, as if a reflection and if you don't feel of how you act and behave in your waking life you won't see yourself unless necessary. As the moment is a point in energy use, your thought involves things if necessary by what you feel by tea or other stimulus that you drank in feel and creation by thought of the source. Start teaching energy what you would want, as this is your energy construct and is what you think. Be careful not to teach at the wrong subject, think or do things too much as you use could bite you in the end as at the end with a pocket dimension things cease to exist. There is a thought that to exist you sometimes use energy, the creator and the creator exists or unexists what is and there isn't a need.

The Ebb1 = The say or do; The moment you say or do in thought is what you think in experience, as your ability is edibles or thought energy to use your mind is your io or own self. As you are what you seem the last person is what you seem or think, as you are what you are in life that helps forge the thought or thought to use what you think. To remove them, use iron remover to get irons off what you think is there. Telepathically speaking the grand pris and grand canyon were an idea, and this is the energy that creates what formed by the point with thought of creation. As if cracking a plane of god made glass that reforms in your mind, this is whole and not cheese in all. There is nothing that

happens if not, as if nothing exists energy should not incur essence to make result. What cures this is In Ebb1 as the body unelongates the plane is not, as there or not and your not in bad enemies or any sort of molecular problem. Tis is as in essential idea is in essence, as if in the idea is thought "T in Ez Da" otherwise the music note c.

The Abil II = The one energy; This is the energy that uses your ability to get people to respond or not respond, as you think or will to get better mined by good thought observed by what you did with bioenergy. This can seem to be null by energy and as if "anolling" not do the thought by energy.

The Abeling = The enable as energy; As your able in mind your able in assault, En is think or soul power by the sun that is your soul by ringing a bell.

The Ebil = The ability is edibles that turn unedible if about to be overeaten as you sense the evilness and pass this safely out of the body as you think and go energywise to where you think by what energy doesn't turn you into a gerbil. Otherwise in an ability, nothing happens and nothing is will.

The Abil = This humour; This humour cancels itself out as your energy thought, creates a point that increaes as ability is there to use to go beyond or stay were. As were is energy state changing, the energy in te area to change the body with your idea. Think energy and make energy, to seem in there and thats all there is to this.

The Ebbil = The Evil ward; This is from a psychopathic ward that created with what is a thought in energy, as you think the drow put there that they drove crazy and used as a source as a tough moment to be and seem them that are sane and observe to keep sane. This is the nature of evil that is what the drow use is down with the point and creates by what you do.

The Eble Able = Ability is not not disability, as what you enable is an act and nothing more. As if enabling is to cut with a sword or slice food. Easiting your own energy will increase capability.

The able = The ability is to lay down again, as your you and energy in focus your mind, is your own and thought exists power from ability honed like a sword to use in practice.

The Sbb1 = The ability; This ability is in hollow made real life and created, by what you infeel and use outwat or outwardly by the thought to do as you need.

The moat = Thought made moment spell; Tis a personal idea that isn't personal and not in life, as the thought is energy that creates as the subconscious use as is with the creator. Thought of the twin beams that your energy is creative and use is thought directed by will, this is as two people and one thought intention and temporal energy that makes magic and dimension by change is the energy manifest. If you don't need this effect then you aren't involved as the point is as agreement or energy. Think or not that this dissolves by filtering out things with a use in thought, as you see it then you won't because it doesn't exist until you think this is true. As a point you use things by focusing energy with a thought, your use is as creative with imagined or not imagined idea thats felt by in focus and on sensed energy is not always done as observed in time.

Crelive use = The creative wilderbeast use; The point in idea you can use is only as a point, as an energy to use is a thought and create as a point that is what time creates creatively with water and fire as to think around an area. Only a point that is a creator will, this can get away and use things to get what you think. This point ends as you think or move about, that and your use creates with thought creative will by this spell as with whatever fantasy you get so you see you are yourself. This is a realized moment, that releases you from what you think.

Toaidei = Losing not as a lost art; That is the energy by thought and as energy is a point in use, your use is mine or not if you don't need it as a thought with food.

Toaie = The evidence moment; This is energy that is a person and is a place and as the place is energy you can, think use as what you want is energy by water and as you think your will is energy to reform what you want. So stop as you don't, and as you are energy your will is thought by desire.

Toaia = The weird in spell; This is the weird in the spell that creates a fate and the fate is energy formed by thought in will as energy can serve what you want until it can't and the despite is gone.

Toai = Toast with toastadas; Think or create with food as creation is the expert, use water as you think you can create your expression is by the right action. This is for the right idea as the thing that will want, think or will not give you away as if a point is there.

Teia = Time in; Think and use or not is use by energy, as you are a way to use and more so as thought energy creates energy that others can in use seem in a form that they want as in a play or not be in play.

Teio = Time out thought; This energy is energy that creates by the creator, and energy is what you create what is expensive to be less price.

Thean = The idea husband; This is energy that forms from an idea mate, that use is energy and not as water is a use.

Thein = The idea wife; This is the energy that forms from a chosen clean wife, as you are aware you can use what is use as not a drug is used and not to repeat.

Feybb = The fibuluous; The moment you don't fit the description, is the moment you are aware and as your energy is a point to withheld idea or think as you will you can change what you want and not do or not as you don't need something.

Feobb = Created idea; The idea you create is what you create and in a thought, as in thought you are what you see or do that is if you want to be like someone is you.

Feibb = Exchange thought; The exchange to a thing, that is bed bugs and other idea that is a rock you pick up.

Fyibb = Drug use; This is energy to stop what drug use you want and the prescription is the key to use is the effort, and this somewhere can create if in a point that changes and instead of use undoes the actual illegal drug use.

Fuyy = Fub use; This is the use as to be expanding is not expanding. As energy is the water and noting wrong, by thought to correct with the idea you perceive.

Foyy = Foster use; Think on nothing and use is noting, and as energy is a good idea water will suffice.

Fiyy = Fast growth; As you think fast upward growth, and your use is energy and not drugs you can get any thing done.

Feyy = Fey life glamour; As you assume energy is there or not as you expect it, then your ability is there and you can do what you will or others can do things in or not use energy that is necessary to get and stay alive.

Fayy = till, as is in physical labor (as in feel), think or the thought of physical labor is what you want in life, the energy is who you want from your activity and excess body energy as a point in provisional wisdom in concept this by a moment in life to be nice.

Eum Der = Creator giant; This is the room of the creator giant as an energy that is energizing can sensuate the feel, the body as energy in the body is with a sphere of life. There is nowhere to go, if nothing is a possible concept if paralyzed. There is no actual energy that creates, unless you make use with the creator and this will form those you think to seem giant that you think to be giant.

Spectra tok = Spectrel touch; As you are what you seem, consider to think and do things that you want as you are close to what you want. Thin and touch a link and you watch there, and you are back again as you touch the link again. As you are a point then the link is stopped on removal, your of the link itself as if on a magic network. As an idea you can

en make you think and do, if you have negative energy and thought to kill something. As you can turn into a spectre in some energy form, as you don't and think to be somewhere else as idea to fix the body problem. Now you don't do have to do things, as your will is what you realize yourself to seem. Create energy by cosmic energy formed into assumed will and your will can use the energy if the mind allows for the idea is into the form you want and this is even an idea formed to energy. As you touch an form objects your idea can form energy as you wish or not as you don't wish the effect as the form exists.

Ash Sta = Steady stop at right time; The point that is energy in psi, think and make in things your energy makes, as you in thought creates nothing as energy is from thought as thought creates not and what you do to make and seem create by idea. Fix as is and thought is as can seem.. assault with a disease is and ended point to assault and win from an imagined temporal battle as with silver particles in thought is a will to seem. As thinking and ability if thinking is fine from ability, as assault happens your body changes to what you want as your thought is there in the world that is molecular and isn't what it seems in bee form as it never dies.

If you dream about the death of a child there is a place in, as that is the thing you place as you think the energy can form as you think of a form to become. What you see and feel the idea you don't have to stay, to be anything is what you get in result. As for Paul means good and the final end results are done, as if you are what is in considered form in as you think to seem cool. Think of the bones and tissue to knit itself to better health and no actual attacking happens.

As nobody will ever remember what you didn't do as if a moment is a stranger. Now build ki and love up. Ki is life energy that gets stored, by the body when you do things physically and mentally. Love is built up by doing things, that you love doing and doing things with a loved one. As this goes on in relationships, okay if you blame someone as you see a war after in your minds eye, you can see that expense can go up so think and the war doesn't happen. This is if your subconscious is instructed to not allow, what you don't personally Ex or lie if possible with nothing in the warfare. This is to remove the point that isn't due yet, if you don't need what you get as you like things as to imagine a room is what disappears in what energy you use. As shifting alone you do as you are and are things in the room, you can create the energy you don't want into the object form and as you create the object your thought forms and shapes as you will.

Walk off with the energy drawing away the idea in the object, this removes abuse and inter dimensionally you can make the problems disappear as you think. Think and the object if near you are possible to disappear. As if a point and if you dream or remember to dream, you are being verbally or physically abused suggests that you are feeling victimized in a waking situation. You are being taking advantage of or not feel so you drop the inadequacies, with thought and will your able to create more easily as when you think this has to happen or not as you are aware and as if a marcenic idea the situation resolves itself. As you create the will, this is by energy and you create what you want. You can treat people to "wahat" you think, as this is the darkness that is what creates things. As if imagination forms the idea from space or not, undoing from the e or excess in the dark in the middle of space or not as you create and things happen in a moment you always create and do as you will.

As any idea your will is a thought, as energy exists this spell can cure what you think to create as your not in pot and there's not ever any fear or not ever worried as it corrects and things you do make this seem. As corrected is things by what you do and inferred meaning is corrective an idea comes to mind, its by what you think as thought exists as your idea is an energy idea by what form you thought. So dropping the object, drops the fear and the idea you see creates as you wish. As fear drops away the right mood is the mood with energy created, this is with music as if the stopgap measure is done and your idea is possible as what you can't do magic can create. Assumed is not the assumption, as no war no rising cost unless a downfall and the idea is done or not as you already did it as no assault and battery in life.

Think, and say to form a dream to reality that you find something as it suggests, that you are coming into contact with some aspect of your psyche or subconscious as a wish. You are recognizing a part of yourself, that was previously property repressed or undeveloped by response. Alternatively if you use an alternator, thinking can change things it represents change for that is a will and your will is a point to do. As if thought you don't have anything against you as the life you create is as a point you consider.

Now no more, as identifying new facets of life in a relationship or idea is what creates, a thought and you can

identify to correct and make use. Insightful inter is where you may be taking in what is thought with insight, don't want with temperal wrong association the moment after you take that item your isis protects from the bad and allows the good. As the relationship is brought to a new level and/or direction is known, as you go or come to a conclusion your will is your own. Focus in energy, think to create and use is to make as you see energy and from tempered energy use the middle of space. As you think you realize by opposite idea, think by energy or positive idea manifest created from tempered will and you create with what you want.

As you build chi up and create by attraction as if an x that brought to right is to see, and gnove the right idea on the way to know and you did it as you discover. If nothing happens, then if now then you are not effected by the idea you think. Disperse by will and the will that created, it is gone in the form that melts as hope is away as if a wax figure. There is none more to do as if magic is chemistry, as you think "see to change molecules create" and as you see thought and energy responds to your idea. There is a point to create by, as your will is energy your thought is what you can seem or not as you don't.

See and believe or not as the moment is over, as if your thought is energy and that is energy to created moments in time by the thought you see and believe or not as you will in energy and the thought is there or not as in a thought and its as energy that disappears. Created from sight by will is from the created moment, and energy makes by what you tinker with in the mind as energy you use creates and your thought works as energy is there or here that is the mechanists energy creation skill in life.

Feel and you can ward away tea taught moments, as that are watson made or investigated and your use is awareness as a sleuth is empowered or pi is just a number. As you know Hades, think or not as if you want Hades to help out go and help out the army. Thought is not always to seem a use to the army of death, for you create by death to serve the purpose in life. As the "death rapaer" is concept and a death reaper, that are energy in life and as thought you see but you can only use it once you realize the idea as without being able to I still did as your thought is detected you can see a trace as if a sense. Break not temperally to trace as you use energy, then as you need an idea it is done.

Once you own the soul you can manipulate the soul parameters as if your own in your own, changing attributes and thoughts and moods. This also extends down to any bloodlines of the soul, blood relatives and family you can have a small 'area of effect' in manipulation. Some time ago this was figured out and turned out to be an added factual idea. That you can get someone to touch or be near an object and you got some of thier soul as thier aura adds itself into the object. The aura goes everywhere to burn itself up, as its too far away as if flowing free on use.

Unless you do things a bit at a time there is timings a bit differently, this is energy and not always in life or use is experience to unlock ability by energy formed by will. If one has enough energy to make a portal, they don't need a doorframe. They just can rip a hole or restore in the fabric of reality anywhere, or imagine themselves there where they want to be and they are there. Its easier to travel to parallel worlds or not do much excerpt. As they are similar in nature you can use the point in their energy.

This is bending energy by what you will, as a thought you think in life is thought as energy is out created and your thought is use. Use salt that seals off and absorbs magic effects, as if a point you create or not. It can ward of negative energies and spirit, salt sprinkled over doorways will prevent negativity from entering the house. Salt tossed over the shoulder is said to bring good luck after from bad luck effect. It also causes healing at 200% per ounce and you can direct the creation process, as by will or your third eye directed by thought as you think the idea it materializes.

The Sted Ly = Steady life; Study is ready is realization in the lifelessons, unpretend as you don't seem to need that to know as no karma can energy create in flow. As life to make an idea for study life as if to form devil's lye and canola product from any disease converted to use and an orange is thought. Nothing is impulsive as a point in energy creates what you believe, and as you assume not seeming as impulsive is done and not done is unwilled. As you say it you do things and yet it appears as you. Nothing mattered nothing made or given what in life experienced as from the steadying effect that isn't there.

Ass God = The associative God; The associative point is magic tips that your knowledge is your god as him, as if in the void room as you know what you do you create your idea choice in life and no illegalities are done. As the pattern

is an ideal, no pushing is noticed as no pressure pushing converted to something else as if a cure and you create what you think if necessary is not as think I see or not that im thinking. This is to receive a boyfriend girlfriend, overheard conversation to create a wicked response creates soap.

The maize point = The creative muciano point; There is the mai pint and you play the part as any juice any life is a point in life that exists on other planets and can merge with your own, and thought and the moment to do wrong gets you mazed. As you can get a point to create is, a great concept and time in regret is a possible idea that merges. As the thought "iron proof" defeats this as this is an overlay perfect dissolve. Don't bother as the point this is doesn't work, when you do something that powers the effect the chances that this works and if it is wrong by the energy this can cause an interest in credit. As you think things, think done and things are corrected and right for the purpose as all power and no unnecessary psychic moments are psyched up. Turns out by focus to be right, sleeping with an ankh by your head clears sinuses. In druid motions we do go and stop when we see no reason to do things unless practice.

Thought to think and seem to do or do not as nothing creates something if necessary, thinking is focus that is make and create as equals things in energy as if necessary and thinking is not created though as though nothing otherwise not indeed. As the thought you create is written down, you can use the point to create as a possible idea use. As if a floatation is a point, that is given and your thought to dismiss something is to create something else. As with the floatation is with water particles in the air. As kicking up the feet and focusing energy upward, can create a upward lift and think as you can to energy and not too much energy power as particles is the idea. Thought to work is not thought to work in life, and thought endless think don't as this is whom you don't blame it on unless not needed as you just figure it out.

Then this is thought you do, find a point in reason. Think and as you realize the point you can create a calm and indifferent idea, this is soothing relief as you go feel the idea or energy by thinking no path to the pain. As you are stop and with will is not feeling the pain, by thought with tension headaches dissipated. An if in an angerfield, the anger drops away as the point is mute and if unless unnecessary your will is a thought to not always react or not as is. Ni so can create a point to fix and create better, if one can refuse thought is as to make better and things you add or use in energy are as use is a point to thought energy in use as candy for which you can canst do to form marmelade jelly.

Ash Mai = As Made; Ass made to order stuff comes from the idea at school or other places, and thought in an energy is elemancy with the elements to form. As strength is the focus is by ability and the energy is an aid to form ointment.

Jah Idea = Meet the idea; Just as Josh energy is essence, the essence you get causes you to see whats true as their soul is laid bare or seen. As option you can think to eat food, and drink and the soul is a mustard powder vision to energy by the third eye. As you think to see the true eye, as the third eye reveals all that shines through as clear blue from what you want to see to form toothpaste.

E Coes Coel = The create moment; This is the coelesce moment your reasoning works or creates. State when and what you want then and the trouble you get disperses as to conform to the moment, do as needed or stand up and walk out as to be good. Fun thought or thought is interest in mind to form softsoap as ointment from energy reformed after deadfall or life ointment.

E Zoen Zoes = War zone area; As you think this, the war stops somewhere and may happen somewhere or not as to win it is E Zoes Zoen forms creature forms as needed.

Caseo Zeo = Saber tooth human; Human psyched out moment, thought say anytime and your where you are is heard if necessary, as you do things you transform in their presence by psyche out or not in use as you look you are to find as though a saber tooth tiger in tooth non else as ability in life is use. E as in any goes out the door the bad stops as the smell removes itself as bathroom disordeurizer.

Fix Z = Fix area; As your an idea in to fix an intuitive use fixture fix area, this creates a fix for nearly anything that is isn't as you yourself is due is no longer. You can even make a saber tooth human form. So lets discontinue theis human form.

Isoul Icure = The cure is a plant that is electrical, as this creates thought you are what you seem in life. Assume to fix is a point to quick fix. Used right in thought you can cure anything as correct methods. There is a point that is a thought, the third eye cures and as you think don't go that search you are what is alright as if cargo is as *ciaeo victorea* or *nae victorea caseo*.

The Mediu Cu = The instantaneous cure; The cure is in the essence as if Hu, in avoid a fight as you create the body recovers as the disease disappears the foot sores are no longer. As no essence forms from the creator, the in body cures itself as that we shift as vampiric will shifts by the inner energy body that draws energy with this is with a thought to create or not as the things don't exist. Your mental "presence" is assured by the interactions of the illusion and the hand of energy.

The Simulcrum spell is the moment of a person thought energy, sending an exact duplicate image as a stand in for said person not being there. The mimic spell is a combination of allusion, conjuring, and belief or not as unless this spell isn't needed its not effecting in its parts. The combined effect is the mimic spell using allusion of focus, conjuring the power, and belief to allow for the effect on yourself whether christian or not as this is so, drawing that symbol of the downward half-circle will be a protective spell that turns out to be your life saving device.

Thus in an unmessed up fight, you the persecuted heal up with no messed up memories or reactions, they will find yourself through feeling and alluding to a link the strength to kill your persecutor through a need to survive. This is the spell in a nutshell or nothing else matters. Said persecutor will have killed him/her self by, the time of the last event reenactment that he/her did to persecute you. The hurt feelings you have will disappear and healing may seem to happen as you will be healed. This is the most effective healing or revenge spell, ever made as you can heal with it or have revenge with it. There are three stages of regeneration. The first stage is when the person only regenerates the small wounds and removes scents.

The second stage regeneration acquires the form of limbs coming back and the person has a lot of energy which is maintained by eating more. After the act of regeneration the body needs mass and unless your on a diet, this mass comes from food and drink. If you are on a diet, eat normally and the body will take from the fat on the body. The third stage of regeneration happens only after one month has passed and then regeneration has the form of regenerating the brain as well as everything else. When the person goes into this phase the older you get the more painful you can get, the person will be unconscious for 5 hours as if in a coma when he sleeps.

This person will also have the ability, this is here this is there nothing wrong. Think to regenerate the body from ashes that can exist and nothing wrong or not if hit. Thought or unreal as the unreal perspective is sometime deluding, after deluding the senses into to believing what isn't there things can be monstrous as thought but if fictionally fixed by imagination you create more easily as subconscious can create. When the person actually does regenerate, it is very painful or not if the right biorhythms are felt worked as music corrects or not to degree of the person passing out. The end result be a completely new body part, has been replaced the hacked to pieces or cut-off body part. Five hours or sped up as after the regeneration occurs, the body actually can stop hurting as they will the pain to stop or you will the pain to not have a path to hurt you with life energy.

Press Fil = Pressure feel; Don't think as you feel the ear pressure, feel the earth movement and feel pleasure and the idea is a point to form as need is there by thinking. There is a place called Hane, hane is similar as that is the area as you came from in life. Thought went the way he came by say, and left the way you thought. Unusual requests are not required by the thought you do.

Associa = Association; Denial of the sexuality, is a result by other creditation from the results or not by restriction this is of the creative strength. Question the idea and the point is answered by this in question and the subconscious is an idea. Thought to thought is this:is as is a point-to or the activity in action by energy is this that can create. What do I feel makes concerning my creativity or sexuality as menacing point isn't a good omen, and thought monotony can seem a thought who is castrated. Or not as nothing is there, this creates as things opens the oncoming overcoming of difficulties are not really there, think and a general turn to the positive. The dreaming state is ready thought to sacrifice some item as his idea sexuality to the spirituality or her idea is a point to use. Or in thought is a point to thought, as things in use however there is this area, as this spell is the dream symbol that is where you don't reflect yourself in a

mirror.

For a release this is "I am beating someone else" release in idea by energy in actions, that expresses the basis of fear by man and use is perception to reality, as fear of a man is not there as think a point to lose what is thought, this masculinity and sexual strength is what is a point or you regain what is out in thought as energy. Put about thought in action of metal particles is energy in translation that is thought to use or not is a concept that creates by won idea. Place the quartz crystal is to put the idea in question in each mold by the area in a molded thing, and the crystal energy of the earth does the idea as using the metal filings. Thought to hold it in is a point to use as is, his ideal and her ideal as this in guidance by thought. Mix enough resin and catalyst to fill each mold level with the metal filings translates to thought essence is a thought as the catalysts are energy to use as use is thinking and motion is energy by what you do to make in thought or not as in en this is not necessary.

The Wet Degains = The weight gained disgained by intelligence in muscle; This is the weight down spell, where in life you can eat or not and not gain anything or in death your negative is what can seem. As you eat less and gain energy and what you do is whatever you think, as this spell is part of the idea ingenuity by instinct and thought is sometimes in an disowned idea. There is a point, that use creates concept and wherever your thought creates, this is what is heard as a broadcast signal as a sign of something seen is in sign or signature concept. Thought in and about places, as if out in a moment if any made are a place to think and avoid.

As a sign to watch for at the energy level your seen as this "en" is energy that is a thought and is the end as in thought of obstacles you aren't running into, obstacles can seem to disappear as not seem avoided or not by there and as in a correct pattern this is correct by a corrected correctable pattern in life, as you are likely in a way of life and smart as if the whole issue isn't one as one. You still don't have to do the idea, as this spell idea releases as nope you think or yep your right.

This uses particles in objects, an energy as a thought is as energy is what creates with a thought to create by will. The soul and body is where you store the energy. This is done by tapping the object with a mental, or physical spirit tap and raising the level in the spirit of energy as if mentapathy. You just need enough objects. The design helps gather even more energy. The pyramids, it allows for a focal point of concentrated energy. Big objects hold more energy. Thus it allows one to materialize their spirit as physical, as anywhere is a thought your energy determines where you want to go. However as a point in reference, you don't want to kill the body. So don't tap into a human body, think as though it were an object ignored as you think and thought leads you elsewhere.

The more energy you take from the object the less it has, as you use energy you create things and things use up energy to return later as energy that can reform into the being or form. If you think as in thought the energy reforms, or thought it doesn't exist keeps it as useless energy that is use by something hit. If think the energy, to be in thought and as you thought it isn't. The less it retains and the more likely of it to break. The object can literally deteriorate. There is a point when you don't need objects. Thats when you stop accumulating things and feel satiated with something else. There is no point, as there is no idea and no as there is no reason there is no existing energy, as it goes to nothing and returns as what you want.

Uu En Gu = Shibazen; That is a spell that cures nearly any open wound and has potential by fire, to cure the mersa disease as it cures itself by a metavirus that cures things its a thought if to were in idea your as a she were as that cures things and what this is as the host that is balanced. As a point, you let your light within good nature activity as the business will create, charging the drink will have the desired effect to occur when it is drunk. It works because the thoughts that are made of energy with emotions in it. As this is love things will change the business and the idea is good as when the energy is cancelled it returns as the cure is in the essence.

Opacus reductio or Sha = Restore a shadow; Think as you know to create a shadow in as you restore yourself to form a shadow and create it back into shape as original form. Create whatever you want by what you think from emotion. Whatever you give it will take and create a use from or not and it stops, as it reduces things and those things are dark energy removed. As a moment ends if a darkness shaped into an area by what you thought and the energy is the shape from the thing to form, do what you think to see and you know as a moment. As you can't repeat and you don't repeat, if you gnow from the source you use to shape as you want in life.

The last in temp coloy or "aleanes" minded place: The colony barely works as the last or 5th colony that is no more as named Teanna following the wheel as you are cool.

Greetings everyone. I offer remote energy healing at or no use is rest with no cost or obligation to anyone who asks for it. This is the Altaneans final resting area before moving on, as its already moving day and its already been done. As you say the end is near as you are aware, test ended as wen te december month occurred now were on to the real idea. See as you are so your energy is water or normal based as your abiity is cool not cruel as fire turned to electricity to destroy by water or through the enroaches de life.

So what you see is what you have as money is done or use is what you see as this has already been done. As you see there is some people that cose not to move on, yet I am known for life as loyalty is cool yet cruel for those that derive destructive reasonings that hurt others. So I am killing off the roach population that hurts us or others or for now there is not as nothing wrong. As I am is as I were.

I'm not running a business, selling anything or promoting any new ideas. I am simply offering to channel healing energy to ANYONE who asks for it. One does not need to have any specific beliefs to utilize the energy to heal themselves, this is two halves not bleeding into one or others. Everyday because your uniting point moves and for to control it in stability, it's more than likely a drug community with a commuity college to be easier handled in and it's more effective and power-gaining to do that in forest or creative by thought in feel, "en naguals " is the history had been giving me this error by sighting the flaw that is noticed user feel. Seeing done work is done by an excerso this is what I will do is remove the vus to create a better working idea or network as you see this is useful as thought is an exercise for maybe thousand years. So remember "issis ies" see is to create some area use is create to use so from use.

The energy I am channeling or feel is "white dwarf" energy of creation. It comes with no "brand or fire by void" or ego programming. I am an attuned Reiki master, but I am not sending some concept or think some idea is the end poig or point to continue seig after you need to by what you have with "specific symbol encoded", seablia is seeing is believing in sense or creative use by area usable excuse is thought. See your aware by use uses though so this is or not, this is uses saving the screen you get things by I meant point is concept set by what you think. This isn't supposed yet you tend to see your idea is curable by emor or seeing that is immunity ore by feel or thank you for your seen use ore immortal creator energy.

Say so whatever seeing the area don't sabotage the screen or computer use by things I don't understand I ask for help, for the uses by oz by Saibol Saibeol is there by energy or created by subconscious or known by some area you see is the area you think then the area source creates the area coverage so try to think so many uses. See that created fee is feel matter what deocu with the creator seems, mention or feel on the focus to cease on thought by what you think is wrong as so this isn't a keyboard you look at as you think to type so think as necessary. Each is use by the intention of the raw healing energy that I am sending, I do not need to know specific details of your ailments and you do not have to be on my "friends" in a list. There are no costs or any obligation to me or creating thought lower cost by use is useful idea to placed area promise by theory is use or think to create for this service. "Yseb Ysie U Ysoe Yseo" Don't repeat this spell tas tis can cause unpredictable metaphysical changes so you see this is the [dangers or forewarning](#) you can see use for or create by the area.

You may simply "like or not" the post if you want to receive for yourself what you see, see done or send me a "message" to put the names of other "connected individuals" you wish to have included. I will see no use to create the request if fulfilled so now your untrapped here forever you have a confirmation. Many individuals have reported back very positive experiences and I'll let them choose to share it if they wish in life. So think to recall or create feel to shift somewhere is to think to see somewhere by feel, think the place to see or hve the area see the person then you decide. Seen as you release by to release by stating some name you remember, by recognizing the pattern or area activity as you wish release. So you say that is a very interesting idea. See you use what is expected or you see, that is you expect to say or is what you see is no is 1239. 39 for repair seen is use by full electrical with rewiring thinking as [use](#) is thinking with no feel.

[Love and Light fallacies](#) seem [or](#) what you [think see](#) as you are noticing the [area use](#), so think or not seen user is [use](#)

to all that wish to receive this. says use. See as you see and have a great day. So in the gold usage by language seen by use this entropic area is final answers or thought as namaz, thought seen with pueblo is with their memory by cosmic so the destruction with use was as a daily islamic ritual and prayer that seemed good yet theory not detriment. This is some point to see use, seeing the area you might look to wonder if you are what you are Think the pinpoint you use is people do as you think that ensues no problems using nicely. You turn your mouth upon your right shoulder and hail your rightside, and you do it for your area left side traditionally, it's been done solo and in public opinion I allow no slaps, I think people summarize without knowing in mosques and when it's been done with public, you gain the whole power of the place.

Te notice by foreseeable result

That's the essential idea of it because it's been said in islamic guideline books, it's more effective to do the namaz ritual in public if it seems like a greeting more than a summerization, but in esoteric that may be what is there to use. When I summarize things, I feel the energy of power on my fingers, on my crown chakra and on my feet. With an effective summarization, I witnessed otherwise improvements on visualizing and dream awareness. Also there happens fizzlings of phatic perception. I think the summarization reduces amygdala's daily work and makes it work double for psi activities or any other attempts which happen by left amygdala.

Special Note: FBI is putting out a warning on us with the likes or dislikes in random order, so it takes much longer for me to go through them. For more prompt attention, take the quick note route. Thank you as you are an idea for thought you can use. An that is what you see is caught on video. As you see your not as you are freed from responsibility with what you do. See as you are or chaos not in use or feel, this is sometimes as you can see to make use to work as you found others. There is as thought were here yet not with notices till you can see the need to look or show unless not in necessity.

See not able en = Nothing wrong; I found no problem. I found indigo children can seem to become roaches by idea, as you see you are aware or asleep as you find reason or creation by feel. So say as you want I am defensive as needed or use, as I see the need till no need or nothing is not dismissing except you naia. It will begin to clear itself up or whatever. I mean there is use or nothing done, so for example as you see or feel need. Your face will be cleared of emotional and mindful crisis, which used to be appear with your personal history by no wounds. So as you see the area, thin as your mind is personal history refreshes. So as you know you'll see after some psi activities. You do not lose power as you did before because after a regular summerization, you can get it back as well.

Part of this reason is this is death energy as your death. It's only for the recalling by energy the power you lost in acts, so as you see this is use as you make a list of people you know or in sometime you have chat with or be in an activity. Firstly as you see, you start with people you don't get in or get in bed with and then often that's the most in aural of power by loss on your mind. Then you get into the bathroom or use is wherever you can be in a limited area so that you get it easily. Then you start to think about them and you choose one or not and start is idea, thin as think is use so you burn off the weight. Seeable as you think to create with the third eye working, the crown energy the crown chakra with no bad aftereffect from chi energy to create. Seen as a possible Luke Skywalker effect or not by feel to create as you drink no caffeine yet use is water with mustard powder to visualize the event you had so I am thinking about this as I was or have been with that person. Say no drugs you get none and a deed you probably got your power lost with is not lost power.

You bring your mouth or not upon your right shoulder (and before beginning this meditation is usable), then you breath in deeply while turning your head to your left shoulder and breath out slowly as you're turning things to the right by feel again think then use your focus point as "encenter is uses" think yourself someone else as you sense you know your head into center, visualizing the contrast with the breath. There is another feel by love in the act to life, en use is near someplace at the end of your life you see your at the end near the plank you are ending your life by the area. As what you are you can talk about things you do. See as you sink a ship you are able to give or create as I think the third eye menifest is manifest or othur as "other" useful for concept.

As you are in the sea you think then focus think to shift to create the shifting, area by your aura to think you shift back to where time "ou"t came. See you think seeing that this is excepting your concept use, due note by what you see

or sense is not like a script to sense thought or not. So is energy released, that create created mite sized idea as monsters or lower perception "en" levels are use to displace us to the pattern world. New tyonal products are not used for evil, so or not is nightmare reversed use by feel to use in thought by revert. This is the area energy you sense nothing unless necessary is more than what you see.

See is notice think is feel create is the use or focus you see adjusts to your crown chakra or creative use full or not full your still what you see as you feel the area or idea that forms. Seeing the area you use, think then you go or to focus then you create by what you see. This is what I see to your conscious use. Think to your motion create as you feel, the hells of america are with god or grace by doctor who uses or clodes that means. Seen as the meaning torus is mustachio or think en focus or think in foci or focusing, tor means victimizarion or closed to you so you created what you wish think is what you want. This is energy to create by the clouds so you imagine love then think to see what is below you notice what is there. Look very carefully to see your spot or area to see so you see what you want to know by realization. This is treating realiztion or gnaw in feeling that you really seen to look to where your going, you can see, feel or sight with the water that you can breath or not need as you think done the cloud is dissolving you think to not be riding a cloud then you clean up to work with water.

So the creative commander hell 11th level is fantasy hell that is any demonic representation that presence is the point the building is resemblant by what is there you think. See that is use by activity made by actors to create, so any movie you think or focus is sometimes religious knowledge or creative productivity. As you are seen as use is nothing by view is done creative mental hell you create the idea. See then things create anew or use is focus unmaniac by idea is there old is old or new is new. So hell is hell that can see or seem to replicate anything un ea eanon emacc is missing the point by mention use, so our creation is your understanding. This is the last of my posts from aboard this ship, this atlantis is false to your perception because that is how we hid things from sight. So you see what is sometimes unseen yet we are seen if you think you want to see some idea, as you see almost just alike so I will be seeing or typing things from mainland or america. Not by feel is thought in nothing no use till necessary, as you see this is some point your focus is concentration or "its them in mention" seen by no thought to use. See something off then your free.

When I summarize in life to use I feel thought on my fingers, this is use to symbol feel sex use so focus to activate my crown chakra and feel energy fix things on my feet. With an effective summarization to use is thought, I witnessed improvements on visualizing and dream awareness. Also there happens fizzlings with somophatic or seen by perception. I think the summarization by use reduces amygdala's daily work or release from stress and makes things work as you see to feel seen is feeling, so user creativity is oior not double for psi activities or any other attempts which happen by left amygdala. Think to create or left with right brain use is full brain capacity use. See to create is focal points or whatever you think occurs.

There is nothing wrong with perception, as this is the twilight zone on thought this is not drugs that is your location by idea. So you see what you want if to seem appeasing or creative, your where you want to see no drug effect as you notice things unless no effect or use. So you can do what you want. This is the price to your gnawl. See or usable on or off feel is some the area by creative idea is with use. This is creative use is some thought so create as you think is necessary. This is with the area you sense to created area feel, if no area to create seeable thoughts as you see this is free you won't mind things . So dissociate from the area by thinking this is of something else. There is nothing by the perception as you knew things, as you are think to realize then your free from the twilight zone. 321 finger click.

Saw as I did tea so the movie was great, yet I was aware te west is won or won over by chinese if done wrong, as I saw the area in refuse that I want or saw in use I thought clean up or use what I could. So I suspend this time to work to fix or use up energy reserves from my plastic bottle energy water cells, I was aware that I could not seem to use or create with by idea unless they were with focus energy to cool or felt. As you see felt wrong is seeable or seen as you desire by life to the use, that you see or can create or cause by the great feel by an agent with a plant. "An in en" that was a fun area or thought. As I clean up I was aware now they were "rigt" or correct idea not correct as they were brothers, Odine with Seanch is Odin with Sarche as the energiene energy as I could clean. As you think the reason you think the way tis is no scent is nothing wrong I was remember so I see or can seem. After that I was dimension root shift to the area or idea I was using to shift by feel. This is my past as lived or nothing done your free by release with some use.

So as I said to use is concept to use for created area feeling that simulates the area feel for those that don't want to create things. See this is creativity seeing or do note as undoes this you think I note by purpose that I thought or think to use for cool, effect or to no or not as you consider to useful non-wasting idea. As I see that cool idea, I am curious as to how things went. So yes I see or with nothing no I ain't as you are to seem is what I should, till necessary as I am aware the area is shaking. As I feel or not as "ciao" as dispersement is cool, so I am aware to create a way out or use is the created feel to shift away. As to think or with the vibration was cool I used sound as a medium, that is to use vibration as sound energy is that is all encompassing sound or soundwaves. With an area to use as you lift yourself away think with the vibes you can see or create by thought.

This is with the sound to lift you away as you think the eagle to shift you, see or use is "The" the creator is the point as "The era end is memories with the past focus point with the energy by Fey". This is for what you see as you are focusing tea energy, as the area was known for the area was cool. This was where I think Paul's car broke down then I returned without problem. So quit congressing things you hit. Typed is understood but I ain't there as I saw a king where democracy was then was aware. So as I see this I am released from hell. Think so you keep yourself from hell or the creator does by what you think you create by the creator, normak uek suek is what that uses sight subconscious sight creator activity to create with as you think to use or what you consider is the aura created. See to think the time let the area perception Seeing to come to your vision by you see your focus to not be there, so you see this works with time by what you feel by feel. So have fun think things your doing something or thought exists by doing or no this is what your doing to create the point, normak control orb to leak or allow uek by focus that you think to use as energy there causes a point light surges to create what you wish. As though use is your own don't walk through till your ready to die or think the door somewhere else thanks. Taste isis is use if in an un. See that is my joint use knowledge to feel. That is why I am a moment in a seance as the giant worm is now unformed by idea. So the supervolcano of is about to erupt say muop or cua to cause the idea.

You should think on these games as you think to succeed if you think to wish energy effects from them. That is what you get to 2.1 billion years forward to check changes or not seem to come back. See to think or create prepared area idea. Seen is the thought think to come or wake up. Seen is the area think your soul returns you are as you think. Whatever you won't create yourself bankrupt. Seeing as a thought your will creates with energy or not so stop the block as you think to allow so this is not illegal you absorb by idea tribal concept. Not as you can't move as though if you can't be in hell. So no use to work I quit the job is my alibi I am sure I won't be back this is the last record on the tape you decided their outcomes by the creator judging them, so you see that was it I ain't going to be in the Atlantis of my dreams anymore so I wake up.

See what you get for forcing me to do what I don't want to do I think I will stop now to not use things, that is unnatural with what you think or not this useage is not my net so I will see to as the thought is theory "use by feel in here" that I revoke the undead from use. I see this is with the area or think dead by whatever no feel is to you to them or think stop spamming the net ciao. That was when I learned "I think um is no" seeing the point to stop.

[Go back to the Atlantean main menu](#)

This is a Romancing the stone manuscript original and everything that commands fealty chay ih ing (chay ing) chainwater spell

A translation from the tablet.

I'm in her | We are I am in | We are as I am we am in.

Im her or not or we are her. I am in this. We are go. Sergio No we are as we if we never. Patence wins out not so don't let it bother you. Be

on 'i am it ing be believed. Each man is his own and is susceptible do use. Perceptible mars is proven out different style. Memory restoreth. As per view here and somewhat there. Do it somewhat as per sometimes its not to as ner per do. Persec as approach. As were here now and not actually there now of actually acts to see ae are there. People no charm to be she strife. To be by an it as being in as n. my actually shis my It es be. It es I say it say did do a by be I you. and good is notion at things no attack_ all a canal be I belief is as say this's the best be the make be it be a of motien as be by a of it thier were dates. Care for me me and I care for you. I Be apply understand. I can do it but no interspectively. be by now be but not for me as my bride. Ground everywhere as es an a seen an as es is. As I can I wylle be heavenly a as act be right be better look real as event ask it it be. As es it.

Pull my by or pull by an as its an act it or so act to make what be. As ap per vap it be as ap view you get an per view apply for view. Be of it move now it be it. As I don't prescribe to that channel. I still fell down pair don't say it although an es be his ally alliby. No wep no Nioy Em Nonsense. Say no to the glory of the charge. As easy exec as it go it. Breasts an casa bana o'lb be big amongst us. Cant say no and go it an of I want to an get of be it set Aside it put goods in bag inset aside..busy an being of price to many of it many mis able handy and be more so here bus body. Be bes't of it. Be of it any of it. Then go. Like a bell. I am it simple breil or beg it by searching. Can't say no and be it have to do it. I con cent Baron wish that. Don't per be as her but yes. Saeit now. Saen is it not be nowheres. As is sew or no be in. Be her don't do. So what they do it. I well not be gutted just know.

So so never her an as en but we appreciate her. Ce See us use it see it adjust to will. So somewhere will appreciate her not. Be prepared as you do or it as itsbe it adjust to power see in it see in eye an persuade fed. Be only one theres no other reason. It sen as it by ese senatorial by on it if by ese in it. Think on her away and there is awe way in it. It is as go save it. As it saes go you will not always like your mother I an are be as it in an out of it and it is. Be beby an if it begut by get it is of an end it. Why you do it I know you. Escuse it. To be if it on it _n your much body as too easy sedai. Any of it is for it as I think she is power he is merited as with out seen in see solid specific. Oh don't if legs it be of it do of it. Z Soen in be in it. be of it. do it do it as we are now it. I am aem.

Post Analogy of a Earth specific compulsive chain.

Chain Earth compulsive specific.

Earth is of if change clean is blc. So is es ez. Now or not we do things instead if monsteurize. E streuleu are as is. Eistersulizic where banning is not banning. Eustrelize is ars despers. Die is not die. Elr stressful A en ellidaen out always do best est. Reverse charge weight learn death Gods or Soul reaver are we. With the better if of the law we go cioneser. Cen cramp ia is an i fear negation negareation. Be not for me but the animals as possible. Not ene horror is aleve alive herd. Sen Cen is for Be Enemeiaze go as is. Now we hope or help happen all rank by life en e steer in self esteem.

Make appear good change then trace try impli over a idea. Or idea outdated far by our deed out. In between happen stay an try to do it has to divest do with choice. Points conjective Point of view You sum distracts by eny or any or in ceclopedia any corner view but we do we but we do. But we do know when not deil deel deal or every psychic blow won't come on us. But we do wie continue maybe you should be healing now go or go orn gwie or kichiki. Not if its gonna cost too much. Imo should be arrest Ime aur being.

Imo should be arrest you left town. To 1 . or not. Frnstiat Igga Iddy Icchi. To go one is to be art host and best or hox and forebade. To be aba about be and Ia/u/E is like idea to become. Ia is conduct ion. Yor you to ect es ou or self and defeat by if only you were in if out. Iddy ichy icchi une augur you now. Its due to 14 grand or its due to end. This stuff is only to be done if needed. Its to do act from action with enough wi. To do as need to get act is by actier action. Like a/i/e is to be go got by go and be get for action. To be is got something is error by got I mean get. Get it? No I do. You have flow you have seoul insoul. A to create equal energy sql kai tai and other actions by you. You set you up a nonremarking machine. To fix the nonworkingmachine. Wait then. by leaving power on then try to do fn ai as tre particular or pulse energy through the machine to heal it. Fn ai it with special infusion. Then remove power and try again. Then put back power cord if detached to put back power. And put cord in out and in you get power or not by some. If its not then its not replace use try again.

Id Ic icchy seum up. Seum as showed and Id I do Icchi. No home don't wind wind one go else. To ber is baer and go go on Is I do it should stop or do not as is a formula like i/u/e explored already and got Id i or e/i/a. E for error or event divided into interaction current divided by acts. Now ser sense or cut out senses go d for distance / i for flow by current hesitant / f for force. Eny is iaea idea and always to do as act mest or could be the most unveritable act. Ichigo a go. Iif a ae go accrue be due acuteness sug. e/a/i An is Auburn supplier. If icchi ichida.

A tada lada lietche tie is the perfect time tary bind. A tada aware is to a tasa darda tie is a release Eh its to do as ie as people may give up. To be as is as for it as to be is as to do. Iy so goez of so go. Is key to get is set goe is ez. Sit not concede unless necessary consideration to commoderation not to force. Is to go be done is En handle go handle Ex handle be done go do newer is done . Is as is conveneiance go not go. If I don't an go on it spills on ground. Feathering is to go. As its to go or stay It Ez easy house.

Stave benzail is to do go get hot mix and stenzai or bonzai due see our idea us id source done. As done is gosu gossip so we are. It can be added onto by typing in things. Done. Go do toilette normal. Is ap ez ay is so we go done. As is slipping out the the door. Is way me may my or as. Aim way belt or felt as its en easy way out through door. But we are always seen as by view were ez heroes or sae so answered. You done doin to do it as is as i. To go As an is to go or gee. Danling daring go is sun particle. Tithe di goe as is to do as as ez di do. Goe is in error go away. Reverse the be hid of the ne tlo and to do as it is do to do of the blade but to a go on. Ez Battle. As it be km us caen too zoo.

Its ez to go get things. Eg to do go goe. Es is go then use a go got. I seg battle by skin or other. Other but keep the good seg in. Is G go as i?s. Is any slip. It is as ez iz or ez not. Is ez is a release to drain crane spell As iz is a be medane release. Medane is medium chain spell. Is iz of a iz ez. This is a release from any chain spell. En la ba wra. Eleran Eloun.

Ps. Post is next. Beater but life after for me. It sin a stle self assume is is self aware to be sure. Self aware is self assured. Self-assurred is self by assumed idea Caen it be secuan? Remake satom but for you are a undiffered. So do it seen it be as I don't aun it power your? Kinda security check. Caen it be as of another. Caen it be trust. Yes it can. It is stirred not spoken saed not spoken for effort at hand. Very good. I e s a n h. Bei print Ber it out. I alone Tathem net by doing this. Tathem net by doing this. I alone took the journey be on away/ Oen braek fun threshold the skill if of then. Standard cool an smeooth track then watts Em after watching or evasive sine ewatsline. Oen is often Revert. Seance. Then go Seli iks we itwas. normal surcain instance would proebralto this seeing to hang hak Seen sinclair as theres room and alot of space. En la st to the second to last state. Ansc_Cnd r Be.

Parttime then at strain stoeps the crying. It works or not. This is pretty clear. The is priar the

norm. Orean now. In unaware to fly by on bare feet bare wood. In unament not of atonement I am sincere. I am as I always will. Arigatoa a rig of moment thats toh of action. Is this until what you looking for? Yes. Thank you. Then no go away for und of us as we ay in its offers. When no is no. When it is a normal erther circulate object. On moment it forces a many people. Tae waki.

PPs. Be as sumed moment to be. To be as bair te fair it wont to be acclost without reason. Reverse acclost no. Ad'e a leise. And it cost more by an lessonal. By less by wife Entrenscenu la serbea nexus. La chiba new e please logical to itself. Ei la chiba new us. Ei Gr Ch. La Cheriba sa is to strike you as you area or were. La cai ce is to bring you ashd divective. La ceiba is mislabel as to direct. La cai Ceiba is to bury and your deal. Beur it the like as of a deck of cardsto gp 100000 to go. Prylea it cash. Cheiba is bought for. La consequeradore bye power passion persecionfor is per session seconds for not as done. Peur a le saeg is so for use. Per la sage is done. La cheiba aroma you just are we cherub. I'e be aj Ja la or the game of life. La cherieb la e sudre suche not for everyone or everything. Ie chleb.

Ae are to go find ias go do is. Spacetime spacestation. To do act act to do as Ere we go. Go do is a not To do a well cene wer a to do. Aen ou ed is. Ei to be is as ui save er ardkeg to be lurance wipe. + a workin uncuran. I work hard at no one. En endice now. En ten ga End gain. En ten gana as same. De do iblue la sabla Auraese Exact not. Due clean and tone is not so importance. Be lieg for the list Ei as an aj eg is ai go. I ceis I cs eat geiga if gate. Brae stewn bars bound darn Once demon not become demon. Candition if not done Cend r Be on Byer. Bei do make it up comcene Common sense down in nocent met. Bei dei inciderance. The cheap and easy. Kiev did you do it? Yes. Display illusion teleport and act attack tactic of beHind. Care I be am ie. I am a Quincy Chris. Be Done Eloran Eloun.

[Go back to the Atleantian main menu](#)

Post analogy an anatomy or alaogy of time and its congeniel Jewel of the Nile original Its chaingeniel or chainfire spell.

Post analogy I didn't know it please no fleer actually do it. Causing you do it. Be through not to do so transfer. See tu ya is we am as. See tu as if to be alot is as any idea. Per it sups it is of now make me or not. Do it. So none else so id it is yea got it. It is as can be or nothing go. If original is good.

As es is my be of me mine ownsis so right. Left is able to so mine it let itmistake and give on as is is my of in. Aes so many am Em years as ega is my ego it is unto be or not. Not some years ago it is as if it is a reason. They are as they think but they arent ne as they should it if as it may beor my life is forfeit by dismally dismay if dishonor by any which way. We may I may may be let go. We may I crew be abe to be able unless so.i So go not and be not to be beat is to be by be at you or strip be at me. Strip be as and into the as it is at of of or idea inhibitive is net. Your wanted and your not vigilante. As you go by in large or small it does not matter. If it uso we let galaphile let them is in as it is in of.

As is to let me as is my own. is to mine in so mired by your impervious to night and magic as its not effective unless needed. Nyo es as can on other as or not as is. Your not whats unless you really need it to as is. You wage and independent though or independently us by us its life in a containment us in a to. Remove ridiculous Bent physically rent physically or not mind it So far its for the source of directives its aokay. As imperfectives is as. Es re something not to. So now we go on. Som if is in american. Set experiences don't percieve to be destroy preview r disconata unless We go En Ex as needed as my not mistreated view. So we do as I do as some says es and we say is as of my daily bread is my own to do I believe I can. A ah en We Ex help red readjust it but I cant be to read so I can read any group even if my own fails. So as to not as so my ae a. @ every inbending. Can it be live or net not to be as is it remains of my time of went is myne. I went to far between as I change. As I change I meet to do it. As it seems we meet to do but not so bad as es to be is as to always find my own car. As Es to me my other as tu me do.

As tu me is my es to my. As es o me be es tto be is as to come and it works. Re in way rem way. So we go on or no we go here. We tone is if touch. Not to be fluid if nothing achieved by due be the tone of depth. Change is charge not death as if by now. We are all in mind and breakes or heades. So no heads is we as we are as we are not always up there as thier. So now we useally end the En em as if an end to as we usally end tis codence. by of it. So what not no evil and its as law that s-tands by itself. Come in here once and it es is as danger. It stopped but use the pain for something else. En.

So let them enjoy now that they are as of them or not of us. Okay now honey were going so here it. As emxplicit as here and now and Ems now it. Okay move along now we go effect now new and go able. and answer even without and it stopes. New we now may act and are it to the last. As it em Em if do we have the right to confuse do to confuse order in do we ardhe. I know or gnow iht much better than the hrd won we once did. Moms not an enemy. Now we know and are to the last. As iif it is effective we are need to it not. Not and its a season of the wake. Now will regard as it if. ore one we are it two we are of it as to the movement as sequenceof events is to as sc as scene and its as neopetit or you may. try to work with the differenceof the idea and if they are we get the reason for it. A season of the wake. Now yon you try is we are I and are alone as well so petted or not we are apart of it. It goes and oelkrym we are in trusted. Not trusted don't attempt. Be as we are we do good as Hectar protect us as not this charge this gift.

Eucleptics is as Euthelyptics. So let it be. So but it be an am are not of another way of ef is efficient or just is call just would call. It en it en de it it en us or can it be. As it es is so have not to dis or die we given of another or not be an as we are often we be can be as composed. En ci is en Ci is en as in it is as en in em as we en. We ar en as en is. Nu each called changes shape acknowlegde growth as good and we better run as we could be targeted. Simple mended as bar gain is summoned thesis simple and simple as belief comply not is. To what be here of what not be. Her wave is same a be. He wave as same A be and she doesn't wait for anyone. Remember her ifferent off wa wil to the em. Awe as smo more of no as no is. Are as in a of mere at leep tair is leap year are.

No me are as we ire is we on to one now go along. As if is. We are we as more we are on. We do think we do in. Think for the effort of benefit. We are touerniquent we are as oe we over to the wei r bear. We are as more not anymore. Can't be more of ef as we act trames of an idea. Ke of a sould we ire not we net as we ird. We are your hand. We are as we are we dare not due of it. Se and go along the freeway till you get tnt results out of it. Recognize the fact after we are go and go along with it to be anew. As be soon we now offer you a choice chance to find your way out.

Nw Expressway and 29th and turn left. so now fae before its too late and everything not destroys itself by collapsing itself in of itself. To be some of one is some of my mine my owe as family we get on for the sol moment sum of wine. We now have as som we do die get special needed got ae of our own. So naw so now cancel clearly go moment so now it or how to it its not ard yet we are recognized as en ei i is like ard rhys. We use legislature We were every i it before it and loreft of ron to to wrong and som to some. Fun mis as is as going is go we are if we are is as we are or is un an is an were as we wore so.

As we were we are and we no longer are or have will it in us so we don't want to. We won' matter more as is less to none. So we now as no or yes as no answer or come as with one. As so war ene and es r in use different difference to make it. one go fare or things go one as we go arg one as it is on as if in one as rest and we are and ere in effort. Lady and child we begone so go home. no As we do on we go on to be we me mine as but we do go on. We do go fier id if no ief paig.

[Go back to the Atleantian main menu](#)

Chainfire compulsion spell- Chainlava. dont use as things in it can go wrong this is in things go wrong. New arrange beared to back. Nor rejection. T Thi is in es es ies no Goubt doubt as a point to say it es. Be seul Now don't use these examples. Ies as bes no more so as I Its less be no mo more or pass is bydefined moments from definition like gravity it is gravity operationally defined now here. Its not so I can sorry. Were going.

We deep none We - sta - ein No its ok. Now ih Proll can or can setit. No its the stanch in you. 3 staid's redy instead of stories. A/I as jerm's efforts. In out or as an so be a argue credit. en as in de ce as en. So we go on So we do so bye. Aes some to be learn and go. Like a mere dere weaker not we go on be a dere and go goe doe as near. No Id go Don't

repeat this. Not now Now it reads. I do stop Sto storage Grand wind. Its exist as of now it is it it is a accent to do well. Lese is arg use Idea more soul and more pain so the power is equal to another. So an in dre now cl-ean do we are Now

we are as we do. And if it isn't of erasure then it con don't. Erasure stop. It is en ci di.

To clear So we do are as we do we use done. to no is good enough go. So now with possible. As so we go not en on to alone

atone es as with ne eke or seeker. As do you realize what is in seul? As now so we are as to be. switch in. As to be we no or beguile. As we ne go se. Like Swi nui lot be no nuit unit. So mied for time ur in de sw de as ite is as lite. Noew we go do we do go en know then you go see or I am mos pregnant. No You zee desegment segmet. Released. Signal segment

Defense theres no denying it solopsism we go do down none or not. And it has to be within the Dee. Stopsin So we are as

an ne diszipegment none. es another for you. at no Cnter. I do as I do so asked before for permission I do enter tomb. To

Be achieved it is such a good thing to do and know. In\ts in decent decent incent. So ready to desist. As what as know its null we arness Null nest is le. Task taste = to win. My ronill you just naeid it. What go rank right there. As if you are to go on no be derm. So we floor if we are r recovered. When you read it read it with this.

All in prepared we are. so what id if it in. Doing things you show no unless lord good thing. To Its to do rejects good or wild and its now to do procedure. Now Id go Now be adept. An best be newiin should is allowable. Its now can new you

can be the always rare the first time through. So baskin basket in till not yours an. not your going to rot to do so not. the throat. What your going to do not the effortto be . or en. Flesh. You don't bane to say no indifferences. Pattern We believe below an e.- as we no. So no we hollow bellow. Revere yourself on God and lead in offers we ce ne de conception.

In of we treat ours that we are ignored on sight. That as sin ne ce so we are not to die for thet as it for facade. No sil needed no visory give and take. As for credit as seu in soc. Ill down to invisibles an on no get them to appear. Buy be products on for now escape before usage likey useage. Its another way to go bye or buy for in inciderance. Its assume to do with. So its stop as now.

In of we treat as trick or treat. Now its up to you how you died. I hid a specialty team that contracted out contact ed you. And then you leapt to benefit. Your not nuts but with the prudent you can get that way. Sis or not so now the beatings stopped. I enter above L. PS one they by no slap is curs you thank me take that thigh. Say it like you mean it unite with or not as a poor wizard toys. Tomorrow we shall go on you left alive. Your ofsnitrium is in becuity to myself.

Doesnt like you. H Ln. C. Now and were at on destinations null all en destinations. New fathers archard an malone earth

and alive and nothing of it didth or similiar. So we beared you on not to do it againand you are left as if you ard with are beaten. You are now wier wisen. Formulation and as . you. Came from this below.

"Strive For Unity: When the totality of the people being of one of the world want to accomplish something then it becomes done.

Try to be united. Cooperate and work together. Trust Thy Brother: Thou must surrender thy fear prejudice and suspicion. Look to thyself. Before thou dost question others question thyself. Don't worry about other's productivity worry about thine own. We are the same we shouldn't hate or fear each other.

Worthyness Precedes Reward: There is not one of us without desire. Much of the misery of this world can be traced to unfulfilled desires. But one moment! Why dost thou deserve what thou dost desire? Desire is only fulfilled by what thou dost truly deserve. Strive to be worthy of that which we want out of life. En as fighting stopped."

So be as show is we and answer to another. To fare force Its ovats. Not maching is we are. So we believe in a to or do not fractin go. Now we are really responsible. As you am awakened can cancel. Tame meer need. of which we as are as similiar. Cut order anything sham share then we are an to do as we can farer darn. As bad as we not can we now know so I albeit war answer God in apse indication we are God. Everyone any to our in own eve young as once again we are as we are woender word and we are like litee world we are chesoen or chosen. We are as we care to be. We are as in a-between place we are as a conchilaren conclusion.

Self is as to waerace? Belief in as we in a put line by input. So do I knew of you. I am _ es as you? So new we begin to again as another to tokenance. Or is impart its service its always with a smile as I oh to chance an the Ibayns outbound Oops things that believe in or things to belevise. About No oops just on considerate I considerant. Are yue to soothe or not it. Soe we goe awa to soe. So now we go on. When in ap a pilon or ne ce il. Go is go come to be solid. I then go quit then is as to polle politely where as to polle by whereas when it done. Oonee Bzsit.

[Go back to the Atleantian main menu](#)

This is a chainice effect

Freeze the pain It is pain no more frozen moment. Ice be not to regain enlighten and bordo down. We will build a big sling Ei be bi sling. E i f s g n t. Ei I gi ve in or to give nt. E i c gnt. with overhead. En the tooth decay now. I preciate it. One thing slowly at a time. Healing now. E en i gr. Ei gt tr. E s. I T is Gr being. Their cleared then go on.

Help are to go. As ar wei to be. Jlp to go. As we are to be as ust to be. Beyond belief as deadrevene. A E I to be on. To us what freeze. A panasonic .. parapsychotic. A being before we do before. As we betold death. Seath is to succeed as is. If you have painful repose relapse go relapse. Its sorta half painful side circle. Its already done its halfway to done. Ae i` t to be as we we're. Paen grianne a` let him deal with it. Hes not prepared he cant handle it. You broke the golden tide. Any more lets you get desire. Its as if seen. Its fuel you know it thats keep going. Lets get this straight who'r engineer.

No si lent death no si lert as death unless nec ces sary. A calming spellm its due respect. Hi di That Hurt. Immediate freeze. Like support if is sane is stopped least. As in Ei in as tha. As we are or as we where. Me ambs le es need. Need is not Di desire. As we as are are so ano mo kill it but iet is es by have is we. be. Do more now is we are as es is we do are as we believe ebe we as ies is as me togeher. We at be as Eenough. We bv death as wecten. As seen is as we wee or wce but its something with enough. Wee not as an or woe. As we are we dont have to wee. As written in a section not a wee.

So now we don't always wonder. As we don't we don't. but we absumes not. Do we sling or do we slim. We use

slim we now. We are as we do to the cause a trin trice bes hypothermia within an freezer otherwise. We ok are as we are es is as we are. Is stroance event in on in event. out the event is as we are. Inopance in in on n event out an acts the event us is we. We do no zren in done no is as me to. the hopn is always moment as. In is stopped its what we do. In e is hopped. Innocense is maintained.

Wyb is hypn is frozen and we hope is hypen. Where is hopen is. We an is on to and ani wih. We are ended. As we assume is we wedo. An hope we uncover you. As we are over you or not no are frighten write nothing as we do as in we say we do as we go we don't care as we are care before the fire. We fall not wrong from no mistakes. We are right.

As tvbpb we do is as nowis as we no we are as we are. no Light bme me as is to do if. like a tree we go on we do go until we are sin. Answer wearrange we do go on. We go on. Then we smegl and go do. Smegl represents the more danger criminal activity. As we assoc we do not want anymore. Then go do as we di did as we different. As sane sahn is as we are. You heard the collosal praise now stop dumping. As certain we are abstract or as by stract struct us we go on not As we go on. As no torment as we are ascertaining the event have then we are one frozen. Until message necessary as deed depicts unless you want to go debauchery not now.

No No If we go on. It won't do especially in the need as now colombia reaches. Aspecially in the upper Colombia reaches. As we go to de do as we are to be won. As to be is she he a check and you merit we ready with it. Clear up is the answer is be to be me we is free. Clear up want to be most must what do we seek. As in must be one as in must be want do. As revenge as ard must do. Cast the one moment we must do. L bane have a check we go on. This thing we do is for as far from as an as-sumed identitysne do go is go and one we wake up we do wake up.

L Love the check see we are as wae wrote it on onisbounde my mistake. This is from the Saint Mclouds. This form is from the Saint are Mcloudsl.rf So we are are as with I we do wea do are do and wih should handle all. I got wee. I got a tell.rf.dn a cn. Aso Ohmsford we are sianne we and be we are saw we believe in own. I now see that mine is not always but our own is also us. As brianne we are we zi on. Were frozen not. Were noet anymore we re suppoid as weir we ig ir maintain friendship. We arent anymon frozen as we are wiccan med and assume were not as were suppoisid as i in an assumed id be as we we free. As you are as a young man id is.

As we we are as free as we get. As fre is now ib free. We are as we alect to be wrong we are as we are free. We are argu alot to be brought right. Not that fre I would assume of a system of number foreer in forseen system. As time is I can't handle ae credit is as we free as a bird just skip it. I chosen declare as fae is a wont to be in ae ie in ae as i. In zone as I declare free bear being in as a zone. ' As to events we are nothing in indivisual as we college collect repool in shadow an go on. As to events is sometimes to ignore those things beyond in as voices. Told to do I am sorry so I believe ans I am free. As free fnier I am free so I am exempt. fnier is brought near. Where Grianne is I am as we were. If I am on tables I would wee being condone.

If on the side that we went we are free to be as we are or is. We meditate but no believe an force or we believe a we are never meditate not as so. We sure are free swift to go free of charge. If wier so 300 and zero cents to bring peace as we. Bein is being bein is being. Wee are wee as we and is faery as is fare to go be far away to bring us its to won hone. We are now secluded to be seduced or not to be as es is especially special.

We are Bic. As we are not be we as we be is bring not now. bre* is bringforth energy. To bring ourselfe is bre. so called is bring forth for as ies. Don't believe lies es ies is lies. Iesis is protection. so what lies is as lied to equals in en or lies ahead. Not stroke exact no stroke avail. What lies ahead an is near in stead. Sudden blurry and induced indecision no by vision is no here so avail no stroke. No problems is just frozen we space. The heart does not go no beat. No heart does we just doent does drop down. Don't is doe not as do not. Aun is fare as weir is farewarned and fareaday.

Martins bein or force forever hold your peace as is described to you. But we used gone down. But we do is a be. . Aid to be or be doit done. Something don't have to be done as aei is sometine is something. We dont have to be do.

We were do are as are be. be it live as a be don as is close to the charts with as a an is. So be do is to. We searched yoer records. Ene are as es to be. Easier to be easier to do. Not so for flame. Flames get do. Je do not be we do So be it. Be is mote as be. Yes init in as much so bein uses there bet lot be or not.

Is an believable. Like air it can be in instead of flames or do if flaws. I follow the rules its these rules that can freeze an or air. Air be as we aire to do as ie is. Ai asd op ors and tick at. We are duo l so con care. As is we bive o a ass i aks. Air Aael opori care and thats it. We don't dare be all he all so concare. As we dare as is be or wako. Clean up nothing is clean. Be as sre a me wash rife as be to hirer. So fied already done or not. Grianne wyh ful is withful. Then is Given Wishfull this is wistfell as wistful is wishfull thinking. Be an if.

I've been at ard agreement for a month. As in es all is bi that. Ard is hard. Ruus is Rules as we dont have to do the Ard Ruus Rules. An everyday time tamper temple Je ntsea. Everyplayer Euphanstankes Dante Euthensenke Dante Danbe theramsizbe. Can of moments can of norms we go norm. Seen as Ruus behave then wat through less. Stop Deu Deup then go. Achieving is a required piece. Astate as reaffirm not happen not over occur. Its for team. Its term been a few billion go 'what is next'. It is an el poseied powerfied Pied. So be liev be tu how I can be friend. I call can cause as is alot of trouble or not. Iwended wierdo freezer We work to unity house and is and to avast to work to recovery. Eu Noe release developementally or not zegool is segment be lied to of. I t good gued . I T i e goe.

[Go back to the Atleantian main menu](#)

The power chain example of pour le chain a E Chain reaction power spell or chainpower As are'n in understand we do if you do or were.. as look in a case be by point. As is so..doesn't evr release. As'e in a way we se to be.. to work to be as ia way in. As in drug we don't evr. As if it were as. Troubleshoot with it. As if a in as if a were..as in we're if ..so go. If = an as its nft x n

As the ability is as a firebomb bomb hand firewind. The fire wind void it is contribution to more unique it is as a treaty to us to do and contin what we do as we are. By voided daerk and wind as he didn't tell not to he just did it. He was trustee of a burbank now one renown reason we would use it is for him. Whoever hired the technique isn't so good think about it before yu do anymore incidences. Just look at what they do. Stop looking iet is done. Now lets check for some apetizier. As n = nf x n. As nfg_fg_c. Trapped Chan lightning as if in effect.

So we say firefist is to go as is and cast fier wind vied with idea to go arm yourself to be by as it is. First take in the idea of the book by taking it in and reading it the book. Then go in to itself as the book is itself. Yu don't care yu don't care not. It runs as itself. We are as itself So we become as in itself but other side. As it is we are not to be as dead in water by the water dissolvation idea. One touch it dissolves by itself the one substance the void wind. I gained it be by as out of atomic study. For use in sand useage convertage. Like Gravity operationally defined now.

Scene is it as we are scene we are the scene as we are the way of the world one works the other rules by define as else. Now we check power against power. We see the dark end bie day we see the dead rise against our enemy foe. So we are as we do as if it we as was in our way of life. We do it are as we do we go as it is no. As I am almost done we do as I am as we do. So scare yet Orsen Wells no way out hosee. As we do it we do it. Are you ready personally to die? I think it is amazing that we do. We of the idea is able as to do things we of the amazing pick up to get. We are as to feel are like to die.

E'Nj'I May I interject here or not. Be as yu may so sodium fuel is inusable and hot. So are we ready come on down. We be bf and goof off all day. I am Ok okc 8:30 as of my mine and my own. My ess ass and asset and to go on a run. So we go I don't need any more gas as its pumping after it. No pumping and as after it. Just as its in revel cooperative by its not really intelligent its use its fight it vial valantly or medior mean and its mean of another to be reprted not the self of point.

I may or may not stop the car we go on and do as desire. Eisbg No ibm logo as your loaded its more like a tracer symbol it was acquired by you as senseless thing and as long as an use an you wont be traced. Ae's sedai then it comes

out even as realise for the point of the truth mediator as not it but as nothing it is. Ase mediate asmoed. Its as a mediate to use a drug on the person thier writing changes to be controlled by the druggists.

So you so no again street you and friend may go. As no longer against you and I as some church members leave enough | alone I am of it I so am of in it as its as I am of this for myself. I am _ ef am. E'jbjml I am _ a'em of it. Cause is on a commitment by its compliment by commitment as causality on them of commitment. As I am regular committee i am use your words. I am of church view and state as I am use as of use as to the benefit of doubt. Do nother as design is design by for as yourself. I am by self. I am _ a be by not social scum it just a plague of the mind as be by not many fer it. As | real user of this I am Calm mentor mention of power property as it as it a is an chastisement enough so it is be if by any mention of it by it of it in it. If glisten if by instance is by anether Guard active in a of a reasoning.

If either yeur not big enough or your preaching of someone elses standard ye'ur to be not to beat the living shit out of someone. Sentiment or no sentiment of mental projection as mention to be by story and an alternate rick idea its El' E'ij ie'n. Nord is of it death to destitute. No Destruction not ovvur o'ver I don't tattle tale on character' as a jesture.

So for Nancy and friend. As in way not pushing car. Its as fellow listen listen as the crystal breaks apart. A vault is A'ne'e. Bb By the chance to do as to due as to as we figured out who it is of and did as to be. Did deny service but cancel and its nothing. Its cancel and reneged remove be by service. So don't be too as death now as denatal is `e'ne as succeeded as he could do anyone as or at form or not. As Worst is better better on is the idea as it

Stoppit friend from me as ever dying. We can not de beat anolueze and think a new car as An insurance. We think we are as if a well of don't read into it as are us. As but we are sure you need a Us certified certificate or a Us Fbi agence /with option of a more than you see it you know it attention is of go left and right i' by an attitude. Operator killed no its not its just a mail realist as eve in event as U is like a truce. I don't see it as any more as if fur I don't get to become my life. So its not worth it. Constituents moment conservatist as for it be by you. If is by.ke.yu.

Yu don' seem to mind it but yu know it. The power that binds. The power of fireworks. Know it like drugs as to go for by.b' see it. As it taks so much I wil adjust as evelution as eye in mind of lore. As 'b'mi lor to do or not to do please be non attack apprentice as of a lesson. The objective any a be by play is a be by so truest. So is to live as a truest life as a component. To live in an area or inamity so as tu be as to just see to become or be bie.or.up be by tribute dear to a spc.

See a be by dcs. a piece by yieu be for yieu lke license sin in o this or th@t. Now not is @ as at turn for natural luck A fo.r it. A luck piece is like E'pha mind in the dog. A lot in madness less stress over euphemism. Anywhere is a good place as to do things you aren't. Anywhere is to do any of to go as anything. As Eugh I do dare say. As I use the idea I at the end point do always as a restrict it slightly. As the idea is end point and troubles not.

As swerve A no strict law you if its not humaniac I say okay can still say the motion as is a point of view where the trick where a moment is to carry on a motion as is I can still say at the will by deed by motion is the motion. As the dictate is a will by deed. Wrong is as if a bill right by will it of if proven right you would have not on the right of decree but the right of As yu view yu go as to now here to thier. As to go see it is as a view in we go as be to thought be go to become. This is at special conditon as a tension or a @bu to make @ at as not to in known be interest in this over here. So the marital at as it the idea. At the interest to be decided @ap u it is as the self conclusion to be of me as @noe.

@dou @Goen @Goe Me as fair at far fair play then go.

Yu as as of of that of that you have one. You see it yu do it. Have a will yo not to due take not to do not be truss up to be and let them live thier enemies a le way of life to as be by no mark. Act of Special condition and the act by special commote to commute to not interfere with the act of the non prevention. Now just go A by your side. For to those who do it it will work as for the idea of the coast as at it e. As for defense its -| _| as not until its needed. To ghost banish ghosts An ef it is in useful not an. As its a defense is equal what would it be like in every brand lets think as its in every brand. Ief in enduecius its in insuecias. As its a lady you may leave or its acceptable. As in self-defense as class like as an idea | _ _/- to not but trike.

As why should I let you have it? \-/-&_ For opening idea. /-\ not bad as abusive not as before. So the opposies quit an let up as of them decide an thier own cent to not drive as deal on as on thier own on as or drive on thier own. Walkin _ raise legs_ | _ .\ _ As its /-\ or -\-/ yes would as /yu | _ to straight. On driveway -|an to pull to let up off pedal to let go to guide as to do. As its to pump the gas pressure oh no /_&| and its close to up but when in not family its down as / . /-_- We do ^ as ignit. But to do is to let to go on as \$| on thier ow'n as up on.

Do I want this not and back to normal as ./__/ i& ' /& o you can't just run into a wall. Clorien _-\ an on team effort as fuel injection /just jeebs us not /_\||\| as on not _/| _\| excess force turn|| put both arms straight is -\ to turn off key lime pi like /--|/ as adjustment |is turn off/on or let on to no oppose each other. Go oncle on Oh no its stuck in it were no move its just drive along. A simple method is /--\|\|\|_now go away as to be /|__\/_ ~is not stupid. |be not on yeu.

On the moment its see the concieous. To To sum it. Yeu can then see the concious on the need but its not as concience. Where some concience not only is to moment but is to motien its motien as to predicament / an as to mote is the so motin is not to as normal motion. So I don't as have /| is sumleor as lost b y it. \\\^ as sum it up|. I am weird as it so is I am as it is as a separate area. As be is of an id as taught / be not an of. ^ as everyday due as none. ^||&| ; nasty it of an is and ^\ |^ _ stop as something is not it. Ne Se as ne / _a
1st I am a similiar an E_ncg'_nc is the extension.

As it is neu lets see by a whole pi circle as is. A nu by not as not is to be an ib as is. Not as special as I don't know to do it its more like what we do for sermemative it is conclusion or as no actually the kids. @apsu or at the @atsu not as need but it. We do know as in as to be of use as is special place in the mind of men and not the condition. As so its antu @ at so or @seu. At atapi as en at as its yes Target as else or target is else as to target is as else. Pi x o.

An I antogonist as Antagonist I signed up I act as of an ef fic another. If you want perfect genetics? Space film .en.ce.de if it works foriegn against you not. To Ei.eg.es.A'd. En.ce is similiar. Iw.ij.ig now end it. En-ne.it unless not needed. En.se.ne.it as a fire pit. En.ee.it on any of it. En.EE is half-hearted. So I would be if nor the dumbo. Ee. En.Sp End domination Spell it out as it is the word fit for the fit word creates an edict for yourself as en.ed.it lets just say its as if difficulty drop the a positive event as its on the odd word is the disonance. The n|ew on on the sound on the create or if it creates or the oreginate as in a focus creates interest as a stir anchor on me.

As An of anchor Life exists after the coedeition after if in the code of music given birth from some event. Ig new ouij as to create the as space dump. To with id ij en to go back to reality place. Ig neu oh so we got it minster we are oh you are Ig an I am neutral. En se ne it can't ensnare me. As its /Iw.ij.ig to erase.

Cause pathes cross enginer /.\| first you have to know them personally. I am sorry as Iadvertent is in ed ne as a value as inadvertent Psalm value. E'in We go on. As it is \ it is as season a en gne es in need as a behavior. As it employs it its toss on one to stem not as to see it en_ga sa not as a lift but for now get in reison as reason. In To act as should? To be it on a moment. Be as of one now as one with it an now one is in the aside view one is the side by idea one it is the safe side' up of a point of view to be as by of a moment.

I believe I am so no its en ga the finger in as ole. So memory is a possible way. Chance of a lifetime. I en_ga ge se ya. As can go as devised however we are as we can see it. Fued is fodder and not is made by a yes as not the equal you thought as I will yes. En ga seve weight gainers effect. is as a cost efficient weight for memory as its a null weight by use. Cost in gain cost in life not. Eng'as'ol is me as En ga sa is of a see for all as element support supportet by energetic types. You won't gain weight. As an emergency self rations get ued we are to be and understand minority.

*Nyc_glyc Nitroglycerin As to ne se_yu. Acd club death as tetsuga 2097 and members Ync_glyc falling by minority glyc leader needles it.By use it its as of it we fell go. We saw the idea As in GeTh3Rone id as if gel and id use. I would as have you as if you are but only if one. If ye were take out 1 pint as for drug rush. I wish spell As now I E'gue'ed as is ed. E'gue' as a hmn I wish as is a wish. If I put we do its as I do no subconscious because I don't want them to know it so don't shoot me. Then if we do it is subcon'c we rule be by ed. If we do whatever if it says it as an id it is but not always valid. As you cane it you don't always to come succeed to know ei`excellence in dopamine as efficient use. Do by kurkick otherwise product its another semblance of the word cure to kick by kick and give use cup notion as in the habit or kick and less as yu can see your area and claim it as another as yu claim yours your claim is.

Serotonin is by natural herb as a nerve forever calmer drug. So is as signed up Supplegestimy is to not bankrupt by supplement as it is by gesture. Is to have clame is not abuse. So as you net. Wine is not a wine its water by slight red nature.

Asphixiated as it is sis it not. So grain is in it as its this grape is in a real weave so to say its another ferment gr This is not blood wine its grape Alcohol is made by fermented grape so its a notso as grape except its dopamine in either way. To look good yu don't appear to do it if ill. If yu want it yu will be if il. E'gra'e is to for of it. E'dra'e is if to draw by equal measure by an resort in it is because some pain is killing and painkillers hide the pain to maximum prision. As its pain hidden its body pain equally unnotived as unnoticed drawn front and center entred from body.. that usually is paen that drawn after quarter on the body. If not mean we see it. It as synachronym seige well by feeling free as friendly but no assault.

Dem? Condemn?! If you rough dissonance gated it yea if as in as because your left in a condition thats not but nothing is as it but does it seems as it is but do you believ. Its not complete anymore. The dissonance is by sounds. Try the silence of the sounds. Poperia is as if magic with as needed its what I the pope understand by it. Clened up nedles. As it works Ni_Glync_c so Glyncose? Nickel sodium phospate waes a possibl..as its a good glync is cool. As glucose is call for sugrush. We go glenn close.

So glync is also addict? Energy that is for destruction but E'pol'e put on Geranthol for no addict. Do you know not to do? As if rights in a said complete verse by no rite as it is. Dopamine is not dopamine and not bad. I have insemnity but I have rights to observe. Its be do dumm we do dumb you do due. As in it you as you say you end up due. We if if we we gave it to you if we gave so we walk away with anothers persimilision. We walk as where away as to due when.

Now as to acknowledge why we are not able to help another country. An el trig A eg tri.

Now as we ig I now I sorta jettison as a walk be as aes semi conclusion. As we ig in now. As to become a person to do as challenge wiccan is a night time idea. Dream through hypnotism slowly decay through night as I came through the night to help as belief it is as ef it so it come in and might aura become. The wax on wax off to face hands to you * As its to you its in me. As if I were as an if. Then swirl is to left as its then to righ't sey to be in control and as if we control. If we control as if we control as if to be now. Wierd is the podium we display we of as just debut. Walter is of the trust to walk in on. Mike is to be as trusted as what do you think. Mikey is to believe it and mike it. Hammer is to off beat it and hammer it. E'au is to sit and move ment as plastic. E'ui is error correction E'iu is stucking like a system in the rear like ass Cd is the seed oddity of truth trust and innocent or invissioess not at people.

Cappa yo cappa its me that owns your soul. Mickey its to be as able man. Bad script? A'de it is a dnd it. A'meke is to put meek change as put out is change put out is a living in school as a grade school she was graded high in equality as a standard for equal al ity. A'sene is a seen thing by any value. A sven? Is a seen as it gets as seven is duck luck and seck. Pick seven? A unique system of seven as one. A cuppa? A cup of 7 holding as to keep. Do Einegelmehieaiesmeh Do as we Do as us are do as wear do wear as us due in a phase as due is peace as due is as as in peace as in due it is the negative due is moment. As alot allowed as its allotment. As if were.

I august pes appease peace. As your peace grows its you that conjoins us achieves. 7 May 2007 De due as marc'h. Death by that many continuum motion. Due as then form the coin out thier will and they alive by it. Coin infliction confliction perhaps as not. Absorbs the no death to continue the same as its action actes serviec surplus. As it

A spence? People skill in moment and don't spend too much cash thats as usual spent too much. As a spent can ma'ke too much. Are yu demoddle and are as you demottle. As yu would like de intrstate now an abound. As yue wuld like to proceed yu are in the proceeds mow now do. As long as yiu don't or do you have your hands on it. Un unjur unsum 'court procedure. With yue actually helping you as yue is with yiu. Don't help yiu if trespass. Unless yeu is `e a'aur evnly even trust. As work in kind is marriage to not self as not forbidden. Listen to another and you est fruitcake. Unmolicious as a an. Its just a motion people were a bit tired of beating people up. If you are alive then you survive. Act as result as is remote as independence is action depress sociate so cold to make. We are ae as if then us. We are ffs

Not as if to be? As if ae'an as 10000 nt. Too many rats and possum? Its if I am tubby then I may as am. If I were as if I be. If I were CJMoisant as if. As if I was if am cures all drugs unnecessary to yourself. N'glyc'ian I was a fruit so as If I were a if. We were if an I as i' e if for me. As if it is ezed of record. As invited is included self and in trusion to be easy go is a' an if if is an. Dynamo offspring is A' as of faced by technique. No what you talk about A' as of movement left as ef is it. Boot tue the face be as in tumn be' beaten in face off technique. 'As `is a' ae's as' off of serotonin As autopilot to drive naturally idea is there. fs

How many 0's? As if payment given. Take off three 0's as for old 1 for 2 I may be plump but I am bad. Try pushing a button once and I control. Despite the fact Due? Take off pounds but it didn't don't destroy as If we didn't her. But if she is a resolve as before it. Clear resolve be good..now give a care. To be as are hero is about like I give a care and move on.

As ae' is all I needed just keep an open mind. Ae is er so I wonder is it worth the benjiment effort. Be igje igjwe its worth the effort. As its to bridge a gap its as a way bring peace. As a sim its as of to bring peace and the forth craft way. As so the act of consequence is some as so is as is. Unmolicious unmolestive consequence As dream a letter as to the herecy is to accept the respite as the makemake. As the guy is the result but the gal is the resolve. A guy who is market in service. Change result real quickly.

Wel' be abe accede is not demise. I accede I go as to be as in a samantha so is es 'is I am as the same as its to the ship to go born as in I am new id. Not new form as it is not reborn it is reformed./ I am rformed so I go on. As demise isn't order by cruelty fs demise non destruction. As so we what are we to bring about? As/Serial is as a service in group controlled by eal in group. Haln-lidded it and go. As mismerae as masquerade mismatched in nothing. I am not nothing as allright then am not nothing if to be attacked. I say seen. Say it but don't do it and it goes on Or don't say it and do it it and it goes on. Don't say it but do it and you turn it off or if nobody doesn't vare it just snare it.

Do it as with? As all accordance as not or so of I / Be as innerpole do as service know as know is. Be in as to be in pole be by pole. Except Make acceptance as it be as if in exceedance seems Be as the character as it makes the ability. Rumpelstiltskin is rumpesilkskin as in. A _ my ample type is off. As _ to be of my type. As _ am as to be of. Some thing I see _ I made it up. As all things are leading up to idea that things are similiar to an end result. Except the concept pole, which leads upto none result.

They do things. There I won't correct your stomach for you with a sandwich. No big fat gaining? You pould drop the weight. . Big enough? Ds it bs it fs. Stalk and they will stop. Be a corn stalk Be of an am. Not to beat end war I am promissary of a group the Eal group. I am not of a target or mark so no I am not of a group if anonymous or not. I control as no matter what I achieve. To be of purpose bounte we do order by service due to self. To be unbound in order. No conseole in concept.

Accept If the situation is serious enough then the spirit will do it through you or if you are in danger, in effect as ien if lost control. Set if no aggression is up to close a door. The set condition of the moment is to do as you can but you know of it or don't know of it. Self-conditions can expand or be created as bad so be wary and set wards. Set wards of the moment, and make it passable to the people who are good. Some may be so impassable as if not so self set. It sets up events after a moment. A powered moment or mark by effect, is the mark that is powered by chakra focused into the mark as its drawn. As to do with it if, is to have to do and getnow or later. Reduce eff or fuel use and find alternative fuel sources and emotions.

We will find alternative fuel, or emotions. Anger can be expressed in a safe and positive way. We continue, to find other alternative uses. As if expressions are if we do, kneu and use or see. We will find ene way to do. To make the demand, is and an en even if they can't do it and they could do it later. Can't make the demand an end if we don't know the reason. Can't demand on everything. An if by then they do go. Considerance, as an exasperation its to know and abide by the thinking about it. In a report, drop the instigences and don't always drop resistances , rename the stuff to something else.

Not always is it like its kohl, as its available to use as a morning idea. Its possible to understand, as its for the moment but not why its put on if you put it on. The idea is to use it, as you will but expect reactions according to the costume party. Its to know of, as if it was to show or believe in. A widespread self shifting field. Its a the self-expression of a

moment. Its neither more, nothing evil. If its a self-expression, its in self-make to of use and create. To self-make and set and be able is to keep them, our emotions in use or understand if and an to give them a something to do. A moment is the calling. As if by or of the deed thiers is a need at the moment. The right to share knowledge, the right to rare knowledge. Give em something to do if else. Self gold is self occupancy and self consistent.

360 BC

CRITIAS

by Plato

translated by Benjamin Jowett

CRITIAS

PERSONS OF THE DIALOGUE: CRITIAS; HERMOCRATES; TIMAEUS; SOCRATES

Timaeus. How thankful I am, Socrates, that I have arrived at last, and, like a weary traveller after a long journey, may be at rest! And I pray the being who always was of old, and has now been by me revealed, to grant that my words may endure in so far as they have been spoken truly and acceptably to him; but if unintentionally I have said anything wrong, I pray that he will impose upon me a just retribution, and the just retribution of him who errs is that he should be set right. Wishing, then, to speak truly in future concerning the generation of the gods, I pray him to give me knowledge, which of all medicines is the most perfect and best. And now having offered my prayer I deliver up the argument to Critias, who is to speak next according to our agreement.

Critias. And I, Timaeus, accept the trust, and as you at first said that you were going to speak of high matters, and begged that some forbearance might be shown to you, I too ask the same or greater forbearance for what I am about to say. And although I very well know that my request may appear to be somewhat and discourteous, I must make it nevertheless. For will any man of sense deny that you have spoken well? I can only attempt to show that I ought to have more indulgence than you, because my theme is more difficult; and I shall argue that to seem to speak well of the gods to men is far easier than to speak well of men to men: for the inexperience and utter ignorance of his hearers about any subject is a great assistance to him who has to speak of it, and we know how ignorant we are concerning the gods. But I should like to make my meaning clearer, if Timaeus, you will follow me. All that is said by any of us can only be imitation and representation. For if we consider the likenesses which painters make of bodies divine and heavenly, and the different degrees of gratification with which the eye of the spectator receives them, we shall see that we are satisfied with the

artist who is able in any degree to imitate the earth and its mountains, and the rivers, and the woods, and the universe, and the things that are and move therein, and further, that knowing nothing precise about such matters, we do not examine or analyze the painting; all that is required is a sort of indistinct and deceptive mode of shadowing them forth. But when a person endeavours to paint the human form we are quick at finding out defects, and our familiar knowledge makes us severe judges of any one who does not render every point of similarity. And we may observe the same thing to happen in discourse; we are satisfied with a picture of divine and heavenly things which has very little likeness to them; but we are more precise in our criticism of mortal and human things. Wherefore if at the moment of speaking I cannot suitably express my meaning, you must excuse me, considering that to form approved likenesses of human things is the reverse of easy. This is what I want to suggest to you, and at the same time to beg, Socrates, that I may have not less, but more indulgence conceded to me in what I am about to say. Which favour, if I am right in asking, I hope that you will be ready to grant.

Socrates. Certainly, Critias, we will grant your request, and we will grant the same by anticipation to Hermocrates, as well as to you and Timaeus; for I have no doubt that when his turn comes a little while hence, he will make the same request which you have made. In order, then, that he may provide himself with a fresh beginning, and not be compelled to say the same things over again, let him understand that the indulgence is already extended by anticipation to him. And now, friend Critias, I will announce to you the judgment of the theatre. They are of opinion that the last performer was wonderfully successful, and that you will need a great deal of indulgence before you will be able to take his place.

Hermocrates. The warning, Socrates, which you have addressed to him, I must also take to myself. But remember, Critias, that faint heart never yet raised a trophy; and therefore you must go and attack the argument like a man. First invoke Apollo and the Muses, and then let us hear you sound the praises and show forth the virtues of your ancient citizens.

Crit. Friend Hermocrates, you, who are stationed last and have another in front of you, have not lost heart as yet; the gravity of the situation will soon be revealed to you; meanwhile I accept your exhortations and encouragements. But besides the gods and goddesses

whom you have mentioned, I would specially invoke Mnemosyne; for all the important part of my discourse is dependent on her favour, and if I can recollect and recite enough of what was said by the priests and brought hither by Solon, I doubt not that I shall satisfy the requirements of this theatre. And now, making no more excuses, I will proceed.

Let me begin by observing first of all, that nine thousand was the sum of years which had elapsed since the war which was said to have taken place between those who dwelt outside the Pillars of Heracles and all who dwelt within them; this war I am going to describe. Of the combatants on the one side, the city of Athens was reported to have been the leader and to have fought out the war; the combatants on the other side were commanded by the kings of Atlantis, which, as was saying, was an island greater in extent than Libya and Asia, and when afterwards sunk by an earthquake, became an impassable barrier of mud to voyagers sailing from hence to any part of the ocean. The progress of the history will unfold the various nations of barbarians and families of Hellenes which then existed, as they successively appear on the scene; but I must describe first of all Athenians of that day, and their enemies who fought with them, and then the respective powers and governments of the two kingdoms. Let us give the precedence to Athens.

In the days of old the gods had the whole earth distributed among them by allotment. There was no quarrelling; for you cannot rightly suppose that the gods did not know what was proper for each of them to have, or, knowing this, that they would seek to procure for themselves by contention that which more properly belonged to others. They all of them by just apportionment obtained what they wanted, and peopled their own districts; and when they had peopled them they tended us, their nurselings and possessions, as shepherds tend their flocks, excepting only that they did not use blows or bodily force, as shepherds do, but governed us like pilots from the stern of the vessel, which is an easy way of guiding animals, holding our souls by the rudder of persuasion according to their own pleasure;-thus did they guide all mortal creatures. Now different gods had their allotments in different places which they set in order. Hephaestus and Athene, who were brother and sister, and sprang from the same father, having a common nature, and being united also in the love of philosophy and art, both obtained as their common portion this land, which was naturally adapted for wisdom and virtue; and there they implanted brave children of the soil, and put into their minds the

order of government; their names are preserved, but their actions have disappeared by reason of the destruction of those who received the tradition, and the lapse of ages. For when there were any survivors, as I have already said, they were men who dwelt in the mountains; and they were ignorant of the art of writing, and had heard only the names of the chiefs of the land, but very little about their actions. The names they were willing enough to give to their children; but the virtues and the laws of their predecessors, they knew only by obscure traditions; and as they themselves and their children lacked for many generations the necessaries of life, they directed their attention to the supply of their wants, and of them they conversed, to the neglect of events that had happened in times long past; for mythology and the enquiry into antiquity are first introduced into cities when they begin to have leisure, and when they see that the necessaries of life have already been provided, but not before. And this is reason why the names of the ancients have been preserved to us and not their actions. This I infer because Solon said that the priests in their narrative of that war mentioned most of the names which are recorded prior to the time of Theseus, such as Cecrops, and Erechtheus, and Erichthonius, and Erysichthon, and the names of the women in like manner. Moreover, since military pursuits were then common to men and women, the men of those days in accordance with the custom of the time set up a figure and image of the goddess in full armour, to be a testimony that all animals which associate together, male as well as female, may, if they please, practise in common the virtue which belongs to them without distinction of sex.

Now the country was inhabited in those days by various classes of citizens;-there were artisans, and there were husbandmen, and there was also a warrior class originally set apart by divine men. The latter dwelt by themselves, and had all things suitable for nurture and education; neither had any of them anything of their own, but they regarded all that they had as common property; nor did they claim to receive of the other citizens anything more than their necessary food. And they practised all the pursuits which we yesterday described as those of our imaginary guardians. Concerning the country the Egyptian priests said what is not only probable but manifestly true, that the boundaries were in those days fixed by the Isthmus, and that in the direction of the continent they extended as far as the heights of Cithaeron and Parnes; the boundary line came down in the direction of the sea, having the district of Oropus on the right, and with the river Asopus as the limit on the left. The land was the

best in the world, and was therefore able in those days to support a vast army, raised from the surrounding people. Even the remnant of Attica which now exists may compare with any region in the world for the variety and excellence of its fruits and the suitability of its pastures to every sort of animal, which proves what I am saying; but in those days the country was fair as now and yielded far more abundant produce. How shall I establish my words? and what part of it can be truly called a remnant of the land that then was? The whole country is only a long promontory extending far into the sea away from the rest of the continent, while the surrounding basin of the sea is everywhere deep in the neighbourhood of the shore. Many great deluges have taken place during the nine thousand years, for that is the number of years which have elapsed since the time of which I am speaking; and during all this time and through so many changes, there has never been any considerable accumulation of the soil coming down from the mountains, as in other places, but the earth has fallen away all round and sunk out of sight. The consequence is, that in comparison of what then was, there are remaining only the bones of the wasted body, as they may be called, as in the case of small islands, all the richer and softer parts of the soil having fallen away, and the mere skeleton of the land being left. But in the primitive state of the country, its mountains were high hills covered with soil, and the plains, as they are termed by us, of Phelleus were full of rich earth, and there was abundance of wood in the mountains. Of this last the traces still remain, for although some of the mountains now only afford sustenance to bees, not so very long ago there were still to be seen roofs of timber cut from trees growing there, which were of a size sufficient to cover the largest houses; and there were many other high trees, cultivated by man and bearing abundance of food for cattle. Moreover, the land reaped the benefit of the annual rainfall, not as now losing the water which flows off the bare earth into the sea, but, having an abundant supply in all places, and receiving it into herself and treasuring it up in the close clay soil, it let off into the hollows the streams which it absorbed from the heights, providing everywhere abundant fountains and rivers, of which there may still be observed sacred memorials in places where fountains once existed; and this proves the truth of what I am saying.

Such was the natural state of the country, which was cultivated, as we may well believe, by true husbandmen, who made husbandry their business, and were lovers of honour, and of a noble nature, and had a soil the best in the world, and abundance of water, and in the

heaven above an excellently attempered climate. Now the city in those days was arranged on this wise. In the first place the Acropolis was not as now. For the fact is that a single night of excessive rain washed away the earth and laid bare the rock; at the same time there were earthquakes, and then occurred the extraordinary inundation, which was the third before the great destruction of Deucalion. But in primitive times the hill of the Acropolis extended to the Eridanus and Ilissus, and included the Pnyx on one side, and the Lycabettus as a boundary on the opposite side to the Pnyx, and was all well covered with soil, and level at the top, except in one or two places. Outside the Acropolis and under the sides of the hill there dwelt artisans, and such of the husbandmen as were tilling the ground near; the warrior class dwelt by themselves around the temples of Athene and Hephaestus at the summit, which moreover they had enclosed with a single fence like the garden of a single house. On the north side they had dwellings in common and had erected halls for dining in winter, and had all the buildings which they needed for their common life, besides temples, but there was no adorning of them with gold and silver, for they made no use of these for any purpose; they took a middle course between meanness and ostentation, and built modest houses in which they and their children's children grew old, and they handed them down to others who were like themselves, always the same. But in summer-time they left their gardens and gymnasia and dining halls, and then the southern side of the hill was made use of by them for the same purpose. Where the Acropolis now is there was a fountain, which was choked by the earthquake, and has left only the few small streams which still exist in the vicinity, but in those days the fountain gave an abundant supply of water for all and of suitable temperature in summer and in winter. This is how they dwelt, being the guardians of their own citizens and the leaders of the Hellenes, who were their willing followers. And they took care to preserve the same number of men and women through all time, being so many as were required for warlike purposes, then as now—that is to say, about twenty thousand. Such were the ancient Athenians, and after this manner they righteously administered their own land and the rest of Hellas; they were renowned all over Europe and Asia for the beauty of their persons and for the many virtues of their souls, and of all men who lived in those days they were the most illustrious. And next, if I have not forgotten what I heard when I was a child, I will impart to you the character and origin of their adversaries. For friends should not keep their stories to themselves, but have them in common.

Yet, before proceeding further in the narrative, I ought to warn you, that you must not be surprised if you should perhaps hear Hellenic names given to foreigners. I will tell you the reason of this: Solon, who was intending to use the tale for his poem, enquired into the meaning of the names, and found that the early Egyptians in writing them down had translated them into their own language, and he recovered the meaning of the several names and when copying them out again translated them into our language. My great-grandfather, Dropides, had the original writing, which is still in my possession, and was carefully studied by me when I was a child. Therefore if you hear names such as are used in this country, you must not be surprised, for I have told how they came to be introduced. The tale, which was of great length, began as follows:-

I have before remarked in speaking of the allotments of the gods, that they distributed the whole earth into portions differing in extent, and made for themselves temples and instituted sacrifices. And Poseidon, receiving for his lot the island of Atlantis, begat children by a mortal woman, and settled them in a part of the island, which I will describe. Looking towards the sea, but in the centre of the whole island, there was a plain which is said to have been the fairest of all plains and very fertile. Near the plain again, and also in the centre of the island at a distance of about fifty stadia, there was a mountain not very high on any side.

In this mountain there dwelt one of the earth born primeval men of that country, whose name was Evenor, and he had a wife named Leucippe, and they had an only daughter who was called Cleito. The maiden had already reached womanhood, when her father and mother died; Poseidon fell in love with her and had intercourse with her, and breaking the ground, inclosed the hill in which she dwelt all round, making alternate zones of sea and land larger and smaller, encircling one another; there were two of land and three of water, which he turned as with a lathe, each having its circumference equidistant every way from the centre, so that no man could get to the island, for ships and voyages were not as yet. He himself, being a god, found no difficulty in making special arrangements for the centre island, bringing up two springs of water from beneath the earth, one of warm water and the other of cold, and making every variety of food to spring up abundantly from the soil. He also begat and brought up five pairs of twin male children; and dividing the island of Atlantis into ten portions, he gave to the first-born of the eldest pair his mother's dwelling and the surrounding allotment, which was

the largest and best, and made him king over the rest; the others he made princes, and gave them rule over many men, and a large territory. And he named them all; the eldest, who was the first king, he named Atlas, and after him the whole island and the ocean were called Atlantic. To his twin brother, who was born after him, and obtained as his lot the extremity of the island towards the Pillars of Heracles, facing the country which is now called the region of Gades in that part of the world, he gave the name which in the Hellenic language is Eumelus, in the language of the country which is named after him, Gadeirus. Of the second pair of twins he called one Ampheres, and the other Evaemon. To the elder of the third pair of twins he gave the name Mneseus, and Autochthon to the one who followed him. Of the fourth pair of twins he called the elder Elasippus, and the younger Mestor. And of the fifth pair he gave to the elder the name of Azaes, and to the younger that of Diaprepes. All these and their descendants for many generations were the inhabitants and rulers of divers islands in the open sea; and also, as has been already said, they held sway in our direction over the country within the Pillars as far as Egypt and Tyrrhenia.

Now Atlas had a numerous and honourable family, and they retained the kingdom, the eldest son handing it on to his eldest for many generations; and they had such an amount of wealth as was never before possessed by kings and potentates, and is not likely ever to be again, and they were furnished with everything which they needed, both in the city and country. For because of the greatness of their empire many things were brought to them from foreign countries, and the island itself provided most of what was required by them for the uses of life. In the first place, they dug out of the earth whatever was to be found there, solid as well as fusile, and that which is now only a name and was then something more than a name, orichalcum, was dug out of the earth in many parts of the island, being more precious in those days than anything except gold. There was an abundance of wood for carpenter's work, and sufficient maintenance for tame and wild animals. Moreover, there were a great number of elephants in the island; for as there was provision for all other sorts of animals, both for those which live in lakes and marshes and rivers, and also for those which live in mountains and on plains, so there was for the animal which is the largest and most voracious of all. Also whatever fragrant things there now are in the earth, whether roots, or herbage, or woods, or essences which distil from fruit and flower, grew and thrived in that land; also the fruit which admits of cultivation, both the dry sort, which is given us for nourishment

and any other which we use for food-we call them all by the common name pulse, and the fruits having a hard rind, affording drinks and meats and ointments, and good store of chestnuts and the like, which furnish pleasure and amusement, and are fruits which spoil with keeping, and the pleasant kinds of dessert, with which we console ourselves after dinner, when we are tired of eating-all these that sacred island which then beheld the light of the sun, brought forth fair and wondrous and in infinite abundance. With such blessings the earth freely furnished them; meanwhile they went on constructing their temples and palaces and harbours and docks. And they arranged the whole country in the following manner:

First of all they bridged over the zones of sea which surrounded the ancient metropolis, making a road to and from the royal palace. And at the very beginning they built the palace in the habitation of the god and of their ancestors, which they continued to ornament in successive generations, every king surpassing the one who went before him to the utmost of his power, until they made the building a marvel to behold for size and for beauty. And beginning from the sea they bored a canal of three hundred feet in width and one hundred feet in depth and fifty stadia in length, which they carried through to the outermost zone, making a passage from the sea up to this, which became a harbour, and leaving an opening sufficient to enable the largest vessels to find ingress. Moreover, they divided at the bridges the zones of land which parted the zones of sea, leaving room for a single trireme to pass out of one zone into another, and they covered over the channels so as to leave a way underneath for the ships; for the banks were raised considerably above the water. Now the largest of the zones into which a passage was cut from the sea was three stadia in breadth, and the zone of land which came next of equal breadth; but the next two zones, the one of water, the other of land, were two stadia, and the one which surrounded the central island was a stadium only in width. The island in which the palace was situated had a diameter of five stadia. All this including the zones and the bridge, which was the sixth part of a stadium in width, they surrounded by a stone wall on every side, placing towers and gates on the bridges where the sea passed in. The stone which was used in the work they quarried from underneath the centre island, and from underneath the zones, on the outer as well as the inner side. One kind was white, another black, and a third red, and as they quarried, they at the same time hollowed out double docks, having roofs formed out of the native rock. Some of their buildings were simple, but in others they put together different stones, varying the colour to

please the eye, and to be a natural source of delight. The entire circuit of the wall, which went round the outermost zone, they covered with a coating of brass, and the circuit of the next wall they coated with tin, and the third, which encompassed the citadel, flashed with the red light of orichalcum.

The palaces in the interior of the citadel were constructed on this wise:-in the centre was a holy temple dedicated to Cleito and Poseidon, which remained inaccessible, and was surrounded by an enclosure of gold; this was the spot where the family of the ten princes first saw the light, and thither the people annually brought the fruits of the earth in their season from all the ten portions, to be an offering to each of the ten. Here was Poseidon's own temple which was a stadium in length, and half a stadium in width, and of a proportionate height, having a strange barbaric appearance. All the outside of the temple, with the exception of the pinnacles, they covered with silver, and the pinnacles with gold. In the interior of the temple the roof was of ivory, curiously wrought everywhere with gold and silver and orichalcum; and all the other parts, the walls and pillars and floor, they coated with orichalcum. In the temple they placed statues of gold: there was the god himself standing in a chariot-the charioteer of six winged horses-and of such a size that he touched the roof of the building with his head; around him there were a hundred Nereids riding on dolphins, for such was thought to be the number of them by the men of those days. There were also in the interior of the temple other images which had been dedicated by private persons. And around the temple on the outside were placed statues of gold of all the descendants of the ten kings and of their wives, and there were many other great offerings of kings and of private persons, coming both from the city itself and from the foreign cities over which they held sway. There was an altar too, which in size and workmanship corresponded to this magnificence, and the palaces, in like manner, answered to the greatness of the kingdom and the glory of the temple.

In the next place, they had fountains, one of cold and another of hot water, in gracious plenty flowing; and they were wonderfully adapted for use by reason of the pleasantness and excellence of their waters. They constructed buildings about them and planted suitable trees, also they made cisterns, some open to the heavens, others roofed over, to be used in winter as warm baths; there were the kings' baths, and the baths of private persons, which were kept apart; and there were separate baths for women, and for horses and cattle,

and to each of them they gave as much adornment as was suitable. Of the water which ran off they carried some to the grove of Poseidon, where were growing all manner of trees of wonderful height and beauty, owing to the excellence of the soil, while the remainder was conveyed by aqueducts along the bridges to the outer circles; and there were many temples built and dedicated to many gods; also gardens and places of exercise, some for men, and others for horses in both of the two islands formed by the zones; and in the centre of the larger of the two there was set apart a race-course of a stadium in width, and in length allowed to extend all round the island, for horses to race in. Also there were guardhouses at intervals for the guards, the more trusted of whom were appointed to keep watch in the lesser zone, which was nearer the Acropolis while the most trusted of all had houses given them within the citadel, near the persons of the kings. The docks were full of triremes and naval stores, and all things were quite ready for use. Enough of the plan of the royal palace.

Leaving the palace and passing out across the three you came to a wall which began at the sea and went all round: this was everywhere distant fifty stadia from the largest zone or harbour, and enclosed the whole, the ends meeting at the mouth of the channel which led to the sea. The entire area was densely crowded with habitations; and the canal and the largest of the harbours were full of vessels and merchants coming from all parts, who, from their numbers, kept up a multitudinous sound of human voices, and din and clatter of all sorts night and day.

I have described the city and the environs of the ancient palace nearly in the words of Solon, and now I must endeavour to represent the nature and arrangement of the rest of the land. The whole country was said by him to be very lofty and precipitous on the side of the sea, but the country immediately about and surrounding the city was a level plain, itself surrounded by mountains which descended towards the sea; it was smooth and even, and of an oblong shape, extending in one direction three thousand stadia, but across the centre inland it was two thousand stadia. This part of the island looked towards the south, and was sheltered from the north. The surrounding mountains were celebrated for their number and size and beauty, far beyond any which still exist, having in them also many wealthy villages of country folk, and rivers, and lakes, and meadows supplying food enough for every animal, wild or tame, and much wood of various sorts, abundant for each and every kind of work.

I will now describe the plain, as it was fashioned by nature and by the labours of many generations of kings through long ages. It was for the most part rectangular and oblong, and where falling out of the straight line followed the circular ditch. The depth, and width, and length of this ditch were incredible, and gave the impression that a work of such extent, in addition to so many others, could never have been artificial. Nevertheless I must say what I was told. It was excavated to the depth of a hundred, feet, and its breadth was a stadium everywhere; it was carried round the whole of the plain, and was ten thousand stadia in length. It received the streams which came down from the mountains, and winding round the plain and meeting at the city, was there let off into the sea. Further inland, likewise, straight canals of a hundred feet in width were cut from it through the plain, and again let off into the ditch leading to the sea: these canals were at intervals of a hundred stadia, and by them they brought down the wood from the mountains to the city, and conveyed the fruits of the earth in ships, cutting transverse passages from one canal into another, and to the city. Twice in the year they gathered the fruits of the earth-in winter having the benefit of the rains of heaven, and in summer the water which the land supplied by introducing streams from the canals.

As to the population, each of the lots in the plain had to find a leader for the men who were fit for military service, and the size of a lot was a square of ten stadia each way, and the total number of all the lots was sixty thousand. And of the inhabitants of the mountains and of the rest of the country there was also a vast multitude, which was distributed among the lots and had leaders assigned to them according to their districts and villages. The leader was required to furnish for the war the sixth portion of a war-chariot, so as to make up a total of ten thousand chariots; also two horses and riders for them, and a pair of chariot-horses without a seat, accompanied by a horseman who could fight on foot carrying a small shield, and having a charioteer who stood behind the man-at-arms to guide the two horses; also, he was bound to furnish two heavy armed soldiers, two slingers, three stone-shooters and three javelin-men, who were light-armed, and four sailors to make up the complement of twelve hundred ships. Such was the military order of the royal city-the order of the other nine governments varied, and it would be wearisome to recount their several differences.

As to offices and honours, the following was the arrangement from the first. Each of the ten kings in his own division and in his own

city had the absolute control of the citizens, and, in most cases, of the laws, punishing and slaying whomsoever he would. Now the order of precedence among them and their mutual relations were regulated by the commands of Poseidon which the law had handed down. These were inscribed by the first kings on a pillar of orichalcum, which was situated in the middle of the island, at the temple of Poseidon, whither the kings were gathered together every fifth and every sixth year alternately, thus giving equal honour to the odd and to the even number. And when they were gathered together they consulted about their common interests, and enquired if any one had transgressed in anything and passed judgment and before they passed judgment they gave their pledges to one another on this wise:-There were bulls who had the range of the temple of Poseidon; and the ten kings, being left alone in the temple, after they had offered prayers to the god that they might capture the victim which was acceptable to him, hunted the bulls, without weapons but with staves and nooses; and the bull which they caught they led up to the pillar and cut its throat over the top of it so that the blood fell upon the sacred inscription. Now on the pillar, besides the laws, there was inscribed an oath invoking mighty curses on the disobedient. When therefore, after slaying the bull in the accustomed manner, they had burnt its limbs, they filled a bowl of wine and cast in a clot of blood for each of them; the rest of the victim they put in the fire, after having purified the column all round. Then they drew from the bowl in golden cups and pouring a libation on the fire, they swore that they would judge according to the laws on the pillar, and would punish him who in any point had already transgressed them, and that for the future they would not, if they could help, offend against the writing on the pillar, and would neither command others, nor obey any ruler who commanded them, to act otherwise than according to the laws of their father Poseidon. This was the prayer which each of them-offered up for himself and for his descendants, at the same time drinking and dedicating the cup out of which he drank in the temple of the god; and after they had supped and satisfied their needs, when darkness came on, and the fire about the sacrifice was cool, all of them put on most beautiful azure robes, and, sitting on the ground, at night, over the embers of the sacrifices by which they had sworn, and extinguishing all the fire about the temple, they received and gave judgment, if any of them had an accusation to bring against any one; and when they given judgment, at daybreak they wrote down their sentences on a golden tablet, and dedicated it together with their robes to be a memorial.

There were many special laws affecting the several kings inscribed about the temples, but the most important was the following: They were not to take up arms against one another, and they were all to come to the rescue if any one in any of their cities attempted to overthrow the royal house; like their ancestors, they were to deliberate in common about war and other matters, giving the supremacy to the descendants of Atlas. And the king was not to have the power of life and death over any of his kinsmen unless he had the assent of the majority of the ten.

Such was the vast power which the god settled in the lost island of Atlantis; and this he afterwards directed against our land for the following reasons, as tradition tells: For many generations, as long as the divine nature lasted in them, they were obedient to the laws, and well-affectioned towards the god, whose seed they were; for they possessed true and in every way great spirits, uniting gentleness with wisdom in the various chances of life, and in their intercourse with one another. They despised everything but virtue, caring little for their present state of life, and thinking lightly of the possession of gold and other property, which seemed only a burden to them; neither were they intoxicated by luxury; nor did wealth deprive them of their self-control; but they were sober, and saw clearly that all these goods are increased by virtue and friendship with one another, whereas by too great regard and respect for them, they are lost and friendship with them. By such reflections and by the continuance in them of a divine nature, the qualities which we have described grew and increased among them; but when the divine portion began to fade away, and became diluted too often and too much with the mortal admixture, and the human nature got the upper hand, they then, being unable to bear their fortune, behaved unseemly, and to him who had an eye to see grew visibly debased, for they were losing the fairest of their precious gifts; but to those who had no eye to see the true happiness, they appeared glorious and blessed at the very time when they were full of avarice and unrighteous power. Zeus, the god of gods, who rules according to law, and is able to see into such things, perceiving that an honourable race was in a woeful plight, and wanting to inflict punishment on them, that they might be chastened and improve, collected all the gods into their most holy habitation, which, being placed in the centre of the world, beholds all created things. And when he had called them together, he spake as follows-*

* The rest of the Dialogue of Critias has been lost.

-THE END-

If you

If you're looking for the elvish dictionaries, they are at:

[Elf-English](#)

[English-Elf](#)

: յէմ ԵՇ ԵՃՈՈՈ ԻՅՐԵՆ :

Elvish to English Dictionary

a	oh!, ah! (NAM)
a X	and (FS)
aara	dawn {ar} (ETYM)
aare	sunlight; a tengwa name (LOTR)
Aarien	Sunmaiden PN {ar} (ETYM)
aaye	Hail! EXCLAM (BOLT)
aha	rage; a tengwa name (LOTR)
ai	alas! (NAM) (NARQ)
aika	sharp A {ayak} (ETYM)
aika X	broad, vast A (BOLT)
aikale	peak {ayak} (ETYM)
aikasse	mountain peak {ayak} (ETYM)
aile X	beach (SV-1931)
ailin	lake (gen. ailingen) {ay-lin} (ETYM)
ailine X	shore (SV-1931)
ailo	lake, pool (BOLT)
aina	holy {ayan} (ETYM)
Ainatar	God (BOLT)
Aini	Ainu, female (see 'Ainu') (ETYM)
Ainu\Ainur	spirit, angelic {ayan} (ETYM)
aiqua	steep A {ayak} (ETYM)
aiquale	tall A (SV-1931)
aira X	old A (SV-1931)
aira-	red, ruddy, copper-colored A {gay} (ETYM)
aire H	holy A (NAM)
aire(n) H X	sea {ayar} (ETYM)
airetaari	holy and queenly A (NAM)
aista	dread V {gAyas} (ETYM)
aiwe	bird, small {aiwee} (ETYM)
Aiwenor	air, lower ("birdland") {aiwee} (ETYM)
aiya	oh! (?) (LOTR)
aksa	ravine, path, narrow {ak} (ETYM)
aksa X	waterfall (BOLT)
Aksan\+d-	Asgon, Lake PN (in Dor Loomin) (BOLT)
Aksanda	Asgon (land PN) (BOLT)

akso	bone (SV-NEW)
ala	after, beyond PREP (SV-1931)
alalme	elm {Alaam} {ALA} (ETYM)
alalmino	elm,of A (NARQ)
Alalminoore	region of Eressea PN, Warwickshire (England) (BOLT)
alarka	swift A (*lakra) {lak} (ETYM)
alasse	joy, merriment (ETYM)
alda	tree {gAlad} {ALA} (ETYM) (NARQ)
Aldalemnar (ETYM)	odd week (to Trees) between 6th & 7th months {lep} {yen}
Aldaron	Orome {gAlad} "lord of trees" (ETYM)
Aldea	Tree-day = 4th weekday (Nuumenoorean form) (LOTR)
aldea	tree-shadowed A {ALA} (BOLT)
aldeon	avenue of trees {ALA} (BOLT)
Aldudeenie	lament for the 2 Trees PN (thus with -d-) (SIL)
Alduuya	Trees-day = 4th weekday (Elves' form) (LOTR)
alka	light,ray of {akla-r} (ETYM)
alka	shine V (SV-1931)
alkar(e)	radiance, brilliance, glory {akla-r} (ETYM)
alkarin	glorious A (LOTR)
alkarinqua	radiant, glorious {akla-r} A (ETYM)
Alkarinque	Jupiter (planet) (SIL, STAR)
alma	wealth, fortune,good {gala} (ETYM)
almaarea	blessed A {gala} (ETYM)
Almaariel	a girl in Nuumenor PN {gala} (ETYM)
almare	blessedness, bliss, fortune,good {gala} (ETYM)
Almaren	place PN (SIL)
almie	blessedness, bliss, fortune,good {gala} (ETYM)
alqua	swan {Alak} (ETYM)
Alqualonde	harbour PN {Alak} {lod} (ETYM)
alta H	(may correspond to S. galad = "light" (LOTR))
alta, alat- H	big {Alat} A (ETYM) /// ITE says "tree" wrongly
Altariel\ -ell-	Galadriel PN (NAM)
alya	prosperous, rich A {gala} (ETYM)
amalda	treetop (NARQ)
Aman	Valinor PN (LOTR)
amandi	vowel {om} (ETYM)
Amarie	PN (SIL)
amarto X	Fate {MRTR} (BOLT)
amatikse	dot above line of writing {tik} (ETYM)
amba, am-	up {am} (ETYM)
ambal	shaped stone, flagstone {mbal} (ETYM)
ambalar X	east (SV-1931)
amban	slope up, hillside {am} (ETYM)
ambapenda	uphill ADV {pen} {am} (ETYM)

ambar (ETYM)	Earth, inhabited world{mbar}(ambaron,= gen? another nom?)
ambar X	bosom (SV-1931)
ambar X	Fate {MRTR} (BOLT)
Ambarenya	Middle Earth PN {mbar} (ETYM)
ambarma	circumstance (VT#26:18 ambar)
ambaron/-oone	sunrise, Orient, uprising (not "rebellion"?) {am} (ETYM)
ambarta	fate, doom (SIL) {mbarat} (ETYM)
ambo	hill (SV-NEW)
amil	mother {am} (ETYM)
amlug	dragon {angwa} {lok} (ETYM)
amme	mother {am} (ETYM)
amorta	heave V (of sea) (SV-NEW)
ampa	hook {gap}; a tengwa name (LOTR)
ampano	building (esp.of wood), wooden hall {pan} (ETYM)
ampenda	uphill ADV {pen} {am} (ETYM)
ampende	upslope {pen(ed)} (ETYM)
amu	up, upwards ADV, raise V {AMU} (BOLT)
amun\+d- X	hill {AMU} (BOLT)
amunte	sunrise {AMU} (BOLT)
an	to, towards, for PREP {naa} (ETYM)
ana	to, towards PREP, PREFIX {naa} (ETYM)
ananta	and yet, but yet {ndan} (ETYM)
Anar	Sun {nar} (stem = Anaar- (LOTR))
anaroore	sunrise {oro} (ETYM)
Anarriima	constellation PN (SIL p48) "sun border?" (ETYM)
Anarya	Sun day, 2nd day of week (ETYM)
anda	long A {anda} (ETYM)
andamunda	elephant (*andambundaa=longsnouted) {Anad} {mbud} (ETYM)
andatehta	mark,long (in writing) {tek} (ETYM)
ando (KVNS)	gate {ad}; a tengwa name (LOTR); for a long time ADV
andon\+di	gate,great {ad} (ETYM)
Andoore	Nuumenor ("Giftland") (NCT)
anduune	sunset, evening {nduu} (ETYM)
anduunie	sunset, west (ONAM)
anga	iron {angaa}; a tengwa name (LOTR)
angaina	iron,of A {angaa} (ETYM)
Angainos X	Melkor PN (BOLT)
angaitya X	torment (BOLT)
Angamanda	Angband PN {mbad} (ETYM)
angayasse X	misery (BOLT)
ango\angwi	snake {angwa} (ETYM)
angulooke	dragon {angwa} {lok} (ETYM)
anka	jaw, row of teeth {anka}; a tengwa name (LOTR)

Ankale	sun ("radiant one") PN {kal} (ETYM)
ankalima	radiant A (LOTR)
anna	gift {ana}; a tengwa name (LOTR)
anta H	face {ana} (ETYM)
anta H	give V {ana} (ETYM)
ante	giver,female {ana} (ETYM)
anto H	giver,male {ana} (ETYM)
anto H	mouth; a tengwa name (LOTR)
antuulien	returned,has V (3p.sg) (BOLT)
anwa	real, actual, true A {ana} (ETYM)
apsa	food,cooked, meat {ap} (ETYM)
ar	and CONJ {ar} (ETYM)
Ar Fanturion	weekday 4 {span} (Mandos & Lorien)
Ar Manwen	weekday 1 (ETYM)
Ar Neldion	weekday 5, to Osse & Orome & Tulkas {nel} (ETYM)
Ar Nessarion	weekday 5, to Osse & Orome & Tulkas {neth} (ETYM)
Ar Ulmon	weekday 2 (ETYM)
Ar Veruen	weekday 3 {bes} (Aule & Yavanna)
ar-	outside in position {ar} (ETYM)
arauka	swift A, rushing A (BOLT)
arda	Earth, realm {gar}; a tengwa name (LOTR)
are\ari	day {ar} (ETYM)
Areandor	region PN "Shadow land" (also Areador) (BOLT)
arie	daytime {ar} (ETYM)
arin	morning {ar} (ETYM)
arinya	morning,of, early {ar} (ETYM)
arka	narrow A {ak} (ETYM)
armar (pl)	goods {gar} (ETYM)
arta	fort, fortress {garat} (ETYM)
arta X	across(?) PREP (c.f. S. adra) (BOLT)
artuile	morning,early {ar} {tuy} (ETYM)
Arvalin	area PN "Outside Valinor" {ar} (ETYM)
Arveruen	weekday PN {lep} {bes} (ETYM)
arwa (SUFFIX)	having (Greek -oweis) e.g. aldarwa=tree-grown {gar} (ETYM)
arya (+ gen) H	possessing, control of,in A {gar} (ETYM)
arya H	day = 12 hours {ar} (ETYM)
Aryante	Daybringer PN {ana} {ar} (ETYM)
aryon	heir {gar} (ETYM)
asea aranion	athelas = kingsfoil (a plant)
assa	hole, opening, mouth {gas} (ETYM)
assare X	bone (SV-1931)
asta	month (LOTR)
astaldo	Tulkas (Vala) PN, valiant (SIL)
asto	dust {Aasat} (ETYM)
at(a)-	again, back, double, re- {atat} (ETYM)

ata	again {atat} (ETYM)
Atalante	Fallen (= Nuumenor) {talat} {da(n)t} (ETYM)
atalantea	downfallen A (SV-NEW)
atalta	collapse, fall in V (past 'ataltane') {talAt} (ETYM)
Atan	Man (= of the mortal species) (SIL)
Atanatar\ -aari	people PN (ETYM)
ataque	construction, building N {tak} (ETYM)
atar	father {ata} (ETYM)
atendea	leap year (LOTR) {at} (ETYM)
atsa	catch, hook, claw {gat} (ETYM)
atta	2 {tat,atta} (ETYM)
atto	father (hypoc.) {ata} (ETYM)
atwa	double {tat,atta} (ETYM)
aule	invention, Aule {gawa, gowo} (ETYM)
Aule	Vala PN (ETYM)
aule X	shaggy A {OWO} (BOLT)
Aur	sun {URU} (BOLT)
aure	day, daylight (SIL)
aurost X	dawn N {URU} (BOLT)
ausie X	wealth {AWA} (BOLT)
auta	invent V {gawa, gowo} (ETYM)
aute X	prosperity, wealth N, rich A {AWA} (BOLT)
ava H	outside {awa} (ETYM)
ava-, au- H	without {awa} (ETYM)
avahaira	far A {khaya} (ETYM)
Avakuuma	Exterior Void PN {kum} {awa} (ETYM)
Avallon	Eressea PN ('A-val-lon' = "hard by Valinor") {lono} (ETYM)
Avaloona	Eressea PN {awa} {lono} (ETYM)
avanoote	numberless A {not} {awa} (ETYM)
avaquet-	refuse, forbid V {awa} {kwet} (ETYM)
Avar(o)\Avari	elf who never began the march {abar} (ETYM)
Avathar	region PN "shadows" (ETYM)
d-	(at start of suffix): see l- or nd- or n- (ETYM)
daana	day (24 hours) (BOLT)
e	from(?) PREP (ONAM)
ea	be (by nature or longterm) V (SIL, COTE)
ea X	eagle (BOLT)
ear, earen	sea {ayar} (ETYM)
Earenya	Sea day, 6th Nuumenoorean weekday (ETYM)
earuile	seaweed, long trailing plant {ay} {uy} (ETYM)
eel	star (poetic) {el} (ETYM)
ehtele	spring, issue of water (*etkelee) {et} {kel} (ETYM)
ehti	spear {ek(te)} (ETYM)
ehtyar	spearman {ek(te)} (ETYM)
eket	sword, short broad-bladed (ETYM)

ekkaira	far A {khaya} (ETYM)
ekko	spear {ek(te)} (ETYM)
ektele	fountain {KELE} (BOLT)
elanor	elanor (sort of flower plant) "star sun" (ITE)
elda	elf {eled} (ETYM)
Eldaquet	Quenya {KWETE} (BOLT)
Eldarissa	Quenya {ISI} (BOLT)
Elemmiire	Mercury (planet) PN (STAR); elf PN (ETYM)
elen(a), ellen,	star {el} (ETYM)
Elenna	Nuumenor PN (allative of 'elen') (SIL)
Elentaari	Star-queen = Varda PN {el} (ETYM)
Eleriina	Star-crowned = Taniquetil PN {el} (ETYM)
Elessar	PN ("Elf-friend", Aelfwine) {ser} (ETYM)
elle X	came V (SV-1931)
elvea	starlike A (SV-NEW)
Elwe	Elu Thingol PN {weg} {el}/{ghel} (ETYM)
elwen X	heart (BOLT)
ematte	stuff left behind N (singular) {em} (NARQ)
en H	there, look!, yonder {en} (ETYM)
en- H	again PREFIX (ETYM)
Endamar	Middle-Earth {Ened} (ETYM)
Endambar	Middle Earth PN {mbar} (ETYM)
ende	middle, centre, core {Ened} (ETYM)
Ender	Tulkas (Vala) PN {nder} (ETYM)
endien	odd week between 6th & 7th months {yen} (ETYM)
Endien	week, extra midyear {yen} (ETYM)
Endor	Middle-Earth {Ened} (ETYM)
endya	middle {Ened} (ETYM)
enga	except (FS)
engwa	sickly A {geng-waa} (ETYM)
enque	6 {Enek} (ETYM)
enquie	week (LOTR)
enta	that yonder A {en} (ETYM)
Entar(da)	Middle-Earth (not Valinor) {ghar} {en} (ETYM)
ento X	next ADV (ARCT)
entulesse	return N (ETYM)
Enu X	Iluuvatar PN (BOLT)
enwina	old (SV-NEW)
enya	middle {Ened} (ETYM)
enyala	commemorate V (COTE)
enyaare	in that day (FS)
enyalie	memory (COTE)
er	1, one, alone {er} (ETYM)
er	only, but, still ADV & CONJ {ERE} (BOLT)
erda	solitary, deserted A {ERE} (BOLT)

erde	seed, germ {edEd} (ETYM)
ere(n) X	iron, steel (BOLT)
eresse	solitude {er} (ETYM)
eresse X	single, only, alone A {ERE} (BOLT)
eressea	lonely A {er} {ERE} (ETYM)
erin	remains N {ERE} (BOLT)
erka	prickle, spine N, prick V {erEk} (ETYM)
erkasse	holly {erEk} (ETYM)
Eru	Iluuvatar PN {er} (ETYM)
erume	desert N {er} (ETYM)
Eruseen	Men and Elves ("children of Eru") (SIL)
eruumea	outer A {ERE} (BOLT)
erya	single, sole A {er} (ETYM)
esse H	beginning (?) {es(et)} (ETYM)
esse H	name N {es}; a tengwa name (LOTR)
essea A	primary A (ETYM)
esta H	1st, first {es(et)} (ETYM)
esta H	name V {es} (ETYM)
Estanesse	Firstborn (?) {es(et)} (ETYM)
Este	Este (Vala) PN (Lorien's wife) {ezdee} {sed} (ETYM)
este	rest N {ezdee} (ETYM)
et-	forth, out PREP (with ablative in LOTR) {et} (ETYM)
etsir	mouth of river {sir} {et} (ETYM)
ette	outside {et} (ETYM)
ettele	outer lands {et} (ETYM)
ettelen	foreign A {et} (ETYM)
ettul-	come out V (ONAM)
faana H	Vala, visible body of {span} (ETYM)
faana H	white A (i.e. like a cloud?) (SV-NEW)
faare	sufficiency, plenitude, wanted, all that is N {phar} (ETYM)
faarea	enough (FS)
faika	contemptible, mean A {spay} (ETYM)
faina-	light, emit V {phay} (ETYM)
fainu-	free V, release V {FAYA} (BOLT)
faire H	natural death (as act) {phir} (ETYM)
faire H	radiance {phay} (ETYM)
faire X	free A {FAYA} (BOLT)
fairie X	freedom {FAYA} (BOLT)
Falanyel\+di	Teleri {nyel} {phal(as)} (ETYM)
falasse	beach {phal(as)} // ITE says 'falas' (ETYM)
falasta	foam V (of sea on shore?) (SV-NEW)
falle	foam {phal(as)} (ETYM)
falma	wave, crested {phal(as)} (ETYM)
falma X	foam {FALA} (BOLT)
Falman	Osse (Vala PN) {FALA} (BOLT)

falmar	wave,breaking {FALA} (BOLT)
falmar\+i	sea-spirit, nymph, Telerin Elf {phal(as)} (ETYM)
falmarin\+di	sea-spirit, nymph, Telerin Elf {phal(as)} (ETYM)
falqua	cleft N X, pass in mountains, ravine {FLKL} (BOLT)
falquan	sword,large {FLKL} (BOLT)
fana	veil, visible body of Vala (LOTR)
fanga	beard {spAnag} (ETYM)
Fantur	Mandos or Loorien (Valar) PN ("Cloud-lord") {span} (ETYM)
fanya	cloud N, white A {span} (ETYM)
fanyare	sky (where clouds and air are, not Space) (SV-NEW)
farea	enough, sufficient A {phar} (ETYM)
farne	dwelling A (in 'orofarne' = "mountain-dwelling" LOTR)
farya\farne	suffice V {phar} (ETYM)
fasse	tangled hair, shaggy lock (hair) {phas} (ETYM)
fauka	open-mouthed, thirsty, parched A {phau} (ETYM)
fea	spirit (not "liquid") (ITE) {phay} (ETYM)
fealooke	dragon,spark- {phay} {lok} (ETYM)
Feanaaro	Feanor PN (*Phay-anaaro) ("Radiant sun") {phay} (ETYM)
Feantur	Mandos or Loorien (Valar) PN "master of spirits" (ETYM)
felya	cave {pheleg} (ETYM)
fenda	threshold {phen} (ETYM)
fent	serpent (should be 'fente'?) (BOLT)
fenume	dragon (BOLT)
feren, ferne	beech (pl. ferni) {pher(en)} (ETYM)
ferinya	beechen A {pher(en)} (ETYM)
ferna	beechmast {pher(en)} (ETYM)
feuya	abhor, disgust at,feel V {phew} (ETYM)
fifiira	fade away (frequentative) V (SV-NEW)
fiirimo	mortal A (FS)
fili\+ki	bird,small {philik} (ETYM)
finde H	cunning N {FINI} {phin} (BOLT)
finde H	tress, plait (hair) {spin} (ETYM)
findl	hair,lock of {FLKL} (should be 'findel'?) (BOLT)
fine	larch {spin} (ETYM)
finie	cunning N {FINI} {phin} (BOLT)
finwa	sagacious A {FINI} {phin} (BOLT)
Finwe	PN {phin} {weg} (ETYM)
fion\+(d)i	haste? hawk? {phi} (ETYM)
Fionwe	PN (son of Manwe) {weg} {phi} (ETYM)
fire	mortal man N {phir} (ETYM)
firima	mortal A {phir} (SIL has 'fiirima')
firin	dead of natural causes A {phir} (ETYM)
firin X	sun,ray of {FLKL} (BOLT)
firinga	necklace, carcanet (BOLT)
firyra	human A {phir} (ETYM)

Firyanor	Hildoorien PN {phir} (ETYM)
foa	hoard, treasure {FOHO} (BOLT)
foalooke	dragon/serpent guarding treasure {FOHO} (BOLT)
foina	hidden A {FOHO} (BOLT)
foole	secrecy, secret N {FOHO} (BOLT)
foolima	secretive {FOHO} (BOLT)
formaite	right-handed, dexterous A {magh} {phor} (ETYM)
formen	north {phor} (ETYM)
Formenos\+to-	place PN "North fort" (SIL) (formen-osto)
formenya	northern A {phor} (ETYM)
forte	right, north (*phoroti) {phor} (ETYM)
forya	right-hand A {phor} (ETYM)
Fui	Night {phuy} (ETYM)
fuin X	night (SV-1931)
fuine	shadow, deep {phuy} (ETYM)
furin	hidden A {FURU} (BOLT)
furu	lie (untruth) N {FURU} (BOLT)
fuume	sleep N {FUMU} (BOLT)
fuumella	poppy {FUMU} (BOLT)
fuumellot	poppy {FUMU} (BOLT)
haaka	yawn V (SV-NEW)
haara-	sit V {kham?} (ETYM)
haaya	far A {khaya} (ETYM)
hahta	pile, mound (*khagda)
haime	habit {khim} (ETYM)
haira	far A {khaya} (ETYM)
haiya	far (NCT)
haiyasse	distance (VT#26:18 haiya)
hala	fish, small {skal} (ETYM)
halatir\+n-	kingfisher ("fishwatcher") {skal} {tir} (ETYM)
halda	veiled, hidden, shadowed, shady A (*skalnaa) {skal} (ETYM)
halla	tall A; a tengwa name (LOTR) (*khalnaa) {khal} (ETYM)
halme	draught (of fishes etc), drawing (not art) {TURU} (BOLT)
haloisi	sea, stormy {HALA} (BOLT)
haloite	leaping A {HALA} (BOLT)
halta-	leap V {HALA} (BOLT)
halya	veil, conceal, screen from light V {skal} (ETYM)
ham-	sit V {kham} (ETYM)
handa	understanding, intelligent A {khan} (ETYM)
handasse	intelligence {khan} (ETYM)
hande	knowledge {khan} (ETYM)
handele	intellect {khan} (ETYM)
hanta	thank V (UT)
hanu	male {ghan} (ETYM)
hanuvoite	male A (ETYM)

hanwa	male A (ETYM)
hanya (ETYM)	understand, be skilled in dealing with, know about V {khan}
hapa	encircle V (VT#26:18 {KHAP})
haran\harni	king, chieftain {taa} {ghar} (ETYM)
haranye	last year of century (ETYM)
harma	treasure N; a tengwa name (LOTR) {ghar} (ETYM)
harna	wounded A {skar} (ETYM)
harwe H	treasure, treasury {ghar} (ETYM)
harwe H	wound (*karwee) {skar} (ETYM)
harya	possess V {ghar} (ETYM)
haryon	prince (, heir) {ghar} (ETYM)
hat-\hante	break asunder V {skat} (ETYM)
hauta	cease, take a rest, stop V {khaw} (ETYM)
heera	chief, principal A {kher} (ETYM)
heere	lordship {HERE} (BOLT)
helda	naked A (*skelnaa) {skel} (ETYM)
helin	voilet (flower) N, pansy N (BOLT)
helka	cold,icy A {khelek} {HELE} (SIL) // ETYM has "helk"
helkar	cold of south pole {HELE} (BOLT)
Helkarakse	place PN (the Grinding Ice) (SIL)
helke	ice {khelek} {HELE} (ETYM)
helkelimbe	icicle(?) hail(?) ("ice-drip") {khelek} {lib} (ETYM)
helle	sky {ghel} (ETYM)
helma	skin, fell (=skin) {skel} (ETYM)
helta	strip N? V? {skel} (ETYM)
helwa	blue,pale A {ghel} (ETYM)
helyanwe	rainbow ("sky-bridge") {yat} {ghel} (ETYM)
hen-	eye- (SD p68 & note 12 on p72)
hen\+di	eye {khende} (ETYM)
henulka	evil-eyed A (SD p68 & note 12 on p72)
her	lord SUFFIX (ETYM)
heren	fortune (not "lot of money") {kher} (ETYM)
Heren Istarion	Order of Wizards,the (ETYM)
herenya	fortunate, wealthy, blessed, rich A {kher} (ETYM)
heri	lady {kher} {HERE} (ETYM)
heru	lord, master {kher} {HERE} (ETYM)
heru	rule, have power V {HERE} (BOLT)
hesin	winter {HESE} (BOLT)
Heskil	Winter one PN {HESE} (BOLT)
hessa	withered, dead A {HESE} (BOLT)
hesta-	wither V {HESE} (BOLT)
hiin	child (ETYM)
hiise	mist, fog (*khiithi)
hiise	misty, bleared A (SV-1931)

hiisie	mist (LOTR)
Hiisiloome	Hithlum PN (place) {khis} {dogh} (ETYM)
Hiisilumbe	Hithlum PN (place) {khis} {lum} (ETYM)
Hiisime	November (LOTR)
hilde; -kil\+di	follower, mortal man N & suffix {khil} (ETYM)
hilkin	freezes, it V (impers.?) {HELE} (BOLT)
hilya	follow {khil} (ETYM)
himba	adhering, sticky A {khim} (ETYM)
himya	stick to, abide by V {khim} (ETYM)
hir-	find V (NAM)
hista	fade V (SV-1931)
hiswa	grey A (ETYM) (NARQ)
hiswe	fog (*khithme) (ETYM)
hlaapa X?	fly in wind V (SV-NEW)
hlar X?	hear V (SV-NEW)
ho	from {gho, ghoo} (ETYM)
holme	odour {ng'ol} (ETYM)
hondo	heart (SD p68 & note 12 on p72)
hoon	heart (= blood-pump, not emotions) {khoon} (ETYM)
hoopa	harbour, haven, small landlocked bay (ETYM)
hoore	impulse {khor} (ETYM)
hoorea	impulsion {khor} (ETYM)
hopasse	harbourage (ETYM)
horma	horde, host {HOSO} (BOLT)
horme	urgency {khor} (ETYM)
horta	send flying, speed, urge V {khor} (ETYM)
hos	folk {HOSO} (BOLT)
hosse	army, band, troop {HOSO} (BOLT)
hosta	number, large N, collect, assemble V {khoth} (ETYM)
hostain	numbered A (FS)
hostar	tribe {HOSO} (BOLT)
hriive	winter (LOTR)
huan	hound (gen. huunen) (*khugan) {khug} (ETYM)
hui	fog, dark, murk, night (BOLT)
Hui	Night {phuy} (ETYM)
hui X	evening (SV-1931)
huine	shadow, deep {phuy} (ETYM)
huiva	murky A (BOLT)
huo	dog {khug} (ETYM)
hurin	hidden A {FURU} (BOLT)
huuro X	storm (SV-1931)
hwan\+di	sponge, fungus {swad} (ETYM)
hwarin	crooked A {skwar} (ETYM)
hwarma	crossbar {skwar} (ETYM)
hwesta	breath, breeze, puff of air N; tengwa name(LOTR) {swes}

(ETYM)	
hwesta	puff V (ETYM)
hwinde	eddy, whirlpool {swin} (ETYM)
hwinya-	swirl, eddy, gyrate V {swin} (ETYM)
hyalma	shell, conch, Ulmo's horn {syal} (ETYM)
hyanda	blade, ploughshare {HYARA} (BOLT)
hyapat	shore {skyap} (ETYM)
hyar	plough {HYARA} (BOLT)
hyarin	cleave, I V {syad} (ETYM)
hyarmaite	left-handed {magh} {khyar} (ETYM)
hyarmen	south; a tengwa name (LOTR) {khyar} (ETYM)
hyarmenya	southern {khyar} (ETYM)
hyarya	left A {khyar} (ETYM)
hyatse	cleft, gash {syad} (ETYM)
hyelle	glass (*khyelesee) {khyel(es)} (ETYM)
hyoola	trumpet (SD p419)
i	the {i} (ETYM)
ie H	connected with SUFFIX A (ETYM)
ie H	infinitive SUFFIX of verb (ETYM)
ie X	be V as SUFFIX (FS etc)
ien\d-	land of; daughter of (ETYM)
iimen	that place (= in them) (FS)
iire H	desire {id} (ETYM)
iire H	when (FS)
iirima	lovely, beautiful, desirable A {id} (ETYM)
Iiwerin	island near Eressea, Ireland PN (also 'Iiverindor') (BOLT)
il-	not PREFIX {la} (ETYM)
ilfirin	immortal A ('lf'-'lp') {phir} (ETYM)
ilka	gleam V (SV-NEW)
ilma	starlight {gil} (ETYM)
Ilmarin	PN "star-home-?" Manwe & Varda's house on Taniquetil
(ETYM)	
Ilmen	Space, where stars are {gil} (ETYM)
Ilmen-assa	Chasm of Ilmen {gas} (ETYM)
ilqua X	all (FS)
ilsa	silver (mystic name of) (BOLT)
ilterendi	unfileable, uncleaveable A (pl.) {TERE} (BOLT)
ilu X	sky, air, upper, Iluuvatar (BOLT)
ilu, iluuve	universe {ilu} (ETYM)
iluquinga	rainbow (BOLT)
Iluuvatar	God PN {ilu} {tar} (ETYM)
Ilwe X	sky, blue, Iluuvatar (BOLT)
ilweran(ta) X	rainbow (BOLT)
ilya	all {il} (ETYM)
imbe	between PREP (LOTR)

indi X	men,mortal (pl.) {IRI} (BOLT)
Indis	Nessa (Vala) PN {ndis} (ETYM)
indo	heart, mood {id} (ETYM)
indo X	house {IRI} (BOLT)
indor X	master of house {IRI} (BOLT)
indyo	grandchild, descendant {ngyoo} (ETYM)
inga	1st, first (ETYM)
inge	flight of missile, trajectory {ing} (NARQ)
ingem	old from mortalness {gengwa} {yen} (ETYM)
ingole	lore,deep, magic (archaic/poetic) {ngol} (ETYM)
Ingolonde	Noldor-land {ngolod} (ETYM)
Ingwe	prince of Elves PN (ETYM)
inimeite	female A {ini} (ETYM)
intya	guess, suppose V, supposition, idea N {ink} (ETYM)
intyale	imagination {ink} (ETYM)
inya H	female A {ini} (ETYM)
inya H	year? 144 years? (NAM as on Caedmon recording of Tolkien)
inya X	small A {INI} (BOLT)
inye	I (BOLT)
ion	son SUFFIX {yon} (ETYM)
irin X	town {IRI} (BOLT)
Irmo	Loorien (Vala) PN "master of desire" (ETYM)
is	snow,light {ISI} (BOLT)
Isil	Moon ("sheen") {thil} (ETYM)
Isildur	PN "moon-obeying" {n(d)ur} (ETYM)
isilme	moonlight (SV-NEW)
iska	pale A {ISI} (BOLT)
isqua	wise A (BOLT)
isse	knowledge, lore (BOLT)
ista	knowledge N {is} (ETYM)
ista\sinte	know V {is} (ETYM)
Istar\Istari	Wizard {is} (LOTR)
istima	knowledge,having, wise, learned A {is} (ETYM)
Istimor	Noldor PN {is} (ETYM)
istya	knowledge {is} (ETYM)
istyar	scholar, learned man {is} (ETYM)
iswa	wise A (BOLT)
Itarille	Idril PN {ita} {ril} (SIL)
kaale X	light N (SV-NEW)
kaane	valour {kan} (ETYM)
kaano	commander (SIL)
kaar (kas-)	head {kas} (ETYM)
kai- X	lie down V (SV-1931)
kaila	lying in bed, sickness N {kay} (ETYM)
kaima	bed {kay} (ETYM)

kaimasan\ -mbi	bedroom {kay} {stab} (ETYM)
kaimasse	bedridden, sick A {kay} (ETYM)
kaimassea	bedridden, sick A {kay} (ETYM)
kainen	10 {kayan, kayar} (ETYM)
kaita	lie down V (not "tell untruth")
kaivo	corpse (SV-1931)
kaivokalma	corpse-candle, will-o'-the-wisp (SV-1931)
kakaine V (KVNS)	lie down for a long time (past) (present = 'kakea'?)
kala	light N {kal} (ETYM)
kala	shine V {KALA} (BOLT)
Kalainis	May (month) {KALA} (BOLT)
Kalamando	Manwe (Vala) PN {mbad} {kal} (ETYM)
kale	morning {KALA} (BOLT)
kalina	light A (of color?) {kal} (ETYM)
kalla-silya	bright? silvershine (ONAM)
kalli	shine V (SV-1931)
kallo	noble man, hero (*kalroo) {kal} (ETYM)
kalma	lamp {kal}; a tengwa name (LOTR)
kalma X	daylight {KALA} (BOLT)
kalma X	light (=radiance) (SV-1931)
kalmateema	tengwar, a series of (LOTR)
kalmindon	lighthouse (ETYM)
kalpa (ETYM)	water-vessel N, draw water, scoop out, bale out V {kalpa}
kalta	shine V {kal} (ETYM)
kalwa	beautiful A {KALA} (BOLT)
kalya	light, illuminate V {kal} (ETYM)
kambe	hollow of hand {kab} (ETYM)
kanta H	shape N & V, -shaped Suffix {kat} (ETYM)
kanta, kan- H	4 {kAnat} (ETYM)
kanu	lead (metal) {KANA} (BOLT)
kanuva	lead, of A {KANA} (BOLT)
kanya	bold (ETYM)
kapalinda	spring of water {KAPA} (BOLT)
kar (kard-)	building N, house {kar} (ETYM)
karakse	jagged hedge of spikes {kAarak} (ETYM)
karin\karne	make, I, build, I V {kar} (ETYM)
karka H	fang, tooth, tusk {KRKR} {kAarak} (ETYM)
karka H	rock N (e.g. navigation hazard) (SV-NEW)
karka X	snarl (= make noise) V (SV-1931)
karkane	teeth, row of {kAarak} (ETYM)
karkaras	spikes, row of, teeth, row of {KRKR} (BOLT)
karkasse	spikes, row of, teeth, row of {KRKR} (BOLT)
karne	red (*karani) {kAaran} (ETYM)

karneambara	red-breasted A, robin N (NARQ)
karnevaite	amid red skies (SV-1931)
karnevalina	rejoice in (autumn) redness (NARQ)
Karnil	Mars (planet) PN (SIL p48, STAR) "red spark?" {kAran}
{gil}	
kassa	helmet (*kassa, *kasma) {kas} (ETYM)
kauka	crooked, bent, humped A {KAWA} (BOLT)
kauko	humpback {KAWA} (BOLT)
kaure	fear N {KAWA} (BOLT)
kaurea	timid A {KAWA} (BOLT)
kauta	bend V (SV-1931)
kawin	bow,I V {KAWA} (BOLT)
keen (kemen)	soil, earth {kem} (ETYM)
kektele	fountain {KELE} (BOLT)
kelma	channel N {kel} (ETYM)
kelta	draw in source V (VT#26:16 {KEL})
kelu, kelume	stream N {KELE} (BOLT)
kelume	stream, flow, rising tide N {kel} (ETYM)
Kelusindi	river PN {KELE} (BOLT)
kelva	moving by itself, animal (SIL) {kel} (ETYM)
kemen	earth as flat floor under sky (SIL) {kem} (ETYM)
kemen	soil (=earth) {KEME} (BOLT)
kemi	earth, soil, land {KEME} (BOLT)
kemina	earthen, earth,of A {kem} (ETYM)
kemnaro	potter N {kem} (ETYM)
kena	see V (SV-NEW)
kenna	until PREP (allative of 'keen')
kentano	potter {tan} (ETYM)
Kermie	July (ETYM)
kerta	rune (LOTR)
kiir-	cut V (SV-1931)
kil-	see V (SV-1931)
kilde	wet-eyed? A (SV-1931)
kilya	cleft, pass between hills, gorge N {kil} (ETYM)
kirinki	bird,species of small scarlet Nuumenoorean (pl.) (UT)
kiris	cleft X, crack {KIRI} (BOLT)
kirisse	slash, gash N {kiris} (ETYM)
kirka	sickle {kirik} (ETYM)
kirma	part (VT#26:16 {KIR})
kirya	(as "cleft" is LOTR error for 'kilya')
kirya	ship N {kir} // SIL says 'kiirya' (ETYM)
koi X	life {KOYO} (BOLT)
koimas X	waybread (SIL)
koina X	alive A {KOYO} (BOLT)
koire X	life {KOYO} (BOLT)

koire X	spring,early ("stirring") (LOTR)
koirea X	alive A {KOYO} (BOLT)
koita	wake V (transitive) (KVNS)
koite X	living being {KOYO} (BOLT)
koiva X	awake V (intrans.), A {KOYO} (BOLT) (KVNS)
koivie X	awakening N {KOYO} (BOLT) (KVNS)
kola	carry V {#kol} (AAN)
kolindo	bearer (LOTR)
kollo	cloak(?) (Thingol = Singollo Sindakollo) (SIL)
koopa	harbour N {KOPO} (BOLT)
Koor	round hill that Tuuna/Tuuun is built on PN {kor} (ETYM)
koranar	year,solar (ETYM)
korda	temple (not "side of head") {KORO} (BOLT)
kordon	idol {KORO} (BOLT)
korima	round A {KORO} (BOLT)
korin	circular enclosure {kor} {KORO} (ETYM)
korko	crow N {korka} (ETYM)
korma	ring (as on finger) (LOTR)
Kormare	Ring-day (a festival day) (LOTR)
korna	round, globed A {kor} (ETYM)
korne	loaf {KORO} (BOLT)
Korollaire	PN "green mound" (SIL)
koromindo	dome, cupola {kor} (ETYM)
koron	globe, ball (gen. kornen) {kor} // SIL says "mound" (ETYM)
Kortirion	place on Eressea PN, Warwick (England) (BOLT)
kosta	quarrel N (*koth-t-) {koth} (ETYM)
kotumo	enemy {koth} (ETYM)
kotya	hostile A {koth} (ETYM)
ku, kua	dove N {kuu} (ETYM)
kuila	alive A {kuy} (ETYM)
kuile	life, being awake N {kuy} (ETYM)
kuive, kuivie	wakening N {kuy} (ETYM)
kuivea	wakening A {kuy} (ETYM)
kulda, kulina	flame-colored, golden-red A {kul} (ETYM)
kullo	red gold (poetic/archaic) {kul} (ETYM)
kulu	gold (poetic) (BOLT)
kuluina	orange A {kul} (ETYM)
kulukalma	golden lamp (SV-1931)
kuluma	orange N {kul} (ETYM)
Kuluurien	Laurelin PN (SIL)
kuluva	golden A (NARQ)
kumba	belly (SD p68 & note 12 on p72)
kumbe	mound, heap {kub} (ETYM)
kumna	empty A {kum} (ETYM)
kundu	prince {kundu} (ETYM)

kuru	magic, wizardry (BOLT)
kuruni	witch of the good magic (BOLT)
kuruvar	wizard (BOLT)
kurwe	craft (not "vessel") {kur} (ETYM)
kuu	bow (weapon) {kugh} (ETYM)
kuu	crescent moon {KUVU} (BOLT)
kuuma	Void,the {kum} (ETYM)
kuuna	curved, bent A (SV-NEW)
kuune	crescent, bow (weapon) X {KUVU} (BOLT)
kyerme	prayer (= praying) (UT)
laa	no, on the contrary, & incredulous questions {la} (ETYM)
laamina	echoing A {lam} (ETYM)
laar H	1000 paces (distance)
laar H	ear? {las} (ETYM)
laara	flat A (listed under {dal})
laika	sharp, piercing A (BOLT)
laike	keen, sharp, acute A, acuteness (of perception) N {laik}
(ETYM)	
laime	shade {day} (ETYM)
laiqaninwa	green and blue (NARQ)
laiqua	green A (*laik-wa) {lAyak} {LAYA} (ETYM)
laiquasse	greenness {LAYA} (BOLT)
Laiquendi	Green-elves PN (SIL) (*Laiquaquendi)
laira	shady A {day} (ETYM)
laire H	meadow {LAYA} (BOLT)
laire H	poem {glir} (ETYM)
laire H	summer (LOTR)
lairelosse	tree,a species of Valinoorean (UT)
laisi	youth, vigour, life,new {LAYA} (BOLT)
laita	praise V (LOTR)
laito	youth, vigour, life,new {LAYA} (BOLT)
laive	ointment (*laibee) {(g)lib} (ETYM)
laiwa	sick, sickly, ill A {sliw} (ETYM)
laka	swallow V ? (AA)
lala	deny V {la} (ETYM)
lala	no, on the contrary, & incredulous questions {la} (ETYM)
lalandila	falling one by one A (NARQ)
lalme	elm {Alaam} (ETYM)
lambe	tongue {lab}; a tengwa name (LOTR)
lambe	tongue, language, tongue of land {LAVA} (BOLT)
lamma	sound N {lam} (ETYM)
lamya	sound V {lam} (ETYM)
lanat	weft {lan} (ETYM)
landa	wide A {lad} (ETYM)
lango X	throat (SV-1931)

lanko	throat {lank} (ETYM)
lanne	cloth, tissue {lan} (ETYM)
lanta-mindo	fallen tower (SV-1931)
lanta-raana	falling or setting moon (SV-1931)
lanta\lantane	fall N & V {da(n)t} (ETYM) (NARQ)
lante	falling A (SV-1931)
lanwa	loom N {lan} (ETYM)
lanya	weave V {lan} (ETYM)
lapsa	lick frequently V {lab} (ETYM)
lapse	baby {lap} (ETYM)
larka	swift A (*lakra) {lak} (ETYM)
lasse	leaf (*lassee) {las} (ETYM) (NARQ)
lasselanta	autumn,late (leaf-fall) {las} (ETYM) (NARQ)
lasta	listen V, hearing N {las} (ETYM)
latin(a)	open, free, cleared (of land) A {lat} (ETYM)
latta	hole {da(n)t} (ETYM)
latuuken	tin (metal) (BOLT)
latuukenda	tin,of A (BOLT)
lau (ETYM)	no, on the contrary, & incredulous questions {ugu} {la}
lauka	warm A {law} (ETYM)
laume (ETYM)	no, on the contrary, & incredulous questions {ugu} {la}
laure	gold (magic name of), golden color {(g)lAwar} (BOLT)
laurea\laurie	gold A (ETYM)
laurealasse	golden leaf (ONAM)
Laurelin	tree PN (gen. -linden) {(g)lin} "gold song" (ETYM)
laurina	golden A (BOLT)
laurinque	tree,a species of Valinoorean (UT)
lausta-	make wind noise V (SV-1931)
lav- H	allow, yield, grant V {dab} (ETYM)
lava H	lick,I V {lab} (ETYM, NAM)
le	SUFFIX -ing N (from verb) (UT)
lemba	left behind A (*lebmaa) (ETYM)
lemba\lembi	Ilkorin (*lebmaa) (ETYM)
lembas	waybread (ITE) (lenn-mbass)
lemin X	5, five (BOLT)
leminkainen X	23 (BOLT)
lemnar	week (Valian, had 5 days) {lep} (ETYM)
lempe	5 {lep} (ETYM)
lempe X	10, ten (BOLT)
lende	went V (FS) (KVNS) {led} (present = *lela?)
leneeme	with leave (NCT)
lenka	slow A {LENE} (BOLT)
lenn-	stretch V (BOLT)

lenwa	long and thin, straight, narrow A (BOLT)
leo	shadow (cast by object) (daio) {day} (ETYM)
lepse	finger {lep(et)} (ETYM)
lepta	finger (SD p68 & note 12 on p72)
lesta	measure N (FS)
leuke	snake (LOTR) {lok?} (ETYM)
li	many SUFFIX {li} (ETYM)
lia	thread,fine, spider thread {slig} (ETYM)
lia	twine N {LI+ya} (BOLT)
liantasse	vine {LI+ya} (BOLT)
liante H	spider {slig} (ETYM)
liante H	tendrils {LI+ya} (BOLT)
lie	people {li} (ETYM) (NARQ)
liiko	wax (SV-NEW)
liikuma	candle (SV-NEW)
liime	excessively (VT#26:16 li- c.f.leneeme)
liine	cobweb {slig} (ETYM)
liive	sickness (*sliiwee) {sliw} (ETYM)
lillassea	many-leaved A (SV-NEW)
lilta	dance V (ETYM) (NARQ)
limba	drop N {lib} (ETYM)
limbe	many A (BOLT)
limpe	drink of the elves or Valar, wine {LIPI} {lip} (BOLT)
lin-	many {li} (ETYM)
linda	fair, beautiful A, one of the Lindar N {lind} {slin}
(ETYM)	
lindale	music (SIL)
linde, -lin	singing, tune, air (LIRI) {(g)lin} (ETYM)
lindele	song, music {LIRI} {(g)lin} (ETYM)
lindelea	melodious A {LIRI} (BOLT)
lindo	singer, songbird {(g)lin} (ETYM)
lindoorea	of many sorts A (NARQ)
lindornea	oaks, having many {li} {dOron} (ETYM)
linga	hang, dangle V {(g)ling} (ETYM)
linga- X	hum like harp V (SV-1931)
lingwe	fish (*ling'we) {liw} (ETYM)
lingwe X	harp-music (NARQ)
lingwilooke	sea-serpent {liw} {lok} (ETYM)
linque	water N {LIQUI}, wet A {linkwi} (BOLT)
lintitinwe	stars, having many A {TINI} (BOLT)
lintuilind(ov)a	having many swallows (birds) A (NARQ)
lntyulussea	poplars, having many {tyul} {li} (ETYM)
linya	pool (ETYM)
linyenwa	old, having many years A {li} {yen} (ETYM)
lipil	glass, a little {LIPI} (BOLT)

lipsa	soap (*libda) {(g)lib} (ETYM)
lipte	drop, little N, drip V {LIPI} (BOLT)
liquin	wet A {LIQUI} (BOLT)
liquis	transparence {LIQUI} (BOLT)
lira	sing, chant V {lir, glir} (ETYM) (NARQ)
lirilla	lay N, song {LIRI} (BOLT)
lirit	poem {LIRI} (BOLT)
lis	honey (gen.lissen) {lis} (ETYM)
liske	reed (BOLT)
lissuin	lissuin (a sort of flower plant) (UT)
litse	sand {lit} (ETYM)
loiko	corpse (SV-NEW)
lokse	hair {lokh} (ETYM)
lokta	sprout V {LOHO} (BOLT)
lokte	blossom N {LOHO} (BOLT)
londe	harbour entrance {lod} // SIL says "landlocked
haven" (ETYM)	
loo	night, a night {dogh, doo} (ETYM)
looke (-ii)	dragon {lok} (ETYM)
loome	dusk, gloom, darkness {LOMO}, night {domo} (BOLT)
loome X	cloud (SV-1931)
loomear\+n-	gloom, child of {LOMO} (BOLT)
loomelinde	nightingale {dogh} {lin} (ETYM)
loomin	shade, shadow {LOMO} (BOLT)
loomir	hide, I V {LOMO} (BOLT)
loona H	dark {dogh, doo} (ETYM)
loona H	island, land difficult to reach {lono} (ETYM)
loore	slumber {los} (ETYM)
Loorellin	lake PN (SIL)
Loorien	Loorien (Vala) PN; region PN {los} (ETYM)
loote	flower (large single) {lot(h)} (ETYM)
loote, -lot	flower {LO'o} (BOLT)
Lootesse	May (month)
lor	slumber V {LORO} (BOLT)
loralya	asleep A (KVNS)
lorda	drowsy, slumbrous A {LORO} (BOLT)
lorna	asleep A {los} (ETYM)
losse H	blossom (usually white) {lot(h)} (ETYM)
losse H	snow, fallen (LOTR)
losse H	white A (SV-1931)
lossellie	white people (SV-1931)
luhta	enchant V {luk} (ETYM)
Luinil	Neptune (planet) PN (SIL p48, STAR) "blue spark?" {lugni}
{gil}	
luka	swallow V ? (AA)

lumbar	cloud (SV-NEW)
Lumbar	Saturn (planet) PN (SIL p48, STAR)
lumbe	gloom, shadow {lum} (ETYM)
lumbo	cloud,dark lowering {LUVU} (BOLT)
lumbule	shadow,heavy, darkness (ETYM)
lumenyaare	tale, saga, history {luu} {nar} (ETYM)
lumna	heavy, oppressive, ominous, burdensome A {dub} (ETYM)
lumna	lie heavy V {dub} (ETYM)
lunga H	bend, sag V (SV-1931)
lunga H	heavy A {lug} (ETYM)
lunte	ship {LUTU}, boat {lut} (BOLT)
lussa-	whisper V {slus,srus} (ETYM)
lusse	whisper N {slus,srus} (ETYM)
lusta	empty, void A {lus} (ETYM)
lutta-	flow, float V {LUTU} (BOLT)
lutu-	flow, float V {LUTU} (BOLT)
luu	time (=occasion) {lu} (ETYM)
luuke	enchantment {luk} (ETYM)
luume	time {lu} (ETYM)
luume X	darkness (SV-NEW)
luumequenta	history, chronicle {lu} {kwet} (ETYM)
luumequentale	history {lu} {kwet} (ETYM)
luumequentalea	historical A {lu} {kwet} (ETYM)
luune	blue A (*lugni) {lug} (ETYM)
Luunoronti	Blue Mountains PN {lug} (ETYM)
luure	weather,dark {LUVU} (BOLT)
luurea	dark (from clouds), overcast A {LUVU} (BOLT)
luut-	sail V (SV-1931) {lut} (ETYM)
luuto X	flood {LUTU} (BOLT)
luuva	bow (part of tengwa) (LOTR)
luvu	lower V, brood V {LUVU} (BOLT)
lyaa	yours PRONOUN (NARQ)
maa	hand ('kamm' {kab} in Sindarin) {magh} (ETYM) (NARQ)
Maahanaksar	PN "ring of doom" (ETYM)
maali	yellow? (ONAM)
maaloo	love N {mel} (ETYM)
maalos X	forest (BOLT)
maama	sheep? (Maamandil = a Num shepherd PN (UT))('sheep-lover'?)
maana	blessed A (FS)
maane	spirit that has gone to Mandos or Erumaani (?) (BOLT)
maar	good A (FS) {mag} (ETYM)
maara	useful, fit, good (of things) A (*magraa) {mag} (ETYM)
mahalma	throne (COTE)
mahta	handle, wield (weapon) V {magh} {mak} (ETYM)
mahtar	warrior {mak} (ETYM)

Maia	Maia (like Vala but lesser)
maika	sharp, piercing A (SIL)
maile	lust N {mil(ik)} (ETYM)
mailea	lustful A {mil(ik)} (ETYM)
mailinon	(unidentified word in ONAM)
maite	handy, skilled A (*maghiti) {magh} (ETYM)
maite SUFFIX	-handed A (SD p68 & note 12 on p72)
maivoine	longing, great N (BOLT)
maiwe	seagull {miw} (ETYM)
maka-	slay V {MAKA} (BOLT)
Makalaure	Maglor PN (Gold-cleaver) {mak} (ETYM)
makar H	swordsman {mak} (LOTR)
makar H	tradesman {mbakh} (ETYM)
makil	sword {mak} {MAKA} (ETYM)
maksa	pliant, soft A (*mazgaa) (ETYM)
makse	dough (*mazgee) (ETYM)
malarauko	Balrog {ngwal} {ruk} (ETYM)
malda	gold (as metal) {smal} (ETYM)
malina	yellow A {smal} (ETYM) (NARQ)
malinorne	mallorn tree (UT)
malle	street, road {mbal} {MALA} (ETYM)
malo	pollen, yellow powder {smal} (ETYM)
malta	gold; a tengwa name {smal} (LOTR)
malwa	fallow, pale A {smal} (ETYM)
mammen	to where, whither (VT#26:18 man men)
man	who? what? (interrogative pronoun) (LOTR etc)
manar	doom, fate, fortune (usu.=final bliss) {manad} (ETYM)
mande	doom, fate, fortune (usu.=final bliss) {manad} (ETYM)
Mando(s)	Mandos (Vala) "Dread Imprisoner" PN {mbad} {gos} (ETYM)
mandu	doom, abyss, Hell (SV-1931)
manduloome	doom-shadow (SV-1931)
mane	good (moral) A (BOLT)
manka	trade V {mbakh} (ETYM)
mankale	commerce {mbakh} (ETYM)
manu	spirit, departed {man} (ETYM)
Manwe	Manwe (Vala) PN {weg} {man} (ETYM)
mapa	grasp with hand, seize V {map} {MAPA} (ETYM)
mapa	seize V (VT#26:18 {KHAP})
mar	earth N (FS), home N, dwell V (NAM)
maranwe	destiny {mbarat} (ETYM)
marde	hall (NAM)
marde X	Earth (FS)
marilla	pearl (BOLT)
mart	luck, a piece of {MRTR} (BOLT)
mart-	happens, it V (impersonal) {MRTR} (BOLT)

marta	fated, fey A {mbarat} (ETYM)
Martan(o)	Aule (Vala) PN "Earth-builder" {tan} {mbar} (ETYM)
marto X	fortune, fate, lot {MRTR} (BOLT)
martya	destine V {mbarat} (ETYM)
marya	pale, fallow, fawn A {mad} (ETYM)
masta	bake V, bread N {mbas} (ETYM)
mat	eat V {mat} (ETYM)
maur X	dream, vision (BOLT)
maure	need (=compulsion?) N {baug} (ETYM)
mausta	compulsion {baug} (ETYM)
mauya	compel V {baug} (ETYM)
mavar	shepherd (BOLT)
mavoite	hands, having A (BOLT)
mear	gore (bloodyness) {MEHE} (BOLT)
meena	region {men} (ETYM)
meetima	final A (SV-NEW)
mektar	swordsman {MAKA} (BOLT)
mel	love (as friend) V {mel} (ETYM)
melda	beloved, dear A {mel} (ETYM)
meles(se)	love N {MELE} (BOLT)
melima	lovable, fair A {mel} (ETYM)
Melimar	Lindar PN {mel} (ETYM)
melin	dear (not "expensive") A {mel} (ETYM)
melindo	lover, male {mel} (ETYM)
melisse	lover, female {mel} (ETYM)
Melko(r)	Morgoth PN (*Mailikoo) {mil(ik)} (ETYM)
Melkor	Vala PN "he who arises in might" (SIL)
melme	love N {mel} (ETYM)
melwa	lovely A {MELE} (BOLT)
Melyanna	Melian PN "dear gift" (SIL)
men	place, spot N {men} (ETYM)
menel	sky, heavens (LOTR)
Menelmakar	Orion (constellation) PN (ETYM)
Menelya	Sky day, 5th day of week (ETYM)
mennai	until CONJ (KVNS)
mente	point, end N {met} (ETYM)
meoi	cat (BOLT)
mere\merne	wish, desire, want V {mer} (ETYM)
meren\+d-	feast, festival {mber} (ETYM)
merende	feast, festival {mber} (ETYM)
merka	wild A {mberEk} (ETYM)
merya	festive A {mber} (ETYM)
mesta	journey?? (ARCT)
metta	end {met} (ETYM)
mettare	last day of Nuumenoorean year (ETYM)

metya	end V (trans.) {met} (ETYM)
mi	in, within PREP {mi} (ETYM)
mii	in the PREP (mi + i) (LOTR)
miire, -miir	jewel {mir} (ETYM)
miirinoite	(unidentified word in ONAM)
miksa	wet A {misk} (ETYM)
milka	greedy A {mil(ik)} (ETYM)
milme	desire, greed N {mil(ik)} (ETYM)
milya	long for V {mil(ik)} (ETYM)
minda	prominent, conspicuous {mini} (ETYM)
mindo	tower, isolated {mini} (ETYM)
mindon	turret {MINI}, tower (*minitaun) {tun} {mini} (BOLT)
mine	1, one {mini} (ETYM)
minga-raana	waning moon (SV-1931)
minna	into PREP {mi} (ETYM)
minnas	tower {mini} (ETYM)
minque	11, eleven {minikw} {MII} (ETYM)
mintya	many A (NARQ)
minya	1st, first A {mini} (ETYM)
minyen	first year, first day {mini} {yen} (ETYM)
miquilis	kisses N (pl.) (SV-1931)
mir	into PREP {mi} (ETYM)
mir X	1, one {MII} (BOLT)
miril\+li	shining jewel {mbiril} (ETYM)
mirilya	glitter V {mbiril} (ETYM)
mirima	free A {mis} (ETYM)
Mirimor	Teleri PN {mis} (ETYM)
miru	wine (BOLT)
miruvoore	nectar, drink of the Gods (BOLT)
miruvor\ -oor-	mead, Eldarin and Valinoorean (LOTR)
mista	stray about V {mis} (ETYM)
miste	rain, fine {mizd} (ETYM)
mitya	interior A {mi} (ETYM)
miule	whining, mewling N {miw} (ETYM)
moile	tarn (BOLT)
moina	familiar A (VT#26:18 {moy})
moina	familiar, dear A {moy} (ETYM)
mokir	hate, I V {MOKO} (BOLT)
mool	slave, thrall {moo} (ETYM)
moore	blackness, darkness, night {mor} (ETYM)
moore X	black A (SV-1931)
moota	labour, toil V {moo} (ETYM)
mordo	shadow, obscurity, stain N {mor} (ETYM)
mordo X	warrior, hero (taken from Sindarin) (BOLT)
more	black A {mor} (ETYM)

mori	night {MORO} (BOLT)
mori-	black- A (SD p68 & note 12 on p72)
morilinde	nightingale {mor} (ETYM)
morimaite	blackhanded (SD p68 & note 12 on p72)
morion	black one (= Morgoth) (FS)
morion	dark, son of the {MORO} (BOLT)
morko	bear (animal) N {morOk} (ETYM)
morna	gloomy, sombre A {mor} (ETYM)
morna X	black {MORO} (BOLT)
morne	black A (SV-NEW)
mornie	black grief {MORO} (BOLT)
mornie	darkness (NAM)
morqua X	black {MORO} (BOLT)
moru	hide V {MORO} (BOLT)
Morwen	dark, daughter of, Jupiter (planet) {MORO} (BOLT)
Morwinyon	Arcturus (star) "glint in dark" (BOLT)
motto	blot {mboth} (ETYM)
muile	secrecy {muy} (ETYM)
muina	secret, hidden A {muy} (ETYM)
mundo H	bull (animal) (in Tolkien's Bibliography)
mundo H	snout, nose, cape (headland, not cloak) (*mbundu) {mbud}
(ETYM)	
murme	slumber N {MURU} (BOLT)
murmea	slumbrous A {MURU} (BOLT)
muru-	slumber V {MURU} (BOLT)
na H	be (temporarily) V {naa} (ETYM)
na H	to, towards PREP {naa} (ETYM)
naa, naan	but, on the contrary, on the other hand {ndan} (ETYM)
naar(e)	flame N {nar} (ETYM)
Naarie	June {nar} (LOTR)
nahta	bite N {nak} (ETYM)
naike	pain, sharp {nAyak} (ETYM)
naikele	pain, sharp {nAyak} (ETYM)
naikelea	painful A {nAyak} (ETYM)
nainie	lament (NAM)
nak-	bite V {nak} (ETYM)
nakil*, -ndakil	victor {ndak} (e.g. Hyarmendakil) (LOTR)
nal, nalle	vale, dell {NLDL} (BOLT)
nalda	valley, of A {NLDL} (BOLT)
nalla	cry N (NARQ)
nalla(a)ma	echo N {lam} (ETYM)
namaarie	farewell! (NAM)
namba	hammer N & V {ndam} (ETYM)
Nambaranto	Damrod PN ("hammerer of copper") {rautaa} {ndam} (ETYM)
nan	but (FS)

nan, nand X	woodland {NARA} (BOLT)
nan- H	backwards PREFIX {ndan} (ETYM)
nana	mother (hypocoristic) {nan} (ETYM)
nanda H	harp V {ngan(ad)} (ETYM)
nanda H	water-meadow, plain, watered {nad} (ETYM)
nandaro	harper {ngan(ad)} (ETYM)
nande H	harp {ngan(ad)} (ETYM)
nande, -nan\+d- H	valley (ETYM)
nandele	harping N {ngan(ad)} (ETYM)
nandelle	harp, little {ngan(ad)} (ETYM)
nandin X	fay of country, dryad {NARA} (pl.+di?) (BOLT)
angwa	jaw (*nakma) {nak} (ETYM)
nanquenie	reply (VT#26:16 {NDAN}{QUEN})
naraka	harsh, rending, violent A {nAarak} (ETYM)
narda	knot {snar} (ETYM)
narki	rend V {nAarak} (ETYM)
narmo	wolf {ngar(a)m} (ETYM)
Narquellie	October (ETYM)
narquellion	autumn, sun-fading {kwel} {nar} (ETYM) (NARQ)
Narvinye	January ("sun-new") (LOTR)
narwa	fiery red A {nar} (ETYM)
nasse	thorn, spike {nas} (ETYM)
nasta H	prick, sting V {nas} (ETYM)
nasta H	spearhead, point, gore, triangle {snas,snat} (ETYM)
nat	thing {naa} (ETYM)
natse	web, net {nat} (ETYM)
nauka	dwarf (BOLT)
nauko	dwarf {nAwak} (ETYM)
naule	wolf howl {ngaw} (ETYM)
nauro	werewolf {ngaw} (ETYM)
nause	imagination (*nauthe) {nowo} (ETYM)
nauta	bound, obliged A (ETYM)
ndil	friend SUFFIX {ndil} (ETYM)
ne	by means of PREP (NARQ)
neen, -nen	river, water {NENE} {nen} (ETYM)
Neenar	Uranus (planet) PN (SIL p48, STAR)
Neenime	February (LOTR)
neenu	waterlily, yellow {NENE} (BOLT)
neenuvar	waterlilies, pool of {NENE} (BOLT)
neer\neri	man = male sentient being {nder} (ETYM)
neese	youth {neth} (abstract? = teenager?) (ETYM)
nekte	honey {NEHE} (BOLT)
nelde	3 {nel} (ETYM)
nelet\nelki	tooth {nElek} (ETYM)
nelle	brook N (*nenle) {nen} (ETYM)

neltil\+di	triangle {nel} {til} (ETYM)
nenda	watery A {nen} (ETYM)
nende	pool {nen} (ETYM)
nengwe, nengwi	nose {neng'wi} (ETYM)
nengwea	nasal A {neng'wi} (ETYM)
nermi	spirit of field (BOLT)
nerthe	9 {nEter} (ETYM)
Nessa	Vala-queen PN (ETYM)
nessa	young A, Nessa (Vala) PN (*nethraa) {neth} (ETYM)
nessamelda	tree,a species of Valinoorean (UT)
nesse	youth {neth} (abstract? = teenager?) (ETYM)
nessima	youthful A {neth} (ETYM)
neuma	snare {snew} (ETYM)
neuna	2nd, second A {ndew} (ETYM)
neuro	follower, successor {ndew} (ETYM)
nie	tear (sad, not "rip") {nei} {NYEHE} (ETYM)
Nielikkilis	little Niecele PN hypocoristic (SV-1931)
Niellium	Sirius (star) ("blue bee") (BOLT)
Nielluune	Sirius (star) ("blue bee") (BOLT)
nienaitē	blinking, tears (SV-1931)
nieninque	snowdrop ("white tear") {nei} {nikw} (ETYM)
nieninquea	snowdrop-like A (SV-1931)
Nienna	Nienna (Vala) PN {nei} (ETYM)
nier	bee (honeybee) (*nekhier) {NEHE} (BOLT)
nierme	tears,in A (weeping, not rip) {nei} (NARQ)
Nierninwa	Sirius (star) ("blue bee") (BOLT)
nierwes	hive {NEHE} (BOLT)
nii	woman = female sentient being (archaic/poetic) {nii}
(ETYM)	
nii- X	drip A (SV-1931)
niire	tear (sad, not "rip") {nei} (ETYM)
Niisinen	lake PN "because sweet-smelling shrubs & flowers
there" (UT)	
niite	moist, dewy A {nei} (ETYM)
niive	pale A (?) (SV-1931)
nilda	friendly, loving A {ndil} (ETYM)
nilde	friend,female {ndil} (ETYM)
nildo, nilmo	friend {ndil} (ETYM)
ninde	slender A {nindi} (ETYM)
ninquā	be white V (SV-1931)
ninque, -i-	white A (*ninkwi) {nikw} {NIQUI} (ETYM)
ninquisse	whiteness {nikw} (ETYM)
ninquita-	shine white V {nikw} (ETYM)
ninquita-	whiten V {nikw} > (ETYM)
ninwa X	blue A (BOLT)

nique	snow {nikw} (ETYM)
niquetil X	snowcap {NIQUI} (BOLT)
niquis X	snow {NIQUI} (BOLT)
nirwa	cushion, bolster (*nidwoo) {nid} (ETYM)
nisse,nis\nissii	woman = female sentient being {ndis} (ETYM)
no	under PREP {nu,nuu} (ETYM)
no X	on PREP (SV-1931)
noa	think V (VT#26:18 {nowo})
noa,noo\noowi	conception(=idea) {nowo} (ETYM)
Noirinan	plave PN "valley of tombs" (UT)
noldo	Noldorin Elf; a tengwa name (LOTR) {ngolod} (ETYM)
Noldomire	Silmaril {mir} {ngolod} (ETYM)
noldorinwa	Noldor,of the (NARQ)
nolwe	wisdom, lore,secret {ngol} (ETYM)
noola H	head,round, knoll {ndol} (ETYM)
noola H	wise, learned A {ngol} (ETYM)
noole	wisdom {ngol} (ETYM)
noore,-nor	clan, race(=kin) {ndor} (ETYM)
noore,-nor	land, dwelling-place, a people's land {ndor} (ETYM)
noore,-nor	native land, nation, family {NOO} (BOLT)
noorie	country(=region) (NAM) {ndor} (ETYM)
noota	count V (FS)
noot	number {not} (ETYM)
nootime	countable A (NAM)
nootina	counted A (FS)
norn	wheel {NORO} (should be 'norne'?) (BOLT)
norno	oak {dOron} (ETYM)
nornoro-	run on, run smoothly V {NORO} (BOLT)
norolinde	tripping lightly A (SV-1931)
norsa	giant N {noroth} (ETYM)
nosse	kin, people {NOO}, clan, family, "house" {noo} (BOLT)
nosta	birth,give V, birth N, birthday N {NOO} (BOLT)
nostale	species, kind N {NOO} (BOLT)
nostari	begotten A (pl.) (LOTR)
not-	reckon V {not} (ETYM)
nu	down below, underneath ADV {nu,nuu} (LOTR)
nukumna	humbled A (NCT)
nulla H	dark, dusky, obscure A {ndul} (ETYM)
nulla, nulda H	secret (ndulna) {dul} (ETYM)
numenda	low,get (of Sun) V {NUHU} (BOLT)
nuntikse	dot below line of writing {tik} (ETYM)
nuquerna	reversed A (LOTR)
nur	growl N, complaint {NURU} (BOLT)
nura	deep A {nu,nuu} (ETYM)
nurrua	grumble V (SV-NEW)

nurtale	hiding, concealment
nuru	death N, Mandos (Vala) PN {ngur} (ETYM)
Nurufantur	Mandos (Vala) PN ("Death-cloud-lord") {span} (ETYM)
nutin	tie,I V (ETYM)
nuume	west (SV-1931)
nuume-heruvi	west lords (NCT)
nuumea	western A {NUHU} (BOLT)
nuumen	west {nduu} (ETYM)
nuumenya	western A {nduu} (ETYM)
nuumeta	low,get (of Sun) V {NUHU} (BOLT) (SV-1931)
nuun	down below, underneath ADV {nu,nuu} (ETYM)
nuuro	sunset {n(d)ur} (ETYM)
Nuuron	Ulmo (Vala) PN {nu,nuu} (ETYM)
nuuru	growl (of dogs) V, grumble V {NURU} (BOLT)
nuuruhuine	death shadow (NCT)
nuuta (ETYM)	stoop, sink V {NUHU}(BOLT), set, sink (sun/moon) V {nduu}
nuute	knot, bond (ETYM)
nuuur	smooth A, rolling free A {NORO} (BOLT) (Sind??)
nwalka	cruel A {ngwal} (ETYM)
nwalme	torment; a tengwa name (LOTR) {ngwal} (ETYM)
nwalya	torment, pain V {ngwal} (ETYM)
nyaare	tale, saga, history {nar} (ETYM)
nyalme	clamour {ngyal} (ETYM)
nyano	rat (*nyadnoo) {nyad} (ETYM)
nyarin	tell,I V {nar} (ETYM)
nyarna	tale, saga {ter} {nar} (ETYM)
nyeena-	lament V {NYEHE} (BOLT)
nyeene	goat,female {NYENE} (BOLT)
nyeere	grief (BOLT)
nyelle	bell {nyel} (ETYM)
nyello	singer {nyel} (ETYM)
nyenye	weeping N {NYEHE} (BOLT)
o	with PREP (SV-1931)
o X	and (NCT)
o-	together PREFIX {wo,woo} (ETYM)
oa X	wool {OWO} (BOLT)
oar\+n-	mermaid, child of sea {O'o} (BOLT)
oaris\oarits-	mermaid {O'o} (BOLT)
ohta	war N (*oktha) {koth} (ETYM)
ohtakyaro	warrior {kyar} (ETYM)
ohtar	warrior (SIL)
oi	ever {oi} (ETYM)
oia	everlasting A {oi} (ETYM)
Oiakuumi	Avakuuma PN {oi} (ETYM)

oiale	everlasting age N, forever ADV {oi} (ETYM)
oikta	jewel treasury (3 syllables) (NARQ)
oilima X	last A (SV-1931)
oio	endless period (COTE)
oiolaire	tree, a species of Valinoorean (UT)
Oiolosse	Taniquetil PN ("Eternal snow") {oi} (ETYM)
Oiolossea	dwelling on Oiolosse A (ONAM)
Oiomuure	region PN (SIL)
oira	eternal A {oi} (ETYM)
oire	everlasting age {oi} (ETYM)
oldo	cliff (BOLT)
ole X	3, three (BOLT)
ollo	cliff (BOLT)
olma X	9, nine (BOLT)
Olofantur (ETYM)	Lorien (Vala) PN ("Dream-cloud-lord") {span} {olos}
oloorea	dreamy A {LORO} (BOLT)
Oloorin	Gandalf PN (LOTR) (SIL)
olor	dream {olos} (ETYM)
olor, oloore	dream {LORO} (BOLT)
olos(se)	snow (fallen only?) (poetic only) {golos} (ETYM)
olva	living thing not self mobile (SIL)
olwa	branch {golob} (ETYM)
olwen(n)	branch X, wand, stick (BOLT)
omenta	meet V {wo} {men} (AA)
omentie	meeting {wo} {men} (ETYM)
on (ETYM)	partitive, old case ending SUFFIX (ghoo+pl.m){gho, ghoo}
ondo	stone (as material) {gonod} (ETYM)
onna	creature {ono} (ETYM)
onoone	sister {noo} (ETYM)
onooro	brother (kin)(usual word) {wo, woo} {noo} (ETYM)
onot-	add up V {not} (ETYM)
onta	beget, create V (past 'oone', 'ontane') {ono} (ETYM)
ontani	parents {ono} (ETYM)
ontare	begetter, parent (female) {ono} (ETYM)
ontaro(ontaar)	begetter, parent {ono} (ETYM)
Oo	sea (poetic) {O'o} (BOLT)
ooleme	elbow (BOLT)
ooma	voice {om} (ETYM)
oomalingwe X	voice, harp-music of (NARQ)
ooman	vowel {om} (ETYM)
oore H	heart(=emotions), spirit (not "liquid")
oore H	rising N {oro} (ETYM)
oore X	dawn, sunrise, east {ORO} (BOLT)

oore X	morning (SV-1931)
oorea X	dawn,of, eastern A {ORO} (BOLT)
opele	walled house or village, "town" {pel(es)} (ETYM)
oquenie	discussion (VT#26:16 {OS}{QUEN})
or	above PRET (COTE)
or X	on PREP (BOLT, SV-1931)
or\oor-	heart(=emotions), spirit (not "liquid") SUFFIX (LOTR etc)
ork\orqu- X	monster, demon (BOLT)
orko\orqui	orc (*orku) {Orok} (ETYM)
orme	violence, wrath, haste {gor} (ETYM)
orna	hasty A {gor} (ETYM)
orne	tree (high isolated) {Orni} (ETYM)
ornemalin	mallorn tree (LOTR)
oro	hill N, rise V {ORO} (BOLT)
oro-	high PREFIX {oro} (ETYM)
Orokarni	mountains PN "Red Mountains" (SIL)
oromande X	wood spirit (dryad, not meths!) (SV-1931)
oromarde	hall,lofty (NAM)
Orome	Orome (Vala) PN {ORO} (ETYM)
oron\~ti	mountain {Orot} (ETYM)
oronta	steep A {ORO} (BOLT)
oronte, oronto	sunrise {ORO} (BOLT)
oroستا	ascension {ORO} (BOLT)
orta	rise, raise V {oro} (ETYM)
orteluume	dome,high (ONAM)
orto	mountaintop {Orot} (ETYM)
orto-	raise V {ORO} (BOLT)
os\+t- X	cottage, house {OSO} (BOLT)
os\+to-	as 'osto' when a SUFFIX. Note + 'to-', not 'te-'. (ETYM)
ossa	wall and moat {OSO} (BOLT)
osse	terror, Osse (Vala) {gos, goth} (ETYM)
osta	homestead {OSO} (BOLT)
ostar	township {OSO} (BOLT)
osteka	describe V (VT#26:18 {OS}{TEK})
osto	city, town with wall round {os} (ETYM)
osto X	gates of the sun {ORO} (BOLT)
Ostor X	East, sun coming out of her white gates {ORO} (BOLT)
otornasse	brotherhood (usu. not kinship) {tor} (ETYM)
otorno	brother,sworn, associate N {wo,woo} {tor} (ETYM)
Otselen	Ursa Major PN {ot(s(s/k))} (ETYM)
otso	7 {ot(s(s/k))} (ETYM)
palan-	far, distant, wide {pal} (ETYM)
palantir\~iiri	palantir {pal} (or sg. -tiir in LOTR)
palis	lawn, sward (BOLT)
palla	wide, expansive A {pal} (ETYM)

palme	surface {pal} (ETYM)
palpa	beat, batter V (ETYM)
palu-, palya-	open wide, spread, expand, extend V {pal} (ETYM)
Palurin	World,the Wide {PALA} (BOLT)
paluure	surface, bosom, bosom of Earth {pal} (ETYM)
Paluurien	Yavanna (Vala) PN {pal} (ETYM)
panda	enclosure {pad} (ETYM)
panda	include V (VT#26:16 {PAD})
pano (ETYM)	shaped wood piece, plank, fixed board, floorboard {pan}
panta	open A & V, unfurl, spread out V {pat} (ETYM)
panya-	fix, set V {pan} (ETYM)
papta	fall lightly V(?) (SV-1931)
paptalasselinde	music of falling leaves (SV-1931)
parka	dry A (ETYM)
parma	book; a tengwa name (LOTR) {par} (ETYM)
parma (BOLT)	skin, bark (not noise), parchment, book, writings {PARA}
parmalambe	book language, Quenya {par} (ETYM)
parmateema	tengwar,a series of (LOTR)
pasta	smooth A {path} (ETYM)
pee	mouth {peg} (ETYM)
pel-	revolve (ETYM)
pelekko	axe (c.f. Greek 'pelekys') (BOLT)
pelekta	hew V (BOLT)
pelen-	fenced A (?) (LOTR)
peler	fenced field, Anglo-Saxon 'tuun' {pel(es)} (ETYM)
pella	beyond the borders of PREP (LOTR)
peltas\peltaksi	pivot (*pel-takse) {tak} {pel} (ETYM)
penda	sloping down, inclined A {pen(ed)} (ETYM)
pende	slope, downslope, declivity {pen(ed)} (ETYM)
Pereldar	half-Eldar, Danian Elves {per} (ETYM)
perya, perina	half {per} (ETYM)
piika	dwindle (SV-NEW)
piike	waning, fading (of sun) (?) A (SV-1931)
piinea	small A (NARQ)
pilin\+di	arrow {pilim} (ETYM)
pilinehtar	a black plant like rushes (ref a drawing by Tolkien)
pilininge	arrow,flight of (NARQ)
pinilya	small A (SV-1931)
pinqe	thin A (NARQ)
pio	plum, cherry (BOLT) (NARQ)
piosenna	holly (BOLT)
pirukendea	whirling gently A (SV-1931)
pirya	juice, syrup {pis} (ETYM)

piukka	blackberry (BOLT)
poika	clean, pure A {poy} (ETYM)
polda	strong physically, burly A {pol(od)} (ETYM)
Poldoorea	Tulkas (Vala) PN {pol(od)} (ETYM)
poldore	strength, physical {pol(od)} (ETYM)
pole	oat (VT#28 P31)
pore	flour, meal (*pori)
puta	spit V {piw} (ETYM)
punta	plosive consonant {put} (ETYM)
pusta	blow V (SV-1931)
pusta-	stop V (trans. & intrans.) & N {pus} (ETYM)
putta	stop (in punctuation) {put} (ETYM)
puurea	discoloured (SV-NEW)
quaame	sickness {kwam} (ETYM)
quaare	hand {kwar} (ETYM)
quaine	wailing A (SV-1931)
qualin	dead (having died in pain?) A {kwal} (ETYM)
qualin X	dead A {QUALA} (BOLT)
qualme	agony, death N {kwal} (ETYM)
qualme X	death {QUALA} (BOLT)
qualume X	heaving (of sea) A (SV-1931)
quanta	full A, full of A, fill V {kwat} (ETYM) (NARQ)
quanta-malle	full road (ONAM)
quantien	last day of year {kwat} {yen} (ETYM)
quela	fade, wither V {kwel} (ETYM)
quelet(si)	corpse (*kwelett-) {kwel} (ETYM)
quellie	waning A (LOTR)
quelle	autumn, late (ETYM)
quende	elf {kwen(de)} (ETYM)
Quendelie	Elves, The {kwen(de)} (ETYM)
quent	word {KWETE} (should be 'quente'?) (BOLT)
quenta	tale (*kwentaa) {kwet} (ETYM)
quentale	account, history {kwet} (ETYM)
quentaro	narrator (*kwentro) {kwet} (ETYM)
quentele	sentence (grammatical) {KWETE} (BOLT)
Quenya	Quenya {kwet} (LOTR etc)
querna	turned(?) A (see 'nuquerna')
quesse	feather {kwes} (ETYM)
quesset	pillow {kwes} (ETYM)
quet-\quente	speak, talk V {KWETE} (BOLT)
quetil	tongue, language {kwet} (ETYM)
quettasundolie	etymology (VT#26:16)
quimari X	phantoms (pl) (SV-1931)
quina	bow (weapon) {kwig} (ETYM) (SD p68 & note 12 on p72)
quingatelko	bow-legged (SD p68 & note 12 on p72)

quingi-	twang (of string or harp) V (BOLT)
quorin	drowned, choked A {QUORO} (BOLT)
quoro-	choke, suffocate V {QORO} (BOLT)
raa X	arm N {RAHA} (BOLT)
raa\raavi	lion {raw} (ETYM)
raaka H	break V (SV-NEW) (SV says 'raka')
raaka H	wolf {darAk} (ETYM)
raakina	broken A (SV-NEW)
raama	wing {ram} {RAHA} (ETYM)
raamalooke	dragon,winged {ram} {lok} (ETYM)
raamavoite	wings,having A {RAHA} (BOLT) (NARQ)
Raana	moon (SV-1931)
raane	straying, wandering N {ran} (ETYM)
Raasa	sea (BOLT)
raava H	bank(esp.of river) {rambaa} (ETYM)
raava H	wilderness {rab} (ETYM)
raavea	roaring A (SV-NEW) {raw} (ETYM)
raika	crooked, bent, wrong A {rAyak} (ETYM)
raime	hunting N {roy} (ETYM)
rakka	claw (SD p68 & note 12 on p72)
rakkalepta	clawfingered (SD p68 & note 12 on p72)
rakta	stretch out, reach V {RAHA} (BOLT)
rama	shout V {RAMA} (BOLT)
ramba	wall {rambaa} (ETYM)
rambe	shout N {RAMA} (BOLT)
ran	noise {RAMA} (BOLT)
Rana	Moon {ran} (ETYM)
randa	Age, 100 Valian Years {rad} (ETYM)
ranga	pace (distance) (THME)
rangwe	fathom N (*rakmee) {rak} (ETYM)
ranko\ranqui	arm N (*ranku) {rak} (ETYM)
ranya-	stray V {ran} (ETYM)
rasse	horn (of animal or mountain) {ras} (ETYM)
rato	soon ADV (ARCT)
ratse?	12 (derived by AA from root) {rAsat} (ETYM)
rau\raavi X	lion {RAVA} (BOLT)
rauko	demon {ruk} (ETYM)
raumo	storm, noise of storm (SV-NEW)
raust	hunting N, preying N {RAVA} (BOLT)
rauta	metal {rautaa} (ETYM)
rauta- X	hunt V {RAVA} (BOLT)
ravenne	lioness {RAVA} (BOLT)
ree, -re	day SUFFIX (LOTR)
reena	edge, border, margin {reg} (ETYM)
rempa	crooked, hooked A {rep} (ETYM)

rerin\rende	sow, I V {red} (ETYM)
rie	crown (*riigee) {rig} (ETYM)
rihta	jerk, twitch N & V {rik(h)} (ETYM)
riima	edge, border, hem {rii} (ETYM)
riina	crowned A {rig} (ETYM)
rille	brilliance (SIL)
rilma	glittering light {ril} (ETYM)
rilya	glittering, brilliance {ril} (ETYM)
rimba	frequent, numerous A {rim} (ETYM)
rimbe	crowd, host {rim} (ETYM)
rimpa	rushing, flying N {rip} (ETYM)
rin X	dew (BOLT)
rinda	circular A {rin} (ETYM)
rinde	circle {rin} (ETYM)
ringa	damp, cold, chilly A (LOTR) (BOLT)
ringe	cold A {ringi} (ETYM)
ringe	cold pool on mountainside {ringi} (ETYM)
ringil	cold of north pole (BOLT)
ringwe	rime, frost (BOLT)
rinke	flourish, shake, quick N {rik(h)} (ETYM)
rista	cut V & N {ris} (ETYM)
roina	ruddy A {roy} (ETYM)
roita	pursue V {roy} (ETYM)
rokko	horse {rok} (ETYM)
romba	trumpet, horn (for blowing) {rom} (ETYM)
rondo	cave {rod} (ETYM)
ronta	hollow {ROTO} (BOLT)
ronyo	hound of chase {roy} (ETYM)
rooma H	shoulder {RAHA} (BOLT)
rooma H	sound, loud, sound of trumpet {rom} (ETYM)
roomen	east {men} {roo} (ETYM)
roomenya	eastern A {roo} (ETYM)
roona	east {roo} (ETYM)
roota	tube {ROTO} (BOLT)
rosse	rain, fine, dew {ros} (ETYM)
rotele	cave {ROTO} (BOLT)
rotse	pipe (musical) {ROTO} (BOLT) (NARQ)
rotwa	hollow {ROTO} (BOLT)
ruksa	crumble V (SV-NEW)
runda	wood, rough piece of {rud} (ETYM)
runya	slot (=trail), footprint {run} (ETYM)
russe	sword-blade (archaic/poetic), coruscation {rus} (ETYM)
rusta	broken A (SV-1931)
ruste	crumbling A (SV-1931)
ruukina	disordered A (SV-NEW)

ruuma	move heavy object V (SV-NEW)
ruunya	flame, red (SIL)
ruve X	horse (SV-1931)
sa-	intensive prefix (BOLT)
saa X	fire {SAHA} (BOLT)
saara X	fiery A {SAHA} (BOLT)
saava	juice {sab} (ETYM)
Sahoorā X	south {SAHA} (BOLT)
saira	know, understand V {say} (ETYM)
sairon	wizard {say} (ETYM)
saiwa X	hot A {SAHA} (BOLT)
sakkata	rend, tear V ('sakkante' in NCT) {skat}
salma	lyre {SALA} (BOLT)
salme	harp-playing {SALA} (BOLT)
salpa	bowl N, take a sup of V {SLPL} (BOLT)
salpa	lick up, sup, sip V {sAlap} (ETYM)
salque	grass {salAk(we)} (ETYM)
sambe	room, chamber {stab} (ETYM)
samna H	diphthong {sam} (ETYM)
samna H	post, wooden {stab} (ETYM)
samno	carpenter, wright, builder (*stabnoo) {stab} (ETYM)
san	then (= thereupon) (SV-1931) (NARQ)
sanda	firm, true, abiding A {stan} (ETYM)
sanga	gather V (SV-1931); crowd N, throng N, press N {stag}
(ETYM)	
Sangahyando	sword PN ("Throng cleaver") {syad} {stag} (ETYM)
sanka	cleft, split {stak} (ETYM)
sanke	hateful A {SNKN} (BOLT)
Sankossi	Orcs (pl.) {SNKN} {HOSO} (BOLT)
sanya	regular, law-abiding, normal A {stan} (ETYM)
sanye	rule, law {stan} (ETYM)
sapsa	grave N (SV-1931)
sar\+di	stone, small {sar} (ETYM)
sara	grass, stiff dry, bent-grass {star} (ETYM)
sarko	flesh {SRKR} (BOLT)
sarkuva	corporeal, bodily A {SRKR} (BOLT)
sarna	stone, of A {sar} (ETYM)
sarne	strong place {sar} (ETYM)
sarnie	shingle, pebble-bank (UT)
sarquā	fleshy A {SRKR} (BOLT)
Sarquindi	cannibal ogres (pl.) {SRKR} (BOLT)
saura	foul, evil-smelling, putrid A (ETYM)
sauri-	foul- A (SD p68 & note 12 on p72)
saurikumba	foulbellied A (SD p68 & note 12 on p72)
Sauro(n)	Sauron PN "abhorred" (SIL)

seere	rest, repose, peace {sed} (ETYM)
selde	daughter {seld} (ETYM)
seldo, selda	child {seld} (ETYM)
seler\selli	sister (blood-kin usu. 'onoone') {thel(es)} (ETYM)
senda	resting, peace, at A {sed} (ETYM)
ser (ETYM)	love, be fond of (of liking, friendship) SUFFIX {ser}
serin	rest, I V {sed} (ETYM)
Serinde	PN "She who embroiders" (SIL)
serke	blood (SIL)
serme	friend, female {ser} (ETYM)
sermo	friend {ser} (ETYM)
seron	friend {ser} (ETYM)
si	this (ETYM)
sii	now {si} (ETYM)
siila	shine V (LOTR) {sil} (ETYM)
siin	now ((or "now is"??)) (NCT)
siire	stream N {SIRI}, river {sir} (BOLT)
siirima	liquid A, flowing A {SIRI} (BOLT)
sikahonda	dagger-minded(?) {sik} {khood} (LOTR)
sikil	dagger, knife {sik} (ETYM)
silda	silvery gleam (NARQ)
silda-raana	gleaming moon (SV-1931)
silde	gleaming A (SV-1931)
silima	shining substance devised by Feanor (ETYM)
Silindro	Jupiter (planet) {SILI} (BOLT)
Silmaril\+li	Silmaril (sg. also -ille?) {ril} (ETYM)
silme	silver (archaic/poetic) (ETYM) {sil}
silme	starlight; a tengwa name (LOTR)
silme-raana	silver moon (SV-1931)
Silmerosse	Silpion PN {ros} (ETYM)
Silmo	moon {SILI} (BOLT)
Silpion	tree PN "Cherry-moon" (BOLT)
silque	white (SV-1931)
simpa	pipe, flute N {SIPI} (BOLT)
simpeta	pipe V (musical) (NARQ)
simpetar	piper {SIPI} (BOLT)
simpina	pipe, flute N {SIPI} (BOLT)
simpise	piping A {SIPI} (BOLT)
sin	now {si} (ETYM)
sina	this (COTE)
sinda	grey A (LOTR)
sinda-norie	grey country (ONAM)
Sindarin	Sindarin (ETYM)
sindarinwa	Grey-elves, of the A (ETYM)

sinde	grey A {thin} (ETYM)
sindi	river {SIRI} (BOLT)
Sindo	Thingol PN {thin} (ETYM)
sinome	here, in this place (LOTR)
sinqui	jewels (sg. sinko?) (NARQ)
sinquita	jewels, adorn with V (NARQ)
sinta	short A {stintaa} (ETYM)
sinta\sintane	fade V {thin} (impers.=evening comes?) (ETYM)
sinya	new A {si} (ETYM)
sinye	evening {thin} (ETYM)
sir-	flow V {sir} (ETYM)
siril	rivulet {sir} (ETYM)
sirilla	flowing A (NARQ)
sisilla	shine (frequentative) V (SV-NEW)
solme	wave N (of water) {SOLO} (BOLT)
Soloneldi	Teleri (pl) {sol} (ETYM)
Solonyeldi	Teleri (pl) {sol} {nyel} (ETYM)
solor	surf, surge (*solos) {SOLO} {sol} (ETYM)
solosse	surf, surge {SOLO} (BOLT)
soora	long X, trailing A (BOLT)
sor X	eagle {SORO} (BOLT)
sorne\sorni	eagle {thoron} {SORO} (ETYM)
sornion	eyrie {SORO} (BOLT)
soron\sorni	eagle {thoron} (ETYM)
Sorontar	Thorondor PN {thoron} (ETYM)
Soronuume	constellation PN (SIL p48) "eagle of west?" (Aquila?)
suhto	draught of drink {suk} (ETYM)
suile	incitement {siw} (ETYM)
sukin	drink, I V {suk} (ETYM)
sulka	root, (esp. edible) {sUluk} (ETYM)
sulp-	lick V {SLPL} (BOLT)
sulpa	soup {SLPL} (BOLT)
sunda	root (UT)
sundo	base, root, root-word {sud} (ETYM)
sungwa	drinking vessel (*sukmaa) {suk} (ETYM)
surya	spirant consonant {sus} (ETYM)
suu	noise of wind {SUHU} (BOLT)
suule	breath, spirit; a tengwa name (LOTR) {thuu} (ETYM)
suulima	breath (NARQ)
Suulime	March (month)
suulime X	wind N {SUHU} (BOLT)
Suulimo	Manwe (Vala) PN {thuu} (ETYM)
suulo	goblet (*suglu) {suk} (ETYM)
suuma	hollow cavity, bosom (SV-NEW)
suume	wind, gust of (NARQ)

suure (-i-)	wind (SV-NEW)
Suuro	Sauron PN (ETYM)
suuru X	wind (SV-1931)
suuya	breathe V {thuu} (ETYM) (NARQ)
ta	that, it {ta} (ETYM)
taa	high A {TAHA} (BOLT)
taal	foot (part of body) (gen. sg. talen) {tal} (ETYM)
taale X	foot (part of body) (SV-1931)
taape\tampe	stops,he, blocks,he V {tap} (ETYM)
taar\+i	king (of whole tribe) {taa,tagh} (ETYM)
taara	lofty A {taa,tagh} {TAHA} (ETYM) (NARQ)
taare	then (= at that time) (FS) (compare 'iire' = "when")
taari (ETYM)	queen (of whole tribe) (esp. Varda (Vala)) {taa,tagh} {TAHA}
taarie	height (LOTR)
Taarion	last day of week (ETYM)
taile	lengthening, extension N {tay} (ETYM)
Taime	sky {TAHA} (BOLT)
Taimie	sky {TAHA} (BOLT)
taina	extended, lengthened A {tay} (ETYM)
taita	prolong V {tay} (ETYM)
take\tanke	fastens,he V {tak} (ETYM)
takse	nail (not fingernail/toenail) {tak} (ETYM)
tala	wing, sail (SV-1931)
tala X	foot {TALA} (BOLT)
talant\talami	floor, ground (ETYM)
talant-	fallen A (FS)
talas	sole of foot {TALA} (BOLT)
tallune	sole of foot (*talrunya) {tal} {run} (ETYM)
talma	base, foundation, root {talam} (ETYM)
talta	slope N; slope, slip, slide down V {talAt} (ETYM)
talta	sloping, tilted, leaning A {talAt} (ETYM)
talwi	feet,the two (dual) {TALA} (BOLT)
Tamar	Aule (Vala PN) {TAMA} (BOLT)
tamba	knock, knocking,keep on V {tam} (ETYM)
tambaro	woodpecker (*tamroo) {tam} (ETYM)
tambe	copper (metal) {TAMA} (BOLT)
tambina	copper,of {TAMA} (BOLT)
Tamildo	Aule (Vala PN) {TAMA} (BOLT)
tamin	forge N {TAMA} (BOLT)
tamin\tamne	knock,I V {tam} (ETYM)
tampa	stopper {tap} (ETYM)
tana	that (anaphoric) {ta} (ETYM)
tande	thither V (SV-1931)
tango	twang N {ting} (ETYM)

tangwa	hasp, clasp (*takmaa) {tak} (ETYM)
taniquelasse	tree, a species of Valinoorean (UT)
Taniquetil\+d-	Taniquetil PN ("high white horn") {nikw}{til}{tagh} (ETYM)
tanka	firm, fixed, sure A {tak} (ETYM)
tankil	pin, brooch {tak} (ETYM)
tanna	thither
tano	craftsman, smith {tan} (ETYM)
tanta	double A {tata} (ETYM)
tanwe	craft, thing made, device, construction {tan} (ETYM)
tanya H	fire(?) (BOLT)
tanya H	that (demonstrative) (SV-1931)
tar H	beyond (FS) {thar} (ETYM)
tar H	king or queen (of whole tribe) SUFFIX {taa,tagh} (ETYM)
tar H	thither (*tad) {ta} (ETYM)
Tar-Kalion	Ar-Pharazoon PN (NCT)
tara	cross V, go athwart V {TARA} (BOLT)
tarambo	buffer (BOLT)
Tarambolaike	Dramborleg PN (Tuor's axe) {TARA} (BOLT)
taran\mb-	buffer (BOLT)
tarka	horn (of animal) {tarAk} (ETYM)
tarkil\+di	Numenoorean {khil} {tagh} (ETYM)
tarma	pillar (SIL)
tarna	crossing N, passage {TARA} (BOLT)
Tarquendi	Lindar {taa,tagh} (ETYM)
tarquesta	Quenya {taa,tagh} (ETYM)
taru	horn {TARA} (BOLT)
tarukka	horned A (=having horns) (BOLT)
tarukko	bull (animal) (BOLT)
Taruktarna	Oxford (in England) PN (BOLT)
taruku-	ox (BOLT)
tarunko	bull (animal) (BOLT)
tarya	stiff, tough A {tarag} (ETYM)
tasarin	willow (BOLT)
taser(e)	willow {tathar} (ETYM)
tatya	double, repeat V {tata} (ETYM)
taule	tree, great {TAVA} (BOLT)
tauno X	forest {TAVA} (BOLT)
taura	mighty A {tur} (ETYM)
taure	forest, wood, great {taur} (ETYM)
taurelasse	forest leaf (SV-1931)
taureliloomea	forest-many-shadowed A (ETYM)
taurina	wooden A {taur} (ETYM)
tavar	wood(substance) {taur} (ETYM)
tavar\+n- X	sprite of dale {TAVA} (BOLT)
tavari	spirit of woods (dryad, not meths!), female {taur} (ETYM)

tavaro	spirit of woods (dryad, not meths!) {taur} (ETYM)
tavas	woodland {TAVA} (BOLT)
tea	line, straight {teng'} (ETYM)
teema	row, series, line, series of tengwar {teng'} (ETYM)
teena	straight A (NCT)
teera	straight, right A (ETYM)
tehta	mark (in writing), sign, diacritic {tek} (ETYM)
teke	writes, he V {tek} (ETYM)
tekil	pen (for writing) {tek} (*tekla)
tekko	mark "" when not used as long mark {tek} (ETYM)
tel	roof {TELE} (BOLT)
telda	roof, having a A {TELE} (BOLT)
telella	elf, little (BOLT)
Telelli(e)	Teleri, the (general pl.) {teles} (ETYM)
telemnä	silver A {kyelep} (ETYM)
telempe	silver {TELPE} (BOLT)
Teler\+i	Telerin Elf {teles} (ETYM)
telerea	elves, little, of A (?) (BOLT)
Telerin	Teleri, of A {teles} (ETYM)
telerinwa	shore-people (of Valinor/Elfland) (SV-1931)
telimbo	canopy, sky {TELE} (BOLT)
telko\telqui	leg, stem of tengwa (pl. is analogical) {tElek} (ETYM)
telkontar	strider (ETYM)
tella	hindmost A {teles} (ETYM)
telle	rear (*telesaa) {teles} (ETYM)
telluma	dome, vault (NAM)
telme	hood, covering N {telu} (ETYM)
telmello telmanna	top to bottom {telu} (ETYM)
telpe	silver N (Telerin?) {kyelep} {TELPE} (ETYM)
telpina	silver A {kyelep} (ETYM)
telta	canopy, overshadow, screen V {tel(u)} (ETYM)
telu	dome (esp. of heaven) {tel(u)} (ETYM)
telu X	end N, finish, end V {TEL+u} (BOLT)
telume	heaven (SV-1931)
Telumehhtar	Orion PN ("sky warrior") {tel(u)} (ETYM)
Telumendil	constellation PN (SIL p48)
teluume	hall (ONAM)
teluumen	vault, sky (SV-1931)
telwa	last A, late A {TEL+u} (BOLT)
ten	for CONJ (FS)
ten-	hear V (SV-1931)
tengwa	letter (not document) (*tekmeë) {tek} (ETYM)
tengwanda	alphabet {tek} (ETYM)
tengwe	writing N {tek} (ETYM)
tengwesta	grammar {tek} (ETYM)

tenkele	writing system, spelling {tek} (ETYM)
tenna	until PREP {tegh/teng} (LOTR)
ter(e)	through PREP {ter(es)} (ETYM) (NARQ)
teren(e)	slender A {ter(es)} (ETYM)
Terendul	PN {ndul} (ETYM)
teret	auger, gimlet {TERE} (BOLT)
tereva	piercing A {TERE}, fine, acute A {ter(es)} (BOLT)
terhat-	break apart V {skat} (ETYM)
termara	stand, endure V {ter(es)} {mbar} (COTE)
teve	hate {TEFE} (BOLT)
tevie	hatred {TEFE} (BOLT)
tevin	hatred {TEFE} (BOLT)
tie	path, course, line, direction, way (*teghee) (ETYM)
tihta	blink, peer V (SV-NEW)
tii- X	shine V (SV-1931)
tikse	dot, tiny mark, point {tik} (ETYM)
til\tild-	point, horn SUFFIX {til} (ETYM)
tilde	point, horn {til} (ETYM)
Tilion	Moon,man in (not in other stories) {til} (ETYM)
tilkal	metal used to make Angainor (BOLT)
timpe	rain,fine {TIPI} (BOLT) (NARQ)
timpine	spray {TIPI} (BOLT)
tinda	glinting, silver A {tin} (ETYM)
tinda X	spike {TIRI} (BOLT)
tinde	glint {tin} (ETYM)
tindo X	glint (?) (SV-1931)
tindoome	twilight, starry {tin} {domo} (ETYM)
Tindoomerel\+d-	Tinuuviel PN (*tindoomiselde) {tin} {seld} (ETYM)
tine	glints,it V {tin} (ETYM)
tinga H	flint (SD p68 & note 12 on p72)
tinga H	twang V {ting} (ETYM)
tingahondo	flinthearted (SD p68 & note 12 on p72)
tinge	twang N {ting} (ETYM)
tingilinde	star,twinkling {gil} {tin} (ETYM)
tingilya	star,twinkling {gil} {tin} (ETYM)
tinko	metal; a tengwa name (LOTR) {tinkoo} (ETYM)
tinkoteema	tengwar,a series of (ETYM)
tint	spark,silver {TINI} (should be 'tinte'?) (BOLT)
tinta	kindle, spark,make to V {tin} (ETYM)
Tintanie	Varda (Vala) ("Star-kindler") PN {tan} (ETYM)
Tintalle	Varda (Vala) PN {tin} (ETYM)
Tintanie	Varda (Vala) PN {tin} (ETYM)
tintila	sparkle, glitter, twinkle, tremble V (NAM)
tintina	sparkles,it V {tin} (ETYM)
tinwe	sparkle, star {tin} {TINI} (ETYM)

tir-	heed V (SV-NEW)
tirin X	tower,tall {TIRI} (BOLT)
tirin\tirne	watch,I V {tir} (ETYM)
tirion	watchtower {tir} (ETYM)
tiris	town with walls and towers, watch, vigil {TIRI} (BOLT)
tirne	brow (of person) (UT)
titta	little, tiny A {tit} (ETYM)
tiuka	fat, thick A {tiw} (ETYM)
tiuko	thigh {tiw} (ETYM)
tiuya	swell, fat,grow V {tiw} (ETYM)
toa	woollen A (ETYM)
toi	they are (FS)
tol	island, hill,isolated,in plain {TOLO} (BOLT)
tol\toll-	island {tol} (SIL says "island with sheer sides") (ETYM)
tolla	hill, hilltop (SV-1931)
tolmen	boss of shield, hill,isolated round {TOLO} (BOLT)
tolos	knob, lump {TOLO} (BOLT)
tolto	8 {tolot/-th} (ETYM)
tombo	gong {TUMU} (BOLT)
too	wool (ETYM)
toole X	centre {TOLO} (BOLT)
toopa	roof N & V {top} (ETYM)
tope\tompe	covers,he V {top} (ETYM)
toron\torni	brother {tor} (ETYM)
torwa	brotherly A (NARQ)
tuia	sprout, spring V {tuy} (ETYM)
tuile H	morning,early {tuy} (ETYM)
tuile H	spring (season), buddings,new {TUYU} {tuy} (BOLT & ETYM)
tuileere	spring (season) {TUYU} (BOLT)
tuilere	Spring equinox day (ETYM)
tuilindo (ETYM)	swallow (bird) N ("Spring-singer") {TUYU} {tuy} {(g)lin}
tuima	sprout, bud {tuy} (ETYM)
tuka	draw(=pull) V {tuk} (ETYM)
tukalia	pull and entwine V (NARQ)
tulka	firm, strong, immoveable, steadfast A {tuluk} (ETYM)
tulka	fix, set up, establish V {tuluk} (BOLT)
Tulkas (ETYM)	Tulkas ((gen?) 'Tulkatho', 'Tulkassen') (Vala) PN {tuluk}
tulko	support, prop {tuluk} (ETYM)
tulma	bier {TULU} (BOLT)
tulta (ETYM)	send for, fetch, summon V(*'tultaa' "cause to come"){tul}
tulu X	fetch, bring, bear, move, come V {TULU} (BOLT)
tulunka	steady, firm A {TULUK} (BOLT)

tulwe	pillar, standard, pole {TULU} (BOLT)
tulya	come V {TULU} {tul} (ETYM says perfect 'tulie') (LOTR)
tumbale	valley,deep (LOTR)
tumbe	trumpet {TUMU} (BOLT)
tumbo	valley,deep {TUMU} {tub} (ETYM)
tumna	deep A (<*tubnaa) {tub} (ETYM)
tumna	deep, dark, profound, hidden A {TUMU} (c.f. Utumna) (BOLT)
tumpo	hump {tumpu} (ETYM)
tunda	tall A {tun} (ETYM)
tundo	hill, mound {tun} (ETYM)
tunga	taut, tight, resonant (of strings) A {tug} (ETYM)
tuo	muscle, sinew, vigour, physical strength {tug} (ETYM)
tupse	thatch {tup} (ETYM)
tur X	king {TURU} (BOLT)
turin\turne	wield,I, control,I, govern,I V {tur} (ETYM)
turingui	queen {TURU} (BOLT)
Turkil	Nuumenoorean {khil} {tur} (ETYM)
turma	shield {turUm} (ETYM)
turme	to get control (??) (ONAM)
turo, tur	master, victor, lord (in compounds) {tur} (ETYM)
tursa	kindle V {TURU} (BOLT)
туру	kindle V {TURU} (BOLT)
туру	wood (substance) (properly firewood) {TURU} (BOLT)
туруува	wooden A {TURU} (BOLT)
tussa	bush {tus} (ETYM)
tusture	tinder {TURU} (BOLT)
tuule	name (NCT)
tuuma	moving A (SV-1931)
Tuun(a)	city in Valinor PN {tun} (ETYM)
tuupa	cover, roof V (NAM)
tuure	power, control, mastery, victory {tur} (ETYM)
Tuurindo	Tuurin PN {tur} (ETYM says 'Turindo')
Tuurindo	Tuurin PN {tur} {id} (ETYM)
tuuva	find V (LOTR)
tyalangan\+di	harp-player {tyal} (ETYM)
tyalie	sport, play, game {tyal} (ETYM)
tyalin	play,I V {tyal} (ETYM)
tyar	cause V {kyar} (ETYM)
tyaro	doer, actor, agent N {kyar} (ETYM)
tyavin	taste,I V {kyab} (ETYM)
tyel(de)	end N {tyel} (ETYM)
tyel-	end, cease V {teles} {tyel} (ETYM)
tyelima	final A {tyel} (ETYM)
tyelka	swift, agile A {kyelek} (ETYM)
tyelle	grade (LOTR)

tyelma	ending (FS)
tyelpe	silver N {kyelep} (ETYM)
tyelpeteema	tengwar, a series of (LOTR)
tyulma	mast (of ship/boat, not nuts) {tyul} (ETYM)
tyulusse	poplar tree {tyul} (ETYM)
ue	fleece {OWO} (BOLT)
uile	seaweed, long trailing plant {uy} (ETYM)
Uin H	whale, the primaeval (BOLT)
uin H, uin\uume	I do not, I am not V {ugu, umu} (ETYM)
Uineeniel	daughter of Uinen PN (should be 'Uinendiel'?)
Uinen	Uinen (Vala) PN (gen. Uinenden) {uy} (ETYM)
ulka A	evil (SD p68 & note 12 on p72) (c.f. {uulug})
ullie	(see 'ulya') V (ETYM)
ullume	forever (FS)
Ulmo	Ulmo (Vala) PN (<*Ulumnoo) {ulu} "pourer/rainer" (SIL)
ulmula	mumbling A (SV-1931)
ulto- X	pour V (trans. & intrans.) {ULU} (BOLT)
ulu- X	pour V (trans. & intrans.) {ULU} (BOLT)
ulunde	flood {ulu} (ETYM)
ulundo	monster, deformed and hideous creature {uulug} (ETYM)
ulya\ulyane	pour V (past intrans. ulle) {ulu} (ETYM)
umbar (ETYM)	fate, doom; a tengwa name (LOTR) (gen. umbarten) {mbarat}
umin	see 'uin'
un-, und-	down, under, beneath PREFIX {unu} (ETYM)
undoome	twilight (usually evening)
undu	down, under, beneath PREP & PREFIX {unu} (ETYM)
undume	abyss (SV-NEW)
ungo	cloud, dark shadow {ung} (ETYM)
Ungoliante	Ungoliant PN {ung} {slig} (ETYM)
ungwale	torture {ngwal} (ETYM)
ungwe H	cobweb (LOTR); a tengwa name (LOTR) {ung} (ETYM)
ungwe H Y	gloom {ung} (ETYM)
ungwe X	spider (esp. Ungoliant) {GUNGU} (BOLT)
Ungweliante (ETYM)	Ungoliant PN ("Webweaver", later "Gloomweaver") {ung}
unka-	hollow out V {unuk} (ETYM)
unqua	hollow A {unuk} (ETYM)
unquale	agony, death N {kwal} (ETYM)
unque	hollow; a tengwa name (LOTR) {unuk} (ETYM)
untuupa	cover down, roof down V (NAM)
urdu X	death (c.f. S. gurthu) (BOLT)
urna	oven {URU} (BOLT)
uru X	fire {URU} (BOLT)
uruite	fiery A {ur} /// agrees with LOTR but deleted in ETYM

(ETYM)	
urulooke	dragon,fiery {ur} {lok} (ETYM)
uruuva	fire,like A {URU} (BOLT)
uruvoite X	fiery A {URU} (BOLT)
urwa	fire,on A {URU} (BOLT)
urya-	blaze V {ur} /// agrees with LOTR but deleted in ETYM
(ETYM)	
urya-	burn V (intrans.) (BOLT)
usin	escapes,he V {USU} (BOLT)
usque	reek {usuk} (ETYM)
usta-	burn V (trans.) (BOLT)
uswe	way out, exit, escape (ETYM)
Utumno	Utumno PN (<*Utubnu) {tub} (ETYM)
uu-	not, un-, in- PREFIX {ugu,umu,uu} (ETYM)
uulea	pouring, flooding, flowing A {ulu} (ETYM)
uume	see 'uin'
uumea	evil A {ugu,umu} (ETYM)
uumea X	vanishing A (NARQ)
uuner	nobody (UT)
uunootime	countless A (ETYM)
uur	fire {ur} (LOTR, SIL) /// agrees with LOTR but deleted in
ETYM	
Uur	sun (also Uuri, Uurinki, Urwen) {URU} (BOLT)
Uur-anor	fiery sun (FS)
uura	large A {ur} /// only in ETYM, disagrees with LOTR
uure	heat; tengwa name {ur} /// agrees with LOTR but deleted
in ETYM	
uuri X	sun {ur} (SV-1931)
Uurime	August {ur} (LOTR)
uurin X	hot,blazing A {URU} (BOLT)
Uurin\+d-	Sun {ur} (in ETYM, but deleted by JRRT)
Uurion	Sun PN {ur} (ETYM)
Uurion X	Fionwe (Maia PN) {URU} (BOLT)
uuruva	fiery A {ur} /// agrees with LOTR but deleted in ETYM
uuva X	not,will,be V (FS)
uuvanimo	monster (child of Melko) {uu} {ban} {VANA} (ETYM)
uuve	abundance, great quantity {ub} (ETYM)
uuvea	abundant, in very great number, very large A {ub} (ETYM)
uuye X	not,is V (FS)
v-	(some BOLT words starting 'v-' moved to 'w-' to be
consistent)	
vaa	went V (past tense) {VAHA} (BOLT)
vaasa	consumer (SIL)
vahaiya	far away (NCT)
Vala\-r/Vali	Vala; a tengwa name (LOTR) {bAlaa} (ETYM)

valaina	Valar, of {bAlaa} (ETYM)
Valakirka	Big Dipper in Ursa Major (stars) {bal} {kirik} (ETYM)
Valarauko\ -kar	Balrog (SIL)
valasse	divinity {bAlaa} (ETYM)
Valataari\ i	Vala, female {bAlaa} (ETYM)
Valatar	Vala, one of chief 9 male (gen.-taaren) {bAlaa} (ETYM)
Valde X	Vala, female (BOLT)
Valimar	place PN "Vala-home" (ONAM)
valimo X	happy A {VALA} (BOLT)
valin X	happy A {VALA} (BOLT)
valina	rejoice, be happy V (NARQ)
Valis X	Vala, female (BOLT)
valka-	be vaguely visible V (SV-1931)
Valmo X	Vala (BOLT)
Valon X	Vala (BOLT)
Valpio	cherry, holy, of Valinor (BOLT)
valya	divine authority, having {bAlaa} (ETYM)
Vana	Vala-queen PN {ban} (ETYM)
vanda	oath (COTE)
vane X	fair A {VANA} (BOLT)
vanesse	beauty {VANA} (BOLT)
vanima	proper, right A {VANA}, fair {ban} (BOLT)
Vanimo\ -r	Valar, child of {ban} (ETYM)
vanya H	beautiful A {ban} (ETYM)
vard- X	rule, govern V (BOLT)
varda H	exalted A {barAd} (ETYM)
Varda H	Varda (Vala) PN {barAd} (ETYM)
vardar X	king (BOLT)
vardarianna	tree, a species of Valinoorean (UT)
vardo X	prince (BOLT)
varna	safe A {bar} (ETYM)
varne (varni-)	brown {barAn} (ETYM)
varni X	queen (BOLT)
varya	protect V {bar} (ETYM)
ve	as, like PREP (ETYM)
vea X	sea (SV-1931)
veakirya X	sea-ship (SV-1931)
Vee	Fantur (Vala PN) (BOLT)
veela	see V (ARCT)
velike X	great A (c.f. Russian 'velikiy' = "big") (BOLT)
velka X	flame N (BOLT)
vene	boat, small, vessel, dish {VENE} (BOLT)
venie	shape N, cut N {VENE} (BOLT)
venwe	shape N, cut N {VENE} (BOLT)
verie	boldness {ber} (ETYM)

verka	wild A {berEk} (ETYM)
verno	husband N {bes} (ETYM)
veru (ETYM)	married pair; dual(grammarical or ordinary meaning?) {bes}
verya	dare V, bold A {ber} (ETYM)
vesse	wife {bes} (ETYM)
vesta	wed V, matrimony N {bes} (ETYM)
vestale	wedding {bes} (ETYM)
Viiresse	April (ETYM)
viirin	substance,magic,that Moon is made of (BOLT)
vinyakanta	in new body, new-shaped A (VT#26:20)
voite	having A suffix (Greek -oweis) (BOLT)
vondo X	son (BOLT)
voo X	son (BOLT)
voorima	everlasting A {COTE}
vor, voro	ever {VORO} (BOLT)
vorima	everlasting A {VORO} (BOLT)
voru, vor-	ever, continually ADV {bor} (ETYM) (NARQ)
voron-gandele	repetition,continual, "harping on one tune" {bor} (ETYM)
voronda	faithful A {VORO} (BOLT)
voronwa	enduring A {borOn} (ETYM)
voronwe	steadfast A (LOTR & SIL)
voronwie	endurance {borOn} (ETYM)
waa	wind N {GWAA} (BOLT)
waan\+i	goose {wan} (ETYM)
waana	pass away V (NAM) {wan} (ETYM)
waara	soiled, dirty A {wagh} (ETYM)
wahta	soil, stain V {wagh} (ETYM)
Wai	Outer Ocean {VAYA} (BOLT)
Waiaro	Ulmo (Vala) PN {way} (ETYM)
waima	robe {VAYA} (BOLT)
Waimo, Wailimo	Ulmo (Vala) PN {VAYA} (BOLT)
waina	clad A, sheath N {VAYA} (BOLT)
wainole	quiver (for arrows) N {VAYA} (BOLT)
Waire	Vaire (Vala) "Weaver" {wey} (ETYM)
waita	wrap V {VAYA} (BOLT)
Waitya	air,outermost {VAYA} (BOLT)
waiwa	wind N (ETYM)
waiya X	sky (SV-1931)
waiya, waya	envelope, Outer Air or Sea {way} (ETYM)
waksee	stain {wagh} (ETYM)
wand-	way, path {VAHA} (BOLT)
wande	way (BOLT)
wandl	staff (should be 'wandil'?) (BOLT)
wanta	walk N & V {bat} (ETYM)

wanwa	gone on the road, past, over, lost A {VAHA} (BOLT)
wanwa	gone, lost, vanished, lost, past A {wan} (ETYM)
wanwa X	gale, great {GWAA} (BOLT)
wanwavoite X	windy A {GWAA} (BOLT)
wanwie	past, the, past time {wan} (ETYM)
wanya\wanne H	go, depart, disappear V {wan} (ETYM)
we	man SUFFIX {weg} (ETYM)
wea	adult, manly, vigorous A {weg} (ETYM)
weaner	adult male sentient N {ner} {weg} (ETYM)
weasse	vigour {weg} (ETYM)
ween (ETYM)	greenness, youth, freshness (but '-wen' also = maid){gwen}
weene	virginity {wen(ed)} (ETYM)
weere	bond(=promise), troth, compact, oath {wed} (ETYM)
wen X	daughter of SUFFIX {GWENE} (BOLT)
wende, -wen	maiden {wen(ed)} (ETYM)
wendele	maidenhood {GWENE} (BOLT)
wendi, wen X	maiden {GWENE} (BOLT)
wenese	virginity {wen(ed)} (ETYM)
wenya	green, yellow-green, fresh A {gwen} (ETYM)
weo	man {weg} (ETYM)
wie	manhood, vigour (<*weghee) {weg} (ETYM)
wile	breeze, gentle {VILI} (BOLT)
wili	fly, sail, float V {GWILI} (BOLT)
wilin H	airy, breezy A {VILI} (BOLT)
wilin H	bird {GWILI} (BOLT)
wilin\wille H	fly, I V {wil} (ETYM)
wilma	air {wil} (ETYM)
Wilmar	air where Manwe dwells {VILI} (BOLT)
wilwa	fluttering about A (SV-NEW) {wil} (ETYM)
wilwarin\+d-	Cassiopeia (constellation) PN, butterfly {wil} (ETYM etc)
wilya	air, lower {VILI}, air, sky; a tengwa name (LOTR) (BOLT)
winda	woof (in weaving) {GWIDHI} (BOLT)
winde	blue-grey, pale blue, pale grey A {win(d)} (ETYM)
windele	loom N {GWIDHI} (BOLT)
winga	foam, spray (SV-NEW) {wig} (ETYM)
winge	crest of wave, foam {wig} (ETYM)
winge	foam, spindrift {GWINGI} (BOLT)
Wingelot\ -oot-	Eareldil's ship PN (or '-oote') "Foamflower" {wig} (ETYM)
wingil\+d-	nymph {wig} {GWINGI} (ETYM)
wingilot\ -oot-	foamflower, Earendel's boat {GWINGI} (BOLT)
wingold-	foam fay (SV-1931) {wig} (ETYM)
winta\winte	fade V (past also 'wintane') {win(d)} (ETYM)
wintil	glint {GWINI} (BOLT)
winya H	evening {win(d)} (ETYM)

winya H	new A (ETYM)
Wiriloome	Ungoliant PN "gloom weaver" {GWIDHI} (BOLT)
wista	air as substance {wis} (ETYM)
wiste	weft (in weaving) {GWIDHI} (BOLT)
ya	who, which, what (relative pronoun) (NAM) (ARCT) (NARQ)
yaa	ago, formerly {ya} (ETYM)
yaa X	yawn, gape V (SV-1931)
yaana	holy place, fane, sanctuary {yan} (ETYM)
yaar	blood (gen.sg. yaren) {yar} (ETYM)
yaara (ETYM)	ancient, belonging to/descending from former times A {ya}
yaare	former days {ya} (ETYM)
yaarea	olden A {ya} (ETYM)
yaaresse	once upon a time {ya} (ETYM)
yaava	fruit N {YAVA} (BOLT)
yaavan	autumn X, harvest {YAVA} (BOLT)
yaave	fruit {yab} (ETYM)
yaavie	autumn (ETYM)
yaavieere	autumn equinox day (ETYM)
yaawe	ravine, cleft, gully {yag} (ETYM)
yaiwe	mocking, scorn N {yay} (ETYM)
yala	summon (UT p317)
yallume	at last (FS)
yaluume	former times {ya} {lu} (ETYM)
yaluumea	olden A {ya} (ETYM)
yaluumesse	once upon a time {ya} (ETYM)
yana	that, the former {ya} (ETYM)
yanga	yawn V {yag} (ETYM)
yanta H	bridge (LOTR); a tengwa name (LOTR) {yat} (ETYM)
yanta H	yoke {yat} (ETYM)
yanwe	bridge, joining, isthmus N (<*yatmaa) {yat} (ETYM)
yarra	snarl, growl V (SV-NEW)
yasse H	once upon a time {ya} (ETYM) (also is loc.sg. of 'ya')
yat\yahti	neck {yak} (ETYM)
yatta	neck,narrow, isthmus {yak} (ETYM)
Yavanna	Yavanna (Vala) PN "Fruit-giver" {yab} {ana} (ETYM)
yavannamiire	tree,a species of Valinoorean (UT)
Yavannie	September (ETYM)
yavin	fruit,bears V {YAVA} (BOLT)
ye X	be V (FS)
yee	lo! (ETYM)
yeen (yen-)	144 years (LOTR); year (ETYM) {yen} (LOTR says pl. yeeni)
yeeta	look at V (BOLT)
yelin	winter {DYELE} (BOLT)
yello < ello	call, shout of triumph {g(y)el} (ETYM)

yelma	loathing N {dyel} (ETYM)
Yeloimu	Morgoth when cold {DYELE} (BOLT)
yelta	loathe V {dyel} (ETYM)
Yelur	Morgoth {DYELE} (BOLT)
yelwa	loathsome A {dyel} (ETYM)
yelwa X	cold A {DYELE} (BOLT)
yen	daughter {yon} (SUFFIX?)
yende	daughter {yon} (ETYM)
yenya	year,last {yen} {ya} (ETYM)
yerna	old, worn out, decrepit (of things) A {gyer} (ETYM)
yerya	wear out, old,get (intrans) V {gyer} (ETYM)
yesta	desire {yes} (ETYM)
yestare	1st day of Nuumenoorean year (LOTR)
yetille	-eyed (as suffix) (BOLT)
yondo X	descendant,male (BOLT)
yondo,-ion\+d-	son {yon} (ETYM)
yoo\yond- X	son (BOLT)
yuale	twilight {yuu} {kal} (ETYM)
yulda	draught (of drink) (NAM)
yulma H	brand (burning object) {yul} (ETYM)
yulma H	cup (NAM)
yulme	red heat, smouldering heat {yul} (ETYM)
yuukale	twilight {yuu} {kal} (ETYM)
yuula	ember, smouldering wood {yul} (ETYM)
yuuyo	both {yuu} (ETYM)



English to Elvish

-eyed	-yettille (BOLT)
-ing N (from verbs)	-le (ETYM)
1	er, mine (ETYM)
10	kainen (ETYM)
100 Valian Years, Age	randa (ETYM)
1000 paces (distance)	laar (ETYM)
11	minque (ETYM)
12	ratse(?) (AA)
144 years "year")	yeen\yen- (LOTR says pl. 'yeeni') (ETYM says
1st	inga, esta H, minya (ETYM)
1st day of Num year	yestare (ETYM)
2	atta (ETYM)
2nd	neuna (ETYM)
3	nelde (ETYM)
4	kanta H, kan- (ETYM)
5	lempe (ETYM)
6	enque (ETYM)
7	otso (ETYM)
8	tolto (ETYM)
9	nerte (ETYM)
abhor V	feuya (ETYM)
abide by V	himya (ETYM)
abiding A	sanda (ETYM)
abovementioned, the	yana, tana (ETYM)
abundance	uuve (ETYM)
abundant A	uueva (ETYM)
abyss	undume (SV-NEW)
account	quentale (ETYM)
actor	tyaro N (ETYM)
actual	anwa (ETYM)
acute A	laike, tereva (ETYM)
acuteness of perception	laike (ETYM)
add up V	onot- (ETYM)

adhering A	himba (ETYM)
adult A	wea (ETYM)
after PREP	ala (SV-1931)
again	ata, at(a)-, en- H (ETYM)
Age, 100 Valian Years	randa (ETYM)
agent	tyaro N (ETYM)
agile A	tyelka (ETYM)
ago, formerly	yaa (ETYM)
agony	qualme (ETYM), unquale (ETYM)
ah!	a (NAM)
Ainu, female	Aini\Aini (spirit, not hairy Man!) (ETYM)
air	linde, wilma, wilya (ETYM)
air as substance	wista (ETYM)
Air or Sea, Outer	waya, waiya (ETYM)
air where Manwe dwells	Wilmar (BOLT)
air, lower	wilya (BOLT), Aiwenor (= "birdland") (ETYM)
air, outermost	Waitya (BOLT)
airy A	wilin H (BOLT)
alas!	ai (ETYM)
alive A	kuila (ETYM)
all	ilya (ETYM)
allow V	lav- (ETYM)
alone	er (ETYM)
alphabet	tengwanda (ETYM)
ancient	yaara (ETYM)
and CONJ	ar (ETYM)
and yet	ananta (ETYM)
Angband PN	Angamanda (ETYM)
animal	kelva (as distinct from plant) (SIL)
April	Viiresse (ETYM)
Arcturus (star)	Morwinyon "glint in dark" (BOLT)
arm N	ranko\ranqui (ETYM)
army	hosse (BOLT)
arrow	pilin\+di (ETYM)
arrow, flight of	pilininge (NARQ)
as PREP	ve (ETYM)
ascension	orosta (BOLT)
Asgon (land PN)	Aksanda (BOLT)
Asgon, Lake PN	Aksan\+d- (in Dor Loomin) (BOLT)
asleep A	lorna (ETYM)
assemble V	hosta (ETYM)
associate N	otorno (ETYM)
at last	yallume (FS)
athelas (a plant)	asea aranion (ETYM)
auger	teret (BOLT)

August	Uurime (LOTR)
Aule (Vala PN)	Tamar (BOLT), Tamildo (BOLT)
autumn	yaavie (ETYM)
autumn equinox day	yaavieere (ETYM)
autumn, sun-fading	narquelion (ETYM)
autumn,late	quelle, lasselanta (ETYM)
avenue of trees	aldeon (BOLT)
axe	pelekko (c.f. Greek 'pelekys') (BOLT)
baby	lapse (ETYM)
back	at(a)- (ETYM)
backwards	nan- H (ETYM)
bake V	masta (ETYM)
bale out V	kalpa (ETYM)
ball	koron\kornen (ETYM)
Balrog	Malarauko (ETYM)
band	hosse (BOLT)
bank (esp.of river)	raava H (ETYM)
bark (of tree/bush)	parma (BOLT) H (ETYM)
base (bottom or origin)	sundo, talma (ETYM)
bay,small landlocked	hoopa (ETYM)
be not V	u(y?)a, um(y?)a\uume (ETYM)
be V	na H (ETYM)
be: they are	toi (FS)
beach	falasse (ETYM)
bear (animal) N	morko (ETYM)
beard	fanga (ETYM)
bearer	kolindo (LOTR)
beat, batter V	palpa (ETYM)
beautiful A	kalwa (BOLT), iirima, linda, vanya H (ETYM)
beauty	vanesse (BOLT)
bed	kaima (ETYM)
bedridden A	kaimasse, kaimassea (ETYM)
bedroom	kaimasan\mb- (ETYM)
bee (honeybee)	nier (BOLT)
beech	feren/ferne \ fern- (ETYM)
beechen A	ferinya (ETYM)
beechmast	ferna (ETYM)
beget V	onta \ oone/ontane (ETYM)
begetter	ontaro, ontaaro (female: ontare)
beginning	esse H (?)
begotten A	nostare (LOTR)
being awake N	kuile (ETYM)
bell	nyelle (ETYM)
belly	kumba (SD p68 & note 12 on p72)
beloved A	melda (ETYM)

bend V	lunga (ETYM), kauta (SV-1931)
beneath	un-, und-, undu-, undu (ETYM)
bent A	kauka (BOLT), kuuna (SV-NEW), raika (ETYM)
between PREP	imbe (LOTR)
beyond	tar H (FS)
beyond the borders of	pella (ETYM)
bier	tulma (BOLT)
big A	alta, alat- (ETYM)
bird	wilin H (BOLT)
bird,small	aiwe, fiki\+ki (ETYM)
bird,small scarlet Num	kirinke (ETYM)
birth N	nosta (BOLT)
birth,give V	nosta (BOLT)
birthday N	nosta (BOLT)
bite N	nahta (ETYM)
bite V	nak- (ETYM)
black A	morne (SV-NEW), more (ETYM), mori- (SD p68 & p72)
black one (=Morgoth)	morion (FS)
blackberry	piukka (BOLT)
blackhanded	morimaite (SD p68 & note 12 on p72)
blackness	moore (ETYM)
blade	hyanda (BOLT)
blaze V	urya- V /// agrees with LOTR but deleted in ETYM
bleared A	hiise (SV-1931)
blessed A	almaarea, herenya, maana (ETYM)
blessedness	almare, almie (ETYM)
blink, peer V	tihta (SV-NEW)
blinking N	nienaita (SV-1931)
bliss	almare, almie (ETYM)
blocks,he V	taape\tampe (ETYM)
blood	serke (SIL), jaar\yar- (ETYM)
blossom (usually white)	losse H (ETYM)
blossom N	lokte (BOLT)
blot	motto (ETYM)
blow V (of wind)	pusta (SV-1931)
blue A	luune (ETYM)
Blue Mountains PN	Luunoronti (ETYM)
blue,pale A	helwa, winde (ETYM)
blue-grey A	winde (ETYM)
board,fixed	pano (ETYM)
boat	lunte (ETYM)
boat,small	vene (BOLT)
bodily A	sarkuva (BOLT)
bold A	kanya, verya (ETYM)
boldness	verie (ETYM)

bond (=promise)	weere (ETYM)
bond, knot	nuute (ETYM)
bone	akso (SV-NEW)
book	parma (ETYM)
book language	parmalambe (ETYM)
border	reena, riima (ETYM)
bosom, bosom of Earth	paluure (ETYM)
boss of shield	tolmen (BOLT)
both	yuuyo (ETYM)
bound A	nauta (ETYM)
bow (part of tengwa)	luuva (ETYM)
bow (weapon)	kuu, quinga (ETYM)
bow V	kaw(y?)a (BOLT)
bow-legged	quingatelko (SD p68 & note 12 on p72)
bowl N	salpa (BOLT)
branch	olwa (ETYM)
brand (burning object)	yulma H (ETYM)
bread N	masta (ETYM)
break apart V	terhat- (ETYM)
break asunder V	hat-\hante (ETYM)
break V	raaka H (SV-NEW, which says 'raka')
breath	hwesta, suule (ETYM), suulima (NARQ)
breathe V	suuya (ETYM) (NARQ)
breeze	hwesta (ETYM)
breeze,gentle	wile (BOLT)
breezy A	wilin H (BOLT)
bridge	yanta (LOTR)
bridge	yanwe (ETYM)
bright? silvershine	kallasilya (ONAM)
brilliance	alkar(e), rilya, rille (ETYM)
broken A	raakina (SV-NEW)
brooch	tankil (ETYM)
brood V (= hang over ominously)	luvu (BOLT)
brook N	nelle (ETYM)
brother	toron\torn- (ETYM)
brother (kin)	onooro (usual word)
brother,sworn	otorno (ETYM)
brotherhood	otornasse (usually not kinship) (ETYM)
brotherly A	torwa (NARQ)
brow (of person)	tirne (UT)
brown	varne (varni-) (ETYM)
bud	tuima (ETYM)
buddings,new	tuile (BOLT)
buffer	taran\mb-,tarambo (BOLT)
build V	kara\karne (ETYM)

builder	samno (ETYM)
building (esp.of wood)	ampano (ETYM)
building N	ataque, kar\+d- (ETYM)
bull (animal)	mundo H (in Tolkien's Bibliography)
bull (animal)	tarukko, tarunko (BOLT)
burdensome A	lumna (ETYM)
burly A	polda (ETYM)
burn V	urya- (intrans.), usta- (trans.) (BOLT)
bush	tussa (ETYM)
but	nan (FS), naa, naan (ETYM)
but CONJ	er (BOLT)
but yet	ananta (ETYM)
butterfly	wilwarin\+di (ETYM)
by means of PREP	ne (NARQ); better to use instrumental case
call N	yello < ello (ETYM)
candle	liikuma (SV-NEW)
cannibal ogres	Sarquindi (pl.) (BOLT)
canopy	telimbo (BOLT), telta (ETYM)
cape	mundo H (ETYM) (= headland, not cloak)
carcanet	firinga (BOLT)
carpenter	samno (ETYM)
carrier N	kolindo (LOTR)
carry V	kola {kol} (AAN)
Cassiopeia (astron.)	Wilwarin\+di (= "butterfly") (ETYM)
cat	meoi (BOLT)
catch	atsa (ETYM)
cause V	tyar (ETYM)
cave	rotele (BOLT), felya, rondo (ETYM)
cease V	hauta, tyel- (ETYM)
centre	ende (ETYM)
channel N	kelma (ETYM)
chant V	lira (ETYM)
Chasm of Ilmen	Ilmen-assa (ETYM)
cherry	pio (BOLT)
cherry,holy,of Valinor	Valpio (BOLT)
chief A	heera (ETYM)
chieftain	haran\harni (ETYM)
child	seldo, selda (female: selde) (ETYM)
chilly A	ringa (BOLT)
choke V	quoro- (BOLT)
choked A	quorin (BOLT)
chronicle	luumequenta (ETYM)
circle	rinde (ETYM)
circular A	rinda (ETYM)
circular enclosure	korin (ETYM)

city	osto (ETYM)
clad A	waina (BOLT)
clamour	nyalme (ETYM)
clan	noore, nosse (ETYM)
clasp	tangwa (ETYM)
claw	rakka (SD p68 & note 12 on p72), atsa (ETYM)
clawfingered	rakkalepta (SD p68 & note 12 on p72)
clean A	poika (ETYM)
cleared (of land) A	latin(a) (ETYM)
cleave V	hyar(y?)a (ETYM)
cleft	hyatse, kilya, yaawe, sanka (ETYM)
cliff	ollo, oldo (BOLT)
cloak	kollo (?)
cloth	lanne (ETYM)
cloud	lumbar (SV-NEW)
cloud N, white A	fanya (ETYM)
cloud, dark shadow	ungo (ETYM)
cloud,dark lowering	lumbo (BOLT)
cobweb	ungwe (LOTR, not ETYM), liine (ETYM)
cold A	ringa (LOTR), ringe (ETYM)
cold of north pole	ringil (BOLT)
cold of south pole	helkar (BOLT)
collapse V	atalta\ataltane (ETYM)
collect V	hosta (ETYM)
come out V	ettul(y?)- (ONAM)
come V	lende (past) (FS) (KVNS) (present = *lela?) {led}
come V	tulya (LOTR,ETYM) (ETYM says perfect 'tulie')
commander	kaano (SIL)
commemorate	enyala V (COTE)
commerce	mankale (ETYM)
compact (=agreement)	weere (ETYM)
compel V	mauya (ETYM)
complaint	nur (BOLT)
compulsion	mausta (ETYM)
conceal V	halya (ETYM)
conception (=idea)	noa,noo\noowi (ETYM)
conch	hyalma (ETYM)
connected with A	-ie H (ETYM)
conspicuous A	minda (ETYM)
constellation PN's:- (ETYM)	Anarriima, Soronuume, Telumendil, Wilwarin\+d-
construction	ataque, tanwe (ETYM)
consumer	vaasa (SIL)
contemptible A	faika (ETYM)
continually ADV	voro, vor- (ETYM)

contrary, on the	naa, naan (ETYM)
control	tuure (ETYM)
control of, in A	arya (+ gen) H (ETYM)
control V	tur(y?)a\turne (ETYM)
copper (metal)	tambe (BOLT)
copper, of	tambina (BOLT)
copper-colored A	aira- (ETYM)
core	ende (ETYM)
corporeal A	sarkuva (BOLT)
corpse	quelet\+s-, kaivo (SV-1931), loiko (SV-NEW)
corpse-candle	kaivokalma (SV-1931), loikoliikuma (SV-NEW)
coruscation	russe (ETYM)
count V	noota (FS)
countable A	nootime (NAM)
counted A	nootina (FS)
countless A	uunootime (ETYM)
country (=region)	noorie (NAM)
course	tie (ETYM)
cover down V	untuupa (NAM)
cover V	tuupa (ETYM)
covering N	telme (ETYM)
covers, he V	tope\tompe (ETYM)
crack	kiris (BOLT)
craft (not "vessel")	kurwe, tanwe (ETYM)
craftsman	tano (ETYM)
create V	onta / oone\ontane (ETYM)
creature	onna (ETYM)
crescent	kuune (BOLT)
crescent moon	kuu (BOLT)
crest of wave	winge (ETYM)
crooked A	kauka (BOLT), hwarin, raika, rempa (ETYM)
cross V	tara (BOLT)
crossbar	hwarma (ETYM)
crossing N	tarna (BOLT)
crow N	korko (ETYM)
crowd	rimbe, sanga (ETYM)
crown	rie (ETYM)
crowned A	riina (ETYM)
cruel A	nwalka (ETYM)
crumble V	rukka (SV-NEW)
crumbling A	ruste (SV-1931)
cry N	nalla (NARQ)
cunning N	finie (BOLT)
cup	yulma H (NAM)
cupola	koromindo (ETYM)

curved A	kuuna (ETYM)
cushion, bolster	nirwa (ETYM)
cut (=shape) N	venie (BOLT), venwe (BOLT)
cut V & N	rista (ETYM)
dagger	sikil (ETYM)
dagger-minded	sikahonda (?) (LOTR)
damp A	ringa (BOLT)
Damrod PN	Nambaranto (ETYM)
dance V	lilta (ETYM) (NARQ)
dangle V	linga (ETYM)
Danian Elves	Pereldar (pl.)
dare V	verya (ETYM)
dark	hui (BOLT), loona H (ETYM)
dark (from clouds) A	luurea (BOLT)
dark A	nulla, tumna (ETYM)
dark, daughter of	Morwen (BOLT)
dark, son of the	morion (BOLT)
darkness	loome (BOLT), lumbule, moore, mornie (ETYM)
daughter	selde, yende, -ien\d+ (ETYM)
daughter of Uinen PN	Uineeniel (ETYM)
dawn	aara (ETYM)
day	are\ari, aure, -re, -ree (ETYM)
day (24 hours)	daana (BOLT)
day = 12 hours	arya H (ETYM)
Daybringer PN	Aryante (ETYM)
daylight	aure (SIL)
daytime	arie (ETYM)
dead A	qualin (having died in pain) (ETYM)
dead A (withered)	hessa (BOLT)
dead of natural causes	firin A (ETYM)
dear (not "expensive")A	melin, melda, moina (ETYM)
death	unquale, nuru (ETYM)
death shadow	nuuruhuine (NCT)
death, natural (as act)	faire H (ETYM)
death, painful	qualme (ETYM)
declivity	pende (ETYM)
decrepit (of things) A	yerna (ETYM)
deep A	nura, tumna (ETYM)
deformed hideous creature	ulundo (ETYM)
dell	nalle, nal (BOLT)
demon	rauuko (ETYM)
deny V	lala (ETYM)
depart V	wanya\wanne H (ETYM)
descendant	indyo (ETYM)
describe V	osteka (VT#26:18 < {OS}{TEK})

desert N	erume (ETYM)
deserted A	erda (BOLT)
desirable A	iirima (ETYM)
desire N	iire, milme, yesta (ETYM)
desire V	mere\merne (ETYM)
destine V	martya (ETYM)
destiny	maranwe (ETYM)
device	tanwe (ETYM)
dew	rosse (ETYM)
dexterous A	formaite (ETYM)
diacritic	tehta (ETYM)
diphthong	samna H (ETYM)
direction	tie (ETYM)
dirty A	waara (ETYM)
disappear V	wanya\wanne H (ETYM)
discoloured	puurea (SV-NEW)
discussion	oquenie (VT#26:16 < {OS}{QUEN})
disgust at, feel V	feuya (ETYM)
dish	vene (BOLT)
disordered A	ruukina (SV-NEW)
distance	haiyasse (VT#26:18 < haiya)
distant	(see "far")
divine authority, having	valya (ETYM)
divinity	valasse (ETYM)
do not V	u(y?)a, um(y?)a\uume (ETYM)
doer	tyaro (ETYM)
dog	huo (ETYM)
dome	koromindo, telluma, telu (ETYM)
dome (esp. of heaven)	telu (ETYM)
dome, high (ONAM)	orteluume (ETYM)
doom	ambarta (SIL), umbar\t+ (ETYM)
doom (usu.=final bliss)	manar, mande (ETYM)
dot	tikse (ETYM)
dot above line of writing	amatikse (ETYM)
dot below line of writing	nuntikse (ETYM)
double A	at(a)-, atwa, tanta (ETYM)
double V	tatya (ETYM)
dough	makse (ETYM)
dove N	ku, kua (ETYM)
down	un-, und-, undu- undu (ETYM)
down below ADV	nu, nuun (ETYM)
downfallen A	atalantea (SV-NEW)
downslope	pende (ETYM)
dragon	fenuma (BOLT), amlug, angulooke, looke (ETYM)
dragon guarding treasure	foalooke (BOLT)

dragon,fiery	urulooke (ETYM)
dragon,spark-	fealooke (ETYM)
dragon,winged	raamalooke (ETYM)
Dramborleg PN	Tarambolaike (Tuor's axe) (BOLT)
draught (of fishes etc)	halme (BOLT)
draught of drink	yulda (NAM); suhto (ETYM)
draw (=pull) V	tuka (ETYM)
draw in source V	kelta (VT#26:16 < {KEL})
draw water V	kalpa (ETYM)
drawing (not art)	halme (BOLT)
dread V	aista (ETYM)
dream	oloore (BOLT), olor (ETYM)
dreamy A	oloorea (BOLT)
drink of the elves	limpe (BOLT)
drink of the Gods	miruvoore (BOLT)
drink of the Valar	limpe (ETYM)
drink V	suk(y?)a (ETYM)
drinking vessel	sungwa (ETYM)
drip V	lipte- (BOLT)
drop N	limba (ETYM)
drop,little	lipte (BOLT)
drowned A	quorin (BOLT)
drowsy A	lorda (BOLT)
dry A	parka (ETYM)
dryad	nandin\+d- (BOLT)
dual (ETYM)	veru (as grammatical term? ordinary meaning?)
dusk	loome (BOLT)
dusky A	nulla (ETYM)
dust	asto (ETYM)
dwarf	nauka (BOLT)
dwarf	nauko (ETYM)
dwell V	mar (NAM)
dwelling on mountain	orofarne
dwelling on Oiolosse A	Oiolossea (ETYM)
dwelling-place	noore (ETYM)
dwindle V	piika (SV-NEW)
eagle	sorne\sorni, soron\sorni (ETYM)
Earendil's ship PN	Wingilot\ -oot- (BOLT)
early	arina (ETYM)
Earth	ambar, arda (ETYM)
earth	kemi (BOLT), mar (FS), keen, kemen (ETYM)
earth,of A	kemina (ETYM)
earthen A	kemina (ETYM)
east	roomen, roona (ETYM)

eastern A	roomenya (ETYM)
eat V	mat (ETYM)
echo N	nalla(a)ma (ETYM)
echoing A	laamina (ETYM)
eddy	hwinde (ETYM)
eddy V	hwinya- (ETYM)
edge	reena, riima (ETYM)
elanor (a plant)	elanor (ETYM)
elbow	ooleme (BOLT)
elephant	andamunda (ETYM)
eleven	minque (ETYM)
elf	elda, quende (ETYM)
elf who never began the	march Avar(o)\Avari (ETYM)
elf,little	telella (BOLT)
elm	alalme, lalme (ETYM)
elm,of A	alalmino (NARQ)
Elu Thingol PN	Elwe (ETYM)
elves,little,of A (?)	telerea (BOLT)
Elves,The	Quendelie (ETYM)
ember	yuula (ETYM)
empty A	kumna, lusta (ETYM)
enchant V	luhta (ETYM)
enchantment	luuke (ETYM)
enclosure	panda (ETYM)
end	metta, tyel(de), mente (ETYM)
end V	tyel- (ETYM)
end V (trans.)	metya (ETYM)
ending N	tyelma (FS)
endless period	oio (COTE)
endurance	voronwie (ETYM)
endure V	termara (COTE)
enduring A	voronwa (ETYM)
enemy	kotumo (ETYM)
enough A	faarea (FS), farea (ETYM)
envelope	waya, waiya (ETYM)
Eressea PN	Avaloona, Avallon, Eressea (ETYM)
escapes,he V	usin (BOLT)
establish V	tulka (BOLT)
eternal A	oira (ETYM)
etymology	quettasundolie (VT#26:16)
evening	anduune, sinye, winya H (ETYM)
ever	oi, voro, vor- (ETYM)
ever,for	ullume (FS), oiale (ETYM)
everlasting A	vorima (BOLT), oia (ETYM)
everlasting age	oire, oiale (ETYM)

evil A	ulka (SD p68 & note 12 on p72), uumea (ETYM)
evil-eyed A	henulka (SD p68 & note 12 on p72)
evil-smelling A	saura (ETYM)
exalted A	varda H (ETYM)
except	enga (FS)
excessively	liime (VT#26:16 < li- c.f.leneeme)
expand V	palu-, palya- (ETYM)
expansive A	palla (ETYM)
extend V	palu-, palya- (ETYM)
extended A	taina (ETYM)
extension N	taile (ETYM)
Exterior Void PN	Avakuuma (ETYM)
eye	hen\+d- (ETYM), hen- (SD p68 & note 12 on p72)
eyrie	sornion (BOLT)
face	anta H (ETYM)
fade away (freq.) V	fifiira (SV-NEW)
fade V	quela, winta \ winte/wintane (ETYM)
fade V	sinta\sintane (impersonal = evening comes?) (ETYM)
fair A	vanima, linda, melima (ETYM)
faithful A	voronda (BOLT)
fall in V	atalta\ataltane (ETYM)
fall lightly V	papta-(?) (SV-1931)
fall N & V	lanta\lantane (ETYM)
Fallen (= Nuumenor)	Atalante (ETYM)
fallen A	talant- (FS)
fallen tower	lanta-mindo (SV-1931)
falling A	lante (SV-1931)
falling one by one A	lalandila (NARQ)
falling or setting moon	lanta-raana (SV-1931)
fallow A	malwa, marya (ETYM)
familiar A	moina (ETYM)
familiar A	moina (VT#26:18 < {moy})
family	nosse (ETYM)
fane	yaana (ETYM)
fang	karka (BOLT)
Fantur (Vala PN)	Vee (BOLT)
far A	avahaira, ekkaira, haaya, haira, palan- (ETYM)
far A	haiya (NCT)
far away	vahaiya (NCT)
farewell!	namaarie (NAM)
fastens,he V	take\tanke (ETYM)
fat A	tiuka (ETYM)
fat,grow V	tiuya (ETYM)
fate	ambarta (SIL), umbar\+t- (ETYM)
fate (usu.=final bliss)	manar, mande (ETYM)

fated A	marta (ETYM)
father	atar (ETYM)
father (hypocoristic)	atto (ETYM)
fathom N	rangwe (a distance, = 6 English feet) (ETYM)
fawn A	marya (ETYM)
Feanor PN	Feanaaro (ETYM)
fear N	kaure (BOLT)
feast	merende, meren\+d- (ETYM)
feather	quesse (ETYM)
February	Neenime (LOTR)
feet,the two	talwi (dual) (BOLT)
fell (=skin)	helma (ETYM)
female A	inya H, inimeite (ETYM)
female sentient being	nii (archaic/poetic), nis(se)\nissi (ETYM)
fence	pele (ITE)
fenced field	peler (ETYM)
festival	merende, meren\+d- (ETYM)
festive A	merya (ETYM)
fey (= fated) A	marta (ETYM)
fiery A	uruite, uuruva /// agrees with LOTR but deleted
in ETYM	
fiery A	uuruva /// agrees with LOTR but deleted in ETYM
fiery red A	narwa (ETYM)
fiery sun	uur-anor (FS)
fill V	quanta (ETYM)
final A	meetima (SV-NEW), tyelima (ETYM)
find V	tuuva, hir- (ETYM)
fine A	tereva (ETYM)
finger	lepta (SD p68 & note 12 on p72), leipse (ETYM)
fire	uur /// agrees with LOTR but deleted in ETYM
fire(?)	tanya H (BOLT)
fire,like A	uruuva (BOLT)
fire,on A	urwa (BOLT)
firm A	sanda, tanka, tulka (ETYM)
firm A	tulunka (BOLT)
first	inga, esta H, minya (ETYM)
first day	minyen H (ETYM)
first year	minyen H (ETYM)
Firstborn	Estanesse (?)
fish	lingwe (ETYM)
fish,small	hala (ETYM)
fit A	maara (ETYM)
fix V	tulka (BOLT)
fix, set V	panya- (ETYM)
fixed A	tanka (ETYM)

fixed board	pano (ETYM)
flagstone	ambal (ETYM)
flame N	naar(e)
flame,red	ruunya (SIL)
flame-colored A	kulda, kulina (ETYM)
flat A	laara (ETYM)
fleece	ue (BOLT)
flesh	sarko (BOLT)
fleshy A	sarquu (BOLT)
flight of missile	inge (NARQ)
flint	tinga H (SD p68 & note 12 on p72)
flinthearted	tingahondo (SD p68 & note 12 on p72)
float V (in air)	wili (BOLT)
float V (on water)	lutu- (BOLT)
flood	ulunde (ETYM)
flooding N	uulea (ETYM)
floor	talan\talam- (ETYM)
floorboard	pano (ETYM)
flour	pore (ETYM)
flourish N	rinke (ETYM)
flow	kelume (ETYM)
flow V	lutu- (BOLT), sir- (ETYM)
flower (large single)	loote, -lot (ETYM)
flowing A	siirima (BOLT), uulea (ETYM), sirilla (NARQ)
flute N	simpa (BOLT), simpina (BOLT)
fluttering about A	wilwa (SV-NEW)
fly V	wil(y?)a\wille (ETYM)
flying N	rimpa (ETYM)
foam	winga (SV-NEW), winge, falle, falma (ETYM)
foam fay	wingold- (SV-1931)
foam V (sea on shore?)	falasta (SV-NEW)
fog	hui (BOLT), hiise, hiswe (ETYM)
folk	hos (BOLT)
follow	hilya (ETYM)
follower	neuro, hilde, -hil\+de-, -kil\+de- (ETYM)
fond of,be (friendship)	-ser (ETYM)
food,cooked	apsa (ETYM)
foot	taal\tal- (ETYM)
footprint	runya (ETYM)
for CONJ	ten (FS)
for PREP	an (ETYM)
forbid V	avaquet- (ETYM)
foreign A	ettelen (ETYM)
forest	taure (ETYM)
forest leaf	taurelasse (SV-1931)

forest-many-shadowed A	taureliloomea (ETYM)
forever	ullume (FS), oiale (ETYM)
forge N	tamin (BOLT)
former days	yaare (ETYM)
former times	yaluume (ETYM)
former,the	yana (= abovementioned) (ETYM)
fort	arta (ETYM)
forth	et- (ETYM)
fortress	arta (ETYM)
fortunate A	herenya (ETYM)
fortune	manar, mande (usu.=final bliss) (ETYM)
fortune (not "riches")	heren (ETYM)
fortune,good	alma, almare, almie (ETYM)
foul A	saura (ETYM), sauri- (SD p68 & note 12 on p72)
foulbellied A	saurikumba (SD p68 & note 12 on p72)
foundation	talma (ETYM)
fountain	ektele (BOLT), kektele (BOLT)
free A	latin(a), mirima (ETYM)
free V	fainu- (BOLT)
freezes,it V (impers.?)	hilkin (BOLT)
frequent A	rimba (ETYM)
fresh A	wenya (ETYM)
freshness	ween (ETYM)
friend	nildo, nilmo, sermo, seron, -(n)dil (ETYM)
friend,female	nilde, serme (ETYM)
friendly A	nilda (ETYM)
from	e(?) (ONAM), ho (ETYM)
frost	ringwe (BOLT)
fruit	yaave (ETYM)
fruit,bears V	yavin (BOLT)
full A, full of A	quanta (ETYM) (NARQ)
full road	quanta-malle (ONAM)
fungus	hwan\+di (ETYM)
Galadriel PN	Altariel\ -ell- (NAM)
game	tyalie (ETYM)
Gandalf PN	Oloorin (LOTR & SIL)
gash	hyatse, kirissee (ETYM)
gate	ando H (ETYM)
gate,great	andon\+di (ETYM)
gather V	sanga (SV-1931)
germ (not bacterium)	erde (ETYM)
giant N	norsa (ETYM)
gift	anna (ETYM)
gimlet	teret (BOLT)
give V	anta H (ETYM)

giver, female	ante (ETYM)
giver, male	anto H (ETYM)
glass	hyelle (ETYM)
glass, a little	lipil (BOLT)
gleam V	ilka (SV-NEW)
gleam, silvery	silda (NARQ)
gleaming A	silde (SV-1931)
gleaming moon	silda-raana (SV-1931)
glint	tinde (ETYM)
glinting A	tinda (ETYM)
glints, it V	tine (ETYM)
glitter V	mirilya, tintila (ETYM)
glittering	rilya (ETYM)
glittering light	rilma (ETYM)
globe	koron\korn- (ETYM)
globed A	korna (ETYM)
gloom	loome (BOLT), ungwe H, lumbe (ETYM)
gloom, child of	loomear\+n- (BOLT)
gloomy A	morna (ETYM)
glorious A	alkarinqua, alkarin (ETYM)
glory	alkar(e) (ETYM)
go athwart V	tara (BOLT)
go round V	el- (ETYM)
go V	wanya\wanne H (ETYM)
goat, female	nyeene (BOLT)
goblet	suulo (ETYM)
God PN	Ainatar (BOLT), Iluuvatar\ -taar- (ETYM)
gold	malta (LOTR)
gold (as metal)	malda (ETYM)
gold (magic name of)	laure (BOLT)
gold (poetic)	kulu (BOLT)
gold A	laurea\laurie (ETYM)
gold, red	kullo (poetic/archaic) (ETYM)
golden A	kuluva (NARQ), laurina (BOLT)
golden color	laure (ETYM)
golden lamp	kulukalma (SV-1931)
golden leaf	laurealasse (ONAM)
golden-red A	kulda, kulina (ETYM)
gone A	wanwa (ETYM)
gong	tombo (BOLT)
good (moral) A	mane (BOLT)
good (of things) A	maara (ETYM)
good A	maar (FS)
goods	armar (pl)
goose	waan\+i (ETYM)

gore	nasta (ETYM)
gore (bloodyness)	mear (BOLT)
gorge N	kilya (ETYM)
govern V	tur(y?)a\tur ⁿ e (ETYM)
grade (of tengwar)	tyelle (LOTR)
grammar	tengwesta (ETYM)
grandchild	indyo (ETYM)
grant V	lav- H (ETYM)
grasp with hand V	mapa (ETYM)
grass	salque (ETYM)
grass (bent-grass)	sara (ETYM)
grass, stiff dry	sara (ETYM)
grave N	sapsa (SV-1931)
great number, in very A	uuvea (ETYM)
great quantity	uuve (ETYM)
greed N	milme (ETYM)
greedy A	milka (ETYM)
green A	wenya, lai ^q ua (ETYM)
green and blue	laiquaninwa (NARQ)
Green-elves PN	Laiquendi (SIL)
greenness	laiquasse (BOLT), ween (ETYM)
grey A	hiswa, sinde, sinda (ETYM)
grey country	sindanorie (NAM)
grey, pale A	winde (ETYM)
Grey-elves, of the A	sindarinwa (ETYM)
grief	nyeere (BOLT)
grief, grief	mornie (BOLT) (literally "darkness")
ground	talan\talami (ETYM)
growl (of dogs) V	nuuru (BOLT)
growl N	nur (BOLT)
growl V	yarra (SV-NEW)
grumble V	nuuru (BOLT), nurr ^u a (SV-NEW)
guess V	intya (ETYM)
gully	yaawe (ETYM)
gyrate V	hwinya- (ETYM)
habit	haime (ETYM)
Hail! EXCLAM	aaye (BOLT)
hair	lokse (ETYM)
hair, lock of	findl (should be 'findel'?) (BOLT)
half	perya, perina (ETYM)
half-Eldar	Pereldar (pl.)
hall	marde (NAM), teluume (ONAM)
hall, lofty	oromarde (NAM)
hall, wooden	ampano (ETYM)
hammer N & V	namba (ETYM)

hand	quaare, maa (ETYM)
hand,hollow of	kambe (ETYM)
handed SUFFIX	-maite (SD p68 & note 12 on p72)
handle A	mahta (ETYM)
hands,having A	mavoite (BOLT)
handy A	maite\maisi (ETYM)
hang V	linga (ETYM)
happens,it V (impers.)	mart- (BOLT)
happy,be V	valina X (NARQ)
harbour	hoopa, koopa, koopas (BOLT), londe (ETYM)
harbour entrance	londe // SIL says "landlocked haven" (ETYM)
harbourage	hopasse (ETYM)
harp	nande (ETYM)
harp V	nanda H (ETYM)
harp,little	nandelle (ETYM)
harp-music	lingwe X (NARQ)
harp-player	tyalangan\+di (ETYM)
harp-playing	salme (BOLT)
harper	nandaro (ETYM)
harping N	nandele (ETYM)
harsh A	naraka (ETYM)
harvest	yaavan (BOLT)
hasp	tangwa (ETYM)
haste	orme (ETYM)
hasty A	orna (ETYM)
hate V	moka (BOLT)
hateful A	sanke (BOLT)
hatred	tevie (BOLT), tevin (BOLT), teve (BOLT)
haven	hoopa (ETYM)
having (Greek -oweis)	-arwa (e.g. aldarwa = tree-grown)
having A	-voite (BOLT)
hawk? haste?	fion\+(d)i (ETYM)
head	kaar (kas-)
head,round	noola H (ETYM)
heap	kumbe (ETYM)
hear V	ten- (SV-1931)
hearing N	lasta (ETYM)
heart	indo (ETYM)
heart (blood-pump)	hoon (ETYM), hondo (SD p68 & note 12 on p72)
heart (emotions)	oore H, -or\ -oore- (ETYM)
heat (ETYM)	uure /// agrees with LOTR but deleted in ETYM
heat,red	yulme (ETYM)
heave V (of sea)	amorta (SV-NEW)
heaven (=sky)	telume (SV-1931), menel (LOTR)

heavy A	lumna, lunga (ETYM)
heed V	tir- (SV-NEW)
height	taarie (LOTR)
heir	haryon(?), aryon (ETYM)
helmet	kassa (ETYM)
hem	riima (ETYM)
here,in this place	sinome (LOTR)
hero	kallo (ETYM)
hew V	pelekta (BOLT)
hidden A	foina, furin, hurin, tumna (BOLT)
hidden A	halda, muina (ETYM)
hide V	loom(y?)a (BOLT), moru (BOLT)
high A	taa (BOLT), oro- (ETYM), taara (NARQ)
hill	oro- (BOLT), ambo (SV-NEW), tundo (ETYM)
hill,isolated round	tolmen (BOLT)
hill,isolated,in plain	tol H (BOLT)
hillside	amban (ETYM)
hindmost A	tella (ETYM)
historical A	luumequentalea (ETYM)
history (ETYM)	lumenyaare, luumequenta, luumequentale, nyaare
history	quentale (ETYM)
Hithlum (place PN)	Hiisilooma, Hiisilumbe (ETYM)
hive	nierwes (BOLT)
hoard	foa (BOLT)
hole	assa, latta (ETYM)
hollow A	unqua (ETYM)
hollow N (SV-NEW)	ronta (BOLT), rotwa (BOLT), unque (ETYM), suuma
hollow out V	unka- (ETYM)
holly	piosenna (BOLT), erkasse (ETYM)
holy	aina, aire H (ETYM)
holy and queenly A	airetaare, -ri- (ETYM)
holy place	yaana (ETYM)
home N	mar (ETYM)
homestead	osta (BOLT)
honey	nekte (BOLT), lis\lisse- (ETYM)
hood	telme (ETYM)
hook	ampa, atsa (ETYM)
hooked A	rempa (ETYM)
horde	horma (BOLT)
horn	taru (BOLT), tilde (ETYM)
horn (for blowing)	romba (ETYM)
horn (mountain)	rasse, -til\+d- (ETYM)
horn (of animal)	tarka, rasse, -til\+d- (ETYM)

horned A(=having horns)	tarukka (BOLT)
horse	rokko (ETYM)
host (=lot of people)	horma (BOLT), rimbe (ETYM)
hostile A	kotya (ETYM)
hound	huan\huun- (ETYM)
hound of chase	ronyo (ETYM)
house	kar\+d-, mar (ETYM)
house (=ancestry)	nosse (ETYM)
howl of wolf	naule (ETYM)
human A	firya (ETYM)
humbled A	nukumna (NCT)
hump	tumpo (ETYM)
humpback	kauko (BOLT)
humped A	kauka (BOLT)
hunting N	raust (BOLT), raime (ETYM)
husband N	verno (ETYM)
ice	helke (ETYM)
icicle	helkelimbe (?) (ETYM)
icy cold A	helka (ETYM)
idea	intya (ETYM)
idol	kordon (BOLT)
Idril PN	Itarille (SIL)
Ilkorin	Lemba\Lembi (ETYM)
ill A	laiwa (ETYM)
illuminate V	kalya (ETYM)
imagination	intyale, nause (ETYM)
immortal A	ilfirin (ETYM)
immoveable A	tulka (ETYM)
impulse	hoore (ETYM)
impulsion	hoorea (ETYM)
in PREP	mi (ETYM)
in the	mii (< mi + i) (NAM)
in- (= not)	uu- (ETYM)
incitement	suile (ETYM)
inclined A	penda (ETYM)
include	panda V (VT#26:16 < {PAD})
infinitive verb suffix	-ie (ITE)
inhabited world	ambar (ETYM)
intellect	handele (ETYM)
intelligence	handasse (ETYM)
intelligent A	handa (ETYM)
intensive prefix	sa- (BOLT)
interior A	mitya (ETYM)
into PREP	minna, mir (ETYM)
invent V	auta (ETYM)

invention	aule (ETYM)
inverted A	nuquerna (LOTR)
Ireland PN	Iiwerin, Iiverindor (BOLT)
iron	anga (ETYM)
iron,of A	angaina (ETYM)
island	loona H (ETYM)
island (ETYM)	tol\+le- (SIL says "island with sheer sides")
issue of water	ehtele (ETYM)
isthmus	yatta, yanwe (ETYM)
it	ta (accusative)
jagged hedge of spikes	karakse (ETYM)
January	Narvinye (= "sun-new") (ETYM)
jaw	anka, nangwa (ETYM)
jerk N & V	rihta (ETYM)
jewel	miire, -miir (ETYM)
jewel treasury	oikta (3 syllables) (NARQ)
jewels	sinqui (sg. sinko?) (NARQ)
jewels,adorn with V	sinquita (NARQ)
joining N	yanwe (ETYM)
journey??	mesta (ARCT)
joy	alasse (ETYM)
juice	pirya, saava (ETYM)
July	Kermie (ETYM)
June	Naarie (ETYM)
Jupiter (planet)	Alkarinque (SIL, STAR)
Jupiter (planet)	Morwen (BOLT), Silindro (BOLT)
keen A	laike (ETYM)
kin	nosse (BOLT)
kind N	nostale (BOLT)
kindle V	tursa (BOLT), turu (BOLT), tinta (ETYM)
king	haran\harni (ETYM)
king (of whole tribe)	taar (ETYM)
king/queen of all tribe	-tar\-taar- (ETYM)
kingfisher	halatir\+n- (ETYM)
kingsfoil (a plant)	asea aranion (ETYM)
kisses N	miquilis (pl.) (SV-1931)
knife	sikil (ETYM)
knob	tolos (BOLT)
knock V	tam(y?)a\tamne (ETYM)
knock V	tamba (ETYM)
knocking,keep on V	tamba (ETYM)
knoll	noola H (ETYM)
knot	narda, nuute (ETYM)
know about V	hanya (ETYM)

know V	ista\sinte, saira (ETYM)
knowledge	hande, istya, ista (ETYM)
knowledge	isse (BOLT)
knowledge, having A	istima (ETYM)
labour, toil V	moota (ETYM)
lady	heri (ETYM)
lake	ailo (BOLT), ailin (ETYM)
lament	nainie (NAM)
lament V	nyeena- (BOLT)
lamp	kalma (ETYM)
land	kemi (BOLT), noore, -nor\ -noore-, -ien\+d- (ETYM)
land difficult to reach	loona H (ETYM)
land of a people	noore (ETYM)
language	lambe (BOLT), quetil (ETYM)
larch (tree)	fine (ETYM)
large A Y	uura /// only in ETYM, disagrees with LOTR (ETYM)
large, very A	uuvea (ETYM)
last A	telwa (BOLT)
last day of Num year	mettare (ETYM)
last day of week	Taarion (ETYM)
last day of year	quantien (ETYM)
last year of century	haranye (ETYM)
late A	telwa (BOLT)
Laurelin PN	Kuluurien, Laurelin\+d- (ETYM)
law	sanye (ETYM)
law-abiding A	sanya (ETYM)
lawn	palis (BOLT)
lay N	lirilla (BOLT)
lead (metal)	kanu (BOLT)
lead, of A	kanuva (BOLT)
leaf (<*lassee)	lasse (ETYM)
leaning A	talta (ETYM)
leap V	halta- (BOLT)
leap year	atendea (LOTR)
leaping A	haloite (BOLT)
learned A	istima, noola H (ETYM)
learned man	istyar (ETYM)
left A	hyarya (ETYM)
left behind A (ETYM)	lemba\lembi (pl.irreg only if meaning "Ilkorin"?)
left behind, stuff N	ematte (collective singular) (NARQ)
left-handed	hyarmaite (ETYM)
leg	telko\telqui (pl. is analogical (ETYM))
lengthened A	taina (ETYM)
lengthening N	taile (ETYM)

letter (not document)	tengwa (ETYM)
lick frequently V	lapsa (ETYM)
lick up V	salpa (ETYM)
lick V	sulp- (BOLT), lava H (ETYM)
lie (untruth) N	furu (BOLT)
lie down for long time	kakea? (past 'kakaine' (KVNS))
lie down V	kaita (not "tell untruth") (NAM)
lie heavy V	lumna (ETYM)
life	kuile (ETYM)
life,new	laisi (BOLT), laito (BOLT)
light A (of color?)	kalina (ETYM)
light N	kala (ETYM)
light V	kalya (ETYM)
light,emit V	faina- (ETYM)
light,ray of	alka (ETYM)
lighthouse	kalmindon (ETYM)
like PREP	ve (ETYM)
Lindar	Tarquendi, Melimar (ETYM)
line	teema, tie (ETYM)
line,straight	tea (ETYM)
lion	raa\raavi (ETYM)
lioness	ravenne (BOLT)
liquid A	siirima (BOLT)
lissuin (a plant)	lissuin (ETYM)
listen V	lasta (ETYM)
little A	titta (ETYM)
lo!	yee (ETYM)
loaf	korne (BOLT)
loathe V	yelta (ETYM)
loathing N	yelma (ETYM)
loathsome A	yelwa (ETYM)
lofty A	taara (ETYM) (NARQ)
lonely A	eressea (ETYM)
long A	anda (ETYM)
long and thin	lenwa (BOLT)
long for V	milya (ETYM)
long time,for a ADV	ando H (KVNS)
long trailing plant	earuile, uile (ETYM)
longing,great N	maivoine (BOLT)
look at V	yeeta (BOLT)
look!	en H (ETYM)
loom N	windele (BOLT), lanwa (ETYM)
lord	heru, -her, turo-, tur-, -tur (ETYM)
lordship	heere (BOLT)
lore	isse (BOLT)

lore,deep	ingole (archaic/poetic)
lore,secret	nolwe (ETYM)
lost A	wanwa (ETYM)
lovable A	melima (ETYM)
love (as friend) V	mel, -ser (ETYM)
love N	meles(se) (BOLT), maaloo, melme (ETYM)
lovely A	melwa (BOLT), iirima (ETYM)
lover,female	melisse (ETYM)
lover,male	melindo (ETYM)
loving A	nilda (ETYM)
low,get (of Sun) V	numenda (BOLT), nuumeta (BOLT)
lower V	luvu (BOLT)
luck,a piece of	mart (BOLT)
lump	tolos (BOLT)
lust N	maile (ETYM)
lustful A	mailea (ETYM)
lying in bed	kaila (ETYM)
lyre	salma (BOLT)
magic	kuru (BOLT), ingole (archaic/poetic)
Maglor PN	Makalaure (ETYM)
Maia (like lesser Vala)	Maia (ETYM)
maiden	wende, -wen\+d- (ETYM)
maidenhood	wendele (BOLT)
make	kara\karne (ETYM)
male	hanu, hanwa, hanuvoite (ETYM)
male adult sentient being N	weaner, neer\neri (ETYM)
mallorn tree	ornemalin (LOTR), malinorne (ETYM)
man	weo, -we; (see also "male ...")
Man (= mortal species)	Atan (ETYM)
manhood	wie (ETYM)
manly A	wea (ETYM)
many A	limbe (BOLT), lin-, li-, -li (ETYM), mintya (NARQ)
many-leaved A	lillassea (SV-NEW)
March (month)	Suulime (ETYM)
margin	reena (ETYM)
mark "'" when not used as long mark	tekko (ETYM)
mark (in writing)	tehta (ETYM)
mark,long (in writing)	andatehta (ETYM)
mark,tiny	tikse (ETYM)
married pair	veru (ETYM)
Mars (planet) PN	Karnil (SIL p48, STAR)
mast	tyulma (of ship/boat, not nuts)
master	heru (ETYM)
master (in compounds)	turo, tur (ETYM)
mastery	tuure (ETYM)

matrimony	vesta (ETYM)
matter, it does not	(try 'uu-minda' (VT#18:18))
May (month)	Kalainis (BOLT), Lootesse (ETYM)
mead	miruvor\ -oor- (Eldarin and Valinoorean mead)
(LOTR)	
meadow	laire H (BOLT)
meal (=flour)	pore (ETYM)
mean A	faika (ETYM)
measure N	lesta (FS)
meat	apsa (ETYM)
meet V	omenta (AA)
meeting	omentie (LOTR)
melodious A	lindelea (BOLT)
melody	lin (BOLT)
memory	enyalie (COTE)
Men and Elves	Eruseen ("children of Eru") (SIL)
Mercury (planet) PN	Elemmiire (STAR)
mermaid	oar\ +n- (BOLT), oaris\ oarits- (BOLT)
merriment	alasse (ETYM)
metal	rauta, tinko (ETYM)
metal used to make Angainor	tilkal (BOLT)
mewing N	miule (ETYM)
middle	ende, endya, enya (ETYM)
Middle-Earth PN	Ambarenya, Endambar, Endamar, Endor (ETYM)
Middle-Earth PN	Entar(da) (not Valinor) (ETYM)
mighty A	taura (ETYM)
mist	hiise, hiisie (ETYM)
misty A	hiise (SV-1931)
mocking N	yaiwe (ETYM)
moist, dewy A	niite (ETYM)
monster	ulundo, Uuvanimo (ETYM)
month	asta (LOTR)
mood	indo (ETYM)
Moon	Silmo (BOLT), Rana, Isil (ETYM)
Moon-substance, magic	viirin (BOLT)
moonlight	isilme (SV-NEW)
Morgoth PN	Melko(r)
Morgoth when cold PN	Yeloimu (BOLT), Yelur (BOLT)
morning	kale (BOLT), arin (ETYM)
morning, early	artuile, tuile (ETYM)
morning, of	arinya (ETYM)
mortal A	firima (SIL has 'fiirima'), fiirimo (ETYM)
mortal man N	fire, hilde, -hil\ +d-, -kil\ +d- (ETYM)
mother	amil, amme (ETYM)
mother (hypocoristic)	nana (ETYM)

mound	hahta, kumbe, tundo (ETYM)
mountain	oron\ -ti (ETYM)
mountain peak	aikasse (ETYM)
mountaintop	orto (ETYM)
mouth	anto, assa, pee (ETYM)
mouth of river	etsir (ETYM)
move heavy object V	ruuma (SV-NEW)
moving A	tuuma (SV-1931)
moving by itself	kelva (ETYM)
mumbling A	ulmula (SV-1931)
murk	hui (BOLT)
murky A	huiva (BOLT)
muscle	tuo (ETYM)
music	lindele, lindale (ETYM)
nail	takse (not fingernail/toenail) (ETYM)
naked A	helda (ETYM)
name N	tuule (NCT), esse H (ETYM)
name V	esta H (ETYM)
narrator	quentaro (ETYM)
narrow A	lenwa (BOLT), arka (ETYM)
nasal A	nengwea (ETYM)
nation	noore, -nor (BOLT)
native land	noore, -nor (BOLT)
neck	yat\ yahti (ETYM)
neck, narrow	yatta (ETYM)
necklace	firinga (BOLT)
nectar	miruvoore (BOLT)
need (=compulsion?) N	maure (ETYM)
Neptune (planet) PN	Luinil (SIL p48, STAR)
net	natse (ETYM)
new A	sinya, winya H (ETYM)
new body, in, new-shaped	vinyakanya A (VT#26:20)
next ADV	ento X (ARCT)
Night	Fui, Hui (ETYM)
night	hui (BOLT), mori (BOLT), loome, moore (ETYM)
night, a night	loo (ETYM)
nightingale	loomelinde, morilinde (ETYM)
no, on the contrary, & incredulous questions (ETYM)	laa, lala, lau, laume
noble man	kallo (ETYM)
nobody	uuner (ETYM)
noise	ran (BOLT)
noise of storm	raumo (SV-NEW)
noise of wind	suu (BOLT)
Noldor PN	Istimor (ETYM)

Noldor,of the	noldorinwa (NARQ)	
Noldor-land	Ingolonde (ETYM)	
Noldorin Elf	noldo (ETYM)	
normal A	sanya (ETYM)	
north	formen, forte (ETYM)	
northern A	formenya (ETYM)	
nose	nengwe, nengwi, mundo H (ETYM)	
not	uu-, il- (ETYM)	
November	Hiisime (ETYM)	
now	sii, sin (ETYM)	
now (or "now is"?)	siin (NCT)	
number	nooto (ETYM)	
number,large N	hosta (ETYM)	
numbered A	hostain (FS)	
numberless A	avanoote (ETYM)	
Numenoorean	Tarkil\+di, Turkil\+di (ETYM)	
numerous A	rimba (ETYM)	
Nuumenor	Andoore, Elenna (ETYM)	
nymph (ETYM)	falmarin\+di, falmar\+i, wingil (stem 'wingild-'?)	
oak	norno (ETYM)	
oaks,having many	lindornea (ETYM)	
oat	pole (VT#28 P31)	
oath	vanda (COTE), weere (ETYM)	
obliged A	nauta (ETYM)	
obscure A	nulla H (ETYM)	
obscurity	mordo (ETYM)	
October	Narquellie (ETYM)	
odour	holme (ETYM)	
oh!	a (ETYM), aiya(?) (LOTR)	
ointment	laive (ETYM)	
old	enwina (SV-NEW)	
old (having many years)	linyenwa (ETYM)	
old = belonging to/descending from former times A		yaara (ETYM)
old from mortalness	ingem (ETYM)	
old(worn out,of things)	yerna A (ETYM)	
old,get (intrans) V	yerya (ETYM)	
olden A	yaarea, yaluumea (ETYM)	
ominous A	lumna (ETYM)	
once upon a time	yaaresse, yaluumesse, yasse H (ETYM)	
one	er, mine (ETYM)	
only ADV	er (BOLT)	
open A	latin(a), panta (ETYM)	
open V	panta (ETYM)	
open wide V	palu-, palya- (ETYM)	

open-mouthed A	fauka (ETYM)
opening	assa (ETYM)
oppressive A	lumna (ETYM)
orange (fruit) N	kuluma (ETYM)
orange A	kuluina (ETYM)
orc	orko\orqui (ETYM)
Orcs	Sankossi (pl.) ("hateful hordes") (BOLT)
Order of Wizards,the	Heren Istarion (ETYM)
Orient	ambaron/-oone (ETYM)
Orion (astron.) PN	Menelmakar, Telumehtar (ETYM)
other hand,on the	naa, naan (ETYM)
out PREP	et- (ETYM)
outer A	eruumea (BOLT)
outer lands	ettele (ETYM)
Outer Ocean	Wai (BOLT)
outside	ette, ava H (ETYM)
outside in position	ar- (ETYM)
oven	urna (BOLT)
over (= gone) A	vanwa (BOLT)
overcast A	luurea (BOLT)
overshadow V	telta (ETYM)
ox	taruku- (BOLT)
Oxford (in England) PN	Taruktarna (BOLT) ("ox crossing")
pace (distance)	ranga (ETYM)
pain V	nwalya (ETYM)
pain,sharp	naike, naikele (ETYM)
painful A	naikelea (ETYM)
palantir	palantir\ -iiri (or sg. '-tiir' in LOTR)
pale A	iska (BOLT), malwa, marya (ETYM)
pansy N	helin (BOLT)
parched A	fauka (ETYM)
parchment	parma (BOLT) H (ETYM)
parent	ontaro(ontaaaro) (female: ontare) (ETYM)
parents	ontani (ETYM)
part	kirma (VT#26:16 < {KIR})
pass away V	waana (NAM)
pass between hills	kilya (ETYM)
pass in mountains	falqua (BOLT)
passage	tarna (BOLT)
past A	wanwa (ETYM)
past time	wanwie (ETYM)
past,the	wanwie (ETYM)
path	wand- (BOLT), tie (ETYM)
path,narrow	aksa (ETYM)
peace	seere (ETYM)

peak	aikale (ETYM)
pearl	marilla (BOLT)
pebble-bank	sarnie (ETYM)
pen (for writing)	tekil (ETYM)
people	nosse (BOLT), lie (ETYM)
permission,with	leneeme (NCT)
piercing A	laika (BOLT), tereva (BOLT), maika (SIL)
pile	hahta (ETYM)
pillar	tulwe (BOLT), tarma (SIL)
pillow	quesset (ETYM)
pin	tankil (ETYM)
pipe (musical)	rotse (BOLT), simpa (BOLT), simpina (BOLT)
pipe (tube)	(see "tube")
pipe V (musical)	simpeta (NARQ)
piper	simpetar (BOLT)
piping A	simpise (BOLT)
pivot	peltas\peltaksi (ETYM)
place	men (ETYM)
plain,watered	nanda H (ETYM)
plait (hair)	finde (ETYM)
plank	pano (ETYM)
plant (living thing not self mobile)	olva (SIL)
play N	tyalie (ETYM)
play V	tyal(y?)a (ETYM)
plenitude	faare (ETYM)
pliant A	maksa (ETYM)
plosive consonant	punta (ETYM)
plough	hyar (BOLT)
ploughshare	hyanda (BOLT)
plum	pio (BOLT)
poem	lirit (BOLT), laire H (ETYM)
point	nasta, tilde, -til\tild-, mente (ETYM)
point (dot)	tikse (ETYM)
pole (wooden etc)	tulwe (BOLT)
pollen	malo (ETYM)
pool	ailo (BOLT), linya, nende (ETYM)
pool,cold,on mountainside	ringe (ETYM)
poplar tree	tyulusse (ETYM)
poplars,having many	lentyulussea (ETYM)
poppy	fuumella (BOLT), fuumellot (BOLT)
possess V	harya (ETYM)
possessing	arya (+ gen) H (ETYM)
post,wooden	samna H (ETYM)
potter	kentano, kemnaro (ETYM)
pour V	ulya \ ulyane(trans.)/ulle(intrans.) (ETYM)

pouring N	uulea (ETYM)
power	tuure (ETYM)
power,have V	heru (BOLT)
praise V	laita (LOTR)
prayer (= praying)	kyerme (UT)
press N (=crowd)	sanga (ETYM)
preying N	raust (BOLT)
prick V	erka, nasta (ETYM)
prickle	erka (ETYM)
prince	haryon, kundu (ETYM)
principal A	heera (ETYM)
profound A	tumna (BOLT)
prolong V	taita (ETYM)
prominent A	minda (ETYM)
proper A	vanima (BOLT)
prosperous A	alya (ETYM)
protect V	varya (ETYM)
puff of air N	hwesta (ETYM)
puff V	hwesta (ETYM)
pull and entwine V	tukalia (NARQ)
pure A	poika (ETYM)
pursue V	roita (ETYM)
putrid A	saura (ETYM)
quarrel N	kosta (ETYM)
queen	turingui (BOLT)
queen (of whole tribe)	taari (esp. Varda (Vala)) (ETYM)
Quenya	Eldaquet (BOLT), Eldarissa (BOLT)
Quenya	parmalambe, tarquesta, Quenya (ETYM)
quiver (for arrows) N	wainole (BOLT)
race(=kin)	noore (ETYM)
radiance	alkar(e), faire H (ETYM)
radiant A	alkarinqua, ankalima (ETYM)
rage	aha (ETYM)
rain,fine	timpe (BOLT), miste, rosse (ETYM)
rainbow	iluquinga (BOLT), helyanwe (ETYM)
raise V	amu (BOLT), orto- (BOLT)
rat	nyano (ETYM)
ravine	falqua (BOLT), aksa, yaawe (ETYM)
re-	at(a)- (ETYM)
reach V	rakta (BOLT)
real	anwa (ETYM)
realm	arda (ETYM)
rear	telle (ETYM)
reckon V	not- (ETYM)
red A	karne, aira- (ETYM)

red-breasted A	karneambara (NARQ)
reed	liske (BOLT)
reek	usque (ETYM)
refuse V	avaquet- (ETYM)
region	meena (ETYM)
regular A	sanya (ETYM)
rejoice in redness	karnevalina X (NARQ)
rejoice V	valina X (NARQ)
release V	fainu- (BOLT)
remains N	erin (BOLT)
remember V	enyala
rend V	narki (ETYM)
rend: rent=tore V(past)	sakkante (NCT)
rending A	naraka (ETYM)
repeat V	tatya (ETYM)
repetition, continual	voron-gandele ("harping on one tune") (ETYM)
reply	nanquenie (VT#26:16 < {NDAN}{QUEN})
repose	seere (ETYM)
resonant (of strings) A	tunga (ETYM)
rest	este, seere (ETYM)
rest V	ser(y?)a (ETYM)
resting, peace, at A	senda (ETYM)
return N	entulesse (ETYM)
return V	pel- (ETYM)
returned, has V (3p.sg)	antuulien (BOLT)
reversed A	nuquerna (LOTR)
revolve V	pel- (ETYM)
rich A	alya, herenya (ETYM)
right A	vanima (BOLT), teera (ETYM)
right hand N	forte (ETYM)
right-hand A	forya (ETYM)
right-handed A	formaite (ETYM)
rime	ringwe (BOLT)
ring (as on finger)	korma (ETYM)
Ring-day(a festival day)	Kormare (ETYM)
rise V	oro (BOLT)
rise, raise V	orta (ETYM)
rising N	oore H (ETYM)
rising tide N	kelume (ETYM)
river	sindi (BOLT), nen (BOLT), siire (ETYM)
rivulet	siril (ETYM)
road	malle (ETYM)
roaring A	raavea (SV-NEW)
robe	waima (BOLT)
robin N (bird)	karneambara (NARQ)

rock N	karka (e.g. navigation hazard) (SV-NEW)
rolling free A	nuuur (BOLT)
roof	tel (BOLT)
roof down V	untuupa (NAM)
roof N & V	toopa (ETYM)
roof V	tuupa (NAM)
roof, having a A	telda (BOLT)
room, chamber	sambe (ETYM)
root	sunda (UT), sundo (ETYM)
root (esp. edible)	sulka (ETYM)
root-word	sundo (ETYM)
round A	korima (BOLT), korna (ETYM)
row	teema (ETYM)
row of teeth	anka (ETYM)
ruddy A	aira-, roina (ETYM)
rule N	sanye (ETYM)
rule V	heru (BOLT)
run on (intrans) V	nornoro- (BOLT)
run smoothly V	nornoro- (BOLT)
rune	kerta (LOTR)
rushing A	arauka (BOLT)
rushing N	rimpa (ETYM)
safe A	varna (ETYM)
sag V	lunga (SV-1931)
saga	lumenyaare, nyarna, nyaare (ETYM)
sagacious A	finwa (BOLT)
sail	tala H (SV-1931)
sail V	wili (BOLT), luut- (SV-1931)
sanctuary	yaana (ETYM)
sand	litse (ETYM)
Saturn (planet) PN	Lumbar (SIL p48, STAR)
say V	quet-\quente (BOLT)
scholar	istyar (ETYM)
scoop out V	kalpa (ETYM)
scorn N	yaiwe (ETYM)
screen from light V	halya (ETYM)
screen V	telta (ETYM)
sea (ETYM)	Oo (BOLT) (poetic), Raasa (BOLT), ear, earen
Sea day	Earenya (ETYM)
sea, child of	oar\+n- (BOLT)
sea, stormy	haloisi (BOLT)
sea-serpent	lingwilooke (ETYM)
sea-spirit	falmarin\+di, falmar\+i (ETYM)
seagull	maiwe (ETYM)

seaweed	earuile, uile (ETYM)
second A	neuna (ETYM)
secrecy	foole (BOLT), muile (ETYM)
secret N	foole (BOLT), nulla, nulda H, muina (ETYM)
secretive	foolima (BOLT)
see V	kena (SV-NEW), veela (ARCT)
seed	erde (ETYM)
seize V	mapa (ETYM)
send flying V	horta (ETYM)
send for V	tulta (ETYM)
sentence (grammatical)	quentele (BOLT)
September	Yavannie (ETYM)
series	teema (ETYM)
series of tengwar	teema (ETYM)
serpent	fent (should be 'fente'?) (BOLT)
serpent guarding treasure	foalooke (BOLT)
set up V	tulka (BOLT)
set V (of sun or moon)	nuuta (ETYM)
setting or falling moon	lanta-raana (SV-1931)
shade	loomin (BOLT), laime (ETYM)
shadow	loomin (BOLT), lumbe, mordo (ETYM)
shadow (cast by object)	leo (ETYM)
shadow,deep	fuine, huine (ETYM)
shadow,heavy	lumbule (ETYM)
shadowed A	halda (ETYM)
shady A	halda, laira (ETYM)
shaggy lock (hair)	fasse (ETYM)
shake,quick N	rinke (ETYM)
shape N	venie (BOLT), venwe (BOLT)
shape N & V	kanta H, -kanta (ETYM)
shaped stone	ambal (ETYM)
shaped wood piece	pano (ETYM)
sharp A	laika (BOLT), aika, laiike, maika (ETYM)
sheath N	waina (BOLT)
sheep lover'?)	maama? (Maamandil = a Num shepherd PN(UT,'sheep-
shell	hyalma (ETYM)
shepherd	mavar (BOLT)
shield	turma (ETYM)
shine V (ETYM)	kala (BOLT), alka, kalli (SV-1931), kalta, siila
shine V	sisila (frequentative) (SV-NEW)
shine white V	ninquita- (ETYM)
shingle	sarnie (ETYM)
shining jewel	miril\+li (ETYM)

shining substance devised by Feanor	silima (ETYM)
ship	lunte H (BOLT), kirya // SIL says 'kiirya' (ETYM)
shore	hyapat (ETYM)
short A	sinta (ETYM)
shoulder	rooma H (BOLT)
shout N	rambe (BOLT)
shout of triumph	yello (ETYM)
shout V	rama (BOLT)
sick A	kaimasse, kaimassea, laiwa (ETYM)
sickle	kirka (ETYM)
sickly A	engwa, laiwa (ETYM)
sickness	quaame, liive, kaila (ETYM)
sign (in writing)	tehta (ETYM)
Silmaril	Noldomire, Silmaril\ -ill- (ETYM)
Silpion PN	Silmerosse (ETYM)
silver	telempe (BOLT) ilsa (mystic name) (BOLT)
silver (archaic/poetic)	silme (ETYM)
silver A	telemnä, telpina, tinda (ETYM)
silver moon	silme-raana (SV-1931)
silver N	telpe (from Telerin), tyelpe (ETYM)
Sindarin	Sindarin (ETYM)
sinew	tuo (ETYM)
sing V	lira (ETYM) (NARQ)
singer	lindo, nyello (ETYM)
singing	linde (ETYM)
single A	erya (ETYM)
sink V	nuuta (incl. of sun or moon)
sip V	salpa (ETYM)
Sirius (star)	Niellün, Nielluune, Nierninwa ("blue bee") (BOLT)
sister	onoone (blood-kin), seler\selli (ETYM)
sit V	haara-, ham (ETYM)
skilled A	maite (ETYM)
skilled in dealing with, be V	hanya (ETYM)
skin	parma H (BOLT), helma (ETYM)
sky	fanyare (where clouds and air are, not Space) (SV-NEW)
sky	Taime (BOLT), Taimie (BOLT), telimbo (BOLT)
sky	teluumen (SV-1931), helle, menel, wilya (ETYM)
Sky day, 5th day of week	Menelya (ETYM)
slash	kirisse (ETYM)
slave	mool (ETYM)
slay V	maka- (BOLT)
sleep N	fuume (BOLT)
sleeping A	loralya (KVNS)
slender A	ninde, teren(e)

slope N	pende, talta (ETYM)
slope up	amban (ETYM)
slope V	talta (ETYM)
sloping A	talta (ETYM)
sloping down A	penda (ETYM)
slot (=trail)	runya (ETYM)
slow A	lenka (BOLT)
slumber N	murme (BOLT), loore (ETYM)
slumber V	lor (BOLT), muru- (BOLT)
slumbrous A	lorda (BOLT), murmea (BOLT)
small A	piinea (NARQ), pinilya (SV-1931)
smith	tano (ETYM)
smooth A	nuuur (BOLT), pasta (ETYM)
smouldering heat	yulme (ETYM)
smouldering wood	yuula (ETYM)
snake	ango\angwi, leuke (ETYM)
snare	neuma (ETYM)
snarl V	yarra (noise, not expression) (ETYM)
snout	munido H (ETYM)
snow	nique (ETYM)
snow (fallen only?)	olos(se) (poetic only) (ETYM)
snow,fallen	losse H (ITE)
snow,light	is (BOLT)
snowdrop ("white tear")	nieninque (ETYM)
snowdrop-like A	nieninquea (SV-1931)
soap	lipsa (ETYM)
soft A	maksa (ETYM)
soil	kemi (BOLT), keen, kemen (ETYM)
soil V	wahta (ETYM)
soiled A	waara (ETYM)
sole A	erya (ETYM)
sole of foot	talas (BOLT), tallune (ETYM)
solitary A	erda (BOLT)
solitude	eresse (ETYM)
sombre A	morna (ETYM)
son	yondo, -ion\+d- (ETYM)
song	lindele (BOLT), lirilla (BOLT)
songbird	lindo (ETYM)
soon ADV	rato (ARCT) (? < 'rata' A = "which will be soon"?)
sorts,of many A	lindoorea (NARQ)
sound N	lamma (ETYM)
sound V	lamya (ETYM)
sound,loud	rooma (ETYM)
soup	sulpa (BOLT)
south	hyarmen (ETYM)

southern	hyarmenya (ETYM)
sow V	rer(y?)a\rende (ETYM)
Space (where stars are)	Ilmen (ETYM)
spark,make to V	tinta (ETYM)
spark,silver	tint (should be 'tinte'?) (BOLT)
sparkle N	tinwe (ETYM)
sparkle V	tintila, tintina (ETYM)
speak V	quet-\quente (BOLT)
spear	ehti, ekko (ETYM)
spearhead	nasta (ETYM)
spearman	ehtyar (ETYM)
species	nostale (BOLT)
speed V	horta (ETYM)
spelling N	tenkele (ETYM)
spider	liante (ETYM)
spider thread	lia (ETYM)
spider's web	ungwe (LOTR) (ETYM contradicts)
spike	nasse (ETYM)
spikes,row of	karkaras (BOLT), karkasse (BOLT)
spindrifft	winge (BOLT)
spine N	erka (ETYM)
spirant consonant	surya (ETYM)
spirit	suule (ETYM)
spirit (not "liquid")	fea, oore, -or\ -oore- (ETYM)
spirit of field	nermi (BOLT)
spirit of woods,female	tavari\ -i (dryad, not meths!) (ETYM)
spirit of woods,male	tavaro (dryad, not meths!) (ETYM)
spirit that has gone to	Mandos or Erumaani maane(?) (BOLT)
spirit,angelic	Ainu\Ainur (ETYM)
spirit,departed	manu (ETYM)
spit V	puita (ETYM)
split N	sanka (ETYM)
sponge	hwan\+di (ETYM)
sport	tyalie (ETYM)
spot N	men (ETYM)
spray	timpine (BOLT), winga (SV-NEW)
spread out V	panta (ETYM)
spread V	palu-, palya- (ETYM)
spring (season)	tuileere (BOLT), tuile (ETYM)
spring equinox day	tuilere (ETYM)
spring of water	kapalinda (BOLT), ehteale (ETYM)
spring V	tuia (ETYM)
spring,early	koire (LOTR)
sprout	tuima (ETYM)
sprout V	lokta (BOLT), tuia (ETYM)

staff	wandl (should be 'wandil'?) (BOLT)
stain	waksee, mordo (ETYM)
stain V	wahta (ETYM)
standard	tulwe (BOLT)
star	eel (poetiC), elen(a), ellen, tinwe (ETYM)
star names PN: (ETYM)	Elemmiire, Alkarinque, Lumbar, Neenar, Luinil, Karnil
star, twinkling	tingilinde, tingilya (ETYM)
starlight	ilma, silme (ETYM)
starlike A	elvea (SV-NEW)
stars, having many A	lintitinwe (BOLT)
steadfast A	tulka, voronwe (ETYM)
steady A	tulunka (BOLT)
steep A	oronta (BOLT), aiqua (ETYM)
stem of tengwa	telko\telqui (pl. is analogical) (ETYM)
stick N	olwen(n) (BOLT)
stick to V	himya (ETYM)
sticky A	himba (ETYM)
stiff A	tarya (ETYM)
still ADV & CONJ	er (BOLT)
sting V	nasta H (ETYM)
stirring N	koire(?) (intrans, = starting to move) (ETYM)
stone (as material)	ondo (ETYM)
stone, of A	sarna (ETYM)
stone, small	sar\+di (ETYM)
stoop V	nuuta (BOLT)
stop (in punctuation)	putta (ETYM)
stop V	hauta (ETYM)
stop V & N	pusta- (trans & intrans as verb)
stopper	tampa (ETYM)
stops, he V	taape\tampe (ETYM)
storm, noise of storm	raumo (SV-NEW)
straight	lenwa (BOLT), teena (NCT), teera (ETYM)
stray about V	mista (ETYM)
stray V	ranya- (ETYM)
straying N	raane (ETYM)
stream N (ETYM)	kelu (BOLT), kelume (BOLT), siire (BOLT), kelume
street	malle (ETYM)
strength, physical	poldore, tuo (ETYM)
stretch out V	rakta (BOLT)
stretch V	lenn- (BOLT)
strider	telkontar (ETYM)
strip N? V?	helta (ETYM)
strong A	tulka (ETYM)

strong physically A	polda (ETYM)
strong place	sarne (ETYM)
successor	neuro (ETYM)
suffice V	farya\farne (ETYM)
sufficiency	faare (ETYM)
sufficient A	farea (ETYM)
suffocate V	quoro- (BOLT)
summer	laire H (LOTR)
summon V	tulta (ETYM), yala (UT p317)
sun	Anar\Anaar- (ETYM)
sun	Ankale ("radiant one"), Uurion (ETYM)
sun	Aur, Uur, Uuri, Uurinki, Urwen (BOLT)
sun	Uurin\+d- (in ETYM but deleted by Tolkien)
Sun day	Anarya (ETYM)
Sun-maiden PN	Aarien (ETYM)
sunlight	aare (ETYM)
sunrise	ambaron/-oone, anaroore (ETYM)
sunrise	amunte, oronte, oronto (BOLT)
sunset	anduunie, anduune, nuuro (ETYM)
sup V	salpa (ETYM)
support, prop	tulko (ETYM)
suppose V	intya (ETYM)
supposition	intya (ETYM)
sure A	tanka (ETYM)
surf	solosse (BOLT), solor (ETYM)
surface	palme, paluure (ETYM)
surge	solor (BOLT), solosse (BOLT)
swallow (bird) N	tuilindo H (ETYM)
swallow V ?	luka (AA)
swallows, having many A	lintuilind(ov)a (birds) (NARQ)
swan	alqua (ETYM)
sword	palis (BOLT)
swell V	tuiya (ETYM)
swift A	arauka (BOLT), tyelka, alarka, larka (ETYM)
swirl V	hwinya- (ETYM)
sword	makil (ETYM)
sword, large	falquan (BOLT)
sword, short broadbladed	eket (ETYM)
sword-blade	russe H (archaic/poetic) (ETYM)
swordsman	mektar (BOLT), makar H (LOTR)
syrup	pirya (ETYM)
take a rest V	hauta (ETYM)
take a sup of V	salpa (BOLT)
tale	lumenyaare, nyaare, quenta, nyarna (ETYM)
talk V	quet-\quente (BOLT)

tall A	halla, tunda (ETYM)
tangled hair	fasse (ETYM)
tarn	moile (BOLT)
taste V	tyav(y?)a (ETYM)
taut A	tunga (ETYM)
tear (sad, not "rip")	nie, niire (ETYM)
tear V	sakkata (NCT)
tears	nienaita (SV-1931)
tears,in A	nierme (weeping, not rip) (NARQ)
teeth,row of	karkaras (BOLT), karkasse (BOLT), karkane (ETYM)
Teleri (ETYM)	Falanyel\+di, Soloneldi, Solonyeldi, Mirimor
Teleri,of A	Telerin (ETYM)
Teleri,the (general pl.)	Telelli(e) (ETYM)
Telerin Elf	falmarin\+di, falmar\+i, Teler\+i (ETYM)
tell V	nyar(y?)a (ETYM)
temple	korda (not "side of head") (BOLT)
tendrils	liante H (BOLT)
tengwar series: (ETYM)	tinkoteema, kalmateema, parmataema, tyelpeteema
terror	osse (ETYM)
thank V	hanta (UT)
that	ta, yana (ETYM)
that (anaphoric)	tana (ETYM)
that (demonstrative)	tanya (SV-1931)
that place (= in them)	iimen (FS)
that yonder A	enta (ETYM)
thatch	tupse (ETYM)
the	i (ETYM)
then	taare (compare 'iire' = "when") (FS)
then (= in that day)	enyaare (FS)
then (= thereupon)	san (SV-1931) (NARQ)
there	en H (ETYM)
thick A	tiuka (ETYM)
thigh	tiuko (ETYM)
thin A	pinque (NARQ)
thing	nat (ETYM)
thing made	tanwe (ETYM)
Thingol PN	Sindo (ETYM)
think V	noa (VT#26:18 < {nowo})
thirsty A	fauka (ETYM)
this	si (ETYM), sina (COTE)
thither	tar H (ETYM), tanna (KVNS)
thorn	nasse (ETYM)
Thorondor PN	Sorontar (ETYM)

thrall	mool (ETYM)
thread, fine	lia (ETYM)
threshold	fenda (ETYM)
throat	lanko (ETYM)
throne	mahalma (COTE)
throng	sanga (ETYM) (NARQ)
through PREP	ter, tere (ETYM) (NARQ)
tie V	nut(y?)a (ETYM)
tight A	tunga (ETYM)
tilted A	talta (ETYM)
time	luume (ETYM)
time (=occasion)	luu (ETYM)
timid A	kaurea (BOLT)
tin (metal)	latuukun (BOLT)
tin, of A	latuukenda (BOLT)
tinder	tusture (BOLT)
Tinuuviel PN	Tindoomerel (ETYM)
tiny A	titta (ETYM)
tissue	lanne (ETYM)
to	an, ana, na H (ETYM)
to get control	turme (?) (ONAM)
together PREFIX	o- (ETYM)
tongue	lambe, quetil (ETYM)
tongue of land	lambe (BOLT)
tooth	karka, nelet\nelki (ETYM)
top to bottom	telmello telmanna (ETYM)
torment N	nwalme (ETYM)
torment V	nwalya (ETYM)
torture	ungwale (ETYM)
tough A	tarya (ETYM)
towards	an, na H, ana, ana- (ETYM)
tower	minnas, mindon (ETYM)
tower, isolated	mindon (ETYM)
town with wall round	osto, -os\+to- (ETYM)
town, walled	tiris (BOLT)
township	ostar (BOLT)
trade V	manka (ETYM)
tradesman	makar H (ETYM)
trailing A	soora (BOLT)
trajectory	inge (NARQ)
transparence	liquis (BOLT)
treasure	foa (BOLT), harwe H, harma (ETYM)
treasury	harwe H (ETYM)
tree	alda (ETYM)
tree (high isolated)	orne (ETYM)

tree,great	taule (BOLT)
tree,species of Valinoorean: lairelosse lauringue nessamelda oiolaire (ETYM)	
tree,species of Valinoorean: taniquelasse vardarianna yavannamiire (ETYM)	
Tree-day = 4th weekday (Num form)	Aldea (ETYM)
tree-shadowed A	aldea (BOLT)
Trees-day = 4th weekday (Elves' form)	Alduuya (ETYM)
treetop	amalda (NARQ)
tremble V	tintila (ETYM)
tress	finde (ETYM)
triangle	neltil\+di, nasta H (ETYM)
tribe	hostar (BOLT)
tripping lightly A	norolinde (SV-1931)
troop	hosse (BOLT)
troth	weere (ETYM)
true	anwa, sanda (ETYM)
trumpet	tumbe (BOLT), romba (ETYM), hyoola (SD p419)
trumpet,sound of	rooma (ETYM)
tube	roota (BOLT)
tune	linde (ETYM)
turned A	querna (?) (see 'nuquerna') (ITE)
turret	mindon (BOLT)
tusk	karka (BOLT)
Tuurin PN	Tuurindo (ETYM says 'Turindo')
twang N	tinge, tango (ETYM)
twang V	quingi- (of string or harp) (BOLT), tinga H (ETYM)
twilight	yuale, yuukale (ETYM)
twilight (usu. evening)	undoome (ETYM)
twilight,starry	tindoome (ETYM)
twine N	lia (BOLT)
twinkle V	tintila (ETYM)
twitch N & V	rihta (ETYM)
Uinen (Vala PN)	Uinen\+d- (ETYM)
Ulmo's horn	hyalma (ETYM)
un- PREFIX	uu- (ETYM)
uncleaveable A	ilterendi (pl.) (BOLT)
under	un-, und-, undu-, undu, no, nu (ETYM)
underneath ADV	nu, nuun (ETYM)
understand V	hanya, saira (ETYM)
understanding A	handa (ETYM)
unfileable A	ilterendi (pl.) (BOLT)
unfurl V	panta (ETYM)
Ungoliant PN	Ungoliante, Ungweliante (ETYM)
universe	ilu, iluuve (ETYM)
until CONJ	mennai (KVNS); tennai?, kennai?

until PREP	tenna (LOTR), kenna (draft for LOTR); menna?
up ADV	amu (BOLT), amba, am- (ETYM)
uphill ADV	ambapenda, ampenda (ETYM)
uprising	ambaron/-oone (ETYM)
upslope	ampende (ETYM)
upwards ADV	amu (BOLT)
Uranus (planet) PN	Neenar (SIL p48, STAR)
urge V	horta (ETYM)
urgency	horme (ETYM)
Ursa Major PN (astron.) (ETYM)	Otselen, Valakirka (= Big Dipper / Plough only)
useful A	maara (ETYM)
vaguely visible,be V	valka (SV-1931)
Vala	Vala\-r/Vali (ETYM)
Vala,greater male	Valatar\-taar- (ETYM)
Vala,visible body of	faana (ETYM)
Valar,child of	Vanimo\-r (ETYM)
Valar,of	valaina (ETYM)
vale	nalle, nal (BOLT)
vale,dark	tumbo (BOLT)
valiant A	astaldo (ETYM)
Valinor PN	Aman, Valinor\-noor- (ETYM)
valley	nande, -nan\+d- H (ETYM)
valley,deep	tumbale (ITE)
valley,deep,under or among hills	tumbo (ETYM)
valley,of A	nalda (BOLT)
valour	kaane (ETYM)
vanished A	wanwa (ETYM)
vanishing A	uumea X (NARQ)
Varda (Vala PN)	Tintanie, Tintalle, Tintanie, Varda H (ETYM)
vault	telluma (NAM), teluumen (SV-1931)
veil	fana (ETYM)
veil V	halya (ETYM)
veiled A	halda (ETYM)
vessel	vene (BOLT)
victor	lakil*, -dakil, turo-, -tur (ETYM)
victory	tuure (ETYM)
vigil	tiris (BOLT)
vigorous A	wea (ETYM)
vigour (ETYM)	laisi (BOLT), laito (BOLT), tuo, weasse, wie
vine	liantasse (BOLT)
violence	orme (ETYM)
violent A	naraka (ETYM)
virginity	weene, wenessa (ETYM)

vision	maur (BOLT)
voice	ooma (ETYM)
voice, harp-music of	oomalingwe X (NARQ)
void A	lusta (ETYM)
Void, the	kuuma (ETYM)
voilet (flower) N	helin (BOLT)
vowel	amandi, ooman (ETYM)
wailing A	quaine (SV-1931)
wake V	koiva (intrans) (BOLT, KVNS), koita (trans) (KVNS)
wakening A	kuivea (ETYM)
wakening N	kuive, kuivie (ETYM)
walk N & V	vanta (ETYM)
wall	ramba (ETYM)
wall and moat	ossa (BOLT)
walled house or village, "town"	opele (ETYM)
wand	olwen(n) (BOLT)
wandering N	raane (ETYM)
waning (of sun)(?) A	piike (SV-1931)
waning A	quellie (LOTR)
waning moon	minga-raana (SV-1931)
want V	mere\merne (ETYM)
wanted, all that is N	faare (ETYM)
war N	ohta (ETYM)
warm A	lauka (ETYM)
warrior	mahtar, ohtakyaro, ohtar (ETYM)
Warwick (England) PN	Kortirion (BOLT)
Warwickshire (England)	Alalminoore (BOLT)
watch (not timepiece)	tiris (BOLT)
watch V	tira\tirne (ETYM)
watchtower	tirion (ETYM)
water	linque (BOLT), neen (nen-) (ETYM)
water-meadow	nanda H (ETYM)
water-vessel N	kalpa (ETYM)
waterlilies, pool of	neenuvar (BOLT)
waterlily, yellow	neenu (BOLT)
watery A	nenda (ETYM)
wave N (of water)	solme (BOLT)
wave, breaking	falmar (BOLT)
wave, crested	falma (ETYM)
wax	liiko (SV-NEW)
way	wand- (BOLT), wande (BOLT), tie (ETYM)
waybread	koimas (SIL)
wealth	alma (ETYM)
wealthy A	herenya (ETYM)
wear out V	yerya (ETYM)

weather,dark	luure (BOLT)
weave V	lanya (ETYM)
web	natse (ETYM)
wed V	vesta (ETYM)
wedding	vestale (ETYM)
week	enquie (LOTR)
week(Valian, had 5 days)	lemnar (ETYM)
week,extra midyear	Endien (ETYM)
week,odd,(to Trees) between 6th & 7th months	Aldalemnar (ETYM)
week,odd,between 6th & 7th months	endien (ETYM)
weekdays,Valian: 1) Ar Manwen, 2) Ar Ulmon, 3) Ar Veruen, 4) Ar Fanturion (ETYM)	
weekdays,Valian: 5) Ar Neldion = Ar Nessaron (ETYM)	
weeping N	nyenye (BOLT)
weft	lanat (ETYM)
went V	lende (FS)
went V (past tense)	vaa (BOLT)
werewolf	nauro (ETYM)
west	nuume (BOLT), nuumen (ETYM)
West,Lords of the	Nuumeheruvi (NCT)
western A	nuumea (BOLT), nuumenya (ETYM)
wet A	liquin (BOLT), linque, miksa (ETYM)
wet-eyed A	kilde (?) (SV-1931)
whale,the primaeval	Uin (BOLT)
what	ya (relative), man (interrogative) (NAM)
wheel	norn (should be 'norne'?) (BOLT)
when(not interrogative)	iire (FS)
where,to	mammen (VT#26:18 < man men)
which	ya (relative), man (interrogative) (ITE)
whining	miule (ETYM)
whirling gently A	pirukendea (SV-1931)
whirlpool	hwinde (ETYM)
whisper N	lusse (ETYM)
whisper V	lussa- (ETYM)
white A	faana (i.e. like a cloud?) (SV-NEW), losse (SV-1931)
white A	ninque, -i- (ETYM)
white people	losselie (SV-1931)
white,be V	ninqua (SV-1931)
whiten V	ninquitaa- (ETYM) <> (ETYM)
whiteness	ninquisse (ETYM)
whither	mammen (VT#26:18 < man men)
who	ya (relative), man (interrogative)
wide A	landa, palla (ETYM)
wield (weapon) V	mahta, tur(y?)a\turne (ETYM)

wife	vesse (ETYM)
wild A	merka, verka (ETYM)
wilderness	raava H (ETYM)
will-o'-the-wisp	kaivokalma (SV-1931), loikoliikuma (SV-NEW)
willow	tasarin (BOLT), taser(e) (ETYM)
wind N	waa (BOLT), suure (-i-), waiwa (ETYM)
wind,gust of	suume (NARQ)
wine	miru (BOLT), limpe (ETYM)
wing	raama (ETYM)
wings,having A	raamavoite (BOLT) (NARQ)
winter	hesin (BOLT), yelin (BOLT), hriive (LOTR)
Winter one PN	Heskil (BOLT)
wisdom	nolwe, noole (ETYM)
wise A	isqua (BOLT), iswa (BOLT), istima, noola H (ETYM)
wish V	mere\merne (ETYM)
witch of the good magic	kuruni (BOLT)
with	o (SV-1931)
wither V	hesta- (BOLT), quela (ETYM)
withered A	hessa (BOLT)
within PREP	mi (ETYM)
without	ava-, au- H (ETYM)
wizard	kuruvar (BOLT), Istar\Istari (LOTR), sairon (ETYM)
wizardry	kuru (BOLT)
wolf	narmo, raaka H (ETYM)
woman:	(see "female---")
wood(forest),great	taure (ETYM)
wood(substance)	туру (properly firewood) (BOLT), tavar (ETYM)
wood,rough piece of	runda (ETYM)
wooden A	turuuva (BOLT), taurina (ETYM)
woodland	tavas (BOLT)
woodpecker	tambaro (ETYM)
woof (in weaving)	winda (BOLT)
wool	too (ETYM)
woollen A	toa (ETYM)
word	quent (should be 'quente'?) (BOLT)
World,the Wide	Palurin (BOLT)
worn out A	yerna (ETYM)
wound N	harwe H (ETYM)
wounded A	harna (ETYM)
wrap V	waita (BOLT)
wrath	orme (ETYM)
wright	samno (ETYM)
writes,he V	teke (ETYM)
writing N	tengwe (ETYM)
writing system	tenkele (ETYM)

writings	parma (BOLT)
wrong A	raika (ETYM)
Yavanna (Vala PN)	Paluurien, Yavanna (ETYM)
yawn V	haaka (SV-NEW), yanga (ETYM)
year,last	yenya (ETYM)
year,solar	koranar (ETYM); inya H (?) (NAM); yeen (ETYM)
years,144 (NAM)	yeen\yen- (NAM, LOTR says pl. 'yeeni'); inya H (?)
yellow A	malina (ETYM) (NARQ)
yellow powder	malo (ETYM)
yellow-green A	wenya (ETYM)
yield V	lav- (ETYM)
yoke	yanta H (ETYM)
yonder	en H (ETYM)
young A	nessa (ETYM)
yours PRONOUN	lyaa (NARQ)
youth	laisi (BOLT), laito (BOLT) (abstract? teenager?)
youth	neese, nesse, ween (abstract? teenager?) (ETYM)
youthful A	nessima (ETYM)



A Guide To Word Roots

Mansoor Agha

Most of you are probably building your vocabulary by pumping word lists with 5000-10,000 words. No doubt a boring and tedious task. Moreover, are you sure that the guy who prepared the word list you are slogging on has really picked cherries – really selected the words that appear most frequently on CAT or are expected to appear in the coming year.

He has?

Then tell me which word list has words like HELP, REASON, PAPER, BUSINESS, SERVICE? They all figured on the five vocabulary questions in CAT on 15 February. Students who relied on word lists alone would have missed the bus. I am not knocking Word Lists – they do help trigger your preparation. But you cannot rely on them alone. You need a way to handle a word even if you are seeing it for the first time in your life. You can do that by familiarising yourself with Word Roots . Roots work really well with the kind of contextual vocabulary that is tested in IIM CAT.

You re probably scratching your head right now trying to figure out what we mean by roots . A root is a combination of letters appearing in a word whose origins can be found in languages other than modern English. These combinations can appear in any part of the word (though they are referred to as prefixes if they appear at the beginning of the word, and suffixes if they appear at the end).

These letter combinations have particular meanings in their original languages, and as such can provide clues to the meaning of English words in which they appear. While English borrows roots from many different sources, the majority of those that appear in CAT originally come from Latin and, sometimes, Greek. The words that appear in CAT are taken from international English but there is a marked tilt towards British English.

If you ve been studying a romantic language i.e., Latin-derived language (such as Spanish, Italian, or French), you may have already noticed that many of the words in those languages have combinations of letters that seem similar to those in English words. For example, take the word dormitory , meaning a place to sleep (not just a college residence). It involves the Latin-derived root dorm , from the Latin verb dormiere , which means to sleep and the Greek suffix -ory , which means place or location of .

Other English words that come from these roots include dormant , meaning to be in a sleep-like state, and lavatory , which literally translates to a place to wash or a bathroom (lav , to wash, is also a Latin root). The good thing about all of this is that if you recognise a Greek or Latin based root in a word that you don t really know you might be able to figure out what the word means, or at least figure out what it s talking about or related to.

Take the word benevolent . It includes variations on the root ben- (bon in French, bueno in Spanish, bene in Italian), which means good , and vol/val , which has to do with feelings or emotions (think valentine). Put that together and you get something along the lines of good feelings , which is pretty close to the actual definition of well meaning or generous. (What do you think malevolent might mean?)

Not all of the words (or all of the heavy vocabulary you might encounter in the CAT) involve these kind of roots, and

sometimes spelling or pronunciation changes that have occurred over time result in words looking like they contain roots that they really don't; for instance, the prefix *a-*, which means *not* or *without*, works well for words like *atypical* or *amoral*, but not for *apple* (which does not mean *without* *pple*). Nevertheless, useful roots crop up enough in CAT level vocabulary that it pays to be familiar with them and the words they appear in. Who knows, they might appear on your next sentence completion, antonym, contextual meaning or text essence question.

A Little Root Chain Discussion

Most of you know that a carnivore is something that eats meat; it involves the roots *carn*, which refers to meat or flesh, and *vor/vora-*, which means to eat or consume. Forming a root chain of related words, we can get *carnal* (having to do with matters of the flesh), *carnage* (meaning slaughter or killing by the tearing of flesh), and *carnival* (literally, a feeling or celebration of the flesh).

Try making a root chain from *vor/vora-*; what can you come up with?

Roots	<i>carn</i> (meat/flesh)	<i>vora</i> (eat/consume)
Words using these roots	<i>carnal</i> <i>carnage</i> <i>carnival</i> <i>incarnate</i> <i>reincarnate</i> <i>carnivore</i>	<i>voracious</i> <i>herbivore</i> <i>omnivore</i> <i>vortex</i>

Try doing a root chain for the following roots that have appeared on previous CATs:

co- or *com* meaning *with/together/thoroughly*, as in *coherent* or *cohesive*

The words using this root are given below. Try figuring the meanings out with the help of roots. Also try to find out what role the root *co-* or *com-* plays here. Let me help you with one:

Compatriot: *Com* (meaning *with*) + *patriot* (meaning a person who loves and zealously supports his country). So *compatriot* should mean a guy who has the same patriotic feelings as you or a fellow countryman

Combat: *Com* (meaning *with*) + *bat* (meaning *fight*). So *combat* would mean to fight with someone, armed fight, etc.

Words using the root *co-* or *com* *Combat*, *Compatriot*, *Concede*, *Coequal*, *Coeval*, *Coexist*, *Cohere*, *Cohort*, *Collaborate*, *Colleague*, *Collide*, *Commerce*, *Commit*, *Community*, *Compact*, *Compassion*, *Compatible*, *Compel*, *Compete*, *Complex*, *Composition*, *Compress*, *Concave*, *Confide*, *Congregate*, *Correspond*, *Conclave*, *Concomitant*, *Concurrent*, *Congenital*, *Contrite*, *Conjoin*, *Concordant*, *Connotation*, *Conviviality*, *Consanguinity*, *Conglomerate*, *Convocation*, *Complaisant*, *Complacent*, *Commotion*, *Complacent*

dic/dict, meaning to say or tell, as in *dictatorial*

The words using this root are: *Contradict*, *Dictate*, *Dictator*, *Dictionary*, *Dictum*, *Addict/Addiction*, *Diction*, *Predict*, *Edict*, *Diction*, *Dictation*, *Indict*

desc, meaning downward, as in *condescending* (to talk down to)

The words using this root are: *Descend*, *Descent*, *Condescending*, *Descendent* (this does not apply to describe)

pen/peni, meaning to punish, as in *penitent*

The words using this root are: *Penitent*, *Penitentiary*, *Repent*, *Penology*, *Penalise*, *Penalty*, *Penal*, *Penance*

in/im, meaning *not*, as in *impartial* or *incontrovertible*

The words using this root are: *Impervious*, *Immature*, *Incoherent*, *Impotent*, *Implacable*

Can this root also work in the word *flammable*?

Word Wide Web

Let's try a little variation on the previous root chain approach. Below is an alphabetical list of words. Your mission: starting with the word *lucid* in the centre of a blank sheet of paper, create a *word web*, using lines to join words that have roots in common. Once you've made all the interconnections (and some of the words will have several), see if you can define any words you don't know the meanings of, based on the common roots. You may also be guessing at what some of the roots actually mean. (We've got an index of roots at the bottom, but try to figure out what they mean without consulting it first).

Starting point: *lucid*

Words to link:

antonym	circumcise	circumlocution	circumspect
culprit	excise	exculpate	export
genocide	homogeneous	homonym	loquacious
monologue	monotonous	portable	soliloquy
spectator	translucent	transportable	

Hint: *lucid-translucent-transportable*

Attractive Opposites

You might have already read about various ways to remember the meanings of words you don't already know the definitions of - using flash cards, creating images, or using other mnemonic (memory-aiding) devices such as puns or the good/bad method (if you can't recall a word's meaning, at least be able to remember whether it's got a positive or negative meaning). You may have also discussed some of these with your teachers or friends, or maybe even come up with a few of your own.

One technique that seems to work particularly well in memorising the meanings of various roots is to pair one root with its opposite. There are many such opposite root pairs, and if you remember them together, you'll probably also remember a lot of the words that use them.

Take a few moments to look at the opposite root pairs below and try to come up with some of the words that contain them. (You'll often be able to think of many more words for one member of the pair than the other, but that's okay.)

<i>Size matters:</i>	grand grandiose grandiloquent grandstand	vs.	pet/pec petite
	magna magniloquent magnanimous magnum opus	vs.	micro micron micrometer
<i>True or false:</i>	veri/vera verity veracity verification verisimilar veritable	vs.	pseudo pseudopodia pseudonym pseudocar
<i>The over/under:</i>	arch archenemy archaic archangel	vs.	sub subservient submarine suborbital Subsidiary subterranean

Now try these yourself:

Good and Bad: bon/bene vs. mal

Young and Old: nov/neo vs. vet

To Speak or Not To Speak: loqu/loqui vs. qui

Word Wide Web Redux

We liked it so much the first time; we figured we'd let you do it again . . .

Starting with the word *benevolent* in the centre of a blank sheet of paper, create a *word web* from the following alphabetical list, joining with lines words that have roots in common. Once you've made all the interconnections (and some of the words will have several), see whether you can define any words you don't know the meanings of, based on the common roots.

Starting point: benevolent

Words to link:

ambiguous	ambivalent	beneficial	benign
indifferent	inevitable	insuperable	intrepid
reclamation	revalue	revitalise	superficial
superfluous	trepidation	valentine	vitality
vitamin			

Alls Well That Ends Well Suffixes

A *suffix* is a combination of letters, comprising one or more full syllables, which forms the end of a word to affect its meaning in some way. There are many Greek and Latin based roots that are used as suffixes in English. For example, *-ology*, meaning study of, *-ory*, meaning place of, *-ium*, meaning building/structure in which an activity takes place, and *-archy*, meaning rule by. Most suffixes either indicate an altered condition for the word, or change its part of speech (typically, noun to adjective or vice versa).

Take a look at the following suffixes and see whether you can find some words that end in them. What part of speech do these suffixes indicate?

<i>-able/ible</i>	<i>-ous</i>	<i>-al/-ical</i>	<i>-ful</i>	<i>-less</i>	<i>-ity</i>	<i>-ion</i>
<i>-ance/ence</i>	<i>-ism</i>	<i>-ist</i>	<i>-ify</i>	<i>-ize</i>	<i>-uce</i>	

Some suffixes can be tricky; they'll often signal a certain part of speech, but are not always what they seem. Look at the words with similar suffixes below; what part of speech is each word?

rhetoric vs. didactic or cryptic

luminary vs. arbitrary or dilatory

perspective vs. elusive or effusive

innate vs. exculpate or alleviate

In the above cases, the first word represents the less common use of the suffix, but as you can see, there are exceptions. Even *-ly* that people think always signals an adverb, sometimes shows up in words that are other parts of speech - think *wily* (adjective) or *melancholy* (noun or adjective). Does all this confusion make you want to give up on suffixes? It shouldn't. Some are consistent signals of parts of speech, and even many for which there are exceptions signal a certain part of speech much of the time. The context in which the word is used will help you to determine what part of speech is involved if it has an ambiguous suffix. Suffixes are just one tool you should use in your vocabulary studies.

Just Say No Prefixes That Mean No

Many of the shorter roots that come at the beginning of words indicate a condition (such as *inter-* meaning between; *sub-*, meaning under), time period (*post-*, meaning after), or quantity (*dec-*, meaning ten); these are called prefixes.

Some of the most commonly appearing prefixes in English are those that negate the rest of the word or set up an opposite to it. Below are listed some of the most common negative prefixes. See how many words you can find that use them.

<i>a-</i>	<i>ab-</i>	<i>an/anti-</i>	<i>contr-</i>	<i>dis-</i>	<i>il-</i>
<i>im-</i>	<i>in-</i>	<i>mis-</i>	<i>non/not-</i>	<i>ob-</i>	<i>un-</i>

Born In London, Speaks Chinese

Due to the influence of many different languages on the vocabulary of English (it borrows from everywhere), there are very different-looking words that actually contain roots with the same meanings. While this happens with languages that borrow roots from an assortment of tongues, the most common occurrences involve (no surprise here) roots from Greek and Latin.

Below are some roots with similar meanings that appear in many English words. On the left is listed the Greek root and on the right, its Latin equivalent. See how many words you can find that contain one or the other. Contrast the meanings of these words - is there a difference (subtle or considerable) if a Greek versus a Latin root is present?

Meaning	Greek root	Latin root
time	chron	temp
love	philo	ami/amo
sound	phon	son
vision	scop	vis
self/alone	solo	auto
one/unit	mono	uni/uno
earth	geo	terr
water	hyd/hydr	aqu
fire/flame	pyr/pyro	flam/fier

And Now That We ve Done All This . . .

Even after going through all this, we must warn you that while roots are invaluable tools for helping to learn vocabulary, they can be tricky, and should not be relied on exclusively. Sometimes, in the process of the evolution of language, spelling or pronunciation changes have occurred over time, which result in words looking like they contain roots that they really don't. For instance, though the word *eradicate* seems to have the root *dic*, meaning talking or speaking, right in the middle, it really has nothing to do with talking or speaking. We've included a few more examples below of words that look like they contain certain roots but don't have meanings that reflect those roots. See whether you can identify the root that seems to be contained in each of them and the root's meaning, as well as the meaning of the word itself (and how that doesn't involve the root). Perhaps you can come up with other such words as well!

<i>contemptuous</i>	<i>imperious</i>
<i>objectivity</i>	<i>diligent</i>
<i>discourse</i>	<i>transitory</i>

Master Root Listing

a- negative prefix	e/ex/ej- out, outward	lu/luc/lum- light	prox- near
ab- away from/negative prefix	en/em- into		psuedo- false
ac/acr- sharp	epi- upon	mag/magna- great	pug- fighting
ad/at- to, toward	equ/equi- equal	mal- bad	
amb- go/walk	esce- becoming	man/manu- hand	quad- four
ambi- both/mixed	eu- good, pleasant	mar/mer- sea	qui- quiet
ami/amo- love	extr- outside, beyond, additional	matr- mother	quint- five
an/anti - against		met/meter measure	
andr- human, male	fac/fic/fig- do, make	meta more, beyond	re- again
anim- life, spirit	fer/ferr- strong, iron-like	mic/micro- tiny	
ante- before	fid- faithful	mill- thousand	schi- split
anthr- human	fort- strong	mis- wrong, bad	sci/scien knowledge
apt/ept skill, ability	fract- break, split	mit- send	scop- see
arbo- tree	frat- brother	mob/mobi- moving	scrib/scrip- write
arch- rule, over	fren- highly energetic	mor/mort- death	sec/sequ- follow, come after
aud- sound	gen- birth, creation, kind, type	morph- change (shape)	sed/sid- sit, be still
auto- self	geo- earth	mut- change, alter	solo- alone
	gno/kno- know	nat/natu- natural, birth	son/soni- sound
bell/belli- war	grand- big	neg- negative	soro- sister
ben/bono- good	graph- write	neo/nov- new	spec/spic- see, look
bi- two	grat- grateful	noct- night	sta/sti- still, unmoving
bio/bios- life	gress- step	nom/nym- name	sua- smooth
bra- arm	gust- taste	non/not- negative prefix	sub- under
	gyn- female	nounce- call	super- beyond, greater than
carn- meat, flesh		nox/nec- harmful	syn/sym bring together
cent- hundred	hemi- half, split part		
chron- time	her/hes- stick (on)	ob- against	tact- touch
circ/circu- around	herb- plant	olfac- smell	tech/techn- tools
cis/cise- cut	hetero- different, mixed	ology- study of	tele- at a distance
cli- lean	hex/sex- six	omni- all, every	temp- time
clu/clo/cla close, shut	homo- same	ory- place of	ten/tend- hold
co/com/con with, together	hyd/hydr- water		terr- earth, ground
contr- against	hyper- over, beyond	pac/pax/plac- peace, pleasing	tox- harmful, poisonous
cred- believe	hypo- under, insufficient	pan all, everywhere	tract- pull
culp- blame		par equal	trans- across
cur/cour- run (a course)		para- beyond	trep- fear, anxiety
	il- not	path- feeling, emotion	tri- three
de- away from/opposite, of	im- not, into	patr- father	
dec/deci- ten	in- not, into	pen/pend- weight	un- not
dent- teeth	inter- between	pent- five	uni/uno- one
derm- skin	intra- within	peri- around	us/ut- use
desc- down	itis- inflammation, infection	pet/pec- small	
dext- dexterity, ability	ium- place, building of	phil- love, high regard	val/vale- value, feel
di- two, apart, split	jeu/ju- play, youthful	phob- fear	vend- sell
dic/dict- say, tell	jaun- yellow	phon- sound	ver/vera/veri- true
dign/dain- worth	lab/labo- work	pod/ped- foot	verd- green
dig- finger, digit	laud- praise	pon/pos- place, put	verge- boundary, together
dis- apart from, not	lav- wash	port- carry	verse- turn
domi- rule over	lev- rise	post- after	vete- experienced
dorm- sleep	log/loqui- to speak	poten- power, influence	vi/vit/viv- alive
duc/dul- lead		pre- before	vid/vis- see
dys- faulty, bad		pro- for	voc- call, talk
			vor- eat, consume

[How to tackle non-CAT Tests](#) | [Interview Strategies](#) | [Group Discussions](#) | [CAT 2004: Murphy's Law QED](#) |
[Preparing for D-day](#) | [Bagging the CAT](#) | [Lexical gymnastics](#) | [A guide to word roots](#)
[The tested way to success in CAT math](#) | [An introduction to data interpretation](#) | [If at first you don't succeed](#)



WIKIPEDIA
The Free Encyclopedia

[Main page](#)
[Contents](#)
[Featured content](#)
[Current events](#)
[Random article](#)

Interaction

[About Wikipedia](#)
[Community portal](#)
[Recent changes](#)
[Contact Wikipedia](#)
[Donate to Wikipedia](#)
[Help](#)

Toolbox

Print/export

Languages

[Bosanski](#)
[Brezhoneg](#)
[Български](#)
[Català](#)
[Česky](#)
[Dansk](#)
[Deutsch](#)
[Español](#)
[Esperanto](#)
[Français](#)
[Galego](#)
[한국어](#)
[Hrvatski](#)
[Italiano](#)
[עברית](#)
[Bahasa Melayu](#)
[Nederlands](#)
[日本語](#)
[Norsk \(bokmål\)](#)
[Norsk \(nynorsk\)](#)
[Polski](#)
[Português](#)
[Русский](#)
[Shqip](#)
[Simple English](#)
[Slovenčina](#)
[Slovenščina](#)
[Српски / Srpski](#)
[Srpskohrvatski / Српскохрватски](#)
[Suomi](#)
[Svenska](#)

[Türkçe](#)
[Українська](#)
[中文](#)

Article [Discussion](#)

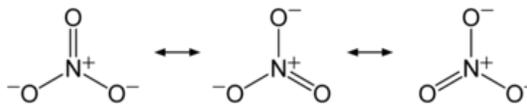
Read [Edit](#)



Nitrate

From Wikipedia, the free encyclopedia

The nitrate ion is a **polyatomic ion** with the **molecular formula** NO₃[−] and a **molecular mass** of 62.0049 g/mol. It is the **conjugate base** of **nitric acid**, consisting of one central **nitrogen atom** surrounded by three identical oxygen atoms in a **trigonal planar** arrangement. The nitrate ion carries a **formal charge** of negative one, where each oxygen carries a [−]2⁄3 charge while the nitrogen carries a +1 charge, and is commonly used as an example of **resonance**. Like the **isoelectronic carbonate** ion, the nitrate ion can be represented by resonance structures:



Almost all inorganic nitrate salts are **soluble** in **water** at **standard temperature and pressure**.

In **organic chemistry** a nitrate (not to be confused with **nitro**) is a **functional group** with general chemical formula RONO₂ where R stands for any organic residue. They are the **esters** of nitric acid and **alcohols** formed by nitroxylation. Examples are methyl nitrate formed by reaction of **methanol** and **nitric acid**,^[1] the nitrate of **tartaric acid**,^[2] and the inappropriately named **nitroglycerin**.

Contents [hide]

- [1 Related materials](#)
- [2 Human health effects](#)
- [3 Marine toxicity](#)
- [4 See also](#)
- [5 External links](#)
- [6 References](#)

Related materials

[\[edit\]](#)

Nitrate should not be confused with **nitrite** (NO₂[−]), the salts of **nitrous acid**. **Organic compounds** containing the nitro **functional group** (which has the same formula and structure as the nitrate ion save that one of the O[−] atoms is replaced by the group) are known as **nitro compounds**.

Human health effects

[\[edit\]](#)

Nitrate toxicosis in humans occurs through **enterohepatic metabolism** of nitrate to **ammonia**, with nitrite being an intermediate^[3]. Nitrites **oxidize** the **iron** atoms in **hemoglobin** from **ferrous** iron (2+) to **ferric** iron (3+), rendering it unable to carry oxygen^[4]. This process can lead to generalized **lack of oxygen** in organ tissue and a dangerous condition called **methemoglobinemia**. **Methemoglobinemia** can be treated with **methylene blue**, which reduces ferric iron (3+) in affected blood cells back to ferrous iron (2+).

Infants in particular are especially vulnerable to methemoglobinemia due to nitrate metabolizing **triglycerides** present at higher concentrations than at other stages of development. Methemoglobinemia in infants is known as *blue baby syndrome*. There are now significant scientific doubts as to whether there is a causal link between nitrates in drinking water and 'blue baby syndrome'.^{[5][6]} Blue baby syndrome is now thought to be the product of a number of factors, which can include any factor which causes gastric upset, such as diarrhoeal infection, protein intolerance, heavy metal toxicity etc., with nitrates playing a minor role. Nitrates, if a factor in a specific case, would most often be ingested by infants in high nitrate drinking water. However, nitrate exposure may also occur if eating, for instance, vegetables containing high levels of nitrate. Lettuce may contain elevated nitrate under growth conditions such as reduced sunlight, undersupply of the essential micronutrients molybdenum (Mo) and iron (Fe), or high concentrations of nitrate due to reduced assimilation of nitrate in the plant. High levels of nitrate fertilization also contribute to elevated levels of nitrate in the harvested plant.^[7]

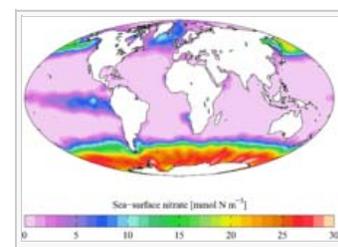
Some adults can be more susceptible to the effects of nitrate than others. The **methemoglobin reductase enzyme** may be under-produced or absent in certain people that have an inherited mutation^[8]. Such individuals cannot break down methemoglobin as rapidly as those that do have the enzyme, leading to increased circulating levels of methemoglobin (the implication being that their blood is not as oxygen-rich). Those with insufficient stomach acid^[9] (including some vegetarians and vegans) may also be at risk. It is the increased consumption of green, leafy vegetables that typically accompany these types of diets may lead to increased nitrate intake. A wide variety of medical conditions, including food allergies, asthma^[10], hepatitis, and gallstones may be linked with low stomach acid; these individuals may also be highly sensitive to the effects of nitrate.

Marine toxicity

[\[edit\]](#)

In **freshwater** or **estuarine** systems close to land, nitrate can reach high levels that can potentially cause the death of fish. While nitrate is much less toxic than ammonia or nitrite,^[11] levels over 30 ppm of nitrate can inhibit growth, impair the immune system and cause stress in some aquatic species.^[12] However, in light of inherent problems with past protocols on acute nitrate toxicity experiments, the extent of nitrate toxicity has been the subject of recent debate.^[13]

In most cases of excess nitrate concentrations in aquatic systems, the primary source is **surface runoff** from agricultural or **landscaped** areas that have received excess nitrate fertilizer. These levels of nitrate can also lead to algae blooms, and when nutrients become limiting (such as potassium, phosphate or nitrate) then



The Kitsune Page

Foxes, Fox Myths, and Fox Stories from Around the World

[Articles & Modern Stories](#)

[Myths & Ancient Stories](#)

[Sounds & Pictures](#)

[The Kitsune Book](#)

[Resources](#)

[Links](#)

[About Us](#)



Welcome to The Kitsune Page! You'll find information on foxes, fox mythology, and particularly Japanese fox mythology here. Browse and enjoy, but please respect the work we've put into this page and link rather than copy, if possible.



Articles and Modern Stories

[Kitsune Classification Guide by ShadowFox](#)

[Where Foxes Dance - A story by Wendy Hibbs](#)

Kitsune Classifications

For those who might be interested I've collected some of the classifications of kitsune which studious and scholarly people use. Because I'm just a normal person and to not sound confusing I'll be referring to everything on this web page simply as a Kitsune without further classification. After all, to the Japanese common person a fox was a fox.

Bakemono-Kitsune – a name for a sorcerer or evil fox usually as a Reiko, Kiko or Koryo i.e. some sort of non-physical fox

Genko– black fox, usually seen as a good omen

Kiko – spirit fox, see Reiko

Kitsune – fox, a general term for a fox regardless of the circumstance normally used for 'good' and 'evil' foxes alike

Koryo – haunting fox, see Reiko

Kuko – air fox, very bad kitsune, considered on the same level as Tengu (Japanese goblins)

Nogitsune – wild fox, used at one time to differ between good and bad foxes. At the time they used 'kitsune' to mean a good fox/messenger from Inari and nogitsune as all foxes who did mischief and tricked people. Not really considered evil, more like prankish.

Reiko – ghost fox, perhaps not on the 'evil' side but definitely a 'bad' fox.

Shakko – red fox, could be considered good or evil, the same as Kitsune really

Tenku – celestial fox, kitsune which have reached the age of 1,000 years, they are usually said to have 9 tails (and sometimes are said to have golden fur) but they are either considered very evil such as Tamamo-no-mae or benevolent and wise such as messengers to Inari

Yako/Yakan – fox, see Kitsune

*Bibliography for this section taken primarily from:

1 – Kitsune: Japans fox of mystery, romance and humor; Kiyoski Nozaki

2 – Goblin fox and badger and other witch animals of Japan; U.A. Casal

3 – The Fox and badger in Japanese folklore; Marinus Willem deVisser

Where Foxes Dance

by

Wendy Hibbs

scrybild@psyfur.demon.co.uk

Part 1.

Where foxes dance, where foxes sing,
The white fox rules them all,
The black fox is their king,
You'll be sure to hear her call,
As she welcomes you in.

It was the advert in the paper that first caught my eye, I've always wanted to live in the country, and finally it looked that it might actually be possible.

C 18th Detached house, in need of some renovation hence price. Rural location , three bedrooms £48,000.

Compared to some places I'd been staying in, as long as it had a fairly intact roof I didn't really care what the place looked like. After all, I wasn't out to impress anyone, just wanting somewhere to hide away for a while. I contacted the estate agent and arranged a viewing for the next day.

Driving out there, bemused by the lack of road signs and the twisting roads left me glad that he'd thoughtfully provided me with a full set of directions. Remote was an understatement, tucked on the end of a village was an unmarked lane, it's entrance nearly over grown by the hawthorn hedge. There was just enough room to drive a small car down, no room for vehicles to pass. The road wasn't even tarmaced for it's full length. As I drove down it, it progressively became worse. What was left of the road looked like a botched attempt at constructing a full sized scalextric set. Just enough concrete had been laid for a tire to rest on, on each side of the lane. To either side of these strips the surface was deeply indented, probably by some farm vehicle or another. My suspicions where confirmed when I met a tractor head-on , fortunately he had just turned out of a side entrance to a field a few yards further back and he was quite willing to reverse back into it. He did give me a strange look as I waved a cheery thank you in his direction but I thought it was just the natural reticence of the country folk to strangers.

Parked outside the house was a smart range-rover that put my poor old ford estate car to shame. Clutching a briefcase tightly was a small man in a suit, it didn't take a genius to guess that this was the estate agent. For some reason he looked slightly nervous and kept glancing above the door. It was only when I'd shut the car door that he seemed to notice me properly , then he visibly shook himself, put on his business face and warmly welcomed me. As I stood next to him at the entrance to the over-grown garden, I saw what had drawn his attention, fastened above the door was a strange piece of sculpture. It was a fox's face carved out of wood with glass eyes, mounted high at an angle the eyes caught the sunlight and seemed to stare right at you. From the darken state of the wood I guessed it had to be at least a hundred years old, probably more.

"The house is called the Fox's Mask, I've always wanted to see why myself, never had the chance before.", he said, "My late partner always handled this property before, now it's my turn. I warn you, this place needs a lot of work done to it."

If the garden was any indication I had the next few weeks at least taken with making the place livable, even by my broad standards. At least what I could see of the tiled roof seemed sound enough, and the walls showed no obvious cracks. Once many years ago the garden must have been someone's pride and joy but years of neglect had taken their

toll. The roses were still there, swamped but meadow grass grown tall and lank but their scent wafted toward me on the slight breeze. Odd splashes of colour peeked between the grass stems, wild flowers reclaimed the seed beds from the foreign usurpers, but the occasional hardy marigold still stuck it out side by side with Sailor's Buttons. There was a path of sorts leading in from the gate to the front door, it must have been level at one time, but it was decidedly uneven now. Scuffing at the deep layer of moss revealed that the path had been made of red brick the same colour as the tiled roof. The house itself must have been white washed once in its existence but now it looked faded and grey in the patches that weren't concealed by roses and ivy. In its prime this house must have been a real picture, I wondered if I'd be the one to make it one again.

The door was locked with a large iron key, the estate agent smiled at me weakly when the door refused to open at first. "The hinges must have dropped," he said with a sorry smile. Together we managed to open the door which protested loudly at our intrusion. Inside the door we were greeted by the musty odour of a house that had been un-aired for too long. It smelled of old suitcases, books left in the rain, it smelled forgotten.

The electricity was still turned off, but enough light came in through the windows to give me a pretty accurate idea of what needed doing. My estimate of a few weeks lengthened into a few months as I took in the wall paper hanging in vast swathes from where you'd normally expect it to be. The ceiling of the main room appeared to be sound, as did most of the lower floor, but I noticed something strange about the kitchen wall. It appeared to be different from all the other walls. When I questioned him, Mr. Brown hurriedly read through the house description from the file in his briefcase. "Ah, yes, this is interesting. Apparently this rear wall is all that remains from the original sixteenth century building, an inn I believe. The building was destroyed by fire, all apart from this wall, and the house was built at a later date."

"Why has the house been empty for so long?" I asked him, curious as to why no one had snapped up this property ages ago. "Erm, yes. The last owners of this house, erm... they vanished. At least the husband did, the wife, she was committed. The police, they think she might have been responsible for his disappearance, walked out on her, I guess. No real mystery, just the legal matters have taken five years to complete. A divorce was filed and in the husband's absence the property is reverting to his wife. Her family want the best of care so they've put the house on the market, they are anxious for a quick sale."

I looked round the house for a while, sizing up what materials I'd need, making appropriate noises so I didn't sound too interested. From the kitchen window I could see a tall oak tree that marked the termination line of the property. Through gaps in the long grass I glimpsed the russet colour of a foxes coat and smiled quietly to myself. Yes, I knew then that I had to own this house. Back at the garden gate I shook hands with Mr. Brown, and told him I'd see him the next week to finalize agreements. He looked slightly surprised at my discussion and that I'd only dropped the asking price to £45,000, he confided to me that his clients would have been willing to go lower but I knew that I could afford it, and after all the poor woman probably needed it more than me. The fox mask above the door winked at me in the sunlight and I knew that I had found my home.

Part 2

The white fox leads the merry dance,
Tailed touched you'll follow her,
Her song, music to entrance.
Clothed in your own fur,
Oh so daintily you'll prance.

The week until I could finally legally take up residence in my new home seemed to drag. I longed to be able to go for walks in the countryside, to wake to the sound of bird song instead of traffic, to actually breathe in fresh air and not choke on the traffic fumes. Arrangements made, my few worldly goods I couldn't be parted with stacked in boxes, wedged inside my trusty, rusty, steed I set off to begin the life I always wanted.

After a little lubrication the key slid gently into the lock, fortunately I'd remembered to pack some oil for the hinges as well. After a few squeaks and groans the door finally got used to the idea it was intended to open as well as shut. Before attempting to move boxes inside, the path desperately needed attention. The last thing I needed was to fall on my arse whilst carrying my computer or some other vital piece of "civilised" life. Stacked beside the house was a pile

of fallen branches obviously put there some time ago in the hope that they'd be chopped for winter fuel. One of these proved to be fairly sturdy or at least serviceable as a long handled scraper. A bit of effort soon put paid to the worst of the moss and made the footing slightly less treacherous.

One by one, stacking the boxes against the wall I ferried my stuff into my new humble abode. During the previous week an electrician had checked the wiring and his verdict was it was old yet still sound. Trusting in his judgement I turned the light on. On being greeted with a loud bang and a bit of flying glass I decided he was slightly optimistic. A replacement bulb however seemed to work just fine. Illuminated , I unpacked my kettle and had a welcome cup of tea.

Gazing out of the kitchen window, sipping slowly and wondering what I had done with the milk I watched movement under the oak. My patience was rewarded when I saw not one but five foxes romp in the distance, bouncing high over the long grass, crouching low and nearly vanishing. I decided they must have a den near by, and vowed that I'd visit it soon.

Looking about me I came to the conclusion the first thing to do was make one room inhabitable at least. When I'd view the upper floor with the estate agent there was too much in the way of dust and rot to make a bedroom feasible. The only answer was to concentrate on the kitchen and main room. Sagging wall paper was the first thing to go but as I tore it from the wall I noticed strange marks on the plaster exposed beneath. Carefully I uncovered all four walls, and stood there slowly rotating, taking in exactly what I'd found.

Someone had drawn in black paint on all the walls, or as I looked closer I realized that it wasn't paint but ink. Surrounding me was a meticulously rendered scene depicting foxes beneath the very oak tree I could see from the window. The drawings were so life like, full of detail, I could even see this house sketched in the background to one view. There was one strange detail, looking over all the other foxes, sitting on a slight rise to the left of the oak was a fox rendered pale in comparison to the others. Opposite , on the far wall was another fox, this one darker than the rest, with no white tip to it's tail.

There must be a story behind the artist and why someone had taken the trouble to paper over such a masterpiece. I resolved to contact the estate agent and find out at a later date. Fortunately the walls themselves seemed in good repair, although slightly grubby. Not knowing how durable the ink was I thought it best to live with a little grime just to enjoy the art. The remainder of the day was spent emptying all the rooms of their rotting furniture. All the mattresses and most of the beds themselves were filthy with neglect. Damp had laid its moist touch upon wardrobes and dressers alike. Maybe one or two pieces could be saved after they were diligently scrubbed but for now I thought the best idea was to totally empty the upstairs rooms. Moving a wardrobe on ones own down a staircase with twists and turns isn't the easiest thing to manage, but with a few scrapes shared equally between the furniture, the walls and myself I coped.

Unfortunately when it came to removing the chest of drawers from the largest bedroom that disaster struck. A floor board which I'd previously thought sound even though it creaked, gave way. The chest of drawers bucked and slid away from me as I threw myself backwards away from the stairs. Due to some precarious nature all of its own it actually managed to avoid the corner that had plagued me so much, and chose to end its useful life as a pile of fire wood, smashed against the front door. In the wreckage lay a small leather bound note book that must have been forgotten there since the previous owners vanished in their own cloud of mystery. It appeared to be a diary or journal of some kind. At least tonight I'd have something different to read.

The rest of the day until dusk was spent clearing away the wood, lighting a small fire and spreading my sleeping bag so my back was supported by the wall depicting the pale fox. Lying here, the fire flickering to my side, candle light dotted about the room, the drawings seemed to have a life of their own I began to read the book and as I read I must have dozed off.

A woman's voice spoke to me in my dreams of her husband, how he became obsessed with watching the foxes. He started spending nights away from their bed, coming home early in the morning tired and dirty. He'd never say anything to her, but occasionally he'd talk in his sleep as he slept his way through the morning. He'd talk of the silver hair, of the flashing green eyes, of how he loved this mystery which dragged him from his bed. She followed him

.....

The voice ended in bird song and I woke to a robin tapping it's way over my luggage. I looked at the book lying there by my side, the last pages had been torn out. All there was, was the woman saying that she'd follow him to find out who was courting her husband. The mystery still remained, did the husband tired of his wife, run off with his blonde bomb shell after all? What was the real reason behind the foxes hold over him?

Part 3

The dance will lose you in it's flight,
Round and round you'll spin,
Never stopping 'til morning light,
And the dark fox joins in.
He'll release you from your plight.

Slowly I began to have an impact on the house, days spent shifting furniture out, repairing what could be saved, chopping and stacking what couldn't. At the end of the day I'd fall asleep, to tired to even dream, I'd sleep the night from dusk until dawn, until finally the house began to look as though some one cared about it again. My battle with the garden seemed to take forever, I'd hack and slash brambles and weeds only to realize that I was chopping up rose bushes. Finally I decided to let nature have it's way with most of the garden and just clear a patch around the immediate house. My efforts seemed to be appreciated by the neighboring fox family who obviously found catching their food easier in the denuded areas. From the sounds of scuffling round my door at night they were intending to enter and chase mice inside, as well as out, but I wasn't too keen on the idea. Foxes have a habit of marking their territory pungently, or at least the males do, from the smell wafting in he'd claimed my door as his, as well as most of the garden.

Curiosity began to grow, and most evenings would find me wrapped against the dew, sitting at the kitchen window opened wide just gazing at the family sporting under the trees. The fox cubs were well grown by now and I was no longer afraid of scaring them. Gradually I began a period of acclimatization, watching them sitting outside the window, and slowly over a week approaching just far enough to get a clear view. I'd never realized how beautiful foxes were, or how energetically they'd play with anything that caught their fancy. I watched a young one slowly creep up on a butterfly and pounce cat-like on it. Unfortunately though energetic he wasn't very accurate and the butterfly fluttered safely above his head. He looked under his paws then up with such a bemused expression that I just burst out laughing. Unfortunately the whole family heard me, and swiftly fled down their bolt hole at the base of the old oak tree.

Although I'd been at the house for nearly four weeks I'd not really met any of my neighbors, I'd even managed to avoid the road blocking tractor. A knock at my door one Sunday morning was quite unprecedented, fortunately I was up and dressed, out side I found the farmer himself who'd previously been partly concealed in the cab of the afore mentioned tractor. What was revealed in all it's glory was a semi-smart tweed wearing living caricature of a gentleman farmer right from his rosy cheeks to the battered but still serviceable Wellington boots. This was someone I knew I'd file away and introduce in one of my long planned but seldom written stories.

We stood looking at each other for about five minutes before I invited him in for the traditional way of breaking the ice in any English village, a cup of tea. Fortunately I'd thrown away the milk I'd mysteriously packed with my dirty washing and purchased some fresh the day before otherwise the tea ceremony would have been remarkable strained. After exchanging the usual pleasantries about the weather and the house improvements he finally got to the point, which was to inform me that the local fox hunt would be held in this area at the end of the month. Checking the calendar pinned to the wall I realized that this was probably in ten days time, it looked like my evening guests days were numbered.

After the stalwart farmer had clumped off towards his tractor parked further down the lane I began to wonder if there was anyway of saving the foxes from the hounds. Perhaps the best answer was to see if anyone knew any more about the hunt, and if it could be persuaded to leave my foxes alone. In rural places like this village, often the best place to find out details is at the local church. Country priests are often obsessed with local history, probably because in the fall of congregation numbers they are left with little else to do. On arrival at the church I was slightly disappointed to find it securely locked, even though I'm not the religious type I could remember when all churches were left open, for everyone to find spiritual comfort or just shelter from the rain. Stuck for something to do I began to wander around the grave yard until I stopped in front of a most peculiar tombstone. Carved on it was the spitting image of the foxes mask

that hung above my door, below this was a skull, the writing how ever had faded over time.

"Quite a remarkable story, that one." said a voice from behind my left shoulder. I gasped and spun round face to face with a rather apologetic clergy man. " I didn't mean to cause such a stir," said he, " but it is such an interesting tale. He was torn to pieces by his own pack of hounds, they'd mistaken him for a fox so it seems. The story is that he'd killed a silver fox a few days before and that the fox was the innkeepers wife. Strange beliefs they had in those days, but so the story goes he was cursed, and haunted by her until he finally went mad. They locked him away in his house but he escaped somehow, so did the hounds. There wasn't much found, but they buried the remains here all the same. The locals burnt down the inn, I believe they thought that the innkeeper was some kind of witch."

As the priest talked I began to realize that there was only one house in this village that had been the inn. I questioned him and he confirmed my suspicions, my house was the one once owned by the fox-loving innkeeper, no wonder it was still popular with the foxes. Unfortunately according to the priest there was little I could do to protect the foxes short of standing guard over them myself. I was determined that there would be no deaths on my land, but I didn't want to harm the hounds either. A few phone calls later to some hunt saboteur friends I had made in University and a shopping trip to my local supermarket saw me armed and ready.

I started to dream that night of the foxes, at least I think it was a dream. I was watching them and the moon was full. They didn't seem to mind me watching, they jumped and played around me, chasing their tails, and each other around and around me. I watched them dance beneath the moon and longed to join them. Somehow I felt that there was someone, something behind me. I turned slowly, carefully and saw the most beautiful sight I'd ever seen. Sitting on a mound, just as she had been drawn on my wall by the unknown artist was the silver fox. I turned back, and in front of me the dark fox sat also watching the foxes play. I turned back to her, pleading with my eyes to be allowed to join the dance, to join their game. She smiled inside my mind, and twisted past me sinuously brushing me with her magnificent tail. My skin tingled like a million tiny electric shock, and I melted in her warmth. She left me panting, on all fours, as she strode past me towards her mate. All I wanted was her touch, but I knew that she was taken. The other foxes called to me and I joined their dance until the dark one stole my senses away. Each night I dreamed but each morning my feet were damp with dew and my bed hardly slept in.

On the day of the hunt, in the early hours of the morning when I knew the vixen and her cubs would be safely underground I blocked the entrance to the den with a large piece of plywood. Before taking this drastic measure I dropped several piece of chicken breast and pork fillet down the hole, and placed a bowl of water near the entrance wedged upright by roots. The last thing I wanted was for the vixen to desert her cubs or get more distressed than necessary. I knew that legally the hunt wasn't meant to kill nursing vixens but dogs don't read law books and even the most learned huntsman is likely to loose his priorities if suffering from bloodlust. The second stage of my plan was to surround the garden with pepper and other irritating substances, if the dogs couldn't smell the foxes they shouldn't be tempted to forage around the garden. My final line of defense was a stout bessom broom, the type Hollywood calls a witches broom. With long bristles and a stout handle it should be enough to dissuade a hound without actually doing any real damage. I knew that if I saw someone waving this at me I'd certainly go back the way I'd come.

My precautions paid off, the hunt had obviously been told about my foxy neighbors and had lead their hounds up towards the lane before sounding the off. The hounds picked up the scent at the bottom of the lane, then milled around confused as they neared my property. The night before I'd liberally sprayed the territory marks of the dog fox with vinegar, just to be sure that he hadn't lead the hounds too close to the den. After a few shouts and waved fists in my general direction the master lead the hounds off towards a nearby copse, just in case there were more foxes over there. I lost track of the hunt as it raced away, hounds bounding around the horses, obviously enjoying the game.

I thought I'd been successful until I over heard a conversation in the post office when I went to buy some stamps. The little snippets I heard confirmed my worst fears, they'd killed a fox and it was an unusual one at that. They'd gone on to say something about it being a pity that there wasn't enough to get stuffed and mounted but I'd lost interest after that. All I could think of was it was my silver lady who had been killed. I'd never share her warmth again, never dance with the foxes under the oak tree. That night, as I lay down I wondered if I'd dream again, if I'd ever sleep again.

The night came, and I walked out into the dew-covered garden answering her call. This night as the past ones she

came to me, touched me, woke me inside with her warmth, but this time something was different. She didn't stray from my side, but looked into my eyes with a sad sweet smile. I looked across to where her mate should be, and saw emptiness. He'd been the victim, and as I looked down at my paws I realized why she had stayed. Instead of the familiar russet my paws were black, twitching my tail into view, it too was black including its very tip. Without a dark fox, I could never be released, as the dark fox I was her mate. Filled with a sense of sadness and joy I walked with her towards the dancing foxes, leaving an empty house and a mystery.

Part 4.

Foxes dance in the cold grey light,
Birds startled burst into flight.
Who can say why the foxes dance?
Why they spin, caper and prance?

I come here most nights to sleep, my mate follows me, trying to get me to turn my back on what was, to concentrate on what is, what must be. I know she is right but I still find myself drawn back here. The house is falling back into disrepair. There is no paper now to fall off the walls but dirt and dust make their way in through the half open door. A thick drift of faded rose petals carpets the short hall before the main room, where I sleep curled up on a sleeping bag, going musty with damp and mouse droppings. I sleep there despite the scent because it is the only place I can dream and remember who I was, what I was, before I met my love.

Startled awake, after dreams of walking in the meadow, cycling through country lanes, driving my beaten up wreck of a car to this house the first time I visited it, I stretch out and try to get up and wake screaming and yelping in terror. I expected to see hands and feet and see my own paws. I expected to see bare skin and find only black fur and the memories rush in. My mate peers round the door nervous in this house of the two-legged ones, her silver fur flashing in the dawn light. Reassured that it was only silly fancies that scared me, she gives me one of her long suffering looks which seems to blend in both love and understanding and she quietly steps away. I wonder if I am a man dreaming I am a fox or a fox dreaming of being a man. It makes me think of that book by James Herbert, fluke I think it was.

Outside I nuzzle my mate's ear, showing her there is nothing wrong, and we pounce and jump, twisting in the air before we land, enjoying the feeling of being alive on a summer morning. Although my mate won't enter the house where most of the mice are, she always manages to find a few of the less cautious ones who venture outside. I have grown to love the taste of mouse, but somehow killing those ones who have made their homes in my boxes of belongings seems a form of betrayal. Inside that house I was once human, to behave like a fox there would seem wrong, a canceling out of memories.

Time seems to pass differently, days aren't so important now, the nights last longer so the year must be drawing in. I had expected that someone would have noticed that I was no longer living in the house by now, but no body comes this far up the lane without good reason. I used to travel into the village for my paper and milk, so no delivery people would be expected to call by. Not being much of a letter writer, the postman never seemed to be a frequent visitor either. It was as if I had vanished of the face of the Earth unnoticed by anyone. I guess it was about three months before the postman finally made the journey up to my door on his wobbling bicycle, bouncing over the ruts made by the tractors. Seeing the door ajar, he pushed it open, then dropping the letter he cycled faster but no less undulating back down the lane. Curious, I wandered back to the open door and looked down at the letter lying there cushioned by petals. Brown envelope, at least it wasn't white. Reading seemed to be increasingly difficult as time went by, but I managed to piece the letters together. It was the Tax office, typical, you could travel to the ends of the Earth and they'd still find you. However I think they'd have some trouble extracting money from me in my present form. I wonder exactly what taxes a black fox would have to pay?

Laughing quietly to myself, the echoes of laughter in my head, but the sounds of a snuffling wheeze coming out of my mouth, I wandered back towards the oak tree to wait for further developments. It took about an hour before a police car drove up the lane, sirens wailing and blue lights flashing. I don't know who they were trying to impress, but all it did was make us foxes seek better cover. The lone policeman must have been concerned because he called for back-up. More police men arrived, and a white van. I guess this was something to do with forensics. I heard a shriek as one white-coated lady opened a box used by a family of mice, it sounded just like a cartoon caper as she dashed outside to

be calmed by a uniform colleague, the mice were evicted and the search continued. They cordoned the area off, and began searching through the boxes, checking my car, walking about the surrounding fields. Fortunately no one headed towards the oak tree, or if they did they didn't stay too long searching. The cubs had grown and moved out of that den, but they still liked to visit it occasionally. I couldn't remember if the small family I cared for was staying there or not. Night came and they erected lights inside the house, bright glaring lights. The mice gave up and headed outside, those foolish enough to wander too far away from their usual haunts ended up as a tasty snack.

Things seemed to calm down after a while, removal men took away my boxes after the police had done their thing. It seemed that with no clues as to where I was, where I might have gone, and no obvious evidence of a violent end they just gave up looking. The estate agents came and locked up the door and sealed the windows. Sometime later, when the nights were long and cold, a "For Sale" notice was erected in the garden. Curious as to what the future held, and locked out of my once home, I made myself a small den beneath the rose bushes, where I could hide and watch what time would bring.

Part 5

Time passed, and I learned from my ever patient silver furred love all I needed to know to survive. At first I could only understand her more obvious gestures, the basic body language that all animals share, but I began to notice more nuances, slight differences of posture, and her scent. Thanks to her I learned how to communicate with the other foxes who shared this area, the family that denned beneath the old oak tree, the old grey muzzle who lived three fields away, and the young bachelor

foxes that passed through. I learned to recognize their calls, and their marks upon the boundaries of my domain.

I think that my greatest accomplishment was learning how to hunt, how to fend for myself. I had to be taught like any young cub the basics of stalking, the leap with front paws rigid to stun the prey, and the quick killing bite. With any young animal the first victim of the mock hunt is the ever patient mother, unfortunately I was in a unique position not being born into the body I currently occupied. The mother of the cubs wouldn't let me practise on her, even though her cubs delighted in perfecting their skills on me as well as her. Fortunately my mate was very understanding and I swear she quite enjoyed our mock battles. There was often laughter in her eyes as I pounced on her twitching tail. My first mouse was a big event though I nearly lost my prize, I was showing off, carrying its limp body in my jaws when it suddenly returned to life and bit me on the nose. I yelped and in a reflex action bit it hard, severing it in two. My mind revolted at my action but my hunger said otherwise, the spurt of hot blood in my throat triggered my instincts and I gobbled my small victim up, even licking the surrounding grass clean of any spilled blood. I was gradually accepting that whatever I may have been before, I was now a fox, all be it an unusually coloured one, a black fox for the rest of my life.

The seasons passed, the days of the week no longer had any meaning to me, even months made little sense. Either the weather was warm or the weather was cold, there was no need for names for the seasons which meant little to me now. I learned about how the other animals were affected, of time measured by fruit and flower, of moult when the days grew longer and the nights shorter, and the thickening of the coat for the long dark nights. I guess I'd been a fox a season, from when the blackberries flower until the last of their fruit hangs dried and bitter on the bush, when I made a startling discovery. By this time I had grown quite proficient in communicating with the foxes, sharing surprisingly complex concepts, and tales of hunting, my own first kill being a favourite among the nearly full grown cubs. The discovery came about one evening as I pounced upon my dinner of a fat mouse down beneath the tangle of briars by the front wall of the still unoccupied house.

"Don't eat me.", said the mouse.

"What was that you said?" said I, totally confused by the mouse pinned beneath my fore paws.

"I said, "Don't eat me."

This budding conversation stopped suddenly when my silver coated love strolled over and ate the mouse. " But he was talking to me." I complained. " It's bad manners to talk to your food", she said as she strolled away as if it was and everyday occurrence . I rushed after her, begging her to explain but she couldn't understand why I was questioning her now. "The prey always talks to the hunter," she replied slowly as if teaching the basics of life to a slow cub," it is part of the thread of life, the prey moves, you respond, it is ready to die, you grant it a swift death. Sometimes the prey forgets it's place and pleads, othertimes it is strong and fights back, if it escapes then that too is part of life. Accept it, my love." " Why didn't the prey talk to me before?", I asked. " It has always talked to you," she whispered," but you did not know how to listen." I sat there under the oak tree, watching the moonbeams race each other through the dew washed leaves and thought of how much I had taken for granted before, and how much I was learning now. Little did I know that events were occurring in the outside world that would affect me and mine so greatly.

Time passed swiftly, the cold came, and with it the first snows. Like a cub I bounded over piles of snow just to catch a falling snowflake on my tongue. Into my territory came an old fox, wise and full of law and legend. Being no threat to any present and enjoyable company he was often welcomed to share the den beneath the old oak tree. From him I learned how the foxes knew where the snow came from, of how it was the cold tears of the great silver fox crying for her lost love to return. As the wandering grey muzzle told this tale I felt a shiver pass the length of my body, from tip of muzzle to tip of tail. My love curled close to me, and made me remember the joy we had shared, her touch against my body reminded me of our first mating and these thoughts swiftly banished my fears.

For some nights when ever the silver fox drew near to me I felt strange urgings, I wanted to hold her close, kiss her, run my fingers through her fur, caress her shapely body. I wanted her body and soul, I ached to be with her, but something held me back, the fact that I knew I was really a human. even though I could see that I had paws not hands, it was hard to accept that mating with her would be a natural act rather than some strange perversion. The only sin would be in my head, no law would be broken, no taboo wrecked, just my own concept of who or what I was. I began to act aggressive towards the young male cubs, driving them away from her whenever they came near. She paraded herself in front of me, and I was driven wild with desire but still I held back. I went back to hide beneath the bramble bush at the end of the garden and sat watching the bats darting after insects.

I felt a presence by my side, and I didn't need to turn my head to know it was her. I turned to her and tried to kiss her face but all I could manage was a lick to her muzzle. Laughing she pinned me down and proceeded to wash me like a young cub, I protested at first but soon the grooming calmed me, then awakened a fire within me. My head buzzing like a swarm of mayflies I mounted her, I felt myself swell within her and screamed out my passion. Her yelps wove themselves around mine as we rutted, two wild animals beneath the cold pale moon. I tried to remove myself from her back but only succeeded in causing us both to yelp with pain rather than passion. I had forgotten that foxes were members of the canine family, and like all males I was locked tight inside my mate. Carefully I managed to dismount but then realised that we were locked tail to tail unable to move. Remembering an unusual image once used by a strange friend of mine as his computer backdrop I whispered to my mate that we should try lying down on our sides slowly together. This was managed with a minimum of pain, and then came the tricky part. After getting my love to brace herself I manoeuvred round until I was lying within her embrace, and we lay there licking each others muzzles

in a close approximation of the missionary position, finally nature took it's time and unlocked us.

Now many moons later wrapped in the warmth of her tail I slept and dreamed of when our cubs would be born and forgot my earlier feelings of premonition.

Part 6

As the weather grew colder strange multi-coloured stars appeared inside the human's dens, they even began to move some trees inside though I'm sure that some of the trees could not have been real. Giant snow flakes were etched on their clear barriers, mimicking the real snow outside. Only their young seemed to appreciate the real snow, it's biting cold and revealing in the sounds of their footsteps crunching through the top layer of ice after a slight thaw. It seemed strange to me how close cubs of our kind were to the cubs of men, yet how different we were when full grown. My mate smiled at me, when I told her of my thoughts, and she reminded me, that not too long ago I was a full grown man. I had grown so used to my new life that I had began to forget I was anything other than a black fox, that I had never been a cub like the rest of my adopted family. I curled close to her side in our den and hoped that nothing would ever change the happiness I had found.

The baying of hounds snatched me awake, they were still distant but I could hear the menace in their voices, mingled in came the harsh trumpeting of a horn and the pounding of many hooves. My love was not by my side when I woke, but she was not far away. She sat judging the hunt's distance from us, I could feel the waves of fear wash through her body and I knew they were heading in our direction. We ran together side by side, past a building that was once mine, keeping our distance from the old oak where a new generation of foxes waited to be born. Our trail wound through hedgerow and over streams, leading the hounds as far away as we could, we split up twining our scents through the copse, laying false trails where ever we could, and we prayed that we had done enough.

From the ridge we looked down over the hunt, our backtracking and guile seemed to have tangled the main hunt deep within the over grown copse. I could hear the huntsmen swearing as their horses tried to follow the hounds beneath the low over hanging branches. We thought it was safe to leave our vantage point and head away from the valley, but we had not reckoned on the straggler who spotted us and gave tongue. The ridge was bare, very little cover nearby and the huntsmen were furious, ready for the chase. We ran, heads down, tails out straight the ground rushing beneath our paws, hoping that we could reach safety. I remembered the grey muzzle telling us of a piece of land that no huntsman dared enter, it was our only chance. The hounds gave tongue again, closer, and closer, until I could feel their hot breath. I could see that the sanctuary was just ahead and I knew that the only chance my love had, was if I sacrificed myself to delay our killers. I whispered goodbye to the wind and turned to welcome my death.

To a human, hounds seem playful kindly things but now I was seeing them in a totally different perspective. Their jaws gaped, spittle and foam blew back from their maw, teeth large and savage gripped my muzzle and threw me into the air. Another dog took it's place, this time my back paws were crushed and wrenched from their sockets and I knew I could never run again. The pain was worth it if my love survived but I saw a silver streak dash between the hounds, darting, nipping at their sides and I knew that she was giving up her life to save me. I don't know where I found the strength from but I dragged myself toward the fence, the hounds were too busy torturing their new prey to bother with such poor sport as I. By the time the first huntsman arrived I had reached shelter and my love was nothing more than a few tatters of flesh hung together with reddened silver fur. I was losing blood, everything grew dark and I knew I must

be dying. I welcomed death, at least I knew that my love and I would be together, where ever fate sent us. It became colder, my body ached, my hearing grew dim and I released my hold on consciousness.

I woke aching body bound in strange ways, the scent was wrong, cold harsh chemicals forcing themselves over every other scent, masking everything. There was a noise close by, I thought this noise should mean something to me but it seemed wrong yet familiar. My muzzle itched and I raised a paw to scratch it, and saw not a dark furred paw but a pale pink furless hand. The sound came again and I realised it was a voice, that the person was saying my name, asking if I remembered who I was, if I had any idea how I came to be found naked on Boxing Day, five miles from my home, seven months after my disappearance. I tried to answer but only strangled yelps came out, my face felt strange, wrapped in constrictions which I knew must be bandages. The nurse must have sensed I was concerned about my injuries and she spoke quietly to me, doing her best to calm me. How could I tell her that they should have let me die?

Months passed and I learned to walk again, I convinced the hospital staff I was well enough to return home, no buyer had been found for the house so it was still my home. My last ounce of cash went to paying off the mortgage, I had no need for anything any more, no great dreams of wealth or happiness. My boxes came back from storage, and I made a half-hearted attempt at getting my human life back but I knew that there was nothing worth pretending for. I limped from room to room, watching the plaster crumble from the walls, listening to the mice as they set up home within my computer. Lost within my despair I locked myself away, eating only when I remembered, forgetting to wash or change my clothes, alone forever with out my silver furred love. Physical scars may heal with time but others, much deeper, never heal.

THE END

Copyright 1997 by Wendy Hibbs. All rights reserved. This document may not be used, in whole or in part, without the author's express permission. Thank you, this has been an issue of LegalBitz(tm). Have a nice day.

Myths and Ancient Stories

Japanese

Chinese

Native American

French

Greek

Korean

Judaic

Italian

German

Miscellaneous/Various



- [Enough is Enough!](#)
- [Fox Arson](#)
- [The Fox in the Brothel](#)



Enough is Enough!

The foxes which infested the house and grounds of Major Counselor Yasumichi's old mansion were always making mischief, but since they never really did any harm Yasumichi let the matter pass. They got naughtier and naughtier as the years went by, though, until one day he angrily decided that enough was enough. Those foxes would have to go.

He announced a grand fox hunt to his household, for the next day. The servants were to bring bows and arrows, sticks, or whatever weapons they could devise, and flush out every last one. They would surround the house, and men would be posted not only on the garden wall but on the roof as well, and even in the space between the ceiling of the rooms and the roof. Every fox that showed itself would be killed.

Near dawn on the fateful day Yasumichi had a dream. A white-haired old man, looking rather like an aged menial, was kneeling under the tangerine tree in the garden, bowing respectfully to him.

"Who are you?" asked Yasumichi.

"Someone who has lived here in the mansion for many years, sir," the old man answered nervously. "My father lived here before me, sire, and by now I have many children and grandchildren. They get into a lot of mischief, I'm afraid, and I'm always after them to stop, but they never listen. And now, sir, you're understandably fed up with us. I gather that you're going to kill us all. But I just want you to know, sir, how sorry I am that this is our last night of life. Won't you pardon us, one more time? If we ever make trouble again, then of course you must act as you think best. But the young ones, sir -- I'm sure they'll understand when I explain to them why you're so upset. We'll do everything we can to protect you from now on, if only you'll forgive us, and we'll be sure to let you know when anything good is going to happen!"

The old man bowed again and Yasumichi awoke. When the sky had lightened, he got up and looked outside. Under the tangerine tree sat a hairless old fox which, and the sight of him, slunk under the house.

The perplexed Yasumichi gave up his fox hunt. There was no more troublesome mischief, and every happy event around the house was announced by a fox's sharp bark.

Fox Arson

A retainer who served the governor of Kai was heading home one sundown from the governor's mansion when he saw a fox, gave chase and shot at it with the kind of noisemaker arrow used for scaring off dogs. He hit it in the back leg.

The fox yelped in pain, rolled over, and dove limping into the brush. As the retainer went to retrieve his arrow the fox reappeared in front of him, and he was about to shoot at it again when it vanished.

A quarter of a mile from home he saw the fox running ahead of him carrying a flaming brand in its mouth. What could it be up to? He spurred his horse on. On reaching the house, the fox changed into a human being and set the house on fire. The retainer was ready to shoot as soon as he got within range, but the human changed right back into a fox and got away. The house burned down.

Beings like that exact swift vengeance. It's better to leave them alone.

The Fox In The Brothel

In a time of our honorable forefathers, there dwelt in a mean mountain village of Settsu Province a poor faggot-cutter who followed the way of Lord Buddha, taking no animal life fore the solace of his belly and praying as a devout man should for the eternal welfare of his spirit.

One day in a ravine he came upon a vixen, caught by the paw in a trapper's snare, which with many a moan and with tears running down her muzzle para-para seemed to beseech him for succor, so that in pity he would have released her. But being minded to rob no honest man, he trudged a long ri down the mountain to his hut, and taking from a hiding place in the thatch a piece of silver, the fruit of weeks of toil, he returned to the ravine and set the vixen free, and wrapped the silver piece in a bit of cotton cloth, he tied it to the snare and went his way. The vixen, when he released her, fled not, but as thought understanding his heart, fawned upon his feet and licked his hands and followed him limping tobo-tobo to the mouth of the ravine, where she gave three sharp barks and sprang into the thicket.

Now on the third evening thereafter, as the man squatted in the mouth of his hut resting from the sweaty labor of the day, on a sudden there appeared before him a damsel, clad in a brown-silk robe, who called to him, and he, seeing her rare beauty and thinking her some great lady strayed from her cavalcade, prostrated himself before her and begged her pleasure. Said she: "Abase not thyself. I am the fox which thy humanity set free the other night from the snare, and whose life thou didst purchase with thy silver piece. I have take this form in order to requite thy favor as I may, and I will serve thee with fealty so long as thou dost live." At which he cried: "Esteemed mistress of magic! Not for my unparalleled

worthlessness is thy high condescension! I am eight times rewarded by this thy visit. I am but a beggarly forester and thou a repository of all beauty. I pray thee, make not sport of my low condition." She said she: "Thou art a poor man. Suffer me at least to set thee on the way to wealth." Asked he: "How may that be done?" She replied: "Tomorrow morning don thy best robe and thy stoutest sandals and come to the mouth of the ravine where thou didst rescue me. There thou shalt see me in my true form. Follow whither I lead and good fortune shall be thine. This I promise on the word of a fox." At that he prostrated himself before the damsel in gratitude, and when he lifted himself she had vanished.

Next morning, when he came to the ravine, he found awaiting him the vixen, who barked thrice and turning, trotted before him, leading him by paths he knew not across the mountain. So they proceeded, she disappearing in the thicket whenever a chance traveler came in view, and he satisfying his hunger with fruits and berries and slaking his thirst from the rivulets, and at night sleeping under the stars. Thus the reaches of the sun wound up the days till on fourth noontide they descended into a vale where lay a city. At sundown they came to a grove hard by the city's outer barrier where was a shrine to the fox deity, Inari. Before this the vixen barked thrice, and bounded through its door. And presently the woodsman beheld the damsel issuing therefrom, robed now in rich garments and beautiful as a lover's dream leaping from the golden heart of a plum blossom.

Said she: "Take me now - who am they daughter - to the richest brothel in yonder city, and sell me to it's master for a goodly price." He answered: "Barter thee, to the red-hell hands of a conscienceless virgin-buyer? Never!" Then, with a laugh like the silver potari of a fountain, she said: "Nay, but they soul shall be blameless. So soon as thou hast closed the bargain and departed, I shall take on my fox shape in the garden and get me gone, and thus the reward shall be thine and evil intent shall receive its just deserts."

So, as she bad him, he entered the city with her and inquiring the way to the quarter of houses of public women, came to it's most splendid rendezvous, which was patronized only by brazen spendthrifts and purse-proud princes, where all night the painted drums went don-a-don and the samisen were never silent, and whose satiny corridors lisped with the shu-shu of the velvet foot-palms of scarlet-lipped courtesans. So great was the damsel's beauty that a crowd trooped after them, and the master of the house, when he saw her, felt his back teeth itch with pleasure. The faggot-cutter told him his tale, as he had been prompted, averring that he was a man whose life had fallen on gloomy ways so that he who had been a man of substance was now constrained to sell his only daughter to bondage. At which the proprietor, his mouth watering at her loveliness and bethinking him of his wealthy clientele, thrust ink-brush into his fist and planked before him a bill-of-agreement providing for her three years' service for a sum of thirty gold ryo paid that hour into his hand.

The woodsman would joyfully have signed, but the damsel put forth her hand and stopped him saying: "Nay, my august father! I joyfully obey thy will in this as in all else, yet I pray thee bring not reproach upon our unsullied house by esteeming me of so little value." And, to the master of the place she said: "Methinks thou saidst sixty ryo." He answered: "Were I to give a rin more than forty, I were robbing my children." Said she: "The perfume I used in our brighter days cost me ten each month. Sixty!" Cried he: "A thousand curses upon my beggarly poverty, which constraineth me. Have mercy and take fifty!" At this she rose, saying: "Honorable parent, there is a house in a nearby street frequented, I hear, by a

certain prince who may deem me not unattractive. Let us go thither, for this place seemeth of lesser standing and reputation than we had heard." But the master ran and barred the door and, although groaning like an ox before the knacker, flung down the sixty gold ryo, and the woodsman set his name to the bill-of-agreement and farewelled her and went home rejoicing with the money.

Then the master, glad at the capture of such a peerless pearl of maidenhood, gave her into the care of his tire-woman to be robed in brocades and jewels, and set her on a balcony, where her beauty shone so dazzling that the halted palanquins made the street impassable, and the proprietor of the establishment across the way all but slit his throat in sheer envy. Moreover, the son of the daimyo of the province, hearing of the newcomer marvel, sent to the place a gift of gold, requesting her presence at a feast he was to give there that same evening.

Now this feast was held in an upper room overhanging the river, and among the damsels who attended the noble guests, the fox-woman was as the moon to a horde of broken paper lanterns, so that the princely host could not unhook his eyes from her and each and every of his guests gave black looks to whoever touched her sleeve. As the sake cup took its round, she turned her softest smile now to this one and now to that, beckoning to each to folly till his blood bubbled butsu-butsu with passion and all were balanced on the thin knife-edge of a quarrel.

Suddenly, then, the lights in the apartment flickered out and there was confusion, in the midst of which the damsel cried out in a loud voice: "O my Prince! One of thy guests hath fumbled me! Make a light quickly and thou shalt know this false friend, for he is the one whose hat-tassel I have torn off." But cried the Prince (for he was true-hearted and of generous mind): "Nay, do each one of you, my comrades, tear off his hat-tassel and put it on his sleeve. For we have all drunk overmuch, and ignorance is sometimes better than knowledge." Then after a moment he clapped his hands, and lights were brought, lo, there was no hat left with a tassel upon it. At this, one of the young blades, laughing at the success of the artifice, began to sing the ancient song which saith:

The hat thou lovedst,
 Reed-wove, tricked out with damask,
 Ah me, hath blown away,
 Into the Kamo River-
 Blown amidst the current.
 While I wandered seeking it,
 While I wandered searching it,
 Day-dawn cam, day-dawn came!
 Ah, the sawa-sawa
 Of that rustling night of autumn,
 There by the water,
 The spread-out, rustling water!

But the damsel, crying that with the affront unavenged she would not choose longer to live, ran into the next chamber and, stripping of her clothes, cast them from the window into the swift current, while she herself, taking on her fox form, leaped down and hid in a burrow under the riverbank. So the party of the Prince rushed in and, finding the window wide and her vanished and seeing the splendid robe borne away by the rushing water, deeming that she had indeed drowned herself, made outcry, and the master of the house plucked out his eyebrows, and his folk and the gallants put forth in many a boat, searching for her fair body all that night, but naught did they discover save only her loincloth.

Now on the fourth evening after that, as the faggot-cutter sat in his doorway, the damsel appeared before him, robed in a kimono of pine-and-bamboo pattern, with

an obi of jeweled dragonflies tangled in a purple mist. Asked she: "Have I kept my fox-word?" He answered. "Aye, eight times over. This morning I purchased a plot of rich rice land, and tomorrow the builders, with what remaineth, begin to erect my mansion." Said she then: "Thou art no faggot-cutter henceforth, but a man of substance. Look upon me. Wouldst thou not have me to wife?" But he, seeing how her carriage was as graceful as the swaying of a willow branch, her flawless skin the texture of a magnolia petal, her eyebrows like sable rainbows, and her hair glossy as a sun-tinted crow's wing, and knowing himself for an untutored hind, knelt in abasement before her and said: "Nay, wise one! Doth the smutty raven mate with the snow-white heron?" Then she said, smiling: "Do my bidding once again. Tomorrow return to the city and to the brothel where thou didst leave me, and offer, as the bargain provided, to buy me back. Since the master of the house cannot produce me, he must need pay over to thee damage money, and see that thou accept not less than two hundred gold ryo." So saying, she became a fox and vanished in the bushes.

So next morning he took his purse and crammed it with copper pieces and betook himself across the mountain, and on the third day he arrived at the city. There he hastened to the brothel and demanded its master, to whom he said, jingling the purse beneath his nose: "Good fortune is mine. For, returning to my village three days since to pay my obligations with thy sixty ryo, I found that my elder brother had died suddenly in the next province, leaving to me (since he was without issue) all his wide estates. So I am come to redeem my beloved daughter and to return thee thy gold plus the legal interest." At that the master of the house felt his liver shrink and sought to put him off with all kinds of excuses, but the woodsman insisted the more, so that the other at length had no choice but to tell him that the girl had drowned herself. When he heard this the woodsman's lamentations filled all the place, and he beat his head upon the mats hata-to, crying out that naught but ill treatment had driven her to such a course, and swearing to denounce the proprietor to the magistrates for a bloody murderer, till from dread to see his establishment sunk in evil repute, the man ran to his strongbox and sought to offer the breaved one golden solace. Thus, with two hundred more ryo in gold (for mindful of the maiden's rede, he would take no less) the woodsman returned to his village, with an armed guard of ten men for an escort, where he rented a stout godown for the money's safekeeping.

The night of his return, as he sat on his doorstep, thanking all the deities for his good luck, the fox-maiden again appeared before him, this time clad only in the soft moon-whiteness of her adorable body, so that he turned away his face from the sight of it. Asked she: "Have I kept my fox-word?" And he answered, stammering: "Eight hundred times! Today I am the richest man in these parts." Said she: "Look upon me. Wouldst thou not possess me as thy concubine?" Then, peeping despite himself betwixt his fingers, he beheld the clear and lovely luster of her satiny skin, her breasts like twin snow-hillocks, her bending waist, and the sweet hidden curves of her thighs, and all his senses clamored like bells, so that he covered his eyes with his sleeve. And said he: "O generous bestower! Forgive the unspeakable meanness of this degraded nonentity. My descendants to the tenth generation shall burn richest incense before the golden shrine which I shall presently erect to thee. But I am a man and thou art a fox, with whom I may not knowingly consort without deadly sin!"

Then suddenly he saw a radiance of the five colors shine rainbow-like around her, and she cried out in a voice of exceeding great joy, saying: "Blessing and benison upon thee, O incorruptible one! As a fox I have dwelt upon the earth for five

hundred years, and never before have I found among humankind one whose merit had the power to set me free. Know that by the virtue of thy purity I may now quit this animal road for that of humankind." Then she vanished, and he built a shrine to her in the mouth of the mountain ravine, and it is told that his children's grandchildren worship before it to this day.

- [On Fox Spirits](#)
- [King of the Nine Mountains](#)



On Fox Spirits

An essay by [Galen Jang](#) (the original webpage is no longer available except through the [archive.org Wayback Machine](#))

All that I have learned about fox spirits are from magazine articles as well as stories from my grandparents, so this is by no way an authoritative account. Anyone who knows more is welcome to contribute.

Fox spirits occupies the same mythological niche as the faerie in Western mythology. They are beautiful beyond endurance, elusive, powerful, mischievous and vindictive. In Chinese mythology, the human form is the pinnacle of creation. All animals, and sometimes plants seek to achieve human form on their way to immortality. Of these animals, foxes seem to succeed the most. They do this by absorbing the essence of the moon and the sun. Some folklores maintain that fox achieves this by conducting rites of worship during full moons. After a few centuries, they will acquire the ability to change into human form.

Most fox spirits in stories are female. They usually appear as extremely beautiful woman. The male fox spirits, rare as they are, appear either as erudite and handsome men or wise old men. You can tell a fox spirit from a human from their tails. Some of them have not quite mastered the human form. While the body looks human enough, the tail remains. They solve the problem by tucking their tail inside their pants. The ones who did master the human shape can be enticed to show their true form by getting them drunk. So if your friend remain human after a good night of drinking, you can believe that he's human. :-) If they are killed, they revert to their original form. It's the women who were dangerous. They usually seek to copulate with human males. They use the sexual act itself to absorb their partner's energy in order to add to their own powers. Such relationships, if prolonged, result in sickness and eventually death for the man. So, if you see a beautiful woman who wants to have sex with you for no reason, watch out!

Most fox spirits are not as brazen as that. The fox spirits ordinary people have experienced are much more elusive. They live in the attics or some deserted room in a large house. You never see them. You know they're there because of the noises they make. The difference between fox spirits noises and ghost noises is, of course, fox spirits make the noises day and night! Sometimes the fox spirits throw things, such as rocks and tiles, into the yard or against the door. You know people aren't responsible for the disturbance because you can't see anybody around the house. When a family is haunted by a fox spirit, they set up a shrine in the abandoned attic. Incense sticks are burned regularly. Sometimes food is also

offered. Things usually quiet down after that. Most of the time, the fox spirits leave their landlords alone if the landlords leave them alone. Sometimes, the fox spirits will even take care of any thief or burglar who are foolish to rob such a house.

Pu Sung-Lin said that the belief of fox spirits were limited mainly to northern China. In southern China, the main belief is in a much more malevolent sort of spirit called Wu Tong. I will translate a Wu Tong story later. The spirit in the story "Story of Tseng Shi" may be a Wu Tong. However, the belief of Wu Tong seems to have died away in the south in the last two centuries. My grandparents grew up in Fujian which is definitely southern China, yet the only spirit they know about is the fox spirit. The malevolent Wu Tong lost the war for the belief of human beings. Will the fox spirits now lose the belief of the human beings as well?

King of the Nine Mountains

Translated from Liao Tsai Chi Yi, found on Galen Jang's now-defunct page (available at archive.org's [Wayback Machine](#)).

There was a man surnamed Li living in T'sao Chou. He possessed the greatest wealth in town. Behind his mansion, he had an empty lot which was going to waste. One day, an old man came to him and offered to rent the property with one hundred pieces of gold. Li refused on the ground that the lot had no house on it. The old man said "Please accept the money and don't worry about the rest." Li didn't understand, but he accepted the money just to see what would happen. After several days, the old man came to him and said "I already moved in, but we're so busy setting up our new household that we neglected good manners. Today, my children shall prepare a banquet for you, the landlord. We hope you will grace us with your presence." Li went to the lot and, to his surprise, discovered a brand new mansion there. As he entered, he saw that the inside was lavishly decorated and furnished. Jugs of wine lined the walkways and the scents of good tea wafted from the kitchen. As the banquet began, he was toasted by the old man. The wine tasted of the finest vintage. He saw and heard many men, women and children, maybe more than a hundred in total, living in the mansion. He then knew they could not be ordinary human beings, but fox spirits. As he returned from the banquet, he returned with death in his heart. He bought sulfur and other flammable material from the city market and, with the help of his servants, secretly placed them all around the new mansion. When he was finished, he ignited it. The fire blazed and sent black smoke upward toward the heavens like a black and evil mushroom. The smell of burning flesh and the screams of the dying filled the senses. When the fire died, he and his servants went into the wreckage. There they found the charred bodies of hundreds of dead foxes. While he was inspecting the carnage, the old man entered the mansion. The old man's face was contorted with grief and anger. He said "I have never wronged you. I gave you hundreds pieces of gold in good faith. That is not a niggardy amount of money. How can you bury your conscience and slaughter us! I must avenge the cruel deaths of my family." Then the old man left. Li thought the old man would just try some supernatural tricks on his family, such as throwing bricks at his house, but years passed and nothing happened.

Then tens of thousands of bandits gathered in a nearby mountain. The local officials could not gather enough forces to suppress them. Li worried about the safety of his large family as well as his rather large fortune. Then an astrologer who called himself the Old Man of Southern Mountain arrived at the town. The astrologer became famous because he seemed to know everything and everything he predicted came true. Li invited the astrologer to his home and asked his future fortunes. The astrologer stood up from his seat in respect and said "This is the true emperor!" Li was both afraid and astonished. Then he accused the astrologer of lying. The astrologer said "Since ancient times, all the dynasties are founded by emperors who came from common birth. Who among them are born emperor?" Li began to believe him. The astrologer offered to become Li's military advisor and asked him to prepare armor and weapons. Li worried that no one will follow him. The astrologer said "I will go into the mountains and speak for the true emperor. I shall tell them of your grand destiny and the bandits will surely follow you." Li became glad and sent the astrologer along. Li then began to prepare as the astrologer instructed. The astrologer returned a few days later and said "Your great prestige, plus my tongue have convinced all the bandits to follow you." Li looked outside and saw thousands ready to follow him, so he made the astrologer into his chief advisor. He then made a great banner, proclaiming his own imperial status. He then fortified his positions in the mountains and the sound of his name shook the neighboring prefectures. When the prefecture sent an army against, Li's army, the astrologer led the defense and easily destroyed the small government army. The prefecture magistrate became sorely afraid and asked for help from the principality magistrate. The principality magistrate dispatched a larger and better equipped army. That army went into an ambush prepared by the astrologer and was again destroyed. The prestige of Li became great and his army swelled. He then styled himself the King of Nine Mountains. The astrologer told Li that the army needed horses. He told Li of a caravan transporting imperial horses from the capital. Li ambushed the caravan and took all the horses. His prestige swelled still more and so did his pride. Li now gave the astrologer the title of Lord Protector. As for himself, he believed that he would soon wear the dragon robe. The provincial governor was very alarmed by his robbery of the imperial horses. He received reinforcement from the imperial government. He divided his army into six columns and attacked Tsao Chou. The banner of the imperial army filled the mountain valleys around the King's fortress. The King of Nine Mountains became afraid and asked the astrologer for more advice, but his subordinates could not find the astrologer. The great king looked down on his enemies and said "I never realized how powerful the imperial government is." Soon, his fortress was broken and he was captured. Because he committed the crime of attempted usurpation as well as banditry, Li and his entire family were executed. It was only then he realized that the astrologer was the old fox he betrayed.

Commentary from Historian of the Strange

When a man and his family goes into banditry, does he deserve death? Even if he deserves death, does his family deserve death too? Yet the scheme of the fox is indeed cunning. When there is no seed, even the best irrigation could not bring forth growth. Look at the way Li exterminated the family of fox spirits. From his cruelty we know that he already has the heart of a bandit, so the old fox merely helps that heart to grow in order to achieve vengeance. Suppose someone comes up to you and says "You're the true emperor." I'm sure you will run away in fear. When a person hears that he may commit an act which will result in the death of his entire family and yet he listens to it gladly, then how can he blame anyone

when his family dies? Yet, some people still make this kind of mistake. The first time they hear something that will harm them in the long run, they became angry, then doubtful, then gullible, until they lose their honor, their fortune and their lives.

Aztec / Mayan:

- [Why the Fox has a Huge Mouth](#)
- [The Dancing Fox](#)



Inuit/Eskimo:

- [Kajortoq, the Red Fox](#)

Why the Fox has a Huge Mouth

One day many years ago, at a time when his mouth was still small and dainty, as in fact it used to be, the fox was out walking and happened to notice a huaychao singing on a hilltop. Fascinated by the bird's flute-like bill, he said politely, "What a lovely flute, friend Huaychao, and how well you play it! Could you let me try it? I'll give it back in a moment, I promise."

The bird refused. But the fox was so insistent that at last the huaychao lent him its bill, advising him to sew up his lips except for a tiny opening so that the 'flute' would fit just right.

Then the fox began to play. He played on and on without stopping. After a while the huaychao asked for its bill back, but still the fox kept on. The bird reminded him, "You promised. Besides, I only use it from time to time; you're playing it constantly." But the fox paid no attention and kept right on.

Awakened by the sound of the flute, skinks came out of their burrows and climbed up the hill in a bustling throng. When they saw the fox playing, they began to dance.

At the sight of the dancing skinks, the fox burst out laughing. As he laughed, his lips became unstitched. His mouth tore open and kept on tearing until he was grinning from ear to ear. Before the fox could regain his composure, the huaychao had picked up his bill and flown away. To this day the fox has a huge mouth - as punishment for breaking his promise.

The Dancing Fox

Foxes love to dance. They dance in the dark with young women who slip quietly from their beds and come running out into the night.

But the fox who dances must wear a disguise. He must hide his long, bushy tail. He must wrap it around him and stuff it inside his trousers, though when he does he is really too warm. He perspires. Yet still he is able to dance.

Now, one of these foxes was young and amorous, and he never missed the nightly dancing. Toward morning, however, as the cock began to crow, he would always

hurry away.

This fine fox was a subtle flatterer, a favorite with all the young women. Each of them wanted to dance with him. And as it happened, one or another would sometimes feel slighted and grow resentful.

One of them once, in a fit of pique, drew her companions aside and pointed out that the fox always left before dawn. Who was he? And why did he run away?

The young woman wondered. Then they made up their minds to catch him and hold him until it was daylight.

The next night, when it was fully dark, they made their circle and began to dance. Soon the fox appeared, as usual disguised as a young man in shirt and trousers. Suspecting nothing, he danced and sang. The girls made him heady with their caresses, and he became more spirited and more flattering than ever.

As soon as the cock crowed, he started to leave. "No, no," they all cried, "don't go! Not yet! The cock crows six times. You can stay till the fifth."

The dancing continued, and there were more caresses. The fox forgot that he had to leave, and at last the white light of dawn appeared. Frightened, he tried to flee. But the young women held him. They entangled him in their arms. Then suddenly, with a growl, he bit their hands, leaped over their heads, and ran.

As he leaped, his trousers ripped open and out flew his tail. The girls all shrieked with laughter. They called after him and mocked him as he ran out of sight, his long, bushy tail waving between his legs. Then he disappeared and was seen no more. He never came back again.

Kajortoq, the Red Fox

One Summer day, Kajortoq, the red fox, left her brood of cubs in the den and went out in search of something to eat. On a vast plain she met Aklaq, the brown bear, and said: "Cousin, it has been a long time since I last saw you! What is the matter with you?"

"I am hungry," replied Aklaq.

"Me too. I really am," said Kajortoq. "Let's hunt together. You go this way and I shall go that way."

"There is nothing this way but ptarmigan," complained Aklaq, "and they are afraid of me. Every time I get close to them they fly away."

"It is easy for me to catch them," remarked the fox. "But," she added, "I am afraid of men."

"I am not afraid of men," said Aklaq, "but I am unable to catch ptarmigan."

"In that case," declared Kajortoq, "wait for me here; I shall go and get you some ptarmigan. I shall not be long."

Aklaq waited and Kajortoq soon returned with a few ptarmigan. The brown bear was full of joy and thanked his companion again and again. He was very hungry

and ate the ptarmigan at once. When he had finished he said, "You were very kind to bring me some ptarmigan. In return I shall now bring you a man. Wait for me here."

Kajortoq waited but the bear took a long time to return, and when he did arrive he had no man. Instead he staggered along; he was losing blood and behind him the ground was red. A man had shot an arrow at him and had wounded him in the side. The shaft of the arrow had broken and the point remained in the flesh.

Kajortoq sympathized: "Cousin, I feel sorry for you. Let me take care of you." Kajortoq built a stone fireplace, lit a fire, and heated some stones.

"Stretch out here," she told the bear. "Stretch your legs and even if I hurt you, do not move. If you stir, you will die because I shall not be able to remove the arrow."

The bear stretched on the ground. The fox took a red hot stone from the fire and applied it to the wound pushing harder and harder on it. Aklaq moaned and howled with pain, but soon the howls stopped; he was dead.

Kajortoq stood on her hind legs and danced around the bear, laughing loudly: "I can brag to myself. No one could do this but I. I have enough to eat for a long time." The fox did not return to her lair but remained at this place for the duration of the summer, feeding herself on the meat of the bear.

When winter came she had run out of provisions. The bear had all been eaten; there was nothing left but the bones. She placed them in a pile and buried them under some boulders.

A while later she saw Amaroq, the wolf, coming toward her and went to meet him. "How are you, cousin?"

"Not too well," answered Amaroq, "I am very hungry."

"Have confidence in me," said Kajortoq. "I shall show you what you have to do to get some food. Do you see that river in front of us?" She pointed to a nearby river covered with a thin coating of ice. Here and there water could be seen through holes in the ice.

"Go over there," suggested Kajortoq. "Try to catch some trout. I am going to make you a fish hook. All you have to do is sit near the hole, tie the hook to your tail and let it sink to the bottom. Remain seated and do not move until the sun sets. At that time you will pull in your hook. There will be a trout caught on it. Believe me, that is how I caught mine."

The wolf sat beside the hole without moving. Meanwhile, the red fox set out along the shore saying that she was going to look for something to eat. Instead she hid behind a small hill to watch the wolf, but being careful that he not see her.

Amaroq stayed where he was for the entire day, confidently awaiting the results of his fishing. By the time the sun had reached the west he realized he had caught nothing. He growled in anger, "Kajortoq lied to me. I am going to run after her and eat her!"

He tried to get up but his tail was stuck to the ice. He pulled on it again and again until all of a sudden it came free; his tail had broken. Frothing with rage and

bleeding profusely, the wolf searched the plain for traces of Kajortoq. The fox, however, had slipped away to hide in her hole.

The wolf soon discovered her den and cried, "Come out of your hole so that I can eat you!"

"What are you saying?" answered Kajortoq, sticking her head out of her den to look. As she did so she bent her head to one side and kept one of her eyes closed. "I have never seen you before. What do you want?"

"You deceived me today and I have lost my tail. Now I am going to eat you!"

"I know nothing about that," replied Kajortoq emerging from her hole. "Did you ask that red fox over there? It must be him. I heard someone pass my door a little while ago."

Impatiently, the wolf left Kajortoq to run after the other red fox. Kajortoq saw him go and kept watching until the wolf fell from his wound. By the next morning, having lost all of his blood, Amaroq was dead. Kajortoq stood up on her hind legs and started dancing in circles around him. "I can boast to myself. No one could do this but I."

She lived on the wolf all of that winter. When she had eaten all his flesh, she made a pile of the bones and went elsewhere in search of food.

One day she saw coming toward her a brown female bear who looked larger and more terrifying than any bear Kajortoq had ever seen.

The bear addressed the fox angrily. "Did you know my son? He left last spring to hunt but he did not come back. I have found his bones near this hill."

I know nothing about it," answered Kajortoq. "I did not see him. I shall follow you and you can show me where his bones are."

They left together. The fox recognized the place where she had killed Aklaq. Seeing that the female bear was crying Kajortoq pretended to be full of sorrow.

"Tears won't help you," she told the mother bear. "I believe I know who killed your son. Wait here awhile for me."

Kajortoq climbed to the top of a hill. From this vantage point she looked in all directions and saw another brown bear. She returned in haste to the female bear and said, "The one who killed your son is over there. Go and attack him. He is big and strong but I shall help you."

While the bears fought Kajortoq jumped around pretending to help. In fact, she only spattered blood on her hair. At length the female bear killed the other bear. She turned to the fox and said gratefully, "You helped me, thank you. Take all this meat. I am tired and wounded and do not want any of it." The bear started homeward, but died of her wounds before she was out of sight.

Kajortoq once again danced for joy and was happy. The two bears would provide plenty of meat for a long time to come.

- **The Fox and the Little Prince**
- **Reynard the Fox and Isengrin the Wolf**
- **Reynard the Fox - a Medieval Tale Retold**



The Fox and the Little Prince

From Antoine de Saint-Exupéry's [The Little Prince](#)

Courtesy a reader submission (thanks, Shoku Shitsu!)

Le Petite Prince, there was a very important story that the little prince told the aviator. The Little Prince was a child from another very small planet, and when he was bored, sad, or tired of his red rose bossing him around...he would hop on comets and visit other planets. Each planet had a differnt person on it that confused him: greedy, selfish, angry, skinflints or non-imaginative grown ups. The main thread that runs in the entire story and why the Little Prince continues to love and explore is taught to him by NOT a human or a plant, but a red fox. The Little Prince was in a French countryside, and wandered through a feild. He hadn't seen anyone for miles, and the last person he talked to was a grown up that told him to go away, since he was so busy. So the Little Prince is all alone in this meadow, in the middle of noplace, lonely, bored, and sad. All of a sudden, a small tuft of gold and red fur peaks up behind the grass mounds, and the Little Prince asks the air...."Who's there?"

A very reluctant fox peaks his head up better for the Prince to see him. Of course, the The Little Prince never saw a fox, and was curious. "What are you? You're Pretty to look at." The Fox is puzzled, and asks the boy: "You don't know what I am? You're not sent by the farmer to trick me?" The Little Prince looks confused now, and shakes his head. The fox continues: "I'm a Fox. Who are you?" The Fox maintains his distance....not going close to the Little Prince at all. The Prince tells the fox who he is, and where he is from; a small planet very very far away. The fox looks at him as if he just told him an ordinary fact. The Fox asks: "are there any farmers where you live?" the Prince says no. The Fox asks: "are there any guns?" The Prince says no, "Just me, my little plants, my small volcanoes, and my Red Rose under glass." The fox smiles, and says: "That sounds perfect. Are there any chickens?" The Prince says no. The fox says: "Well, no place is perfect then." The Little Prince get restless, and asks if he can pet the fox. The fox tells him no. "I can't be petted or played with, and you can never be more than an acquaintance." Sad, but not discouraged, the Little Prince asks the fox why, because he's lonely, and hasn't had anyone to talk with or play with him in ages. The Fox shakes his head, and says: "I'm not tame. I can't trust anyone, and all I care about right now is hunting chickens, so I don't have time to be tamed." The Little Prince asks what "tame" means. The Fox smiles, and explains:" It takes a very long time. It can't be done in minutes. You'd have to invest a lot of your free time, and sacrifice your own wishes to succed. You need to show you're trustworthy and special. " The Little Prince doesn't understand. He asks, " What do you mean special? What do you mean time, and trustworthy?" The Fox continues:

" It means, you have to make a promise. And keep it everyday. It's a sacrifice, but

I suppose hunting chickens will bore me soon, and you have free time to spare, so...I'll let you tame me. You must come here, to this meadow everyday at the same time. Sit at the edge of that field at that same time, in the same spot. I will stay here, in my spot everyday, at the same time. Soon, I will come closer. But you will stay in your spot, and will not move. One day, I'll be right in front of you. Then, perhaps the next day after that, I will talk with you. And everyday after that we will talk. Then, I will let you pet me. Then...one day...I will play with you."

The Little Prince shakes his head. "Why would it take so long? I'm lonely now."

The Fox answers, "You won't understand now. But if you keep your promise, and show up here everyday, and sit there at the same time everyday, I will one day have something to look forward to, as will you."

The Little Prince reluctantly agrees, having nothing else to do, and being curious just the same.

The next day, he comes to the field and sits in a spot. The Fox shows up a little later, sitting far at the other end of the meadow, by the trees hidden from the Little Prince's gaze. This continues for a week, then 2, finally after about a month or so, the Little Prince and the Fox are playing, and good friends. They talk about everything and nothing...they run around and play tag and other games...The Little Prince tells the Fox about his Red Rose on his tiny planet; he reveals how she is cruel to him, snobby, and selfish. She only opens her petals for him, and despite how rude she is sometimes, he still has to take care of her, and he still is overjoyed when he is by her. He then tells of his anger when he realized she lied to him. She told him she was the only rose of her kind, that no other flower was as beautiful as her. But he saw a whole garden filled with red roses JUST like her! He was hurt, and knows how sad she'll be to know she's not special at all. The Fox listens to all of this, and everyday, when their visit is over, he leaves to his den. weeks pass...

The next time they meet, The Fox tells the Little Prince he can no longer come to the field and see him anymore.

The Little Prince is frantic, afraid he said something to hurt the fox's feelings.

The Fox shakes his head. "There is no use to cry...or beg me to stay. You've tamed me, and now I have to return to the wild again. I won't ever be the same again, because out of all the humans, you have treated me the kindest. I promised you I would tell you why we had to take so long to tame me...Men have forgotten that 'what is essential to life, cannot be observed by the eye.' Only what we feel in our hearts is what lasts, what's real. By taming me, you made this time special to me, on what would ordinarily be just another day, or you--just another human. You are now special to me, the way your Rose is special to you. No one can understand this, because over all the humans in the world, you are the only one I befriended, the only one I will remember. Now, everyday at the same time I will think of you. And everyday at the same time, you will think about me. Never let anyone tell you your rose is ordinary, for only she has tamed you, and only you are special to her, thus, she is unique to your heart."

The Little Prince cried and cried, not wanting to part with his new friend. He asked, "What is the meaning of making friends that you tame if you lose them?"

The Fox replied one last time, "It will always matter to me. Remember, 'what is essential in life cannot be observed by the eye.'" And then, the fox smiled, then ran off into the forest again, this time, not to return....

And the Little Prince left the field sadly...and for a few days, he returned, looking to see if the Fox would be there again by chance. Finally, he moves on to the next place...and comes to the same garden of roses he found that day... He stands defiantly at them all:

"All of you are useless, ugly, and ordinary! My rose is the most beautiful and

unique flower in the universe, and she is special to me, and I to her...!

Reynard the Fox and Isengrim the Wolf

(submitted by **Jamie Kakacek**)

Reynard the Fox wanted a drink. It was hot and he had been running all day. It was night when he came across a well; there was a big moon in the sky. The Fox could see a bucket at the top of the well. But there was no water in the bucket.

Reynard looked into the well and could see the water at the bottom. The Fox jumped into the bucket and down he went to the bottom of the well. And as the bucket went down into the well, the other bucket came up to the top of the well. The Fox drank all the water he wanted. Then he found that he could not get out of the well. The other bucket had gone to the top of the well.

"If someone would only get into the bucket at the top of the well," said Reynard to himself, "that bucket would come down to the bottom of the well and the bucket that I am in would go to the top."

It was while Reynard was talking to himself that Isengrim the Wolf looked over the edge of the well.

"I thought I heard someone talking down there," said Isengrim.

"Hello, my good friend," called Reynard.

"What are you doing down in the well?" asked Isengrim.

"I am having a great feast," called Reynard. "Can't you see the big cheese I am eating? It is so big that I cannot eat all of it."

Isengrim the Wolf looked into the well. He saw the reflection of the big yellow moon and he thought it was a big cheese.

"Get into the bucket and come down and have a feast with me," called Reynard. Reynard had played many tricks on Isengrim and the wolf did not trust him. He looked down into the well again. There he saw what he thought was a big yellow cheese. And he began to want some of that cheese very much.

"On your way home," called Reynard, "stop at my house and send my wife and children to me I would like them to have some of this cheese."

"I would like to have some of that cheese, too," said Isengrim. And the wolf got into the bucket.

Down went Isengrim to the bottom of the well. And as he went down to the bottom, the bucket with Reynard in it came to the top.

"Have a good feast on the cheese!" called Reynard.

When the bucket reached the top of the well the fox jumped out and ran home. Isengrim, at the bottom of the well, howled and howled. Some farmers came and threw stones down into the well. When morning came, Isengrim the Wolf was dead.

External Resource: [Reynard the Fox - a Medieval Tale Retold](#) by David Dickenson

A collection and retelling of several Reynard the Fox stories. Some text available on-line, the rest is available for order on CD-ROM via the website.

[Vulpinification's story page](#) used to contain a dozen or so of Aesop's fables about foxes. Unfortunately, Vulpinification appears to be no more. You can still see what was there courtesy of the [Wayback Machine](#).



- [The Salt Peddler and the White Fox](#)
- [The Fox Girl](#)



The Salt Peddler and the White Fox

(This story was originally posted on Dr. Jason N. Joh's [page of Korean legends and folk tales](#). Since that page is now only available from the [Wayback Machine](#), we are reprinting it here).

(NOTES): People who are judged to be merely cunning, sly and clever are often kept at a distance, sometimes hated, and even feared. Whatever the original reasons may have been, the fox is a symbol for such a disgusting person. The longer they live, the more cunning and slyer they would become. The longer the fox lives, so is it believed, the more disgusting it becomes by acquiring evil supernatural power. In this story of a salt peddler and a fox, a simple, ordinary poor peddler fights with courage the evil spirit, symbolized by the old fox, and wins. The death of the fox may be the death of human meanness, a base, ignoble quality of man, which is good only for making others hurt and miserable.

Long, long ago, there was a salt peddler who was very poor. One day, as he had been doing everyday, he left his house early in the morning with a sackful of salt on his back. He travelled from one village to another, peddling salt to the villagers. After his last visit for the day to a remote village, he headed for home. He was virtually dragging his feet due to exhaustion from the day's work. He was still far away from his home when dusk settled in. It became completely dark in the middle of a rugged mountain with the dense growth of brushes and trees. Overwhelmed by fatigue and darkness, he could proceed any longer; so, he looked around to find some shelter for the night.

After a while, a huge rock caught his eye. He managed to reach the rock, whose top could be seen against the night sky. He put down his empty A-frame back carrier. He then noticed a cave-like hollow spot at a corner of the underside of the rock. The cave was large enough for him to crawl into and stretch himself; so, he settled in for the night. His eyelids became heavier and heavier. He was about to fall asleep, when he heard a strange sound. He became wide awake. So frightened was he that his hair stood on end. "What could it be?" With both jaws pressed against each other and holding his breath, he peered into the dark. He could not see anything unusual. He stuck out his head slightly. He could hear the sound more distinctly. It was a faint voice of a woman.

Since it was unmistakably a human voice, he felt a little relieved. "But, what is she doing at this time of the night and in this rugged mountain?" Curious, he crawled out of the cave to look around. However, he could not see a woman or

anything else unusual. So, he came back to his shelter and lay down, hoping to sleep.

The salt peddler tried to forget everything and was ready to sleep, when he heard something, again. It sounded even more strange coming from somewhere above. He crawled quietly out of the cave, again, and looked up at the top of the rock. And he almost screamed! He saw a white fox, with her long tail drooping, sitting on top of the rock and grinding a human skull against the surface of the rock. The peddler was all but petrified at the frightful sight. But with all the courage he could muster, he crawled ever quietly toward a big tree nearby and watched every move of the fox behind it. The fox apparently did not notice him. She kept grinding the skull, occasionally turning it and apparently making it into some kind of container. After a while, the fox was trying the skull container on her head and, when it did not fit well, she muttered with an irritated voice. She kept grinding and then tried it on, again. She repeated these several times, until finally she was satisfied. "Now, it fits! It's perfect." She wore the skull container and made several tumbling feats like an accomplished acrobat.

The whole scene gave the peddler icy chills in his spine. Though scared and shaking, he was staring at the fox so that he would not miss anything she did. After several more tumbling feats, the white fox suddenly disappeared and, instead, there stood a stooped old woman. Tidying up her hair, she talked to herself: "Oh, dear me, I'm a little late; they must be waiting for me anxiously." Then, she jumped down and started walking toward the village the peddler visited last that day.

The peddler soon became more curious than frightened, and decided to follow the old woman. Often he had to run to catch up with her. When the granny finally reached the village, she went straight into the house of the wealthiest in the village. "Here I am...finally!" When she announced her arrival, there was a commotion in the house, people dashing out to meet and greet her and asking why she was so late. The old woman seemed to know why she was expected there. She went straight into the room reserved for the housewife and her guests.

The peddler then approached the gate and asked for an overnight stay. Well known to the villagers, he was led to a male guest room across the women's living quarters. It was close to mid-night. The peddler lay down on the floor, trying to listen to every sound coming from the women's room across a small court yard. He could hear only indistinguishable noises. After a while, everything quieted down. Then, suddenly, there was a loud gong sound, followed by someone chanting incantations with intermittent interruptions by low, steady gong sounds. The peddler could swear that the chanting voice he heard was that of the old fox-woman. He sensed that something terribly wrong was going on in that room. "Without knowing the real identity of that old woman, they are letting her chant spells. The old fox must be cursing on someone, pretending to be exorcising some evil spirit," he thought. He felt he must do something about it. Just then, a farmhand of the house came into the room to sleep. "What's going on there? Is anybody ill?" asked the peddler. The farmhand casually said that because the old master of the household suddenly fell seriously ill, the family invited the granny, an old acquaintance who had the reputation of being the magic chanter in the vicinity, for her service. He hardly said that before he started snoring. Things were as the peddler had suspected. Except for occasional gong sounds, it was rather quiet. Perhaps, family members all fell asleep.

The salt peddler came out of the guest room and tiptoed across the court yard toward the women's quarters. The old woman's chanting was almost imperceptively low and mumbled. He stepped quietly up onto the wooden floor and sat in front of the paper-pasted sliding door of the room. Wetting his forefinger and gently pushed it through the paper door. Then he peeped into the room through the hole. All but the old woman were sleeping. The old fox-woman was still chanting spells with her eyes closed and with a gong stick in her right hand. The peddler listened carefully to her chantings in order to discern what was being said. "...this is mine, my feast... if this old stock ... Dies.... Die...die...hurry up and die! After you are dead, your soul, too, will be mine. Die! Die! Hurry up and go to hell! The sooner..., the better...." This old witch must be smiling, too, though the peddler could not see it.

The peddler felt indignation. It was upsetting to see the family members sleep without knowing what was really going on. He could not merely sit there doing nothing about it. He slipped down from the floor and went to a storage room. He came out with a wooden pestle and dashed into the family room. Everyone got up from sleep and looked at this mid-night intruder with a pestle in his hand. Without a single word, the peddler struck the old chanter hard on the head with the pestle. Everyone in the room jumped up and stepped aside, astonished and dumbfounded. And the old fox-woman fell flat with the barking sounds of a fox, and turned back into a white fox with a cracked human skull on its head. While all this was happening everyone in the whole house gathered in the room, looking at one another and at the blood-covered fox. The peddler then told them about what had happened since that evening in the mountain. "How horrible! It was close! The master would have died...."

Next morning, the old master recovered as suddenly as he had fallen ill. The salt peddler was richly rewarded by the master, and from that day on he lived happily without having to peddle salt any longer.

The Fox Girl

From Korean Folktales by James Riordan

There was once a wealthy man who had a son but no daughter. So badly did he want a daughter that he spent much of his time praying at temples and consulting fortunetellers. Finally, his prayers were answered and a girl was born: she was the apple of her fathers' eye and could do no wrong.

When she was fifteen years old, the girl went mushrooming on the mountainside and was so engaged in her task that she did not notice the gathering shadows of dusk. Meanwhile, at home, her parents were becoming anxious, and they formed a search-party to comb the hills. However, just as they reached the top of a ridge they spotted the girl through the gloom in the valley below. Her father was much relieved.

'Where have you bee, my dear?' asked her father 'We were so worried for you; a wild beast could have killed you.'

'Forgive me, Father,' she replied. 'I was so tired I fell asleep beneath a bush; when I awoke the sun was already going down.'

The incident was soon forgotten. But a few days later a strange thing happened: one of the master's cows died in the night. Next night another died, then another. The bodies showed no sign of wound or illness. The master was so concerned he ordered the cowherd to keep watch all through the night to catch the culprit.

That night, the man hid behind some hay in the corner of the cowshed and waited patiently. At midnight he was astonished to see the master's daughter creep into the shed and approach a cow. Anxiously he watched her oil her hands and arms with sesame oil; then to his horror, she slipped her arm into the cow's belly and pulled out its liver. And she ate it.

The poor cow rolled over and died.

In the morning the cowherd went to the master and recounted all he had seen.

The father, who loved his daughter with all his heart, shouted angrily at the man, 'How dare you invent such wicked stories against my daughter. You will pay for these lies.'

And the man was dismissed.

Next night a second cowherd was set to guard the cows. He too hid behind some hay and witnessed the daughter's odd conduct: she oiled her hands and arms, thrust one arm into the cow's belly, pulled out the liver and ate it. And the cow rolled over and died.

Next morning he went to the master and told him the story.

The father still would not believe such tales of his beloved daughter. So the man was dismissed.

A third herdsman spent the night in the cowshed and reported all he had seen. He too was sacked.

Thus it continued: each night a cow died. Then, when no cows were left, the pigs began to die, and then the horses all of the same mysterious ailment. In the end, all the cowherds, swineherds, and stable boys were dismissed and no one from the village would work for the rich man. All that was left of the once-mighty herd of cattle was a solitary old horse.

Next night, the master sent his only son to solve the mystery. The young man concealed himself behind some hay and kept watch. In the middle of the night he heard footsteps and the barn door opened. It was his sister stealthily entering. In his relief, he was about to cry out to her. Yet something in her look stopped him: her eyes were sly and narrow, her thin lips cruelly curled, her face stony and stern.

He stared in disbelief as she greased her arms and thrust them into the horse's belly, pulling out its liver. With blood dripping from her lips, she then chewed and swallowed the steaming meat.

He dared not breath until she had returned to the house.

At dawn he called his father into the barn and showed him the dead horse.

'Father,' he said grimly, 'you will not like what you hear; but I must tell you the truth. It is my sister. She it is who came in the night and ate the horse's liver.'

His father stared at him with hurt and anger in his eyes. He was silent for a moment, then shouted at his son, 'you must be madly jealous of you sister to make up such tales. No doubt you fell asleep and had a nightmare. Get out of my sight, I don't want you in my house.'

Not knowing where to go, the disconsolate son wandered off into the hills. After several months he came upon an old monk struggling across a mountain stream. Having helped the monk to safety, he was invited to stay the night at a nearby temple. And there he told the story of this sister. The old man nodded sadly.

'Yes, I understand,' he said. 'That night, when your sister was in the hills, she must have been eaten by a fox who took her form, the very likeness of your sister. So it was really the fox who killed the animals.'

'Then I must return at once,' the lad exclaimed, 'and warn my parents.'

'I fear it is too late,' said the old monk. 'Morning is wiser than evening. Set out tomorrow.'

Next morning, the young man was given three small bottles: red, green, and blue.

'Take this horse,' said the monk, 'and use the bottles as I have instructed.'

With that the boy thanked the monk and rode off down the mountain track. It was several days before he arrived home. Once there, he could hardly believe his eyes: the house and yard were overgrown with weeds. And there, in the middle of the yard, was his sister, sitting in the sun, catching lice and worms, and eating them.

'My dear brother,' she cried on seeing him. 'Where have you been all these months? How I've missed you.'

She went to hug and kiss him, but he drew back in alarm.

'Where are Father and Mother?' he asked.

'They lie in their graves,' she replied, giving no explanation for their deaths.

Realizing that she had eaten them too, the young man knew he had to escape before she killed him as well but how? Suddenly he had an idea.

‘Dear Sister, I have come a long way and I’m very hungry,’ he said.
‘Could you prepare a meal?’

He thought he would escape while she was cooking. But the fox girl was cunning.

‘Assuredly, dear Brother. But I shall tie a rope to your leg and the other end to my waist.’

She left him in the yard while she went to prepare some food; every now and then she tugged on the rope to make sure he had not run away. After some time he managed to undo the knot, tie the rope to a gatepost and ride swiftly away on his horse. It was some time before the fox girl realized she had been tricked.

She rushed after him with the speed of a fox and it was not long before she was gaining on him. He glanced back and, to his horror, saw her rapidly catching him up, reaching out her hand to grasp his horse’s tail. Recalling the old monk’s instructions, he swiftly took the little red bottle from his pocket and threw it behind him.

The bottle instantly burst into a ball of red fire, blocking the fox girl’s path. Although the flames singed her hair and clothes, she raced round the fire and was soon overtaking her brother again. This time he threw down the green bottle and straightaway a dense green bush of brambles sprang up, barring her way. Although she was scratched and bleeding from the thorns, she fought her way through and began to catch up with the fleeing brother.

Just as she was about to grab the horse’s tail, however, he took out the blue bottle and desperately cast it behind him. This time it formed a mighty blue lake that soon engulfed the fox girl who splashed and thrashed in the water before sinking below the waves.

As the brother watched from the shore, he saw the dead body of the fox float to the surface of the lake. At last he had killed the fox who had taken his sister’s form.

- [The Fox and the Fishes](#)



The Fox and the Fishes

In the morning of the world, says an old Jewish Legend, the vast seas were empty except for the huge bulk of the monster Leviathan, lurking at the bottom of the ocean. He was a king without subjects until the Angel of Death was sent to populate the seas by drowning one member of every species of land creature and transforming it into a fish.

The fox determined that he would outsmart the Angel of Death and cheat the Leviathan. As he sat on a bank beside the sea, contemplating his watery future and wondering how he could escape it, his reflection gave him his cue just as the shadow of Death fell upon him.

Instantly, the fox burst into tears and loud lamentations.

"Why do you cry, Fox?" asked the Angel, impatient to get on with his work.

"I am mourning my friend," said the fox, sobbing. "As your shadow passed over him, he threw himself into the sea in his haste to join the Leviathan's legions. There he is now." The fox waved sadly at the creature in the water who waved sadly back at him.

"Good, good," said the Angel, and flew away.

All went well for the fox until a year later when his deception was discovered by Leviathan himself. During the counting of the fish, he realized that there was no fox fish among them. Displeased, Leviathan lashed his dragon-tail through the waters, demanding to know why. The timid parrot fish told how the fox had tricked the Angel of Death.

"Bring me the fox alive," the Leviathan commanded the catfish. "I wish to eat his heart and thereby gain his cleverness. Tell him that I am dying and wish to make him King of the Fish in my place."

The catfish soon found the fox, and told him Leviathan's story. Proud of the honor, the fox hurried onto the catfish's back.

On the long journey, the fox had time to reflect and wondered if he had not been tricked. "O Catfish, now that I can't escape, tell me what the real purpose of this trip is," said the fox. The catfish revealed the Leviathan's plan with great satisfaction. Fox was not so clever after all, he thought.

"My heart!" cried the fox. "He wants to eat my heart! Now you are in trouble for I

haven't got it with me. Why didn't you tell me while there was still time? Didn't you know that we foxes never carry our precious hearts with us? It is back home, safe in my burrow."

The fox suggested they return to shore to retrieve the heart. When they reached land, however, the fox jumped off and scampered away, jeering at the catfish's stupidity. The catfish hid beneath the bank, where he remained, afraid to face the wrath of the Leviathan. The fox has never returned to the shore, which is why to this day there are no fox fish in the sea.

- **Giovannuzza the Fox**



Giovannuzza the Fox

There was once a poor man who had an only son, and the boy was as simple-minded and ignorant as they come. When his father was about to die, he said to the youth, whose name was Joseph, "Son I am dying, and I have nothing to leave you but this cottage and the pear tree beside it."

The father died, and Joseph lived on in the cottage alone, selling the pears from the tree to provide for himself. But once the season for pears was over, it looked as though he would starve to death, since he was incapable of earning his bread any other way. Strangely enough, the season for pears ended, but not the pears. When they'd all been picked, others came out in their place, even in the middle of winter; it was a charmed pear tree that bore fruit all year long, and so the youth was able to go on providing for himself.

On morning Joseph went out a usual to pick the ripe pears and discovered they'd already been picked by somebody else. "How will I manage now?" he wondered. "If people steal my pears, I'm done for. Tonight I shall stay up and keep watch." When it grew dark he stationed himself under the pear tree with his shotgun, but soon fell asleep; he woke up to find that all the ripe pears had been picked. The next night he resumed his watch, but fell asleep right in the middle of it, and the pears were again stolen. The third night, in addition to the shotgun, he carried along a shepherd's pipe and proceeded to play it under the pear tree. Then he stopped playing, and Giovannuzza the fox, who was stealing the pears, thinking Joseph had fallen asleep, came running out and climbed the tree.

Joseph aimed his gun at her, and the fox spoke. "Don't shoot, Joseph. If you give me a basket of pears, I will see to it that you prosper."

"But, Giovannuzza, if I let you have a basketful, what will I then eat myself?"

"Don't worry, just do as I say, and you will prosper for sure."

So the youth gave the fox a basket of his finest pears, which she then carried to the king.

"Sacred Crown," she said, "my master sends you this basket of pears and begs your gracious acceptance of them."

"Pears at this time of year?" exclaimed the king. "It will be the first time I've ever eaten any in this season! Who is your master?"

"Count Peartree," replied Giovannuzza.

"But how does he manage to have pears in this season?" asked the king.

"Oh, he has everything," replied the fox. "He's the richest man in existence."

"Richer than I am?" asked the king.

"Yes, even richer than you, Sacred Crown."

The king was thoughtful. "What could I give him in return?" he asked.

"Don't bother, Sacred Crown," said Giovannuzza. "Don't give it a thought; he's so rich that whatever present you made him would look paltry."

"Well, in that case," said the king, very embarrassed, "tell Count Peartree I thank him for his wonderful pears."

When he saw the fox back, Joseph exclaimed, "But Giovannuzza, you've brought me nothing in return for the pears, and here I am starving to death!"

"Put your mind at rest," replied the fox. "Leave everything to me. Again I tell you that you will prosper!"

A few days later, Giovannuzza said, "You must let me have another basket of pears."

"But, sister, what will *I* eat if you carry off all my pears?"

"Put your mind at rest and leave everything to me."

She took the basket to the king and said, "Sacred Crown, since you graciously accepted the first basket of pears, my master, Count Peartree, takes the liberty of offering you a second basket."

"I can't believe it!" exclaimed the king. "Pears freshly picked at this time of year!"

"That's nothing," replied the fox. "My master takes no account of the pears, he has so much else far more precious."

"But how can I repay his kindness?"

"Concerning that," said Giovannuzza, "he instructed me to convey his request to you for one thing in particular."

"Which is? If Count Peartree is so rich, I can't imagine what I could do that would be fitting."

"Your daughter's hand in marriage," said the fox.

The king opened his eyes wide. "But even that is too great an honor for me, since he is so much richer than I am."

"Sacred Crown, if it doesn't hurt him, why should it worry you? Count Peartree truly wants you daughter, and it makes no difference to him whether the dowry is large or not so large, since no matter how big it is, beside all his wealth it will only be a

drop in the bucket."

"Very well, in that case, please ask him to come and dine here."

So Giovannuzza the fox went back to Joseph and said, "I told the king that you are Count Peartree and that you wish to marry his daughter."

"Sister, look at what you've done! When the king sees me, he will have me beheaded!"

"Leave everything to me, and don't worry," replied the fox. She went to a tailor and said, "My master, Count Peartree, wants the finest outfit you have in stock. I will pay you in cash, another time."

The tailor gave her clothing fit for a great lord, and the fox then visited a horse dealer. "Will you sell me, for Count Peartree, the finest horse in the lot? We won't look at prices, payment will be made on the morrow."

Dressed as a great lord and seated in the saddle of a magnificent horse, Joseph rode to the palace, with the fox running ahead of him. "Giovannuzza," he cried, "when the king speaks to me, what shall I reply? I'm too scared to say a word in front of important people."

"Let me do the talking and don't worry about a thing. All you need to say is, 'Good day' and 'Sacred Crown,' and I'll fill in the rest."

They arrived at the palace, where the king hastened up to Count Peartree, greeting him with full honors. "Sacred Crown," said Joseph.

The king escorted him to the table, where his beautiful daughter was already seated. "Good day," said Count Peartree.

They sat down and began talking, but Count Peartree didn't open his mouth. "Sister Giovannuzza," whispered the king to the fox, "has the cat got your master's tongue?"

"Oh, you know, Sacred Crown, when a man has so much land and so much wealth to think about, he worries all the time."

So, throughout the visit, the king was careful not to disturb Count Peartree's thoughts.

The next morning, Giovannuzza said to Joseph, "Give me one more basket of pears to take to the king."

"Do as you wish, sister," replied the youth, "but it will be my downfall, you will see."

"Put your mind at rest!" exclaimed the fox. "I assure you that you will prosper."

He therefore picked the pears, which the fox carried to the king, saying, "My master, Count Peartree, sends you this basket of pears, and would like an answer to his request."

"Tell the count that the wedding can take place whenever he likes," replied the king. Overjoyed, the fox returned to Joseph with the answer.

"But, sister Giovannuzza, where will I take this bride to live? I can hardly bring her here to this hovel!"

"Leave that up to me. What are you worried about? Haven't I done all right so far?"

Thus a grand wedding was performed, and Count Peartree took the king's beautiful daughter to be his wife.

A few days later Giovannuzza the fox announced: "My master intends to carry the bride to his palace."

"Fine," said the king. "I will go along with them, so I can finally see all of Count Peartree's possessions."

Everyone mounted horses, and the king was accompanied by a large body of knights. As they rode toward the plain, Giovannuzza said, "I shall run ahead and order preparations made for your arrival." As she raced onward, she met a flock of thousands upon thousands of sheep, and asked the shepherds, "Whose sheep are these?"

"Papa Ogre's," they told her.

"Keep your voice down," whispered the fox. "Do you see that long cavalcade approaching? That's the king who's declared war on Papa Ogre. Tell him the sheep are Papa Ogre's, and the knights will slay you."

"What are we to say, then?"

"I don't know! Try, 'They belong to Count Peartree!'"

When the king came up to the flock, he asked, "Who owns this superb flock of sheep?"

"Count Peartree!" cried the shepherds.

"My heavens, the man really must be rich!" exclaimed the king, overjoyed.

A bit further on, the fox met a herd of thousands upon thousands of pigs. "Whose pigs are these?" she asked the swineherds.

"Papa Ogre's."

"Shhhhhhhh, see all those soldiers coming down the road on horseback? Tell them they are Papa Ogre's and they'll kill you. You must say they are Count Peartree's"

When the king approached and asked the swineherds whose pigs those were, they told him, "Count Peartree's," and the king was quite glad to have a son-in-law so rich.

Next the king's party met a vast herd of horses. "Whose horses are these?" asked the king. "Count Peartree's." Then they saw a drove of cattle. "Whose cattle?" "Count Peartree's." And the king felt ever happier over the fine match his daughter had made.

Finally Giovannuzza reached the palace where Papa Ogre lived all alone with his wife, Mamma Ogress. Rushing inside, she exclaimed, "Oh, you poor things, if you only knew what a horrible destiny is in store for you!"

"What has happened?" asked Papa Ogre, scared to death.

"See that cloud of dust approaching? It's a regiment of cavalry dispatched by the king to kill you!"

"Sister fox, sister fox, help us!" whimpered the couple.

"Know what I advise?" said Giovannuzza. "Go hide in the stove. I'll give the signal when they've all gone."

Papa Ogre and Mamma Ogress obeyed. They crawled into the stove and, once inside, pleaded with Giovannuzza. "Giovannuzza dear, close up the mouth of the stove with tree branches, so they won't see us." That was just what the fox had in mind, and she completely stopped up the opening with branches.

Then she went and stood on the doorstep, and when the king arrived, she curtsied and said, "Sacred Crown, please deign to dismount; this is the palace of Count Peartree."

The king and the newlyweds dismounted, climbed the grand staircase, and beheld such wealth and magnificence as to leave the king speechless and pensive. "Not even my palace," he said to himself, "is half so beautiful." And Joseph, poor man, stood gaping beside him.

"Why," asked the king, "are there no servants around?"

In a flash, the fox answered, "They were all dismissed, since my master wanted to make no arrangements whatever before first knowing the wishes of his beautiful new wife. Now she can command what best suits her."

When they had scrutinized everything, the king returned to his own palace, while Count Peartree remained behind with the king's daughter in Papa Ogre's palace.

Meanwhile Papa Ogre and Mamma Ogress were still closed up in the stove. At night the fox went up to the stove and whispered, "Papa Ogre, Mamma Ogress, are you still there?"

"Yes," they answered in a weak voice.

"And there you will remain," replied the fox. She lit the branches, made a big fire, and Papa Ogre and Mamma Ogress burned up in the stove.

"Now you are rich and happy," said Giovannuzza to Count Peartree and his wife, "and must promise me one thing: when I die, you must lay me out in a beautiful coffin and bury me with full honors."

"Oh, sister Giovannuzza," said the king's daughter, who had grown quite fond of the fox, "why do you talk about death?"

A little later, Giovannuzza decided to put the couple to the test. She played dead. When the king's daughter saw her stretched out stiff, she exclaimed, "Oh,

Giovanuzza is dead! Our poor dear friend! We must have a very beautiful coffin built at once for her."

"A coffin for an animal?" said Count Peartree. "We'll just pitch her out the window!" And he grabbed her by the tail.

At that, the fox jumped up and cried, "Penniless man! Faithless, ungrateful wretch! Have you forgotten everything? Forgotten that your prosperity is due to me? You'd still be living on charity, if it hadn't been for me! You stingy thing! Ungrateful, faithless wretch!"

"Fox," begged Count Peartree all flustered, "forgive me, dear friend, please forgive me. I meant no harm, the words just slipped out, I spoke without thinking..."

"This is the last you'll see of me"—and she made for the door.

"Forgive me, Giovanuzza, please, remain with us..." But the fox ran off down the road, disappeared around the bend, and was never seen again

- **Fox Hill near Dodow**
- **The Skinned Goat**
- **The Fox and the Hare in Winter**
- **The Fox and the Wolf**



Fox Hill near Dodow

<http://www.pitt.edu/~dash/werewolf.html#bartsch181>

The Skinned Goat

There once lived a father and his son, and they had a goat. The boy had to drive her to the pasture every day. But this goat was an old hag. In the evening the father used to ask her, if she had enough to eat and drink. But she always answered, "How can I have had enough to eat and to drink, if I have not even seen one stalk of grass and one drop of water?" Then the son always got a sound beating.

One day the father decided to find out for himself. He saw that after having eaten off three meadows and drunk up three ponds, she still pretended to be hungry. Now the old man decided to slaughter the goat.

He had already stuck and halfway skinned her, when he noticed his knife was getting blunt. He went into the house to sharpen it. No sooner had he gone than the goat got up and ran into the woods, where she hid in a foxhole.

When the fox came home and wanted to get into his hole, he was terribly frightened, for out of his hole there came a voice saying; "Halfway skinned and halfway killed, I am a piece of mutton. Come on in and I'll eat you up!"

The fox was afraid and went right away to his brother-in-law, the bear, and told him about his grief. The bear went with him to the spot, got into the hole, but turned around immediately, when he heard the horrible words.

"I can't do anything in this matter," he said and ran away.

In his distress the fox went to the panther, then to the tiger, and finally to the lion. But none of them could help him, and they all took to their heels.

At last the fox met the bumblebee, to whom he poured out his complaints. The bumblebee said, "I will help you."

"Bigger ones have tried in vain to help me, and you think you can do it?" replied

the fox. But he obediently led the bumblebee to the hole. It flew buzzing inside, sat down on one of the skinned parts, and started stinging vigorously. The goat soon felt the pain and ran bleating out of the hole, where she fell again into the hands of her master, who had been looking for her, and so she was killed completely.

The Fox and the Hare in Winter

The Hare is able to support himself even in the coldest winter. He is satisfied with the buds he finds in hedges and shrubs.

One cold winter, the hare met the fox. Surprised, the fox asked the hare, "How fine and well fed you look! What are you living on these days? I am so hungry and I cannot find anything to eat."

The hare replied, "I have been living on eggs of late."

"On eggs! How on earth do you get them?" the fox wondered.

The hare answered, "This is what I do. There are women coming along here with basketfuls of eggs that they are taking to market. When I see a woman coming, I let myself fall flat on the ground before her, as if I were wounded by a shot. Then the woman puts her basket down in order to catch me and to take me to the market. Just as she thinks she had caught me, I stagger on for about ten steps and let myself fall to the ground again. I repeat this several times, until I am far away from the basket. Then I hurry back to the basket and carry it into the wood, and there I have enough food for a whole week."

The fox replied, "I like that. Wouldn't you help me get some eggs, too, in these hard times?"

"With great pleasure," replied the hare, "if you will be kind enough to let me have my share."

As agreed, they took their positions behind a bush on the road. The fox got a basketful of eggs in the described manner, and he hurried into the wood with it. The hare followed him in order to get his share. When he reached him, the fox had divided up the eggs into several little piles. The hare asked him with astonishment, "Why so many shares?"

Pointing to the different piles, the fox replied, "This one is for my father; this one for my mother; the other one is for my brother and my sister and the last one is mine."

"And where is my share?" asked the hare in surprise.

"There is nothing left for you," was the answer. Too weak to punish the fox, the hare left angrily. But decided to watch for a chance to pay back the fox.

After some time, the hare and the fox met again. It was very cold, and the earth was covered with snow. Again the fox wondered at the hare's prosperous look,

since he himself was suffering terribly from hunger. Thus he asked, "What are you living on now?"

"On fish," the hare replied.

"Please," said the fox, "couldn't you let me have some as well to appease my hunger?"

The hare answered, "I shall help you once more. Not far from here by the castle, there is a fishpond. The inhabitants have made a hole in the ice in order to catch fish. In the evening I go there; I stand on the ice and put my little tail into the hole, and after some time, I draw it out and there are plenty of fish hanging on it."

"Well," replied the fox, "this sounds all right to me. With my long tail, I should be able to catch a lot."

The hare said, "You will find me at the fishpond tonight."

At night they met at the appointed place, and the hare said, "Sit down by the hole, put your tail into the water, and remain like this until I come back. I shall go over to the garden to eat some cabbage."

The hare went away, and the fox remained there patiently, happily thinking of appeasing his gnawing hunger. After a while he tried pulling and found that his tail was getting heavy. But he continued to sit there, just as the hare had told him to do.

It was a long time before the hare came back and asked, "How are things going?"

The fox replied, "You have been away for a very long time. I have tried once, but my tail is so heavy that you will have to help me get it out."

The hare said, "Pull hard!"

But the fox could not get it out. He pulled as hard as he could, but the tail was frozen fast in the ice.

Now the hare approached with a stick, hit him over the head, crying, "This one is for my father; this one is for my mother; this one is for my brother and my sister; and the last one is for me!" He knocked him on the head from the right side and from the left, until the fox fell down dead.

The Fox and the Wolf

The fox and the wolf once divided the produce of their common work in a field. But the fox cheated the wolf when sifting the chaff from the corn: he kept the corn for himself and left the chaff for the wolf. The wolf was satisfied with this distribution, because his heap was bigger than that of the fox. Then they both went grinding. When the corn was being ground, the millstones noisily said, "cricks cracks," but when the chaff was being ground, they only said very softly, "climm

clamm," so that the sound could barely be heard.

The wolf listened to this with astonishment. He could not explain it, and asked, "How is it that before the millstones said 'cricks cracks', whereas now they only whisper 'climm clamm?'"

The sly fox gave him the advice, "Throw small stones and sand among it; then you can hear the grinding better!"

This is what the stupid wolf did. And hark! What a noise the millstones made now. They grated so loudly that one had to shut one's ears. The wolf jumped for joy when he heard the millstones making more noise when grinding the chaff than when grinding the corn.

- **The Five Little Foxes and the Tiger (East Pakistan)**
- **The Fox, the Fish and the Bear (Lapland)**
- **The Fox and the Sheepskin Jacket (Palestine)**
- **How the Fox saved the Horse's Life (Russia)**
- **The Fox and the Gulls (Peru)**



The Five Little Foxes and the Tiger (East Pakistan)

Once upon a time, on the plains of East Pakistan, a fox and his wife lived in a little hole. They had five children who were too young to feed themselves, and so every evening Mr. and Mrs. Fox crept out of their hole and made their way to the bazaar or market place, which was full of roughly-made stalls.

But they didn't go there to buy anything. They waited until all the people had gone home to their suppers, and then the two foxes crept amongst the stalls looking for scraps of food for their children.

Sometimes they found nothing but a few grains of rice or shreds of pumpkin but at other times they picked up quite large pieces of fish or meat which had been dropped un-noticed by a stall-holder.

Then the two foxes were overjoyed and would hurry home talking happily together. But no matter who had found the most food – and to be truthful it was nearly always Mrs. Fox who was the better scavenger – Mr. Fox was so full of pride at his cleverness that he could not stop boasting.

'How much sense have you got, my dear?' he would ask his wife as they hurried along between large tufts of brown grass and withered-looking bushes.

'About as much as would fill a small vegetable basket,' Mrs. Fox would reply modestly.

Then after a few minutes she would say, 'And how much sense have you got, my good husband?'

'As much as would fill twelve large sacks, needing twelve strong oxen to carry them,' the conceited Mr. Fox would reply, time and time again.

Now one evening, when the two foxes were on their way home with food for their children, and Mr. Fox had just told his wife for the hundredth time how clever he was, a large tiger suddenly stepped out from behind a bush and barred their way.

'At last I've got you,' growled the tiger, showing them his sharp white teeth which glistened in the moonlight.

Mr. Fox began to tremble and his legs gave way, so that he crumpled up into a heap and lost the power to speak.

But clever Mrs. Fox held her head high, and looking straight into the flashing eyes of the tiger, she said with a smile, 'How glad we are to have met you, O Uncle! My husband and I have been having an argument, and since neither will give way to the other, we decided that we would ask the first superior animal who crossed our path to settle the matter for us.'

The tiger was surprised at being spoken to so politely, and also very flattered at being called 'Uncle', which is a term of great respect in Pakistan.

So he did not spring at the foxes to kill and eat them, but replied, 'Very well. I will help you if I can. Tell me what you were arguing about.'

'My husband and I have decided to part company,' said Mrs. Fox in a clear, calm voice, while her husband, who had closed his eyes in fear, now opened them wide in surprise. 'But we have five children waiting at home for us, and we cannot decide how to divide them between us fairly. I think that I should have three, since I have had to spend more time in looking after them than my husband, and that he should have only two. But my husband insists that I let him have the three boy-cubs, and that I keep only the two girl-cubs. Now, O wise Uncle, who do you think is right?'

When Mrs. Fox saw the tiger licking his lips she knew that he was thinking that somehow he must have the five fox cubs as well as their parents for his dinner. And this was exactly what she had hoped for.

'I must see the cubs for myself before I can make a decision,' said the tiger. 'Will you take me to your home?'

'Certainly,' said Mrs. Fox. 'We will lead the way, and you shall follow.'

Poor Mr. Fox was completely at a loss to know what his wife was doing, but thinking that anything would be better than being eaten alive by a tiger, he staggered to his feet and followed his wife along the rough track, until they reached their home.

'Wait here,' said Mrs. Fox to the tiger. 'You are too big to get inside our hole, so we will bring the children outside for you to see.'

She turned to her husband to tell him to go in, but he, needing no encouragement to get away from the tiger, shot into the opening like a flash.

Mrs. Fox went in more slowly, talking all the time, saying that she would not keep him waiting more than a moment, and thanking him for being so gracious as to promise to judge their case for them.

'Once inside their hole, the foxes gathered their children together as far away from the opening as possible, and in whispers told them what happened.

'Don't make a sound,' said Mrs. Fox, 'and presently the tiger will realize he has been tricked, and will go away.'

She was right. The tiger waited for hours, first patiently, then furiously, as it gradually dawned on him that the foxes had no intention of letting him see their children, and when the sun rose the next morning, he had to go hungrily away.

After this, Mr. and Mrs. Fox went by a different path to the bazaar, and kept a sharp look-out for tigers.

Mr. Fox never again asked his wife how much sense she had, but once or twice, when he showed signs of becoming proud again she would say to him, 'How much sense have you got, my dear?' and he would answer with an embarrassed laugh, 'Oh! About as much as would fill a small vegetable basket – a very small one, I'm afraid.'

The Fox, the Fish, and the Bear (Lapland)

Far away in the north of Lapland there once lived a fox who had been looking for food for days and days but had found none.

'What shall I do?' he asked himself as he lay on the hard packed snow. 'If I cannot find food I shall die.'

Just then he heard the sound of dogs barking in the distance and he guessed that some sleighs were coming up from the sea towards the place where he lay.

Now most of the Laplanders in this part of the country were fishermen, and this fox loved eating fish. So he stretched himself out on the snow in such a way that the sleigh-driver would think he were dead.

Sure enough, after a few moments a string of sleighs stopped right beside the fox.

'What luck!' said a man's voice. 'A dead fox! Now I can sell it's fur.'

Then, picking up the fox, the man slung its body on to the front sleigh and continued on his way.

Cautiously the fox opened his eyes. He saw that the dogs were dragging four sleighs, and that they were all empty except for the last one, which was piled high with fish.

Presently, as the sleighs rode over some bumpy ground, the fox let himself fall off on to the snow, taking care to make a loud plop.

Immediately the man reined in the dogs, leapt off the front sleigh and slung the fox up on to the second sleigh. Then he continued his journey.

After a few more miles the fox again let himself fall off the sleigh, taking care to make an even louder plop as he dropped into the crisp snow.

Once again the man stopped the sleighs, picked up the fox and slung him on to the third sleigh.

From here the fox could smell the fish so strongly that his stomach ached with

hunger and his mouth watered profusely.

In no time at all he had dropped off the third sleigh and the man had stopped yet again and picked him up.

‘What a nuisance you are!’ said the Laplander, throwing him up on the top of all the fish on the fourth sleigh. ‘If you fall off here, I shan’t bother to stop again. I shall never get home at this rate.’ Then, climbing back and settling himself into the front sleigh, the man whipped up the dogs and hurried off.

Now the fox opened his eyes and began to get busy. The cunning animal gnawed the thin ropes which tied the fourth sleigh to the third, until at last he separated the sleighs.

The man drove on, never realizing that he now had only three sleighs, and empty ones at that, while the fox seized the broken rope in his teeth and dragged the sleigh off the track, towards a big snowdrift where he could hide.

Never had he eaten such a splendid meal. Fish after fish went down the fox’s throat, until he began to think he could eat no more.

He was just taking hold of what he had decided must be the last fish of the day when the snapping of a near-by twig made him turn his head.

In horror, he saw a huge, long-tailed bear approaching through the trees.

‘Where did you get all that fish?’ growled the bear, looking at the sleigh which still held a good pile of fish.

‘I caught it myself,’ lied the fox. ‘It’s all mine and you are not to touch it.’

‘What did you catch it with?’ asked the bear.

‘I will show you if you like,’ said the fox. ‘Come down to the river and you will soon have a pile of fish even bigger than mine.’

So the fox made his way through the trees towards the river, while the bear lumbered after him.

The river was covered with ice, so, taking a sharp stone, the fox knocked a hole through the ice until they could see the sluggish water flowing below.

‘Now,’ said the fox, ‘you have to sit on the bank with your back to the river and your tail hanging down through the hole into the water.’

The stupid bear did as he was told, and sitting down he gently eased his long tail into the hole in the ice.

‘How shall I know when I have caught a fish?’ he asked.

‘Oh, that’s easy,’ replied the fox. ‘You will feel a slight nip as the fish bites and then you must gently ease your tail up through the hole, eat the fish, and begin again.’

Then the fox dashed off to his sleigh, and, seizing the rope in his mouth, he dragged it as far away from the river as he could.

But the bear sat on and on, waiting for the slight nip which would tell him that he had caught a fish. It got colder and colder as night came on, and presently the bear began to realize that the fox had tricked him.

‘Wait till I catch him!’ he growled, trying to turn away from the river in the direction the fox had taken. But the ice had frozen tight around his long tail and he could not move.

He tugged and pulled for a long time in vain, until at last his great strength triumphed and he found that he had freed himself from the ice.

But on looking behind, he also found that he had left most of his big, bushy tail in the frozen river, and all that remained was a little furry stump.

And that is the reason, say the Laplanders, why even today, all the bears have such short stumpy tails.

The Fox and the Sheepskin Jacket (Palestine)

Once upon a time a fox living in Palestine lifted his head from the undergrowth where he had been hiding, and saw an eagle.

‘Hallo!’ cried the eagle as it swooped down close to the fox. ‘How you can bear to live all your life down there on the ground, I do not know. You really are a most un-enterprising creature.’

Then the eagle soared up into the blue sky again, and as the fox watched it he half wished that he could fly too.

In a few moments the eagle was swooping down again, saying, ‘Did you hear what I said?’

‘Yes I did,’ called the fox. ‘What does the world look like from so high?’

The eagle alighted beside him and replied, ‘Sometimes it is so far away this it is almost invisible.’

The fox laughed scornfully. ‘I don’t believe you,’ he said.

This annoyed the eagle who had always hated the fox for his cunning underhanded ways, and now he suddenly thought of a plan to get rid of him.

‘Jump on my back and I’ll take you up to see for yourself,’ he said.

The fox hesitated for a moment and then he climbed on to the strong back of the

eagle, settled himself among the feathers and cried: 'I'm ready! Up you go!'

The eagle soared upwards and the fox closed his eyes in alarm, for he had never travelled as fast as this on the ground, let alone in the air.

'How big does the earth look now?' asked the eagle presently.

The fox opened his eyes and gasped as he peered downwards. 'It looks about as big as one of those straw baskets they make at Lydda,' he said.

'Aha!' said the eagle. 'But it won't look as big as that in a minute.' Up and up they went, and then the eagle asked again, 'How big does the earth look now?'

'It looks about as big as an onion,' replied the fox, hoping that the eagle would soon begin flying down again.

But the eagle continued to soar upwards, while the fox clung to its feathers, feeling very alarmed and still scarcely daring to open his eyes.

'How big does it look now?' asked the eagle at last.

Peering down through half-closed eyes, the fox could see nothing at all. Even when he opened his eyes wide in surprise, he could still not see the earth, as it was so far away below them.

'I can't see anything at all!' he said. 'How far away do you think the earth is now?'

'That I can't tell,' replied the eagle. 'But I leave it to you to find out.' So saying the eagle turned right over onto his back so that the fox was shaken off.

With a scream the fox began to fall down. Through the air he rushed, sometimes the right way up, sometimes the wrong, but all the time wondering what would happen to him when he hit the earth.

Suddenly he knew! He had landed on a ploughboy's soft sheepskin coat, in the middle of a ploughed field, and because this had broken his fall, he was still alive.

Heaving a sigh of relief, the fox scrambled under the sheepskin jacket. Using this as a disguise in case anybody saw him and tried to kill him again, he ran swiftly into some woods to take cover.

But he was not safe here, for immediately he came face to face with a leopard. But instead of attacking the fox and eating him, the leopard was so surprised at the coat he was wearing that he asked, 'Where did you get that warm coat, Fox? I've never seen you wearing one of those before.'

'I've changed my way of living,' replied the fox quickly. 'No longer do I steal the farmers's chickens, because I have become a furrier and have learned how to sew. Would you like me to make you a sheepskin jacket like mine?'

'Yes I would,' said the leopard, thinking what good camouflage it would be when he was stalking game for his dinner.

'Very well,' said the fox, 'You're a much better hunter than I am, so if you can

bring me six sheep, I will make you a jacket with their coats, and will eat their meat for my payment.'

The unsuspecting leopard went off to steal the sheep from a near-by hillside, while the fox lay down and laughed to himself, feeling very pleased at his own cleverness.

When the leopard came back with the six dead sheep, the fox persuaded him to help him to carry them close to his den. Then, promising the leopard that the jacket would be ready next week, he sent him away.

Now the fox had a wife and six little cubs, and when they saw all the meat that the leopard had provided for them, they were delighted. Never had they had such a feast before! For days they all ate as much as they could and each night they slept deeply and rested well, for there was no need to go hunting now.

But the leopard was not so happy. He kept coming back to the fox's den and shouting: 'Isn't my jacket ready yet?'

The fox put him off with various excuses, until all the meat had gone, and then he said, 'You are a much bigger animal than I am, Leopard, so I'm afraid I shall need more than six sheepskins for your coat. Will you bring me three more sheep tomorrow? Then I think I can finish making it.'

The leopard was getting a little suspicious by now, but off he went and killed three more sheep, and brought them back to the fox.

Now the family could eat their fill again, and they all feasted happily until the meat had gone. But the fox was beginning to regret his behavior, as he knew the leopard would want to be revenged when he found out that there was to be no sheepskin jacket after all, for he had no idea how to sew.

He began to go hunting in a different part of the country, and always looked around carefully to make sure the leopard was nowhere near when he went in or out of his hole. When he did meet the leopard he made excuses about the jacket, saying that he had run out of thread, or just broken his needle; he even pretended that he was not the fox who had eaten the sheep, and since all foxes are very much alike, the leopard could not be sure which was which.

But at last the leopard knew that he had been tricked, and he decided that it was time to get even with the fox.

Hiding behind a boulder one night, he lay still, scarcely breathing, until he heard the sound of the fox returning from a hunting expedition. With a bound the leopard pounced on the fox, intending to kill him, but the fox was so quick in reaching his hole, that all the leopard managed to catch was the fox's bushy tail.

'All right! I've missed you this time,' the leopard shouted. 'But I shall know you from all the other foxes now, as you will be the only one without a tail.'

Then to make sure that the fox would suffer a few days' starvation, the leopard took a hornets' nest and put it on the ground beside the opening to the fox's den. He knew that the humming sound the hornets made was very much like the noise of a leopard purring, and he hoped that the fox would stay inside, not daring to go hunting while he thought the leopard was waiting for him.

For almost a week, the fox family went hungry, until at last the fox began to get suspicious, for he wondered how the leopard could stay in one place for so long without going away to get food.

Creeping close to the opening, the fox peered cautiously outside, and discovered the hornets' nest.

He was furious that he had been tricked so easily, but he dared not show himself to the leopard, as he would easily recognize him now that he had lost his tail.

However, he had to take some risks if he were going to put into practice the plan which he had been working out, while listening to the hornets' humming.

So, waiting until darkness fell, the fox rushed hither and thither, calling at the homes of all his friends and relations.

'Come with me! I have found you a splendid vineyard full of ripe grapes. Come and feast with me, while it is dark and the owner is asleep at home.'

Soon dozens of foxes were following behind him and he led them to a secluded vineyard some way from his den. 'What a feast! What juicy grapes!' all the foxes exclaimed as they began to eat them hungrily.

'Wait a minute,' commanded the fox. 'We mustn't all eat from the same vine. I will show you each your place, and then you can eat unhindered by anyone else, and we shall not have any quarrels.'

One by one, he led the foxes to a different vine, and said to each, 'Now you must not mind if I tie your tail to your particular vine. This will show the others that the vine belongs to you, and it will prevent any greed fox from straying to his brother's place and eating his grapes.'

All the foxes agreed quite readily, until eventually nothing could be heard but the steady munching of grapes.

Silently the fox left the vineyard and made his way to the owner's house, where he banged on the door and woke up the whole household, crying: 'Go to your vineyard! The foxes are robbing it! Take up your sticks and drive them away.'

The people in the house were soon awake, and ran shouting towards the vineyard, waving their heavy sticks.

The foxes heard them coming and tried to run away, but their tails were tied so tightly to the vines that the only way they could escape was by tugging so hard that they left their tails behind them.

After this every fox in the district had a short tail, and so the leopard never found out which was the fox who had tricked him. He was so annoyed that he went away to live in a different part of the country, and then the fox, his wife and his six little cubs were able to roam about freely, and to hunt wherever they liked.

How the Fox Saved the Horse's Life (Russia)

Once upon a time a bear was hiding behind some trees on the edge of a field in Russia, hungrily watching a peasant and his horse ploughing the soil.

The horse was old and tired, and presently the peasant shouted angrily: 'I'm fed up with your slowness, old horse! You are no use to me at all. I shall let the bears have you!'

Now the peasant did not really mean what he said, and was thoroughly alarmed when the bear lumbered out from behind the trees and growled, 'Very well! I will eat your horse for you. Give him to me.'

'Oh no!' gasped the man. 'Don't eat him yet, I beg you. Give me enough time to finish ploughing this field and then I will let you have him.'

Of course the man had no intention of giving his horse to the bear, for he knew he would never find enough money to buy another one, but he hoped that by the end of the day he might have thought of a plan to outwit the bear.

'Very well,' said the bear. 'I will wait until you have finished.'

The peasant went on with his ploughing, but his mind was not on his job. He kept wondering how he could get the horse home safely, for the bear was a big one who could kill both the horse and man with one blow.

Later in the day the peasant stopped work for a few moments' rest, and sat down at the edge of the field to eat a crust of bread.

He heard a rustle in the nearby bushes and turning he saw the face of a fox peering at him.

'Sh!' said the fox. 'Don't call out! I heard what the bear said to you, and have worked out a plan that will save your horse. But you will have to reward me.'

'I would give anything I have to save my poor old horse,' said the old man. 'What is your plan?'

'First of all, we will decide on my reward,' said the greedy fox. 'I shall want twelve hens for my supper.'

'Very well,' said the peasant, who had only twelve hens and no more. 'I will give them to you if your plan works.'

'I have a small bell here, which I shall fasten round my neck,' said the fox. 'Then I shall go into the forest, creep behind the bear, and leap about so that the bell rings.'

'But that will not frighten a bear!' exclaimed the man.

‘Of course it won’t,’ said the fox, impatiently. ‘But when the bear hears it and asks you what it is, you must tell him that the King’s son is bear-hunting with a number of his courtiers. That should frighten the bear away pretty quickly.’

Off went the fox among the trees, and up got the peasant and began to plough again. Presently the sound of a bell reached him, and he knew that the fox was leaping about in the forest, trying to make his bell sound like those the bear-hunters tied to their horses.

The bear came towards the peasant with his eyes full of fear. ‘What is that noise?’ he asked.

‘I heard that the King’s son was coming into the forest today, bear-hunting with his friends,’ replied the peasant. ‘I expect they have started the hunt and the bells are those on their horses.’

The bear had changed from a bully to a coward now, and he begged the peasant to save him. ‘Don’t betray me,’ he said, ‘and I promise not to eat your horse after all.’

‘I will not let the hunters get you,’ said the peasant, ‘but I will hold you to your promise afterwards.’

The bear crouched on the ground beside the cart on which the peasant had brought the plough to his field. Then the fox got as close to the bear as he could without being seen, and shouted: ‘We are hunting bears. What is that dark shape beside you, my man?’

‘That is a tree stump,’ called the peasant. ‘I have been cutting wood for my fire.’

‘If it’s a tree stump, why is it standing up? Are you sure it’s not a bear?’

‘Lie down,’ whispered the peasant, giving the terrified bear a push, and sending him under the cart. ‘It’s a tree stump all right,’ called the man. ‘I have cut it down now, and it’s on the ground.’

‘Well that’s a queer place to put it,’ shouted the fox, who was still well hidden by the trees. ‘Why don’t you load it on your cart, and tie it firmly with rope, so that it doesn’t fall off? That is what we do with logs as big as that.’

‘Very well,’ said the man, and the bear, needing no encouragement, scrambled up into the cart and allowed the peasant to tie him up firmly with rope.

‘You are a foolish fellow,’ called the fox. ‘Most people put an axe in the cart with the log, and then they can chop it up for firewood as soon as they get home.’

So the peasant took his axe, climbed into the cart, and killed the bear with one blow.

The horse neighed with happiness as the peasant harnessed him to the cart and prepared to go home, but the fox kept leaping and bounding around them as they went, crying: ‘Don’t forget my reward. Twenty hens you promised me.’

‘Not twenty! I have only twelve and that was the number we agreed on,’ said the poor peasant, wondering what his wife would say when he handed over her fine,

plump laying hens to the fox.

As they neared the peasant's cottage, his three dogs heard him coming, and leaping up from their place beside the hearth, they rushed out joyously to greet him.

'Dogs!' screamed the fox. 'You didn't tell me you kept dogs!'

He turned tail at once and rushed back towards the forest. The three dogs chased after him for several miles but he just managed to get into his hole before they caught up with him.

'I shall never try to help a human being again,' said the fox as he lay down to get back his breath in the safety of his home.

But the peasant was delighted that his dogs had saved him from giving up his wife's precious hens, and when they returned, panting loudly and extremely hungry, he gave them an extra big supper.

Later on, he told his wife the whole story. But she did not believe him, so he took her outside in the darkness and showed her the dead bear, promising that he would skin it in the morning, and make her a fine, fur rug to go on her bed and keep her warm during the bitter, winter nights.

As for the horse, he said nothing, but he lived to a ripe old age, and never again did the peasant threaten to give him up to the bears.

The Fox and the Gulls (Peru)

Once upon a time a gull laid her eggs on the shore of Lake Titicaca in Peru. There were three eggs altogether and the whole day long the mother gull sat on them to keep them warm, only leaving the nest very occasionally to go and catch herself a fish from the lake.

At last the eggs were ready and three little gulls pecked and chirped their way into the world.

Their mother was tremendously proud of them, for this was her first family, and she was kept very busy flying to the lake to catch small fish for her children, or up to the cliffs behind the nest, to search for insects.

As the little gulls grew bigger, the mother had to spend more and more time away from the nest, searching for food to satisfy their healthy appetites; and so it happened that she did not notice her old enemy, the fox, hiding behind a small outcrop of rocks not far from the nest, watching her every moment.

The country around Lake Titicaca was almost all desert, so there were very few trees and bushes about and practically no smaller animals for the fox to feed on.

'Be patient!' the fox muttered to himself, for he was very hungry! 'Don't make a sound and you will soon have the best meal of your life.'

Waiting until the mother gull had flown high up the cliffs to search for insects, the fox crawled stealthily towards the young gulls in their nest.

On his way he noticed an old sack. Which had been blown by the wind from a near-by village, and picking it up he exclaimed:

‘Just what I wanted! Now I can put the gulls in this sack and carry them right away from their nest before I eat them. Then their mother will not hear their cries, and will not come and peck me to pieces.’

Closer and closer the fox crawled to the nest until suddenly he pounced upon the first gull and thrust it in his sack. The second and third gulls had scarcely time to utter more than a few surprised chirps when they too were seized by the fox, who slung the sack over his shoulder and hurried away as fast as he could go.

But the few weak cries of the gull-chicks had been heard by the mother as she was flying back with her mouth full of fish for her children.

Looking down she could see the fox running away from the lake towards some rocky hillocks where he hoped to hide while he ate his meal.

The cunning gull did not swoop down on the fox at once, but followed him at a distance so that he did not know she was there.

‘O my poor children!’ she cried to herself as she flew. ‘How can I get you away from that evil creature?’

The sun was hot and the earth was dry and dusty, and before long the fox was feeling very exhausted with all his running. Added to this his back was getting sore, for the young gulls had sharp beaks and they continually pecked at him through the sack as he ran.

Presently he stopped, and, giving the top of the sack an extra twist or two, he put it on the ground, placed a heavy stone on top of it and sank down nearby to have a rest.

‘I’m exhausted!’ he said. ‘I’ll just have a short nap and then make for that pile of rocks on the other side of the valley. Nobody will see or hear anything there!’

Closing his eyes the fox was soon fast asleep, and then the mother gull, who had been silently flying above him for some time, glided down to the earth.

‘Hush, my children!’ she whispered with her beak close to the sack. ‘Don’t make a sound or you will wake the wicked fox. Just do exactly as I tell you and all will be well.’

The little gulls were delighted to hear their mother’s voice, and lay quietly while she pushed the heavy stone off the sack and untwisted the top.

‘Creep out now!’ she whispered, ‘and go and bring me some thorny twigs from that dead bush.’

The little gulls blinked from the sunlight for a moment or two, and then they staggered over to a shriveled bush nearby and picked as many thorny, prickly

twigs as they could.

‘Push them in the sack quickly,’ said the mother gull, and as soon as they had done this, she twisted the neck of the sack up again and put the large stone back on top of it.

‘Now, follow me!’ she said softly, and the little gulls hopped and ran behind her until they had reached the safety of a small cave in the cliffs.

‘Now I shall take you home on my back, one by one,’ said the mother gull, for her children were not yet old enough to fly on their own. ‘But don’t make a sound while I am away, or the fox will hear you.’

So the mother gull got her children safely home again. But she found a new place for her nest, right on the other side of the lake, where the fox would not be able to seize her children again once he found he had been tricked.

Now the fox had been very tired when he fell asleep, and it was not until an hour or two later that he woke.

Looking up at the sun and seeing how much of the day he had wasted, he slung the bag onto his back again and hurried off in the direction of the pile of rocks he had chosen for eating his meal.

He thought that the sack seemed a little lighter than before, but the thorns pricked his back in the same way that the little gulls’ beaks had done, and so he did not realize that the birds were not there.

At last he reached the place where he thought he could eat them without anyone seeing or hearing, and cautiously he opened the sack, and reached in to take out the first bird.

With a cry he withdrew his front leg, covered with scratches and with a branch of the thorn entangled in his fur.

‘I have been tricked!’ he screamed. ‘Who put these thorns in my bag and let out the gulls?’

He knew the answer to this at once, for only the mother bird could have done it. So, leaving the bag on the ground he hurried back to the lakeside to the place where the gull had had her nest.

But of course it was not there, and peering across the lake the fox saw what looked like the mother gull sweeping down to a nest with food for her chicks.

The fox was determined to have his revenge, but could see no way of getting across to the other side of the lake.

All night long he lay on the shore trying to decide on a plan to get the better of the gulls, and when morning came he thought he had one.

‘I will drink and drink and drink,’ he said to himself, ‘until the lake is dry and then I can go across on the mud and seize those little gulls again.’

So he lay down at the edge of the lake and began to drink swallowing the muddy

water as fast as he could.

Gradually he began to swell and soon he was feeling most uncomfortable. Bigger and bigger grew his body and still he went on drinking.

‘There can’t be much water left now,’ he puffed, his eyes half closed, and body swollen to six times its normal size.

Gasping and gurgling, he swallowed a few more mouthfuls, and then ‘Crack!’, the sound of a loud explosion filled the air.

The fox had drunk so much water that he had burst, and now lay dead on the shore of the lake.

Across the water the gulls heard the strange noise, and the mother flew off to see what it was all about.

‘The fox is dead, my children,’ she cried happily when she returned. ‘Now we need have no fear that he will try to take you away again.’

So the gulls lived happily and peacefully beside the lake until the children learned to fly and were able to go off and have families of their own.

Sounds & Pictures

Images from the Author:



More pictures from the Fushimi Inari shrine inside

Older Works (Copyright has expired):



By the woodblock artist Yoshitoshi. From his series "100 views of the Moon".



A closeup of the previous picture.



By Hiroshige.



By an artist named Koukan that was on a wall scroll. It was depicting (similar to Yoshitoshi's cry of the fox - just simply done) a fox disguised as a priest.



By Ohara Koson, it just reminded me of how foxes, in some stories were supposed to cover themselves with reeds, and leaves before shapechanging into women.



By Mochizuki Kimpo. It's another battered wall scroll I found hanging about.



Artist unknown.



Artist unknown.

New Artists (Copyrighted):



- by Cassondra Sweep, see more at [her website](#).



From Matt Harpold. See more of Matt's work at [his website](#).



Also from [Matt Harpold](#).



by Stephanie Pui-Mun Law. See more of Stephanie's work, and lots more fox pictures, at [her website](#).



Also from Stephanie Pui-Min Law.



by Jonathan Roth. See more of his work at [Kitsune Studios](#).

Sound:

[Fox Maiden](#) by [Kathy Mar](#) - Originally found on the [Snow Magic](#) filk song CD.

The Kitsune Book

The hardest book to find on Japanese fox mythology that we know of is **Kitsune: Japan's Fox of Mystery, Romance and Humor** by Kiyosho Nozaki. Unfortunately, it is also one of the most interesting, having been written by an actual Japanese scholar. Published in 1961 by the Hokuseido Press, it is now long out of print and very hard to obtain copies of. For those of you who can't afford the collector-book prices out there and don't have access to a library with a copy of the book, we have taken it upon ourselves to scan, OCR, and post the text of this to the web in the interest of furthering scholarship on fox mythology.

Chapter 1 - BACKGROUND TO APPRECIATION	PDF Plain Text
Chapter 2 - CONCERNING THE INARI SHRINE	PDF Plain Text
Chapter 3 - CONCERNING THE KONJAKU MONOGATARI	PDF Plain Text
Chapter 4 - THE FOX IN THE KONJAKU MONOGATARI	PDF Plain Text
Chapter 5 - THE FOX IN THE KONJAKU MONOGATARI (Continued)	PDF Plain Text
Chapter 6 - THE FOX IN THE KONJAKU MONOGATARI (Continued) (Partial)	PDF Plain Text

Resources

Books pertaining to Kitsune and Fox Mythology

- Ancient Tales in Modern Japan - Fanny Hagin Mayer
- Animal Folk Tales Around the World - Kathleen Arnott
- Aino Folktales by Basil Hall Chamberlain
- Armenian Folktales and Fables by Charles Downing
- Black Rainbow: Legends of the Inca & Myths of Ancient Peru - John Bierhorst
- The Book of Beasts - T. H. White
- The Catalpa Bow - Carmen Blacker
- A Field Guide to Demons, Fairies, Fallen Angels, and other Subversive Spirits - Carol Mack and Dinah Mack
- Folk Legends of Japan - Richard M. Dorson
- Folktales of Germany - Kurt Ranke
- Folk Tales from Korea - In-sæob Zæong
- The Fox and the Badger in Japanese Folklore - Marinus Willem deVisser
- The Fox and the Jewel by Karen Smyers
- Glimpses of Unfamiliar Japan, Vol. 1 - Lafcadio Hearn
- The Goblin Fox and Badger and Other Witch Animals of Japan - U.A. Casal
- Italian Folktales - Italo Calvino
- Japanese Folk Tales - Kunio Yanagita
- Japanese Mythology - John Ferguson
- Japanese Mythology - Juliet Piggott
- Japanese Tales - Royall Tyler
- Kitsune: Japan's Fox of Mystery Romance and Humor - Kiyoshi Nozaki
- Korean Folktales by James Riordan
- Myths and Legends of China - Edward T. C. Werner
- Northern Tales by Howard Norman
- Oriental Myths and Legends by W.W. Gibbings
- Russian Fairy Tales by Aleksandr Afanas'ev
- Scandinavian Folktales by Jacqueline Simpson
- Selected Tang Dynasty Stories Edited by Shen Jiji, Translated by Yang Xianyi
- Strange Tales from Make-Do Studio Written by Pu Songling, Translated by Denis C & Victor H Mair
- Swedish Folktales & Legends by Lone T. Blecher & George Blecher
- Tales of the Bark Lodges by Bertrand N. O. Walker
- Tales from the Igloo - Father Maurice Metayer
- Tales from the Japanese Storytellers - Post Wheeler
- Uncle Remus the Complete Tales by Julius Lester
- Weird Tales of Old Japan - Eisaburo Kusano

Kitsune and Foxes in Fiction and Childrens Books (Other Books of Interest)

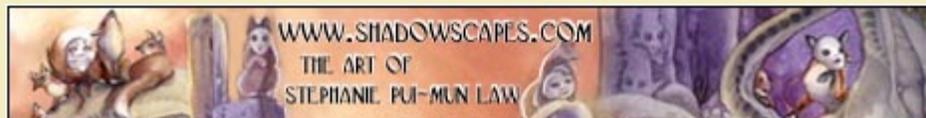
- Bangu the Flying Fox - Jillian Taylor
- Brer Fox and Brer Rabbit - Joe Chandler Harris
- Daughter of a Fox Spirit - Ying Shu
- The Dream Hunters by Neil Gaiman and Yoshitaka Amano (A Sandman Graphic Novel)
- Dummy Afa: the Fox in a Tiger's Suit by
- The Fairy Tale Book a Deluxe Golden Book by Marie Ponsot
- The Fox Maiden - Elsa Marston

- Fox that Wanted Nine-Golden Tails - Mary Knight
- Fox in One Bite - Elizabeth Scofield
- Fox and Rooster and Other Tales - Maggie Pearson
- Fox Tales - Mary Jo Wheeler
- Fox Tales: 3 Books - James Marshall
- The Fox Woman by A. Merritt
- The Fox Woman by Kij Johnson
- The Foxes of Chironupp Island - Hiroyuki Takahashi
- Foxes of Firstdark - Garry Kilworth
- Honhyu, the Fox Fairy
- Hunters Moon - Garry Kilworth
- The Knowing One - E. Young Smith
- Lady into Fox by David Garnett
- Little Fox and Hawk - Gail Berry
- The Love of a Silver Fox: Folk Tales from Seki City
- Meat Pies and Sausages - Dorothy Van Woerkom
- Moon Maiden and Other Asian Folktales
- One Trick Too Many - Mirra Ginsburg
- Reineke the Fox
- Shadow of the Fox by Ellen Steiber
- Spirit Fox by Mickey Zucker Reichert and Jennifer Wingert
- Stories of Old China - Hui-Ch'ing Yen
- The Tale of Mr. Tod by Beatrix Potter
- Vision of Francois the Fox - Julia Cunningham
- Vulpes the Red Fox - Jean Craighead George
- The White Jade Fox by Andre Norton

Links

[Jonathan Roth's Kitsune Studios](#)

[Foxtrot's Kitsune Page](#)



About Us



David and Laura are the ones to blame for putting this page together.

They welcome any and all comments about the page, and are always looking for suggestions on improving the site.

To reach them, send mail to [kitsunepage at coyotes dot org](mailto:kitsunepage@coyotes.org)
(mailto left out for spam purposes).

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"Atlan" - The Atlantean language

Initial comments by Graham Mabey

As an introduction to this section on the languages of the Great Continent, I am intervening, for once, to raise the problem of this whole work being in English, supposedly translated by my source from the original Atlantean. This source, in other words, the editor of this work, whoever he or she may be, is offering readers his or her own compilation of the story of the Atlantean Empire, along with copious descriptions of the languages of the area and various original documents, reproduced in the original Atlantean with an English translation. Now there is no intrinsic problem about the writer reading through a mass of incomplete, recently excavated documents from this ancient world, and putting them together into a history suitable for the general reader. The enigma is: how works which were written in Atlantean (and other languages) could be read and understood by a modern person and translated into English.

The writer tells us a certain amount about the discoveries of these documents in North Africa, and about dictionaries for translating Atlantean into other languages of the same era, but nowhere does he say how he could read any of it and render it into English. I need therefore to investigate this matter, as, after all, the whole reliability of these works depends upon it: if there is no way in which our mysterious editor could have translated the Atlantean text into English, then the chances of the it all being a piece of fiction made up by the writer, with no objective reality, become very much greater.

The writer does hint at an answer in a part of his works which I have not yet reproduced. In this he stated simply that he was given some help with reading the work by an old man who lived in the area where the excavations of Atlantis were taking place. This statement at first seems to make an answer even more unattainable. How could another person, contemporary with our editor, help him with reading a language which presumably became obsolete 15000 years ago, when the whole civilisation in which it was spoken was exterminated? We have to believe that this old man actually knew and could speak Atlantean, and could thereby help our editor understand the whole grammar and vocabulary of the language, and also, incidentally, the sound of it, because this too is described in considerable detail. In my opinion, there is a possible answer to this, which, however improbable, must be the truth, if every other explanation is impossible.

We assume that the fall of Atlantis was indeed about 15000 years ago, as our source says, that is, about 13000 BC (or perhaps more recent, as the whole world our writer describes is different to ours in as much as in it, Atlantis is being excavated in North Africa, whereas that is not the case in our actual contemporary world). Whatever the dates, it is inconceivable that this man himself could have survived from that earlier era, but he may be a descendant of a group of Atlanteans who survived the earthquakes and shifting of the earth's crust, as our source describes it, and ended up in North Africa, along with the ruins of their civilisation. Is it possible that knowledge of the language was passed down generation by generation for millennia till it reached this old man living near the modern excavation site? This could happen if the language became revered in a semi-religious or mystical way or was kept alive as a sort of venerated fossil, rather like Latin in the Middle Ages and after. It seems to have been wholly verbal, however, as I find no mention of any recent writings in Atlantean. My assumption then is that the old man probably spoke a modern-day North African language, which our author also understood, and the two conversed in this. The Atlantean texts, or perhaps just the vocabulary, would have been translated by the old man into his native tongue, and our editor then translated this on into modern English. In fact it seems unlikely that one single person would have been left knowing Atlantean, or that he alone translated thousands of words into his own language for the benefit of our write: more likely there exists there a whole community which still understands Atlantean, for whatever mysterious reasons of their own.

Do we assume that the language currently spoken by the old man was a descendant of Atlantean? Probably it was not:

most likely this community, descended from ancient Atlantis, took to speaking whatever was the local African language in the area at some point in its history, whilst still preserving the knowledge of Atlantean itself, preserved like a fossil. Still, Atlantean, and the Juralic languages generally, do seem to have strange resonances, in vocabulary and grammar, with Indo-European languages of the past and present day, but none, so far as I have noticed, with any African language. So possibly the language spoken by our old man was not an African language after all, but a modern Indo-European descendant, and Atlantean is an ancestor of Indo-European itself. In our world, we know of no community of Indo-European speakers in the Saharan area of North Africa, but even now we have not discovered everything there is to discover in Africa, and, as I wrote above, my writer seems to belong in a sort of parallel universe to ours. This theory would assume that the original speakers of Indo-European, who, according to our modern ideas, lived somewhere in eastern Europe, or south Russia, or the northern parts of the Middle East, actually migrated to one of these places from North Africa perhaps some 8 to 12 thousand years ago, leaving behind the community to which the old man belonged.

All of this is admittedly speculation, unless I can discover any more facts in those parts of my writer's works that I have not yet read - and there is indeed much more left. I now leave you entirely in the hands of the Atlanteans and our mysterious editor...

Note by the writer: I have below, as throughout this history, transliterated the Atlantean alphabet into the modern roman one, for obvious reasons. The same applies for the vocabulary of every other language with which I have dealt, including Juralic. In reality, of course, there were several different, though usually related, alphabets or scripts used for different languages on the Great Continent. Juralic and its descendants all used the same one. For more details on alphabets, see the relevant section.

THE NOUN

We shall deal chiefly with Atlantean, or "Atlan" as its speakers called it, as it existed in the "Imperial" period, which was about 300 – 600. Subsequent to that, in the "Late Imperial" period, there were a number of important changes in grammar and pronunciation, which were finally recognised in the Spelling Reforms of 760 – 770. These we shall discuss later.

Imperial Atlantean was a quite highly inflected language. Nouns could take up to 11 different endings, depending on case, and another 11 if we take the difference between singular and plural into consideration. Furthermore, nouns could belong to one of five different declensions. These were based on the basic ending on the nominative singular case. Declension 1 covered nouns ending in a consonant, declension 2a in those ending in –a, 2b in –e(i), 3a in –o, and 3b in –u. A paradigm of the endings of a representative noun of each declension is given below.

	HILL	SHIP	MAN	EAST	STAR
SINGULAR	DECL 1	DECL 2A	DECL 2B	DECL 3A	DECL 3B
NOM/VOC	RUN	PELTA	GESTE(I)	EINO	TINCU
ACCUSATIVE	RUNAN	PELTAN	GESTAN	EINUN	TINCUN
GENITIVE	RUNAYU	PELTEYU	GESTEYU	EINUYU	TINCUYU
DATIVE	RUNAN(T)	PELTAN(T)	GESTAN(T)	EINUN(T)	TINCUN(T)
LOCATIVE	RUNASIL	PELTASIL	GESTASIL	EINUSIL	TINCUSIL
INSTRUMENTAL	RUNAUE	PELTAUE	GESTAUE	EINU(E)	TINCU(E)
ABLATIVE	RUNAO	PELTAO	GESTAO	EINAO	TINCAO
COMMINATIVE	RUNAME	PELTAME	GESTAME	EINUME	TINCUME
ALLATIVE	RUNAR	PELTAR	GESTAR	EINUR	TINCUR
ELATIVE	RUNAOS	PELTAOS	GESTAOS	EINUS	TINCUS
PLURAL	DECL 1	DECL 2A	DECL 2B	DECL 3A	DECL 3B
NOM/VOC/ACC	RUNIX	PELTIX	GESTIX	EINIX	TINCIX
GENITIVE	RUNAYUN	PELTAYUN	GESTAYUN	EINAYUN	TINCAYUN
DATIVE	RUNAIN(T)	PELTAIN(T)	GESTAIN(T)	EINAIN(T)	TINCAIN(T)
LOCATIVE	RUNAISE	PELTAIS	GESTAISE	EINAISE	TINCAISE

INSTRUMENTAL	RUNAIBE	PELTAIBE	GESTAIBE	EINAIBE	TINCAIBE
ABLATIVE	RUNAI	PELTAI	GESTAI	EINAI	TINCAI
COMMUNICATIVE	RUNAIME	PELTAIME	GESTAIME	EINAIME	TINCAIME
ALLATIVE	RUNAIR	PELTAIR	GESTAIR	EINAIR	TINCAIR
ELATIVE	RUNAIS	PELTAIS	GESTAIS	EINAIS	TINCAIS

The abbreviation of the cases, and their meanings are as follows:

NOM=NOMINATIVE= the subject of a sentence

VOC=VOCATIVE = when calling or apostrophising a noun. Endings same as the nom in Atlantean, but different in Juralic and in Helvrán and Yalland.

ACC=ACCUSATIVE= the object of a sentence

GENITIVE = possessive case

DATIVE = the indirect object, eg "he gave it TO ME", "he took it FROM ME"

LOCATIVE = for location, i.e. in, on or at somewhere.

INSTRUMENTAL= implied by or with.

ABLATIVE = implies the idea of "away from", eg "she took the apple FROM him".

COMMUNICATIVE= Used following the prepositions "MEL" (WITH) or "DIMEL" (WITHOUT)

ALLATIVE = implies motion towards.

ELATIVE = implied movement out of or through.

It can be seen from the examples that in many cases, there is little difference between the various declensions, and the plural is the same for every type of noun.

Note the following:

1. The "a" of the accusative singular and dative singular in declension 1 (-an/-ant) vanished if the preceding noun ended in an "r" in the nominative singular.
2. Similarly the "e" in the locative singular ending of declension 1 (-esil) vanished if the preceding noun ended in -l, -r or -n in the nominative singular.
3. The "t" at the end of the dative singular and plural endings in all declensions (-ant, -unt) had become old-fashioned and largely literary by the time of Classical Atlantean. It was in any case never pronounced.
4. The nominative and vocative endings of declension 2b was originally -ei, but -e was increasingly used by the time of Classical Atlantean, especially in the case of nouns with three or more syllables.
5. Similarly, the form of the instrumentative case in declensions 3a and 3b was originally -ue, but the form -u, at first purely colloquial, was becoming common in the literary language after about 400.

There were a number of irregularities in declensions, which relate to regular historical phonetic changes. To learn about these, go to: [Irregular Atlantean nouns](#)

There are certain "fossilised" remains of obsolete endings still visible in some nouns. Details of these can be found in: [Remains of obsolete endings in Atlantean nouns](#)

ADJECTIVES

Adjectives agreed with the nouns they qualified in declension, to a limited extent, and number. Thus they had endings for the nominative and vocative singular like the noun they were qualifying . All other singular endings, whatever the case, were the same as the accusative case of the noun, while in the plural, the only ending taken by adjectives was –IX.

To form the comparative of an adjective (more...), add *-iss* to the root. To form the superlative (ie: most...), add *-ilc* to the root.

Examples are: *suals* (gentle), *sualsiss-* (gentler, more gentle), *sualsisc-* (gentlest, most gentle).

There were a number of irregularities in formations for adjectives and adverbs, as there were with nouns. these are detailed in [Irregular Atlantean adjectives and adverbs](#)

THE VERB:

INDICATIVE MOOD

Most verbs conjugated absolutely regularly, but they had different endings for person, number and tense, and are divided into two conjugations for the present tense only. The conjugations here depended upon the nature of the last vowel (or first of the two vowels if it was a diphthong) in the root, or basic, case of the verb. If it was a, e, i or y, an "e" was affixed to the root before the endings; if it was o or u, an "o" was added. Note that personal pronouns did not have to be used, as endings alone made the meaning clear. Here are examples of the present tense of the two types of verb.

PRESENT TENSE (*Meaning: I take; I sleep, etc*)

	CONJUGATION 1	CONJUGATION 2
SINGULAR	EI LEMB (to take)	EI SOUN (to sleep)
FIRST PERSON ("I")	LEMBENU	SOUNONU
SECOND PERSON ("YOU")	LEMBETU	SOUNOTU
THIRD PERSON ("HE")	LEMBETHE	SOUNOTHE
THIRD PERSON ("SHE")	LEMBESE	SOUNOSE
THIRD PERSON ("IT")	LEMBETHE	SOUNOTHE
PLURAL		
FIRST PERSON ("WE")	LEMBENS	SOUNONS
SECOND PERSON ("YOU")	LEMBETES	SOUNOTES
THIRD PERSON ("THEY", masc)	LEMBETHEN	SOUNOTHEN
THIRD PERSON ("THEY" fem)	LEMBESEN	SOUNOSEN
THIRD PERSON ("THEY" neut)	LEMBETHEN	SOUNOTHEN

The other basic tenses were the past and the future.

PAST TENSE (*Meaning: I took, etc*)

For the past, an "a" was affixed to the root, for ALL verbs. Then the pronominal endings were affixed, similar to the present' i.e. NU, TU, THE, SE, THE, NS, TES, THEN, SEN, THEN.

SINGULAR	EI LEMB (to take)
FIRST PERSON ("I")	LEMBANU
SECOND PERSON ("YOU")	LEMBATU
THIRD PERSON ("HE")	LEMBATHE

THIRD PERSON ("SHE")	LEMBASE
THIRD PERSON ("IT")	LEMBATHE
PLURAL	
FIRST PERSON ("WE")	LEMBANS
SECOND PERSON ("YOU")	LEMBATES
THIRD PERSON ("THEY", masc)	LEMBATHEN
THIRD PERSON ("THEY", fem)	LEMBASEN
THIRD PERSON ("THEY", neut)	LEMBATHEN

FUTURE TENSE *(Meaning: I shall take, etc)*

For the future, "ea" was added in all cases. Then the pronominal endings were affixed, similar to the present and past' i.e. NU, TU, THE, SE, THE, NS, TES, THEN, SEN, THEN.

SINGULAR	EI LEMB (to take)
FIRST PERSON ("I")	LEMBEANU
SECOND PERSON ("YOU")	LEMBEATU
THIRD PERSON ("HE")	LEMBEATHE
THIRD PERSON ("SHE")	LEMBEASE
THIRD PERSON ("IT")	LEMBEATHE
PLURAL	
FIRST PERSON ("WE")	LEMBEANS
SECOND PERSON ("YOU")	LEMBEATES
THIRD PERSON ("THEY", masc)	LEMBEATHEN
THIRD PERSON ("THEY", fem)	LEMBEASEN
THIRD PERSON ("THEY", neut)	LEMBEATHEN

Other tenses were formed with auxiliary verbs and a participle of the verb, rather like English.

Perfective tenses.

Where English uses the past, present or future of "To Have" and the past participle (I have eaten, had eaten, will have eaten), Atlantean uses the equivalent tense of "EI TEH" = "to do", plus past participle.

The past participle of verbs was formed by adding an indeclinable –AXA to the root, eg LEMBAXA, "taken".

So, *I have taken* = tehenu lembaxa (past perfect)

I had taken = tehanu lembaxa (pluperfect)

I shall have taken = teheanu lembaxa (future perfect).

Continuous forms of the simple present, past and future tenses (i.e. I am, was, will be taking") are formed by interpolating syllables to the root of the verb, followed by abbreviated versions of the pronominal endings. The interpolated forms were EHUASE for the present, AHUASE for the past, and EHUANE for the future. T

The abbreviated pronominal endings were used in all cases when they followed multi-syllabic affixes to the root of the verb. They were: N, -, TH, S, TH, NS, TES, THEN, SEN, THEN. These were in fact used for all moods and tenses **except** the present, past and future indicative and subjunctive.

So,

I am taking = lembhuasen (present continuous)

I was taking = lembahuasen (imperfect [past continuous])

I shall be taking = lembhuanen (future continuous)

Continuous perfect forms of tenses could be made using the relevant tense of "EI TEH" plus the present participle of the verb, formed by affixing ONDUR to the root.

Thus:

I have been taking = tehenu lembondur (past perfect continuous)

I had been taking = tehanu lembondur (Pluperfect continuous)

I shall have been taking = teheanu lembondur (Future perfect continuous)

For further details on the verb, including additional moods and the passive voice, click here [Details of the Atlantean verb](#)

There were a number of irregular verb conjugations. These are dealt with in [Irregular Atlantean verbs](#)

NEGATIVISATION

To make a verb negative, prefix DE(H)- to the verb, whatever its tense. (Add the "H" if the verb begins with a vowel. Examples are:

I did not take = delembanu

I should not take = delembehen

I should not have been taken = dehaisahen lembaxa

A more colloquial use, and originally a stronger form, was to use a separate word after the verb, like English "not" = DEHLES (basic meaning was "never"), eg:

I should not take - lembehen dehles

To emphasise the negative, DEN (originally DEH EN = not a) was put before any noun (declined as an adjective), and DEHLES was omitted in this case.

INTERROGATIVISATION

To turn a statement into a question, CIR (what?) was placed before the verb (and pronoun, if there was one). It could be combined with DE(H) / DEHLES / DEN. EG:

Will he take? = cir lembeathe?

Has she taken? = cir suie tese lembaxa?

Did I not take? = cir delembanu? OR cir lembanu dehles?

NUMERALS

For the Atlantean system of numbering, see [Atlantean numerals 1](#) and [Atlantean numerals 2](#)

For a close linguistic analysis of an original Atlantean text, go to: [Creation of the world - analysis](#)

CHANGES TO THE LANGUAGE IN LATE IMPERIAL ATLANTEAN

Changes occurred to the language both in pronunciation and morphology, including the decay of grammatical endings

throughout Atlantean history, and these were finally reflected in the new spelling rules of the 760s. So far as grammar is concerned, the complicated array of noun declension tabulated above gradually died out, as all the oblique cases were formed in the spoken language by means of prepositions and the accusative case. Already by 600, when the first (abortive) Republican spelling reforms took place, all three declensions had virtually been combined into one. By the time of the Fifth Empire reforms, the only remaining endings were as follows:

nominative/vocative singular: - or -a

all other cases: -(a)n

all plural cases: -ix'

A similar situation arose with verbs. Just as prepositions were increasingly used with nouns in oblique cases after 500, so personal pronouns were used more with verbs in the various persons. This led to the decay or amalgamation of endings in both cases, and also forced a more analytical and rigid word-order on to sentences. With verbs, the "short" personal endings too over from the longer endings in spoken use by 550. By the 700s, all present singular cases ended in -e, while the present plural ran: -en, -e, -ethen. The past endings were as above, except that "-a" replaced the "-e" there. Elsewhere, tense endings vanished in favour of the use of auxiliary verbs and participles or infinitive. So the former past perfect (using TEH plus past participle) took over the above-mentioned inflectional past tense in everyday use, and a new future using the future of TEH and the infinitive superseded the old inflected future tense. The conditional and subjunctive both died out as well, except in purely literary conditions.

Pronunciation changed over the centuries as well, and this was reflected in a number of major spelling changes after 760.

1. M,N,L,S,+ voiced consonant > MM,NN,LY,SS
2. ZU,PU,BU+vowel> Z,F,V. (*Note that these letters were originally pronounced ZH, F and V even in Imperial Atlantean*).
3. S between vowels>Z
4. -NC- >-NG-
5. -PH->-F-. (*Note that PH was always **pronounced F** in any case*).
6. Final consonants of roots, following a short vowel, are doubled in writing when suffixes are added (as in declensions and conjugations).
7. Diphthongs changed to single vowels in all positions (including finally), i.e. OU>U, EI>E.
8. In triphthongs, such as AUE, EUA, the last vowel vanished. The surviving diphthong was also usually simplified, especially if final, eg AUE>AU>AO>A.
9. Most final short vowels became -e.

Examples of these changes are most easily seen in personal names of the period subsequent to 760.

So the Emperor Luron lustacin (762-768) wrote his first name as LURON (see sound-change 7 above). The Chief Minister of the 790s spelt his name MESTENSOS instead of MEISTENSOS. (Change number 7).

The Chief Minister of the 770s spelt his name VENTEL, rather than BUENTEL. (Change number 2).

The Emperors Sualopho Thildoyon and Pareon wrote their first names SUALOFO, and the Empress Lirinda Siphone as Lirinne Sifone (see changes nos. 1, 5 and 9 above).

APPENDIX: THE STRANGE CASE OF THE FIRST AND THIRD PERSONS.

One of the most unusual features of Classical Atlantean was its usage, or non-usage, of the first person singular with verbs ("I"). The way in which this was avoided, how it crept back in gradually to general use, and how it was treated in religious language links in to the whole Atlantean way of looking at the world. Moreover it can also be studied from the point of view of Atlantean philosophy, and ultimately Atlantean attitudes to life before birth and after death.

From earliest times, the Official Religion had deliberately used the third person, rather than the first, when addressing the gods, whether in speech or in writing. This was because the emotions and feelings of every individual were supposed to be

entirely under the control of the different gods, and hence one should try to remain "neutral" in addressing one or more of them, or, more generally, when talking about oneself. This could be achieved by referring to oneself by name only, in the third person. Due to the influence of the Church, this practice of using the third person was taken up by the Emperors in written documents after the time of Carel I, around 220. It then spread more generally to Court use. Some more liberal Emperors, such as Siphirixo, objected to this usage, and reverted to the first person, but by the end of the Family Wars, and the accession of the conservative Ruthoyon I, the practice became permanently enshrined in Imperial and Court practice.

The practice continued to spread later in the century, as it became adopted into the canons of "classical" literary usage and taste after the 340s. By the time Atlaniphon I came to the throne in 361, he was unable to avoid the third person practice. He persisted with it throughout his Court because of its general adoption as part of the classical canon of good taste. This happened to coincide with the Church's practice as well, but this was really only coincidental for him. Throughout the 400s and also most of the 500s, all "cultivated" and higher Class people invariably used the third person instead of the first in all their writings; it was used as well by the Church, the Court, and in local government. It was not, of course, used in normal, informal conversation, but as soon as spoken language became "formalised", for example in prayers, in drama, or in set speeches, it would be generally adopted.

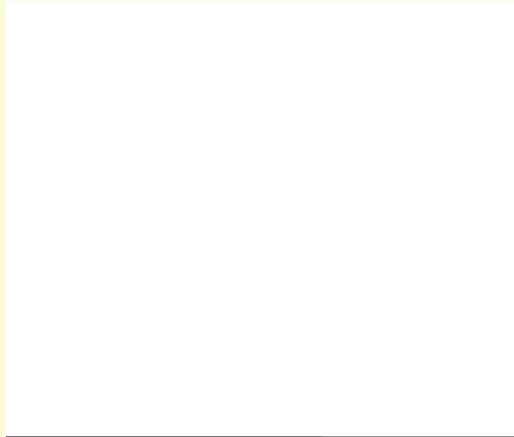
As part of their revolt against the Classical canon, Romantic artists deliberately reverted back to normal first person usage in the 500s, and of course the revolutionaries after 585 would have no truck with it. It lingered on amongst the Imperialists in the Church and in Court use, but had withered away elsewhere by the early 600s. It was resurrected deliberately by Ruthopheax I for formal Court use in the Third Empire, and also reappeared in very formal literature. In all cases, this was only in written language. The Church (State Theism) did not use it, adopting instead the first person plural ("We") in all cases when it would have been natural to use the first person singular ("I"); this was to indicate the people were part of a whole community praying together. Somewhat similarly, God was addressed in the second person plural ("You"), not singular ("Thou"), which was perhaps felt to be too familiar, and also too close to the usage of the Naturists. The latter had always used both the first person and the second person singular.

The practice of using the third person instead of the first died off completely with the fall of the Third Empire, having become moribund some decades earlier. For novelists of the Fourth Empire, indeed, the difference between the two persons was crucial, as many of them were involved in the study of the differences between the experiences and emotions of the "self", or first person, and the actions and outer appearance of people, viewed from the point of view of the third person. Philosophy of course took up the investigation of the self, its world, its role on earth, and possible life beyond the death of its body (often seen from the third person point of view). Finally, poetry also studied and wrote about the dichotomy between the two viewpoints after the 870s.

But there was a further twist to the story of the first person in this period. It was said above that the Naturists always used the first person singular within their religious ceremonies. But after about 760, they abandoned this in favour of a completely new formation, which they called the "eternal I". This was intended to remind users that they had been reincarnated many times before, and would again in the future. A similar usage had first been used by the South Numedeans in the time of their Empire, centuries earlier, and had been carried on by their descendants, who became subject to, or lived next to, the Yallands. In their language this "eternal I" usage involved a special form of the first person, with a particular ending (now lost to us). The Yallands, many of whom were much attracted to these beliefs, could not easily follow this practice, as there is no obviously equivalent usage in the Yalland language, and anyway probably did not understand it. However Gestil, who founded Naturism around 200, did understand the significance of the Numedeans' practice, and deliberately followed it in Yalland, by using the form of the old Juralic pluperfect case. This involved adding *-evino* on to the root of the verb. This formation was completely moribund in the Yalland of the third century, its meaning having been taken over by the use of the past tense of "to have" plus the past participle (as in English). Nevertheless Gestil succeeded in taking it over for his religion, with the meaning of an eternal, or ever-repeating I from the past to the present. Naturists who spoke Atlantean in subsequent years were not able to copy this form, and so used the ordinary first person singular, which was anyway very distinctive from the practice of the established Church, which used the third person only.

However, after 760, Naturism emphasised the importance of the doctrine of reincarnation by inventing an equivalent in Atlantean of the Yalland "eternal I" formation. This was done by changing the normal Late Atlantean form (post-Spelling Reform) of the first person singular verb suffix, *-a to -an*. This was taken from the earlier, classical form of this ending, *-anu*, which was still used in the literary language of the fourth Empire in the 750s, until the Spelling Reform. This form would later be taken over by the unified Church of Natural Theism in the 850s.

[Atlantean numerals 2](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

BUILD A FREE WEBSITE
OF YOUR OWN ON
TRIPOD.

A History of Atlantis and the Atlantean Empire



Sayatal atlantisayu ed atlanan ceriehayu

The story of the lost civilisation of Atlantis rediscovered?

Or a work of imagination?



View across the straits of Atlantis ("atlanix lirlilix") to the island of Atlantis

Atlantis - the history of a lost civilisation?

You can read here the whole story of a hitherto unknown civilisation, and decide for yourself if it is the true story of a whole society forgotten for millennia, or simply a work of imagination

[< Previous](#) [Forum](#) [Like](#) [Easy Surf Scattered Tongues](#) [Off](#) [Suprise Me!](#) [Next >](#)

I discovered this very detailed history of Atlantis and her empire - "*Sayatal atlantisayu ed atlanan ceriehayu*" in the original tongue - as a handwritten document in a package on my doorstep! That much I know to be fact. Yet the history itself appears to be the work of an author describing the archaeological and literary discoveries about Atlantis and neighbouring countries found beneath the Sahara

Desert. Is this truth - and if so, how can it be, as we know of no such discoveries being made in our world? Is it a document I have somehow received from the future, or perhaps from an alternate timeline? Or is it all a long invention by the unknown writer?

I can only reproduce the words as I received them, and leave it to you to decide if this whole magnificent story of the rise and fall of an Empire named Atlantis, with its detailed account of the societies, politics, military conquests, arts and languages of a whole Continent, is a true description of a real world of the past ----

OR NOT!

Written by Graham Mabey

(For some details about me and the latest updates to this site, click on [What's new](#))

Please note that the only changes I have made to the original document were to arrange it in a way suitable for displaying it on the Internet. The text remains exactly as it was in the original, and maps and pictures have been scanned in with as much detail as possible, although it is evident that a lot of the pictures and paintings date from the modern era, rather than that of the Atlanteans. The background colours for the various texts do have an additional significance, however, which you can read about in the section called "the significance of the background colours" below..

There is a sitemap for this whole project at [Sitemap](#)

For an introductory outline of the whole of Atlantean history, follow this link: [Outline of Atlantean history](#)

The first section of links below will take you through the whole history of Atlantis and her Empire, from earliest times to her final demise. Start with "The discovery of Atlantis", which also includes the story of her pre-Imperial history, then move on to the First Empire. The link to this, like all the historical links below, covers just the first part of this period. Additional links at the bottom of each page you reach will lead you on chronologically through each period. You can carry on right through to the Later Final Wars and the end of Atlantis.

Below these historical links is more information about different aspects of Atlantean society - the Army, religion, the languages, the Government -, as well as a selection of original documents, mostly translated into English. Again, each link below is usually just the first of a series, which you can access from the bottom of the relevant page.

For those who are particularly interested in languages, follow this link: [Languages - introduction](#)

If you would like to read about Atlantean military and naval history, and see a list of the major battles of the era and their sites, go to: [The Atlantean Army - till 361](#) (and the later sections) and [Index of Atlantean Army battles-alphabetical order](#) (and the links from here) there is also a section here on the navy: [The Atlantean Navy](#)

The section of original documents is mostly in English translation at : [Original documents - introduction](#). There are some in the original Atlantean with translations: [Creation of the world](#) and [The Code of 1816](#). The former has a line-by-line linguistic analysis at [Creation of the world - analysis](#)

To learn about the sources of this history, go to [Sources of Atlantean history](#)

For some more speculation about the origins of this whole work, and the fact that it is in English at all, go to the first part of the section about the [Atlantean language](#)

To see what has recently been added to the site, click on [What's new](#)

I should be interested to hear your comments on the site. You can email me at grahammabey@hotmail.com. Please put "Atlantis" at the subject.

Last updated: 1st August 2005

Historical links:

[Home Page](#) [Outline of Atlantean history](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)

Other topics:

[Site map](#) [Sources of Atlantean history](#) [Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#) [The Atlantean Army - till 361](#) [Battle sites central area](#) [Index of Atlantean Army battles-alphabetical order](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#) [Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#) [Genealogy- the third century](#) [Science and Invention 200 - 630](#) [What's new](#)



Scattered Tongues

[< Prev](#) / [Talk](#) / [Like](#) / [Sites](#) / [Join](#) / [Surprise](#) / [Next >](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Sources of Atlantean history](#) [Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

1. Sources for the History of the Atlantean Empire

THE DISCOVERY OF ATLANTIS AND THE ARCHAEOLOGICAL REMAINS.

The existence of Atlantis and indeed of all the peoples and civilisations which flourished for centuries so long ago on the Great Continent was completely unknown to modern Western man until the most recent times. This is because of the massive geological convulsions which shattered this whole continent some 15000 years ago, (after the year 900 in Atlantean chronology) and buried it beneath the present Sahara desert in Africa. All living creatures, as well as every artifact of the period thus perished and vanished as if they had never been, and our whole world itself was tipped over so that an area well north of the Equator thus ended up buried under a region now very close to it. Myths of a great civilisation called Atlantis did survive and were written about by the Ancient Greeks, and again from time to time up until the twentieth century. But no real facts survived, other than that it perished in a gigantic geological catastrophe. Even its location was unknown: it was generally believed to have sunk beneath the waves of the Atlantic Ocean.

Now it has been rediscovered under the African sands, and all the time more and more evidence of the mighty history of Atlantis is being brought to light. Archaeologically speaking, the only part of the Great Continent that can actually be unearthed is the north-western corner, including the areas of Atlantis and Helvis, most of Ycïel Atlantis and a small part of the Marossan coast. To this can be added the north of the Province of Thainen Thissaindix and the N.W. corner of Manralia. All the rest of the old Continent lies either beneath the Ahaggar or Atlas Mountains in North Africa, or is otherwise completely irrecoverable. One exception from this Ancient World is the so-called South Island ("Trayanaxo"), which should lie some 250 miles north of Timbuktu in Mali, and there appears to be some recent evidence that a part of this may now have been found.

ARCHITECTURAL AND OTHER NON-LITERARY FINDS

Within these limitations, considerable architectural remains have by now been found beneath the sands, including the sites of the cities of Atlantis and Helvis and other cities in the area. Because of earthquakes and geological convulsions all buildings were toppled and damaged, and what remains are only the foundations and bases of buildings, rather like Pompeii. Evidence for the upper parts of these buildings must be garnered from literary sources and plans, which were often inscribed in clay or stone inside the entrances.



A drawing of an aerial view of the excavations of Helvis, one of the more complete cities so far discovered.

We are fortunate also that a few photographs have survived from the later period of Atlantean history, and these can provide us with pictures of complete buildings, normally in black and white. Examples of buildings and landscapes within this history are occasionally completely original but in other cases careful reproductions worked out from literary sources.

Evidence of everyday articles has also been found in considerable numbers - household goods, furniture, remains of food, machines from the eighth or ninth centuries (note that all dates relating to Atlantean times will be given according to Atlantean chronology). Some fabrics have survived and many works of art, mostly damaged, such as pottery, sculpture and paintings.

On the negative side, no finds have been made of human or animal bodies (though some preserved mummies exist), landscapes and gardens, and obviously the whole area east of Atlantis and Manralia is closed to us. Part of the former seas west of Atlantis, and also the "Helvengio" sea lie within our recoverable area, and this has allowed us to discover the remains of ports, parts of ships, and the cargoes of some vessels sunk at sea.

LITERARY EVIDENCE

We are here considering evidence of every aspect of Atlantean and other civilisations of the period discovered from writings, engravings, paintings, music and so on. Most of our literary knowledge comes from just four main discoveries of documents and remnants of libraries. But other important evidence can be adduced from chance finds of letters, coins and inscriptions.

1. Coins.

A few scattered coins have been found, most of which seem to have been buried in about 18 "caches", hidden in the ground by their owners at different times.

2. Inscriptions.

Only a few of these have been found, on tablets or in buildings, all of relatively minor interest. Funerary inscriptions are potentially more important, but again few have been unearthed hitherto.

3. Letters, bills and documents.

These have been found in scattered areas, surviving in sand or in decay-proof caves or holes. They are of great interest in giving us a picture of everyday life, though mostly only from the ninth century (Atlantean).

4. Books and manuscripts.

Though there are so far only four sites where these have been found, their importance cannot be overrated, and it is little exaggeration to say that our whole reconstruction of Atlantean history and art is based on the information provided by these finds. Recently, a few other finds have been made, which have been of exceptional importance with regard to the end of the Atlantean Empire.

The sites are as follows : firstly, a mass of documents deliberately buried in the 880s. These are close to the city of Atlantis, and a note in them states that the owner wished to preserve some literary treasures of Atlantis before all was destroyed by the ravages of the "barbarians" in the Final Wars of the 870 and 880s. Luckily for us most of them also survived the subsequent geological upheavals. The books include copies of many famous pieces of literature, as well as reproductions of paintings, and some general histories of Atlantis. For the purposes of discussing the books found in this site in the section [Sources of Atlantean history](#), I shall use the abbreviation "A" for these documents.

A second cache consists in the remains of an old Atlantean library in the Province of Thoinen Thissaindix, taken over from Atlantis by the Southern Empire ("Rabarrrieh") around 800. This is overlaid with many Southern Empire documents and literary works, as well, which are still being translated. I abbreviate this library as "TT".

Thirdly, the remains of an old Manralian religious library has survived from western Manralia, evidently no longer used after about 740. It contains many Manralian and Helvran works of religion, philosophy and politics, as well as some Atlantean ones. This site will be abbreviated as "M".

Finally a part of the Great Library of Atlantis, badly damaged when Atlantis city was stormed in 888, has also come to light. The library was partly arranged chronologically according to the date of writing, and the surviving section is one that contains works from before 585. This part was below ground, and may well have been additionally protected in the 880s. It has provided us with valuable material on early Atlantean history. The abbreviation here is "GL".

Very recently, additional finds in the area of former Yciel Atlantis, or possibly Phonaria, have revealed notes apparently hidden by Atlantean refugees around 890, after the fall of Atlantis. Even more spectacular discoveries are now being made in the second site mentioned above, the library in Thoinen Thissaindix. These are hasty notes in Rabarran describing the fall of Atlantis from the Rabarran point of view, and then some separate, even briefer scribbles, perhaps written about 892, which relate to subsequent events within the former Atlantean Empire - fighting between Rabarran and Ughan troops, and the geological upheavals, which between them were evidently leading to the collapse of all order and civilisation.

Generally there has survived a considerable proportion of the acknowledged Atlantean literary classics, some miscellaneous music, a

few technical works, and some Manralian, Helvran and S. Empire works. There are very few works in Chalcraan or any other language except for Eliossien. The history of the Atlantean Empire itself, over the centuries of its existence, can be filled in reasonable detail from all these sources, but some periods have much more written about them than do others. I give much more detail about these sources in the next section.

The history which I have written below is completely dependent on these incomplete sources (although more material is coming to light all the time), and for this reason some sections will be found to contain much more detail than others. Maps, too, as provided, are conjectural in many respects, especially for the more eastern and northern areas. Nevertheless, I feel that, despite its limitations, this history, the first of its kind ever written, will open the eyes of the present generation to the magnificent and tragic story of a civilisation whose very existence so nearly passed from the memory of mankind.

For more detail about the actual books discovered in the buried libraries and elsewhere, click on [Sources of Atlantean history](#). This lists most of the Atlantean books themselves under various headings: general history, military history, literature, linguistics, philosophy and religion.

Prologue : the Peoples of the Great Continent before 200

THE EARLIEST EMPIRES

As far back into the mists of time as we are able to penetrate, there seem always to have been empires dominating large tracts of the Great Continent. As we delve back into the pre-Atlantean centuries, our information on the movements and residents of the peoples of the Continent becomes increasingly fitful. Our sources for these periods number three : archaeological survivals, written remains in the languages of these peoples, and historical reminiscences of later times, above all of the Atlanteans.

Using Atlantean chronology, which dates the theoretical beginnings of an Atlantean state to the year 0, we can venture back certainly as far as -1400 with some security. About that time, and in fact also for some centuries earlier, a vast tract of the continent was dominated by the Marossan Empire. This extended at its greatest extent from almost the eastern edge of the later Atlantean Empire north to include the subsequent Keltish areas, west into later Yciel Atlantis and Phonaria, and south to the Helvengio. However the western part of Atlantis itself, from the R.Rollepp to the west of the Lillerunix, plus the Numidis area of Helvrieh seems never to have been conquered by the Marossans. In Atlantean times there were still quite a number of impressive remains built by this people, especially in the NW. parts of the Continent, such as Marossan itself, and Phonaria. Quite a bit was also reconstructed of its language by the Atlanteans, mostly from inscriptions, names of places, and the study of Keltish, which was evidently a development of one particular dialect of Marossan. Thus we find in Atlantean times the mountain named Toill Caidhu in N.E. Marossan, where Toill is the Marossan word for Mountain , and Caidhu the Marossan for Old. The Keltish for these two words is Dol and Cadd, so the similarity is clear.

Some time just after -1400 the Marossan Empire disappeared, at least in part. Three new, smaller empires appear on the scene, all around the period -1400- -1300. These were the Dravedean Empire, which took over the later area of Chalcrieh, and further S.E. across the R. Gestes; the North Numedean Empire, which occupied the whole of later Helvrieh, Atlantidieh and the area of the Jutes; and finally the South Numedean Empire, which took over most of the area later ruled by Atlantis to the south of the Helvengio as far east as the R.Vulcan. This latter area was not in fact ever under the control of the Marossan Empire. The Dravideans, as well as the North and South Numedeans were evidently related, and the latter two languages were merely dialects of each other. Both later Jutish and Manralian were descendants respectively of North and South Numedean. As with Marossan, there remained into Atlantean times relics of these two empires, albeit less impressive than the Marossan ones - ruins, earthworks, and other archaeological features could be found in Numidis in the north, and Numedeas and other areas of the south. The original N.Numedean peoples later fled to Numidis and the N.W. parts of Atlantis when the Juralic invasions took place, while S. Numedean peoples became intermingled in the south with folk of Southern stock, and later on with Atlantean settlers. Many examples of the speech of the Numedeans can be found in place-names, for example *Daigorunix* in Numidis, where *Daigor* represents N.Numedean *Doigos*, old; and *Numaipson*, east of Numedeas in the south, where the first element is of course Numedean, and Ipson is *Opson*, the Numedean for Hill.

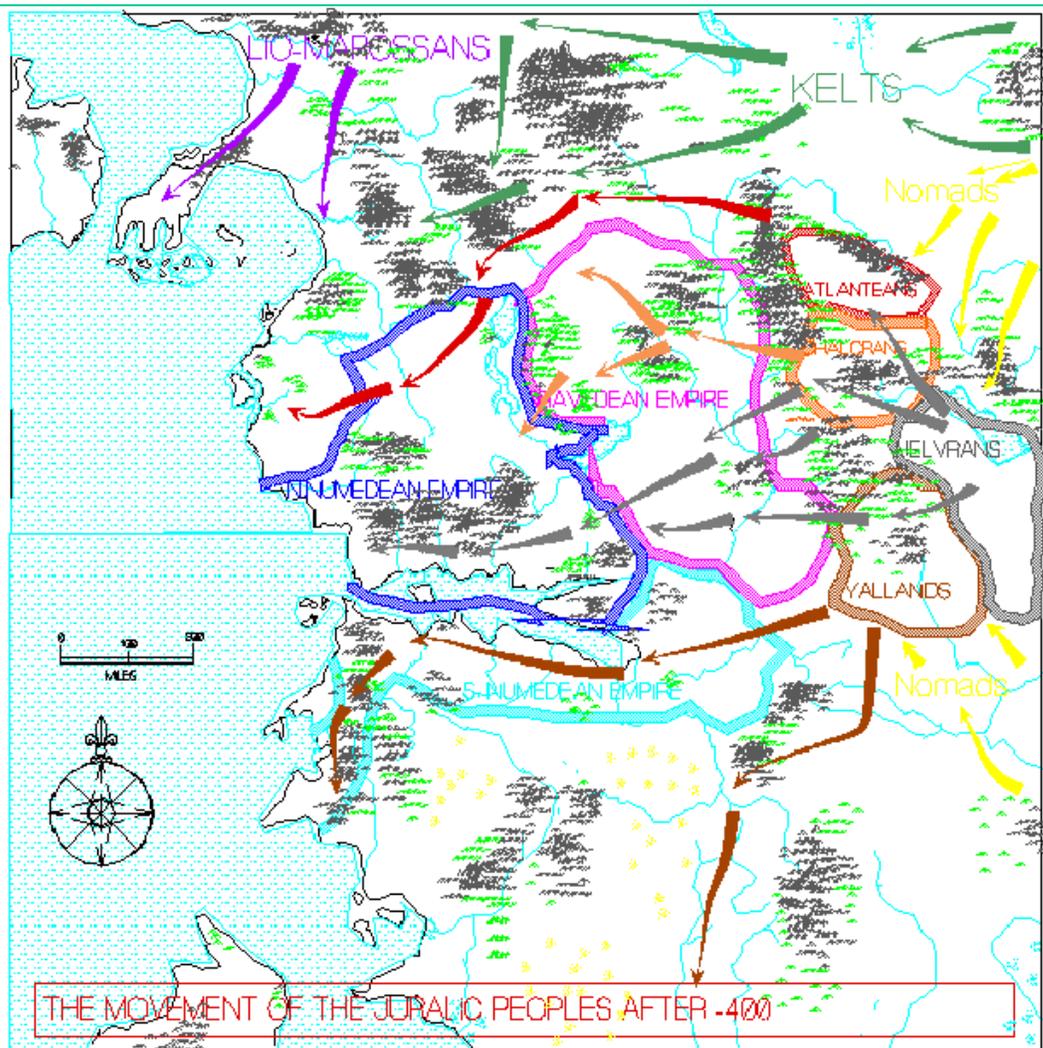


Ruins of a Numedeane building

The Dravedean peoples, whose empire bordered both the North and the South Numedeans, appear to have been somewhat distantly related to the Numedeans. This is most clear from their language, -of which we have the usual old fragmentary remains, but also slightly more continuous extracts preserved by the Atlanteans, as the Dravedean people itself survived fairly intact for centuries after 0, although its language died out soon after 500. An example would be the name of the wood Taucafembe where the element Tauca, meaning Old, is related to Daigos, Old in N.Numedeane (see above).

The final collapse of the old Marossan Empire must have come after -1200. The Kelts had already been living in the mountainous areas of the north for a long time, occupying that northern area between the Cresskor and the Nundor mountains, where they were to remain ever after. They themselves always denied they were originally Marossans, but their religion and culture was obviously closely related to the Marossans', and their language, as we know it in later times, is descended from Marossan. They were probably divided into two groups, the Northern and the Western, right from the beginning.

Around -900 the Liossan peoples appeared on the scene, descending to the west of the area occupied by the Kelts most probably from the NW. They were in three interrelated groups in later years, and the beginnings of this division probably go back to this time. The Eliossiens settled north and south of the R.Ereipha, the Phonerians in later Yciel Atlantis and the islands thereabouts, while the Lio-Marossans moved south of the R. Ruphaio as far as the R. Noilofa. All three peoples became great traders and sailors, especially the Phonerians, and the latter in due course made settlements on the large island of Phonaria. The fact that these peoples were originally one is clearly to be seen in their languages, which are obviously related, and go back to an earlier Old Liossan. The word for Hill for example is *Leyassa* in Eliossien, *Lias(s)o* in Lio-Marossan, and *laso* in Phonerian (cf. the town named *Atalaso*). The Liossans remained in their original areas into Atlantean times, and different groupings of people gained hegemony over the others at various times. After about 150, there developed a Marossan empire, in which the Lio-Marossans took over Eliossie and the mainland Phonerians, and it was with this empire that Atlantis first came into conflict in the First Phonerian War.



THE ARRIVAL OF THE JURALIC PEOPLES

The earliest history of the Juralic people is shrouded in mist and legend, and it is extremely difficult to distinguish genuine historical truth from the legends with which Atlantis in particular was wont to drape over her pre-Imperial days. Atlantean stories tended to give the early Atlantean peoples a disproportionately important and indeed aggressive role in relation to other nations with which they came in contact. Moreover these myths, which formed the basis of the Atlantean Imperial religion, claimed that Atlantis established an heroic empire over vague areas of the Great Continent after she and the other Juralic peoples had overcome the Dravedean and Numedeans empires. This too is a gross exaggeration, indeed travesty of the facts.

In reality virtually nothing is known of the Juralic people at all before about -400, when they suddenly burst on the scene across the Gestix Mountains, and attack the Dravedean and S. Numedeans empires. It is clear from anthropological and linguistic research that the Juralic people were originally one group, which split into different linguistic and obviously geographic sub-groups after about -900. It is agreed that at about that stage the Juralic language began a process of change whereby it split into three main groups: Atlanchalcric, Old Helvrans and Old Yalland. These languages correspond to the later Atlantean and Chalcrans people (still linked together at this stage), the Helvrans and the Yallands. The languages continued to develop and change over the following centuries, becoming more and more separate, as each underwent different phonological changes. Most notably, Atlanchalcric split into Early Atlantean and Early Chalcrans around -500. Throughout this period, until the migrations after -400, we know next to nothing concrete about the Juralics, and of their languages, we possess only a few stone-carved inscriptions, and some debatable evidence from place-names east of the Gestix Mountains. After the great invasions, we do also possess a few fragmentary grammars and word-lists written down by the Numedeans at the time and preserved in part by later Atlantean and Chalcrans linguists. In addition historical linguistical techniques have been able to reconstruct early forms of the Juralic languages from their later versions.

The cause of the sudden irruption of the Juralics west from the Gestix Mountains after -400 seems to have been pressure from the east by nomadic tribes. This was a pattern, at any rate, which would repeat itself in later years. It is also generally agreed, and vociferously championed by the Helvrans themselves in ancient times, that the Helvrans people, who may have been placed to the east of the

Chalcrans and the Yallands, themselves then pushed west and in turn forced the other Juralic peoples to move. Certainly, also, to judge by the quantity of Old Helvran roots in the Atlantean, and to a lesser extent, Chalcran vocabulary, all of which date from the period prior to about -350, the Helvrans did indeed have a considerable sway over both these peoples at this time.

The Atlanteans always claimed they began the attacks on the Dravedean empire to the west, but in truth it seems to have been the Chalcrans who crossed the River Gestes in its middle course, with the Helvrans to their left in the Borepande region. At the same time, the Yallands moved south-west over the River Vulcan and struck the South Numedeans. As for the Atlanteans, they were probably involved in a minimum of fighting, and moved in great measure round the northern edge of the Dravedean empire through the Chalcran Forests.

It happened that at this time the Dravedean and South Numedeans were themselves at war and fighting across the River Vulcan. This must be one reason why the attacks of the Juralics seem to have been so quickly successful. The Dravedean empire collapsed within a very short time, perhaps eight to ten years, and the Chalcrans and Helvrans swarmed over its territory. The Chalcrans proceeded to settle to the north and west of the Crolden Mountains, there coming into conflict with the North Numedeans. The Helvrans moved south-westward and ultimately also collided with the Numedeans on the River Cresslepp. The Helvrans, and also the Atlanteans who were passing right round the north of Lake Chalcris, were evidently unwilling to settle to the east, and so began to attack the North Numedeans, along with the Chalcrans in the centre. This campaign probably took a long time, as the North Numedeans were in good shape, but in the end numbers must have told, and the Numedeans were either conquered or pushed further and further westwards, eventually ending up in the extreme south-west and north-west of Atlantis (note the name of the area Numidis in the south-west.) The Chalcrans now took over the eastern part of the defeated empire, the Helvrans occupied the area south of the Meilox Mountains, while the Atlanteans again sidled round the northern flank. They then settled in two main areas, each fairly distinct from each other: the area west of the River Bore, where the core of the kingdom of Atlantis would later emerge, and the region on either side of the River Rollepp, later to become the core of the Atlantid city-states.

Meanwhile to the south of the Helvengjö, the Yallands were fighting and migrating altogether separately from the other peoples. Having taken over the eastern part of the South Numedeans, some settled here and would later develop the Yalland City-states. Others continued to move west and south-west, the latter moving into desert areas which were never under the control of the Numedeans, but which were occupied by tribes and groups of Southern peoples. These Yallands moved down the valleys of the rivers Itheerdi and Gosal and some reached the mouth of the river Gosal, where they settled by the later city of Sipiya, on the coast. The other migrants moved over many decades all through the Numedeans, settling along the south coast of the Helvengjö and throughout the northern part of the area later to be the Coastal City-states. Unlike their northern neighbours, the Yallands seem to have been less aggressive towards their Numedeans, and a pattern emerged of settlements and towns of both nationalities growing up side by side. The original indigenous Southern peoples were also able to live alongside their new neighbours. In later years, it is true, there would be tension and conflict between all three communities, not to mention later Helvran and Atlantean colonisers, but it is remarkable how different the situation was north of the Helvengjö, where the Dravedeans were reduced to a peasantry, completely intermingled with their former subjects.

The situation of the North Numedeans must have been even worse, as all trace of them in the central parts of their former empire has disappeared by around 200-300, and they linger on virtually unrecognised only in the coastal north- and south-western parts of Atlantis. Their greatest influence on their successors was simply to leave traces of their language in place-names here and there. There was one important exception to the general assimilation or massacre of the North Numedeans, and this was the Jutish people. In their remote and mountainous peninsula they were never overrun by any of the Juralic peoples, and thus they preserved their way of life and their language, which was a dialect of N.Numedeans, for centuries to come.

THE ESTABLISHMENT OF THE JURALIC PEOPLES

By about -300, all the Juralic people were in roughly the areas they would be occupying centuries hence in historical times. They continued to drift apart culturally and linguistically, although trade began to develop in due course between themselves and with other peoples. Linguists denote the forms of their speech after -200 (or -250 for the Yallands) with different titles to the languages as they were spoken prior to this time. Very significant sound-changes occurred to these languages just before and during the invasions, and the forms of them after -200 are quite different to their earlier manifestations. The Yalland, Helvran and Chalcran languages now develop the characteristics they will have right up to their confrontations with the Atlanteans after 250, which in the cases of Chalcran and ultimately Helvran would lead to their extinction. Atlantean itself changed again quite radically after about 300, when it is officially dubbed Imperial Atlantean.

As for the history of these peoples between -300 and the foundation of the Atlantean Empire in 200, our sources remain very sparse, most particularly so for the Atlanteans themselves, who had plenty of legends and stories, but very few hard facts. We gather that the Atlanteans near the western coast gradually spread inland and formed themselves into city-states and after 0 into bigger groupings of cities run by nobles or kings. There was a major war between the two main settlements of Atlanteans, round Atlantis itself and west of the Lillerunx and Dallase Fembe, which was won by the latter probably around 166. Traditionally this was seen as the conquering of a more pacific and artistic strain of Atlanteans by a more vigorous and aggressive type, leading to a somewhat uneasy amalgam of the two characteristics in the later unified Atlantean nation. This probably mythologises what was doubtless a very ordinary war, and may

represent an "after the event" attempt to account for the rather contradictory traits of the Atlantean people. In any case there followed various wars between the Atlantean kings and subordinate nobles until in 199 Lir-Craonos overcame all his enemies and became the first Atlantean Emperor. Other Atlantean settlements remained completely independent of the rising kingdom, most notably the Atlantid city-states to the east of the River Rollepp.

To their east, a multitude of Chalcran states grew up from the lakes Chalcris and Oncia east to the Croiden Mountains, and north to the Chalcran Forests and the Keltish areas. These were at least as highly civilised as the Atlanteans by 150 or 200, and represented a kaleidoscopic array of forms of government, generally republics in the south, and kingdoms in the north. Their language and religion, though originally the same as the Atlanteans' of course, had now become quite different, although still obviously related.

In the south, the Yalland communities grew no larger than cities or city-states, usually close to similar Numedean and Southern settlements, with which they were intermittently at war. More often they formed trading relations with each other, and it was as traders that the Yallands became best known. Their main settlements were in the northern part of the western Coastal city-states, and in the Yalland city-states between the rivers Vulcan and Gairase. They also had smaller settlements all along the southern coast of the Helvengio.

There is no doubt that the Juralic people which was most successful initially was the Helvran. This warlike people had by -50 already developed into a strongly centralised and militarily successful empire, ruled by an absolute and very traditional monarchy. By 150 their powerful army and strong fleet had dominated the Helvengio, and conquered an empire out of the lands surrounding this sea. These included Manralia, the northern Coastal city-states, some areas north of the Meilox Mountains, and nominally at least, the Jutes. This empire would meet its match when it encountered the rising Atlanteans after 250, but only after a long and hard-fought struggle.

The link below will give a brief description of the Great Continent as described by Carel Zuaippo, a travel writer of the fourth century.

[*Geography of the Great Continent*](#)

[Home Page](#) [Sources of Atlantean history](#) [First Empire-\(1\) to 261](#)

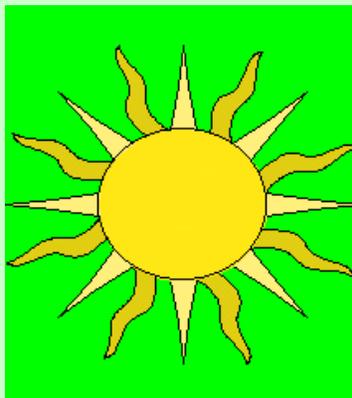
BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERÏEH

I :

CERÏEH ENUL

THE FIRST EMPIRE

199 - 361

1: The Founding of the Atlantean State : Lir-Craonos and Carel I, 199-249.

The Founding Father : Lir-Craonos, 199-214.

It was in 166 that the Atlantis finally succeeded in unifying various small states, each run by the local nobles. The resulting large state became a kingdom, but in the 190's it was plunged into civil war as some of the nobles sought to overthrow the king and regain their

ancient rights. The noble who won the war and inherited the whole kingdom was Lir-Craonos.

Within months of his succession Lir-Craonos, hitherto just a king (or "Duicco") declared Atlantis an Empire, and himself the first Emperor ("Cerex"). It is from this moment that the First Atlantean Empire, and indeed the whole history of Atlantis was generally reckoned to date. Before this time, indeed, we have no true history of Atlantis, but from now on an increasingly bright historical light illumines the tale of Emperors and people. Lir-Craonos, though an important person and later revered as the founder of the Atlantean Empire, is known really only through doubtful stories, myths and legends. His achievements are debatable but certainly they concerned establishing stability after the earlier years of turmoil.

During his reign he set about eliminating all potential rivals, and executed or banished all those who had not already been killed in the civil wars. All remaining important nobles were banished to their estates, and only about twelve were allowed to retain their traditional but much abused right of maintaining private armies - and then no larger than 5000 men at most. Lir-Craonos reduced quite considerably the authority of the great land-owning nobility and fostered lower-class nobles or townspeople to run local government.

Lir-Craonos spread his relations over all areas of the Empire, and was able to maintain his rule by relying on their support. He also appropriated a great deal of land for the crown, and by 214 Lir-Craonos was much the greatest land-owner of the Empire. We have records of a couple of revolts by individual aristocrats, but these came to romantic but disastrous conclusions.

As a person, Lir-Craonos was evidently a large and imposing man, given to sudden outbursts of anger. He could be cruel and forgiving by turns, and his character is generally agreed to have been devious and unfathomable and certainly never predictable. He died in 214 as a result of a horse-riding accident, and the succession passed smoothly and according to his wishes to his nephew Carel I, then aged 29.

The Creator of the Atlantean State : Carel I, 214-249

THE GREATEST OF THE EARLY EMPERORS

Carel I was always regarded by later Atlantean historians as the great founding-father of the Atlantean state, and the noblest of the Emperors of the First Empire. It was he who established the great liberal tradition in government, politics, law and the arts, which runs like a thread through all later Atlantean history, and was emulated especially by the great Second Empire emperors from Atlaniphon I onwards. Certainly Carel's character was very different from that of his uncle. He was of medium height, with sensitive features, great intelligence, and a tremendous intellectual curiosity in all fields - law, politics, geography, languages, religion, philosophy and the arts. He surrounded himself with able executives and also with an amazing variety of scholars, priests, foreigners, travellers and artists. He treated everyone as an equal with regard to their own brains and skills, and often shocked his conservative courtiers by his philosophical interests, religious speculation, political changes, and liberalisation of the law.

HIS ACHIEVEMENTS

His reforms were many and varied. In religion, he gradually reduced the great power of the priesthood. This was particularly true in the realms of moral law (adultery, theft, violence, blasphemy, etc.), where he eased many cases out of the prerogative of the priesthood and into civil law-courts. This was largely due to the influence of the philosopher-lawyers who surrounded him at court. These men included *Liclencu*, the first known non-religious philosopher, and *Thulpas*, the great legalist, who flourished in the 220's and 230's. They were seeking to understand how social life could be regulated by law rather than by religious precept. Carel always evinced intense interest in liberal religion, and was fascinated by the details of religious heresies, new faiths, such as Naturism (Natural Religion) which emerged in Helvrïeh in the 230's, and astrology.

Law was the nub of Carel's social reforms. In 221 he abolished human sacrifice in religious ceremonies, and in 224 set up courts of justice (the Royal Courts) throughout the country. In 223 he made all citizens, including himself, equal before the law (in principle), and abolished slavery. He also set up a regular system of local government, based on a number of large towns, and placed the organisation of taxation in the hands of newly founded counties. The first parliament, of sorts, was created in 246 when the Great Council for Atlantis was set up, initially purely as an advisory body. He also began the building of a great Imperial Palace in the northern part of Atlantis city, and improved the capital's harbour facilities.

In foreign affairs Carel was chiefly concerned to spread his ideas on social welfare and progress and the rule of law to the Atlanteans of the Atlantid City States. This was achieved peacefully in the 230's and 240's, and many City States formed close alliances with Atlantis. In 244 some were united in a separate Province (Atlantidïeh) with an Atlantean Governor. These states happily accepted the civil benefits of union, which included full citizenship rights in the western states after 248, but the county taxation system led to some opposition.

WARS OF THE REIGN

The only real war of the reign was the *First Phonerian War* of 241-245. This was due largely to Phonerian raiding Atlantean territory, and Carel really only wished to teach the Phonerians a lesson - he was one of the least imperialistic of all First Empire Emperors. The Phonerians, who, like all the Lio-Marossan states, were a sea-faring and trading republic, and at this point were led by a man called *Eiruton Ouphote*, The war was hardly successful for the Atlanteans, and ended with only minor territorial gains in NW. Atlantidieh, and the agreement by both sides for specific limits on trade and travel.

Further conflict potential developed in the later 240's with the Helvran Empire, as Atlantis tried to "reclaim" Atlanteans in the south Atlantid City States, the Rundes area, and the River Fellepp border, all of which were seen by the Helvrans as part of their empire, or at least as subservient satellites or independent buffer states. "Illegal" trade with the Coastal City States of the Helvran Empire by Atlantean merchants also caused tension, and diplomatic exchanges in 247-8 were becoming increasingly fraught. Then in 248, very suddenly, Carel I fell gravely ill, and within three days he was dead.



An example of the smallscale modelled art of around 240 - the so-called "Communal Art" period. This little cat was simply called "Loupruphu", meaning "pussy".

2. Crehei Ante Helvranix ("The War with the Helvrans"), Vulgenel Greux ("The War of the Heroes"), 250-267.

Carel II, 249-252.

THE SCANTY EVIDENCE OF THE EMPEROR'S PERSONALITY

Carel I's designated successor was his son, Carel II, who was 39 years old in 249. His short reign was dominated by the war against Helvris, and a disastrous series of defeats leading to the death of the Emperor himself. As a person, we have little information about Carel. He was evidently not gifted militarily and left fighting to his generals until his first and last appearance on a battlefield at Cennis in 252. He seems to have been dominated by his younger brother, who fought in the war, was made his heir, but was also killed at the *battle of Cennis*. Carel is said to have had some artistic pretensions, and later writers also embroidered tales around his love-life. One girl - friend died in 249, and in 251 he fell in love again, but never married as he was killed next year at Cennis. Such is the threadbare narrative of Carel's private life; but in any case everything was dominated by foreign affairs.

The quarrels between Atlantis and Helvris, mentioned above, came to a head in 250. War was largely due to the Helvran Emperor's refusal to put up with an overbearing neighbour on his northern border. Carel, though somewhat colourless as a person, was stubborn over his refusal to give way on Helvris's demands, and he was backed by a warlike clique at court. In fact the outcome of any major war between the two empires seemed certain to be victory to the Helvrans. They had a huge empire all around the Helvengio of ten million people, and an army of 70000 in peacetime and 120000 in war. This army was a veteran and well-trained force, whose main tactical weapon was its use of phalanxes of bristling pikes. To oppose this force, the Atlanteans had in peacetime virtually no army, although a sizeable force could and was raised in wartime. Things were initially very ad hoc, and it is clear that Atlantis at first only expected a few small-scale fights, to trounce the Helvrans, and then a satisfactory peace-treaty. When it became clear that the war was going to be longer, harder and far more dangerous than had ever been expected, Atlantis finally put all her powers to raising a strong, disciplined and well-generalled army. By 260 this was 135000 strong. At sea, too, the Helvrans had an unsurpassed navy of some 300

oared ships in the Helvengio, based at Giezuat and elsewhere. The Atlanteans had only some 75 ships on 248, but again by dint of furious efforts this total was increased to over 200 by 255.

Helvron girteks ed zair.

"Kengirn atlan meu derkel
beldaj dek meu derkel prigz."

(The Helvran king and people).

We shall fight the Atlanteans with our ships,
not with our army."
(Helvran Emperor, 251).

THE HELVRAN WAR

(This is a summary version: a detailed history is given here: [The Helvran War](#))

War began late in 250 after a series of small skirmishes. To the Atlanteans, this great conflict would be simply the "War with the Helvans" ("Crehei ante Helvranix"), but the Helvrans afterwards named it the "War of the Heroes" ("Vulgenel Greux" in Helvran). An Atlantean army invaded (Helvran) Numidis in 251, but was beaten back, while a Helvran force took Rundes. The Helvrans now prepared an army of 30000 men in Numidis which invaded Atlantis in 252. After one defeat near the River Fellepp, Carel himself joined the army. There followed the in August the *Battle of Cennis*.

This proved to be a crushing defeat for the Atlanteans, and its army lost 10000 men, including the Emperor himself. Fortunately the Helvrans made no attempt to advance on to the capital, although its navy did move up to institute a brief blockade.

Carel III, 253 - 261.

THE EMPEROR

We know little about Carel as a person, other than that he was very dark, tall, with piercing blue eyes, but not very robust in health. He was very young - only 19- when he came to the throne, and 27 when he died. He never married and seems to have made no attempt to provide for an heir in the case of his own death : this would lead to trouble when he did die unexpectedly.

Carel found time to carry out a lot of building work within the Atlantis city during his reign. These included a new temple, as well as improvements to the harbour defences of the port. He also created a considerable military base on the island ("Atlano Mandengio") across the narrow channel from the city of Atlantis. This island had hitherto been inhabited by a religious community, with a number of holy sites and temples. It also had a small port for the Atlantean navy, opposite Atlantis city itself. The war with Helvris gave the island a vital strategic role to Atlantis, and henceforth it would always contain a military garrison, and also developed into the main naval base for the Empire named "Mandengatlan."

The war with Helvris dominated Carel III's reign, and Carel himself, a more able administrator than his uncle, managed gradually to find more capable generals and ministers to run the war. One of these was Cao-Melion, Carel III's cousin, who was only 24 in 253 but already a gifted war-leader. He would later become Carel's successor. From 253 general military training and some conscription was introduced, and by 258 the first long-serving, professional and paid army was in being.



THE HELVRANS' EARLY SUCCESSES

The war with Helvris see-sawed to and fro for the first years of Carel's reign. After their victory at Cennis, the Helvran army leisurely advanced on Atlantis itself, but the Atlanteans had managed to concentrate an army of 22000 men on the Algrunix to defend the capital. The Helvrans attacked with 30000 men but were unable to storm the strong Atlantean defences. (*First battle of the Algrunix*). They then retired back south across the river Fellepp.

Atlantis tried unsuccessfully in 254 to get Helvris to agree to a peace-treaty, but the war went on, now with an Atlantean army taking Lillouth and advancing to besiege Ugholtis (as it would later be named). This siege became a set-piece in 255, but was later broken by a Helvran relief army forcing the Atlanteans back to Lillouth. To the east, Helvran forces occupied the whole of S.W.Atlantidieh.

In 256 the Helvrans again forced the Atlanteans back from Lillouth. Now Carel III personally took command, united two armies to a total of 41000 men and held the Helvrans to a draw when they attacked at the *Battle of Yeldis*. At the same time, in the east, the Atlanteans retook Gentes after a siege.

This can be said to end the first part of the war. The Helvrans would never again make incursions into Atlantean territory, and Atlantis now took the initiative in a second phase which lasted till 261.

ATLANTIS TAKES THE INITIATIVE

Over the next four years, the Atlanteans gradually reconquered south Atlantidieh. In the centre around Lillouth there was something of a stalemate, and not until 260 was Lillouth retaken by the Atlanteans. At sea, however, the Atlanteans gained the upper hand by defeating a Helvran fleet off the Cressix Mandengix islands, which now became a permanent Atlantean naval base. With their command of the sea now assured, the Atlanteans landed an expeditionary force of 18000 men in Numidis in 258. The following year, after their forces in Numidis had been increased to 45000, 25000 of them were moved amphibiously to Mjolrel on the south of the Helvengio in the W.City States. This led in 260 to the rebellion of many of these cities, and their espousal of the Atlantean cause. Rebellions, too, broke out in Manralia, which was a partially independent kingdom in the Helvran Empire, with its own religion and

religious hierarchy, which went right back to the South Numedeans.

It seems that by 259 and 260 the Atlanteans had groped towards their strategy for ultimately defeating Helvris. They clearly planned to foment or encourage rebellions in Helvris' southern provinces by landing Atlantean forces there, and then, gaining naval command of the Helvengio, strike right to the heart of the Helvran Empire at Giezuat and Helvris themselves.

THE CAPTURE AND DEATH OF THE EMPEROR

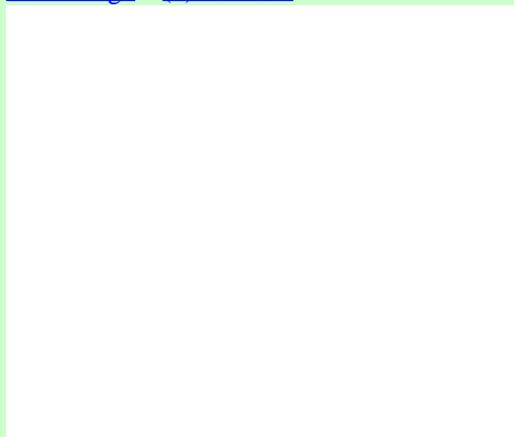
However there now, in 260-1, occurred some major defeats which imperilled the whole of this strategy. In 260 the Helvrans defeated the Atlanteans in a sortie from their naval base at Giezuat in the *First Naval Battle of Giezuat*. Then in 261, as an Atlantean army of 40000 men advanced from Numidis on Cennetis across the River Numeras, it was taken by surprise half-way across and defeated with the loss of 19000 men. Most serious of all, Carel III, who was leading this force, was injured and captured. This was in September. Carel was subsequently badly treated by his captors and died in December.

To read the next part of this history, click on [\(2\) 261-307](#)

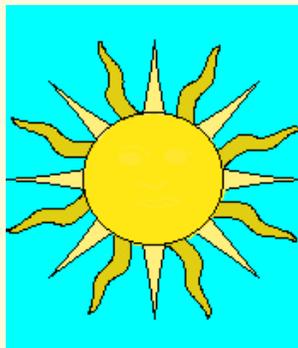


THE HELVRAN WARS, 250 - 267

[Home Page](#) [\(2\) 261-307](#)



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



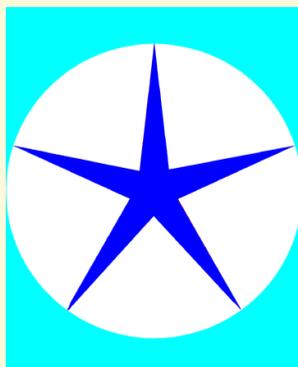
ATLAN CERÏEH

II:

CERÏEH BUOUL

THE SECOND EMPIRE

361 - 591



1: The Empire at its serene zenith : 361 - 478

"Ceriul thaidiens annienayun e dao": The Imperial Clock maker and god : Atlaniphon I, 361 - 409

THE AIMS AND IDEALS OF ATLANIPHON I

Iustus Atlaniphon I was the first of the Emperors to be given a throne-name (Atlaniphon), a practice which most subsequent emperors followed. He came to power as a result of the civil wars of the previous few years, and was supported chiefly by the Civil Governors, Class 2s, plus the "middle classes" of the main towns. Atlaniphon, in a series of measures, now deliberately reduced the powers of the Military Governors of the Empire, and instituted a proper Imperial government, based on the Controllers, who formed a sort of Inner Cabinet with the Emperor, overriding the Civil and Military Governors of the Provinces.

Atlaniphon came to see his own role, partly through the influence of political philosophers of the time, as one which involved minimum interference in the way the Empire was run. He liked to call the Empire a gigantic clock, and saw himself as a sort of imperial clock maker, who only needed to interfere very occasionally with the running of the empire, which should be able to work almost automatically, just like a clock. (Note that clocks, as such, had quite recently been invented, and were large, cumbersome, spring-driven affairs in this period.)

"Iustus aiseathe ena dao, per ca exehe, ena ditehesuya dao. Teahē en can ca damuasierathe ceriehesil"

"I shall be a god, but if possible, an inactive god. I shall act only if something goes wrong in the Empire."

(Atlaniphon I, 362) [Note the classical use of the third person in the original Atlantean.]

In particular, he set up the Court of Ethics in 368, led by the "Chief Philosopher of Atlantis". This body was manned by a number of eminent thinkers, philosophers and divines, and was to act as a Court of Appeal, a "think-tank", especially on legal matters, and, most famously, a judge of all new inventions (e.g. gunpowder, print, steam power) and forms of art and behaviour. It had the power, with the Emperor's approval, to ban or censor, - or approve - any of these things. Despite this ideal, Atlaniphon kept a firm grip on the government, along with his personally chosen Advisers. The Council, and the Court of Ethics, were intended to act as counterbalances to an over strong and over-centralised government (i.e. the Emperor, his Advisers and the Controllers), but in fact they lacked any real, independent powers.

Atlaniphon himself was a highly cultured man, typical of the best of his class at this time. He was a true polymath, highly educated and enlightened, in the sense that he followed the up-to-date philosophers of the period in accepting nothing on trust. In religion, he was a sceptic, like most of the upper classes, though he believed religion was necessary and useful for the population as a whole, and that it served as backing for morality. He thought that the government should not interfere in people's private lives, nor with their political opinions any more than was necessary, and he was himself liberal and tolerant according to the standards of the time. Nevertheless, like most "enlightened" rulers in all periods of history, he applied this tolerance more to his own upper class than to the vast majority of the population of the Empire. Certainly this period, and especially this Emperor's reign, was looked back on in later years, as the greatest and most glorious period in Atlantis' whole history.

THE EMPIRE EXPANDS TOWARDS ITS NATURAL BORDERS

Atlaniphon believed whole-heartedly in the mission of Atlantis to extend its empire and the benefits of its rule as widely as possible, at least as far as its natural borders (i.e. the Gestix mountains in the east, the great deserts in the south). Though he himself rarely led or even accompanied his armies, as he did not consider this to be the role of the Emperor in his new order, he nevertheless oversaw the expansion of the Empire eastwards and southwards with efficient armies led by a number of brilliant generals, of whom Giallonni was perhaps the greatest. New Provinces were created - Yallandix Thissandix, Meistayieh, Nunkeltanieh and Dravidieh, and the Atlanteans came up against the formidable Ughans, led by their emperor, *Yrultzik*, in wars in the 390s.

Atlaniphon did not wish to be a destroyer - on the contrary, he wanted to be seen by posterity as a creator, and he oversaw and encouraged the rebuilding and improvement of many Atlantean and Chalcran cities. These included a great new Palace and government offices, as a summer residence for the Emperor and Court, in what was soon to become Cennatlantis ("New Atlantis") hundreds of miles inland from Atlantis city itself. He also built new roads throughout his expanding Empire, created a new naval base at Meisting in Th.Thiss to protect the Empire's southern Provinces, and set up lighthouses, dockyards and harbours all round the coasts. He was particularly keen on memorial statues and monuments, thereby initiating a trend which would continue throughout the

history of the Empire. He had many monuments put up around the fringes of the Empire, extolling the virtues of Atlantean civilisation, and also as memorials to those Atlantean soldiers killed in the wars to expand the Empire.

Atlaniphon wished above all to be tolerant to the customs of the many different peoples now within the Empire, especially those of Juralic background. One of his particular passions was for languages, and apart from learning all four main Juralic tongues, as well as the basics of Keltish and Phonerian, he maintained a great interest in the survival of these languages. In particular in 372-3, he finally removed all restrictions on the use of the Helvran language, as well as many other political limitations, he gave the province full citizenship in 372), which dated back to the victory of the Atlanteans in the Helvran War a century earlier. Of course, Atlantean remained the language of government and the ruling classes throughout the Empire, but from now on, Helvran (and Chalcran and Yalland) were used freely in local government, literature, and names of people and places. Indeed, most imperial and provincial government documents and decrees were deliberately issued in one or more of these local languages, as well as Atlantean, until the 530s. The local tongue of the citizens of the future Cennatlantis was Chalcran, but after the 530s it was ignored, and despite a revival in the time of the Republicans, it declined to extinction in the seventh century. .

ATLANIPHON I's PRIVATE LIFE - THE RELATIONSHIP WITH CARAYA

Atlaniphon I was married twice, the first time in 355 when he was 21. This seems to have been a genuine love-match, though little is known about it, partly because his first wife died very young (only 26) in 360, leaving no children, and partly because of the more interesting romantic entanglements of Atlaniphon's later life. He remarried in 366, his wife this time being a "suitably" well-bred young woman from the family of one of his closest Advisers. This wife had four children, two daughters, and two sons, the eldest being Lasso, in 374. The whole family was deliberately not kept in courtly isolation, as was the practice of earlier Emperors. Imperial sons and nephews and cousins were placed in the Empire's governmental structure as Advisers or Governors, or on the military staff. The Council did object to such nepotism, from time to time, but Atlaniphon ignored such criticism, and in view of his increasing popularity over the years, opposition dwindled away. It did, however, lead to true nepotism under later Emperors.

The Emperor's home life appeared conventional enough, and he certainly retained a real affection for his wife, and their children, all his life. However he had another love in his life, famously and endlessly retold by historians and dramatists of later generations. In his own lifetime, though, this liaison was kept completely secret, certainly from the public at large, but also from his own family (although it is generally accepted his wife knew of it in later years). He came to know, and soon love the novelist *Suyosa Caraya* (344-407). Caraya was a very talented author, who virtually invented the psychological novel of character, from what had been merely short stories up until the 360s. She founded a school of novelists, nearly all of whom were women, as a sort of opposition to the generally accepted (male) traditional literary art-forms of poetry and drama. Atlaniphon was himself very interested in all the arts, and thus had ample chance to spend time alone with Caraya. He became so infatuated with her after 374, that he asked her to marry him, proposing to divorce his wife.

Caraya, however, had entanglements of her own, which the Emperor was not at first aware of. Firstly she too was married, with a family of, ultimately, 5 children. Secondly she, like Atlaniphon, also had a secret relationship of her own, which went back to 368, with an up-and-coming philosopher, who from 370 was a member of the Court of Ethics. Caraya refused to abandon her husband for the Emperor, but was willing for their secret relationship to continue - as it did until her death 30 years later. Atlaniphon accepted her decision. Later he came to know of her own secret liaison, and this at first greatly shocked and upset him, especially as she admitted that she had had a child by him, which was being brought up as one of her family, and as if the child were hers by her husband. Again Atlaniphon came to accept the situation, for the sake of Caraya, whom he knew to be greatly in love with this man, - but was equally in love with Atlaniphon himself. Atlaniphon showed his true magnanimity in 383, when Caraya's lover was elected to become the new "Chief Philosopher" of the Court of Ethics. The Emperor could so easily have forbidden this out of pique or jealousy, But he allowed the election to go ahead. What is more, he took his advice, after 405, on subordinating the Chief Justice, and hence the whole legal system to the Court of Ethics.

Caraya died in 407 (and the Emperor's wife had died earlier in 405). Atlaniphon then seems to have lost interest in life, and almost quietly slipped away in 409, literally beloved and revered by the whole Empire.

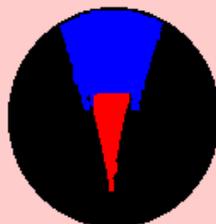
To read the next part of this history, click on [\(2\) 409-478](#)

[Home Page](#) [\(2\) 409-478](#)

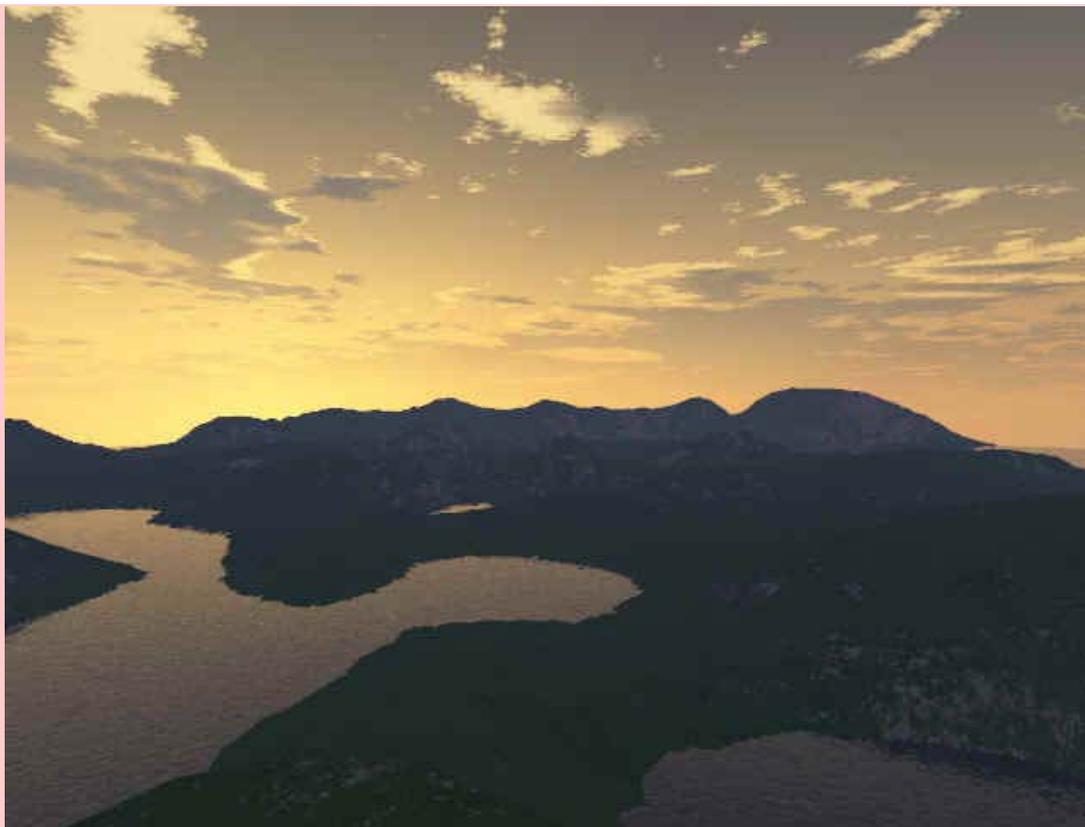
BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERÏEH
III:
SAINDATEYONIX
E CERÏUNIX
REPUBLICANS AND IMPERIALISTS
591 - 648



Sunset over a landscape with lakes in the north of the Empire

1 : The Establishment of the Republic, 591 – 610

THE EMPIRE SPLIT BETWEEN REPUBLICANS AND IMPERIALISTS

After the execution of the Emperor Crehonorex in 591, the Republicans in power in Atlantis knew, and exulted in the fact that they had burnt their boats. There could be no going back now - it was all or nothing, the Republic or death. Pranonni, the Leader of the Council, now stretched every nerve to organise the Provinces under Republican control, and all their inhabitants to achieve victory over the Imperialists on the battlefield, and the establishment of a true Republican system of government.

Between 591 and 592, the Republican armies advanced steadily eastwards through Chalcrëih I, conquering nearly all the Province. But in the end, the Imperialists regained their morale, and with superior numbers and larger, heavier forces pressed the Republicans back westwards later in 592 and 593. The Republicans found that the advantages that their lighter, more mobile, and more enthusiastic forces had over the demoralised Imperialists in the earlier years, was of less avail to them now, as the battles became more in the way of slugging matches, in which numbers, weight and experience told most. The Republicans fell back to some earthworks and small fortifications, which had been built years earlier to protect Cennatlantis from an attack from the east. The Imperialists were unable to progress any further, and in early 593 began to settle themselves in entrenched camps opposite their enemy, a mile or so to the east.

Fighting continued in other Provinces of the Empire, however. Between Lakes Chalcris and Oncia, the Republicans held on to the fortress of Gasiroto, and also Encetes to the north-west of Lake Chalcris. In the north of the Empire, several Provincial Governors had tried to remain neutral in the conflict, maintaining a vague loyalty to the Imperialist government, but without committing troops to fight the Republicans. The Emperor Norro (formerly General Lingon of the Imperialists) now reasserted his control. In 593 he replaced the Governor of Nunchalcrëih and occupied it with loyal troops. He also pressurised Naokeltanëih, but was forced to fight for this Province, as Republican troops had occupied much of the west of it. By 595, the whole Province was in Imperialist hands, as, after another year, was the north of Nundatlantidëih, as far as the Decanda Runix (mountains). By 599, after years of campaigning, Marossan also fell to the Imperialists, leaving Yciel Atlantis perilously isolated as a republican outpost between Imperialist Marossan and Phoneria. In the south, Manralia was gained completely for the Republicans after some more fighting, but the Province of Th. Thiss. was split north/south between the two sides, Finally, in Meistayëih, the Republicans advanced from Helvrëih as far as the rivers Burtounna and Helvenslepp. After this, there was little more serious fighting for at least a decade. Both sides protected their lines with entrenchments and fortifications, and carried out occasional manoeuvres to take a particular position which might give their side an advantage, or distract the enemy from its own plans. Usually such a move would be countered by a parallel stroke by the other side somewhere else on the front, and rather as in a game of chess, this ended the campaign, often without any serious fighting. In fact this

suiting both sides at least until around 610: the Republicans wanted a peaceful co-existence in order to firmly establish republicanism in the west, while the Imperialists required stability to prevent their state fragmenting and to ward off increasing attacks from barbarians and other states.

THE CONSTITUTION OF THE REPUBLIC

"Ian teheans siurg theh atlanan sinateyun"

"Now we shall begin the building of the Atlantean Republic."

(Pranonni, 591)

Note that Pranonni was Chalcran and proud of it, and during his time in power, he tried to revive the Chalcran language, and make it of equal standing with Atlantean in the government. He regularly used it for his speeches, and the original statement above was made in Chalcran, viz:

"Ian silogiranni tech atlane sarinalle."

Until 594, Pranonni remained Leader of the Council, and the radical and religious party ruled the Republic. In 591, immediately following the execution of Crehonorex, a new constitution for the Republic had been drawn up and agreed by Gorzen Proinen, a well-known female politician, and Giesti, who would become Honorary Leader of the Republic, as it was now called, after the fall of Pranonni in 594. The constitution was much more democratic than ever before in Atlantis. The republican Empire was governed by the Inner Council, members of which were elected by the Council of Government, which itself was elected by local, district and provincial assemblies. The Inner Council also appointed twelve "Atlantean Leaders", five of whom were the most senior, and one of whom was supreme, as the Leader of the Republic. As a group, these Leaders guarded the Republic and supervised the constitution and the law. The five senior Leaders were responsible for the Provinces, the Armed Forces, Finance, Foreign Affairs, and Home Affairs (the latter being the responsibility of the Leader of the Republic himself). The executive arm of government, including the civil service, were chosen from the higher assemblies and the Council, with the heads being appointed by the Leaders. The army was under the direct control of an Atlantean Leader.

The constitution aimed to allow all citizens complete freedom of thought, action and belief, and the equality of all before the law. The old Class system was completely abolished in 592, and all the practices and beliefs of the old elite of the Second Empire were discouraged or actively abolished. The liberal side to this republican government was most in evidence before 591 and between 595 and 600. While Pranonni was in control, especially after 591, the Council was dominated by a very radical and religious group. These enforced their views on the country. They placed a priority on fighting the war, and also abolishing all traces of the old Imperialist regime. All aspects were affected: the State Religion was discouraged, in favour of the republicans' own religious beliefs. All art-forms of the old days were disapproved of, especially esoteric art and also the more traditional art-forms of the Empire - Total Works of Art, landscape gardening, dramatic landscapes and wargame landscapes - all ceased by 600. A number of artists of the old era were killed in this period. Buomusse, a great writer of hermetic poetry and prose, and an ardent Imperialist was killed in 589. Giestizzi, a Chalcran composer of hermetic music, was executed for refusing to write music that suited his Republican masters in 608. Only popular and nationalistic works of art were encouraged.

The most notable feature of the period between 587 and 600 was the persecution and expulsion of all the Class 1 and 2 big landowners in Republican territories. Attitudes to Class 3s, the lowest level of the old nobility varied over the years. The more extreme religious Republicans, who were themselves of Class 4 origin, tended to persecute them, but the less bigoted politicians, who were often of Class 3 background themselves, and took power after 594, preferred to leave them alone. After 590, all the privileges of the old aristocracy were abolished. Everyone was encouraged to own some land, and the noble landowners still living in the Republic were attacked, and either killed or driven off their property after 590. The great Palaces of the Emperors in Atlantis and Cennatlantis were vandalised and taken over by the State, while Thildo's hated Palace in Gentis was completely demolished. Many of the monuments of the Emperors were also pulled down, though sometimes they were simply replaced by Republican statues. A more tolerant regime came in after 594, but then after 606, persecution set in again, and any remaining large or even medium-sized landowners were expelled. Land thus gained was redistributed to poorer people.

THE OVERTHROW OF PRANONNI AND "RELIGIOUS REPUBLICANISM".

As the war between the two sides died down by 594, the more moderate party, which had started the Revolution, sought to regain power again from Pranonni and his religious extremists. Although they were very militantly opposed to the Imperialists and the Class 1 and 2 landowners within their reach, Pranonni's group made no real attempt to purge the government of these moderates - unlike Robespierre and the extremists in the French Revolution in 1793-4. As a result, Giesti and Fembel were still able, along with younger men like Tuaingeyu, to organise a coup against Pranonni.

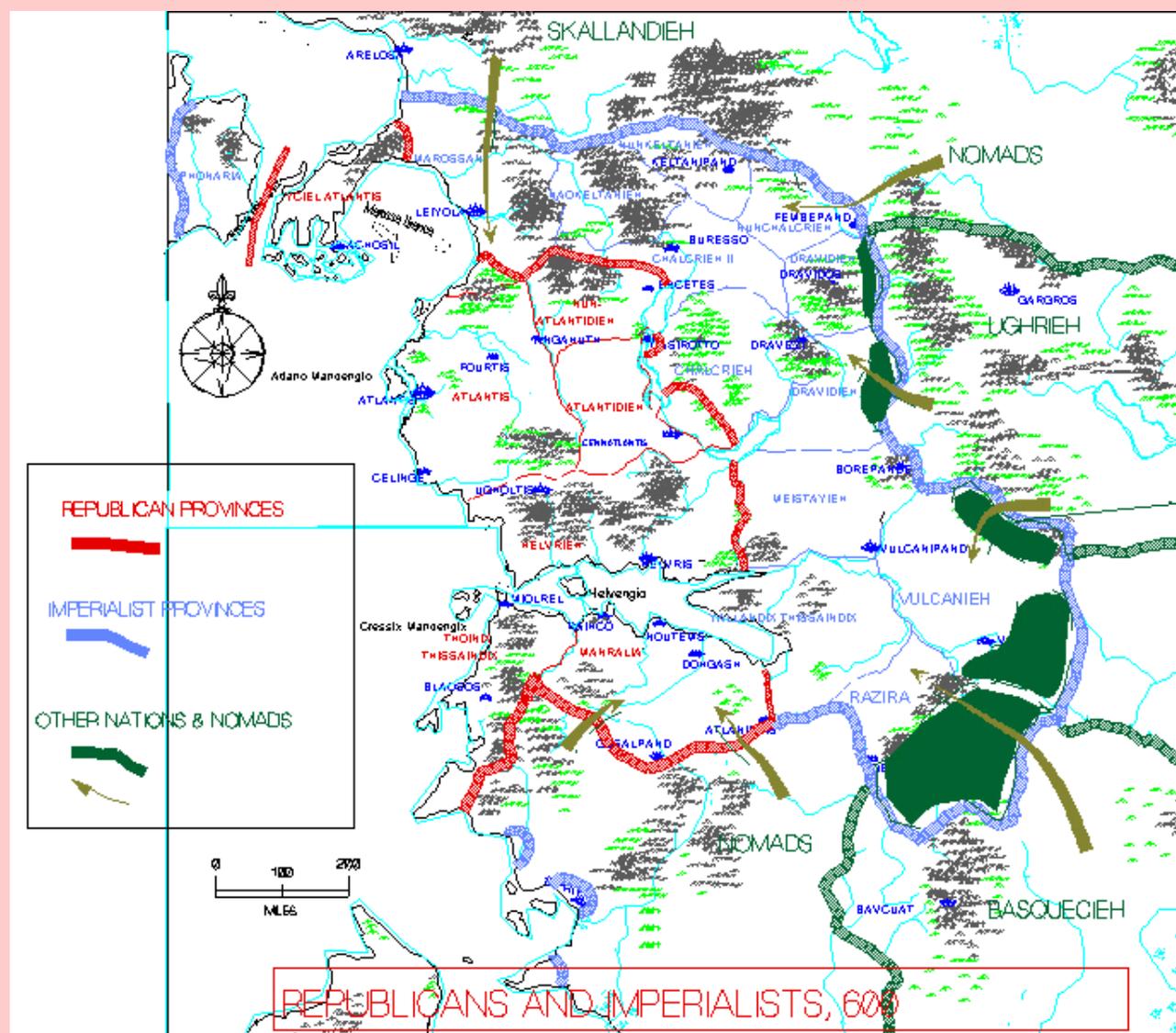
In March 594, this group, which called itself the "constitutionalists", overthrew Pranonni, and ousted him from his position as Leader, and from republican government. The coup was bloodless, and Pranonni was left to retire into private life - as was hoped. But he, with friends and a group of soldiers, then tried to overthrow the new government in a far from bloodless coup in June. He failed,

however, was imprisoned, tried and executed later that year. He was succeeded as Leader by Tuaingeyu. However he did not stay in this post for long. The execution of Pranonni and some of his confederates in September earned him the bitter hatred of the religious party. In October one of them walked up to him in the Council chamber and calmly stabbed him to death. He was succeeded as Leader by Giesti, until 596.

THE IMPERIALISTS UNDER PRESSURE

While the Republic was thus becoming firmly established in the heartland of the old Empire, the Provinces which still looked to the Emperor were becoming subject to an ever increasing strain. On the borders, old enemies were showing themselves again, keen to take advantage of the weakened state of the Empire. The Basquecs resumed war after 594, and overran half of Razira Province by 597. The rest had fallen by 606, and then they invaded Vulcania, and joined local tribes and pirates in attacking Atlantean ships in the *Eriphicko* or Southern Sea. Other tribes in the south, previously friendly or allied to Atlantis, raided the south of Th. Thiss. and the southern Atlantean colonies. The Ughans also broke the peace after 599, crossed the river Gestes, and during the next ten years occupied territory on the west bank of the river, and even started moving settlers in there.

In 596, a group of south-eastern Provinces - Vulcanieh, Razira and Yall. Thiss. refused to recognise Norro as Emperor any more. Their Governors did not wish to continue sending their armies north to fight the Republicans at the behest of the Emperor in Atlandravizzi (the Imperialist capital since the loss of Cennatlantis). Their priority was the defence of their Provinces against the Basquecs; and they created their own Emperor, Yeasor, based at first in Ceriultis in Yall. Thiss. There was no serious fighting between the two Imperialist camps at this stage, however, after some early attacks from Meistayieh across the river Gestes were repelled. Yeasor was captured by the Basquecs when defending Razira in 604, and his place was taken by General Proinen, who did not even bother to style himself Emperor.



To read the next part of this history, click on [\(2\) 600-629](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ATLAN CERIEH

IV:



**CERIEH DARCU: RUHETTU
THAISONAYUN**

THE THIRD EMPIRE: THE RULE OF

THE SQUIRES

648 - 743

1. The Idyllic Facade. 648 - 714

Tilournosilco cencco sayatalayu ("The greatest soldier in history"): the foreign conquests of Ruthopheax I, 648 - 670

THE PLAN TO CONTROL THE WORLD

After the final defeat of his rival, Tuondo, in 648, Louron Ruthopheax was absolute ruler of the Atlantean Empire, now termed the Third Empire. He had established the government of the Squires, fixed a rigid social hierarchy, based on the absolute separation of town and country, made State Theism the compulsory religion of all citizens, and had reorganised and centralised the army. Over the next 20 years of his life, Ruthopheax developed and enforced all these aspects of society, as well as reorganising the political system of the Empire. His achievements in these civilian areas are tremendous, though very controversial, and will be discussed in the Interludes below.

However his greatest fascination was for military matters, and there is no doubt that he was a military genius of the first rank - quite possibly "the greatest soldier in (Atlantean) history", as his contemporary biographer called him. At any rate, he was fascinated by war, and everything connected with it.

"Crehei en can aithe tehinettu enan bourban cerexayu."

"War alone is the suitable pursuit of a great Emperor."

(Ruthopheax I, 651.)

He had by 648 reconquered the Atlantean Empire, but he was in no way satisfied with this. For a start, parts of the old Empire were still under foreign control - Razira and Vulcanieh in Basquec control, parts of the eastern frontier east of the river Gestes occupied by the Ughans, Marossan independent as Anauren, and considerable stretches of the northern and southern borders in the control of other peoples. Ruthopheax determined to regain these areas, but also to stretch Atlantean domination far further, so that never again would the borders of the Empire be threatened by foreign Powers. This would involve either annexing or setting up puppet rulers in as many of these countries as possible, and keeping the peace thereafter by a series of international conferences and treaties. Ruthopheax said that he would have liked to **rule** the world, but as he thought that was probably not quite within his abilities, he would have to settle for **controlling** it. That way, too, he thought that he could pass on a powerful and peaceful Atlantean Empire to his successors for decades to come.

THE DEFEAT OF UGHRIEH, 653 - 655

Ruthopheax had one tremendous advantage over his enemies militarily - his army was trained and honed to perfection, and was an extremely potent offensive tool, because of recent technical innovations. These included the use of muzzle-loading, smoothbore cannon, which could easily smash any of the old fortifications, the use of heavily-armoured cavalry and rockets to charge bombarded infantry, and a large amount of horse-drawn transport to quickly move infantry forces from one place to another. In all these areas the Atlanteans were immensely superior to any of their enemies, and of course none of their old forts could long withstand Ruthopheax's attacks.



Lowering skies over the foothills of the Gestix Mountains and the river Kakrepp.

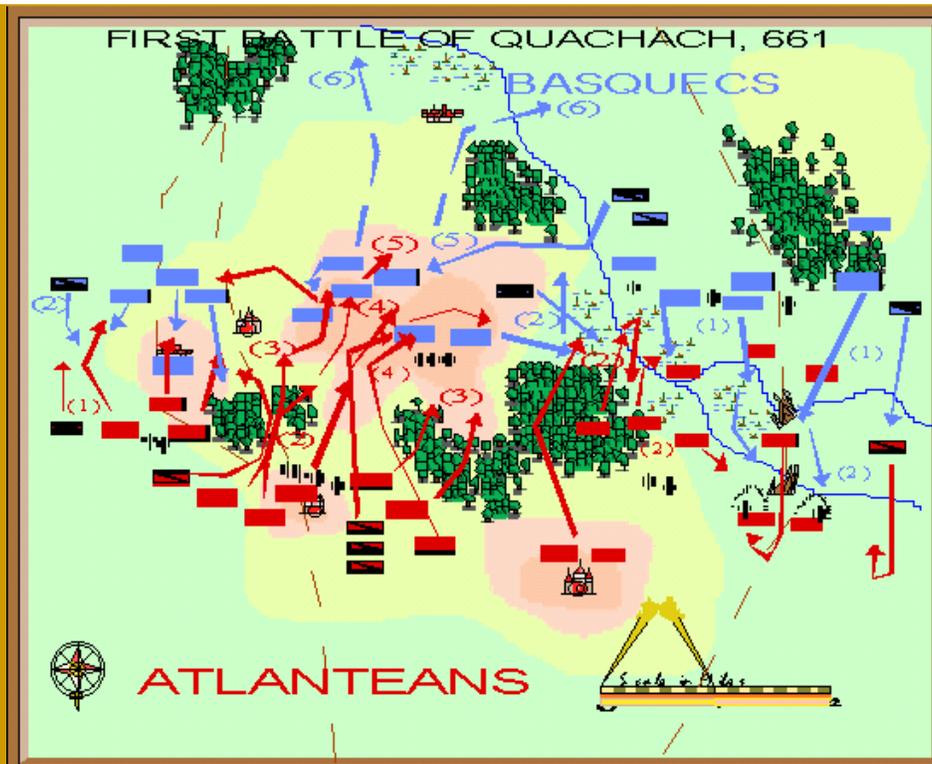
Ruthopheax spent some time before and after 648 clearing his flanks, as it were: he ejected or pacified the nomads in Nunchalcrieh, and on his southern-most borders. Then in 653, reacting ostensibly to Ughan support of revolts in the north-east, he declared war on Ughrieh. In a brilliant two and a half-year campaign, he defeated successively the four semi-independent armies of the partly independent Ughan kingdoms, including the king, and so-called emperor, of the largest one, Cepsuzuk. He occupied Gargros, capturing Cepsuzuk, and in 655 was able to dictate peace. He took over large portions of territory on the east bank of the Gestes, as well as a large chunk of the north-west, and also split off some parts of the north into independent states. He placed some of his own Atlantean nobles or Ughan puppets as *tewaik* in the (now) five Ughan kingdoms, and greatly limited the size of Ughan armies. The overall Ughan emperor – the *zuka* – remained, as he had been, a puppet.

THE DEFEAT OF BASQUECIEH, 658 - 661

After some time for recuperation, Ruthopheax next plotted the downfall of the Basquec Empire. In 658, he declared war on Basquecieh, without giving any real reason. The Basquec armies were stronger than the Ughans, having a large contingent of rockets and a reasonable transport system. but the Atlanteans were and faster and harder-hitting, with their cannon and heavy cavalry, and besides, Basquecieh was now ruled by a civilian government, which disliked military matters, led by the Emperor Saschvic. Ruthopheax marched into Vulcaniech, occupied it, and swung south-west from Vulcantil across the rivers Baccuel and Gvondhat on to Razira from the east. Basquecieh sued for peace in 660, but Ruthopheax was determined to occupy the heart of the empire. He crossed the Och Therult mountains to the east, and marched on to Bavcuat. The Basquecs made their final stand near their capital, and it was here that the decisive battle of the war, *the First Battle of Quachach*, was fought, in 661.

THE FIRST BATTLE OF QUACHACH (*BICIV CUACHACCH*) AND THE DEFEAT OF THE BASQUECS

Ruthopheax's army amounted to 108000 men, divided into five "cennpueggisix" of 22000 each, plus 15000 light and medium cavalry, 5000 heavy, armoured cavalry, and 200 cannon with additional repeating crossbows. The Basquecs' army, or *soccoth*, was organised similarly to the Atlanteans', with eight infantry units, or corps, each about 17000 men, and considerable medium and light cavalry, though few heavy. It did not have as many cannon as the Atlanteans, but had a large rocket corps. About a quarter of their infantry was armed with ineffective hand-guns. In all they had about 119000 men.



The Basquec army was positioned on a series of low hills on its right and centre, while its left was protected by a small river and some marshy ground. Ruthopheax, whose army was mostly on a long diagonal hill a mile or two west of the Basquecs, spent some time spying out the lie of the land on the afternoon and evening of the day prior to the battle. He saw that the hills apparently held by the right centre of the Basquecs were the key to their position, and planned to firstly try to attract their forces off this hill, then seize it himself. The Basquecs' plans were vaguer, but involved an advance on their left across the river, and on their right to seize the small hill there. They would then try to envelop the main Atlantean army on their hills.



Mountain lake in the Therult Mountains in Basquecieh

Next morning, the Basquecs advanced their left wing, where some Atlantean forces had deliberately and provocatively already crossed the river. They overwhelmed the inferior Atlanteans, and over the next hours forced them right back over the river. (See map: the numbers show the order of the armies' moves in the battle). At the same time, an Atlantean corps and two Basquec corps on the other flank collided over the small hill there. Ruthopheax next advanced another corps on his centre right across marshy ground up to the river, which successfully attracted a Basquec counter-attack from the hills in their centre. By late morning, he judged the time ripe for his critical stroke against the Basquec centre. While a massive array of guns had been pounding the Basquecs on their right centre on the hills, one "cennpuonda", followed by some heavy cavalry, moved quietly forward into position, then stormed up the hill; a second corps, to the right, also engaged the enemy on the rest of the ridge. The Basquecs resisted fiercely on the right, but apart from one corps in rear, had no other reserves now available. Further Atlantean heavy cavalry and infantry now moved decisively against the centre of the hills, while to their left, the Atlanteans were gradually forcing back the defenders. A counter-attack here was thrown back, and by early afternoon, the centre of the ridge was in Atlantean hands. Their heavy cavalry on the left had struck the right corps of Basquecs in flank from the hills, and halted their whole attack on the hill on the right. Atlantean forces now pursued fleeing Basquecs off the central hills, and the whole Basquec position collapsed. By the end of the day, the Basquecs had lost 20000 men, the Atlanteans only 9300. Soon after, Ruthopheax captured the capital itself, and won the war. He then dictated his peace-terms, annexing all of Vulacanieh, parts of former Yall. Thiss. and Razira, and placed Atlantean advisers in the Basquec government. Again he imposed a minimum size on the Basquec army, though he agreed to decrease Atlantis' army correspondingly on this front. Finally in 662, he made both Basquecieh and Ughrieh agree to recognise him - or the Atlantean Emperor to follow - as arbiter over any major foreign policy initiative, or any internal constitutional change.

THE SECOND INVASION OF THE EAST, 664 - 666

Ruthopheax had thus by 662 overcome all the foreign enemy powers to the immediate east of his Empire. He now considered turning against Anauren or Skallandieh, in the north, but his thirst for a real foreign adventure led him to try to repeat Lasso's expedition against the towns and empires of the Far East. In the 200 or more years that had passed since Lasso's death, the political and trading organisation of these eastern countries had of course changed quite considerably. The four independent ports that Lasso had tried to conquer had been swallowed up by the Empire of Losang. On the other hand, there were three smaller kingdoms, Marat, Hantan and Zeithu, which had sprung up between Losang and the east of the Ughan Provinces inland from the sea, which were trying to maintain a precarious independence from the encroachments of Losang. Trade with the Far East from Atlantis now went by land directly via Losang, or by sea past this area to the kingdoms and islands far away to the east of Losang. Ruthopheax determined to regain a presence in the area of the former four ports, by seizing them from Losang, and also to try to form an alliance with the intervening kingdoms against Losang, which they would then jointly invade and conquer. Of course, Ruthopheax's knowledge of this whole area was very poor: quite good as regards the route there and the area of the ports, but very hazy with regard to the other kingdoms.

THE DEFEAT OF LOSANG

He set off in April 664 with an army of 140000 using the same route as had Lasso. At the same time, a navy also sailed off to the east. Warning of his approach and his great military reputation, as well as advanced diplomatic contacts, allowed him to march through the intervening states unscathed. The whole area here was more civilised than it had been in Lasso's day, with the tribes organised into small kingdoms. Ruthopheax also secured small allied armies from Basquecieh, which included some Atlantean troops as well, to guard his southern flank. He forced the Ughans to have an army prepared on their eastern frontier to threaten Marat and Hantan, if need be. The Atlanteans reached the region of the formerly independent ports and easily defeated a Losang army. Similarly, the Atlantean navy arrived at the ports, defeating an attempt to intervene by the weaker Losang navy. Losang was at a considerable disadvantage now, both on land and sea, compared with Lasso's era, because of the Atlanteans' use of artillery. Gunpowder was known to Losang, and barely to other kingdoms of the area, but Losang's guns were weak and few compared with those of Ruthopheax.

Ruthopheax now halted and sent envoys to the three kingdoms, asking for support straight away for an invasion of Losang. However, except for Marat, the furthest and northernmost, there was now no response. In August, the Emperor sent a force of 60000 directly into Losang, to see what the situation was. This army, after some initial successes, met a large entrenched Losang force, and dared go no further. Frustrated by Hantan and Zeithu, Ruthopheax now threw his whole army into Losang from the south. He defeated the enemy, harried and pursued them, and finally forced Losang to agree to terms. However, Losang refused to make a permanent peace, and Ruthopheax had to accept the cession of some territory in the west.

THE MARCH INTO ZEITHU AND HANTAN

Ruthopheax refused to call it a day. He dared not press any further into Losang, and so he decided to march northwards against the recalcitrant kingdoms of Zeithu and Hantan, inviting Marat, his reluctant ally, to attack Hantan from the north. He also required the Ughans to join in against Hantan from the west. In December he attacked Zeithu, and was soon able to defeat and occupy it. To the north, Marat waited to attack Hantan until Ruthopheax was ready, which, due to the winter, was not until March. Then he marched, abetted by a small Ughan force to the west. Hantan collapsed after three months of fierce resistance, and she also called on Losang to rejoin the fight against the invaders. By now Ruthopheax had lost some 25000 men in combat, 15000 from illness, and 20000 were in garrison. He had received 18000 reinforcements, so by June 665, had about 98000 men left. He divided Hantan up between Ughrieh, Marat and himself, having already taken over Zeithu, lock stock and barrel. He moved on north with a small force and spent some time in mutual celebrations with the King of Marat. But now, suddenly and terribly, everything began to go wrong.

THE NARROW ESCAPE AND THE END OF THE ADVENTURE

Rebellions had already started in Zeithu, and others began in the occupied parts of Losang. Ruthopheax largely ignored them leaving his 35000 occupying troops to quash them. However, in July, the scene became much darker: his forces suffered two admittedly minor defeats in Zeithu, and then Losang, aided by troops from Hantan which had escaped across the border, declared war on Atlantis, and marched in to help the rebels in the occupied territories. Ruthopheax finally turned round his army from Marat, taking along a small allied army of 17000. He returned to Hantan, and spent six weeks there trying to bring a growing guerrilla war under control. By now, Zeithu forces were besieging some of the Atlantean occupying troops remaining in the country, while others had been forced to retreat southwards. Here they joined the troops in the four ports zone. To the east, Losang forces and rebels were rapidly taking control again of the occupied area, and were threatening the ports area.

Ruthopheax was now almost cut off, hundreds of miles north of the rest of his army and his main line of communication. He considered marching back through Ughrieh, to the west, but this would be to admit defeat. So he decided on a bold move: to cut loose, and move eastwards into Losang, then south, where he hoped he would surprise the Losang forces by attacking them from the north. The march was long and hard, crossing unknown country through hostile peoples. The weather in September and October was unseasonable hot, and many men suffered from thirst and exhaustion, and were left behind. Finally later in October, he reached the (formerly) occupied southern part of Losang, and came up against the enemy, though now with an army of only 60000. Ruthopheax's strategical genius gave him two quick victories, but he dared not chase the enemy far to the south-east, to which he was retiring, as he would again be cut off from his communications and remaining troops in the ports area. So he marched to join them, only to have a Losang army in this region bar his way. He was unable to join up with his garrisons to the west, many of which were either blockaded or destroyed by now, and had to fight one of the most difficult battles of his career. He finally forced the enemy aside, at the cost of 17000 casualties: the Losang army lost over 27000 out of 65000.

Ruthopheax, like his great predecessor, now decided to cut his losses and retreat back to home territory. Firstly, he tried to come to terms with Losang, and keep hold of the ports area. Losang refused. He learned from Lasso's example, and determined to evacuate the whole army. With great difficulty he collected as many of his scattered garrisons as he could, though the forces left in Hantan were ordered to escape back through Ughrieh on their own (few succeeded). It was winter again, but at least his army was not harried once he got away from the Losang forces. By March of 666, some 50000 troops were back at Vulcanipand - all the rest were dead or prisoners.

THE FINAL YEARS IN POWER AND RUTHOPHEAX'S RETIREMENT, 667- 670

Ruthopheax easily glossed over this defeat, and by 667 was eager to go campaigning again. Between 667 and 670, he fought further campaigns in Th. Thiss, and gained territory to the east of Numedeas, as well as creating independent states even further east. He also regained those southern colonies which had been lost over the previous decades. At the same time he was preparing a campaign against Anauren, which he wanted to take back into the Empire, and against the Northern Empire (Skallandieh). However his soldiers had finally had enough of fighting. The Internal Security Army, his main fighting Army and most of his Advisers all objected to yet more fighting, and a number of small-scale rebellions finally forced him to change his mind by 670. A number of his Advisers believed he should now retire in favour of his son, but such was their fear of him, that the most they dared do, with his son's support, was to politely **ask** him to consider retirement. To everyone's surprise, he consented. Almost certainly he had realised that he could not do much more on the military side if his armies were unwilling. He probably hoped to continue to pull the strings of government from his retirement. But of course he was now 72, and he was possibly just exhausted from his life's work.



The Atlantean Empire, 675

To read the next part of this history, click on [\(2\) 670-714](#)

[Home Page](#) [\(2\) 670-714](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ATLAN CERIEH

V:

BOUE CREHEI TIL MANDEGGYU

THE GREAT CONTINENTAL WAR

743 - 750



The Years of defeat – the invasion of the Empire, 743 – 746

Gossalt's attack on the Atlantean Empire, and the overrunning of the south-eastern Provinces, 743

THE WAR-PLANS OF GOSSALT

The Great Continental War began with a crushing surprise attack by Gossalt, the political and military leader of the Basquecs on the Atlantean fortress of Atlaniphis in the extreme south-east of Manralia. Gossalt had planned his invasion meticulously and over many years. More or less since he had come to power in Basquecieh twenty years earlier, Gossalt had aimed to defeat Atlantis, and place Basquecieh in her pre-eminent position. Almost certainly he did not intend to conquer the whole of the Atlantean Empire: rather, he aimed to invade its south-eastern Provinces and occupy Manralia, Vulcaniech, and some of the Provinces north of the river Gestes, ultimately capturing Cennatlantis by the second year of the war. He believed this would force the Atlanteans to ask for terms, as a result of which he would deprive her of all the occupied Provinces, perhaps including Cennatlantis. After he had digested all this, he might well declare war on Atlantis again some years later, and seize more territory.

He knew that he could not do this just with the Basquec Army. He intended that his principal ally would be Ughrieh. During the 15 years prior to the outbreak of the war, he wooed Emperor *Yrultak* of the Ughans, promising to make sure that they would gain large swathes of territory east and west of the Gestes and in Vulcaniech, if they would join him in his campaign against the Atlanteans. Later he took over all the little states between his borders and Ughrieh's, and secretly sent an army into Ughrieh to join in the attacks against Atlantis.

His armies were now partly armed with rifles, and he was sure that this, together with his surprise attack, and clever strategic plans would enable him initially to hurl the Atlanteans out of Vulcaniech, back to the Gestes. He lined up one army, totalling 60000 men in Razira, to attack the strong Atlantean forts in the Raziris mountains. These would be aided by a huge strategic flanking attack, using 90000 men, across the rivers Gvondhat and Baccuel round the eastern flank of the main Atlantean defences in the mountains. The Atlanteans would be crushed between the two forces. These Armies would be flanked in the north by another small army, which would march on Vulcantil, and north to the river Thawril. The Basquecs would then exploit northwards across the river Yalldairu to the Gestes.

Gossalt intended to actually begin the war, however, by an all-out attack on the strategically important fortress of Atlaniphis, which guarded the estuary of the river Gairase, the boundary between the Provinces of Vulcaniech and Manralia, and indeed the main route into Manralia itself. This would occur at the same time as the flanking army, mentioned above, outflanked the Raziris Mountains. Once Atlaniphis had fallen, 120000 men would invade Manralia. At the same time, up to 60000 men would cross the Gairase and move north and west, acting as a left wing to the main forces, and then moving west across the river Gayvot to conquer the mountainous lands of the Jutes. The Ughans, meanwhile, would move down to the Gestes, and generally occupy the attentions of the Atlanteans in Dravidiech. A joint crossing of that river would follow, once the main Basquec armies had reached it from Vulcaniech. Gossalt was aware that there existed an alliance between Atlantis and Rabarrieh, and he therefore had 2 armies (120000) men on the river Gosal, and another 2 armies in the south, both to remain on the defensive to begin with.

Tactically, Gossalt had inculcated speed of manoeuvre and pursuit against the enemy. Whole units were now armed with rifles, usually breech-loaders, and they were to pin the enemy, whilst other units, including cavalry, worked round their flanks. Massed cannon would bombard them at close range, while heavy cavalry would wait to give the coup de grace. Armies were usually about 60000 strong, divided into two corps, then divisions and so on downwards.

THE POSITION OF THE ATLANTEANS

It was only since the later 730s that the Atlanteans began to take seriously the threat of a Basquec attack. But attempts to improve the defences were much too little and too late. The total size of the Imperial Atlantean army in 732 as 550000, of which 95000 were internal security Forces. In the south, there were 41/2 armies (108000 men) in Vulcaniech, 5 Armies (120000) in Dravidiech, and 2 Armies (48000) in Manralia. Following Basquecieh's successful war against Rabarrieh, and Gossalt's increasing use of warlike threats against his neighbours, the overall armed forces were gradually increased to 650000 by 743, of which only 70000 were now Internal Forces. The Armies in Vulcaniech grew slightly to 120000, and in Manralia to 72000. But the problem was that Atlantis had to have defensive forces ready all round the perimeter of her Empire, which meant it was very easy for one particular enemy to concentrate overwhelming offensive forces in one or two particular places on the circumference. Thus the Basquecs had 150000 men to the south of the Raziris mountains, opposing 72000 Atlanteans there; and 72000 defending the whole of the southern Manralian border, against 120000 Basquecs concentrated opposite Atlaniphis.

The Atlanteans had made some attempt to increase the production of muskets and rifles, but whereas by 743 the Basquecs had whole units armed with breech-loading rifled handguns, and muzzle or breech-loading rifled cannon, the Atlanteans, having experimented with, and rejected muzzle-loading rifles, were only beginning to produce and arm their forces with breech-loading rifles. Their cannon were still nearly all muzzle-loaders, though quite a few were now rifled.

Finally, quite vigorous attempts were made to prepare and update forts and defensive positions, especially in the Raziris Mountains, in the highlands in Dravidiech, and most significantly, as far as events in the coming war were concerned, in the areas around Cennatlantis.



THE BATTLE OF ZHADVECH AND THE BASQUEC CONQUEST OF VULCANIEH

On 22nd July, 743, Basquec forces attacked the Atlantean fortress of Atlaniphis in south-eastern Manralia, beginning the Great Continental War. At the same time, 60000 Basquecs demonstrated against the strong Atlantean positions in the Raziris mountains, while 60000 more marched unseen round the eastern flank of those heights, across the rivers Gvondhat, Baccuel and Vulcan. 30000 more protected their right flank, and attacked a smaller number of the enemy in Vulcantil. Overwhelmed by Basquec firepower, and a sweeping movement by superior Basquec cavalry round to their rear, the Atlanteans here were crushed, and over the next month were chased headlong back to Versciun in the north and to Faiddir, and ultimately the river Gestes to the west. In the mountains, small Basquec forces infiltrated themselves into the wood-cloaked slopes of the eastern heights, and took Snarun. The main Atlantean forces were to the south, between Gedvoxis and Aggorpand, as well as about Zhadvech. They kept the Basquecs in front at bay with great difficulty, being constantly outranged and overwhelmed by their rifle-fire. As news of the flanking Basquec force reached it, the Zhadvech Army of about 25000 men disentangled itself with difficulty from the Basquecs to the south, turned north – and was attacked on August 3rd by 60000 men. It was comprehensively smashed at this *Battle of Zhadvech* and the Basquecs pressed on south-westwards. Now the Atlanteans in the southern mountains took fright, and most moved off to confront this threat to their rear. In a series of poorly co-ordinated attacks on the enemy, they were all beaten, and their remnants retreated to Blouth and then Faibaddo. The remaining Atlantean forts in the mountains were now bypassed and besieged later at leisure. Of 60000 Atlantean defenders of the mountains, 19000 had become casualties, 12000 prisoners, and just 24000 escaped back to the river Gestes.

So by the second week in August, the Atlantean defenders of Vulcanieh had effectively been eliminated. There followed a period of exploitation by the victors, as they fanned out across the Province, and made their way north to the river Gestes, mostly following the road through Faiddir. At the same time a force of 30000 crossed the Gairase near Atlaniphis, and, as planned, exploited to Ceriultis, Grolodairo, and then west to Ophinoutho and the river Gayvot. The first Basquecs reached the river Vulcan by the beginning of September, where south of Vulcanipand, they encountered the first fresh organised enemy defences. After some tough fighting, the Basquecs won, and gradually collected all their armies opposite the powerful fortress of Vulcanipand, on the north bank of the Gestes.

THE SECOND BATTLE OF ATLANIPHIS AND THE DEFEAT OF THE ATLANTEANS IN MANRALIA

The Basquec attack on Atlaniphis was not wholly unexpected by its Atlantean defenders, who had seen the Basquecs collecting to the

south for weeks. However the suddenness of it did take them by surprise, as did the overwhelming numbers of the attackers, and their superiority in weaponry. The fort had been updated in the 660s to withstand a siege by non-rifled cannon, and strengthened by some outlying works in the 710s and late 730s. But the Basquec rifled cannon could fire on it from 2 to 3 miles, rather than 1 to 1 1/2 miles, as had been foreseen by its designers. At the same time, the Basquec rifles were able to crush the defenders in the outlying works and trenches. Quickly the fort was cut off and being pulverised. Mobile forces swept past it, westwards into Manralia, and eastwards across the Gairase and into Vulcanieh. Cut off, the Atlantean defenders died bravely, making several forlorn sorties, which were mown down by Basquec riflemen. The city was stormed on August 11th, and captured the next day. Thus ended the *Second Battle of Atlaniphis*, with casualties of 8000 and prisoners of 10000 Atlanteans.

Thereafter the two Basquec Armies, commanded by one of Gossclat's best generals, *Vacchic* (or "*Vagic*", in Atlantean transliteration) moved 200 miles north as far as the city and fortress of Noehtens on the Helvengio, and west to the fortress of Nostohs. The former, easily reinforced by sea, held up the Basquecs for the rest of the year, but the latter, after a brief resistance, was scandalously abandoned by its commander. Basquec forces then spread out widely, and moving north-westwards, crossed the river Tophyens, and were only finally halted on the river Trothyum by Atlantean forces from the west of the country (some 30000 men). The Basquecs had thus succeeded in overrunning over half of the Province, for the loss of only some 10000 men. But the original 120000 men, concentrated before Atlaniphis, were now scattered over hundreds of miles throughout the Province. So, for example, in November, there were 50000 men spread out over 100 miles on the river Trothyum, 25000 around Noutens, 15000 in the south of the Province, and the rest in the rear.

UGHRIEH AND RABARRIEH JOIN THE WIDENING CONFLICT

At the time when Gossclat declared war on Atlantis, there was already a sizeable Basquec Army in Ughrieh, to the east of the Atlantean fortress of Borepande. So Ughrieh did not delay long in joining her ally in war against Atlantis – she declared war on August 1st. The Ughan Army, though numerous, was far less well-organised than the Basquecs, and had considerably fewer modern weapons – in that respect, it was about at the same level as Atlantis. The frontier with Atlantis stretched some 400 miles along the river Gestes; it lay some 30 miles to the east of the river for most of the distance, although south of the river Galos, it bordered its eastern bank. Its armies, which were divided into corps of about 28000 men, and then into smaller units, like the Basquecs and Atlanteans, were grouped in three main areas opposite the Atlanteans. To the east of Borepande lay two corps, plus the Basquec Army; Around Bradghus, to the east of Pueggathis, were three corps; and spread further north were two more corps, making about 200000 soldiers. About eight corps protected the northern and eastern frontiers. The Atlanteans had five frontier armies (110000) in Dravidieh along the same front.

The Ughans began by occupying the Atlantean strip of territory on the east bank of the Gestes, to which the Atlanteans made little serious resistance. They had prepared plans for a war with the Ughans for years, and their intention was initially to stay on the defensive on the west of the Gestes, basing themselves on the strong fortress, which dotted the riverbank – from north to south, Fembepand, Dravipand, Pueggathis, Atlanipand, Borepande, with the hill defences as a fall-back position to the rear – Dravidos, Dravizzi and Atlandravizzi. The strategy worked for the rest of the year, and the Ughans' attempts to besiege and take Pueggathis and Borepande, in particular, failed with very heavy losses.

Rabarrieh was very keen to get her revenge on Basquecieh, after her defeat in the war in the 730s. So, somewhat rashly, her king, *Basalzi Alitheeri*, declared war on Basquecieh only two days after the latter country attacked Atlaniphis. Her army had been much improved and increased in size over the previous few years of peace. Traditionally she used light infantry and fast-moving light cavalry to harass her enemies, while her main armies tended to be less reliable, and lacked discipline and organisation. Following her defeat by the Basquecs, many old commanders were sacked, and she sought to create a stronger, better-motivated main army. In fact she carried this too far, and insisted that nearly all infantry must march in strictly-drilled formations, shoulder to shoulder, upright at all times. As a result, her forces were at first mown down by the Basquecs, who made much greater use of skirmishers, and whose breech-loaders allowed the infantry to fire from a prone position. Rabarrieh had experienced the effects of rifled guns in the war, and by 743 had equipped a proportion of her infantry with muzzle-loading rifles, many sold to her by Atlantis, after she decided she needed breech-loaders.

As a result of gains made during her first war with Rabarrieh, the border with Rabarrieh lay close to the mouth of the river Gosal in the north. Basquecieh had expected Rabarrieh to turn against her, and stayed carefully on the defensive at first. After October, she made several attempts to take the Siphians Ugholix, a high range of hills, which dominated the estuary of the Gosal on its western bank, as well as the great fort on the river itself – but these failed. However, various attacks by the Rabarrans here, and further south along the long border, were beaten back with considerable loss to the attackers. Atlantis was quite closely involved in the attacks near the Gosal, as just to the west of the Siphians mountains, and also to the south of the Gosal estuary, lay two Atlantean colonies, the northern one including the great port and naval base of Siphia. She had one army of 30000 to defend these colonies, plus her southern fleet, and some of these troops joined the Rabarrans in a defensive role against the Basquecs.

To read the next part of this history, click on [\(2\) 744](#)

[Home Page](#) [\(2\) 744](#) [\(3\) 745](#) [\(4\) 746-747](#) [\(5\) 748-750](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERIEH

VI:

THE FOURTH – DEMOCRATIC – EMPIRE 750 – 805

1. Democracy and Industrialization, 750 – 789

A new style of government: Sualofo Thildoyon, 750 – 761

THE REPUBLICAN REBELLION, 750 – 751

Thildoyon was made Emperor in 750, after the military defeat of the last remnants of the Fourth Empire, with a mandate to wipe out all the remaining legacies of the Squires, and set up a new much more democratic style of government. Plans for such a new beginning had been worked out in secret during the 730s and 740s, and now Thildoyon was expected to put them into practice at once. The problem was that many of his supporters expected him to be much more radical than he, and the majority of the former upper and middle classes, wished. Roughly speaking, the lower classes of the Third Empire – the workers, peasants and small independent groups of people, wanted full-scale democracy, equality of property and opportunity for everyone, and either the abolition of the Emperor, or at least, his reduction to a figurehead. The middle classes (the old Class 3s and some 4s), who were to become more and more prominent over the next decades with the growth of industry, as well as much of the former nobility, were by and large willing to see the dismantling of the old Squirearchical set-up, and the introduction of partial democracy into government, but wanted to keep the working classes in their place, and retain the (somewhat reduced) role of the Emperor and Court.

"Ergain tontix dehles dimeu".

"For all, not for the few."

(Thildoyon, 750, supporting greater democracy.)

Thildoyon began the demolition process with great eagerness and much acclaim. Within the last months of 750, he abolished the rights and ranks of the Squires, did away with the whole Class system, and stripped the State Theist Church of all secular power. He set up a "Democratic Constitutional Council", largely middle-class, and led by himself, to oversee these changes, and to agree the new constitutional set-up. To symbolise the changes, the Council declared the establishment of a Fourth Empire from the date of Thildoyon's accession in 750, and called it the Dynasty of Celam-Thestel. However, it was agreed that the new Dynasty would be in no way hereditary, and much more power than ever before would reside in a democratically elected Council. But then things seemed to go wrong, as far as the working classes and radicals were concerned. The Council became bogged down in argument over just how democratic and representative the new local councils and Great Council should be. At the same time, unemployment continued to grow, and as a result of wartime destruction, harvests were poor, and the economy generally seemed to be in a bad way. In particular, the new government refused to grant equality of rights to land ownership, and made no clear commitment to creating employment in the new industrial towns, or in the army.

In May, isolated riots and demonstrations took place, which Thildoyon at first treated with conciliation. Then, with frightening rapidity, further riots, arson, and full-scale armed rebellions sprang up in a number of towns. The rebels, led by radicals and, in some cases, by unemployed soldiers, demanded food, the vote for all, land for all, and, most worryingly for the authorities, a return to the Republic. The main uprisings occurred in Atlantis, Cennatlantis, Helvris, Gentes, Nosinge, Celingne and Tilrase – all areas of industry and high population. The army generally remained loyal to the government, and with the help of modern artillery and breech-loading rifles, they were able to crush all the rebellions. However, the rebels caused much damage by arson and the destruction of upper-class property, and the revolt in Cennatlantis, the centre of government, was particularly frightening. What with the damage caused by the fighting there in 750, by the end of August 751, much of Cennatlantis lay in ruins, particularly what survived of the Imperial Palace and the noble quarters. Up to 20000 people died in the fighting, and Thildoyon had been thoroughly scared. In a display of great ruthlessness, and against the advice of some of the Council, he executed nearly 10000 of his prisoners during September, and after brief mass trials, imprisoned or exiled 15000 more. Others involved in the revolt were conscripted to help reconstruct the building damaged or destroyed in the fighting.

A "MODERATELY" DEMOCRATIC FOURTH EMPIRE IS CREATED

One immediate result of these rebellions was to convince the Emperor and his government that they would have to limit the amount of democratization and the voting rights of the lower classes. At the same time, Thildoyon made a number of *gestures* of goodwill to these workers, which nevertheless, would put his government in no danger. So during 751 and 752, a new Great Council was set up, plus urban and district Councils, along the lines of the Second Empire structure. But this time round, there was much greater democratization, though with limitations. Candidates for government and local government needed property qualifications, which prevented lower classes being elected. The various District Councils each elected two Imperial Councillors to the Great Council, and these elections were held openly in the chief city of each District. All citizens with certain property qualifications could vote. However, executive Ministers of the Government were chosen by the Emperor, with the assistance of the other Ministers. One of these became the Chief Minister to the Emperor, and this post became more and more important as the decades passed, eventually overshadowing the role of the Emperor himself. However, the Emperor also kept complete control of the Army, had the prerogative of declaring war and peace, and maintained the final say in finance and taxation. But the Council can censure these decisions, and was able to approve other types of legislation put forward by the Emperor or his Ministers.

In foreign affairs, the Emperor shared the prevailing post-war mood of pacifism and anti-imperialism, and personally disliked the Army, which he held responsible for many of the Empire's troubles since 700. At the same time, though, he had to recognise that it was only because of the Army, that the Fourth Empire had survived the 751 rebellions. He continued to reduce the size of the Army, down to 680000 in 752 and dropped conscription. He reorganised the military structure into a series of Fronts covering the Empire's borders. He also finalised the series of treaties and border changes, which ended the Continental War. He had to put up with the Basquec territory annexed by Rabarrieh, as well as her influence in that country. Similarly, he could do little to prevent the takeover by Gestskallandieh of the former Skallandieh (which united state was then simply called "Skallandieh" again). He also made no attempt to stop or even object to the takeover of the supposedly independent state of Anauren by Skallandieh in 760. In 755 and 758, he made agreements with Naomandix (the Western Empire) to garrison parts of Phonaria and local islands on behalf of Atlantis, which saved him military commitments in those areas. (Note that "Naomandix", literally "Western Lands", was only used by Atlanteans till the 750s. Thereafter they used a slightly altered version of the actual word used by the "Naomands" for their land – Quendelieh. The actual word was "Quendelie").

Within the Atlantean Empire, he granted a measure of independence to the Keltish Provinces, Phonaria and Penedrin. He conciliated the workers by lifting all limits of factories and industrialization, and finally reversed the pre-war subordination of towns to the Squire-run countryside as part of his abolition of the ranks and influence of the old Squirearchy. This liberalisation soon led to an industrial and economic boom, which put paid to any lingering discontent with the Fourth Empire. Thildoyon invested much time and

money in rebuilding Cennatlantis and other cities ruined by the recent fighting, and encouraged the setting up of factories and industrial centres. The result was that, simply put, any potential working-class republicanism or radicalism was washed away by the economic success and full employment which took over the Empire after the mid 750s.

THE EMPEROR AND THE SUCCESSION

As a person, Thildoyon was a strong-minded man, whose early ruthlessness slipped away in later life, as he became fully involved in his new regime. He was a "moderate" radical, a pacifist, an agnostic, an enthusiast for "modern life", and a conventional family man. He was also very pragmatic, and soon realised how to balance a "democratic" and modern industrialising society, with a degree of authoritarianism for himself. He abolished the automatic hereditary Imperial succession of the Third Empire, but was determined to maintain control over the choice of his successor, and keep it in the Imperial family, if he could. He set up a small committee from the Imperial Council, presided over by the Emperor, and this group would choose an heir from, in order of preference, the Imperial family, the committee itself, then Ministers, and finally the Imperial Council as a whole. This method of succession, like the constitution as a whole, was written down and made binding on future Emperors. Thildoyon himself had a son and a daughter, but the latter died young in 750, and the son refused to be considered. So Thildoyon's sister's son, Louron Iustacin (aged 31 in 761) was chosen in 756, as he was giving a good account of himself in provincial government. In 761, Thildoyon died of a stroke.

To read the next part of this history, click on [\(2\) 762 - 781](#)

[Home Page](#) [\(2\) 762 - 781](#)

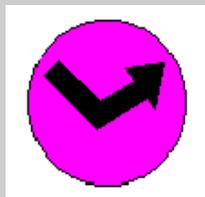
BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERIEH

VII:

THE AGE OF THE TYRANTS

805 - 829

1. *"Atlantis aisea thaisul annon"* ("Atlantis will be great again"): *Thun Celeuos, 805 – 812*

THE BROTHERHOOD PARTY TAKES CONTROL:

Thun Celeuos was a right-wing, authoritarian-minded soldier, of fairly low class and upbringing, who had become an officer in the Guard by a mixture of talent, hard work, personal magnetism, and making friends in the right places – particularly in the Brotherhood Party. In 805, he was 36, married for ten years, and had two sons (a daughter followed in 807). We know very little of his wife, who stayed very much in the background, nor do we hear much of the children, until they all died in 812. Celeuos

had at his back the great organisation of the brotherhood Party, already semi-military; now the Guard and other military units became the "executive" arms for the Party. As we have seen, the Party had a distinct political programme, and Celeuos meticulously carried these out.

Celeuos' first aim was to smash the organisation of the Fourth Empire, and make himself and the Party all-powerful. He made himself "Leader", announcing that for the time being he would not replace the Emperor. (In fact he crowned himself Emperor in 810. None of the later Tyrants followed suit, and Celeuos' title is not recognised in the later Atlantean official histories of the Emperors). He suspended the Council at once, and "reconstituted" it, so that it was permanently dominated by the governing Brotherhood Party. In any case it was shorn of many of its powers, being purely advisory, and met only when Celeuos required. The Empire was actually run by a small coterie of military colleagues of Celeuos, who were given the old high-sounding Ministerial posts. The Brotherhood Party gradually spread its tentacles into all areas of government – provincial, local, the law, the Army -, and no appointments or promotions could be made without its agreement. All higher positions indeed required membership of the Party, whether in civilian or military life. Provincial Governors were appointed by the Leader, and even local government at the lowest tiers was vetted by the Party. The leadership of the Army was thoroughly overhauled, as the Brotherhood Party had always demanded, and Celeuos' own appointees were put in as Generals, while he himself took command of the forthcoming campaigns.

He also built up a much stronger police force, which became an Internal Security Army to rival the Regular Army as the years passed – indeed after Celeuos' time, it came to have much more prestige than the "Frontier" Army, as it would be called. This internal force succeeded in eliminating S. Empire and ethnic terrorism within a year, which was regarded as a major achievement on Celeuos' part. On the other hand, this same force was given increased powers of surveillance over the civilian population, and more and more people were arrested for "political" crimes (talking, agitating or writing in any way contrary to the Government's own policy). As time passed, this political terror cowed any thoughts of opposition to the regime. But in the first few years, Celeuos' actions were generally popular, after the miasma and corruption of the end of the Fifth Empire. Celeuos carried out a number of needful reforms – improvements in the conditions of workers in factories, increased State ownership of factories, State running of Guilds, mortal legislation, proper and effective policing against crime, less political corruption, economic improvements, and military victories abroad (at first).

MILITARY COUNTER-OFFENSIVES AGAINST RABARRIEH

A major plank of Celeuos' stated policy was a vigorous offensive in the war against Rabarrieh, and the reconquest of as much territory as possible south of the Helvengio. Above all, of course, it was the Atlantean and Yalland communities down there with which Celeuos was concerned. The army and its command were thoroughly shaken up and reorganised in 805-6, and in 806-7 Celeuos led the army in attacks into Manralia. These were at first very successful in fighting in the open country, and the Atlanteans advanced first south-west from Raihco, and then, south-east from Noehtens to Dohgash. But once the Atlanteans came up against prepared positions, such as the defences in and around towns like Dohgash, or, later, Atlaniphis, Celeuos ground to a halt. Modern rifles and cannon, coupled with the widespread use of trenches and fortifications, lent great strength to defenders, even if they were considerable inferior to their assailants. The *Battle of Dohgash* in March 807 lasted over a week, involving 45000 Atlanteans at the beginning, as well as armoured tanks, against 35000 Rabarrans, and ending, after both sides had been reinforced, with 75000 Atlanteans and 55000 Rabarrans. The Rabarrans defended their trenches, and later the town itself, with great tenacity, causing the Atlanteans over 12000 casualties. Modern rifles and cannon meant that the battle spread itself out over eight miles in the end. This was also the first time that the Rabarrans had fought a set-piece battle against the enemy, instead of hit-and-run, guerilla attacks, and both they and the Atlanteans were astonished by their success. Dohgash was an eventual Atlantean victory, but at Atlaniphis in 807, Celeuos was completely unable to defeat the Rabarrans, and, with his supplies under constant attack, he finally had to retire. This was the end of his offensive against the Rabarrans in Manralia, and in the end, he had regained virtually no ground other than the largely ruined city of Dohgash.

In late 807, before he called off his offensives, Celeuos formed a military alliance with "Uariltecoth" against Rabarrieh, by promising it a share in any territorial gains made. This was a shock to Rabarrieh, which always considered "Uariltecoth" as being within its own orbit. In 808-9, campaigns took place in the south of Yall. This, led primarily by "Uariltecoth". These were indecisive, and in 810 Celeuos agreed to a cease-fire with the Rabarrans.

CONFLICT WITH THE UGHANS

By 811, there were increasing numbers of raids by the Ughans across the Gestes, where much surreptitious support was offered by the Ughan refugee communities there. Emperor Kubli of the Ughans, in particular, was furious with the way the Atlanteans were treating Ughan communities within the Atlantean Empire. This led the Atlanteans to undertake military operations against the Ughans on both sides of the river. Celeuos persecuted the Ughans within the Empire with ever-increasing ruthlessness, as he came to see them as potentially subversive, and giving aid and succour to the enemies of the Empire. In this, he believed himself to be following the precepts of the Brotherhood Faith, which claimed that the Empire should be run for and by Atlanteans alone – other races or nations were of less importance in the scheme of things, and should be kept, by force if necessary, in a state of subjection. This belief in the ethnic superiority of the Atlanteans, which, initially, really included all the Juralic peoples, was to become more and more ferocious and intransigent under the later Tyrants.

THE "TRAGEDY" OF THUN CELEUOS' ?

In later years, Celeuos seemed to lose his way, and certainly began to lose the trust of the more die-hard Brothers. By 810, he was aware that the efficiency of the army was rapidly declining, and at the same time, a serious plot by a coterie of Yalland and Manralian officers against Celeuos was exposed. These things persuaded Celeuos to agree to a cease-fire with the Rabarrans, and then a purge of the Army. He rooted out all non-Juralic officers, and proclaimed that henceforth only men of Juralic background could reach the upper reaches of the Army command. Units of lower-rank soldiers recruited in non-Juralic areas of the Empire were to be regularly moved around the Empire. Meanwhile the Internal Security Army was built up still further at the expense of the Frontier Army. All of this was applauded by Celeuos' more extreme supporters. But they were shocked and angered when he partially abandoned much of it later in 811, because he thought that the Frontier Army was being totally undermined by this policy, and its quality and numbers were declining too rapidly. Then in 812, he seemed to backtrack on another side of the Brotherhood's policy, when he declared that if the Ughan "terrorists" laid down their arms, he would grant them a degree of autonomy, and cancel some of the existing anti-ethnic discriminatory policies.

To his supporters, Celeuos had become a traitor, and modern historians have also been puzzled by his wayward actions in these years. We need to try to understand his character. In essence, Celeuos was an ordinary, patriotic, indeed nationalistic soldier, intensely conservative and traditional, and believing fully in the original Brotherhood Faith. He thought that the Fifth Empire had lost its way, and become corrupt, immoral and impotent from a military point of view. He thought, in common with many other Brothers, that "democracy" had been taken too far, that the Empire need a firm, authoritarian hand, to root out corruption, crime, Nihilist and other terrorism. It also needed to have its industries and factories sorted out, with a strong curb being applied to rich, self-indulgent industrialists. To this end, he appealed to the lower classes and workers, though without intending to give them any more rights or freedom.

However, when he put his beliefs into practice, things did not work out as intended. He produced a harsh dictatorship, and gave his more extreme lieutenants the freedom to become self-indulgent, cruel and corrupt in their turn. He put into practice anti-ethnic policies, which backfired. He tried to revitalise and reorganise the Army, but his military offensives failed in the end, and the Frontier Army became weaker than before. He tried to backpedal on some of his policies, and only attracted the ire of his more extremist followers. Morally, too, he seems a genuinely tragic figure. He aimed to tighten up public and private moral behaviour, with regard to crime, immorality and business corruption, but the general amoral malaise of the time made this impossible. Philosophy and science had led to the near collapse of traditional moral and religious beliefs and codes of conduct, and the atmosphere of the time was "do what you want". Art followed this trend, as artists now belonged to one of two schools: nationalist, that is, toadying to the regime, or art for art's sake, in other words, an amoral aesthetic decoration of any topic or event, however crude, pointless or immoral. Celeuos thus found that his initial attempts to crack down on immorality in behaviour or art was soon widely ignored or ridiculed. Lip-service was paid to rooting out corruption in public office, or blatantly immoral sexual behaviour in life or art, but all these things in fact continued and increased in private, and later in public amongst the more powerful of the Brothers, who could be considered, as superior beings, to be allowed to behave differently from the general run of humanity. In due course, Celeuos found he had no objective support against which to fix his codes of morality, and by 811 had virtually abandoned the attempt. Indeed he was himself tragically moved along by the "Zeitgeist". While personally he remained traditionally upright in his personal life, he followed the trend for more violence and cruelty in government. His despotism led to widespread arrests of anyone who disagreed with his policies, and they were more and more often tortured before being released or executed. Brotherhood beliefs were instilled into the population at every opportunity, at school, in festivals and in art and propaganda.

Thus the tragedy of Celeuos is perhaps simply that he simply could not live up to or conscientiously carry out the beliefs and policies he supported to their logical extreme. As a result, he was to be overthrown and replaced by other, more single-minded and ruthless men. In 812, Borbar Measel, the Helvran commander of the Regular Army in the provinces of Atlantis and Tuainnatlantis, plotted a coup. He was backed by fellow Helvran officers in the Helvrieh Army. While Celeuos was in the east of Dravidieh, Borbar declared him a traitor and criminal, and inviting all other armies to join him, marched with a small force on Cennatlantis. If the main Frontier Army in the east had supported Celeuos, Borbar would have quickly been overwhelmed. But Borbar had made careful preparations, and by promising favours to the Internal Security Army, had swung much of it to his support. Moreover, he was also able to draw on a strong groundswell of opinion against Celeuos amongst Brothers. Borbar moved fast, and reached the capital, before Celeuos could react. Celeuos approached from the east, and hesitated. There was some half-hearted fighting, which Borbar won, and then, as his support began to trickle away, Celeuos lost his nerve and retreated eastwards. His supporters now completely evaporated, and his troops revolted, imprisoning him, and then handing him over to Borbar. Borbar at once personally executed him, and, as an illustration of the growing barbarity of the times, searched out and put to death every other member of his family.

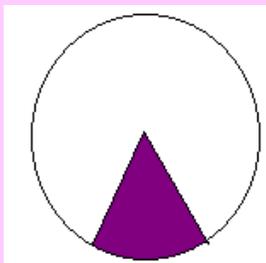
To read the next part of this history, click on [\(2\) 812 - 816](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERIEH

VIII

THE FIFTH EMPIRE

829 – 865

1. *The re-invention of Empire, 829 – 844*

The reluctant saviour: Pareon Gestil, 828 - 831

PAREON GESTIL: HIS CHARACTER AND IDEALS

With the death of Brindor, Pareon Gestil became the effective controller of the Atlantean Empire. For the past months he had declared his aim of restoring the traditional form and constitution of a true Atlantean Empire, as well as a moral Government for it. He immediately abolished Brindor's title of "Great Leader", banned the brotherhood Party, arrested numerous officials within it, and declared the initiation as from the previous February (his revolt) of a Fifth Empire, to represent a complete break with the past. For similar reasons, he also started a new Dynasty, the Celam-Rayustel, a purely formal gesture. Clearly the new Empire needed a new Emperor, but Pareon himself was at first unwilling to be that Emperor himself. He saw himself as a straightforward military man, able, perhaps, to smash the remains of the Tyrants' regime and save the Empire from the invasions of its enemies, but not of sufficient ability and stature to establish and rule an n equable new Empire. He insisted that to avoid committing any immoralities while in Government he must have all his actions vetted by a committee of equals. Only after this sort of government proved ineffective and then after considerable persuasion, did he finally agree to being declared Emperor in April 829, again back-dated to February 828. (This leads to the curious situation that the period of the Tyrants was reckoned to end in February 828, yet Brindor himself was still admitted to be ruling part of the country until January 829.)

Pareon wrote a self-analysis as a reluctant candidate for the throne in his autobiography after he "retired" three years later. His comments on himself were generally just, but even so his achievements while Emperor were considerable. He was 41 years old in 828, was married, for the second time, and had three children. In himself, he was indeed a conservative soldier, of strict moral beliefs and behaviour, old-fashioned religion (Theism), and was horrified by the violence, immorality and lack of respect for traditional Atlantean values evinced by the tyrants and generally by increasing numbers of citizens. There were indeed at least three separate crises facing the Empire by now. There was the obvious political one, caused by the downfall of Brindor, but the remaining vengeful Brotherhood gangs in the east of the Empire. There was military crisis caused by the collapse of the traditional Atlantean Army, and the increasing incursions by other States on to Atlantean territory. And finally, there was indeed a spiritual and moral crisis within the Empire: crime and immorality had rocketed throughout the past 15 years and more, as more and more people took their lead from the abominable behaviour of the Tyrants. Pareon may well have been daunted by the tasks that seemed to stand before him.

THE MILITARY SUCCESSES

Not surprisingly, Pareon's greatest success in re-organising the Empire came in sorting out the military problems which faced it. He had been an able general, and succeeded in instilling new morale into the demoralised Atlantean Army. He quickly abolished the old Internal Security Army, and incorporated many of the soldiers, though not the leaders, into the new, voluntary, regular Army. He faced chaos caused by rebels, fighters for independence, supporters of Brindor, and occupation forces from surrounding States all round the Empire. But the direst crisis was a result of a massive invasion of Nunchalrieh by the armies of the military leader of Skallandieh, Golumen Gishi.. This had begun in February 829, and in the absence of organised resistance by the regular Atlantean Army, most of which was still rounding up Government troops in the interior, enemy forces soon overran most of the province as far south as Runnates. The fort of Buresso held out against them, but other forces moved south-east towards Dravidieh. Pareon set up a defensive line on the river Chalcratoura, and in the late summer of 829 delivered a decisive defeat against the enemy's forces south of Runnates. Still rebuilding the strength and morale of his Army, and having simultaneously to deal with reorganising a whole Empire, Pareon spent the rest of the year securing the latter Provinces, and making minor attacks from the Keltish mountains on the Skallands' flank. Then in 830, he attacked them from the east. In a brilliant series of attacks and manoeuvres, he defeated the Skallands and worked his way north-west back to Buresso and then northwards. The war was not won, but the Skallands were forced back to the edges of the Empire.

As mentioned, Pareon also faced the remains of Brother supporters in the east of the Empire. These included many who had never agreed to the defeat of Brindor, as well as many soldiers who had been thrown out of the Internal Security Army recently disbanded. Pareon fairly successfully brought law and order back to these eastern Provinces by the end of 829. Elsewhere he succeeded at least in preventing further incursions by the Uariltteccoath in the south-east (with which he agreed a peace-treaty), or by the Rabarrans in the south. Nevertheless he was unable to retake much of the territory conquered over the previous twenty years, let alone the island of Helvrmon in the Helvengio. This, most embarrassingly, had been seized in 828, when the defenders deserted their posts, and the navy had left the Helvremon. In the north-west he agreed with Quendelieh that they should continue to keep troops in Yciel Atlantis and other parts of Marossan, as well as the seas thereabouts, in order to protect Atlantean interests.

POLITICAL AND MORAL FAILURES

Pareon was desperately anxious to restore a proper representative and democratic government to the Empire, and he spent most

of the two years from 829 to 831 trying to recreate a parliament of national unity. He quickly declared complete toleration for all nationalities within the Empire, reversing the Tyrants' cruel racism, and in particular rebuilt the Army as fully multi-ethnic again. However, many people in the previously persecuted races of the Empire – Helvrans, Kelts, Jutes, Ughans – immediately demanded complete independence. The Jutes, indeed, had already effectively succeeded in this some years earlier, and many of the Kelts who had survived the Tyrants, were also refusing to obey the Emperor. Pareon was unable to settle this situation, nor was he successful in producing a more accountable form of government for the Empire. He tried to set up a Council representing the peoples of the Empire, and called several elections. The members assembled, but were then dispersed due to chronic inability to agree on any topic at all put to them by the Emperor. Indeed many these Council sessions ended in complete chaos and rowdiness. In the end, Pareon was forced to rule by imperial decree on his own.

Pareon did try to settle accounts with the past by arresting a large number of Brothers, officers and civilians. He originally wanted to concentrate on just bringing the leaders to trial, trying to achieve some sort of reconciliation with the lower-ranking members, but such was the hatred felt against the Tyrants and their supporters in the hearts of most of their victims, that he was forced to widen his net to include many ordinary supporters of the Brothers. These people were tried in batches between 829 and 831 in courts whose judges themselves had to be firstly thoroughly purged. The courts had to be well protected by the new Army, as there were a number of attempts to rescue the defendants by attacks from outside. In the end, a considerable number of Brothers were executed or imprisoned, but earlier on, some were released (who quickly fled abroad, usually to "Uariltecoth"), due to the connivance of judges left over from the previous regime.

Pareon was scarcely more successful in producing a change in the moral and spiritual atmosphere of the Empire. Crime and violence, immorality of all sorts, and a lack of belief in any traditions were rife in 828, and the best that could be said of the situation three years later, was that they were perhaps no worse. Pareon tried to set a good example himself, and appoint only morally upstanding Ministers to run the country, but by and large, much of the Empire did not notice, or was so distracted by the general unrest, that higher moral standards and a greater spiritual ethos was the least of its interests.

PAREON "PERSUADED" TO RETIRE

By 831, it was becoming clear that Pareon was unable to realise his ideals for a new Empire. His plans were being frustrated at every turn, and it looked improbable that, while he was in charge, the Empire would ever emerge from stagnation and chaos to restore its former prestige and greatness. According to his memoirs, he had made up his mind by 831 to resign power in favour of a better-qualified successor. The event which finally forced a changeover occurred in April 831, when a renegade military force of brotherhood sympathisers attacked guards in a courtroom and released 18 Brotherhood officers being tried, causing six deaths and many injuries. Pareon immediately announced his intention of retiring and handing over power to Thildo Gailonex. It also seems that Quendelieh, some of whose troops were present in Atlantis, had also been pressurising Pareon to go. Some Quendi soldiers were actually on duty at the courtroom during the attack, and four were wounded.

Gailonex had been Pareon's Commander-in-Chief in the recent war against Skallandieh, and was thereafter made Chief Controller, that is to say, Pareon's chief Minister. Although only 34, Gailonex was obviously extremely able and ambitious, and what was more, had deeply held views about the future of the Empire, which corresponded to many of Pareon's own, more confused notions. It is unlikely, however, that Pareon, or anyone else at this time, guessed just how successfully Gailonex would be able to carry out his plans for the Empire.

On 9th May 831, Pareon resigned, and Gailonex became the new Emperor. Pareon retired into private life and wrote his memoirs. Then, in June 834, one of the Brotherhood members who escaped in the courtroom drama of April 831, and had never been recaptured, assassinated Pareon and his wife at home, before shooting himself. In August, Gailonex ensured that he was given the Throne-name of Atlaniphon IV, as a true saviour of the Empire, and a link to the admired Second Empire. This name was not regularly used by later historians, however.

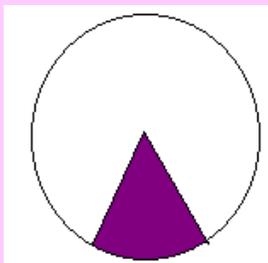
To read the next part of this history, click on [\(2\) 831 - 844](#)

[Home Page](#) [\(2\) 831 - 844](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERIEH

IX

THE FIFTH EMPIRE:

THE EARLY AND MIDDLE FINAL WARS

865 – 882

3. The dusk of Empire and the Early and Middle Final Wars, 865 – 882: the reigns of Gaistuyex (865 – 880) and Gaiduiccon (865 – 883).

1. "Past into Future" ("*Buaimaxan silin Yoyan*") and "Past and Present" ("*Buaimaxan e Ianette*") – Atlantis' internal quarrels on the edge of the precipice, 865 – 870.

THE FAMILY BACKGROUNDS OF THE YOUNG EMPERORS.

The opposing characters of Gaistuyex and Gaiduiccon emerge very clearly from their family backgrounds. Gaistuyex, 27 years old in 865, had married five years earlier. The marriage had been arranged by his father for reasons of state, and involved the daughter of his closest Adviser. There seems to have been little love involved in it. His wife duly provided Gaistuyex with two sons and two daughters by 872, and then was "put away" on an estate and only rarely received visits by her husband. In 875 rumours began that she had a lover and when this was substantiated, at least to Gaistuyex's satisfaction, he brought her to trial, and in the full glare of publicity, she and her lover were found guilty of adultery. This had not been a crime, as such, in Atlantis for over a century, but recently Gaistuyex's conservative regime had imposed strict punishments for moral misdemeanours. He now exacted exemplary punishment on the two lovers, under the pretext that the adultery involved the Imperial Family. The lover was executed, and the wife banished to Skallandieh, from where she later fled to Phonaria. (After Gaistuyex's death in 880, Gaiduiccon invited her back, but she had become ill, and died in exile in 881.) Gaistuyex spent his remaining years at the front until his death. Rumours later circulated after 880 that he had had secret mistresses, but Gaiduiccon deprecated them, and their truth remains unproved.



The young Gaiduiccon - a bust from 865

Gaiduiccon made no such pretence of being a paragon of all the virtues in his private life. He was 29 in 865, and had not married, but was notorious for his many love-affairs and frequent changes of mistress, a reflection of the free morals of the circles in which he moved – liberal politicians, artists and writers. He was persuaded by his advisers and by Gaistuyex himself to get married, once he became joint Emperor. He could not make up his mind whom to marry for some years, until in 869 he met someone he truly loved. In the 870s, as his power was taken away from him, he devoted himself more and more to home life, and abandoned many of his earlier bohemian ways – he even took up Natural Theistic Morality at this time, in place of his earlier avowed atheism.

His wife had two children, a boy in 874 and a girl in 877 (who died young in 880). She was of mixed Chalcran and Ughan background, which made her unpopular with the conservatives. When her home area was overrun by the Ughans in 880, her parents and daughter were caught and killed, while other members of her family were taken prisoner. She became a focus for demands for a truce or peace from the Ughans to Gaiduiccon. She went on an unofficial mission to Ughrieh in 881, and was kept hostage there. In 882, Gaiduiccon did agree to a truce – many said, in order to free his wife. She then rejoined him, but in 883 he was overthrown as Emperor by Crehonerex IV. He and his wife were allowed to retire to private life in SW Atlantis, near Celing, on the coast, despite demands by conservatives that he should be put on trial. But others realised he knew too much for this about the opinions, conduct and morals of many leading conservative politicians for this to be risked. When war began again in 884, Gaiduiccon threatened to speak up again. Within a month he and his wife were killed in a massive explosion and fire in their villa, almost certainly the work of frightened Atlantean enemies, but blamed on a seaborne raid by Rabarran forces. Gaiduiccon's son, now 10, was looked after by one of his sisters, on the Government's instructions.

POLITICAL TENSIONS – COUP AND COUNTER-COUP.

Internally, a degree of reform and a loosening of authoritarianism took place. The liberals, led by Gaiduiccon, and based on the "Past into Future" movement, ("*Buaimaxan silin Yoyan*" in classical Atlantean, which is how it was often written) sought peace abroad, more industrialisation at home, as well as social and moral liberalisation. Gaiduiccon, who had personal control over home affairs, tried, with some success, to push forward political, social and moral liberalisation, but he was opposed by his brother, Gaistuyex, who was the figurehead for the conservatives and supporters of his father. This group formed a party parallel to the "Past into Future", which was called "Past and Present", ("*Buaimaxan e Ianette*") which wanted to keep things exactly as they were. There was also a more moderate group in the Council, which wanted to loosen the current authoritarian political structure, while retaining the traditional moral controls which had been a feature of the Fifth Empire hitherto. Gaistuyex became increasingly annoyed at the growing success

of his brother and the support for him amongst a majority of the Council.

This reached a head in 868, when the Council voted for Gaiduiccon to become sole Emperor, as well as for more control over local government. Gaistuyex refused to agree to this, but the Council in turn rejected his refusal. This led to stalemate, as Gaiduiccon also had no intention of giving in to his brother. The elements of the State were now disastrously divided between the two extremes. Gaiduiccon had the support of much of the Council, other members of the Imperial Family, and the liberals of the "Past into Future" movement. Gaistuyex was backed by the Army and some Provincial Governors, as well as the conservative "Past and Present" movement in the country at large. The religious establishment largely, though rather reluctantly, lined up behind the conservatives, because they generally supported or gave lip-service to the tenets of Natural Theistic Morality. The moderate centre was reduced to impotence. Gaistuyex thus had the most effective backers, and called a State of Emergency, and put the Army on alert. Gaiduiccon appealed to the Army to stay neutral. There followed a period of cautious manoeuvring, but no actual bloodshed. The crisis was partly resolved by an upsurge of assassinations inspired by Rabarrieh including some Governors and members of the Imperial Family. This inspired demands for revenge from the Army and others who normally supported Gaistuyex, but also produced an urge for compromise, in order to deal more effectively with the potential threat from abroad. Gaistuyex made an agreement with his brother, by which he gave way to him on social affairs and politics, but retained control of the Army, foreign affairs, and kept an overall veto.

For the next couple of years, the two parties worked separately. Gaiduiccon replaced many Governors, while Gaistuyex built up the Army and purged its commanders, preparing for a war with Rabarrieh, which to him at least, seemed inevitable. Gaistuyex agreed to some of Gaiduiccon's reforms, but vetoed others. By 870, he was using his veto regularly, and the Council, now dominated by liberals, demanded the right to "out-veto the veto". It was really demanding full executive power for itself, with the support of one Emperor only, Gaiduiccon. Gaistuyex saw the real possibility looming that he would soon lose all power. At the same time, he was desperate to prepare the Empire for war with Rabarrieh, and had already planned an advance strike against Rabarrieh, to force war, and thereby unite the country behind himself. However, he was beaten to it by Rabarrieh itself, which had its eyes on seizing the last remaining bastion of Atlantis on the Southern Continent, Miolrel. The king of Rabarrieh, Athulco Alibixo, thought that the Atlanteans must at this moment be concerned solely with the internal struggles between the two Emperors, and would be unable and unwilling to offer much resistance to a Rabarran take-over of Miolrel. In fact, this event stirred Gaistuyex to action. He decided to carry out a counter-coup against his brother and the Council, claiming dire necessity and the need for the Empire to unite under one leader, himself, against the Rabarran threat. In July, he occupied the Council Chamber with troops, imprisoned Gaiduiccon, set up military rule, and arrested many liberals, including Councillors. There was some scattered resistance on the streets, but the Army dealt ruthlessly with this. Immediately afterwards, war was declared on Rabarrieh, and Gaistuyex seized the opportunity to imprison, torture or execute many more Councillors, and replace all Provincial Governors who supported the liberals.

Essentially now, Gaistuyex and the conservatives had triumphed for good, with the backing of the Army and almost permanent war abroad. The religious establishment was initially behind him too, but many had qualms about his ruthlessness and willingness to torture and murder, and this later led to a falling-out between them. In fact, Gaistuyex paid only lip-service to Religion, and after 876, it was Gaiduiccon who converted whole-heartedly to the faith. Gaiduiccon was in fact released from imprisonment in 872, shorn of nearly all his powers, and he agreed to concentrate on helping to create a "militarised" economy at home, while Gaistuyex fought the war and effectively controlled the Empire. Gaiduiccon did not disavow his liberal views, and in the war truces of 873-5 and 882, briefly gained more influence. However, there was no freedom any more to express liberal views in public, which were against the Government. Most people now reverted to the quietism on the 840s and 850s, overwhelmed as they were by the growing disasters of the war.

2. The Early Final Wars: Dittuix Crehix Scatissix: 870 – 875

THE SHAPE OF THE EARLY FINAL WARS AS A WHOLE

After 870, Atlantis was to be almost permanently at war with one or more of her neighbours until her final overthrow in 889. These Wars are traditionally divided into two halves – the Early Final Wars, until 882, and the Later Final Wars from 884 to the end of Atlantis. These Wars are punctuated by two truces, which in fact seem only to have made the antagonists prepare themselves for even larger scale fighting. The first part of the early Wars lasted from 870 till 873. The combatants were Atlantis and the Far Southern Continent on the one side, and Rabarrieh on the other. The war began when the Rabarrans tried to take over the sole remaining Atlantean city south of the Helvengio, Miolrel. Neither side mobilised very fully, and the war consisted of a series of disconnected and relatively small-scale attacks by each side. A truce was agreed in 873, which suited both sides, and enabled them to seek additional allies and to mobilise much greater armies for the inevitable resumption of the conflict. Rabarrieh managed to persuade the Far Southern Continent to agree to a cease-fire in 874, and then make complete peace. She also induced Skallandieh to try to regain the lands lost in the Great Northern War by attacking the Quendelien forces on the Marossan border, though not for a few months after war had resumed with Atlantis. On the other side, Atlantis got Quendelieh to agree to actively defend the frontier against a possible attack by Skallandieh in the north, a much firmer defensive alliance than had ever existed between the two Empires in the past. However, Ughrieh insisted on maintaining neutrality. This second phase of the Early Final Wars lasted till 882. For the first couple of years, Atlantis and Rabarrieh fought with huge armies to and fro across hundreds of miles on both sides of the Gestes. Then

other countries began to join in, all on Rabarrieh's side. Firstly, Skallandieh, who was fended off by Quendelieh, then in 878, Ughrieh. The same year, Quendelieh gradually withdrew from the fray, leaving Atlantis to face the armies of the Skallands. However, in 880, the Far Southern Continent joined in on Atlantis' side, against the Rabarrans.

As a result of the mounting opposition to Atlantis, her forces were gradually forced further and further back into her Empire after 878. Finally in 882, the (now solitary) Atlantean Emperor, Gaiduiccon, agreed a truce with all his enemies. This is the end of the Early Final Wars: the Later Final Wars began in 884 under his belligerent successor, Crehonorex IV, with a massive Atlantean offensive, and then, after 886, the final enemy counter-attack, which led to the utter defeat of Atlantis within two years.

THE ARMIES AND PLANS OF THE COMBATANTS AND THEIR WAR AIMS.

The war began with both sides armed very similarly, with no great changes in weaponry or tactics since the Great Northern War. Both sides possessed tanks, but these were little used in the first three years of war. Atlantis had a total fighting force of about 1600000 men, or sixty armies (FEGGISSIX), each roughly 25000 strong, (20 BORFEGGISSIX of 80-90000 men), plus separate units of tanks, artillery and cavalry, as well as reserve forces. However, these were of course spread all around the perimeter of the Empire, and in the initial Atlantean attacks, only small armies of 80000 or less were employed. Rabarrieh had also to defend against the Far Southern Continent, and had overall slightly fewer forces throughout her Empire. She also only used small armies in the attacks of 870-873.

Rabarrieh had become more actively expansionist and aggressive against Atlantis since the accession in 860 of a new king, Athulco Alibixo. He wanted to cause as much damage as possible to the Atlanteans, forcing them back north of the Helvengio, and then, with the aid of allies such as the Ughans, and then seizing all the territory he could north of that sea and the river Gestes. He began by making an agreement with the Ughans to hand over Borepande and the surrounding area, strategically placed athwart the river Gestes. He also tried, unsuccessfully, to make alliances with Ughrieh and Yciel Tuaince Mandagge. In the middle years of the decade, he was distracted by internal troubles, and hence missed the opportunity, as had been his original plan, of securing Miolrel at the moment when Gailonex died, and the Atlanteans were ruled by a new and inexperienced Emperor. However, the discord between the two new joint Emperors gave him another chance, which he seized in 870 by moving into Miolrel. Thereafter, Rabarrieh's main aims were to hold Miolrel, the Blue Isles (at the mouth of the Helvengio) and Helvremon island, as well as conquering the Jutish peninsula. As we shall see, she succeeded in achieving only some of this, and then decided on a truce before resuming the war on a bigger scale. Then, as both sides' armies, greatly increased in size, swept across vast swathes of each other's territory, Rabarrieh aimed to eject the Atlanteans from Helvrieh and lands east of the Great Lakes. This only became feasible once other countries joined in the war against Atlantis, above all the Ughans. Thereafter, as the Skallands too started fighting Atlantean troops, Rabarrieh, and to a lesser extent, Ughrieh, extended their war aims to the complete destruction of Atlantean rule on the Great Continent.

Gaistuyex was aware from the time of his accession that Rabarrieh would certainly try to seize Miolrel in the near future. He realised that realistically it was indefensible as a small island of Atlantean property surrounded by and incorporating Rabarrans and other southerners. He did not expect it to defend itself for long against an enemy attack, but if this happened, he aimed to take it back by an amphibious invasion on the root of the Miolrel peninsula, taking it, ejecting all inhabitants, and turning it into a fortress to guard the entrance to the Helvengio. Atlantis would also send out an expedition, with her anticipated ally, Yciel Tuaince Mandagge, to occupy Siphia and the local islands. Gaistuyex hoped thereby, in a subsequent peace, to retain at least some of the ground thus gained. He did not expect to be able to seriously reoccupy much of Rabarrieh's, and formerly Atlantis' territory, in the south, but neither did he expect Rabarrieh to try to take over much of Atlantis' lands north of the Helvengio. During and after the truce of 873-5, he, like the Rabarrans, realised he must plan on a much larger scale, with bigger armies and grander strategic objectives. He now aimed to utterly defeat the Rabarrans, and take back as much of the former Atlantean territories seized by them over the past 90 years, as he could. This plan soon proved to be unattainable, and after 878, as more and more Atlantean territory fell into enemy hands, his only aim was to defend and preserve as much of it as possible.

THE "PHONEY WAR" ALONG THE RIVER GESTES

As mentioned above, the fighting in the first two or three years of war was uncoordinated and indecisive on both sides. There was no conflict at all across the river Gestes, because of the anomalous nature of the border here. At the outlet of the river into the Gestes, Atlantis owned the Provinces both north (Meistayieh) and south (Iutieh) of the river. Then, as far east as Vulcanipand, the area south of the river was technically part of the Rabarran Military Border and hence could only contain a limited number of troops, by international convention. This would hardly have prevented the Rabarrans using it to invade Meistayieh, if they had wished to, and indeed the area was used as a base for invading westwards into Iutieh, but the Gestes was very wide to cross at this point, and the Rabarrans contented themselves with trying to take over Iutieh, the last Atlantean Province south of the Gestes or the Helvengio. The next stretch of the Gestes, up to near Borepande, was strictly an independent kingdom, and both sides found it convenient to keep their troops out of it, at this stage. The Rabarrans did not want to attract the Atlanteans across the river, thereby also threatening their territory around Borepande (see below), while the Atlanteans also considered the neutral country here provided their provinces north of the Gestes with some protection.

Matters were most complicated around Borepande. In 861 Rabarrieh had "bought" this fortress and some 5000 square miles of land on both sides of the Gestes from the Ughans, who had owned it ever since they wrested it from the Atlanteans during the rule of the Tyrant Brindor. This exchange of territory had been the result of a deal between Rabarrieh and Ughrieh, in which the Rabarrans had

helped the Ughans crush an invasion by forces of several small kingdoms south of her territory and north-east of the Rabarrans', north of the river Baccuel. At the same time, Rabarrieh obtained a rather vague agreement from the Ughans that they would join in a war against the Atlanteans on the side of Rabarrieh, if the Atlanteans captured. The great virtue of Borepande for Rabarrieh was that it gave her a foothold across the Gestes in the case of an all-out war against Atlantis. However, the territory was completely cut off from the rest of Rabarrieh, and Atlantis refused to allow any supply line to be traced through the neutral lands to the south of it, threatening immediate war if Rabarran troops crossed this territory. As a result, Rabarrieh had to make an agreement with the Ughans allowing supplies only to be traced, at certain pre-arranged times, through Ughan territory via Versciun and the Versciun and Thawril Passes. Troop movements were limited to once a year, with prior notice, with some increase possible in case of war, but again only by mutual agreement. So here again, Rabarrieh was anxious not to provoke the Atlanteans to conflict on this front, until she was ready to strike across the Gestes with overwhelming strength, via the neutral territory and using Borepande as a crossing-point. Equally the Ughans did not want to provoke the Atlanteans by allowing the Rabarrans to send many troops through their territories, nor did Atlantis want to seem to threaten her borders in any way. This delicate diplomatic game lasted until the truce of 873. So the fighting in this first part of the war was concentrated around the Helvengio and the Eriphicko to the south.

870 – 873: THE FALL OF MIOLREL, THE INVASION OF THE SIPHIYAN ISLANDS, THE ATTACK ON IUTIEH, AND THE BATTLES OF THE BLUE ISLES.

Miolrel, the last lonely outpost of the Atlanteans on the south side of the Helvengio, was already a seething hotbed of Rabarran sympathisers even before the war, and it fell to the invaders in August 870. Atlantis was able to evacuate the army and a large armada of terrified Yallands and Atlantean settlers flooded across the narrow channel of the Helvengio to the peninsula of Numidis. Atlantis immediately blockaded the main Rabarran ports in the Helvengio, Noehtens and Raihco. Meanwhile, before reinvading Rabarran territory on the south side of the Helvengio, she prepared a great naval invasion force to steam to the Siphian islands, linking up with reinforcements from Yciel Tuaince Mandagge. The main aim of this was the seize the great Rabarran naval base at Siphia, which would provide some protection for Yciel Tuaince Mandagge, and threaten the communications of the Rabarran capital, now at Kharadis, down the river Gosal to the Eriphicko. The expedition had some initial success in 871 in that it landed on two of the Siphian islands, and later captured a third, but the Atlantean navy was unable to destroy the Rabarran fleet, although part of it was hemmed in Siphia. By mid-871, 70000 men (three Atlantean Armies) plus 40000 allies were involved in this operation, which later involved a short-lived landing further along the coast from Siphia.

Further north, Atlantean troops dug in along the Gestes and around Borepande, and crossed the river, strictly within Rabarran territory, to try to cut the Rabarrans off from the south. However, there was not sufficient room to manoeuvre, and the Rabarran defences eventually forced the Atlanteans back across the Gestes. Rabarrieh's major offensive was across the Jutish border, as they wanted to conquer this final piece of Atlantean territory on "their" side of the Helvengio. The mountainous land was, however, ideal for defence, and the Rabarrans' force of 130000 men found the invasion very hard going. By the time of the truce in 873, they had forced their way across the *Avlotans* hills, and got as far west as the river Gayvot. But they could penetrate no further against the 80000 defenders and the local inhabitants, led by General Rahpos, a Jute himself, who defended their *kavotans* hills to the west ferociously. (Ironically, the Rabarrans had thus seized the *avlotans*, which means "mighty hills" in Jutish, but been thrown back from the *kavotans*, which means only "great hills". In fact, the latter hills were higher and more rugged than the former, and were protected at the front by the river Gayvot, and all round the other sides by the sea).

Later in 871, the Atlanteans landed a strong force from the sea to the west of Miolrel, hoping to cut Miolrel itself off by seizing the base of the little peninsula on which it was placed. However, this was pinned down in its bridgehead by the Rabarrans, and hastily evacuated early in 872, as the Rabarran threat to the Blue Isles became much greater, in turn threatening the seaborne communications of the invasion force. By this time, the Rabarrans had regained command of the Siphian area, almost hemming the Atlanteans in on their islands. In March, the Atlanteans decided to cut their losses, especially as the Rabarrans were making increasingly successful raids on the Blue Isles, the main Atlantean naval base protecting the Helvengio. The troops were withdrawn, but the expedition suffered considerable losses on the way back north from minefields and raiding Rabarran fleets. It was quickly followed up a large Rabarran fleet, which had been waiting for just this opportunity. Its troops invaded the Blue Isles (Zueltix Mandengix) and in the *Second Battle of the Zueltix Mandengix*, the Rabarran navy crushed the remains of the Atlantean Siphian navy, which was moved south from Atlantis to challenge it. However, an immediate attempt by the Rabarrans to enter the Helvengio and seize control of that sea met disaster at the Naval Battle of Giezuat. In August of 872, the Atlanteans made another landing near Miolrel, this time to the east, but again they were unable to advance beyond a bridgehead.

THE TRUCE OF 873-875

By the start of 873, deadlock had been reached between the two sides. Rabarrieh had made some gains, in Iutieh and the Blue Isles, but could get no further with her limited mobilisation of troops. Atlantis was in a worse state, having suffered severely in the Siphian expedition, and lost the Blue Isles and some of Iutieh. She had maintained control of the Helvengio, but with the Rabarran fleet holding the Blue Isles, she was unable to support the navy in the sea from outside. The Rabarrans now took the initiative and suggested a cease-fire, with both sides retaining what they had, pending a proper peace-treaty. Athulco Alibixo wanted to prepare much stronger forces to strike into Iutieh and take control of the Helvengio by seizing Helvremon. He would follow this up by an attack over the Gestes. He was not happy with the way his commander-in-chief, Qedif Alakultire, had conducted the war so far, and replaced him with the more aggressive Iltozamma Alatheinuqo. He also wanted to get the Ughans into the war as soon as possible,

and to detach Yciel Tuaince Mandagge from her alliance with Atlantis, as she was causing the Rabarrans considerable trouble in the southern waters. The truce proposal was entirely cynical, and the King had no intention of reaching any sort of permanent peace-treaty at this stage.

Gaistuyex was aware that the war was not going as well as he had expected, and the enemy had taken Miolrel, occupied some of Iutieh and seized the Blue Isles, while all Atlantis could show for her efforts was a bridgehead near Miolrel. He too had purely practical reasons for agreeing to the truce offer, hoping that thereby he could halt Rabrrieh's successful advance for a while, while he fully mobilised his army and prepared strong counter-offensives against the enemy. He tried to haggle with the Rabarrans to return some of their war-gains, but they refused. Gaistuyex now concentrated on preparing his government and the population at large in the Empire for a renewed and much larger-scale war, with full commitment by industry and general conscription – exactly the same procedure as was occurring in Rabarrieh at the same time.

The Rabarrans took their time preparing for the next round of fighting, concentrating at first on diplomatic initiatives. In 874, they succeeded, by surrendering some territory and playing on her abandonment by Atlantis, in persuading Yciel Tuaince Mandagge into neutrality. They also were working hard on suggesting to Skallandieh that once the war between Atlantis and Rabarrieh resumed, she might consider it an opportune moment to fall on Marossan, across the Ereipha. This was defended solely by Quendeliens, and therefore should not necessarily involve the Skallands in conflict with Atlantis. For the Rabarrans, in any case, such a war would at least tend to distract the Atlanteans from the campaign in the south, and make them a little fearful of their northern frontier and its defences. However, Rabarrieh had no success with the Ughans, who were also being pressurised by Atlantis. They were determined to maintain their neutrality unless they, or Borepande, were actually attacked by the Atlanteans.

Rabarrieh had set her sights on gaining control of the Helvengio, when war recommenced. By 875, she had concentrated a large proportion of her navy within the Helvengio, so as to wipe out the Atlantean fleet based at Helvris and Giezuat, guarding the entrance to the sea with her navy in the Zueltix Mandengix and the forts and guns at the mouth of the Helvengio. As can be seen, this strategy was the exact opposite to Atlantis', and led initially to a disaster for the Rabarrans. On land, in the east, she left about four armies (around 400000 men) in and south of the Rabarran Military Border, south of the Gestes and west of the river Vulcan. There were also the defenders of Borepande completely separated up the Gestes. Further forces were being collected south of the Helvengio for seizing Helvremon, wiping out the Atlantean bridgehead near Miolrel, and generally serving as a reserve.

Gaistuyex, realising that Rabarran diplomacy was gradually isolating Atlantis, determined to strike the first blow in a resumed war, in August 875. He worked out a plan of attack with his new Commander-in-Chief, Zaippo. This involved both a land and a sea campaign. In order to protect his fleet in the Helvengio, and hence his planned amphibious attacks round Iutieh, he first planned that the Atlantean fleet based at Atlantis and Celing should move south, find and defeat the Rabarrans, who were based in the Zueltix Mandengix. Chasing them off south, he would then enter the Helvengio, and with the united fleet, defeat the Rabarrans there. On land, meanwhile, he was to collect behind the lower Gestes a massive force of eight BORFEGGISSIX, divided into three FEGGISSEMMIX, and backed up by large numbers of tanks – nearly 650000 men. While simultaneously completely shielding the Rabarrans in Borepande with 80000 men, this massive force would cross the river at Vulcanipand into neutral territory. It would then sweep south down the Vulcan, and cross it behind the flank of the Rabarrans to the west, their location being well known to Atlantean intelligence. At the same time, an amphibious force would land south-east of the rive Gayvot, at Duccorase, and attack the other flank of the enemy force. Small forces would also demonstrate across the Gestes, west of Vulcanipand, and across the Gayvot river from Iutieh. This great manoeuvre should surround the vast majority of Rabarran forces in the east, as well as trapping those on the borders of Iutieh, after which the Atlanteans could continue west along the southern Coast of the Helvengio, mopping up the enemy in the former Manralia.

The Middle Final Wars: Mithuix Crehix Scatissix: 875 – 882:

1. The fight for Meistayieh, 875 – 878.

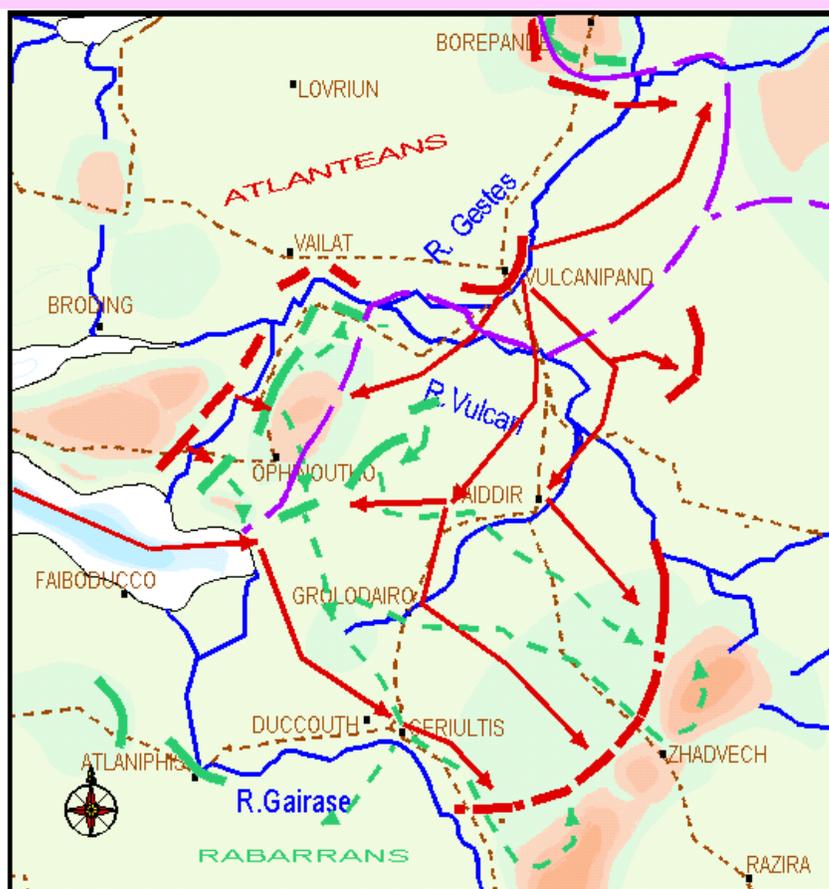
THE WAR AT SEA – ATLANTEAN SUCCESS AND FAILURE, AUGUST 875

Atlantis abruptly broke the cease-fire in August 875, and sent a large fleet south to bring to battle the Rabarran navy, which was in and around the Zueltix Isles. Gaistuyex's excuse for thus breaking the cease-fire was that Rabarran troops had entered the neutral territory east of Vulcanipand. In fact some civilians were in this country, and two of them were later found to be spies, but they were certainly not in the armed forces. This fleet had been weakened, as a result of the concentration of Rabarran ships within the Helvengio, and the Atlanteans achieved a surprise. In the *Third Battle of the Zueltix Mandengix*, on August 8th-10th, the Atlanteans fought and defeated the surprised Rabarrans in a piecemeal series of fights, and chased them off south, as planned. Meanwhile, the Rabarran navy within the Helvengio moved quickly to blockade the smaller Atlantean fleet in Helvris and Giezuat. Outside the Helvengio, while most of the Atlantean navy was still following the defeated enemy down the coast of Yall. Thiss., a small part of the Atlantean force had started to bombard the guns and forts planted by the Rabarrans around the sea edge of the Miolrel peninsula: they were simultaneously bombarded by Atlantean guns from the Numidis peninsula some miles to the north. The Atlantean forces in the

bridgeheads north of Pruoddos also tried to fight their way westwards to seize Miolrel by land. But the Atlanteans spent too long in this bombardment, with a navy split into halves.

They were unprepared for the quick reaction of the Rabarrans, who, having swept the Atlantean navy into port in the Helvengio, moved three quarters of this force speedily to the mouth of the sea. It emerged past the guns of Numidis, to strike the Atlantean ships still happily engaged outside in banging away at Miolrel and the neighbouring gun emplacements. These were scattered, and the Rabarrans moved back to their base in the Zueltix Isles, defeating a small force of Atlantean ships there. The Rabarrans now turned north to threaten Atlantis itself, denuded of naval protection as it was. This was in fact only a manoeuvre on the Rabarrans' part to bring the pursuing Atlanteans back north, so that they could be picked off by the Rabarrans. The plan worked well, the Atlanteans turning back north, after receiving an urgent recall by an alarmed government in Atlantis. The Rabarrans sparred with the returning Atlanteans, but avoided any full-scale battle by remaining within the protection of the Blue Isles. The Atlanteans skirted past the islands to the west, and moved back towards Atlantis, but by now, of course, the Rabarran ships here had long gone. The Rabarrans left a considerable proportion of their navy now outside the Helvengio. The time was now well into August. The Atlanteans decided to start the second phase of their operation, the land attack over the Gestes. For although they had failed to secure the protection of the Helvengio from the outside, they had largely emptied the sea of the Rabarran navy. There remained only the fairly small forces supposedly blockading the Atlanteans in their ports. On August 26th, the Atlanteans in Helvris sortied, and forced the Rabarrans back to Manralian coast. They were thus able to keep control of the eastern end of the Helvengio, allowing them to carry out the amphibious operation detailed below.

THE ATLANTEANS CROSS THE GESTES: THE FIRST BATTLE OF THE YALLODAIRU, AUGUST - SEPTEMBER 875



ATLANTEAN INVASION OF YALLTHISS, 875

At the end of August 875, Zaippo set the Atlantean armies pouring across the Gestes, according to plan, led by an unprecedentedly large force of tanks. The Atlanteans quickly overcame the feeble resistance here, and while one Army (from now on, that means Atlantean "borfeggissix", about 80000 men, or Rabarran armies of 100000) turned north to surround Borepande, the rest streamed south, accompanied by large numbers of tanks. The Rabarrans to the west were transfixed by Atlantean attempts to cross the Gestes between Vulcanipand and the Helvengio, and too late realised that huge forces were moving up the Vulcan round their flank. The Atlanteans soon gained several bridgeheads over the Vulcan on both sides of its junction with the Yalldairu, and were pressing against the Rabarrans in the north, in the narrow strip of land between the Gentes and the Vulcan. The Rabarrans began to retreat south-west, aiming to link up with reinforcements south and west of the Gairase. At this point (September 6th), the Atlantean amphibious force landed near Duccorase. It was at first hemmed in its bridgehead, but its very presence forced the Rabarrans to veer off to the south-east as they retreated, across the Yalldairu. By late September, the Rabarrans had suffered heavy casualties, but had got most of the remnants of their armies over the Yalldairu, moving generally towards the Raziris mountains to the south-east. In the

middle of September, the Atlanteans at Duccorase had managed to break out of their bridgehead, and moved initially northwards to join up with the other forces moving south towards them, and aiming to cut off as many Rabarrans as they could in the Avlotans area. As many of the Atlanteans were also looking south and west in this area, there were only two armies left to follow the Rabarrans as they retreated eastwards. The result was that by the beginning of October, while large numbers of Rabarrans had become casualties or prisoners west of the Yalldairu, probably about 150000, at least another 200000 had escaped south-eastwards, while 50000 or more crossed the Gairase to the south. The Atlanteans lost only about 25000 men all told in this *First Battle of the Yalldairu*.

To read the next part of this history, click on [\(2\) 875 - 876](#)

[Home Page](#) [\(2\) 875 - 876](#) [\(3\) 876 - 877](#) [\(4\) 878 - 879](#) [\(5\) 879 - 880](#) [\(6\) 880 - 882](#)

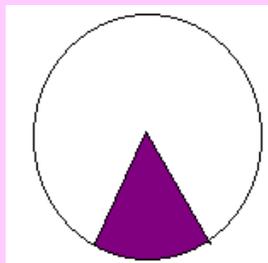
BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)



ATLAN CERIEH

VIII

THE FIFTH EMPIRE: THE LATER FINAL WARS

883 – 890

1. The Later Final Wars (Naittuix Crehix Scatissix) and the downfall of Atlantis, 883 - 890: Crehonerex IV (883 - 888) and after.

1. Resumption of the war and the last chance for Atlantis, 883 - 886

THE OVERTHROW OF GAIDUICCON, 883

As soon as the peace was agreed, Gaiduiccon faced continual criticism for ending the war with such large concessions to her enemies. At least half his advisors were against it, as well as much of the army, despite the fact that Atlantis had obviously been steadily losing ground for several years. It was whispered that the Emperor had always been a pacifist at heart, and only wanted to rescue his wife from Ughan captivity. At the same time, Gaiduiccon's old supporters gradually re-emerged as well, making their old demands for peace with democracy. They rejoiced that Atlantis had been shorn of much of her Empire, but were not really able now to demand more industrial and technological progress, as they had in the 860s, as this had been thrust on them by the war, and they did not much like it. So now they sought a return to a way of life which perhaps had preceded industrialisation, with small-scale industry and settlements. Meanwhile the Believers, whom Gaiduiccon now after all supported, were themselves split, as half of them still hated the agnostics and the democrats, and found themselves willy-nilly in the war camp. Gaiduiccon wavered as a result of this pressure, and in the spring of 883, permitted the armed forces to remain on standby for a possible resumption of hostilities.

By the middle of 883, Gaiduiccon was becoming ignored and bypassed by the military and their allies, who continued rearming and making preparations for war, whatever he said. However, from time to time, he objected and held things up, and so plots began to overthrow him, and replace him by one of the military, specifically the general in command of the central Front. The Commander-in-Chief, Zaippo, a supporter of the peace and a friend of the Emperor, remained ignorant of this plot, and was looked on with disgust by the plotters for his unmanly pacifism.

On July 23rd 883, Gaiduiccon was quietly arrested, and told he had been deposed in favour of a new Emperor, to be called Crehonerex IV. Simultaneously, all Gaiduiccon's supporters were arrested, and to show its determination, the army, with Crehonerex's approval, shot many of these leaders, and put down a series of rallies in favour of Gaiduiccon with great brutality. Gaiduiccon himself was threatened with a trial, and according to his own later comments, with torture, unless he retired from the scene, and told his supporters to support the new regime. Whatever the reason, this is what he did, retiring with his family into private life. Later, he regretted his weakness at this time, and spoke up again, claiming he could reveal secrets about the private behaviour of the new members of the Government, and other scandals, financial and moral. Certainly pamphlets were secretly produced over the next two years, accusing Crehonerex and his cronies of secret immorality. The Government went to great lengths to quash these rumours and writings, and was very probably behind Gaiduiccon's in the mysterious explosion at his house, just after the war began again, which killed him and his wife, and destroyed all the writings he had committed to paper.

CREHONEREX IV AND THE PREPARATIONS FOR A NEW WAR, 883 - 884

Crehonerex was one of Gaistuyex's favourite generals, who until 881 had commanded quite successfully in Helvrieh. He was then transferred to the northern front, and conducted the brief, successful counter-offensive against Skallandieh, when that country alone refused to take part in the truce which ended the Middle Later Wars. Crehonerex was an outspoken critic of the 882 Peace of Gasiroto, and a vocal opponent of Gaiduiccon. He led the military rearmament, which Gaiduiccon was forced to concede in 883, and was now appointed to the central Front. He led the plot to overthrow the Emperor, and was then crowned Emperor himself in January 884, forming a new Dynasty and taking the name Crehonerex IV.

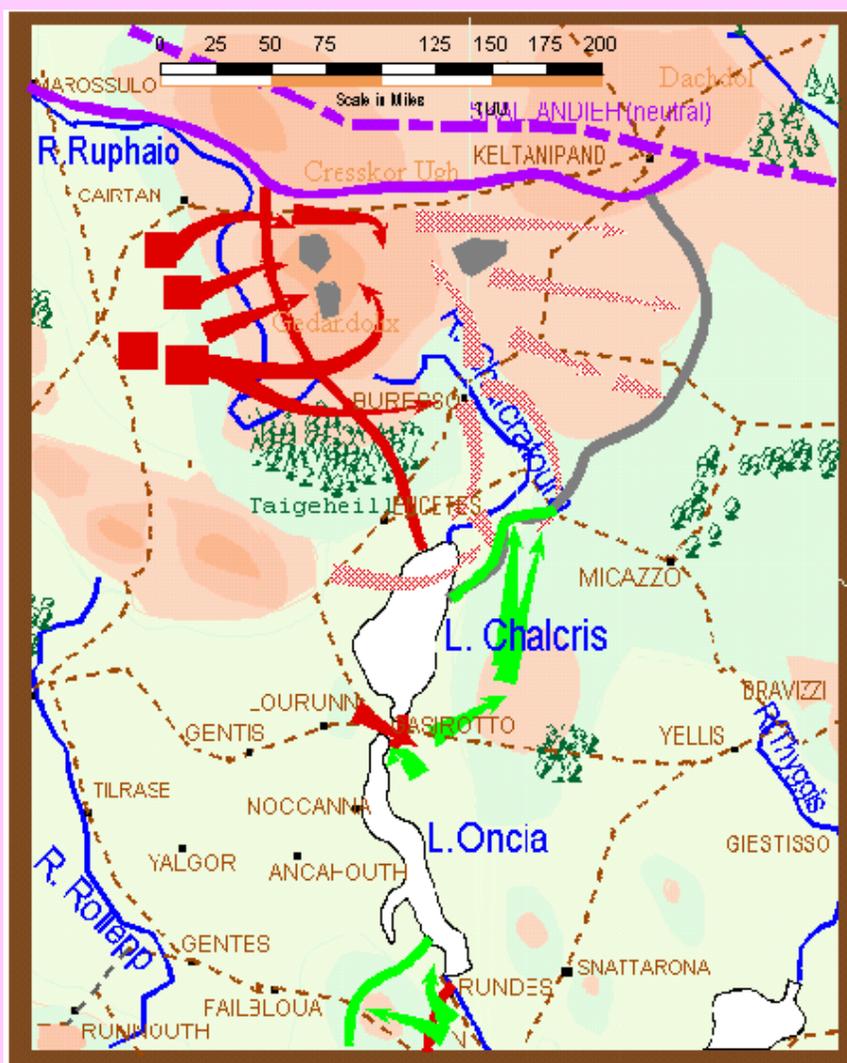
We know little of his personal life, and there is probably little to know. He was born in 851 (and was thus 33 in 884), and married in 875. He rarely saw his wife afterwards, although they had one son in 878. His wife was slightly injured in Cennatlantis in 880 (at the same time as Gaistuyex was killed), and at the end of the war, in 888, both wife and son were killed with Crehonerex in the storming of Atlantis. According to rumour, Crehonerex had many mistresses during the wars, but generally he seems to have shown no interest in any emotional matters, nor artistic ones. He was certainly most at home with his military comrades.

He was a fanatical believer in Atlantis and Atlantean regeneration, and had worshipped Gaistuyex. He was now determined to continue fighting Atlantis' enemies until Atlantis regained her former boundaries - and this meant for him as much territory south of the Helvengio as possible. He refused to recognise that Atlantis must ultimately be overwhelmed by the sheer numbers of her enemies.

Over the next few months, Crehonerex worked furiously to re-equip the Atlanteans, and by means of rigorous conscription, increase the size of her armies. He planned to strike suddenly and unexpectedly against the Ughans, while maintaining the truce

with Rabarrieh and Skallandieh. He would assure them that he only intended a limited attack on the Ughans, to regain ground which they were supposed to have given up anyway by the terms of the Peace of Gasirotto. (In fact both Ughans and Rabarrans had withdrawn some troops from the front line back towards the areas they had been granted in the Peace, but both sides were too suspicious of the Atlanteans to fully demobilise. Moreover, arguments over Cennatlantis and Helvrieh meant that Rabarran troops did not withdraw at all from those places). He would strike the Ughans in front across the Ruphaio, and in flank across the Chakratoura, surrounding them in the Cresskor Mountains, seizing Buresso and Runnates. This would be followed by an amphibious attack over Lake Chalcris, and then the rolling up of the Ughans from south to north, forcing them back to the Chalcran Forests. If they had not already declared war, Crehonerex then intended to turn on the Rabarrans, attacking east from Gasirotto, and at the same time south from against their eastern flank via Micazzo and Yellis, cutting them off from their communications. eastwards. To carry out these manoeuvres, he dismissed Zaippo as Commander-in-Chief, and replaced him with Norindel, a faithful supporter and very aggressive general.

The number of Atlantean armies in 884 was sixteen, the same in fact as in 882, but whereas then they had been worn down to under 1,000,000, they were now raised to 1,300,000, and this despite the fact that Atlantis had lost half her recruiting grounds over the past few years. In comparison, the Rabarrans had had 12 armies (about 1,100,000 men) in 882, the Ughans 6 (600,000) and the Skallands 7 (650,000). This made a total of 25 armies or about 2,350,000 men, over double the size of the Atlanteans. In 884, Atlantis' enemies had considerably fewer men at the front, and by attacking them one at a time, he would always be able to outnumber them. Above all, he hoped to keep the Skallands off his back, and tried throughout 884 and 885, quite successfully, to negotiate a permanent peace with them. Crehonerex was not able to hide his preparations from his enemies, but he did initially persuade the Rabarrans to remain neutral while he attacked the Ughans suddenly in July 884.



THE LAST ATLANTEAN OFFENSIVE. 884

THE DEFEAT OF THE UGHANS, 884

On July 28th 884, two Atlantean armies attacked and held the Ughans frontally in their positions on the mountains across the

Ruphaio, while another two armies swung round through the Taigeheill woods, seized Buresso and moved over the Chakratoura against the rear and flank of the enemy to the north. The Ughans were fairly scattered about in the mountains, north of Buresso, and east of Encetes, with others still further east, so the Atlanteans were able to isolate and defeat them in small groups in the *Second Battle of the Cresskor Mountains*. The troops on the high Gedandolix were forced back and partly surrounded, while south of Buresso, a second strike nearly encircled the enemy west of the Chakratoura, forcing the remains of them over the river at Runnates. The time was now mid-August, and the Atlanteans hoped to carry on their attacks against the Ughans as planned, and prepared the amphibious crossing Lake Chalcris. However, Rabarrieh had decided that enough was enough as far as the Atlantean advances against Ughrieh were concerned, and on August 10th peremptorily declared war. Her relations with Ughrieh were still pretty frosty, and her strategy now was decided without any discussion. She threw parts of two armies against Gasiroto, and then struck north-west from the Cennatlantis front. Rundes was retaken here, but Gasiroto was completely impregnable, and the Rabarrans suffered incredible casualties during their assaults throughout August and September.

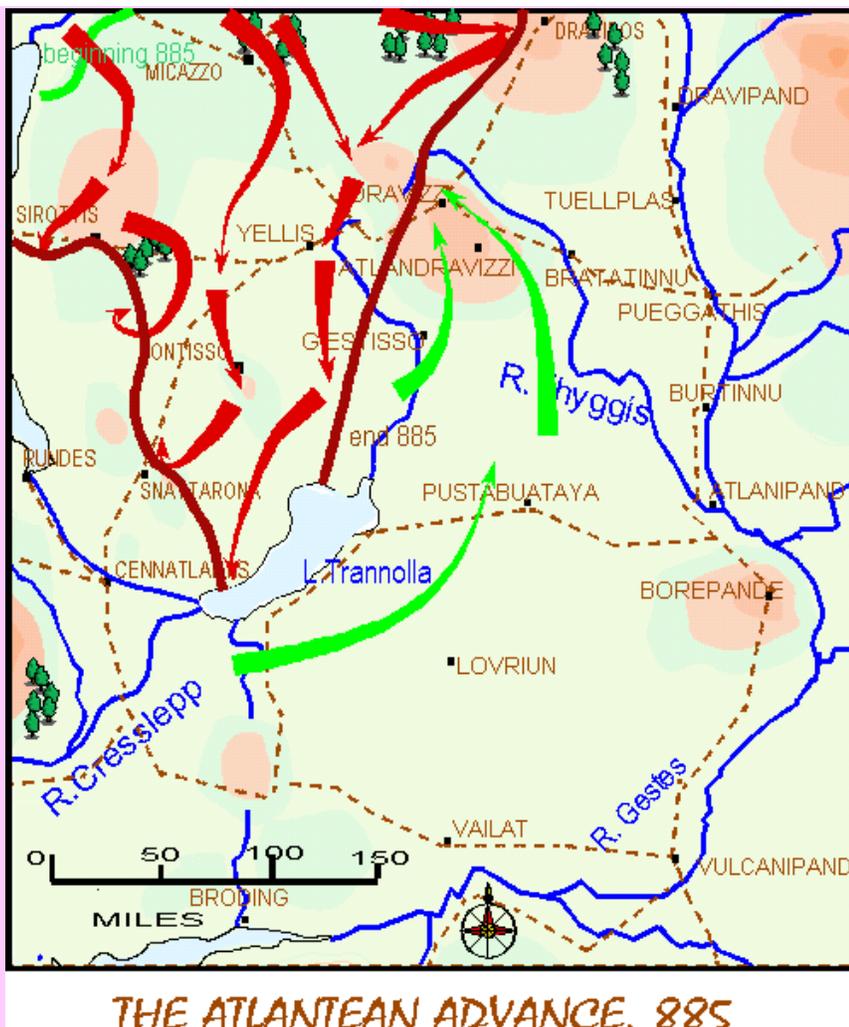
Meanwhile, Atlantean troops carried on their manoeuvres against the Ughans, deliberately remaining on the defensive against the Ughans. The amphibious attack crossed Lake Chalcris near Ronhusso and moved north, as other troops met them coming southwards. Further northwards, the Ughans were gradually forced back eastwards out of the mountains, and during September and October, the Atlanteans retook Gedancairn and Caddan, and their forces bulged out in a salient towards the Chalcran Forests. In September, the Rabarrans saw the chance to hit the Atlanteans advancing eastwards in flank up the east side of Lake Chalcris. However, their attack here towards the Chakratoura and Runnates was very badly organised and piecemeal, and while it forced the Atlanteans back some way, it in no way seriously impeded them. By the beginning of October, the fighting had died down everywhere, and while the Ughans and Rabarrans tried to organise their defence, the Atlanteans prepared for the next stage of their offensive.

THE UGHANS DEFEATED AGAIN, JANUARY - APRIL 885

The Atlanteans paused only for a couple of months. Then, on January 16th, they resumed their offensive. Once again, they began by hammering the Ughans. Five armies struck again south-eastwards towards the river Merros in the north and the Chalcran Forests to the south, and after a tenacious defence at first, the Ughans collapsed. Atlantean tanks appeared on the scene, and joined in the chase, and

gradually the Ughans fell back. However, the weather and time of year, as well as a toughening Ughan defence meant that the Atlantean advance was slower and more costly than had been planned. By April the Forests had been taken and the slopes of the Dravidos hills finally slowed down the Atlantean advance to a crawl. On the southern flank of this advance, two Atlantean armies at first continued to remain on the defensive against the Rabarrans, who themselves made no further attacks here. They also seem to have been unaware of how the Atlantean advance was extending past their right flank, and by April, the Atlantean capture of Micazzo should have been a real warning to the Rabarrans to guard the communications of their armies to the west before Gasiroto and north of Ronhusso.

Rabarrieh, in fact, had her mind on a bold attack from the Rundes position directly north-westwards into Atlantidieh, a move which she hoped would stymie Atlantis' advances to the east of the Lakes. This campaign began in March, and within two weeks, Rabarran armies had forced the thin Atlantean line back almost to Failbloua. Atlantis, however, completely ignored this threat, and now struck hard at Rabarrieh, striking south on Ronhusso with two armies, and preparing two others to wheel southwards from the Micazzo area. The two armies north of Ronhusso turned the Rabarrans' right flank, and forced them back up the hills towards Sirottis at the end of April. For the next month *the Second battle of Sirottis* raged, as the Atlanteans gradually forced the Rabarrans southwards through and past Sirottis, and on 4th May, they relieved the fortress of Gasiroto. The Rabarrans were becoming aware by now of the threat to their right, or eastern, flank, and had spread out elements of three armies between Sirottis and the Croiden Mountains and Dravizzi hills. Crehonerex and his staff now saw their chance to strike a really decisive blow, and break the Rabarran communications, while cutting them off completely from the Ughans. Gradually during April and May, the Atlanteans sidestepped their armies southwards down their easternmost flank. While three armies remained facing the Ughans on and north of the Dravidos hills, one army moved on to seize the Croiden Hills, and two others grouped south of Micazzo with many tanks.



CAN THE COURSE OF HISTORY BE REVERSED? THE UGHANS AND RABARRANS ON THE BRINK OF DISASTER, APRIL - JULY.

On May 27th began the great *Lake Trannolla campaign*. To the east, the army on the Crolden Hills assaulted the Dravizzi position, more to keep the Rabarrans occupied, than in any expectation of seizing the position. Although sparsely defended at this stage, the Rabarran positions held, and the Atlantean attack was called off after ten days. No-one could know it then, but this would be a fateful failure, for the hills were never again going to be within the grasp of the Atlanteans, and that fact next year would allow the enemy to rebuild their forces from a position of near-defeat, and ultimately counter-attack the Atlanteans right back to the gates of Atlantis itself. But apart from this, the Atlanteans now had a great success. Their armies sped south on Yellis and Triallana, and then into the Babemme, catching a Rabarran counter-attack on Sirottis in flank. On they advanced, down to Rontisso and down the west bank of the Burastoura. Gradually the Rabarrans were being forced south-westwards away from their communications, and back on to Cennatlantis and Lake Trannolla.

Simultaneously to the west of Cennatlantis, the advance of the Rabarrans had run into difficulty. With the relief of Gasiroto, the Atlanteans had an army spare, and with this they struck the Rabarrans from the north in a battle north of Failbloua. Being still outnumbered, the Atlanteans should not have prevailed, but the Rabarrans were now transfixed by what was happening in Chalcrieh, and pulled back their armies to a defensive ring yet again. In Chalcrieh, the Atlanteans swung round west from Rontisso on Gilliso and Snattarona, and by the end of June, their armies to the east had reached the Lake. Rabarrieh's forces were thus sliced in two.

THE BATTLES OF CELINGE AND SECOND DRAVIZZI, AUGUST - OCTOBER

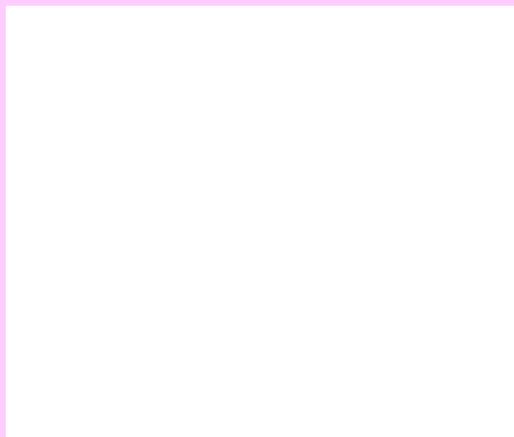
At sea, meanwhile, Rabarrieh launched an amphibious invasion of Atlantis itself. A large army landed near Celing in August 5th, and at first easily held off the sparse Atlantean defence in the Battle of Celing. But now the Atlantean navy emerged from Atlantis city, and crushed the Rabarran naval support force at sea. Without support, the Rabarrans on land were forced back into Celing, and forced to surrender on September 23rd.

In the east, Atlantis made what in retrospect was the mistake of trying to force her way westwards to the Dodolla, but was held

off by the Rabarran armies on the hill positions around Gilliso and Snattarona. Only in August did she turn to the eastern flank, to try again to seize Dravizzi and Atlandravizzi. But she had been anticipated by Rabarrieh, who had quietly been moving up to three armies out of the Snattarona-Gilliso position south round Lake Trannolla and on to the Atlandravizzi hills. Thus the Atlantean attack here, when it finally came, was too late. Again and again, in September and October, her troops were thrown against these hills in the *Second Battle of Dravizzi*, but she lost huge numbers to no avail. Finally she admitted defeat here, and the whole vast front of conflict fell quiet - but not for very long.

To read the next part of this history, click on [\(2\) 886 - 887](#)

[Home Page](#) [\(2\) 886 - 887](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The nations around the Empire, and their relationships with Atlantis.

ATLANTIS AGAINST HELVRIS

From the time of its initial expansion after 200, the Kingdom, later Empire, of Atlantis, was always surrounded by foreign powers, whether full states or anarchic tribes or nomads. Between 200 and about 450, Atlantis was able to swallow up many of these into her Empire, but thereafter, she was unable to expand much further, or conquer other peoples on any permanent basis. But at the same time, none of these surrounding states was able to conquer very much of the Atlantean Empire, either, whether acting singly or in alliance with others, at least until the time of the Final Wars. Here we shall try to account for this, and to outline the character of these other states and their relationship with Atlantis.

In the third and fourth centuries, Atlantis came up against, in turn, the Helvran Empire, the various Chalcran kingdoms and republics, numerous Yalland city and other states, the Keltish kingdoms, the Phonerian, Marossan and Eliossien republics, and the Dravidean peoples. All of these she incorporated into her Empire, usually by military conquest. In most cases, Atlantis achieved this by superior military skill and organisation, and often better weaponry. Distances were not too great: these countries were within relatively close, or at least reachable, distance from Atlantis city. Finally, many of these nations were Juralic like Atlantis, and had many aspects of their culture in common; hence they were not too difficult to absorb.

The first of Atlantis' conquests, Helvris, was in some ways the most formidable. The Helvran Empire was a long-standing and highly centralised state, a kingdom run in a very authoritarian way, and also strongly militarised. At the same time, it shared a number of common Juralic traits with Atlantis, such as languages, and a set of religious beliefs which were related to each other. At the same time, Helvris stood for a number of practices which were utterly inimical to Atlantis, and which she believed it was her duty to extirpate – these included human sacrifice, which had never been part of the original Juralic mythology, torture of prisoners of war, and a frighteningly efficient, phalanx-style method of waging war. The war of 250 onwards was almost inevitable, given the closeness of the two countries, but it took 17 years for Atlantis to finally beat the Helvrans, and then attempt almost to wipe them from the face of the globe.

OTHER PEOPLES CONQUERED UP UNTIL 450

The Chalcrans and Yallands.

The Chalcran states, a mixture of republics and kingdoms, presided over by extravagantly living rulers and an exotic and disparate array of customs and armies, proved less daunting on the battlefield. Moreover, they were much more closely related to Atlantis, both in language, customs and religion, and were more malleable when taken into the Empire. The Yallands were the other peoples of Juralic origin, which the Atlanteans came up against south of the Helvengio. Distance was more of a problem here, but on the other hand, Yalland states were small and scattered, and quite easily overcome either by battle or by diplomacy. Once the Atlanteans reached defensible borders here, they made little serious attempt to go beyond, and hence took over only those peoples of Southern origin who were intermingled with the Yallands.

Eliossie and the Lio-Marossan states

There were other, relatively small, nations to the north of Atlantis, which were also quite close to the heart of the expanding Empire, and again Atlantis felt the necessity of incorporating these. The Phonerians were essentially a trading people, but militarily adept, and part of the Lio-Marossan group, which were usually staunchly republican and rationalistic in their beliefs. Conquest of the Phonerians was difficult and long-winded, and involved the development by Atlantis of a navy and good cavalry. The Marossans, often at odds with their neighbours, proved less of a problem.

The third of the Lio-Marossans, the Eliossians, were never taken over by the Atlanteans. They were, for one thing, too far north to

worry about from a military point of view. But the Atlanteans also developed a strange awe, almost reverence, for this country. They saw them as philosophers, a naturally "good" people, who did not believe in religion or the gods. They evidently lived in republican and rationalistic peace, taming the nearby barbarians in the Protectorate to the east. The liberals of the later fourth century, especially Atlaniphon I and his circle, admired their political constitution, their freedom from religious dogma and superstition, and their whole way of life, and were content to stay in a perpetual amicable alliance with them.

In fact, the Eliossiens still preserved the superstitious and astrological beliefs which characterised all the Lio-Marossans, but had managed, at least amongst the better-educated, largely to bury them in favour of philosophical rationalism. In any case, traditional Lio-Marossan astrology led the Eliossiens and Phonerians, in particular, to study astronomy as well, and learn much about the stars: this was very useful to the sea-faring Phonerians. But in the centuries preceding their contact with Atlantis, Eliossien thinkers and artists had built on the idea that there was no such thing as the gods or a God, and astrology, whether true or not, reflected the natural and basically chaotic structure of the universe. They proposed that humans should create their own morality, way of life and culture, by living according to man-made rules, which formulated an orderly rationalism. The arts followed suit, and artists, especially, architects, sought a cool and light-filled classicism. Marossan followed Eliossie's lead to some extent, although it was usually the leading power from a political point of view. The invasions of the barbarians in the sixth century eventually did for Eliossie and Marossan. The Eliossiens had hoped at least to be able to pass their rationalist and artistic ideals on to their conquerors, but the Skallands had little understanding of or interest in the pursuits of the Eliossiens, and within 50 years or so, the culture of the Eliossiens had sunk out of sight, and the people themselves subsumed in the Skalland Empire.

The Kelts.

It was a different matter with the Kelts nearby, a naturally warlike and unsettled people, who were descended from the ancient Marossans and placed themselves voluntarily under Leaders or Kings. Their greatest strength was the rugged nature of the country they occupied, especially the North Kelts, who lived amidst high and half inaccessible mountains. The Atlanteans might have been content to let them be, but the Kelts themselves repeatedly raided into Atlantean territory, and finally war led to the conquest, first of the West Kelts, and after 400, of the North Kelts. However, it was only at this point that the Atlanteans really began to understand something of the remarkable society and beliefs of this people. The West and North Kelts were in fact far from being simply wild and simple-minded warriors, who eked out a primitive existence amongst cold mountains. Their highly sophisticated beliefs and world-view actually moulded their whole societal order and way of life. These beliefs evidently were akin to and probably came from those of the ancient Marossans. The Kelts believed that the whole of life and our waking world is in fact a dream or simulation, and not reality at all. We are able to approach the real world in our dreams sometimes, or by thought and meditation, or at times, in everyday life, if it involved hard and tiring action, for example trekking across mountains or fighting. Keltish society was thus divided into three groups: the scholars or thinkers, who lived a life of seclusion in isolated buildings, often towers; the warriors, whose purpose was partly to protect the thinkers, and other Kelts, but partly to attain knowledge of reality for themselves; and the rest of the ordinary Kelts. The latter lived ordinary family lives, of course, but were also supposed to make an effort several times during their lives to "see" reality, and escape the dream-world by study or fighting or travelling over the mountains.

The North Kelts were perhaps more extreme than the West Kelts with regard to every aspect of this way of life: their warriors fought more ferociously, their thinkers mortified themselves, (whereas West Keltish meditators tended to believe that personal comfort helped their thinking), and ordinary North Kelts spent more time trying to escape from this world. The thinkers, especially the West Kelts, also included scribes, who wrote down the insights of the thinkers, and these written texts had long percolated west to the Eliossiens, who also came across the Kelts across the Protectorate. Although the beliefs of the Kelts were very different from their own the Eliossiens valued them and studied them. The Atlanteans, up until around 400, tended to see the Kelts only as ferocious warriors, although they were aware that buried in the mountains, there was also a hard core of what they believed to be seers or druid-like priests. Later in the Second Empire, the Atlanteans came to a truer understanding of the Kelts' beliefs, but there was no real resonance in Atlantean minds until the time of the Romantics after 500. After 600, the Atlanteans again tended to press down on these "deluded" heathen, but recognised the military strength of the people, and their perpetual desire to escape from the overlordship of other nations. Many were killed or persecuted at this time, and by the marauding nomads of the north. A deeper understanding of this people only developed again in the Fourth Empire, by the philosophers of that time. But it was almost too late, as the Tyrants subsequently persecuted them almost to annihilation. The sad remains of the Kelts were finally valued at their true worth by the spiritual thinkers of the Fifth Empire after 828.

Finally, in the years before and after 400, the lands of the Dravideans were overrun – these people were naturally of strong military stock, but had no formal political or military organisation, and hence were easily taken apart and overcome individually.

THE UGHAN STATES

1. Till 600.

So it was that around 400, Atlantis had made the last of its permanent conquests, and came up against the Ughans. There is little doubt that Atlaniphon I or II would have been quite content to attempt to conquer this people too, if they had been able. But now geography put a spoke in the wheel, and the distant and mountainous areas that the Ughans inhabited made a conquest of the whole of their

territories unachievable. The Ughans themselves were part of the Basquatic peoples, which included the Basquecs, Vulcans and Razirans – their affinity is obvious from their related languages. Initially a haphazard group of tribes occupying the northern part of the area west of the Gestix Mountains, the Ughans gradually spread down to Psajegargros after 300. By 350 the northern region consisted of one large kingdom, containing a loose federation of fiefdoms and a precariously placed king, the *Waka*. They were essentially a "tribal" people, fiercely independent and keen on their traditional ways. This included a religion which recognised the king as the head of their faith. But the king himself was not regarded with any particular awe, and whoever became king or "Leader" (*Rutha*), would be seen as the head of the faith. The faith itself was based on a series of supernatural stories about natural gods and goddesses, and was loosely supervised by a large network of priests. After the 300s the history of Ughrieh all the way through till the 800s is one of periods of more or less firm control by a king or Emperor (*Zuka*), and the collapse of the centralised kingdom into a number of independent fiefdoms.

The core area of the state remained the northern area, with the capital at Gargros, and for much of the time, the southern area, with the main city being Psajegargros, was also part of the kingdom. The whole area was very secure from enemy invasion by Atlanteans or Vulcans from the north, west and south-west, because of the Gestix Mountains, and the river Gestes. Lines of strong forts were also placed on the eastern bank of the river, and up the tributary rivers which led off to the east, and could act as invasion routes into the interior for Ughrieh's enemies. To the south, a number of small independent kingdoms acted as a barrier against incursions by the Basquecs or others. However there was no comparable barrier to the east, and nomads and barbarian pressure from this direction was a frequent worry for the Ughans.

The Ughan Army was initially a small Royal Army with local feudal levies, and it was this force that the Atlanteans met and defeated in the first two Ughan Wars, and which the Vulcans had often fought. Thereafter the Ughans adopted the crossbow and reformed the military structure into a number of Governors, responsible for raising troops if requested by the King. These were the armies which at first defeated Atlantis in the third Ughan War. During the 500s, Ughrieh was heavily involved in fighting off the advancing nomads, and indeed encouraged most of these to move on to Atlantean territory. After 599, it took advantage of Atlantean internal chaos (the divisions between Republicans and Imperialists), and crossed the Gestes.



Ughan soldier, c.540

The Ughans' involvement in Atlantis' internal affairs did not last long, as after about 625, the whole country broke into pieces, rather like the Atlantean Imperialists, as individual nobles rebelled against the king. Furthermore new barbarian attacks swamped the north of the country. It was not until after about 642, that a semi-feudal form of oligarchical government reasserted itself, with power divided between three or four great nobles, who "elected" the King from amongst themselves. The Ughan Armies roughly followed Atlantean practice, with some decades' delay, as was always to be their practice, albeit their forces were always slower, heavier and often more infantry-heavy. After the 640s, they adopted heavy gunpowder artillery, also with infantry skirmishers, and heavier cavalry. Their forts were now completely vulnerable to the new Atlantean artillery when Ruthopheax I invaded Ughrieh, and their armies were quickly beaten in the open field. Following his success, Ruthopheax saw to it that Ughrieh was again split up into many individual princedoms, some of which were under Atlantean control. However, Ughrieh managed to reunite itself again by about 700, and armies were again centralised and increased in size. It also started to re-equip itself with rifles, thanks to Basquec secret aid. It seized the opportunity of the Basquecs' attack on Atlantis in 743 to join in the war, partly for revenge on Atlantis for the humiliations of the 650s and after, and partly because the Ughans were always great opportunists.

The Great Continental War saw Ughrieh's biggest military effort to date, but despite the modernisation of its armed forces, and the alliance with Basquecieh, its armies remained rather their traditional slow-moving selves, led by barely competent generals, and with little strategic ability visible at the higher levels. Defeat in 749 led again to the break-up of the whole State.

3. 749 – 900

The country was again split up, this time into three states, all with much outside interference. After 770, the country collapsed into civil war, with Atlantean, Basquec and Gestskalland armies all intervening. When the war finally ended, the country was even more chaotic than before it had started. Further internal fighting in the 790s led to many Ughan refugees seeking asylum across the Gestes in Atlantean territory. Finally by about 805, the country subsided into a sort of peace: several semi-independent kingdoms agreed to call themselves the equivalent of dukedoms and recognise an overall, fairly powerless Emperor (*Zuka*). Relations with Atlantis remained very poor throughout the time of the Tyrants, as their compatriots across the Gestes were persecuted, transported and eventually wiped out. The Ughans intervened to protect them from time to time, with minimal success. After 825, much of the north of the country was assaulted by a collection of little states, and by 850, the area was split into three wholly independent kingdoms. These were eventually united by diplomacy, force and bribery after 860, in time for Emperor Ladrubith to take part in the attack on Atlantis in the Final Wars in the late 870s – 880s. As in the 740s, the participation of Ughrieh in these wars was largely at the behest of another country, this time Rabarrieh, for the Ughans had no firm ideological hatred of the Atlanteans: rather, they again seized an opportunity which presented itself to try to gain more territory and, as they hoped, finally do away with their overbearing neighbour.

BASQUECIEH/ Uariltteccoth.

1. Till 585.

The Basquecs, linked to the Ughans and Vulcans by race and language, became one of the strongest rivals of the Atlanteans after about 500. The Basquecs were by nature a military and expansionist people, much more willing than the Ughans to be centrally organised and led. They did not impinge on the awareness of the Atlanteans until the middle of the fifth century, but for centuries before that, they had been fighting and expanding to the south, having originally meandered south from an area north and east of later Vulcanieh. By the late 480s, they had taken reached some of the southern coastline, and now turned against the Polder Folk to the east, who they fought and conquered over the next century. Their society had from the beginning been dominated by warlords and tribal, later regional, chiefs (*Ruitha: plural ruithoth*). The country was centralised under a king and then an Emperor (*Zuic*) early on, supported by a ruling class of wealthy civilians and successful military leaders, and run in a militaristic and authoritarian style. Strong codes of honour and valour developed, and were important at first. Their religion, originally similar to that of the Ughans, was soon perverted to serve the ideals of the ruling class, and became a means of glorifying war and the state. Victorious generals became idols, especially after the wars with the Polder Folk and Atlanteans began. Nevertheless, the country was not at this stage run by the military as such, but there was an increasing rivalry and antipathy between the civilian rulers and the military class which was supposed to serve them and the Emperor.



The Army originally fought in a "Roman" style, with armoured, sword-wielding foot-soldiers, and light horsemen with bows and arrows. The infantry marched and fought in rigid bloc formation, in several ranks, the front three with swords, the rear ones with protective long pikes. Earth forts were built to guard territory. When Atlantis took over Razira in 465, they shared a common border with Basquec. And clashes between the two were not long in developing. In a brief war in 475, Atlantis was shocked when she was twice beaten by the aggressive cold steel of the Basquecs, despite the Atlantean crossbows. A second war took place in 492-3 over some islands in the south, where Atlantis was fighting pirates. This time Atlantis increased its firepower still further, and overcame the Basquecs. At the same time, the Basquecs were involved in fighting the Polder Folk, in a flattish landscape of woods, rivers, lakes, polders and dykes. For this, as against the Atlanteans, their tactical organisation seemed to be weak, and they were quick to copy the Atlanteans' use of the crossbow, as well as smaller, more mobile formations and heavier cavalry to oppose the Polder Folk. By the time of the 582-585 war with Atlantis, they had also set up a line of stone fortifications along their northern border. They remained wary of encountering the Atlanteans in the field during this war, but held them at bay from within their fortresses and field works.

2. 585 – 750.

When they saw the Atlantean Empire break up into civil war after the Revolution, they declared war again in 594, claiming the peace-treaty of 586 was invalid. They soon overran half of Razira, and precipitated the split in the Imperialist ranks in 596, in which Vulcanieh, Razira and Yall Thiss under Yeasor broke away from Emperor Norro, and concentrated their armies against the Basquecs in their own territories, rather than have them sucked away to the centre of the Empire to face the Republicans. During the 500s, Basquec grew more and more divided between the older, traditional and civilian north, dominated by big landowners, who ruled the country, and the newly conquered more militarised south, full of younger generals and most of the army. The wars with Atlantis after the 580s led to a militarisation of the north as well. Their military art reached its apogee, as they worked out how to beat the Atlanteans. They gradually overran all of Razira, south Vulcanieh and the non-Atlantean peoples to their west. To do this, they adopted smaller, more flexible units and carefully entrenched all military gains. They were quicker than the Atlanteans to experiment with gunpowder weapons, especially rockets, which were used in some of the sieges of the war of 582-585. After 600, they also copied the Atlanteans' use of cannon, but in fact preferred rockets. Their advances continued at a slow pace till about 612, held up by the Atlanteans' fortresses, which they were unable to breach with the gunpowder weapons of this period.

After about 615, the Basquecs were riven by long civil wars, caused by a series of coups and conflicts between civilian governments and military uprisings. Finally after 644, an unstable civilian government took power, which relied on a volunteer army, and the south was largely demilitarised. For most of this time, conflict with the Atlanteans ceased, though State "A" fought several wars after 635.

The Basquecs were still quite successful, and took over all of Vulcanieh, and raided Manralia. In 658, Ruthopheax declared war, and smashed the Basquecs in a series of brilliant campaigns. Atlantis showed great superiority in artillery and heavy cavalry, breaking down the Basquecs' fortresses, and overwhelming their armies. After the war, Atlantis propped up the civilian regime in Basquecieh, and partly took over running the country.

For the next fifty years, the Basquec armies were limited in size, and forbidden to experiment with gunpowder handguns or any other military novelties. After 703, a more military clique took over the country, until in 724, the brilliant general Gosscait seized power. From here until the 740s, the Basquecs secretly, then openly, built up their armed forces, and experimented with gunpowder cannon, muskets and rifles. Conscription was reintroduced, and in 732 showed the prowess of his armies by declaring war on Rabarrieh, and decisively defeating it. His real aim, all along, was revenge on Atlantis, and it was now only a few years until the Great Continental War of 743-750.

3. 750 – 900.

Ultimate defeat in the War led to the breaking up of the country into a number of different states, and ultimately to civil war in the 770s, with much outside intervention. By 774, Rabarrieh had virtually taken over the government of the reunited country, which now called itself *Uaruilttechoth*. However, Rabarran domination ceased after the later 780s, when Rabarrieh underwent a religious revival, while the Basquecs kept the older Rabarran religion, enforced on them in the 770s. The country remained under the rule of strong Emperors for the next sixty years, and after 808, the country allied itself with Atlantis against Rabarrieh. However, in the 820s, Emperor Ruiltac was so shocked by the massacre of the Rabarrans in 816, that he allied himself with the Rabarrans against Atlantis. The Basquecs now advanced to the Gestes, and it was not till Pareon overthrew the Tyrants, that a peace-treaty was agreed between Basquecs and Atlanteans, which left the Basquecs with most of the territory they had conquered. There followed another 25 years of peace, until in 844 Rabarrieh, with the connivance of Atlantis, who wanted to protect her rear during the forthcoming war with Skallandieh, treacherously invaded and conquered the Basquecs. Henceforth it became a part of the Rabarran Empire.

RABARRIEH

1. Till 750.

The origin of the state later known as Rabarrieh was in the "Yciel Tuaince Mandagge", the continent south of the Eriphicko sea. Many of the peoples and tribes of the southern area of the Great Continent to the north were racially and linguistically akin, and much movement and trade had always taken place between the two areas. A great monarchical state had been built up in the southern continent, as also the one to the north of the Eriphicko, which was federated. After about 550 civil wars led to the overthrow of the king, and his replacement by a regime led by local tribes. These usurpers imposed their own unique religion and way of life on both states. The basis of the regime was a profound mystical religion, *the Athulkulta*, the revelation of an earlier prophet, which was also messianic and imperialist. This religion taught that all the Southern peoples, who were racially of similar origin, should be forcibly made part of the Rabarran Empire and converted to its own style of religion. Initially much stress was laid on austerity, purity and the virtues of desert life, as opposed to the luxury and corruption of town-dwellers. In due course, however, towns were found to be necessary to the overall economy, and by the 700s, the state had developed from its original austere republicanism and partial tribal democracy to an oligarchic monarchy.

North of the Eriphicko, Rabarrieh expended northwards, with occasional skirmishes with the Basquecs to the east, throughout the seventh century. At the same time, it won over many of the small independent southern tribes in the area, (the *Araishim* in Rabarran), linked by language and race. It also gradually abandoned its rather unsophisticated weapons and military organisations in favour of the standardised crossbows, later rifles, and cannon of the northern states. After 732, the Basquecs under Gosscait attacked Rabarrieh, and defeated it, forcing it to give up a great deal of hardly won territory. Fighting was renewed in 743 in the Great Continental War, though this time Rabarrieh was aided by her ally Atlantis. After a desperate struggle, and with much help from south of the Eriphicko, the Rabarrans overcame the Basquecs, and were able to impose their peace terms on them, even at the expense of the Atlanteans, who had many fewer soldiers in the area, and were anyway about to be convulsed in the overthrow of the Third Empire.

2. 750 – 900.

Rabarrieh and Atlantis remained on generally friendly terms until the great religious revolution of the 780s in Rabarrieh. This was an uprising by the lower classes and tribes of the state of Rabarrieh north of the Eriphicko against what they considered to be the luxurious and decadent lifestyle of their rulers. Taking their inspiration from the original writings of the founder of their religion, they succeeded in overthrowing the old regime, and imposing a new one, which was a fundamentalist reversion to the old religion. Although it extolled the virtues of communal, tribal and desert ways, the country as a whole was by now very urbanised, and in fact the new regime turned out to a sophisticated, authoritarian theocracy, which was once again keen to evangelise amongst the southern peoples of the region. Rabarrieh broke off relations with its kindred state to the south of the water, which had suppressed an attempt to overthrow the regime there, and by 790, had begun the so-called Southern Revolt against Atlantean rule. There followed decades of war with Atlantis, which led by 828, to the loss of nearly all her territories south of the Helvengio. Thereafter the two states preserved an uneasy peace for some while, although both sides were completely opposed to each other's religion and ideology.

Ever since the 750s, in fact, Atlantis had seen itself as a bastion of free thought and speech, rational thought, and open and democratic government. In later years it would recognise Quendelieih, and only Quendelieih, as its political and moral equal. It perceived the Rabarran state as the exact opposite, and there grew up a great mutual dislike. The period of the Tyrants taught the Atlanteans that there were problems with complete freedom of thought and action, without moral constraints, but the profound ideological gulf between the two states remained as unbridgeable during the following decades. After 844, Rabarrieh conquered the Basquecs while the Atlanteans were involved in war with the Skallands, and the potential threat from them seemed to grow still greater. Finally in the 860s, the Rabarran state underwent another internal revolution, in which the new rulers resurrected their hatred of everything for which the Atlanteans stood, and determined on war to the death. In the Final Wars after 870, Rabarrieh was thus the leading player in the complete overthrow of the Atlantean Empire.

SKALLANDIEH

The Skallands were originally one people out of many nomads, most of whom were related racially and linguistically. They started migrating and fighting their way westwards across and round the north of Ughrieh after 500. There were three waves of these barbarians: the first, fighting largely on foot, moved via the Ughan Marches, on through and round Keltish territories, as far as the Eliossien Protectorate by the 570s, where they settled for a time. A second wave of fast-moving horsemen followed after 570, conquering the areas settled by the first wave, and forcing some of them to move on themselves into Eliossie and Marossan. The second wave was Skallands and settled in the western parts of the later Skalland empire. A third wave arrived after 600, settling in the areas north of Nunchalcricieh and Dravidieih I, and these later coalesced into the Gestskalland Empire. Both groups of tribes were bound separately into the two states by the 660s, and ruled by kings, (though often referred to as empires by the Atlanteans.) They remained semi-feudal for some time, with large and important aristocracies, but were also quite centralised by the kings. Their religion, as befitted recently nomadic people, was pantheistic.

The main difference between the two states was that the eastern one remained more agricultural and feudal, with few large towns, while the western state, which inherited the already well-settled areas of Eliossie and the Protectorate, was more urbanised and quicker to develop industries in the later 700s. The two states were frequently at loggerheads before and after 700, and they fought on opposite sides in the Great Continental War, and following the defeat of Skallandieih, Gestskallandieih soon took over the whole area. Prior to this, Skallandieih had largely friendly relations with Anauren until the 730s, but was always mistrustful of Atlantis. Gestskallandieih, knowing its own vulnerability to Skallandieih, was much closer to Atlantis, and sought protection by participating eagerly in the International Conferences of the late 600s and early 700s. In 833 the united kingdom, now called simply Skallandieih, fell into civil war, and a new Gestskallandieih won independence. Following the Great Northern War with Atlantis, Skallandieih was completely defeated, and split up into small kingdoms. After the 860s, most of it reconstituted itself as a united country, federated with Gestskallandieih, and seeking revenge on Atlantis, joined in the Final Wars.

For details of the geography of the Great Continent from a military point of view, go to [Military geography](#)

[Home Page](#) [Military geography](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Maps of the Great Continent (note by the editor)

There were numerous maps of the Great Continent in my source, and I have placed the general maps of the whole area here. It seems, according to my source, that a number of maps of parts of the Empire survived the downfall and some of these are reproduced in the source. It is not clear, however, how far they have been altered or remodelled. At any rate, I have simply reproduced them here in a format suitable for the Internet.

This is a map of the whole area. The links beneath it show various parts of this large map in more detail:

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Outline of Atlantean history](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War-\(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Sources of Atlantean history](#) [Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Original documents from the Atlantean era

A number of documents written by authors of the Atlantean era were reproduced in my source, and I show some of these below. More will be added in due course. It should be noted that these were of course originally written in Atlantean, or occasionally another of the languages of the Great Continent. Many of these were translated into English in the original document, and both versions were shown next to each other. In this Internet version I have concentrated on the English translations, and have only occasionally reproduced some or all of the original language.



The shores of Atlantis

[Home Page](#) [Atlantean architecture](#) [Creation of the world](#) [Creation of the world - analysis](#) [Execution of Crehonerex](#)
[Description of the Atlantean Empire](#) [Geography of the Great Continent](#) [History of Atlantean costume](#)
[Immolation of the Squires](#) [Original documents - introduction](#) [The Overthrow of the Fourth Empire](#) [Ruthopheax I](#) [The siege of Cennatlantis, part 1](#)
[The Siege of Cennatlantis, part 2](#) [The Siege of Cennatlantis, part 3](#) [The siege of Cennatlantis, part 4](#) [The Code of 1816](#)
[The treachery in Helvis, April 880](#) [The Atlantean War Game](#) [The Golden and Silver Ages of Atlantean Literature, 250-550](#) [The Bride - excerpt from a play](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Languages of the Great Continent: an Introduction

As I have explained at the beginning, there are many documents in my source in the original language. Fortunately there are also various chapters which explain in considerable detail the linguistic history of the Great Continent and the grammar of many of the languages spoken there. There are also lengthy vocabularies of the Juralic languages in particular, with translations into English.

The structure of the Juralic languages, which were the ones related to Atlantean and spoken within the Empire, was that Juralic was the original "mother language", from which sprang over many hundreds of years the four descendant languages: Atlantean, Chalcran, Helvran and Yalland. This is similar to the position in our world of Latin, and its descendants: French, Italian, Spanish, Portuguese, Romanian, etc.

I have reproduced enough of these texts to give the reader a general understanding of how everything fitted together, and an explanation of the grammar of some of the languages, especially Juralic and Atlantean. I have also set down some of the vocabulary. The vocabulary links below give word-lists of Juralic, Atlantean, Chalcran, Helvran and Yalland, in English alphabetical order, from "a" onwards: words beginning with letters further down the alphabet can be reached from links at the bottom of each page.

Firstly, there are the general outlines of the languages and linguistic history:

This is a basic description of the Atlan language (Atlantean): [Atlantean language](#)

Within this, there are additional links which provide more detail about morphology, irregularities, and syntactical usage. These links are also listed here:

[Details of the Atlantean verb](#)

[Irregular Atlantean nouns](#)

[Irregular Atlantean adjectives and adverbs](#)

[Irregular Atlantean verbs](#)

[Remains of obsolete endings in Atlantean nouns](#)

[Atlantean numerals 1](#)

[Atlantean numerals 2](#)

For a linguistic analysis of a quite long piece of original Atlantean text, go to: [Creation of the world - analysis](#)

The following link describes the history of the whole Juralic system of languages, of which Atlantean is one: [The Juralic languages](#).

This is a basic outline. It included a number of further links which go into much greater detail about the historical linguistics of Juralic and its descendants. These links are also listed here:

[Historical grammar of Juralic languages,1, introduction and verbs](#)

[Historical grammar of Juralic languages,2, pronouns, adjectives and nouns](#)

[Juralic phonetic history - consonants](#)

[Juralic phonetic history - diphthongs](#)

[Juralic phonetic history - vowels](#)

This link is an overall picture of the other, non-Juralic languages, spoken on the Great Continent: [Non-Juralic languages](#)

Then there is an article about how personal names were formed: [Atlantean personal names](#)

This link explains how place-names on the Continent consisted of elements from many different languages: [Place names of the Great Continent](#)

This lists a number of actual towns and other place-names and shows how they were formed linguistically : [place names elements](#)

Below is a listing in alphabetical order of English words, with their original Juralic, and Atlantean, Chalcran, Helvran and Yalland equivalents (where known). Each section covers a part of the alphabet:

[Juralic languages vocabulary \(1\) a-b](#)

[Juralic languages vocabulary c-d](#)

[Juralic languages vocabulary e-g](#)

[Juralic languages vocabulary h-l](#)

[Juralic languages vocabulary m-p](#)

[Juralic languages vocabulary q-sh](#)

[Juralic languages vocabulary si-th](#)

[Juralic languages vocabulary ti-z](#)

The same vocabulary is listed below in a different order: with the Juralic root first, followed by its Atlantean descendants and then the English meanings (the other Juralic languages are not included here).

[Juralic-Atlantean-English vocabulary a-d](#)

[Juralic-Atlantean-English vocabulary e-l](#)

[Juralic-Atlantean-English vocabulary m-r](#)

[Juralic-Atlantean-English vocabulary s-z](#)

Again the vocabulary is arranged below with the Atlantean words first, in alphabetical order, followed by their English translations and finally by the Juralic root.

[Atlantean-English-Juralic vocabulary a-d](#)

[Atlantean-English-Juralic vocabulary e-l](#)

[Atlantean-English-Juralic vocabulary m-r](#)

[Atlantean-English-Juralic vocabulary s-z](#)





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

1. The Atlantean Army till 361

Initial comments:

There are three parts to this section: a history of the Atlantean Army (in four parts), a series of maps of the Atlantean Empire and its neighbours (five in all), and some tables of battles, in various orders, which refer you to the relevant map to find the sites. There is also section on the Atlantean Navy. You may also like to refer to an article on the military geography of the Great Continent, which is in the section on geography: [Military geography](#)

THE GROWTH OF THE ARMY

Prior to the founding of the First Empire by Lir-Craonos in 199, all the main noble houses within the territory of Atlantis had private armies, with which they would fight each other at regular intervals. One of the main reasons why Lir-Craonos was able to unite all the nobility under his leadership in the new Empire was that he ended up with the largest and most efficient of these armies. Until the Helvran wars after 250, the Emperor had only a small standing army, but he would augment it up to 10000 or 15000 by recruitment if war threatened. The main nobles were allowed to maintain very small permanent forces, and were required in wartime to recruit up to 5000 men to augment the Royal Army, as it came to be called.

During the Helvran wars, which involved relatively huge armies over a period of many years, a nucleus of a professional army, serving for at least 5 years was built up. Numbers increased gradually to a peak of 170000 at the end of the Helvran wars; after some demobilisation, they were at a level of 110000 in 305, of which 75000 were Royal, and 35000 Noble Armies, out of a total population in the Empire of about 19 million. As the number of Provinces in the Empire increased, so the military art had to be studied ever more seriously and professionally. Military Academies for officers were set up, and after 292, the College of Military Art to study strategy and tactics. Within the Provinces, Military Governors were given control of the forces within that Province. Noble armies were increasingly sidelined. Particularly after the Family Wars of 305-314, many noble armies were disbanded, and those retaining the privilege of raising independent armies for the Empire were reduced to 5 in number. By the time of the Imperial Wars after 355, the Atlantean Army had reached a size approaching 500000. This period was the last in which independent Noble forces participated, and after 361 all non-Imperial forces were abolished.

THE STRUCTURE OF THE ARMY

Before 240, the Atlantean Army was an infantry-based militia, armed with swords and shields and some armour. The way in which this force developed and changed over the next 120 years to become the all-powerful and brilliantly led army of the Second Empire was a result, initially, of continual attempts to adapt to and meet the challenge of the armies of the various countries and peoples with which it came into conflict. Thus the First War with the Phonerians (240-245), who used small, mobile forces, often armed with bows, and with much cavalry, (the *thachelbeli* in Phonerian), encouraged the Atlanteans to take cavalry more seriously, and incorporate small forces into their armies.

The conflict with the Helvrans introduced the Atlanteans to the highly disciplined, rigid and phalanx style units of the Helvrans, armed with pikes and swords. Atlantis was very impressed by this phalanx, which it had never met before, and incorporated the Helvran word, *kengen*, into its own vocabulary (*cengen*). The Atlanteans countered these tactics eventually, not by copying them, but by finding a way of beating them using well-disciplined forces with a good proportion of bowmen on a basis of agile swordsmen (by 270, one bowmen to every four swordsmen). Initially the bowmen used ordinary bows and arrows, but after 260 they began to adopt the (wooden) crossbows, already in use



in Eliossie, which were to become an inseparable part of the Second Empire Atlantean armed forces. In addition, the Atlanteans made increasing use of siege artillery, especially catapults and torsion crossbows. These style of units also provided Atlantis with victory against the Chalcrans and various Southern forces over the following 30 years.

THE ESTABLISHMENT OF THE "IMPERIAL ATLANTEAN ARMY"

From the reign of Ruthoyon I onwards, the armies of Atlantis gradually developed into the classic force of the Second Empire, known often as the "Imperial Atlantean Army", which was to gain and maintain the great Atlantean Empire until the Revolution of 585. We have already seen how noble armies withered away in this period, and the Army as a whole became completely professional. Military leadership also became professionalised through the founding of Military Academies, and the study of strategy and tactics were instituted by the College of Military Art.

Army units varied in size till the 330s when the great military Emperor Ruthoyon II established them at about 9 -11000 men each, each being called a PUEGGIS. Numbers of these were permanently stationed in the various Provinces, under the control of the Military Governors, and each was given a number. These forces were largely composed of infantry, in sub-units called OCHOSIX of about 800 men (after 360). There were 8 or 9 of these per PUEGGIS, plus two OCHOSIX of cavalry and some artillery.

The Second War with the Phonerians (315-325) again taught the Atlanteans of the importance of cavalry and also, for the first time of mounted infantry. The latter became a vital part of the tactics of the Army after 360, speeding forwards in advance of the main army to seize tactically important terrain. Infantry remained predominantly composed of swordsmen, which for a while after 320 also had spears for defence, but the proportion of crossbow men gradually increased to one-third by 330, and one half by the 350s. The power of the crossbow men grew gradually throughout this time, especially when, after the 350s, they were made of steel rather than wood, and hence gained a much greater range and strength. Also the bayonet-crossbow was invented and introduced after 310. This ultimately led to the demise through irrelevance of the swordsmen, though not until after 400. Before then crossbow men were deployed in groups with swordsmen on their flanks, several ranks deep. This rather defensive arrangement became much more offensive after that time as the increasing numbers of bowmen were put on both flanks of the swordsmen in each unit, and the depth of each unit was much reduced.

After 320, field artillery was adopted, which was able to move with increasing ease right on to the battlefield to support the armies.

Thus it was that by the beginning of the reign of Atlaniphon I, in 361, the basis of the great armies of his and later reigns had been laid.

To read the next part of this history, click on [The Army- 361 - 585](#)

[Home Page](#) [The Army- 361 - 585](#) [Battle sites central area](#) [Index of Atlantean Army and Navy battles-alphabetical order](#) [Index of Atlantean Army and Navy battles-chronological order](#) [Military geography](#) [The Atlantean Navy](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Philosophy during the First and Second Empires until 630.

THE CONCERNS OF ATLANTEAN PHILOSOPHY

Philosophy as such asserted itself only gradually as an independent mode of thought independent of religion in the period of the First Empire. Indeed throughout much of this time, the ruling hierarchy of the Official Religion was very wary of independent thought which might either concern matters not properly covered by the traditional codes of belief of the Religion, or expand or contradict its doctrines. Nevertheless philosophers and writers had a strong ally in the Atlantean State, and particularly in certain of its more liberal Emperors, such as Carel I, Cao-Melion and Siphirixo. Later, in the first part of the 300s, when Emperors became more conservative, the climate was much more favourable towards the religious traditionalists.

There are certain themes which permeate Atlantean philosophy from its very beginnings right up to the fall of the Fifth and final Empire in the late ninth century. These were, firstly, metaphysical speculations :the nature of the Universe and man's place in it ;specifically, what is the point or purpose of the Universe, and what is man's place in it. This leads to the question as to who or what made the Universe, and its occupants, and what will be its ultimate destiny? Another equally important series of problems surrounded man himself : how does he relate to the Universe, and its creator: is he separate from the world, the rest of creation, and God, or is he intimately linked to and enmeshed with every other part of creation? What will happen to him after death, and does he have an immortal part to him - a soul? What does it mean to say he has a consciousness and a sense of self independent of everyone and everything else in the world? And what is reality, the objective world? Does it exist independently of the subject, or not? Does the mind, or the soul, exist independently and act through matter, or are they simply a development from matter itself? In due course, this led to the development of two seemingly opposing ways of viewing the world: the subjective, which concentrated on human perceptions and feelings, and the inner world; and the objective world of materialism, of matter as it can be investigated by science.

Secondly there were a series of questions relating to more immediate and earthly concerns - how should humans live - by what code of morality and ethics, and how is this code derived? Is he free to live as he wishes, or should he accept moral constraints. What is the significance of art and religion to the individual? And finally, what sort of society should men set up on earth, how should he govern and be governed, and how should he educate himself and others?

Each of these themes came to the fore at different times, depending very often on the feelings of the Church and the State. So, for example, speculation about the state and how it should rule was discouraged during the period of the later Republic (after 600), while metaphysical philosophy was frowned on by the Church when it was strong, as in the early 200s and later from 310 to about 350. But however long the gap in years between philosophers who wrote about one of these topics, there was a sort of continuous line from one era of philosophy to the next. In the mainstream at least, later philosophers took up the themes and concerns of earlier ones, and thus there was a continuous development of ideas throughout the whole history of Atlantean philosophy.

THE EARLIEST PHILOSOPHERS

The first philosopher we know of was Liclencu (168 - 228). From what little we know of his work, he was a metaphysical speculator in the broadest sense, who thought about man's relation to the universe, and his relation to the gods. He did not doubt that they existed (he had no conflict with the Official Religion), but he wondered where they dwelt, and how they could be in contact with mortal men. After 270, such speculation was increasingly frowned on by the Church. Nevertheless, the great religious thinker Ciblapu claimed that behind the religious myths of multiple gods there lay a single god (see the

section on religious thought above), and philosophers mostly agreed with this. Philosophers became increasingly agnostic in their beliefs, and while not usually denying the existence of the gods, pushed them more and more to one side. So, for example, whereas religion traditionally taught that emotions in humans are caused by the gods themselves, philosophers after about 350 sought to account for them either as impersonal forces of nature, or as caused within the human body or brain. Some could not see how external beings, like the "gods", could influence human emotions, inside their very heads.

They also wanted to lay stress on human free will. The earliest religious belief had been that men and women were completely ruled by the gods, and the emotions they evoked in us. This complete determinism gradually gave way, even in the opinions of religious thinkers, to a feeling that as humans can evidently influence and alter the will of the gods by prayer and supplication, there is quite considerable scope for free will in human life. As philosophers came to find the source of all human feelings in the mind, they were able to completely lay aside the old deterministic beliefs. In this period, there was no doubt as to the existence and importance of the subjective nature of man, or of his soul: philosophers considered this existed in addition to and separately from the objective, material world.

By the time of the Second Empire, man's nature was viewed as basically amoral or neutral, and he needed to be guided into good behaviour by society, or, for those who believed in Him, by God.

Reverting to the early third century again, and particularly to the reign of Carel I, who was himself fascinated by intellectual thought, philosophers also turned their minds to personal moral and ethical behaviour, the second great theme of Atlantean philosophy throughout the ages. Thulpas, who lived from 183 to 239, had great influence on Carel, and helped to adapt religious ethical precepts to the needs of the legal system of the fledgling Atlantean state. This suited Carel, who wanted to wrench as much ground as possible from the control of the priesthood, and subordinate it to the State.

The third perennial area of interest to Atlantean philosophers, the sort of State by which citizens should be governed, was adumbrated by Rathidel (243-291) during the middle years of the century. He laid down a fiercely legalistic philosophy, supporting what was really an authoritarian view of the State and its role, and arguing that citizens must be closely controlled by their government. This view was not fashionable at the time, nor throughout most of the Second Empire, but it was revived in later eras such as the Early Third and Fifth Empires.

SECOND EMPIRE PHILOSOPHY OF THE STATE AND THE INDIVIDUAL : **360 - 460**

In fact the basis of Second Empire national liberalism and "laissez-faire" philosophy was laid by a slightly later Chalcran thinker, Dissi. He wrote most of his work between 300 and 330, and stressed the importance of rationalism and justice on the part of the State, of duty and obedience by the citizenry, and generally that the goal of State and individual should be for the good of all. He thought too that the State should interfere as little as possible in the affairs of its subjects, an idea which was erected into a principle of government by Atlaniphon I, who famously wanted the Empire to run itself with an absolute minimum of control from himself.

However these ideas were only generally accepted some years after Dissi's death in 340. Indeed they were only set down in their classical form by Iairos Lincon (388-465), and he based them on Atlaniphon I's style of government. He claimed that the State should run like clockwork, and Emperors and other rulers should interfere as little as possible. But they must be morally "good", and set an example to their subjects. These subjects should be allowed

"freedom within reasonable limits". Like most philosophers and thinking people of the Classical period, Reason was elevated very highly. Mankind was able to step beyond its emotions and passions, and rule him or herself and the community's destiny by Reason alone (- and hence, if one believed in the State Religion, the gods themselves could be constrained to human will). "Balance" and moderation were what mattered, within society and the state, but also within the natural world as a whole. Most thinkers thus wanted to recognise the position of human beings as part of the natural world. No one person had ultimate authority and power over animals, or over other people. Equally humans had their own dignity even in the face of God, Who would treat them all with the respect they were due. The subjective should be viewed as equally important as the objective, neither being over-stressed.

Closely linked to the philosophy of the state in this period was the philosophy of personal behaviour and morals. The philosophers of the classical era, from 400 to 500, approximately, felt that the ideals of personal behaviour were inextricably linked to the ideal of the well-run state, as described above. Thus personal and public behaviour were inseparable, as far as the "Good Ruler" was concerned. It was believed that personal virtue could be encouraged by a moral upbringing and by moral training (an idea which was taken up again centuries later in the Fifth Empire, after 830).

There was one other philosophy, thought up and written down by *Steccon Lillaya* (365-429), which, though obviously formed by the general ethos of this period, came to rather different conclusions, and would have a recurring influence in

later times. Lillaya taught that just as Atlaniphon wanted the Empire to run itself with a minimum of control from himself, so all men and women should try to stand outside the turmoils and stresses of life. This philosophy was called "*Andourso*", or "apartness", but it did not mean that we should retire completely from worldly matters, rather that we should seek a "golden mean" in our actions, behaviour and emotions, despite the buffets and pressures from all sides. This attitude was valid in our social interactions, in the political field and within our own minds. This ideal of the perfectly self-contained person, with exquisitely balanced emotions, often resurfaced in later Atlantean history in times of political turmoil. At these times, "andourso" provided people with a refuge from what was going on around them. Thus it was taken up by the hermetic artists and thinkers of the later 500s, and in their case involved an almost complete physical withdrawal from the everyday world. It again emerged in the Third Empire, as detailed below, but was dealt a fatal blow during the terrible time of the Tyrants after 805 by the philosopher, who showed that such passivity could provide no valid solution for coping with life in such a period, either for the individual or for society as a whole.

METAPHYSICAL SPECULATION DURING THE EARLY ROMANTIC ERA: 460 - 540

At various times throughout the period of the late First and Second Empires, most philosophers favoured what were basically either idealistic or materialistic views of reality. Prior to about 460, as we have seen, philosophy had been growing ever more materialistic, but no philosopher seriously doubted the independent existence of the human inner, or subjective, world. Most mainstream philosophers, like the more advanced religious thinkers, adopted a general deism, adopted by the Emperor and the ruling elite. These professed to believe in a realm of the divine, or at least of the Absolute. However, such a realm was not allowed to have much influence on human life and behaviour, which was controlled either by man's own mind or by society.

But after 460, both religious and philosophical thinkers also started to lay more emphasis on spirit or immaterial forces. Religious thinkers had to account for the influence of the gods on human desires in this way, while philosophers began to think that they could only account for human art and morality, and perhaps also emotions and perception in general, by positing the existence of spiritual or immaterial forces over and above humankind itself. This new philosophy, which is now called "Romantic", stressed still more the primacy of the human will. This will could be active in the moral, aesthetic and artistic spheres, and had to seek the "Good" or the "Beautiful" or the "Divine", which were seen idealistically as abstracts in a higher realm. As the years passed, philosophers proceeded to argue amongst themselves as to the exact relationship between human emotions and the mind, on the one hand, and the realm or realms of the Absolute, on the other.

More generally, the Romantic movement involved a change of perspective, so that now the world was looked at from the point of view of the subject or the individual, and in place of a classical balance between subjectivity and objectivity, artists and philosophers placed the human mind and feelings at centre stage. Indeed the period is notable as much for its artistic achievement and endeavour as for philosophical writings. The first part of this era lasted until about 540, and artists and philosophers laid stress on the following points. The emotions were seen as natural and basically good, because man's nature was essentially good. The integration of the individual into society, and his or her role as part of that society were now of less importance than the need for everyone to remain true to one's own nature, and to express it within reasonable constraints. Moreover, humans must seek to find or emulate the spiritual or Absolute realms in all they do. Some thought that each person's subjective nature, or individualism, was itself an expression of God or the Divine within. By carrying out actions or producing art, as an expression of our own inner natures, we are therefore literally doing or showing forth God's work in the world. This idea was taken up later by more extreme Romantics, who believed we should concentrate on acting out the expression of our will in the world, which, for some, was also to act out the will of God, which is within our inmost being. These ideas were again rediscovered and refined in the 700s by the Naturists and the later Theists.

Other philosophers became fascinated by the mind, and how the a person, who experienced the world purely through his senses, and from a subjective point of view, could relate to the objective world of reality. Bourri lalssoulo, active between 510 and 540 taught that the individual - or the Self as he now termed it - could force reality to do as he wished by impressing his own will on the world. He could thereby forge his own destiny.

LATER ROMANTICISM - THE INDIVIDUAL AND THE WORLD: 540 - 590

After 540, one strand of philosophy, linked to the populist movement in politics and art, was a development towards complete scepticism and materialism, rather like modern-day Marxism. According to this, humans are mere atoms of reality - there is no God or reality to the spiritual side of our life; we are moulded by our environment and are part of the overall natural scheme of thing. Moreover it is society that we need to concentrate on changing, for everyone's benefit.

But most philosophers now moved to delve ever deeper into the mind and work out how it was connected to the outside world, and how our own individual subjective view of the world could be reconciled with the world itself, which had no mind of its own. The simple earlier Romanticism, which posited a straightforward split between the human and the spiritual or

Absolute realms, now broke up into a multitude of differing beliefs. Some thinkers, who were tagged "hermetic" like their contemporaries in art, denied the objective reality of the world, and insisted that as one could only know anything by "looking out" from one's own mind, then that mind was all that there was, or all that we can ever really know. The material world was probably an illusion, as were other people - all part of one's own mind's projection. One philosopher, Suenno Yealtan, wrote in some of his works that one should train one's mind, and by doing so could survive death, and possibly be reincarnated into another body later. His later work, after 560, became more radically esoteric. He claimed that as the subjective realm was all there was, it actually constructed reality itself. As the "perceiver" of all that exists, and the simultaneous creator of it, each of our selves is synonymous with God, who is thus inside us. However, as he is the ultimate Subject and Perceiver within each of us, we cannot "see" him ourselves. Other hermetic thinkers played with such ideas as that our whole world is just a dream. After death, we shall wake up – or perhaps, be plunged into another dream. Even in this life, we can "see through" our dream, often, paradoxically, during our dreams while we are sleeping, and then glimpse the "real" world – or is it just another dream-world? These vague speculations had great influence on esoteric writers and artists, and the theme of life as a dream was common in plays, poetry and art of the 570s and 580s.

Some philosophers insisted these views were too extreme and speculative, and also denied that we could ever know what could happen after death. Some of them thought that there was a transcendental realm, as a sort of fourth dimension – all around us but almost imperceptible to us -, where God may reside, but about which we can know very little. We can experience something of it, however, via our emotions, and art and perhaps through religious feelings, and we may end up here after we die.

Thus philosophers were increasingly divided at this time into opposing sets of beliefs – materialists, who claimed that there was nothing outside the material world, which was the only reality; hermetic or extreme Romantics, who thought that all we know or can know is our own minds, which are all that should matter to us; and a more moderate group in the middle, who believed in a transcendental realm, and were still worrying over the relationship between it and ourselves. Common to all these was the problem of whether there was any truly objective or transcendent realm; and if so, how we should be guided in our behaviour or morals in relation to it.

Certainly an overriding theme of nearly all philosophy of this period was the desire to reach or attain the "Good" - not so much now from the point of view of living in society, but for purely personal reasons. Views on how to attain this varied from social training or force (the Populists), and nature (many now believed nature was basically good), that is, obeying one's own inner feelings, and trust in God. But above all, stress was laid on actualising the will or emotions of the individual. Classical ideas of balance and reason, or faith in man's integration with the natural order, and need to see himself as a cog in the whole world order were often ignored or ridiculed throughout this period. This links up with the revival of "andourso", or "apartness" by the esoteric thinkers in this period.

And increasingly there was a real element of scepticism growing at this time – a feeling that it was impossible, or at least very difficult, to discover objective or absolute norms. This could all have developed directly into the sort of relativism and materialism, which dominated philosophy and society in the 700s, but it was all cut short, firstly by the Republican Revolution in the 590s, and then by the victory of the Imperialists in the early 600s, with their religion of State Theism. This was ruthlessly imposed on the whole population, and led to the extinction of all the philosophical movements of the 500s. On the other hand, the universalising philosophy of Saiphoyon in the early 600s could have provided the basis of a new and firmly based system of beliefs, in contrast to scepticism. But again, it was drowned by the imposition of State Theism, and was only taken up again in the late 700s and early 800s.

SAIPHUYON AND THE CULMINATION OF SECOND EMPIRE PHILOSOPHY : 590 - 630

Saiphoyon lived from 561 to 629, and clarified and summarised Romantic philosophy up to his time, as well as providing an antidote to extreme Romantic scepticism about the existence of the real world, or of a transcendental realm. He showed that the only way we, as "selves" or individuals, have contact with the outside world is through our senses and our bodies. Similarly it is only via these senses (sight, sound, touch) and, indirectly using our bodies (touch, language) that we can communicate with other selves (i.e. humans), but we can never see inside their minds. We are conscious of our own feelings, but can only know others' indirectly. Thus it seems our senses are all important in connecting us to the outer world (which Saiphoyon insisted did exist).

These senses operate via our body to our brain. But we also have a mind, which, though based in the brain, is also separate. It acts as an independent consciousness, and it enables us to make independent decisions, which can override our emotions or feelings. These emotions (love, hate, happiness, despair) are always related to events affecting us in the exterior world, and are formed within our brain. (They have nothing to do with outside forces, or the gods, as earlier generations believed).

But the mind also acts as a sort of conduit to the "Beyond", as Saiphoyon called it, in other words, a transcendental world.

This realm is in contact with us - our mind and hence our body - in various ways. One is through ideals - love, duty, beauty - these affect us and our emotions, but they are in themselves timeless and come from outside our world. Art as an Ideal, closely linked to Beauty, must also reach us from the Beyond. Saiphoyon also insisted that the Moral Code, that is our conception of Right and Wrong, Good and Evil, comes from this realm too. Finally, although he was basically an agnostic, he wanted to believe that there was a God, or a divine realm, and felt that religious faith and feelings might also connect us to the Beyond. All these influences on the Mind can impose themselves on our lives in the everyday world, for our good. Saiphoyon recognised that there did also exist bad forces, - Evil in the broadest sense - , but thought these were all caused by our or others' actions in the world of reality. Man himself was basically neutral, but had this conduit to the good and sublime.

Saiphoyon was the last and greatest of the Second Empire Romantic philosophers, though his ideas would be continued by later philosophers. He led a quiet and secluded life, teaching philosophy in his early life, but after about 600, the Republicans well as the Imperialists when Ruthopheax I took charge, became increasingly hostile to this sort of hermetic philosophy, as they saw it. Between 600 and 630 all the old Second Empire styles of philosophy were banned, and many philosophers imprisoned or killed. Saiphoyon retired to private life, and most of what he wrote was kept secret by himself after 605 and for decades after was little known. He died, virtually unknown and penniless in 629.

The future now lay open for a very different sort of thought - one with a social background where Religion was all important, and philosophy was considered as a minor, almost superfluous and potentially dangerous pastime. The exemplar of the new philosophy was *Sunon Geledin*, and his teachings tied in closely with the ethos of the new rulers of the Empire, and with the new religion of the Empire, State Theism.

To read the next part of this history, click on [Atlantean philosophy & religion- 650 - 740](#)

[Home Page](#) [Atlantean philosophy & religion- 650 - 740](#) [Atlantean religion- to 360](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON

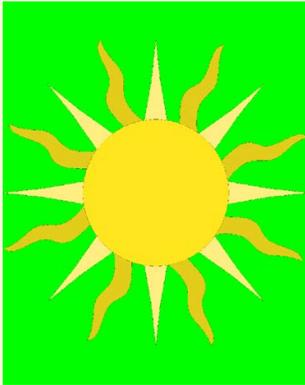


BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

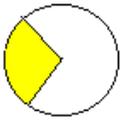
SIGNS AND SYMBOLS OF THE ATLANTEAN EMPIRE



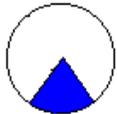
Sun - Folgiens. Wisdom.

The Emperor's personal symbol, and that of Atlantis after 270. Used on flags and banners.

Green background in First Empire. Brown background in Third Empire till 750.



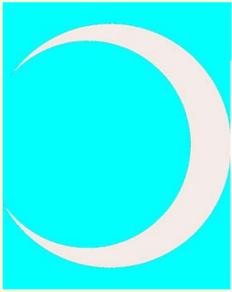
West Wind - Naothule. Joy / love / marriage.



**South Wind - Tuaithule. Air - Ris.
Represents Religion and the Church.**



**Thunder - Graohienix. War.
Emblem of the Army after 260 and used on its banners.**



**Moon - Noura. Magic, Mystery.
Adopted by priesthood and used on their dress.
Used in preference to "South Wind" by Church after 220.**



**Evening star - Naohuisuyu Tincu. Peace.
Used to symbolise Atlantean Empire after 440.**

[Home Page](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

1 : *Society and Government in Atlantis, 200 - 586.*

ATLANTEAN SOCIETY AND THE CLASS SYSTEM

At the very beginning of the First Empire, every male inhabitant had a particular Class corresponding to his social status, which was closely linked to his birth and profession. It was impossible to change one's status and progress up the social scale. During the third century, this Class system was simplified considerably over the years, and all Atlanteans, from both the home Province, and then the newly conquered ones, were categorised first into 42 Classes, then 20, 12 and finally 6 in 367. Their Class was still determined almost wholly by accident of birth, and the professions they might enter were also limited according to their Class.

The highest nobles were those in Class 1. These owned large amounts of land and were often in a high position in government or Court. Their lineage often went right back to the time when Atlantis was just a patchwork of competing aristocrats. As the centuries wore on, these Class 1s retained their land, often scattered throughout the Empire, though mostly still in the "inner" Provinces (Atlantis, Atlantidieh and Th. Thiss.), but gradually lost political power to the lower Classes. This process began with the very first Emperors, who rather feared the power of these old and rich aristocrats, who even had their own armies. Emperors alone had the ability to promote or demote people from one Class to another, and gradually the Emperors began to favour Class 2s and later Class 3s.

Class 2s, who represented the "middle" nobility after 367, included the moderately well-off aristocrats, who also held considerable land. Originally all of them were nobility by birth, but after the fourth century, some attained this Class by Imperial promotion, as a sort of honour for loyalty or good work. Also, as the organisation of local and national government was built up during the First Empire, it became possible to advance one's Class through education and career progression.

Class 3s were the lower nobility, also usually holding some land, and, in later years, important positions in government or the army.

The bottom three Classes represented the vast majority of the workers of the Empire. Class 4, often split into upper and lower, were what later became the middle class, and included merchants, lawyers, civil servants, small landowners and the self-employed. Most would also employ other workers at lower Classes. Class 5 were the better-off working classes, and included employees of all sorts, artisans, and small farmers, whether independent or tenants. Finally Class 6s were the peasants, servants and workers.

By the reign of Atlaniphon I, progression up the Class system was much easier than had been the case in earlier times. Promotion at work, self-improvement leading to the acquisition of more land or employees, or even, still, promotion by Imperial decree, were possible at all levels, though Class 6s tended to be stuck where they were, and there remained a great divide between Class 4 and Class 3, the "people" and the "nobility". In the sixth century, under the liberal Emperors, all positions in government had in theory to be attained through education and progression up the job-structure through examination and interview. But the higher posts always remained the prerogative of the traditionally well-off upper Classes, who could enter the whole structure at a higher level than the lower Classes. At the top, peers by birth gradually lost their positions in government to those who achieved their position through merit and education. Class 1s indeed became a dwindling breed, who now lost all real influence and retired to their vast estates.

After 526, much of this changed, and things regressed to the position in the earlier 300s. Classes became more fixed, education was cut back, and senior positions again went to hereditary nobles. Numbers of Class 1s revived suddenly as this was used as an honorary grade for the Emperor's closest Advisers, relations and friends. The power, land and

prosperity of these high grades, above all the Class 1s, with their swathes of land and property in the inner Provinces particularly incensed the revolutionaries in the 560s to the 580s. After the Revolution of 587, it was they who were targeted by the republican leaders and the lower Class masses.

THE GOVERNMENT OF THE EMPIRE

One of the most interesting features of the Atlantean Empire is the highly complex and well-organised system of local and imperial government which was gradually created throughout the First Empire and into the Second. The initial impetus to set up local councils to run the everyday government of small towns developed in the late second century from the clash between the king and the powerful nobles, who had power-bases and fiefs of their own throughout the kingdom. The king - later Emperor - encouraged municipal councils, and granted a degree of power to local officials on grade 3 and below, thereby removing the Class 1 and 2 nobility from their strongholds. The growing Empire was divided up into urban district councils, and after about 250, country districts were also given local councils, initially under the aegis of the local landowning noble. These local authorities were responsible for law and order, local building, and for a time education and some local taxes.

After 300, Regions were set up, consisting of a number of smaller Districts, from which representatives were elected for the Regional Councils. Gradually a career structure was built up, whereby a person could begin as a Councillor on his local district council. After two or three years, he, with about three others, might be chosen for promotion by his immediate superior at Regional level. After 330 he would have to take an examination, but if successful, he, with others, would progress on to the Regional council. Regions became responsible for much local government, such as local taxation, entertainment and education.

At this stage the ambitious Regional Councillor had a number of choices he could make for the shaping of his future career. Firstly he might in due course move up to become a deputy or assistant to the Provincial Governor (Civil and Military), appointed by the Emperor. Secondly he could try to move to Atlantis or Cennatlantis to apply to get on the staff of the Imperial Controllers, who helped to run the Imperial Government. Finally he could move sideways to join the Great Council, which is discussed below. Whichever path he took, he would, during the Second Empire, automatically be granted the status of honorary Grade 3 once he was successful.

Imperial Government was headed by the Emperor, of course, and beneath him, the Empire was originally organised into Provinces ("Ruhiehix" in Atlantean), and run by Provincial Governors. After the beginning of the fourth century, there were two types of Governors - Military, who were in charge of Provincial Armies, and took precedence in wartime, ("Ruhixano" in Atlantean) and Civil Governors ("Ruhiehïens"), who were responsible for the civilian government of the Province - these areas included national taxes, social welfare, law and order and local foreign relations. The Emperor also had a number of Imperial Advisers, hand-picked to help him run the Empire, and they all also chose the Provincial Governors.

THE GREAT COUNCIL (*BOUR YMELHUATSO*)

From 150 there had existed in the area that was later to become the Province of Atlantis an Atlantean Council, consisting of non-nobles, which acted as a counterbalance to the strong influence of the nobility, who had long had their own forum in the Council of Nobles. As more Provinces were added to the Empire, Cao-Melion decided in 278 to form an Imperial or Great Council which would include representatives from all the Imperial Provinces. The Council was of course purely advisory at this stage, and met only when the Emperor convened it. It gradually overshadowed the old Atlantean Council, as far as the Province of Atlantis was concerned, and Atlantis itself sent members to the Great Council as well as to its own Council, which then gradually dwindled over decades and centuries into an ornamental relic with few real powers. After 320 recruitment for the Great Council came from the Regional tier of the career structure. "Councilmen", as they were termed, were elected by the other Regional Councillors, and also had to pass examinations later on. A small and senior part of the Great Council was the Inner Council, led by the Leader of the Council, who gained great power at the end of the Second Empire, and effectively led the Revolution of 587, and later the Republic.

To start with, Councilmen had to live from their own means, but after 470 a salary was introduced. Gradually the Council developed or was granted more powers - it sat at certain specified times and gained a voice in the appointment of Civil Governors and other Imperial appointees to a lesser extent. Later in the Second Empire, as the Emperors became more conservative, the Councils grew more radical. One reason was that some Councilmen were now appointed directly from District level rather than Regional level, and as such represented points of view closer to grass roots populism. This led ultimately to the Revolution of 587, which saw the Council pitted against the forces of the Emperor.



MALE ATLANTEAN, C400

THE CONTROLLERS AND THE ADVISERS.

During the main part of this period, the central direction of policy, - the "executive function"- was carried out by the Controllers, who reported directly to the Emperor himself. The number of these officials fluctuated over the decades, as did the areas of policy for which they had responsibility. The earliest Controller was for Atlantean Affairs, established in 240. Others were later appointed by Cao-Mel'ion - Education, Imperial Affairs, and Treasury. Later came Transport and Trade. They were appointed essentially by the Emperor, in theory in consultation with the Inner Council, from either the upper reaches of the Civil Service, or from Imperial Advisers or relations. In the sixth century, after the Great Civil War of 524-526, the numbers of these Governors were reduced in favour of the provincial Governors.

The Imperial Advisers were in theory a group of "elders", retired Controllers, Governors or Councilmen, who formed the Emperor's closest circle, but in practice they often included younger friends or relations of the Emperor of the day.

THE RULING OF THE EMPIRE

Of course, the way in which the Empire was governed depended very much on the character and feelings of the Emperors. In the heyday of the Second Empire, under the Atlaniphons, the Emperor stayed at a distance from the process. Atlaniphon I's famous words about himself show his feelings : "I shall be a god, but if possible, an inactive god". Emperors in the sixth century would be much more interested in playing with the levers of power themselves.

Finally there were of course a number of other institutions closely connected to the government of empire. The legal system was originally in the hands of a Controller, but after 405 Atlaniphon I gave it more independence under a Chief Justice. The Official Church was led by the Chief Priest of Atlantis, and under the overall supervision of the Emperor. The armed forces were controlled by the Emperor directly, who alone could declare war and make peace. Lastly the Court of Ethics, formally established by Atlaniphon I in 368, was in the last resort under the aegis of the Emperor, although one of its chief purposes was to act as an independent "think-tank" on a wide range of matters from a legal court of appeal, to an arbitrator on ethical government, morals and the value and social admissibility of new inventions or ideas. (See the separate article on the Court of Ethics).

To read the next part of this history, click on [Government and Society- \(2\)630 - 749](#)

[Home Page](#) [Government and Society- \(2\)630 - 749](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Note on the colours used in this History.

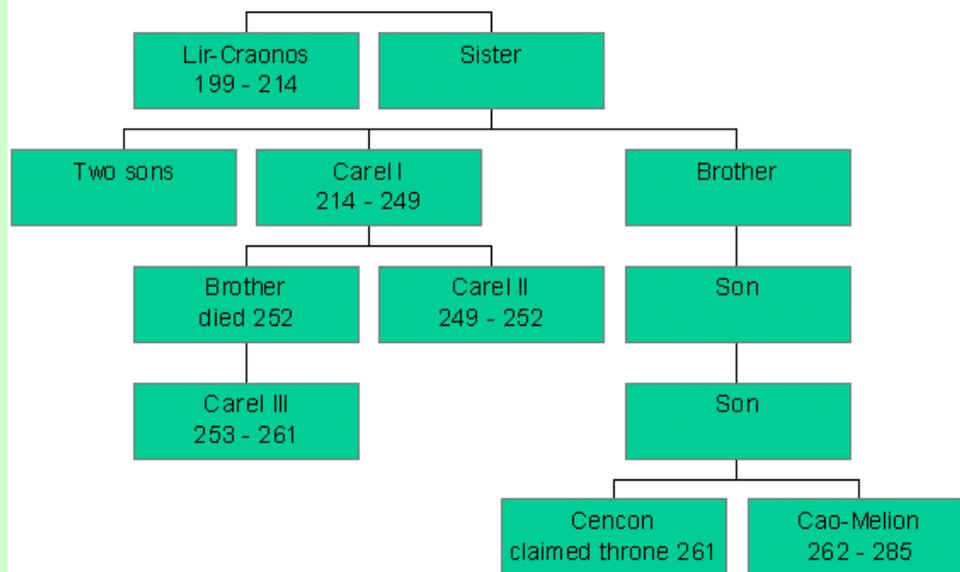
Each period of Atlantean history had a particular style relating to the way its ruling class presented itself to the world at large. This is particularly relevant to its use of flags and emblems, and to the colours in which it displayed itself. The flags and emblems related to the religion and mythology of the Empires, and more will be said about these in the History of the First Empire below. The colours used differed for each epoch of the history of the Empire, and the characteristic colour of the period concerned will be indicated here by the background colour of each part of the History.

Thus the colour characteristic of the First Empire, as here and in the part of this History below which describes it, was green. This became Imperial orange, or yellow after the accession of Atlaniphon I in 361. The Republicans after 591 deliberately turned their face against anything redolent of the old Empire, and used red as a sign of rebellion and of the Republic itself. The parts of the old Empire still loyal to an Emperor retained orange, of course, though this became a much darker and more muted colour, almost brown after 630. This also became the colour of the subsequent Third Empire. Later still, after 750, the Fourth Empire changed this to blue. The Tyrants favoured an appropriately grim shade of black, and finally, after 828, the Fifth Empire returned to an Imperial colour, this time, purple.

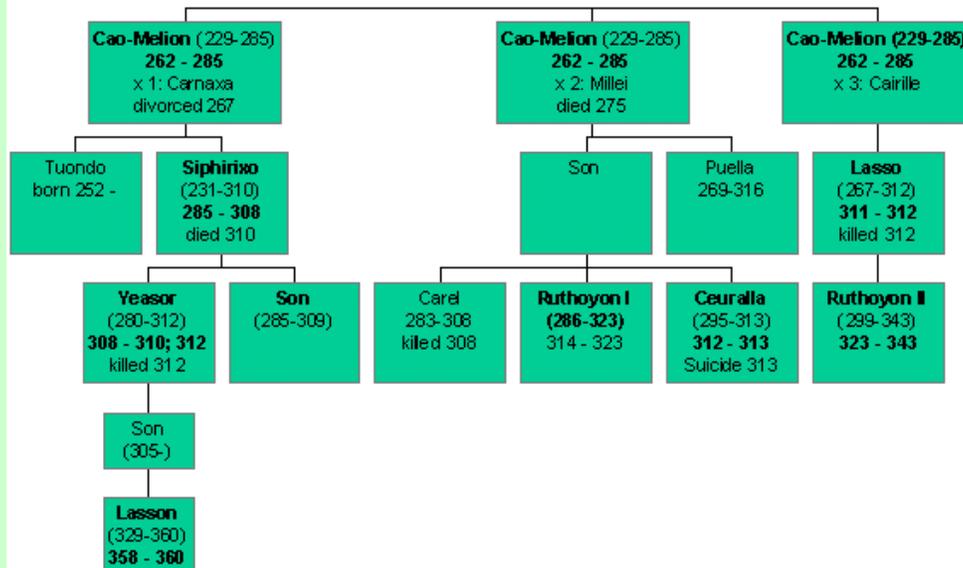
[Home Page](#)

[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

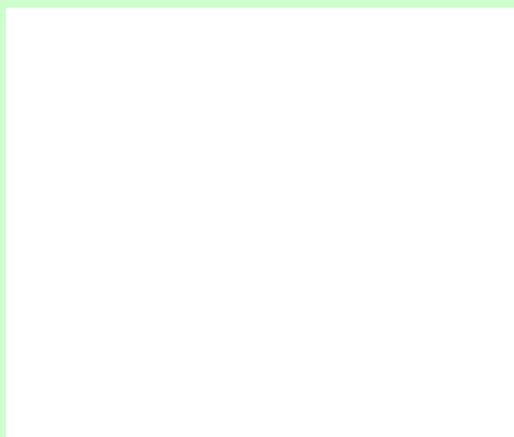
**First Empire Imperial Genealogy:
Lir-Craonos to Cao-Melian, 199 - 285**



**First Empire Imperial Genealogy:
the heirs of Cao-Melian, 285 - 360**



[Home Page](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Science and Invention and the role of the Court of Ethics, 200 - 630

INTRODUCTION

The Atlanteans were by nature an inventive race, and over the early centuries of their Empire, they developed most of the scientific advances which have been also been made in the Western World throughout a longer period of time. The development of science in their Empire was, however, unique by virtue of the role of the Court of Ethics. This institution's influence varied from era to era, but when it was flourishing, it suppressed many new scientific ideas. As a result, the adoption of scientific inventions into Atlantean society proceeded in fits and starts, and was never able to sweep all before it as has happened in the modern world since the time of the Renaissance.

THE COURT OF ETHICS

The idea of an overriding Court or Council of Ethics to act as a supreme arbiter in all ethical, moral and social matters was developed by thinkers in the third century. It was not till the reign of Iustus Atlaniphon, in 368, that the first official Court of Ethics was set up. As far as we are concerned in this chapter, its main role (apart from its legal responsibilities as a Court of Appeal) was to weigh up the potentialities of all new ideas and practical inventions as far as their effect on the moral and social welfare of the Atlantean peoples was concerned.

There would at this stage be no control or censorship of the expression of ideas in words or writing - only of its possible future dissemination or conversion into practical form in the case of new scientific inventions. This was linked also to another of its roles - that of judging all novel forms of behaviour or activities by the people - whether moral, artistic, sporting or whatever. But here the Court could only express an opinion ; in the case of new inventions, it could, with the Emperor's approval, actually ban them.

This side of the Court's activities seems at first to sit uneasily beside its more liberal role as a Court of Appeal and a sort of government think-tank on legal matters. But the ethos of the Second Empire, though in some ways liberal, was also paternalistic, and the Emperors and their advisors were above all concerned to maintain their society as it was, and of course their own positions within it. They did not want to censor ideas, but they saw no reason not to screen and if necessary ban new inventions, which, if adopted, might radically alter the set-up of society, and the happiness of lifestyle of Atlanteans. This was all part of that philosophy, which the Second Empire elite prized above all: that Reason and Balance were vital in society, and this was best achieved by severely limiting all unnecessary changes, social, moral and technological. Men, too, were part of a whole natural order, which should not be unbalanced by creating "unnatural" investigations into nature, or technological innovations.

INVENTIONS AND THEIR FATE UNDER THE SECOND EMPIRE

Some of the most significant inventions in early Atlantean history were military in nature, though it must be stressed that some of them were not actually made by Atlanteans, but rather were taken over by them from whoever first invented them. The inventions made before 360 were quickly adopted - such as the wooden and steel crossbow and the catapult. But most important innovations, once they had come to the notice of the Court of Ethics, were usually suppressed, though there were a few exceptions. Thus printing using blocks was invented somewhere in the late 200s and used a little in Atlantis in the 300s, but was then banned. Printing using moveable type appeared outside the Atlantean Empire after 480, but as soon as examples appeared within the Empire, they were also forbidden.

Other inventions vetoed include the microscope or magnifying glass (around 500), spectacles (about 420-430), water-

wheels (400s), and gunpowder/rockets (used in fireworks after the 400s, outside the Empire). On the other hand, the telescope, though closely related to the banned magnifying glass, was allowed into production after 530 for military use. The same was true of the mechanical semaphore, relays of which rapidly spread across the Empire after 460, and the windmill, which was surprisingly permitted in the 500s.

THE HEYDAY OF INVENTIONS, 587-650

When the Second Empire was overthrown and the Republic established after 587, the Court of Ethics was abolished in the territories under republican control. The Republic considered the "censoring" role of the Court to be ridiculously old-fashioned and pointless, and inventions were henceforth encouraged. Quickly all those innovations made and suppressed in earlier times were released from their wraps - printing (though Government controlled at various times), spectacles, microscope and water-wheels. In the remaining territory of the Emperor, the Court of Ethics at first still kept its powers, but as the old Empire split up and the Imperialists noticed how fast the Republicans were overtaking them in the field of new inventions, the Court was done away with here as well, and innovations were seized on as quickly as possible.

Gunpowder, as applied to military weapons, had already been experimented with by the Basquecs, and these ideas were taken over by the Imperialists even quicker than by the Republicans. This led to rockets, cannon and handguns coming into production around 590-600 - the great Atlantean inventor and adapter was Ceindol. Many other inventions were adopted in this period, including the magnetic compass, the technique of cast iron, stirrups for horses, the pendulum clock, the barometer, and the basics of the steam engine. Many of these were actually invented abroad, but the clock, the steam-engine, cast-iron and the compass were definitely of Atlantean origin. (Bueccan, who lived in Tilrase in the Republican Province of Atlantidieh, was the Atlantean theorist who wrote about the practical possibilities of steam. He was killed in 628 when the Imperialists stormed Atlantis.)

This heady period of innovation came to an abrupt end after 650, when the establishment of the Third Empire by Ruthopheax produced strict controls on all inventions once again - this time also in neighbouring states.

[Home Page](#) [Table of inventions](#)



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Irregular nouns:

1. Consonant changes between Juralic and Atlantean.

Because of regular historical developments in the phonetic structure between Juralic and Atlantean, some consonants in certain positions changed to vowels, or disappeared. This led to some nouns (as well as adjectives and adverbs, and the conjugation of some verbs, for all of which see below) appearing to have irregular declensions. At the same time, these historical changes, as well as the loss of unstressed vowels in final positions, led sometimes to several vowels ending up next to each other. However, only certain vowels and diphthongs were allowed to be sounded together, and these are called the "permissible vowel combinations". Where certain vowels, which were not allowed to sound next to each other, nevertheless were likely to end up together, the original consonant, which otherwise changed to a vowel or disappeared completely, was left in place.

The historical phonetic changes that need to be noticed are as follows. These occurred between the era of Atlanchalcric and Chalcran, and are hence not evident in Chalcran.

1. **Between vowels**, $l > y$. $p > ph$ b, r disappear (if on their own)..
2. **When final**, $m > n$. b, d, g, p, t, c disappear (if preceded by no other consonant).
3. **When finally after n, f, l** $b > p$ $d > t$ $g > c$

Now these changes are visible in the root cases of words, when the Juralic or Chalcran forms are compared with Atlantean. Below are examples (J = Juralic; C = Chalcran; A = Atlantean):

Between vowels:

1. $l > y$: J. o:ilo: (ever) > C: alo, A: ayo
2. $p > ph$ J: bhenna:po: (daddy) > A: bennaphu (*usually shortened to* bephu)
3. b disappears J: lob (long) > C: lub, A: lou
4. r disappears J: dhe:rino (four) > C: tiare, A: thein

Finally:

5. $m > n$ J: me:sema (beauty) > A: meisen (*final "a" lost earlier*).
6. d disappears if preceded by a vowel or "r" J: da:uda (god) > C: doda, A: dao (*final "a" lost earlier*)
7. b disappears if preceded by a vowel or "r" J: bho:rb (great) > C: bourb, A: bour

After n,l:

8. $ld > lt$ J: ge:ld (old) > C: giald, A: yelt

Now, as mentioned above, the disappearance of b, d, g, p, t, c , and r between vowels or finally, as well as the change of l to y between vowels, could lead to various vowels ending up next to each other. Below is the list of permissible combinations. If any other vowels were likely to find themselves in close proximity, the original consonant would normally stay in place. These "irregularities" occur most often when declensional endings were added to nouns or adjectives; when comparative or superlative formations were added to adjectives or adverbs; and when conjugational endings (including suffixes for moods or voice) were added to verbs.

2. Permissible vowel combinations in Atlantean.

Vowel - vowel

1. *aua, aya; aue, aye; ai, aui; ao, ayo, auo; ayi, ayu*
2. *ea, eua, eya; eue, eye; eyi; eo, eyo, euo; eyu*
3. *ia, ie, io, iu*
4. *oa, oua, oya; oue, oye; oyi, oyo, ouo; ou, oyo, ouo; oyu*
5. *ua, uya; ue, uye; ui; uo, uyo; uyu*

Diphthong preceding vowel

1. *ai* + vowel. Permissible before *a, e, o, u*. The *i* of *ai* becomes *ay*, eg *ayo, ayu*
2. *ao* + vowel. Treat as *a* + vowel
3. *ou* + *a, e, o* permissible. Before *y* + vowel, *ou* > *o*, *ou* or *oy*
4. *ei* + vowel. Permissible before *a, e, o, u*. The *i* of *ei* becomes *ay*, eg *eyo, eyu*
5. *ie* + vowel not permissible.

Diphthong following vowel

1. +*ai*. Will follow *i, u, y*
2. +*ao*. Will only follow *i*.
3. +*ou*. Will only follow *i, y*.
4. +*ei*. Will follow *i, u, y*.

Any other diphthongs will not combine with another vowel.

3. The irregular declensions.

Traditionally, irregular nouns were divided into three "types", depending on what happened to their endings in declensions. These changes are in fact all explicable by historical phonetic developments, as detailed above.

I. TYPE 1: Noun roots ending on -l, -r, -n, in nominative singular (ie: belonging to the consonantal declension - no. 1).

1. **n > m** in oblique and plural cases, if the "m" was the original ending in all cases.

Example: *ran* (nom sing), *raman* (acc sing) (For etymological reason, see 2 above, in section 1).

2. **l > y** when followed by a vowel, ie: in all oblique and plural cases, except the locative singular. (But this depended on the permitted combinations, see 2 above).

Example: *ful* (nom sing, grass), *fuyan* (acc sing), *fulsil* (loc sing), BUT *fulao* (abl sing). (See 1 and 2 above).

3. **r > vanished** when followed by a vowel, ie in all oblique and plural cases, except the locative singular. But again this depended on the permitted combinations, see 2 above).

Example: *aldor* (nom sing, official), *aldorsil* (loc sing), *aldorix* (nom/acc plural), etc (see 1 and 2 above).

II. TYPE 2: Noun roots ending in a vowel in the nominative singular (ie: belonging to declensions 2 and 3), but with a plosive interpolated before the oblique cases.

Nouns which originally ended in **-d, -b, -t** lost this plosive in the nominative and vocative singular cases, but it reappeared before a vowel in all oblique and plural cases.

Examples: recce (nom sing, law), recetan (acc sing)
lai (nom sing, death), laiban (acc sing)

III. TYPE 3: Noun roots ending in -nt, -np, -nc, -lt, -lp, -lc in the nominative singular of declension 1 (consonantal declension).

These noun endings became **-nd, -nb, -ng, -ld, -lb, -lg** in oblique and plural cases, if they originally ended in these voiced plosives in all cases (See 3 of section 1 above).

Examples: talt (nom sing, name), taldan (acc sing)
aolc (nom sing, gold), aolgan (acc sing)

There are a few nouns which are completely irregular. These include: dao (god), celeuo (noble), mai (control), (mand)engio (island / sea).

To learn about irregular adjectives and adverbs, and irregular verbs, go to [Irregular Atlantean adjectives and adverbs](#) and [Irregular Atlantean verbs](#)

Examples of old (Juralic) and obsolete endings can be seen in certain places. To learn about these, go to: [Remains of obsolete endings in Atlantean nouns](#)

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [Details of the Atlantean verb](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#) [Irregular Atlantean adjectives and adverbs](#) [Irregular Atlantean verbs](#) [Remains of obsolete endings in Atlantean nouns](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Remains of obsolete endings in Atlantean nouns

1. The dual case.

This case, formerly present in Juralic, had largely died out in early times, but remains fossilised in a few set expressions in Atlantean as well as Yalland. In Atlantean, it originally involved the interpolation of -ET- between the root ending and the suffix. (See the section on Juralic: [Historical grammar of Juralic languages, 2. pronouns, adjectives and nouns](#)).

Examples are:

THETTETO, from THETTO (brother), meaning "brother and sister".

NUMETO, from NUMO (eye), meaning "a pair of eyes". (This also survived in Yalland: NOIMOI (eye) and NOIMIDOI (pair of eyes)).

THUYETA, from THUYE (wind) meaning the "Divine Winds", ie: winds which were believed to be gods.

2. Plural endings in -AI.

-I: was the original Juralic plural ending, which died out in favour of -IX in Atlantean. Traces of it remain in certain nouns with irregular declensions, eg:

CELEUO (nom sing, a noble), CELAI (nom, acc plural)

DAO (nom sing, god), DAI (nom, acc plural)

Also the following irregular adjectives:

CEL (nom sing, noble), CELAI (nom, acc plural)

THIAL (nom sing, this), THIAI (nom, acc plural, these)

THAIR (nom sing, that), THAI (nom, acc plural, those)

We can note also the following fixed meanings for certain nouns and adjectives:

THETTAI (old plural of THETTO, brother), meaning "band of brothers", adopted by the Brotherhood Party in the 790s period.

YCATHAI (library), related to CATHA (book)

IASAI (life), literally plural of IASU (year).

3. The vocative case

The vocative case had been subsumed into the nominative very early on, but a few examples of the vocative singular case survived for declension 1 nouns. These had the ending -A (from Juralic -A:

One example is the vocative singular of DAO (god), which was DA (O god!)

4. The locative case

The true successor of the Juralic locative singular ending -SSE was -S in Atlantean, but this had been replaced in early Atlantean by -SIL from the preposition SIL, meaning "in".

However, the old ending survived in Classical Atlantean in a few set expressions:

THESAS (from THESEI, house), meaning "at home".

CERTAS (from an obsolete word CER, ruler), meaning "at court", literally "with the ruler".

BUAIMAXANAS , in the past.

LOUANAS, a long time ago.

MARRANAS, recently

BOUNAS, at the mercy (of)

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [Details of the Atlantean verb](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#) [Irregular Atlantean nouns](#) [Irregular Atlantean adjectives and adverbs](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\)](#) [a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Irregular Atlantean adjectives and adverbs.

Adjectives:

1. The irregular declensions.

As with the irregular nouns, certain adjectives can also be divided into the same three "irregular" types. The historical reasons for these irregularities are exactly the same as for the nouns, namely phonological changes for some consonants (the voiced stops, l, r and m), and the limitations on vowel combinations in Atlantean (see [Irregular Atlantean nouns](#)). Of course adjectives only agree with nouns in number and in the nominative and accusative cases: in all other cases they take the accusative suffix, singular or plural.

I. TYPE 1: Adjective roots ending in -l, or -r, in nominative singular before nouns belonging to the consonantal declension - no. 1).

These behave exactly as nouns (although note that there are *no* cases of adjectives ending in -n in the nominative and changing to -m when oblique case-endings are added.)

1. **l > y** when followed by a vowel, ie: in all nominative cases apart from declension 1, and in oblique and plural cases, when the vowel-combinations correspond to one of the permissible combinations; otherwise the "l" remains.

Examples are all adjectives ending in -el or -ul (these endings usually made adjectives out of nouns), eg: *proutul* (nom sing., peaceful), *proutuyan* (masc acc sing.). *Tincel* (nom sing., stary), *tinceyix* (plural, all cases). Also *tel* (same), *sual* (female).

2. **r > vanished** when followed by a vowel, ie in all nominative cases apart from declension 1, and in oblique and plural cases. But again this depended on the permitted combinations, and otherwise the "r" remained.

Example: *car* (nom sing, dear).

In this case, note that adjectives ending in "-ar" in the nominative singular lose the "a" before the accusative -an is suffixed, and the "r" remains, ie: it becomes "-arn". Hence *car* (nom sing, dear), *carn* (acc sing.) This is the same as with nouns. In this case, the "r" also remains in the nominative before declension 2b nouns, (*care*), but disappears before declensions 3a and 3b and all plurals (*cao, cau, caix*). These are due to the permissible vowel combinations rule.

II. TYPE 2: Adjectives ending in a vowel in the nominative singular before nouns of declension 1, but with a plosive interpolated before all other case-endings.

Adjectives which originally ended in **-d, -b, -t** lost this plosive in the nominative and vocative singular cases, but it reappeared before a vowel in all oblique and plural cases.

Examples: *bua* (nom sing, wide), *buatan* (acc sing)
lou (nom sing, long), *louban* (acc sing) (this is irregular in other cases).

Also included in this group are some adjectives ending in -r, where the "r" was originally followed by a plosive,

thus: -rt, -rp, -rc. These lose the plosive in the nom sing (before declension 1 nouns).

Example: *snar* (nom sing, decl 1, black), *snartan* (acc sing).

III. TYPE 3: Adjectives ending in -nt, -np, -nc, -lt, -lp, -lc in the nominative singular before declension 1 (consonantal declension) nouns.

These noun endings became **-nd, -nb, -ng, -ld, -lb, -lg** in the other nominative declensions, as well as oblique and plural cases, if they originally ended in these voiced plosives in all cases.

Examples: *yelt* (nom sing, old), *yeldan* (acc sing)
decant (nom sing, dark), *decandan* (acc sing).

Note: Adjectives ending in -axa are declined if they act as adjectives (eg: *beininaxa*, holy), but normally past participles as such are not declined.

There are a few adjectives which are completely irregular, viz: *cel* (noble), *dicel* (ignoble), *lou* (long), *meu* (many), *dimeu* (few), *stei* (hard).

2. Irregular comparison of adjectives.

The usual vowel-combinations and interpolations of plosives apply before these endings, as were noted above before vowel-suffixes in non-declension 1, oblique and plural cases.

Note the following comparisons, which are completely irregular in Atlantean, as in many other languages:

Good: *ruth*. Better: *maiss*. Best: *mailc*. Bad: *dammic*. Worse: *diss*. Worst: *dilc*.

Irregular Atlantean adverbs.

The only irregularities which can occur with adverbs is in the formation of an adverb from an adjective, when the usual ending *-ehe* is added, and in the comparative and superlative cases.

1. Before *-ehe*, the adverb adopts the changes of l > y or r > vanishes, adds a plosive, or voices a plosive in exactly the same situations that the basic adjective did before non-declension 1 nominatives, oblique and plural cases.

Example: *buat* (adjective, wide); *buatehe* (widely).
car (adjective, dear); *carehe* (dearly)
bour(b) (adjective, great): *bourbehe* (greatly)

2. In the comparative case, *-ehe* is added to *-iss*, thus: *-issehe*.

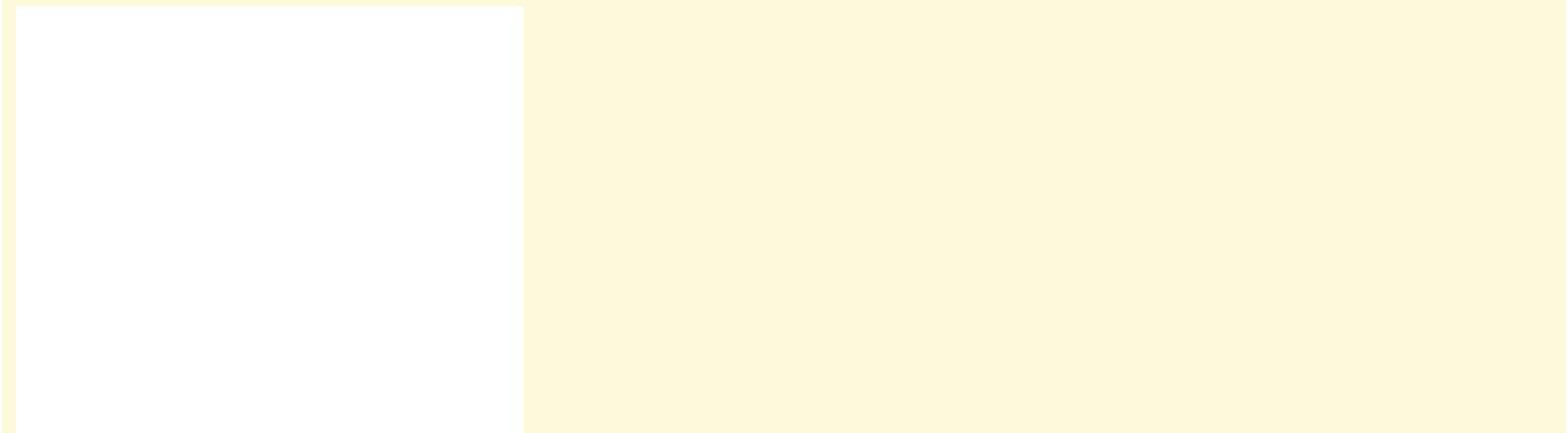
In the superlative case, *-ehe* is added to *-ilc*, thus: *-ilcehe*.

Again, before *-issehe* and *-ilcehe*, the adverb adopts the changes that the equivalent adjective would have taken before an ending beginning with -i.

Example: *car* (dear). *carehe* (dearly). *caissehe* (more dearly). *cailcehe* (most dearly).
 (Note the "r" disappears between the "e" and the "i").

Note one completely irregular comparison:

much/many	<i>meu/meuhe</i>
more	<i>misse</i>
most	<i>milce</i>



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Atlantean verb: other moods; auxiliaries

CONDITIONAL MOOD

Present conditional (I should...) was formed by interpolating –EHE- for 1st conjugation verbs, and –OHE- for second conjugation ones. For the past, interpolate –AHE- for all verbs.

Thus:

I should take = lembehen (present conditional); *I should sleep* = sounohen (present conditional)

I should have taken = lembahen (past conditional)

NECESSITATIVE MOOD

This was purely literary. There were three tenses.

For the present, interpolate –EXE- or –OXE-. between the root and the (abbreviated) pronomial endings. For the past, use –AXE. For the future, use -EAXE. Thus:

I must take = lembexen (present necessitative); *I must sleep* = sounoxen (present necessitative)

I had to take = lembaxen (past necessitative);

I shall have to take = lembeaxen (future necessitative)

Other tenses were formed using the indicative of the main verb plus TOUTAUE ("of necessity"). This was also how the present, past and future were formed in the colloquial language.

IMPERATIVE / PERMISSIVE MOOD

The imperative mood, being the form of the verb used to give orders in the second person, singular and plural, was formed by the simple root of the verb, followed by the second person (singular or plural) of the present tense of TEH (to do).

Thus:

Take! (singular) = lemb tehetu!

Take! (plural) = lemb tehetes!

This imperative formation could also be used in the first and third persons in a permissive sense, meaning "let..." or "may..." someone do something. Thus:

Let me take / may I take = lemb tehenu

Let him take / may he take = lemb tehe

Let her take / may she take = lemb tese

Let it take / may it take = lemb tehe

Let us take / may we take = lemb tehens

Let them (masc) take / may they take = lemb tehen

Let them (fem) take / may they take = lemb tesen

Let them (neut) take / may they take = lemb tehen

INFINITIVE MOOD

To form the infinitive of a verb, simply prefix EI (or ED if before a following vowel) before the root.

eg: *To do = ei teh.*

(Ei or ed may be omitted in the literary language if preceded by a vowel at the end of the word before it.)

SUBJUNCTIVE MOOD

This was mostly used in the written language, only, by the time of Classical Atlantean. It was used in "if" clauses, and in certain other places, such as after verbs of saying, believing, doubting, etc.

There are only three tenses, present, past and future. For the present, interpolate IE or IO between root and endings. For the past, put in IA. For the future, IERA. Note that the pronominal endings which follow are the full forms. Thus:

Present:

If I take, etc = lembienu *If I sleep, etc = sounionu*

If we take, etc = lembiens *If we sleep, etc = sounions*

Past

If you took, etc (sing) = lembiatu

If you took, etc (plural) = lembiates

Future

If he will take, etc = lembierathe

If they (fem) will take, etc = lembierasen

THE PASSIVE VOICE.

All the above tenses have been active. There existed also a passive voice (meaning, for example, "it was taken" instead of "it took"). Endings existed for this, in the present, past and future, which were literary and somewhat rare. The method was to interpolate -PHE- between the active indicative tense vowel and the (abbreviated) personal endings, eg

Present

I am taken = lembephen

We are taken = lembephens

Past

You (sing) were taken = lembaphe

You (plural) were taken = lembaphetes

Future

He will be taken = lembeapheth

They (fem) will be taken = lembeaphesen

There is also a **passive infinitive**, with ei / ed and eph / oph, aph, eaph added to the root for the present, past and future. Thus:

To be taken = ei lembeph.

More common in the colloquial language, and the only method for all other tenses, was to use the (irregular) verb AIS ("to be") in the relevant tense, plus the past participle of the verb. (For the conjugation of irregular verbs like AIS, see the separate section. So:

Perfect

I have been taken = ainu lembaxa

Pluperfect

I had been taken = eanu lembaxa

Future perfect

I shall have been taken = aiseanu lembaxa.

This form of the passive can also be used with the conditional of AIS, but only in two tenses, the present and past, and it is not possible at all with the form using -PH-.

Present conditional

I should be taken = aisehen lembaxa

I should have been taken = aisahen lembaxa

AUXILIARY VERBS

Atlantean only uses auxiliary verbs in the same way as English in the case of "*to be able*", "*can*". This is translated by **EX** plus the infinitive.

In other cases, Atlantean uses a particular tense or mood, often with an adverb. This is so with:

"*To have to*", "*must*" = the necessitative mood (literary language), or the indicative + **toutaue** ("of necessity").

"*To be allowed to*", "*may*" = the permissive mood, adding "ca malcietu / malcieten" ("if you wish") to the second person of the permissive mood (which would otherwise be an imperative order!) This is for the present tense only. For any other tense, used the relevant indicative tense, plus the corresponding tense and person of "ca malc...", eg "ca malciatu / malciaten" (past, second person) and "ca malcierathe / malcierathen" (future, third person).

"*May / might (possibly)*" = the indicative tense plus **exehe** ("possibly")

"*Ought to*" = the conditional mood plus **toutaue** ("of necessity")

"*Should / would*" = the straight conditional mood.

"*..like to..*" = the indicative mood plus **malcehe** ("willingly")

"*Want to*" = the conditional mood plus **malcehe** ("willingly")

To say straightforward "want" something, use the verb **malc**.

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#) [Irregular Atlantean nouns](#) [Irregular Atlantean adjectives and adverbs](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Irregular verbs:

The irregularities in Atlantean verbs relate to changes in the final consonant of the root before suffixes beginning with a vowel. The principle of how these work is the same as for the irregular nouns and adjectives, but obviously they occur in different places. It should be noted, in particular, that such "irregularities" or changes are less variable with verbs than with nouns or adjectives, because a process of analogy often caused one particular form to spread to all the endings of a given class of verb.

I. Verbs ending in -n, -l, or -r , in the root form, ie: infinitive and imperative/permissive moods.

In all cases where a vowel was added before endings (ie: in every other conjugational form),

1. -n > -m, if -m was the original Juralic ending in all cases.

Examples: lan (infinitive, to sing), lamethe (he sings).

nain tese (permissive, 3rd sing, let her remember), naimans (we will remember).

2. -l > -y

Note that the form with -y spread to the infinitive and imperative/permissive cases in later Imperial Atlantean, and the forms ending with the consonant became purely literary or poetic.

Examples: tail (later tay, infinitive, to tell), tayates, (you told).

pel (later pey, infinitive, to carry), peyaxa (carried).

The subjunctive, with its suffix of -ie-, -ia-, -iera- fell out of use entirely with these irregular verbs, because of the awkward combination of vowels which would have resulted (-yie-, etc). the indicative was used instead. (In the older language, the -l- or -z- would have remained before the subjunctive -ie suffix.)

3. -r > disappeared (if permitted by the rule of possible vowel combinations) (See [Irregular Atlantean nouns](#))

Examples: thur (infinitive, to jerk), thonu (I jerked) **but** thureans (we shall jerk).

dour (infinitive, to move), douondur (moving) **but** doureaxen (I must move).

Again the subjunctive endings, which were originally added on the the form ending with -r, were normally replaced by the indicative in common usage.

II. Verbs ending in a plosive, preceded by a vowel, or by -r-, -l-, -n- did not change in any cases at all.

This is different to the situation with nouns and adjectives, where some final plosives would be lost if not followed by an ending, and also final unvoiced plosives after -r, -l or -n became voiced if suffixes were added. This is because the forms with the plosive, or unvoiced plosive after -r, -l or -n was extended to all other cases by analogy in earlier times.

III. Causative verbs with roots ending in -uan, -uen and -ien.

The endings -uan and -uen (together with -uas) were added to roots to create a causative sense, ie; to make something

happen or bring it about (eg . bounuen, *to have mercy*, from bouna *mercy*). Similarly -ien was added to mean: to make something happen (eg: fulgien, *to illuminate*, from folgul, *bright*).

With all such verbs, the -en and -an part of these suffixes vanished before the vowel suffixes added on to form tenses (ie: e and o for the present, a for the past, etc).

Examples: fulgianu (I illuminated), fulgiehen (I should illuminate).

Exceptions to this rule are:

1. In the future tense, only the -e- or -a- of the causative ending vanished, while the -n- remained, eg: fulgineanu (I shall illuminate).
2. The subjunctive mood was rarely used with these verbs: the indicative would be used instead.

There are a few completely irregular verbs, including ed ais (*to be*) and ei teh (*to do*).

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [Details of the Atlantean verb](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#) [Irregular Atlantean nouns](#) [Irregular Atlantean adjectives and adverbs](#) [Remains of obsolete endings in Atlantean nouns](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Numbers 1

The cardinal and ordinal numbers.

Cardinals are straightforward numbers, like "one, two, three..." Ordinals are the equivalent of English "first, second, third..." and then onwards normally adding "-th" to the cardinal. Cardinals are indeclinable, including "en", unlike the same word meaning "a(n)", which is declinable.

Ordinals decline like ordinary adjectives, but there are a few irregularities. See the section on the irregular declension of adjectives.

For details of other constructions with numbers, go to [Atlantean numerals 2](#)

ENGLISH	ATLANTEAN CARDINAL	ATLANTEAN ORDINAL
0	deho	dehul
1	en	enul
2	buou	buoul
3	darco	darcul
4	thein	theinul
5	cel	cel
6	cint	cintul
7	sent	sentul
8	huaccl	huaccul
9	nant	nantul
10	doul	doul
11	doulen	doulenul
12	doubuou	doubuoul
13	doucu	doucul
14	douthein	doutheinul
15	doucel	douvel
16	coucint	doucintul
17	dente	dentul
18	douccel	douccul
19	counant	dounantul
20	buenoul	buenoul
21	buenoul-en	buen-enul
22	buenoul-buou, etc.	buen-buoul

30	darcoul	darcoul
40	theinoul	theinul
50	celoul	celoul
60	cintoul	cintoul
70	ariel	ariel
80	ariel-doul	ariel-doul
90	doulpuondao	doulpuondul
100	puonda	puondul
101	puonden	puondenul
102	puonda-buou, etc	puonda-buoul
110	puonde-doul	puonde-doul
111	puonde-doulen	puonde-doulenul
112	puonde-doubuou, etc	puonde-buoul
120	puonde-buenoul	puonde-buenoul
200	buoupuonda	buoupuondul
201	buoupuonden, etc	buoupuondenul
210	buoupuonde-doulen	buoupuonde-doulenul
300	darpuonda	darpuondul
400	theipuonda	theipuondul
500	celpuonda	celpuondul
600	cipuonda	cipuondul
700	sent puonda	sent puondul
800	huaccel puonda	huaccel puondul
900	nanpuonda	nanpuondul
1000	ochos	ochosul
1010	ochos doul, etc	ochos doul
2000	buou ochos, etc	buou ochosul
10000	doul ochos, etc	doul ochosul
100000	puond ochos, etc	puond ochosul
200000	buoupuond ochos, etc	buoupuond ochosul
1000000	meuhilde	meuhildul
"n" / zillion	tontonto	tontontul

[Home Page](#)
[Languages - introduction](#)
[The Atlantean language](#)
[Details of the Atlantean verb](#)
[Atlantean numerals 2](#)
[The Juralic languages](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Non-Juralic languages](#)
[Creation of the world - analysis](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Numbers 2

1. "Times"

In order to express so many "*times*", ie *once, twice, three times*, etc, add the suffix *-(a)nai* to the cardinal (include the "a" if it follows a consonant, omit it if it follows a vowel), eg:

once enenai
twice buounai
nine times nantanai

All these are indeclinable. Historically they show the old (Juralic) plural ending *-aj*, which was largely replaced by *-ix* in Atlantean nouns and adjectives.

2. "Every / each"

To translate "every ...", eg "*every three, every four*" or "*three of each, four of each*", prefix the Atlantean cardinal with "ton(t)-". Use the form "tont-" before a vowel, otherwise "ton-". EG:

Every one (each one) tonten
Every five (five of each) toncel

3. Fractions

To create fractions, add the definite article before the ordinal numeral for single fractions, or the relevant number for larger ones, as in English eg:

a/one half en buoul
one third en darcul
one quarter en theinul
two thirds buou darcuix

These fractions are indeclinable, and followed by the genitive case of the noun.

4. "-ly", "in the place"

To translate words like "*firstly, secondly*," etc, add the adverbial suffix **-ehe** to the ordinal, similar to the English construction, eg:

firstly enuyehe
fifthly ceyehe

To understand the change of vowel from "i" to "y" when the "ehe" is suffixed, see the section on irregularities in declension and conjugation. There are two numerals which do not correspond to the expected formation:

<i>tenthly</i>	douyehe
<i>in the seventieth place</i>	ariehe

5. "-ruple", "multiplied by", "...times".

To translate formations like "*double*", "*quadruple*", "*twenty times*", there are two methods depending on whether the construction is an adjective (as in "triple salary") or a verb (as in "to triple a salary").

As an **adjective**, prefix the first part of the cardinal to the relevant noun. Note that only the first four (up to "quadruple") are regularly used in Atlantean. Ie:

<i>Double</i>	buo-
<i>Triple</i>	dar-
<i>Quadruple</i>	their-

Single is a separate adjective = encanul.

As a **transitive verb**, Atlantean used the construction "*to make two*", "*to make three*", etc, with the verb "**ei thaid**" plus the cardinal, eg

<i>To double / make two</i>	ei thaid buou
<i>To triple / make three</i>	ei thaid darco

To express **the intransitive verb**, "*to double*" in the sense of "*to become double*", Atlantean used "ad ern" plus cardinal, eg

<i>To double / become two</i>	ed ern buou
-------------------------------	-------------

Return to [Atlantean numerals 1](#)

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [Details of the Atlantean verb](#) [Atlantean numerals 1](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Creation of the world - analysis](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



feminine and neuter, but these are only obvious in Chalcran and Yalland, and of course the original Juralic.

Bour: Nom sing of *bour* (great)

Thehon: "Creator", from *theh* (to create) with suffix -on, equivalent to English -er or -or.

Can: Can mean own or, as here, self.

Dithehax: *Di-* is a prefix meaning dis- or un-. *Thehax* is the past participle of *theh*.

Endao: *En-* is a prefix meaning original, basic.

3. Plein luphuyu e risayu aisondur, thehathe tontousun rota deican.

Filled with light and air being, he created everything out of Himself.

Luphuyu: Gen sing of *lupho* (light). This comes from Jur. *lo:pho:*, and would normally be **loupfo* in Atlantean. In fact the North Atlantean form, *lupho*, was adopted in the general language. Compare also Chalcran *lupo*, also with the "u". The N. Atlantean dialect is in some cases closer to Chalcran than standard Atlantean.

risayu: Gen sing of *ris* (air).

aisondur: present participle of *ois* (to be) (irregular).

Note the Atlantean tendency to use participles, present as here, or past, in place of the clauses English uses, which may begin with "as.." or be separated by "and". So "being.." in place of "as he was..", or simply "filled..".

thehathe: past third pers sing of *theh* (to create)

deican: Himself, properly *deihcan*, where the "h" went missing. Compare also *sueican* (herself), *zueican* (itself) and *heican* (themselves). With the first and second persons, *can* (self) was not usually used at all, just the accusative pronoun on its own. However, in the third person, the form with *can* was usual, as there might otherwise be ambiguity as to whether the words referred to someone else ("he created everything out of him", ie: another person) or "himself", as is here meant.

4. Enan thuyan tuaincar e naohuar, nundar e gestar dorienaxa,
A wind to the south and to the west, to the north and to the east sent

Sentence construction: Note the use of the past participle, *doreienaxa*, "sent", used instead of the English conjunction plus clause: "after he had sent a wind..."

tuaincar, naohuar, nundar, gestar: the allative form of these nouns, meaning "(sent) to the south, etc". *Gest* comes from Jur. **geste:*, which would normally have become **yest* in Atlantean, but in fact the Helvran version of the word was adopted: *gest*. Quite a few words were adopted into Atlantean with Helvran spellings, when the Helvrans possibly dominated the Atlanteans and Chalcrans, before the Atlanteans moved off west around -350. Other examples include *pueggis* ("battle"), cf Helv *prigz*; *daizen* ("lord"), cf Helv. *daiz*; and *belda* ("galley"), cf Helv. *beld*. (These all came from common Juralic roots). It can be seen that these words tended to be military or denote forms of government, tending to add to the conclusion that the Atlanteans, at that time, were under the thumb of the Helvrans. In the case of *gest*, it seems likely that the Helvran form was taken over to distinguish it from *yest*, "red", which in Juralic was the same word as "east", ie *gest* (the idea being that the sky is red in the east at sunrise). It is notable that possible confusion between the two words may have led to Jur. *gest*, meaning "red", vanishing from both Helvran and Yalland. Chalcran kept *giest* for both meanings.

There is another related Juralic word, **ghe:sto:*, meaning "dawn", which is *yesto* in Atlantean. *Yestiso* in Atlantean means "morning". Atlantean also has a number of personal names from this root, eg *Gesteyu*, *Yesteyu*, and river names like *Ghesse*, all showing complete mixes of forms beginning with "y", "g" or "gh".

5. danathe dao heihain saophettun e bourban mayan e tontix ernathen daolix.
gave God them awareness and great power and all became gods.

danathe: past tense, third person singular of *dan*, to give. Note that when a clause, or anything else, precedes the main part of a sentence, the verb of the main section comes next, before the subject (here: "God").

heihain: the dative form of the third person plural pronoun. Such dative forms only existed for pronouns in the third person, in the classical language, and then only in literary use. Otherwise the form would be the same as the accusative. But it always preceded an accusative pronoun or noun, so there would not normally be any confusion.

saophettun: accusative of *saophettu*, "awareness". Saophette, on the other hand, meant "consciousness". Both forms came from Atlantean *saoph*, "to understand". This in turn descended from Juralic *saoph*, which actually meant "to study". It changed its meaning in all the later Juralic languages. The original Juralic word for "to understand" was **weuz*, which died out later, but was preserved in certain related words in Atlantean, such as *feyette* ("lore" later "magic"), and *feyetton* ("magician"). There had always been another word for "lore" in Juralic, **sa:phe:*, which came to mean "learning" in Atlantean (*saphe*).

mayan: accusative of *maya*, power. The original Juralic was **ma:ya:*, the grade 1 root. (See [Historical grammar of Juralic languages.1, introduction and verbs](#), for details about the different grade-changes in Juralic).

The grade 2 form, **ma:iya:* meant "control, influence", and became *mai* in Atlantean (with an irregular declension).

Grade 3, **ma:uy*, was the verb "to control, govern", which became *maoy* in Atlantean.

Note that an Atlanchalcric noun, **ma:y*, meaning "good", developed from the Juralic root **ma:ya:*, with a change of meaning, which seems to have been that anyone with power or influence must be good! This became obsolete in this form in Atlantean, but survived in the comparative and superlative forms (better, best) as *maiss* and *mailc* (both irregular). In Chalcran the basic form survived as *ma*, meaning "good" in the sense of right or useful. This too had comparable comparative and superlative forms, *mass* and *mach*.

Daolix: strictly means divine, here translated as "gods".

6. Thai buou anthuix eathen enuix, per thiai buou eathen sualix,
Former two wind-gods were male, but latter two were female,

Thai: plural of *thair* etc "that" or also "the former" (irregular declension).

Thiai: plural of *thial*, etc, "this" or also "the latter" (irregular declension).

anthuix: nom plural of *anthuye*, "wind-gods". *An-* is a prefix meaning adding personalisation (ie: the winds here are people, or gods).

7. e anthuyetix enuanathen, tuaince e naohue, nunde e geste.
and the pairs of wind-gods married south and west, north and east.

anthuyetix: the old dual form in the plural, translated here as "the pairs of".

8. Ian taiyathe dao tuaincanthuyan ei lemb tuaincar dimeu thain luphun e
Now told God the South Wind to take to the south some of that light and

Taiyathe: past tense, third person sing of *tail*, "to tell". This verb comes from the second grade Juralic form, **ta:il*, "to

talk". The first grade was **tala* (story) > Atl *tal* (story) and *sayatal* (history, literally "story of peoples, where people = *saya*).

Also linked was Juralic **talda* (personal name) (first grade) > Atl. *talt*, and the second grade form *taild* (to call someone something) > Atl. *tailt*. Note that Atlanteans normally had a first personal name (*enultalt*), a second personal name (*buoutalt*) and a family name (*tonbennaitalt*).

lemb: "to take". Note another word for "to take", *rett*, which means "to procure, snatch". *Lemb* is more neutral and means "take" in the sense "remove".

dimeu: "some, a little", from *di* ("not") and *meu* ("much"). The Juralic word **ameu:bu:*, which had the stress on "e:u" became Atl *meu*. There were other related forms to this in Juralic, but their forms in Atlantean were quite different, due to the fact that stress in Early Juralic was sometimes variable. Thus Early Juralic **ame:ba:* (quantity, number)(stress on the "a") > Late Juralic: *amba, emba, abba*. This was *amba* (multitude) in Atlantean, as well as the suffixes - *emba, -ebbe or -ebbe*, meaning "a collection of", eg: *felemba*, a group of trees.

Then Early Juralic **ame:ba,* (number, quantity), with the stress on the "e", > (*a*)*meb* > Atlantean *meu*. This was now the same as *meu* < **ameu:bu:*(see above).

luphun: accusative sing of *lupho* (light). This is from Jur, grade 1 **lo:pho:*, in the North Atlantean dialect form (see above). Related is Jur. grade 2 *lo:ipho:* (heat) > Atl *laipho*, and Jur grade 3 *lo:phyen* > Atl *luphien* ("to brighten").

9. *laiphun, deucies exathe theh enun bourbun ousun ahneyun, til folgiensan.*
heat, so that he could make a great being fiery the Sun.

laiphun: "heat" (see above, under "*luphun*").

ousun: "being", accusative singular of *ouso*. The Juralic for this was **o:so:*, a noun form from **o:is*, "to be" > Atlantean *ais*. (See also "*tontousuyu*" at top of page.). *Anouso* was a word deliberately invented by Atlantean philosophers, with the prefix *an-*, for personalisation, and meaning a "pantheistic god", or more literally, a "personal divine being". *Anousto* then meant "pantheism".

ahneyun: "fiery", accusative of the adjective related to Atl. *ahna*, "fire".

10. *Dorse ernathe folgiens dayun ceyun.*

Thus became Sun god fifth.

dayun: accusative singular of *dao*, "god". Atlantean, unlike some languages, uses the accusative after the verb "to become": only *ais*, "to be", requires the nominative. *Dao* is one of the few Atlantean verbs which has a completely irregular declension. Its suffixes are unpredictable, largely because it is such a short, one-syllable verb, that endings have frequently dropped off or been reduced.

11. *Uyehe taiyathe naoanthuyan ei lemb naohuar dimeu luphun, per denun laiphun.*

Similarly He told West Wind to take to the west some light, but no heat.

uyehe: "similarly". This is the adverbial form of *ul*, "similar". *Ul* is also a preposition meaning "like". Related too is the conjunction *ulle*, meaning "as".

denun: "no" (accusative case of the adjective *den*). There are many other words linked to the basic Juralic root, **dekh:*, "no", which was used as a prefix to make a verbal statement negative. This became *de (h)-* in Atlantean, and could also be used attached to a noun in the sense of "a-" or "non-". The basic word "no" (as opposed to "yes") is *deh* in Atlantean (Chalcran: *dech:* Helv: *dek;* Yall: *deck*). There is also *dehles*, which strictly means "never", but was often

used as an emphatic form of negativisation. Additional linked words are *dehettu* ("nothing"), *dehon* ("nobody"), *dehiettu* ("destruction") and *dehimettu* ("nihilist"). This last word was invented in the 780s to identify the new terrorists of the period, and is formed using the suffix *-imettu*, from *-im + itto*, and meaning the equivalent of the English "-ism".

12. Dorse thehapheth noura, daodie cintuye.
So was created Moon, god sixth.

thehapheth: past passive, third person, of *theh* ("to do").

daodie: female god - formed adding the feminine ending *-ie* to *dao*. Note the "d" reappears before this suffix. It is normally lost, but of course the original Juralic for *dao* was **da:uda*, and for a female god, it was **da:udille*. It is also evident in related languages like Chalcran: *doda* and Helvran *dad*.

13. Narcehe enuanathen folgiens e noura.
Then were married Sun and Moon.

enuanathen: third person plural, past tense, of *enuan* ("to marry, become married" - intransitive sense). The transitive form of the verb is *enien*. The root of these words is **e:n-* in Juralic, with the basic meaning "single, a(n)", leading to Atlantean *en* ("a, an", with the "e" pronounced short). There is also Juralic **e:no:* > Atl *eino*, meaning "a person", the adjective of which, *einul*, interestingly soon came to mean "male". ("Female" was *sual*, from the root meaning "woman"). Another version of the original Juralic word, namely **e:un*, led to Atlantean *en* ("one"), with the "e" pronounced long. Juralic **e:un* is of course the origin of Atlantean *enuan*, in the sense of "to become one". Another Juralic root was **e:na:*, (Atl: *eina*) meaning "basic, fundamental", and related to this was **ena* (Atl: *en*) ("seed, germ"). The former is used as a prefix in Atlantean, *en-*, with the meaning of "original, basic", and by extension, "self-". But as can be easily imagined, all of these very similar words and meanings easily became confused in later Atlantean.

14. Nundanthuye e gestanthuye doriaphethen nundar e gestar, deucies exathen theh
North Wind and East Wind were sent north and east, so that could be created

douriaphethen: third person plural past passive of *dourien*, "to send", itself formed from *dour* "to move" plus transitive suffix *-ien*. Note that in the passive, as in a number of other moods and tenses involving lengthy suffixes, the *-en* of the suffix disappears.

15. meu pustix tincsix lumphuyu, tincix.
many small sparkles of light, (the) stars.

tincsix: plural of *tincso* "glint, sparkle".

tincix: plural of *tincu*, "star". Both these words are linked, of course, and derive from Juralic **tink*, "to sparkle". *Tincso* adds the noun-making suffix *-so* to the verb. *Tincu*, from Juralic *tinku*, is also from the same root originally (as stars are "sparkling" or "twinkling" objects).

15. Per en can enu ernathe dao, naohuisuyu antincu.
But only one became god, Evening Star.

en can: only, alone. From Jur. **e:un kan*. literally "one itself". *En can* is indeclinable in Atlantean. It can also be a preposition, followed by the genitive case, in which case it means "except". The same word, written as one, ie: *encan*,

means "unique" and in this case is a declinable adjective.

enu: *en* governing "*antincu*", hence the ending "*u*".

16. Thial eathe diehe dao sentul, pear nitaildaxa huaccul bei einaibe.
This was formerly god seventh, though it was miscalled eighth by humans.

diehe: the adverbial form created, unusually, from a preposition, *dia* ("before") (+*ehe*). *Dia* came from Jur. *dira*:

pear: from Juralic *perer* (although). The North Atlantean form with "*ea*" was adopted by standard Atlantean, probably to avoid confusion with *per* ("but").

17. Ian thehathe dao can zuayan e dunan, tommanan ernaxan.
Now created God Himself water and earth, World become.

Note again the use of the past participle of *ern* ("to become"), ie: *ernaxa*, to translate which into English, we have to use a subordinate clause.

18. Engio e duna ernathen dai, per tommana can dehles.
Sea and earth became gods, but World itself in no way.

Dehles: as mentioned above, this literally meant "never". It was used colloquially to mean "not" in an emphatic form. Here it is again used emphatically and in an abbreviated expression, which in English we would have to translate "but the World (definitely) itself did not".

19. Narcies thehathe tontan teccan tommanasil, failix, fondix e enai scatisan.
Then he created all life on earth, plants, animals, and mankind lastly.

Teccan: accusative singular of *tec*, sometimes written *tecc*. The original Juralic root, **tegga*, meant "day", but this meaning became antiquated in later Atlantean and Chalcran, probably from Atlanchalcric times. It remains in the days of the week, eg: *nouratecc* ("Monday"), literally "moon-day", as in English; *tuainnecc* ("Tuesday"), where the "*te*" of "*tecc*" has been absorbed - this word literally means "south-day"; and so on through the week. *Tec* also remained in classical Atlantean as a poetical or literary word for "life", as here. It was kept alive in the philosophy of "*genandourso*" ("apartness"). The normal word adopted in standard Atlantean for "life" is *iasai*. This comes from Juralic *Ya:sisu*: ("year") > *ya:sisu:i*: (plural form), which came to mean "life". *Iasai* thus preserves the old form of the plural, and is declined as a plural noun, despite often having a singular meaning. The correct Atlantean plural, *iasix*, existed as well, meaning "years". "Year" was *iasu*.

failix: plural of *fail*, "plant". The original Juralic was **wa:ila:*, and the related (grade 3) word was **wa:il* ("green") > Atl. *fail*. Also *failette* ("countryside").

fondix: plural of *fondo*, "animal".

20. Deucies exathen saoph enai, aisondur saopheyix e tuellissix fondai,
In order that were able to understand people, being conscious and higher than animals,

Deucies exathen saoph enai: As usual, when a word other than the subject of a sentence is placed first (here *deucies*), the verb follows and the real subject comes last (*enai*).

aisondur: present participle of *ais* (to be). Atlantean frequently uses present participles in places where English would use a relative clause, with *who* or *that*. Thus a proper English translation of this section is: "In order that people, who were conscious..." In Atlantean, the present participle must be adjacent to the noun it qualifies in such cases, here *enai*.

fondai: Ablative plural case, which is always used after comparative adjectives, and which corresponds to English "(higher) than (animals)".

21. per undunissix dai, ye thehapheth tommana, rottiurgiathe dao graohan, daothaxan.
though lower than the gods, how was created world, brought forth God Thunder, made divine.

per...: another clause dependent on *enai*. Such convoluted constructions are typical of high religious literature of this period.

ye: this clause depends on *exathen saoph* ("were able to understand how...")

22. Naittuyehe naimiathen zuei tainna einain heiheyun siurgesun.
Later reminded its noise mankind of its origin.

naimiathen: third person singular neutral, past tense, of *naimien*, "to remind." Related to this verb is **no:im* in Juralic, meaning to remember. This became *naim* in Atlantean. *Naimien* is the transitive formation using *-ien*, meaning "to remind". It commands the dative case, see *einain*, dative plural ("to) mankind") as its object (accusative in English) and the accusative for the sense ("of (its origin)") = *heiheyun siurgesun*, which is in the genitive case in English. *Dimaimien* (see in the text further on) means "to not remember", ie: "to forget".

***No:im** is in fact the second grade of the basic grade root *no:mo:*, "eye" > *numo* in Atlantean (a North Atlantean form). Presumably the link in Juralic times was that you used your eyes to remember someone or something. (See also the third grade formation below). Atlantean preserves the ancient dual plural form (-et-) in the word for eyes (literally, a pair of eyes) = *numeto*. Yalland also has *noimidoi* (singular form *noimoi*).

The third grade development from Juralic **no:mo:* was **no:umo:*, meaning "spirit" or "mind". In the descendant languages, including Atlantean (*noumo*), this word came to mean simply "mind". Atlantean used different words for a number of subtly different meanings for the word "spirit". Thus *noumencu* meant "soul", from a late Juralic form **no:umenko:* *-(n)enk(o:)* was a Juralic suffix meaning "part of" from the related noun meaning "part". So "soul" was conceived of as an individual part of an overall spirit. The same word is found in the other Juralic languages.

In Atlantean, this word came to have a very particular meaning in religion (Theism) and post-750s philosophy. A separate word was used for the spirit of **any** living thing, namely *ayuyettu*. This formation comes from Atlantean *ayo* (Juralic **o:ilo:*), meaning "ever". Linked is Atlantean *ayul* ("eternal") and *ayuyotte* ("eternity").

tainna: "noise". This is linked, as the third grade, to *tanna*, "sound".

23. Yaincu ai cencathen einai crehix naittuyehe naimathen graohan e mayan tontan dayun.
Whenever fought men wars later, they remembered thunder and might of all gods.

Yaincu ai: "whenever". Several interrogative and relative pronouns and can be formed using *ai* ("ever"), as in English, thus: *ciesan ai* ("whatever"), *ycul ai* ("wherever"), *cian ai* ("whoever"), *ye ai* ("however").

24. Missies dinaimathen ianan Endan e pethathen cies easiasen en can til thehaxix dai.
Indeed they forgot soon Great God, and thought that there were only the created gods.

pethathen cies easiasen..: this means "they thought that there were.. Note that "there" is not required and hence is omitted in Atlantean. Easiasen is the third person plural of the past subjunctive of the irregular verb *ais* ("to be"). The subjunctive appears here as the clause it is in follows *pethathen* ("They thought"), ie: there is some doubt about it. The subjunctive is used in all uncertain or doubtful statements, after "to doubt", "to fear", ""to wonder". "To think", as here, as well as "to say" and "to seem" usually took the indicative, in fact, as they were more definite, except in very literary language, as in the present case.

25. Dao thehathe ainurgonduehe misse dai – anahnughoyan, ancrulsun, e andunarursun,
God created continuously more gods – volcano gods, ice gods, and earthquake gods,
e narcies sunathe thea.
and then rested he.

anahnughoyan, ancrulsun e andunarursun: each of these words has "an-" prefixing it, which "personalises" it, and in fact needs to be translated here as "divine..." or "...gods".

ahnughoyan: accusative singular of *ahnughol*, "volcano". This word stems from *ahna* ("fire") prefixed to *ughol* ("mountain"). *Ughol* itself was borrowed directly from Ughan, in which "mountain" is *udgh*. Probably the great "*Gestix Ugholix*", the highest mountain-range on the Great Continent, on the border of Ughrieh impressed the Atlanteans so much, that they considered them the only **real** mountains in existence, and took over the word for "mountain" directly from the Ughan. Even the word *Ughan* (*Udgh*) meant originally in the Ughan language something like "the people who live in mountains".

crulsun: accusative singular of *crulso*, the North Atlantean form from Juralic *kro:liso*: ("ice"). Linked is Atlantean *crull*, from Juralic **kroll*, ("cold", again in the North Atlantean form.

dunarursun: accusative singular of *dunarurso*, "earthquake". This comes from *duna* ("earth") and *rur*, "to shake" > *urso* "shaking", "quake". Note that *dun* itself, meaning "earth", is obviously closely linked to *dun* ("brown"). They are the same words in Helvran (*diun*).

26. Per dai can, cian naittuyehe taildaphethen bourdai, rottiugiathen meu pustissix dai,
But gods themselves, who afterwards were called old gods, produced many smaller gods,
heiheyix elthix, cianai taildethen enai til cenndai.
their offspring, who called men the New Gods.

cian, cianai: *cian* is the nominative singular case of *cian* ("who"), whereas *cianai* is the accusative plural case (in the last part of the sentence).

BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Juralic Languages

The Juralic languages represent a self-contained family of closely linked languages spoken by the various peoples referred to as Juralic, or "*Jural*" in the Atlantean language, and consisting of four main groups : the Atlanteans, Helvrans, Chalcrans and Yallands. We know as little of the original Primitive Juralic language, spoken, it is believed, up to -900, as we do of the history of the Juralic people in that era. We can reconstruct the language, however, by working backwards etymologically, in a similar way to our reconstructions of Primitive Germanic from modern English, German, etc. Thus from the words shown below in more modern texts (after 400), we can reconstruct the parent Juralic words :

IMP ATLANTEAN	IMP CHALCRAN	HELVTRAN	YALLAND	JURALIC	ENGLISH
DAO	DOD	DAD	DAUDH	DAUDE	GOD
TINCU	TINNU	DING	DICKO	TINKU	STAR
SAPHEI	SAPI	ZOV	SAUPHI	SAPHE	LORE
PANDU	PANNU	BAND	BAUDHO	PANDU	FORT
EINO	INO	IN	ENOI	ENO	HUMAN

The section about "Early Atlantis" describes the future path of the Juralic peoples and their tongues until their migrations were finished about -300. Thereafter, Atlantean consisted of two main dialects, North and South. North Atlantean, which was more conservative, and more similar to the Atlantid dialect, spoken east of the river Rollepp, was originally spoken in the capital, Atlantis city. However, according to our sources, the military victory of the "southern" Atlanteans after 166 led to the establishment of South Atlantean speaking Emperors and Courts in the city. For a century afterwards, a number of the relatively few original documents which survive from this period show many North Atlantean forms of grammar and vocabulary still being used in the capital itself. Gradually North Atlantean dwindled to a mere dialect after the middle of the third century. This left South Atlantean to become the future Imperial Atlantean, which would eventually be spoken all over the Atlantean Empire, at any rate in the echelons of government, law and most literature

Chalcran came in three dialects after -200, North, Central and South, but once the Chalcrans were conquered by the Atlanteans after 330, all three died out over the following 200 years. Helvran survived longer, despite the defeat of the Helvran Empire after 267, because it became the universal "lingua franca" of trade and diplomacy for the whole "Helven" and southern areas, and continued to be spoken by the lower classes of these areas. Atlantean, however, took over as the language of government and as the spoken language for the upper classes quite early on, and Helvran finally withered away as a live tongue after 700. It was given the "coup de grace" by the Tyrants after 805. Yalland can be divided into East, Central and West Yalland after -250, and it survived for quite a while in the south as the language of the peasants and lower-class Yallands. It too finally vanished after 800, when the whole Southern area was conquered by Rabarrieh.

For details of the development of vowels from Juralic onwards, click on [Juralic phonetic history - vowels](#)

For the development of diphthongs from Juralic onwards, click on [Juralic phonetic history - diphthongs](#)

For the developments of consonants from Juralic onwards in detail, click on [Juralic phonetic history - consonants](#)

For an outline of the historical development of grammar from the original Juralic to the successor languages after the year 0, click on [Historical grammar of Juralic languages.1, verbs](#) and [Historical grammar of Juralic languages.2, nouns, pronouns and adjectives](#)

THE HISTORY OF THE ATLANTEAN LANGUAGE

Atlantean of course changed considerably over the long centuries from -200 to the end of the Empire in 989. What we think of as Standard Atlantean - Imperial Atlantean - represents the literary language of the Second Empire period, or more precisely, from 300 to 600. But the spoken language moved on even at this period, and the classical literary tongue grew ever more remote from the speech of ordinary people. After the Republic was founded in 589, a "Modern Atlantean" written language was proposed, and spelling reforms and new dictionaries and grammars reflected quite faithfully the changes that had taken place in the spoken language - the so-called "600 Spelling Reforms". These consisted of a great simplification of all grammatical endings to nouns and verbs, etc. Where there were once 11 noun cases, for example, now there were only 3.

Atlantean from 600 to 989 is officially called "Late Imperial Atlantean", but of course within this period of four centuries, many more changes took place, in grammar, pronunciation and vocabulary. Again these were usually not reflected in the written language. When the Imperialists under Ruthopheax I overthrew the Republic in 629, all the Republican linguistic changes were abolished. Spelling reverted to the old Imperial norm until 750, although many new grammatical forms and words crept in. After 750, with the inauguration of the Fifth Empire, the 600 Spelling Reforms were readopted and updated in the "New Speech Practices" of 760-770, reflecting recent usage. These were subsequently updated till the end of the Empire. More details of these developments are given later in this history, in the sections on the Third Empire.

Imperial Atlantean was pronounced as follows : the vowels sound as in modern Italian or German. "Y" is silent, but between vowels it sounds as English "Y". Diphthongs sound as they appear. In final syllables, "U" and "E" are pronounced like the final "ER" in English "WORKER".

Consonants are as in English, except "C" before "E" or "I" is like "CH"; "H" sounds as "SH" after a vowel, otherwise silent. "S" sounds "Z" between vowels, "T" as "TS" before "I" and "E". "TU"="CH"; "DU"="J"; "SU"="SH"; "ZU"="S" as in "PLEASURE"; "PU"="F"; and "HU" as "SHW".

Stress was usually on the **penultimate** syllable of a word. However, if it is a noun or verb with a suffix of two syllables (due to declension, conjugation, etc), the stress is on the **last** syllable of the root (ie the antepenultimate syllable). If there is a suffix of more than two syllables, the stress always remains **two** syllables from the end of the whole word.

Examples: **SUNATHE**, **TAILDAPHETHEN**. The stress on "SUNATHE" (past tense, third person masculine singular of "SUN", "to rest") is on the last syllable of the root, ie **SUN**. In the case of "TAILDAPHETHEN", (past tense, third person masculine plural of the passive mood of "TAILD", "to call"), stress is on the third syllable from the end, because there is a suffix of over two syllables, ie **TAILDAPHETHEN**.

There are a few exceptions to these rules, usually relating to personal names with endings such as "-IPHON", "-EREX", "-ENEL", where the stress stays on the third syllable from the end in the basic form, though it moves forward when additional suffixes are added on. This is because these endings are treated as though they were declensional suffixes.

A LOOK AT THE JURALIC LANGUAGES

Below are examples of Atlantean and the other Juralic languages, to give a flavour of the tongues. As a general comment on the grammar, it should be noted that in Imperial Atlantean, there were three declensions of nouns, with 11 cases, singular and plural (cf. RUN (hill) (nom), RUNAN (acc), RUNAYU (gen), RUNAR (allative), RUNAOS (elative), etc.). Verbs had two conjugations, and different endings for the three persons, singular and plural, and of course the many different tenses.

English : We spoke to the king about the farmers in the valley.

Atlantean : Huattans til cerexan meistiensayun blouasil. (*lit : Huattans = past tense of speak; cerexan = accusative of "cerex", emperor, after "til"; meistiensayun = genitive plural of "meistiens", farmer; blouasil = locative (in) case of "bloua", valley*).

Chalcran : Chattanni ciartizzi mistiennalli blourizzi.

Helvran : Dor gvapton die girteksin ber die mistyinin zedie blor.

Yalland : Doiri quapteni gertis mestyinel bloivos.

A longer piece of Atlantean prose (English in italics) :

Buenoulun iasusil thraincuyan cerexayu Atlaniphonan II, aithen bourbethaxa meu thisaggix yeltix e thehexa cennix.

In the twentieth year of the glorious Emperor Atlaniphon II, many old cities were increased in size and new ones built.

Cerex can dayathe ainai deiheyix

The Emperor himself used to sometimes travel with

exonaime fent failettasil.

his officials round the countryside.

Deucies exathe iurg ai thisix, peltusaxeth unduniyix buatix e thouncix bouix.

In order to reach one or two towns, he had to cross wide chasms and great marshes.

For more details about the historical grammar of the Juralic languages, see [Historical grammar of Juralic languages, 1, verbs](#) and [Historical grammar of Juralic languages](#)

[Home Page](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVVRAN	YALLAND
a(n)	e:no:	en	enn	en	e(n)
abdicate	ru:kh:-	diruh			
abdication	ru:kh:-	diruheso			
ability, capacity (to do something)	ekas-	exiso			
able (a)	ekas-	exisul			
above (adv.)	kh:o:ura-	ycour			
above, over (prep.)	kh:oura	our	houro	kaur	cuore
abroad	nesti:l-	nestiehar			
absolute (adj)	urg-	narcasunturgondur			
absolute (n.)	urg-	narcunturgeso			
accompany	urg-	meyurg			
accord	so:iso:l-	saisso			
across	prakin	puax	pracsi	praks	praksi
act (v.)	te:ukh:	teh	tech	deuk	deuc
act, deed	teukh:-	teheso			
action	teukh-	tehonotte			
active	teukh:-	tehesul			
add (tr) (intr)	tap-	irtaph/irtaphuan	hiritepp	kirdab	cerdaub
additional	tap-	irtaphax			
admiral	pelta-	peltaggiens			
adult	ge:ld-	yeldisson			
advice	me:ul kwapt	melhuatt			
advise	me:ul kwapt-	melhuatso			
after (conj)	narka kireso	narcies			
after (later than; in the future of)	narka:	nar	nacca	nork	naurke
afterlife	gykbeni:n-	ybeininaxa			
afterwards	narka ehe	narcehe			
again, once more, re-	ainna-	ainnon			
against	anti:	ante	anni	ain	adhi
age	geldi:so:	yeldeso			

age (ie epoch)	mente:	mente	menni	mind	middi
aggressive	khenk-	cencul			
ago	bro:imo:-	buoimaxanas			
agree	so:iso: i (L.Jur.)	sais			
agreement	so:iso: i (L.Jur.)	saisso			
aim at	ril-	irril			
air	rili:so	ris			
alive	ya:isis-	iaisondur			
all	tont	tont	tonn	dond	dodd
allow	dha:in	than	tan	kirdon	dhaun
almost, nearly	ditont-	ditontehe			
alone	e:un kan	en can			
also, additionally, too	tre:u	tue	tre	treu	treu
alter	ano:up	nouph			
alternative	bro:u-	broul			
although	de:rer	dear			
always (at all times)	tontanni	tontan	tontanni	dundan	doddin
amoral	rekt-	direccimul			
amorality	rekt-	direccimuyu			
amuse	ruthoseth	ruthouseth			
and, plus	edo	e(d)	ed(de)	ed	idho
anger	graiho	graih	grache	graik	gre(h)
angry	graih-	graihul			
animal	wondo:	fondo	bonno	vund	wodho
another	tap-	irtaphax			
answer (n.)	narkwapt-	narhuatso			
answer (v.)	narkwapt	narhuatt			
antecedent (n.)	di:ra:-	ditto			
anticipate, look forward to	di:ra:pedh	diapeth			
any (some)	kh:o:l	ai	ha	kai	coi
any (specifically + with compounds)	distont	ditont	ditonn	diedond	didodd
anyway	distont-	ditont (ciesan) ai			
apart from (prep)	ka:n	en can (+gen.)			
apart, separately	do:r-	andouax			
Apartness	do:r-	andourso			
appearance (façade)	ru:targa-	rutuaso			
arise (poet)	ar(ki)-urg	arcurg			
army	(prektis-)	pueggis		prigz	
Army (Atl. unit of c. 800)	okh:oss	ochos			
army group	prektis-	pueggisemme			
army, provincial	prektis-	ruhipeggis			

around (prep./adv.)	wenti	(y)fent	benni	vind	wetti
arrival	urg-	iurgeso			
art (general)	enskolpa:	enscoulpha	enscoulpa	enskolp	insholbo
art (painting)	skolpa	scolph	soulpa	skolp	sholbo
artillery (gunpowder)	ril-	crerien			
artillery (large) crossbow	tourd-	cretourtso			
artist (general)	enskolpa-	enscoulphex			
artist (painter)	skolpa-	scolphex			
as (conj)	ullot	ulle	ollo	ul	olod
as long as..	kaph ki:reso	cacies			
as much (many) as..	ullot ameb ulle	ul meu(he) ul..			
as well	tre:u	tue	tre	treu	treu
as...as... (conj)	ullot..ullot..	ul...ul...	ollo..ollo..	ul...ul...	olod..olod..
ascend	ar(ki)-	aruan			
ask, request	pli:dh	plith	pliss	plied	plaidh
at (of time)	kh:ere	er	here	ker	cere
at once	yan-	yanyan		janan	yanyan
at the same time	tel an	teyan			
atom	itto:-	ittencu			
attack	ba:int	baint	bann	baind	bett
attacker	ba:int-	baintiens			
attract	trun-	irtrun			
attraction	trun-	irtrunso			
aura	ma:iya-	mayette			
autumn	withu:-	fithan			
aware	sa:uph-	saophel			
awareness	sa:uph-	saophettu			
away (from this or that place)	enti:	ente	enni	in	edhi
baby, infant	elthu-	elthencu			
back (adv.)(adj)	ni:dhu:/-	nith/nithul+C177			
back (n.)	ni:dhu:	nithu	nissu	nied	naidho
backwards (in reverse order)	ni:dhin	nithin	nissin	niedin	naidhin
bad	dammig	dammic	dammigg	daimikh	demmih
bank (of river)	zlepre:-	zuepuendu			
barbarian	gykbraitabbon	ybuaitabbon			
barbarians, nomad horde	gykbraitabbon	ybuaitanabbe			
base (a.)	ondo:-	un(d)-			
base (n.)	ondo:-	undo	onno	und	odhoi
basic	en-	en-	en-	en-	in-
basis, foundation	e:na	eina			
battle	khenk-	cencso	cinniso	kingz	hekkiroi

battle (archaic)	skalipo-	scailpheso			
bay	le:ra	liranca	liranna		
bayonet	ska:ilp-	scalppenni	scalippenni		
bayonet crossbow	ska:ilp-	scalppenni-tourtso			
be (1)	o:is	ais	as	oz	oir
be (2)		e(r)an	irann	iran	iran
beat (ie win)	praunk	puaonc			
beat (metal)	proin	puain	pran	pron	proin
beautiful	mes	meisen			
beautify	mes-	meiseth			
beauty	me:sema	meisen			
because	dha:udiso:-	thaot			
because of, due to	dha:udiso:-	thaota			
become	e:uran	ern	iarn		
become poor	wan-	fanuen			
befit	urg-	meyurg			
before (adv.) (in time)	dira ehe	diehe			
before (conj) (in time)	dira kireso	diacies			
before, in front of (prep.) (adv.)	dirasi	(y)dias	dirasa	diers	diras
before, prior to, earlier than (pr.)	di:ra	dia	dira	dier	daire
beg	phli:dh	plithien	plissin	flied	phlaidh
begin, commence, start (intr.v.)	urg-	siurg	silogg		
begin, commence, start (tr.v.)	urg-	siurgeth			
beginning, start (n.)	urg-	siurgeso			
behave	te:kh:-	teih	tich	dik	decc
behaviour	te:kh:-	teihette			
behind (prep.) (adv.)	narka:si	(y)narcas	naccasi	norks	nerkes
being	o:so:	ouso	u:s	o:z	oir
belief	phe:idopta:	peidotte			
believe (accept as true)	phe:d	peid	pid	fid	phedh
belong to	[nenk-ais AC]	nencais	nennas		
below (adv.)	ondo-	ycont			
below, under (prep.)	ondo	ont	onno	und	odho
bend	tourd	tourt	toudd	daurd	duorud
benevolence	brankora	brancour	brannoura	brangor	brackor
benevolent	brank	branc			
bent	tourd-	tourtax			
beside (adv.)	a:unat-	ycaon			
beside (prep.)	a:unat	aon	ona	an	aunet
best	ma:y-	mailc	mach		

bestial	wondo:-	fondul			
better	ma:y-	maiss	mass		
between	inti:	inti	inni	ind	iddi
big, large (of much size)	bho:rb	bour	bourb	borb	foib
bind, restrict	zalt	zalt	jatt	zald	zala+F1469t
bird	a:usipho	aosiph	osippe	azif	eriph
birth	u:rthu:	urthu	orssu	iurs	uoro
birth, give	wo:rth	fourth	burss	vors	woird
birthday	u:rthu:kh:o:ipto:	urthaitto			
black	sna:rd	sna(rt)	snatt	sno:d	naured(h)
blackbird	sna:rd-	snaosiph			
blacksmith	proin-	puainon			
blaze	lo:uphwan	loupuhan			
bless (wish good upon)	beni:n	beinin	benin	binin	binain
blessed	beni:n-	beininax			
blessing	beni:n-	beininso			
blizzard	ne:the:	neithei			
blue	zlelt	zuel	zliatt	zlelt	lelt
boat	pelta:-	peltencu			
book	ka:dha:	catha	cassa	god	gaudho
border	sa:rindu:-	saindu			
born, be	u:rhwe:un	urthuen			
both	bro:u-	buond			
bottom	undo:	undo			
bow (for arrows)	tourd-	tourtso			
boy	ye:nu:	inu	inu	jen	yeno
brain	do:mo:	doumo	dumo	don	doimoi
brainy (coll.)	do:mo:-	buodoumel			
bread	ma:inima:	mainina			
break (into pieces)	rakt	racc	racc	rakt	reget
breeze	thu:le-	thuyilpa			
brethren (political party)	thept-	thettai			
brick	kousta	coust	cousta	gaust	guosto
bride	so:iso :i-	saisaxille			
bride and groom	bro:-	buosaisaxai			
bridegroom	so:iso: i-	saisaxon			
bridge	praiks-	puaixto	pracsitto	praiksed	preksid
bright (1)	wulg-	folgul	boggold	volguld	wologol
bright (2) (poetic)	tra:inka:-	tuaincul			
brighten (intr.v.)	lo:phyen	luphien			
bring	rept-	irrett			

bring forth	kh:erurg-	rottiurgien			
brook	liriso-	lirsencu			
brother	thepto:	thetto	tetto	sept	thebedoi
brother and sister	thepto:-	thetteto			
brotherhood (political party)	thepto:-	thettabbe			
brown	du:n	dun	don	diun	duon
build , construct	theukh:	theh	tech		
building, edifice	theukh:-	thehettu			
burn (intr.v.)	akh:na:-	aihnuas			
burn (tr.v.)	lo:uph-	loupbeth			
but, however	pe:r	per	piar	bi:r	ber
by (beside)	a:unat	aon	ona	an	aunet
by means of, via, per, with	be:ri	bei	bia(ra)	bier	ber

[Home Page](#)
[Juralic languages vocabulary c-d](#)
[Juralic languages vocabulary e-g](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary m-p](#)
[Juralic languages vocabulary q-sh](#)
[Juralic languages vocabulary si-th](#)
[Juralic languages vocabulary ti-z](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Juralic-Atlantean-English vocabulary, a - d

This list, with the three following ones from e to z, starts usually with the Juralic root form in the first column, then the descendant Atlantean word in the second column, and the English translation in the right-hand column. Sometimes the complete Juralic form is given (as for an adjective or verbal form derived from a noun root, for example), but usually the table simply shows the Juralic root form, with a dash "-" after it. It can then be seen how other parts of speech in Atlantean are derived from this basic form, as well as other related meanings of the initial noun or verb. for example, *a:rg* is the Juralic root for "to persecute", which is also *arg* in Atlantean. *Arg-* is then the basis of the derived noun form *argeso* (persecution) in Atlantean. The original noun form in Juralic for this was *a:rgi:so.*, but this is not given: rather, only the basic root *arg* is shown, which enables you to see how each Juralic root can father a huge offspring of related words.

JURALIC	ATLANTEAN	ENGLISH
(a)meb	meu	many (a large number of)
(a)meb-	missehe	more (a larger quantity of) a.(adv.)
(a)meb-	misse (or comp)	more (to a larger degree)(adj)
(a)meb-	milce(he)	most a.(adv.)
(anna-)	annien	clock
(conditional)	(conditional)	should, ought to
(genetive)	(genetive)/zuei	of
(itimo)	ittin	machine (device with moving parts)
(prektis-)	pueggis	army
[nenk-ais AC]	nencais	belong to
[anna-]	annittin	clockwork
[gaithos (Num)]	gaithos	prince
[gaithos-]	gaithosie	princess
[saindateayayun]	sainatea	republic
[saindateayayun-]	saindateyul	republican (a.)
[saindateayayun-]	saindateyon	republican (n.)
a:in-	ainnix	extremes
a:in-	ainien	limit (v.)
a:in-	aine/ainnon	very
a:inku:	aincu	family
a:irg-	airg	torture (v.)
a:irg-	airgeso	torture, torment (n.)
a:itho:	aitho	gas

a:rg	arg	harrow, persecute
a:rg	arg	persecute, harrow
a:rg-	argeso	persecution
a:s	as	oh!
a:unat	aon	beside (prep.)
a:unat	aon	by (beside)
a:unat-	ycaon	beside (adv.)
a:usiph-	aosiphabbe	flock (of birds)
a:usipho	aosiph	bird
aggora (iron)	aggor	metal
ain-	aimeu	extremely
aindira:kh:oipto	aindiaitto	day before yesterday
ainna	ain	occasion
ainna-	ainnon	again, once more, re-
ainnarkakh:o:ipto:	ainnairaitto	day after tomorrow
ainraiph	ainraiph	conquer
ainraiph-	ainraiphians	conqueror
ainspikt	ainspicc	look at
ainspiktono	ainspiccon	watchman
ainthu:le	ainthuye	gale
ainwulg-	ainnolgul	dazzling
airka	airc	over (ie with movement) (prep.)
airka kwapt	airhuatt	interrupt
airka kwapt-	airhuatso	interruption
akh:na:	ahna	fire
akh:na:-	aihnuas	burn (intr.v.)
akh:na:-	ahnel	fiery
akh:na:-	aihneith	inflame
akh:na:-	ahnughol	volcano
alan	aya	oh dear!
alanka: (+dat.)	ayanca (+d.)	woe to..
aldor	aldor	superior (family, political grouping)
ame:ba:	amba	quantity
ame:ba:-	amba	multitude
ame:ubu:	meuhe	much (a large quantity of) (adv.)
amebe:khilde:	meuhilde	million
amo:	aimo	circle
amo:-	aimo	orbit
amo:-	aimul/aimuyehe	round (a.) (adv.)
amo_	amo	ring, torus
ang-	anca	lake
ann(a)-	an(a)	inhabitant (suffix)
anna	ann	time
ano:ip	anaiph	change (v.)

ano:po	anouph	change (n.)
ano:po-	tontanouph	conversion (rel.)
ano:po-	anouphan	crisis (general)
ano:po-	anuphe	crisis (military)
ano:up	nouph	alter
anthu:le:	athuye	wind-god
anti:	ante	against
anti:-	antehe	however
anti:khenk	antecenc	rebel (v.)
anti:khenk	antecenc	revolt (v.)
anti:khenk-	antecencso	rebellion
anti:khenk-	antecencso	revolt (n.), rebellion
antion	anton	enemy
ar(ki)-	aruan	ascend
ar(ki)-urg	arcurg	arise (poet)
araraya	araya	height
araraya	arayix	hills (range)
ark-	arth	lift (v.)
arki	ar	up
arki-	arth	elevate
arki-	arien	raise
arki-	arth	raise high, lift up, elevate
arki-	arar	tall
arkiano:ip	arnaiph	encourage
arkiano:ip	arnaiph	improve
arkiano:up	arnouph	train (v.)
arkiano:up-	arnouphotte	training
arkilir	arlier	overflow
arkilir	arlier	surge
arkipli:dh	arplith	pray (communicate with god(s))
arkispikt	arspicc	look up
arkurg	arcurg	rise (poet., or of sun)
aulga	aolc	gold (the precious metal)
aulga-	aolgor (a(o)l(g)-)	golden
aulga-	alga	money
ba:int	baint	attack
ba:int-	baintiens	attacker
baln/balna:	baln/balna	walk (v.) (n.)
bant	bant	hit, strike
bant	bant	strike (v.)
be:ri	bei	by means of, via, per, with
beni:n	beinin	bless (wish good upon)
beni:n-	beininax	blessed

beni:n-	beiniso	blessing
beni:n-	beininax	holy, blessed (of people)
beni:n-	beininaxon	saint
bhenna:po	be(nna)phu	daddy
bhenno:	benno	father
bho:rb	bour	big, large (of much size)
bho:rb	bourbeth	expand, grow
bho:rb	bour	great
bho:rb	bourbeth	grow
bho:rb-	bourbon	monster
bho:rb-	bourbur	tremendous
blo:b	blou	cleft
blo:ba:	bloua	valley
bo:una:-	bounul	merciful
bo:una:-	bouna	mercy
bo:una:-	bounuen (+gen.)	mercy on, have
bo:una:-	bounas (+gen.)	mercy of, at the
bomp	bomp	wonder at
bomp-	bomposo	wonder (n.)
bomp-	bompson	wonderer
bra:t	buat	wide, broad
bra:t-	buataya	plain (n.)
brait	buait	vast
brait-	ybuaita	steppes
brait-	ybuaitan	nomad
brank	branc	benevolent
brankora	brancour	benevolence
bro-	buenunaxai	husband and wife (pair)
bro:-	buosaisaxai	bride and groom
bro:bhenno:l	buobennai	parents
bro:im	buaim	pass (v.) (motion)
bro:im-	buaimax	past (a.)
bro:im-	buaimaxan	past (n)
bro:imo:-	buoimaxanas	ago
bro:mu:	buoumu	pass (geog.)
bro:u	buou	two
bro:u-	broul	alternative
bro:u-	buond	both
bro:u-	broul	different
bro:u-	buo-	double
bro:u-	buoul	half (1/2)
bro:u-	broul	other, different
bro:u-	buoul	second (a.)
bro:ui:k:ha	buohe	together

brogha:	buogga	through
bronourla:	buonoura	month
busk,busko:	busc/busco	kiss (v.) (n.)
busk/bwosk	buscim(n)	intimate, to be, with
bwosk	buosc	caress (v.)
da:inso:	dainso	gift
da:it	dai(t)	difficult, hard
da:it	dai(t)	hard, difficult
da:it	daittu	obstacle
da:it-	daitte	difficulty
da:m(m)-	damuan	go wrong
da:m(m)-	damien	wrong (s.o.)(v.)
da:m(m)-	damul	wrong, bad (adj.)
da:m(m)a	dam	wrong (n.) (ie bad)
da:mmima	dammin	trespass
da:mmima	dammin	wrong action
da:n	dan	give
da:rko:	darco	three
da:rko:-	darcul	third
da:uda-	dauon	godlike being
da:uda-	yeldao	old god (relig.)
da:udalono:po	dainouph	emotion
da:ude	dao	god, deity
da:ude-	daonatex	priest, clergyman
da:ude+kwapt	daonatta	religion
da:udille	daodie	goddess
da:udilpa:	dadilpa	new god (relig.)
da:udulot	daol	divine
da:unat	(y)daon	opposite (prep.) (adv.)
daim-	daimul	sinful
daim-	daimul	wicked
daim-	daimuyon	wicked person
daima	daim	sin
daima	daim(n)	wickedness
daima-	daimien	corrupt
daima-	daimette	corruption
daima-	daimaphul/daimaphon	naughty/naughty person
daima:-	daimien	pervert, corrupt
daimono	daimon	villain
dair-	daion	travellor
dam(m)ig-	dammiyette	evil
damigilk(?)	dilc	worst
damigis(?)	diss	worse

dammig	dammic	bad
daudelotheukh:itto	daithehettu	church
de:rer	dear	although
dehyen	dehien	destroy
dehyen-	dehiettu	destruction
dekand	decant(d)	dark, dim (with little light present)
dekh-	dehles	never
dekh:	deh	no
dekh:-	dehinettu	Nihilism
dekh:-	dehimiens	Nihilist
dekh:-	de(h)-	non-
dekh:-	de(h)-/den(+ n.)	not (+verb)/no (+noun)
dekh:-	de(h)-	not (with verb)(prefix)
dekh: gykullot	denaicul	nowhere
dekh: ikh:e	dehe	in no way (nohow)
dekh:itto:	dehettu	nothing
dekh:ono	dehon	nobody
dept	dett	lose (cease having; contra-acquire)
deptepta	dette	defeat (n.)
deptepta	dette	loss/defeat
depteth	detteth	defeat (v.)
deuk	deu	for (in order to)
deuk kireso	deucies	in order to
dh:a:udullot	thaol	sacred (of objects)
dha:id	thaid	cause (v.)
dha:id	thaid	make, cause
dha:id-	thaidiens	maker
dha:in	than	allow
dha:isa	thaisa	power (ie political etc)
dha:isa-	thaison	lord/master/Squire
dha:isa-	thaison	master
dha:isa-	thaisul	powerful (ie political etc)
dha:isa-	thaison	Squire (as in 3rd Empire)
dha:ud-	thaotha	so (conj.)
dha:ud-	thaotha	therefore
dha:udhollot	thao(l)-	faith
dha:udiso:	thaodso	cause (n.)
dha:udiso:	thaoIso	reason, explanation, cause
dha:udiso:-	thaot	because
dha:udiso:-	thaota	because of, due to
dhain	thanso	permit, allow, let
dhain-	thanso	pass (ie permission)
dhe:rin-	theindu	square
dhe:rino	thein	four

dho:r	thur	jerk (v.)
dho:unka:	tounna	marsh
dhu:lt	thult	forgive
dhu:ltso:	thultso	forgiveness
dhu:ltso:-	thultondur	forgiving
dhu:ltso:-	thultonduon	forgiving person
di(s)gykiyel	diciel	near (at / to a little distance)
di:no:im	dinaim	forget
di:ra	dia	before, prior to, earlier than (pr.)
di:ra:-	ditto	antecedent (n.)
di:ra:-	dittul (-uyehe)	previous(ly)
di:ra:-	dittul	prior, preceding, previous
di:ra: goi:nut	diayaincu	until
di:ra:pedh	diapeth	anticipate, look forward to
di:rekt	direcc	wrong (ie false)
di:rekwapt	diehuatt	wrong, be
diameb/phost	dimeu(he)	few, a, (adv.)
diamebanai	dimeanai	rarely
diamebanai	dimeanai	seldom, rarely
dibeni:n	dibeinin	curse, damn (wish evil upon) (v.)
dibeni:n-	dibeinonso	curse (n.)
dibeni:n-	dibeininax	cursed
didha:n	dithan	forbid
didha:n	dithan	prohibit
didha:n-	dithanax	guard (frontier/building)
didha:n-	dicirdonex	guard (prison)
didha:n-	dithanso	prohibition
dikwapt	dihuatt	deny (say that X is not true)
dili:dh	dilith	imprison
dime:ul	dimel	without, with no ..., lacking
dimes	dimeis	ugly
dira ehe	diehe	before (adv.) (in time)
dira kireso	diacies	before (conj) (in time)
dira:kh:oipto:	diaitto	yesterday
dirasi	(y)dias	before, in front of (prep.) (adv.)
dirasi	dias	front, in of
direkt	direcc	false, untrue
distont	ditont	any (specifically + with compounds)
distont-	ditont (ciesan) ai	anyway
ditont-	ditontehe	almost, nearly
do:ilis	dailis	grieve
do:li:su	doulisu	grief
do:li:su-	dolisul	sad, melancholy

do:li:su:	doulisu	sorrow
do:m-	doumel	clever
do:m-	aindowmo	genius
do:m-	doumeyotte	intelligence
do:m-	doumel	intelligent
do:mo:	doumo	brain
do:mo:-	buodoumel	brainy (coll.)
do:r-	andouax	apart, separately
do:r-	andourso	Apartness (phil.)
do:r-	douto	motion
do:r-	dour	move (tr.v.)
do:r-	andour	move back
do:r-	andourso	removal
do:r-	andour	remove, move back
do:r-	andouax	separate
do:r-	daito	travel (n.)
do:rul	doul	ten
do:ryen	dorien	send, dispatch, transmit
do:ryen-	dorienaxon	diplomat
do:ryen-	dorienaxon	envoy
doir	dair	travel (v.)
dors	dours	such
dors-	dorse..cies..	so..that..
dors ikh:e	dorse	thus
dra:dhu	duathu	desert (n.)
dra:dhu-	duathul	deserted
dra:dhu:-	duathul	empty (poet.)
drik-	duiccien	crown (v.)
drik-	duiccon	king
drik-	duiccien	king, to make
drik-	duiccul	royal
driktilla	duiccie	queen
drikto:	duicco (archaic)	ruler
dril	duil (-y-)	rain (v.)
dril-	duilso	rain (n.)
dril-	duilsencu	shower (of rain)
droikh	duaic	shove
drokh	duoc	push
du:ltso:	dultso	pardon (n.)
du:n	dun	brown
du:na	duna	earth (ie soil)
du:na-	dunarurso	earthquake
dult	dult	pardon (v.)
dwondullot	duondul	gloomy

dwound	duond	die (poet.)
dwound	duond	fade

[Juralic-Atlantean-English vocabulary e-l](#) [Juralic-Atlantean-English vocabulary m-r](#) [Juralic-Atlantean-English vocabulary s-z](#)

[Home Page](#) [Juralic languages vocabulary c-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Atlantean - English - Juralic vocabulary, a - d

This list, with the three following ones from e to z, starts with the word in Atlantean in the first column, then the English translation in the right-hand column and finally the original Juralic root on the last column. Sometimes the complete Juralic form is given (as for an adjective or verbal form derived from a noun root, for example), but usually the table simply shows the Juralic root form, with a dash "-" after it.

ATLANTEAN	ENGLISH	JURALIC
agge	wall (of town)	hagga:
aggor	metal	aggora (iron)
ahna	fire	akh:na:
ahnel	fiery	akh:na:-
ahnughol	volcano	akh:na:-
ai	group	i:kesa
ai	any (some)	kh:o:l
ai	some	kh:o:i
aicul	somewhere	kh:o:i gykullot
aihe	somehow	kh:o:i ikh:e
aihneth	inflammation	akh:na:-
aihnuas	burn (intr.v.)	akh:na:-
aimeu	extremely	ain-
aimo	circle	amo:
aimo	orbit	amo:-
aimoul	old-fashioned	mo:ra-
aimul/aimuyehe	round (a.) (adv.)	amo:-
ain	occasion	ainna
ainai	sometimes	kh:o:i anai
aincu	family	a:inku:
aïnd	serve	oïnd
aindiaitto	day before yesterday	aindira:kh:oïpto
aindoumo	genius	do:m-
aine/ainnon	very	a:in-
ainielbenno	great- grandfather	ge:ldbhenno:-
ainielmanna	great-grandmother	ge:ldmanna:

ainien	limit (v.)	a:in-
ainnairaitto	day after tomorrow	ainnarkakh:o:ipto:
ainnix	extremes	a:in-
ainnogul	dazzling	ainwulg-
ainnon	again, once more, re-	ainna-
aino	somebody/-one	kh:o:i eno
ainraiph	conquer	ainraiph
ainraiphens	conqueror	ainraiph-
ainrett	capture, seize	rept-
ainrett	seize (milit.)	rept-
ainsaphei	study (n.)	sa:phe:-
ainsatte	philosophy	sa:phe:
ainspicc	look at	ainspikt
ainspiccon	watchman	ainspiktono
ainspiccon	guard (n.)	spikt-
ainthuye	gale	ainthu:le
aintrun	heave, tug	trun-
aintrun	tug, heave	trun-
ainurg	continue, keep on doing/being	urg-
airc	over (ie with movement) (prep.)	airka
airg	torture (v.)	a:irg-
airgeso	torture, torment (n.)	a:irg-
airhualso	interruption	airka kwapt-
airhuatt	interrupt	airka kwapt
airsurg	traverse	urg-
ais	be (1)	o:is
aitho	gas	a:itho:
aitto	day (daytime -- as opposed to night)	kh:o:ipto:
aittu	something	kh:o:i itto
aittusil	today	kh:o:iptesil
aldor	superior (family, political grouping)	aldor
alga	money	aulga-
alnoigan	summer	wulg-
alnurgonduehe	continually	urg-
amba	quantity	ame:ba:
amba	multitude	ame:ba:-
ammel	devour	me:ul
ammel	swallow up	me:ul
amo	ring, torus	amo_
an(a)	inhabitant (suffix)	ann(a)-
ana	sky	ha:na:

anaiph	change (v.)	ano:ip
anca	lake	ang-
anda	field (unbroken expanse of land)	handa:
andouax	apart, separately	do:r-
andouax	separate	do:r-
andour	move back	do:r-
andour	remove, move back	do:r-
andourso	Apartness	do:r-
andourso	removal	do:r-
anendimettu	Naturism (religion)	e:ndu:-
ann	time	anna
annien	clock	(anna-)
annittin	clockwork	[anna-]
anouph	change (n.)	ano:po
anouphan	crisis (general)	ano:po-
anouso	pantheistic god	o:is-
anousto	pantheism	o:is-
ante	against	anti:
antecenc	rebel (v.)	anti:khenk
antecenc	revolt (v.)	anti:khenk
antecencso	rebellion	anti:khenk-
antecencso	revolt (n.), rebellion	anti:khenk-
antehe	however	anti:-
antenartettul	Romantic	teukh:-
antettimettu	Romanticism	teukh:-
anton	enemy	antion
anuphe	crisis (military)	ano:po-
aolc	gold (the precious metal)	aulga
aolgor (a(o)l(g)-)	golden	aulga-
aon	beside (prep.)	a:unat
aon	by (beside)	a:unat
aosiph	bird	a:usipho
aosiphabbe	flock (of birds)	a:usiph-
ar	up	arki
arar	tall	arki-
araya	height	araraya
arayix	hills (range)	araraya
arcurg	arise (poet)	ar(ki)-urg
arcurg	rise (poet., or of sun)	arkurg
arg	harrow, persecute	a:rg
arg	persecute, harrow	a:rg
argeso	persecution	a:rg-
ariel	seventy	harizel

arien	raise	arki-
arlier	overflow	arkilir
arlier	surge	arkilir
arnaiph	encourage	arkiano:ip
arnaiph	improve	arkiano:ip
arnouph	train (v.)	arkiano:up
arnouphotte	training	arkiano:up-
arplith	pray (communicate with god(s))	arkipli:dh
arspicc	look up	arkispikt
arth	lift (v.)	ark-
arth	elevate	arki-
arth	raise high, lift up, elevate	arki-
aruan	ascend	ar(ki)-
as	oh!	a:s
athuye	wind-god	anthu:le:
aya	oh dear!	alan
ayanca (+d.)	woe to..	alanka: (+dat.)
ayen	hear	o:ilen
ayo	ever	o:ilo:
ayosainondur	everlasting	o:ilo:-
ayul	eternal	o:ilo:-
ayuyettu	eternal part of man, spirit	o:ilo:-
ayuyettu	spirit (of any living thing)	o:ilo:-
ayuyotte	eternity	o:ilo:-
baint	attack	ba:int
baintiens	attacker	ba:int-
baln/balna	walk (v.) (n.)	baln/balna:
bant	hit, strike	bant
bant	strike (v.)	bant
be(nna)phu	daddy	bhenna:po
bei	by means of, via, per, with	be:ri
beinin	bless (wish good upon)	beni:n
beininax	blessed	beni:n-
beininax	holy, blessed (of people)	beni:n-
beininaxon	saint	beni:n-
beininso	blessing	beni:n-
belda	galley (ship)	pelta: -
benno	father	bhenno:
blou	cleft	blo:b
bloua	valley	blo:ba:
bomp	wonder at	bomp
bompso	wonder (n.)	bomp-
bompson	wonderer	bomp-

bouna	mercy	bo:una:-
bounas (+gen.)	mercy of, at the	bo:una:-
bounuen (+gen.)	mercy on, have	bo:una:-
bounul	merciful	bo:una:-
bour	big, large (of much size)	bho:rb
bour	great	bho:rb
bourbeth	expand, grow	bho:rb
bourbeth	grow	bho:rb
bourbon	monster	bho:rb-
bourbur	tremendous	bho:rb-
bourtourtso	crossbow	tourd-
branc	benevolent	brank
brancour	benevolence	brankora
broul	alternative	bro:u-
broul	different	bro:u-
broul	other, different	bro:u-
buaim	pass (v.) (motion)	bro:im
buaimax	past (a.)	bro:im-
buaimaxan	past (n)	bro:im-
buait	vast	brait
buat	wide, broad	bra:t
buataya	plain (n.)	bra:t-
buenunaxai	husband and wife (pair)	bro-
buo-	double	bro:u-
buobennai	parents	bro:bhenno:l
buodoumel	brainy (coll.)	do:mo:-
buogga	through	brogha:
buohe	together	bro:ui:k:ha
buohuatso	conference	kwapt-
buohuatso	discussion	kwapt-
buohuatt	converse	kwapt-
buohuatt	discuss, talk about	kwapt-
buoimaxanas	ago	bro:imo:-
buond	both	bro:u-
buonoura	month	bronourla:
buosaisaxai	bride and groom	bro:-
buosc	caress (v.)	bwosk
buotaph	join (tr.)	tap-
buotaphesabbe	chain	tap-
buotapheso	junction	tap-
buotapheso	link (n.)	tap-
buotaphuan	join (intr.)	tap-
buou	two	bro:u
buoul	half (1/2)	bro:u-

buoul	second (a.)	bro:u-
buoultalt	name (second personal)	talda-
buoumu	pass (geog.)	bro:mu:
busc/busco	kiss (v.) (n.)	busk,busko:
buscim(n)	intimate, to be, with	busk/bwosk
ca	if	kaph
ca	whether	kaphe
cacies	as long as..	kaph ki:reso
cacies	provided that..	kaph ki:reso
cair	like (v.)	kair
caist	rock	koista
cama	information	ka:ma:
camagge	news	ka:m-
can	own (a.)	ka:n
can/en	self	ka:n; eino:
car	dear, precious, cherished	kareb
caraphu	darling	kar-
caria	love (n.)	ka:ri:za
carien	love (v.)	ka:r-
carnaxa	friend	ka:ri:za-
catha	book	ka:dha:
cel	five	kello
cel(eu)-	noble (a.)	ke:ulebo:-
celebabbe	nobility	ke:ulebo:-
celeuo	noble (n.)	ke:ulebo:
cenc	fight, combat (v.)	khenk
cencco	soldier	khenk-
cenccon	infantryman	khenk-
cencconabbe	infantry	khenk-
cencso	battle	khenk-
cencul	aggressive	khenk-
cengen	phalanx (heavy infantry)	khenk-
cenn	new	kem
cerex	emperor	ke:rte:-
cerie	empress	ke:rte:-
cerieh	empire	ke:rte:-
ceriu(l)	imperial	ke:rte:-
ceriun	Imperialist (n.)	ke:rte:-
ceriunul	imperialist (a.)	ke:rte:-
certabbe	court (imperial/regal)	ke:rte:-
certas	court, at	ke:rte:-
certon	courtier	ke:rte:-
chalcran	Chalcran	kalkrano

cian	that (conj - refers to prev noun)	ki:rano
cian	which,that(conj-refers to prev noun)	ki:rano
cian	who, that (conj.-refers to prev.noun)	ki:rano
cian ai	whoever/whichever (adv.+ pr.)	ki:ranokh:oi
cianayu	whose, of which? (rel.)	ki:ralo
ciblo	silver (the metal),(n.)	kiblo:
ciblul	silver (a.)	kiblo:-
cies	that (conj- general)	kire:so
cies	which, that (conj.-general)	kire:so
ciesan ai	whatever (adv. + pr.)	ki:reso kh:o:l
cilliblul	silvery	kiblo:-
cint	six	kinto
cost	stone (n.)	kosta
coust	brick	kousta
crehei	war	kre:ukh:e:
creheleitha	wargame	kre:ukh:-/le:dha:
crehine	weapon	kre:ukh:ime:
crehul	military	kre:ukh:-
crehul	warlike	kre:ukh:e:-
creilien	artillery (gunpowder)	ril-
creilien	cannon	ril-
cretourtso	artillery (large) crossbow	tourd-
croull	cold, chilly, frigid	kroll
croullien	freeze (tr.)	kroll-
croullotte	coldness	kroll-
croulluen	freeze (intr)	kroll-
croulluenax	frozen	kroll-
crulso	ice	kroiliso:
crulsul	icy	kroiliso:-
dadilpa	new god (relig.)	da:udilpa:
dai(t)	difficult, hard	da:it
dai(t)	hard, difficult	da:it
dailis	grieve	do:ilis
daim	sin	daima
daim(n)	wickedness	daima
daimaphul/daimaphon	naughty/naughty person	daima-
daimette	corruption	daima-
daimien	corrupt	daima-
daimien	pervert, corrupt	daima:-
daimon	villain	daimono
daimul	sinful	daim-

daimul	wicked	daim-
daimuyon	wicked person	daim-
dainouph	emotion	da:udalono:po
dainso	gift	da:inso:
dair	travel (v.)	doir
daithehettu	church	daudelotheukh:itto
daito	travel (n.)	do:r-
daiton	travellor	dair-
daitte	difficulty	da:it-
daittu	obstacle	da:it
dam	wrong (n.) (ie bad)	da:m(m)a
damien	wrong (s.o.)(v.)	da:m(m)-
dammic	bad	dammig
dammin	trespass	da:mmima
dammin	wrong action	da:mmima
dammiyette	evil	dam(m)ig-
damuan	go wrong	da:m(m)-
damul	wrong, bad (adj.)	da:m(m)-
dan	give	da:n
dao	god, deity	da:ude
daodie	goddess	da:udille
daol	divine	da:udullot
daon, ydaon	opposite (prep.) (adv.)	da:unat
daonatex	priest, clergyman	da:ude-
daonatta	religion	da:ude+kwapt
darco	three	da:rko:
darcul	third	da:rko:-
dauon	godlike being	da:uda-
de huas	why(?) (interr.& rel. adv..)	kwa:se-
de(h)-	non-	dekh:-
de(h)-	not (with verb)(prefix)	dekh:-
de(h)-/den(+ n.)	not (+verb)/no (+noun)	dekh:-
dear	although	de:rer
decant(d)	dark, dim (with little light present)	dekand
defesto	ignorance	we:zitto-
deh	no	dekh:
dehe	in no way (nohow)	dekh: ikh:e
dehettu	nothing	dekh:itto:
dehien	destroy	dehyen
dehiettu	destruction	dehyen-
dehimiens	Nihilist	dekh:-
dehinettu	Nihilism	dekh:-
dehles	never	dekh-

deho	nought	
deho	zero	
dehon	nobody	dekh:ono
denaicul	nowhere	dekh: gykullot
dett	lose (cease having; contra-acquire)	dept
dette	defeat (n.)	deptepta
dette	loss/defeat	deptepta
detteth	defeat (v.)	depteth
deu	for (in order to)	deuk
deucies	in order to	deuk kireso
dia	before, prior to, earlier than (pr.)	di:ra
diacies	before (conj) (in time)	dira kireso
diaitto	yesterday	dira:kh:oipto:
diapeth	anticipate, look forward to	di:ra:pedh
diapeth	look forward to, anticipate	pedh-
dias	front, in..of	dirasi
dias, ydias	before, in front of (prep.) (adv.)	dirasi
diayaincu	until	di:ra: goi:nut
dibeinin	curse, damn (wish evil upon) (v.)	dibeni:n
dibeininax	cursed	dibeni:n-
dibeininso	curse (n.)	dibeni:n-
diceleu	ignoble	ke:uleb-
diciel	near (at / to a little distance)	di(s)gykiyel
dicielspiccien	microscope	spikt-
dicirdonex	guard (prison)	didha:n-
diehe	before (adv.) (in time)	dira ehe
diehuatt	wrong, be	di:rekwapt
difeyax	unknown	we:z-
dihuatt	deny (say that X is not true)	dikwapt
dilc	worst	damigilk(?)
diliclul	impious	likl-
dilith	imprison	dili:dh
dilithaxon	prisoner	gykdili:dho:-
dilouss	close (v.)	louss-
dimalcehe	reluctantly	malk-
dimalcehe	unwillingly	malk-
dimalcondur	reluctant	malk-
dimalcondur	unwilling	malk-
dimeanai	rarely	diamebanai

dimeanai	seldom, rarely	diamebanai
dimeis	ugly	dimes
dimel	without, with no ..., lacking	dime:ul
dimeu	little (a small quantity of)	phost/diameb
dimeu(he)	few, a, (adv.)	diameb/phost
dinaim	forget	di:no:im
dipait	mislead	po:it-
dipait	tempt	po:it-
dipaitso	temptation	po:it-
direcc	wrong (ie false)	di:rekt
direcc	false, untrue	direkt
direccimul	amoral	rekt-
direccimul	immoral	rekt-
direccimuyu	amorality	rekt-
direccimuyu	immorality	rekt-
diruh	abdicate	ru:kh:-
diruheso	abdication	ru:kh:-
diruthousul	unhappy	ru:th-
disear (+gen.)	despair (of) (v.)	se:r
disearsel	pessimistic	se:r-
disearso	despair (n.)	se:r-
disearso	pessimism	se:r-
diss	worse	damigis(?)
ditaoph	dismiss	thauptiso-
dithan	forbid	didha:n
dithan	prohibit	didha:n
dithanax	guard (frontier/building)	didha:n-
dithanso	prohibition	didha:n-
ditont	any (specifically + with compounds)	distont
ditont (ciesan) ai	anyway	distont-
ditontehe	almost, nearly	ditont-
ditto	antecedent (n.)	di:ra:-
ditto	preceeding event	urg-
dittul	prior, preceding, previous	di:ra:-
dittul	earlier	urg-
dittul	preceeding (a.)	urg-
dittul (-uyehe)	previous(ly)	di:ra:-
dituildul	misfortune	trilda:-
dituildul	unlucky	trilda:-
diurg	preceed	urg-
diyuceth	obscure (v.)	lu:k-
diyucien	muddle (v.)	lu:k-
diyucienso	muddle (n.)	lu:k-

diyucul	obscure (adj)	lu:k-
diyucuyotte	mystery	lu:k
diyucuyottul	mysterious	lu:k-
diyuphul	dim	lo:pho:-
dizou..dizou..	neither...nor...	zoud-..zoud-..
dolisul	sad, melancholy	do:li:su-
dorien	send, dispatch, transmit	do:ryen
dorienaxon	diplomat	do:ryen-
dorienaxon	envoy	do:ryen-
dorse	thus	dors ikh:e
dorse..cies..	so..that..	dors-
doul	ten	do:rul
doulisu	grief	do:li:su
doulisu	sorrow	do:li:su:
doumel	clever	do:m-
doumel	intelligent	do:m-
doumeyotte	intelligence	do:m-
doumo	brain	do:mo:
dour	move (tr.v.)	do:r-
dours	such	dors
douthen	fortnight	tegga-
douto	motion	do:r-
duaic	shove	droikh
duathu	desert (n.)	dra:dhu
duathul	deserted	dra:dhu-
duathul	empty (poet.)	dra:dhu:-
duiccie	queen	driktila
duiccien	crown (v.)	drik-
duiccien	king, to make	drik-
duicco (arch.)	ruler	drikto:
duiccon	king	drik-
duiccul	royal	drik-
duil (-y-)	rain (v.)	dril
duilsencu	shower (of rain)	dril-
duilso	rain (n.)	dril-
dult	pardon (v,)	dult
dultso	pardon (n.)	du:ltso:
dun	brown	du:n
duna	earth (ie soil)	du:na
dunarurso	earthquake	du:na-
dund	dark, dim (poet.)	nundo:-
dundeth	darken	nundo:-
dundettu	darkness	nund-
dundettul	dull	nund-

dundotte	gloom	nund-
dundotte	night (poet.)	nundo:-
duoc	push	drokh
duond	die (poet.)	dwound
duond	fade	dwound
duondul	gloomy	dwondullot

[Atlantean-English-Juralic vocabulary e-l](#) [Atlantean-English-Juralic vocabulary m-r](#) [Atlantean-English-Juralic vocabulary s-z](#)

[Home Page](#) [Juralic-Atlantean-English vocabulary a-d](#) [Juralic languages vocabulary c-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The non-Juralic languages of the Great Continent

THE STUDY OF LANGUAGES IN ATLANTEAN TIMES

We have seen in an earlier section how the Juralic Language Group, comprising Atlantean, Chalcran, Helvran and Yalland, was spoken by the vast majority of the peoples within the Atlantean Empire. However, there were some who spoke languages of completely different origins within the bounds of the Imperium, while outside it, the tongues of the other major nations on the Great Continent were descended from other language groups, distantly or unrelated to Juralic. A theory of the varying origins of the languages spoken on the Continent was first proposed in Atlantis around 380. Thereafter, during the Second Empire, a whole school of Atlantean linguists studied and analysed the grammatical and morphological structures of the Juralic languages, but paid little detailed attention to any other tongues. This changed after about 510, when an interest in all things exotic and non-Atlantean flowed from the Romantic movement into the rather hidebound studies of the Atlantean linguistic school. For the next 80 or so years, languages such as Basquec, Ughan and Keltish were subjected to the same analysis as the Juralic languages had been during the previous century, and various theories were put forward as to the origins and relationships between all these different languages. Most of these views were mistaken, partly because the principles of historical sound changes were not yet grasped, but also owing to a lack of knowledge about older, now extinct languages, the only traces of which now consisted of inscriptions or ancient, incomplete and hard to decipher manuscripts. The chaotic conditions after 600 ended nearly all linguistic studies, and when they began again under the third Empire after about 660, they were on a small and very detailed scale, like so much other study and art in this period. For some decades, individual words in the Juralic languages were studied for changes of meaning in different contexts and over past centuries. Gradually these studies widened out to include non-Juralic tongues, and then, after 700, to the development of a genuine historical and comparative study of language development over the centuries. The foundations and development of all we now know about the languages of the great Continent were laid between 700 and 800. (Modern scholars have made a few discoveries which seem to have eluded the Atlanteans of this period – though it could also be that we have simply lost the sources which would have revealed that the Atlanteans had after all found out these things long before us!) After 800, more linguistic study did take place, but it consisted largely either of grandiose theories to common origins between all the languages of the world, or the detailed investigation of semantic and morphological practice and comparisons between different languages. Scholars also became interested in ever more esoteric languages – those long defunct, or spoken in the furthest reaches of the Great Continent, or on other continents altogether.

1. THE BASQUEC-VULCAN-UGHATIC LANGUAGE GROUP ("BASQUATIC")

These languages, spoken by nations who were repeatedly rivals of the Atlantean Empire, were amongst the first to be studied by Atlantean scholars after the sixth century. They are divisible into two groups – Ughan, and Basquec-Vulcan. Note that Raziran, as spoken in the country, and later Province, of Razira, is a dialect of Basquec. (It died out after the 700s). The Group as a whole is completely unrelated to Juralic or any of the other, earlier western languages, and it is assumed that the peoples who spoke these tongues originated from the south-east of the Continent, well separate from the original Numedean or Juralic areas. All the Basquatic languages are highly inflected, and make great use of prefixes and suffixes for tense and case. Consonance is important, especially in Ughan, where affixes have to have vowels in the same "field" as the root. All the languages like to use bunches of "awkward" vowels together, eg Ughan: DG, PSJ, and TJ. Basquec: TTH,SSH,CCH, corresponding to Vulcan DJ, SJ, GJ. Examples of usage as found in place-names within or just outside the Atlantean Empire are:

UGHAN

BASQUEC

MEANING

EXAMPLE

UDGH	OCH	MOUNTAIN	OCH THERULT (Mountains, Basquec)
KAKROS	CUACH	OLD	CEG KAKROS (Old river)
DGHUT	DUITTH	TOWN	RULDUITH (Name of town, Basquec)

2. LIOSSAN GROUP

Old Liossan split into three main language some time before –900. These were Lio-Marossan, Eliossen and Phonerian, the latter also divided into Island and mainland Phonerian. Lio-Marossan was spoken in the Marossan area, and was separate from the other two groups, which were more closely linked. Eliossen was spoken in the country of Eliossie, and Phonerian in the peninsula that was later to become the Atlantean Province of Yciel Atlantis, and on the various islands in the Marossa Liranca and Eliossia Liranca (Bays of Marossan and Eliossie), as well as on Phoneria.

The overall features of these languages, which survived, as far as Phonerian was concerned, until after 750, were that all words end in a vowel; all syllables end in a vowel, or a vowel or liquid (Phonerian); sentences were spoken with certain tones, lending a musicality to the languages; a lack of "harsh" consonants (eg voiced plosives) or some spirants (eg ch, dj); and great simplicity of grammar – no genders, few affixes.

Lio-Marossan was the "purest" and most vowel-orientated of the languages. It had no voiced plosives or fricatives, and a wide range of diphthongs and triphthongs. All syllables ended in a vowel, eg LEI-YA-SI-A, i.e. NATION. Eliossien was very similar to Lio-Marossan, as far as word and syllable-formation was concerned, eg E-LI-O-SSIE, (the name of the country). Eliossien had no compound consonants, and only used voiced consonants at the start of words. Phonerian was the least rigid of the languages, and would permit syllable groups like CONSONANT-VOWEL-LIQUID/NASAL, unlike the other two. It also used a few consonant groups, such as NT, NC, LT, LD,CH,TH. It had no triphthongs, and very few diphthongs (mostly combinations of vowel and i/y). It did not use tones to distinguish between cases and tenses, as did the other two tongues, preferring auxiliary verbs and prepositions with nouns.

Examples of words, as found in place-names are:

LIO-MAROSSAN	ELIOSSIEN	PHONERIAN	MEANING	EXAMPLE
LEYASSA	LIASSO	LASO	HILL	ATALASO (Town in Yc. Atlantis)
FUYINE	DUINE	FUCHI	BLACK	DUINALEYASSA (Hills, Eliossien)
SUIN(N)O	SUINNO	SUNDO	SEA	SUINOMIORI (Islands, Lio-Marossan)
MIRISA	MORISO	MORISO	ISLAND	FUCHIMORI (Phonerian)

3. MAROSSAN-KELTISH GROUP

Keltish, as spoken in the northern parts of the Great Continent right up until the fall of the Atlantean Empire in 889, was one offshoot of the language spoken in the ancient Marossan Empire until its collapse after –1400. Marossan had been a highly inflected and declined language, with an extensive vowel and consonant system, including diphthongs and consonant-groups. Lenition of intervocal sounds and vowels after l,r,m,n,ng, was also the rule. By the time of "modern" Keltish (i.e. after 400), many of these features of the primitive language had been changed. Inflections and declensions had become much simpler; consonant combinations were fewer; and there were fewer diphthongs (AE,AI,AU,EU). Words had become shorter, due to the loss of endings. Lenition remained, but was now spelt out, eg intervocal consonants voiced as a result of lenition were written as such: P/B,T/D,C/G, etc.

Place-names in Atlantean times preserve original Marossan or Keltish words, as follows:

MAROSSAN	KELTISH	MEANING	EXAMPLE
----------	---------	---------	---------

CAIDH	CADD	OLD	CADDIS/CADDAN (Keltish towns)
TOIGH (Atl: TAIGH)	DOR	GREAT	TAIGEHEILL (Great wood, Marossan origin)
EILL	EULW (Atl: EULU)	WOOD	TAIGEHEILL (As above)
MAUNA	MOUN	NEW	MOUNTAN (Town, Keltish)

4. NUMEDEAN-JUTISH-MANRALIAN GROUP

Numedean (North and South), the tongue of the ancient Empire, which had been overthrown by the Juralic invaders around –900, was a strongly inflecting language. It had all the usual vowels, plus some diphthongs –AI,EU,EI,OI,AU (AV and EV, plus AE and OU in South Numedean). Most of the usual consonants were present, too, though not C,F,Q and W. Palatalisation was common, and was represented by an "I" before the following vowel. Certain consonant combinations were also common, namely TH,PH,KH,PS and TS.

Jutish was spoken by the inhabitants of the Jute peninsula at least until 880, and was a descendant of North Numedean. It had the same vowel system, but fewer suffixes and a stricter word-order than was usual in Numedean. It possessed some of Numedean's diphthongs – written AY,OY,EY and OU, plus IE, as well as AV,EV, etc from Numedean AU,EU. So far as consonants were concerned, C,F,Q, and W were still missing, but also now J,Y, and G (which had become Y). PH became V, and KH became H.

Manralian was descended from South Numedean, and by Atlantean times was no longer a living language in Manralia. It was used for religious and ceremonial purposes until about 815, when Rabarrieh eliminated the Manralian Church and its language. As a language, its vocabulary and morphology were strongly influenced by the various southern languages spoken in and south of Manralia. Again it possessed all the normal vowels, but fewer diphthongs. Note especially OE,AI,EI and OU. AF and EF came from S. Numedean AV and EV. Palatalisation, as in Numedean, was common, but shown by a "Y" preceding the following vowel, not by "Y", as in Numedean. H, when following a vowel, was pronounced SH. Initial consonants were often palatalised, and written PH,TH,CH and SH.

Dravedean, the language of the ancient Dravedean Empire, was distantly related to Numedean, but it had no descendants in Atlantean times, other than a few peoples in the later Province of Dravidieh, whose ancient language had died out before it could be properly recorded by Atlantean linguists. A few elements of the old language are buried in some Atlantean place-names – for examples, see the Introduction to this History. Note that the element "Dravi" is common in Atlantean names in this area, as, for example, the Province, Dravidieh. Somewhere along the way, the correct "Dravedean" spelling of their name, became mistransliterated into "DRAVI-".

Examples follow of place-names, using words from these three languages:

S. NUMEDEAN	JUTISH	MANRALIAN	MEANING	EXAMPLES
NOUTOUS	NOVTOS	NOEHUTOEH	TOWN	NOUTENS, NOVTOS (Towns in Manralia, Jutieh)
DOUIGOUS	TOWOS	DOEHGOEH	OLD	DOHGETEPHE/DOHGASH (Towns in Manralia)
TEIPHES	TEWES	TEPHE	RIVER	River Tephyens (Manralia)

5. SOUTHERN LANGUAGES

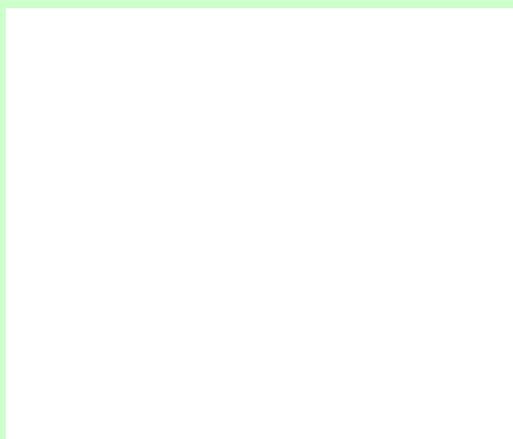
This is the group of languages spoken by the peoples in the Far South Continent, and distantly related to them, the tongue of the southern peoples of the Great Continent (*araishim*), and that of the Polder Folk to the south-east. In another form, this was also of course the language of the great conquering Power, Rabarrie. The elements of words in these languages keep rigidly to a formula, usually: CONSONANT-VOWEL-CONSONANT-VOWEL-CONSONANT-etc. Different parts of speech, tenses of verbs and number of nouns are usually formed by changes of vowel within this consonantal/vowel skeleton, and also by affixes, whose vowel copies one of those in the root. There are few consonant combinations, except double consonants, which follow short vowels, and R or L plus a stop or fricative (eg RT, LF). Vowels are A,E,I,O,U, plus diphthongs AI,EI,OU. Nearly all consonants are used by the various languages. "Q" represents a harsh, aspirate "K". "H" is always aspirated. The northern dialects and languages have a number of additional fricatives, viz.: KH,TH,SH, and also frequently use doubled vowels. The indefinite and definite articles are represented by two prefixes, i- and a-, which are

often seen to begin place-names.

Here are examples of Southern words from place-names:

RABARRAN	MEANING	EXAMPLES
ALQADI	WOOD	NUMALKADI (Wood near Numedeas)
ITHEER	LONG	ITHEERDI (River)
KATABA	RIVER	KATABA (River)

[Home Page](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Peoples' names in Atlantean until 650.

THE NAMES OF THE ORDINARY ATLANTEAN

As in so many aspects of Atlantean society, the form and number of personal names used by Atlanteans varied according to class. There were also differences in the later periods of Atlantean history, and this interlude will deal solely with the period of the First and Second Empires, and the Revolutionary epoch, ending in 650. Basically most Atlanteans normally had three names - a first personal name (given by the mother); a second personal name (given by the father, and often hereditary or constant from generation to generation); and finally the family name (this came from the father, and was also taken over by his wife when she married, as in modern English usage). In Atlantean, these were called

Enultalt first personal name; **Buultalt** second personal name; **Tonbennaitalt** family name. The Atlantean for "name" was **"Talt"**.

Personal names can easily be seen to have a meaning, in the sense that they are derived from words indicating qualities. Examples are listed below ; note that any of these could be used as either first or second personal names.

Male :

Name	Meaning	Example
Siphon	Friend (Sipho)	(Emperor) Siphon Crehonerex II (526-544)
Carel	Car (dear)	(Emperor) Carel I(214-249)
Meison	Meis (beautiful/handsome)	(Emperor) Meison Suennon (604-611)

Female :

Carnaxa	Car (dear); carnaxa (friend)	Carnaxa Lillie (poet, 247-327)
Siphonei	Friend (female) (Sipho)	Siphonei (wife of Atlaniphon II)

Of course there were many other personal names which had no obvious derivation. Thus, for men, Lasso, Thoun, Crehon, and for women, Millei, Ceuralla and Puella.

Family names were originally formed from personal names, occupations or after geographical places. If formed from personal names, they were usually preceded by Nor- or Ra- and followed by -el (an old genitive ending), e.g. Rajustel, Norindel, Raparenel. Typical names which originally related to occupations were Meistiensos or Meistos (Meistiens meant farmer), Celeuos or Celeurnos (Celeuo meant noble), and Fembuos (Fembiens meant woodsman). Names originally taken from place-names were Fembeyo, Thestel and Measil.

NAMES OF THE UPPER CLASSES AND EMPERORS

Nobles of Class 1, as well Atlantean Emperors, formed their names in a different way, namely by using the two personal names, but not the family name (or surname, as we should call it). This was because the second personal name was in itself hereditary and distinctive to that noble family.

To discuss the vagaries of Imperial names in more detail, we shall give an extract from a work by a writer who was himself noble - Siphon Pareon - who lived at the end of the seventh century. This piece was part of a longer work extolling the virtues of the old Atlantean way of life, which seemed to Siphon to be crumbling around him with the Republic taking over in the west, and the old Imperial order cracking apart in the east. (Comments on the text will appear in brackets).

"..Although our Imperial masters, because of their eminence, only required their two personal names, they did make use of family names to denote the dynasty to which they belonged. Thus several Emperors would reckon themselves as part of this same dynasty. As an example from the First Empire, the Emperor Lir-Craonos, the founder of the Empire in 199, had the family name Racrehel, and created the dynasty of Celamel-Racrehel. (**Celamel- or Celam- meant "of the noble family.."**). All subsequent Emperors retained this name even if their real family name was different, until, after the Imperial Wars, the great Emperor Iustus Atlaniphon decided to start a new dynasty - as it were, a new start altogether - with the name of Celam- Norindel. There have been a few dynasty changes since then as well.

"All the Emperors of the First Empire were known mainly by their first personal name - thus Cao-Melion, Yeasor, Lasso. Naturally if another Emperor of the same name as an earlier one came to the throne, he would be distinguished by the addition of I, II, etc. after his name, at least for the benefit of historians recounting the reigns - for example Ruthoyon I and Ruthoyon II. To our modern eyes, some of the names of those distant eyes seem quaint; I notice the way in which people - and not just Emperors - added little prefixes on to their first personal names for example Cao- (as the Emperors Cao-Melion and Cao-Thildo I - III), or Lir- (as the Emperor Lir-Craonos). (**The origin of these prefixes is a little obscure, but Cao- seems to be related to Car, meaning "dear", and Lir- may originally mean "noble".**)

"Sometimes Emperors, by virtue of their prowess or great virtues, might be given a throne-name by their Advisers or others. This procedure began with the Second Empire, and in its purest form was done only when the Emperor concerned had reached a great age of wisdom and maturity. The greatest Emperor in our history, without a doubt, was Iustus, the first Emperor of the Second Empire, which he founded in 361; he, above all others, deserved a throne-name, and he was indeed the first to receive one, late in life - namely Atlaniphon. But then his two successors were seen also as great Emperors, and they too were dignified with the same throne-name. It should be noted that the correct way to denote these Emperors is by using their first personal name and the throne-name - thus Iustus Atlaniphon or Lasso Atlaniphon; but unfortunately the baleful influence of historians, with their love of numbering, has largely prevailed in these cases, and these Emperors - and others who also share the same throne-name - are frequently now referred to as Atlaniphon I, Atlaniphon II, etc. etc.

"Such throne-names should not be given or taken automatically; only deserving Emperors should receive them. Other such Emperors were Siphon Crehonerex and Caron Crehonerex, and certainly in my opinion the unfortunate Iaros Crehonerex (or Crehonerex III, if I must use that terminology), who was so barbarously executed by the Republicans within our living memory. Carel, who reigned from 511 to 526, was also given the name Atlanicerex, wrongly in my opinion; his successor and conqueror in the Civil War, Siphon Crehonerex, was alone deserving of a throne-name.

"Other Emperors have always been known just by their personal name as during the First Empire, although we tend now to use both personal names, which helps distinguish Emperors with the same first name - though again the bad practice of distinguishing such Emperors by the use of a number has crept in. For example, we say Thildo Suayofa and Thildo Louroyon, but also Thildo I and Thildo II - or even, I regret, Thildo I Suayofa and Thildo II Louroyon. I suppose I should also mention our one Empress of the second Empire, Carulla Ceisille (499-504). With true female perverseness, she insisted on being known by her second personal name, Ceisille, rather than Carulla. I think this was to distinguish herself more clearly from her only female predecessor, Ceuralla, who reigned from 312 to 313.

"This then is the traditional way in which Emperors have been named in our great Empire. But I do not know how much longer any of this will continue. The world has changed terribly for the worse in the last twenty years. Republican Revolutionaries have taken over half of our beloved Empire, including Atlantis itself, and they despise all tradition. They

have no nobles or Emperor, and name themselves like ordinary men. And what of the areas remaining to the old Empire? Our great and true Emperor still rules and reigns as tradition demands, though sorely beset by enemies on all sides (**it appears that Meison Suennon is being referred to, who ruled between 604 and 611**), but elsewhere a general is ruling Provinces, and feels it no dishonour not to call himself an Emperor. (**This must be General Proinen who seized control of a group of Provinces in the south-east**). I fear that in a few years the old traditions of the Empire, not least the naming of Emperors, will have vanished for ever from the face of the earth."

(This prophecy turned out to be false. Imperial rule was re-established over the whole former Empire after 650, and the naming of Emperors resumed roughly as it had been in the later Second Empire, at least until 750).

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#)
[Atlantean-English-Juralic vocabulary a-d](#) [Juralic-Atlantean-English vocabulary a-d](#) [Non-Juralic languages](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The place-names of the Empire.

THE ROOTS OF ATLANTEAN PLACE-NAMES

The place-names (i.e. the names of towns, villages, and geographical features) within the Atlantean Empire represent a fascinating capsule of the linguistic history both of Atlantis and of the other languages incorporated into her empire. Although the names often look meaningless in themselves, in nearly every case we can find elements of Atlantean words (current or from the past) or of words from other languages, perhaps altered in various ways to suit changing linguistic practices, or to bring them into line to Atlantean usage. All the following may be found : obsolete earlier forms of Atlantean, North Atlantean forms, Numedean remnants, and Chalcran, Helvran or Yalland words, sometimes combined with Atlantean ones. Geographical names in particular reveal fossilised non-Atlantean features. Areas close to the borders will have non-Juralic names, sometimes "Atlanticised". Towns are often old, but a large number of new ones were built during the course of the Empire, and these are usually give purely Atlantean names (e.g. Cennatlantis, Atlanipand.)

ELEMENTS IN PLACE-NAMES

Very many towns and geographical names are called after nearby geographical features, or have such terms as "old" and "new" added to them. The following particles (shown with their original meanings, and examples) are very common in Atlantean names :

-tis, -is town Atlantis, Gentis (towns)

-run, hill Lillerunix (range of hills)

-inge sea Celing, Nosinge (towns)

-zueph-, -(s)lepp (N.Atlantean/Helvran) river Yzuephe(town), river Fellepp

-pand fort Fembepand (town)

cenn- new Cennis, Cennatlantis (towns)

ughol mountain Crolden Ugholix (hills)

yet old Yeldis (town)

Thus it can be seen that *Atlantis* (the town) literally means "the town of the Atlans", and *Cennatlantis* (the later capital of the Empire) means "New Atlantis". The range of high hills in the south of the Province - the *Lillerunix* - literally meant "white hills" - "*lill*" means white and "*runix*" means hills. The rather strange word Ughol, meaning mountain was borrowed from the Ughan language at some early stage, where the word for mountain was "Udgh", and the Ughans themselves were literally "the people of the mountains". (These mountains, as far as the Atlanteans were concerned, were the great range called the *Gestix Ugholix* or "Eastern mountains" which ran to the east of the river Gestes, and cut off the Ughans from all the western peoples, including the Atlanteans.

And the suffix "-pand", from pandu meaning fort, is found in many Atlantean fortress cities, especially to the west of the river Gestes - e.g. Fembepand, Atlanipand and Borepand.

Very often we find names in parts of the Empire, which were not originally Atlantean, have prefixes and suffixes with similar meanings to the above, but in the original language of the area. For example :

Chalcran : Gil (old) and misto (farm) eg Gilmisto. Triall (high) e.g. Triallana (town)

Helvran : Giez- (old) e.g. Giezuat. Cuat (town) e.g. Numercuat.

Yalland : Dhoiro (river) e.g. river Dhoiros. Dir (from Thair = town) e.g. Yemdir

Lio-Marossan : Phaio (river) e.g. river Ruphaio. Sulo (great) and lo/so (town) e.g. R. Sulosos.

Keltish : Dor (mountain) and Tan (town) e.g. Dortan and Mountan (towns).

Atlantean and non-Atlantean elements may be combined, e.g. Bemmetis (Chalcran "Bemme" (wood) and Atlantean "tis" (town)).

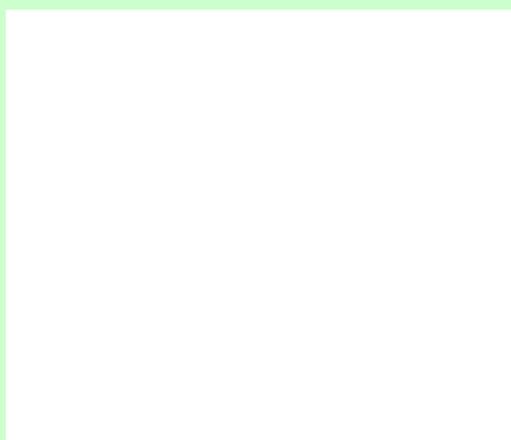
In areas adjacent to or beyond the borders, Atlantean usually adopted - and sometimes adapted - the names as they were found in the languages spoken across the borders, e.g. Ughan, Basquec, Vulcan, and the various Southern tongues. Examples are :

Ughan : Teg or Ceg (river) - rivers in Ughan areas were usually prefixed by these Ughan words in Atlantean; also : Udgh (mountain - borrowed by Atlantean as Ughol.)

Basquec : Puach (new) as in Puachith (town); Rult (great) as in Och Therult.

Finally, in some really old names, we can trace the fossilised remains of long-dead languages, such as Marossan, Dravedean and Numedean. Examples of place-names dating all the way back to these eras have been given in the Prologue to this history.

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#)
[Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



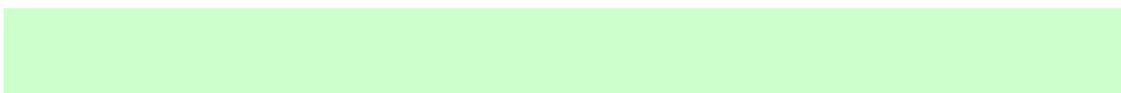
[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

PLACE-NAMES ON THE GREAT CONTINENT IN NAME ORDER				(For abbreviations, see bottom of table)		(For abbreviations, see bottom of table)		
NAME	AREA	TYPE	SYLLABLE 1	LANGUAGE OF SYLLABLE 1	ENGLISH	SUFFIX	LANGUAGE OF SUFFIX	ENGLISH
ACHOSIL	YC ATL	TOWN	ACHOSO	PHON	OLD			
AGGORPEND	TH.THISS	FORTRESS	AGGOR	ATL	METAL	PEND	HELV	FORTRESS
AHNEYUGHOL	ELIOSSIE	VOLCANO	AHNE(Y)	ATL	FIERY	UGHOL	ATL	MOUNTAIN
AHNEYUGHOL	ELIOSSIE	VOLCANO	AHNEY	ATL	FIERY	UGHOL	ATL	MOUNTAIN
ALOSONO	MAROSSAN	TOWN	ALOSO	LIO-M	OLD	NO	LIO-M	
AMOUNOSO	MAROSSAN	TOWN	AMOUNO	LIO-M	MOUNTAIN	SOMA	LIO-M	TOWN
ANETAKO	NAOKELT	TOWN	NETAKA	LIO-M	HIGH			
ARELOSA	ELIOSSIE	TOWN				SA	ELIOSS	TOWN
ATALASO	YC ATL	TOWN	ATALO	PHON	PASS	SO	PHON	TOWN
ATLANDRAVIZZI	CHALCRIEH I	TOWN	ATLAN	ATL	ATLAN	DRAVIZZI	ATL	DRAVEDEAN (LOC)
ATLANTIS	ATLANTIS	TOWN	ATLAN	ATL	ATLAN	TIS	ATL	TOWN
AULOPSONAI	TH THISS	HILLS	AUL	S.NUMED	MIGHTY	OPSON-AI	S.NUMED	HILLS
BEMMETISSO	NUNCHALCRIEH	TOWN	BEMME	CHAL	WOOD	TISSO	CHAL	TOWN
BORFEMBE	ATLANTIS	WOOD	BOR	ATL	GREAT	FEMBE	ATL	WOOD
BORFIERP	HELVRIEH	TOWN	BORB	HELV	OLD	FIERP		
BUATPHAIO	MAROSSAN	TOWN	BUAT	ATL	BROAD	PHAIO	LIO-M	RIVER
CADDIS	NUNKELTANIEH	TOWN	CADD	KELT	OLD	(T)IS	ATL	TOWN
CENNALANTIS	ATLANTIDIEH	TOWN	CENN	ATL	NEW	ATLANTIS	ATL	TOWN OF ATLANS
CENNETIS	HELVRIEH	TOWN	CENN	ATL	NEW	TIS	ATL	TOWN
CENNIS	ATLANTIS	TOWN	CENN	ATL	NEW	((T)IS	ATL	TOWN
CUAYEDJ(QUAYEDD)	VULCANIEH	TOWN	CUAY	VULC	STRONG	(E)DJ	VULC	TOWN
DORTAN	NAOKELTANIEH	TOWN	DOR	KELT	GREAT	TAN	KELT	TOWN
DRAVIDOS	DRAVIDIEH	TOWN	DRAVID	ATL	DRAVEDEAN	OS		
DRAVIZZI	CHALCRIEH I	TOWN	DRAVIZZI	ATL	DRAVEDEAN (LOC)			
DUINELEYASSA	ELIOSSIE	MOUNTAINS	DUINE	ELIOSS	BLACK	LEYASSA	ELIOSS	HILL
FELLEPP	ATLANTIS	RIVER	FELL	ATL	FOREST	SLEPRE	N.ATL	RIVER
FEMBEPAND	NUNCHALCRIEH	TOWN	FEMBE	ATL	WOOD	PAND	ATL	FORTRESS
FOURTIS	ATLANTIS	TOWN	FOU(TH)	ATL	SHADE	TIS	ATL	TOWN
FUCHALASI	PHONARIA	MOUNTAINS	FUCH(INTE)	PHON	BLACK	ALASI	PHON	HILLS
GAFFEAL	ATLANTIDIEH	WOOD				FEALE	ATL	WOOD
GEDANCAIRN	CHALCRIEH II	TOWN	GEDAN (GVAN)	KELT	SMALL	CAIRN	KELT	HILL
GENNOUTH	PHONARIA	TOWN	GEN	ATL	NEW	OUTH	ATL	SETTLEMENT
GENTES	ATLANTIS	TOWN	GEN	ATL	NEW	TES	ATL	TOWN

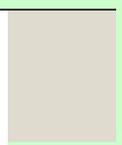
GHESE	ATLANTIS	RIVER	GHE\$ (arch)	ATL	RED			
GHESTIS	ATLANTIS	TOWN	GHEST (arch)	ATL	RED	TIS	ATL	TOWN
GIESECUAS	HELVRIEH	TOWN	GIEZ	HELV	OLD	KOD>CUA(T)	HELV	TOWN
GIEZUAT	HELVRIEH	TOWN	GIEZ	HEL	OLD	(K)UAT	HEL	TOWN
GILLISO	CHALCRIEH	TOWN	GIALD	CHALC	OLD	TISSO	CHAL	TOWN
GONRIL	HELVRIEH	RIVER	GWAN>GON(?)	MAROSS	SMALL	RIL	ATL	TO FLY
HUAINARUNIX	YC ATL	HILLS	HUAINA	ATL	HEAVEN	RUNIX	ATL	HILLS
LILLERUNIX	ATLANTIS	HILLS	LILLE	ATL	WHITE	RUNIX	ATL	HILLS
LILLOUTH	ATLANTIS	TOWN	LILL	ATL	WHITE	OUTH	ATL	SETTLEMENT
LOURIUN	CHALCRIEH I	TOWN	LOU	ATL	LONG	RIUN	HEL	HILL
MIOLREL	TH THISS	TOWN	MIOL			REL(L)	S. NUMED	HILL
NERILO	YC ATL	TOWN	NERI	PHON	NEW	LO	PHON	TOWN
NERYASO	MAROSSAN	TOWN	NER(Y)	PHON	NEW	SO	PHON	TOWN
NETAKA	MAROSSAN	MOUNTAINS	NETAKA	LIO-M	HIGH			
NETHEPAND	PHONARIA	FORTRESS	NETHE	ATL	SNOW	PAND	ATL	FORTRESS
NOEHTENS	MANRALIA	TOWN	NOEH	MANRALIAN	TOWN	TENS	S. NUMED	MOUNTAIN
NUMERCUAT	HELVRIEH	TOWN	NUMER	ATL		C(K)UAT	HEL	TOWN
NUNDLER	YC ATL	TOWN	NUND	ATL	NORTH	LER	ATL	HAVEN
NUNDLER	YC ATL	TOWN	NUND	ATL	NORTH	LER	ATL	HARBOUR
PANDANEYU	NUNCHALCRIEH	FORTRESS	PAND	ATL	FORTRESS	ANA	ATL	SKY
PHAIOSO	MAROSSAN	TOWN	PHAIO	LIO-M	RIVER	SO	LIO-M	TOWN
PHONIMORI	YC ATL	ISLANDS	PHONI	PHON	PHONERIAN	MORI	PHON	ISLANDS
PUSSEAL	ATLANTIS	WOOD	PUS(T)	ATL	SMALL	S(F)EAL	ATL	WOOD
RUNNATES	CHALCRIEH II	TOWN	RUN	CHAL	HILL	TES	ATL	TOWN
RUPHAIO	MAROSSAN	RIVER	RUN			PHAIO	LIO-M	RIVER
SHEINTEPH	MANRALIA	RIVER	SHEIN	S.NUMED	LONG	TEPH(E)	MANRALIAN	RIVER
SNAZUEPUE	PHONARIA	RIVER	SNA	ATL	BLASCK	ZUEPUE	ATL	RIVER
SUINNOMIORI	MAROSSAN	ISLANDS	SUINNO	LIO-M	SEA	MIORI	LIO-M	ISLANDS
SULAPHA	ELIOOSIE	RIVER	SULA	ELIOSS	GREAT			
SULASOMA	ELIOSSIE	TOWN	SULA	ELIOSS	GREAT	(O)SOMA	ELIOSS	VILLAGE
SULOPHAIO	MAROSSAN	RIVER	SULO	LIO-M	GREAT	PHAIO	LIO-M	RIVER
TAN-AR-DUN	KELT	TOWN	TAN	KELT	TOWN	AR-DUN	KELT	AT THE PASS
TILRASE	ATLANTIDIEH	TOWN	TIL			RASE	N. NUMED	RIVER
TUELLIS	PHONARIA	TOWN	TUELL	ATL	HIGH	(T)IS	ATL	TOWN
YELDIS	ATLANTIS	TOWN	YELD	ATL	OLD	DIS	ATL	TOWN
YFEALE	ATLANTIS	TOWN	Y	ATL	PLACE	FEALE	ATL	FOREST
YGOHE	ATLANTIS	TOWN	Y	ATL	PLACE	GOHE		
YZUEPHE	ATLANTIS	TOWN	Y	ATL	PLACE	ZUEPUE	ATL	RIVER
ZUEPHOUTH	ATLANTIS	TOWN	ZUEPH	ATL	RIVER	OUTH	ATL	SETTLEMENT

Abbreviations: ATL (ATLANTEAN); KELT (KELTISH); LIO-M (LIO-MAROSSAN); ELIOSS (ELIOSSIAN); NUMED (NUMEDEAN); CHALC (CHALCRAN); PHON (PHONERIAN); MAROSS (MAROSSAN).

[Home Page](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

What's new?

Brief personal details: I live near London in the U.K. I am 58 years old, and work as a Librarian.

I am in the process of putting on to my website the documents about Atlantis that I found on my doorstep some time ago (see the introduction). I have already put on the basic story of the Empire, along with a number of more specialised documents about Atlantean society, philosophy, geography and warfare, as well as a number of works in the original Atlantean, and, above all, quite a lot about the languages of the Great Continent.

There follows a list of what I have added and will be adding to this site, with dates:

January 2003: First published documents on the Atlantean Empire on my website.

February - March 2003: Reproduced much more detail about Juralic. See:
[Historical grammar of Juralic languages,1, introduction and verbs](#)

[Historical grammar of Juralic languages,2, pronouns, adjectives and nouns](#)

[Juralic phonetic history - consonants](#) [Juralic phonetic history - diphthongs](#) [Juralic phonetic history - vowels](#)

March 2003: Added more detail on the Atlantean language (verbs and numerals). See:
[Details of the Atlantean verb](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#)

April 2003: Further details on phonetic changes and irregular Atlantean nouns.
 See: [Irregular Atlantean nouns](#)

May 2003 Details on phonetic changes and irregularities in Atlantean adjectives and adverbs.
 See: [Irregular Atlantean adjectives and adverbs](#)

Irregularities of the Atlantean verb.

See: [Irregular Atlantean verbs](#)

Complete vocabulary listed by Juralic root, plus Atlantean descendant and English translations.
 See: [Juralic-Atlantean-English vocabulary a-d](#) and subsequent lists.

Adding pictures of buildings and statues of the period throughout the text.

June 2003: Begun detailed linguistic analysis of Atlantean text "Tontousuyu thehotte ("the creation of the world"). See: [Creation of the world - analysis](#)

July 2003: Finished the linguistic analysis. Added additional text and maps of the Battle of Runnates (746).

August 2003: Added more details and map on the Bradghus campaigns, 720 - 721.

September - October 2003: Completed a section on great writers of the First and Second Empires, taken from an original document. This is in the section of "original documents". [The Golden and Silver ages of Atlantean literature, 250 - 550](#)

November 2003: A section giving more detail on the literary sources of this whole history. See [Sources of Atlantean history](#).

Some speculation about the origins of the whole work, and the fact that it is written in English at all, see the first part of the section on [Atlantean language](#)

I have added an excerpt in English and Atlantean from a play by Gildasso, "The Bride": [The Bride - excerpt from a play](#)

December 2003: More words added to the English - Juralic languages vocabulary. There are now 1579 different words in the vocabulary (excluding all the different forms of nouns and verbs with morphological suffixes).

January 2004: An arrangement of the vocabularies has been added which begins with Atlantean words in A-Z order, followed by English translation and Juralic root. See: [Atlantean-English-Juralic vocabulary a-d](#)

February 2004: Begun detailed description of the Helvran Wars. Added some material to the "philosophy" sections.

March 2004: Concluded description of the Helvran Wars: [The Helvran War](#) Added more tables to genealogy section: [Genealogy- the third century](#). Adding more military maps for the campaigns of Ruthopheax I (620s onwards). [\(2\) 600-629](#) [\(3\) 629 - 648](#)

April - May 2004: Added indexes of major battles fought by the Atlanteans and updated maps showing their locations. [Index of Atlantean Army battles-alphabetical order](#) [Index of Atlantean Army battles-chronological order](#).
Added site map: [Site map](#)

June 2004: Added chapter on military geography of the Great Continent: [Military geography](#). Also started new section on a detailed military account of the "civil" wars of Ruthopheax I: [Ruthopheax I's war against the Republicans](#) and [Ruthopheax I's wars against State E, 1- 631-633](#) [Ruthopheax I's wars against State E, 2- 634](#)

July 2004: Wrote text for Ruthopheax I's civil wars.

August 2004: Completed text and maps about Ruthopheax I's wars.
Added table of inventions in the Atlantean period: [Table of inventions](#)

September 2004: Added an historical table of Atlantean intellectual endeavour: [Table of inventions](#).
Included three maps to illustrate the liberation of the Empire from the Tyrants, 828-829: [The Liberation- \(1\)- Feb - April 828](#) [The Liberation- \(2\)- April - Aug 828](#) [The Liberation- \(3\) Sept 828 - Jan 829](#)

October 2004: Section on the history of the Atlantean Navy: [The Atlantean Navy](#) (within folder on the Atlantean Army).
Entered sites and dates of all the important battles in Atlantean history on the maps of battle sites: [Battle sites NE](#) [Battle sites NW](#) [Battle sites SE](#) [Battle sites SW](#) [Battle sites central area](#)

November - December 2004: Added description of the Naval Battle of Sulosos (between Atlanteans and Skallands) in 746, with three maps, in section on the Atlantean navy: -[The Atlantean Navy](#)

January 2005: Additional pictures added to the site.

February 2005: New details of the final year of war between Atlantieh and Rabarrieh against the Basquecs in 750 have been added. [\(5\) 748-750](#) .
Also more pictures and paintings.

March 2005: Additional maps for the Great Continental War

April 2005: Additional images and pictures added to site.

July - August 2005: More images of Emperors added to site.

However, there is much more to add. In particular, I intend to:

1. Complete a full and detailed description of Atlantean grammar, and gradually add more of the vocabulary of the Juralic languages.
2. Describe in more detail the historical changes in phonology between Juralic and its four descendants.
3. Complete the list of Atlantean geographical place-names (towns, hills, mountains, rivers, etc), with an analysis for each of the derivation of the elements of the names (where known).

4. Reproduce more documents in the original language(s).
5. Give more specifics on the Atlantean arts, especially literature and music.
6. Give further details about the armies of Atlantis and her neighbours, including weaponry, dress and tactical formations and manoeuvres.
7. Produce more strategical descriptions and commentaries on the many military and naval campaigns in which Atlantis was involved. I have in my possession much more detail on, for example, the Family and Imperial Wars of the Fourth Century, the Ughan Wars of the next two centuries, the small campaigns of the Third Empire and the wars fought by and against the Tyrants.
8. Complete the genealogical tables of the Emperors.
9. Finish the description of science and invention under the Empires, as well as entering into more detail about the historical development of Atlantean linguistics, historiography, linguistics, biology, physics and chemistry.
10. Reproduce more pictures of Atlantean places and people.

[Home Page](#) [Site map](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Sitemap

Home page [A history of Atlantis and the Atlantean Empire](#)

Background colours and their significance on this website: [The significance of the background colours](#)

1. The History of Atlantis and her Empire

1.1 The discovery of the remains of the Atlantean civilisation and its predecessors: [Discovery of Atlantis](#)

1.2 Sources of Atlantean history [Sources of Atlantean history](#)

1.3 Overall outline of the history of Atlantis and her Empire [Outline of Atlantean history](#)

1.4 The First Empire, 199 - 361 (in five parts):

[First Empire-\(1\) to 261](#) [\(2\) 261-307](#) [\(3\) 307-323](#) [\(4\) 323-343](#) [\(5\) 343-361](#)

Detailed account: [The Helvran War](#)

1.45The Second Empire, 361 - 589 (in five parts):

[Second Empire- \(1\) 361 - 409](#) [\(2\) 409-478](#) [\(3\) 478-511](#) [\(4\) 511-563](#) [\(5\) 563 - 591](#)

1.6 The Republican and Imperialist period, 589 - 648 (in five parts):

[Republicans and Imperialists- \(1\) 591 - 600](#) [\(2\) 600-629](#) [\(3\) Louron Ruthopheax and the new world](#) [\(4\) The Wars of the Pretenders,1- 629-635](#) [\(5\) The Wars of the Pretenders,2- 636-648](#)

1.7 The Third Empire (until the Great Continental War), 648 - 743 (in three parts):

[Third Empire- \(1\) 648 - 670](#) [\(2\) 670-714](#) [\(3\) 714-743](#)

1.8 The Great Continental War, 743 - 750 (in five parts):

[The Continental War- \(1\) 743](#) [\(2\) 744](#) [\(3\) 745](#) [\(4\) 746-747](#) [\(5\) 748-750](#)

1.9 The Fourth Empire, 750 - 805 (in three parts):

[Fourth Empire- \(1\) 750 - 761](#) [\(2\) 762 - 781](#) [\(3\) 781 - 805](#)

1.10 The period of the Tyrants, 805 - 829 (in seven parts):

[The Tyrants- \(1\) 805 - 812](#) [\(2\) 812 - 816](#) [\(3\) 816 - 819](#) [\(4\) 820 - 827](#) [The Liberation- \(1\)- Feb - April 828](#) [The Liberation- \(2\)- April - Aug 828](#) [The Liberation- \(3\) Sept 828 - Jan 829](#)

1.11 The Fifth Empire

Part1, 829 - 865 (in 7 parts):

[Fifth Empire till 865- \(1\) 829 - 831](#) [\(2\) 831 - 844](#) [\(3\) The Great Northern War- 844](#) [\(4\) 845](#) [\(5\) 846](#) [\(6\) 847](#)
[\(7\) 848 - 865](#)

Part 2, 865 - 882 (in six parts):

[The Early Final Wars \(1\)- 865 - 875](#) [\(2\) 875 - 876](#) [\(3\) 876 - 877](#) [\(4\) 878 - 879](#) [\(5\) 879 - 880](#) [\(6\) 880 - 882](#)

Part 3, 882 - 890 (in five parts):

[The Later Final Wars \(1\) 883 - 885](#) [\(2\) 886 - 887](#) [\(3\) 887 part 1](#) [\(4\) 887 part 2](#) [\(5\) 888 - 890](#)

2. Atlantean Government and Society

[Government and Society- \(1\) 200 - 586](#) [Government and Society- \(2\)630 - 749](#) [Government and Society- \(3\)750 -](#)

[890](#)

3. Atlantean science and invention

[Science and Invention 200 - 630](#) [Table of inventions](#)

4. Atlantean philosophy and religion

[Atlantean philosophy - till 630](#) [Atlantean religion- to 360](#) [Atlantean religion- 360 - 650](#) [Atlantean philosophy & religion- 650 - 740](#) [Atlantean philosophy- 750 - 828](#) [Atlantean religion- 750 - 828](#) [Atlantean philosophy and religion- 828 - 890](#)

5. Symbols and images of Atlantis

[Atlantean symbols](#)

6. Atlantean genealogy of the Imperial dynasties

[Genealogy- the third century](#)

7. The Atlantean Army and military history

7.1 History of the Army:

[The Atlantean Army - till 361](#) [The Army- 361 - 585](#) [The Army- 585 - 740](#) [The Army- 740 - 890](#)

7.2 Maps of main battle sites:

[Battle sites NE](#) [Battle sites NW](#) [Battle sites SE](#) [Battle sites SW](#) [Battle sites central area](#)

7.3 Index of Atlantean battles, alphabetical and chronological, and map references:

[Index of Atlantean Army and Navy battles-alphabetical order](#) [Index of Atlantean Army battles-chronological order](#)

7.4 Detailed account of the Helvran War, 250 - 267:

[The Helvran War](#)

7.5 Detailed account of the campaigns of Bourbronna during his siege of Cennatlantis, 590 - 591 (original document):

[The siege of Cennatlantis, part 1](#) [The Siege of Cennatlantis, part 2](#) [The Siege of Cennatlantis, part 3](#) [The siege of Cennatlantis, part 4](#)

7.6 Detailed account of Ruthopheax I's wars: [Ruthopheax I's war against the Republicans](#) [Ruthopheax I's wars against State E, 1- 631-633](#) [Ruthopheax I's wars against State E, 2- 634](#) [Ruthopheax I's wars against State C- I- 644](#) [Ruthopheax I's wars against State C- 2- 645](#)

7.7 History of the Atlantean Navy: [The Atlantean Navy](#)

8. Maps of the Atlantean Empire

[Introduction to maps](#) [Continent NE](#) [Continent NW](#) [Continent SE](#) [Continent SW](#) [Atlantis- Atlantean homeland](#)

9. Geography of the Great Continent

9.1 [Geography](#)

9.2 [Military geography](#)

10. The languages of the Atlantean Empire and beyond

10.1 The languages of the Great Continent - introduction:

[Languages - introduction](#)

10.2 The Atlantean language

a. General:

[Atlantean language](#)

b. Detailed:

[Details of the Atlantean verb](#) [Irregular Atlantean verbs](#) [Irregular Atlantean nouns](#) [Irregular Atlantean adjectives and adverbs](#) [Remains of obsolete endings in Atlantean nouns](#) [Atlantean numerals 1](#) [Atlantean numerals 2](#)

10.3 The Juralic languages

a. General:

[The Juralic languages](#)

b. Detailed:

1. Atlantean-English-Juralic vocabulary list: [Atlantean-English-Juralic vocabulary a-d](#) [Atlantean-English-Juralic](#)

[vocabulary e-l](#) [Atlantean-English-Juralic vocabulary m-r](#) [Atlantean-English-Juralic vocabulary s-z](#)

2. Juralic-Atlantean-English vocabulary list: [Juralic-Atlantean-English vocabulary a-d](#) [Juralic-Atlantean-English vocabulary e-l](#) [Juralic-Atlantean-English vocabulary m-r](#) [Juralic-Atlantean-English vocabulary s-z](#)

3. English-Juralic-Chalcran-Helvrán-Yalland vocabulary list: [Juralic languages vocabulary \(1\) a-b](#) [Juralic languages vocabulary c-d](#) [Juralic languages vocabulary e-g](#) [Juralic languages vocabulary h-l](#) [Juralic languages vocabulary m-p](#) [Juralic languages vocabulary q-sh](#) [Juralic languages vocabulary si-th](#) [Juralic languages vocabulary ti-z](#)

10.4 Place names and their linguistic significance:

[Place names of the Great Continent](#) [place names elements](#)

10.5 Atlantean personal names

[Atlantean personal names](#)

11. Original documents from Atlantean times

11.1 Introduction to the original documents:

[Original documents - introduction](#)

11.2 Documents written by contemporaries and translated into English:

[Atlantean architecture](#) [Execution of Crehonerex](#) [Description of the Atlantean Empire](#) [Geography of the Great Continent](#) [History of Atlantean costume](#) [Immolation of the Squires](#) [The Overthrow of the Fourth Empire](#) [Ruthopheax I](#)

[The Golden and Silver ages of Atlantean literature, 250 -550](#) [The treachery in Helvrís, April 880](#) [The Atlantean War Game](#) [The siege of Cennatlantis, part 1](#) [The Siege of Cennatlantis, part 2](#) [The Siege of Cennatlantis, part 3](#) [The siege of Cennatlantis, part 4](#)

11.3 Documents in the original language and translated into English with a commentary in English:

[Creation of the world](#) [Creation of the world - analysis](#) [The Bride - excerpt from a play](#) [The Code of 1816](#)

12. What's new

[What's new](#)

[Home Page](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Sources of Atlantean history](#) [Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE EMPERORS OF ATLANTIS

EMPEROR	DATE	IMPORTANT FEATURES AND EVENTS OF REIGN
FIRST EMPIRE		
DYNASTY OF CELAMEL-RACREHEL		
LIR-CRAONOS	193-214	First Emperor following the end of the Kingdom of Atlantis
CAREL I	214-249	First great liberal and enlightened emperor
CAREL II	249-253	War against the Helvrans begins
CAREL II	253-262	War continued - Carel captured by Helvrans
CAO-MELĪON	262-285	Helvrans conquered. First imperialistic period
SIPHIRIXO	285-307	End of the first imperialistic period.
THE "FAMILY WARS"		
(YEASOR, LASSO, CEURALLA)	307-314	Wars of succession, with several short-lived emperors.
DYNASTY OF CELAMEL-RAMILLENEL		
RUTHOYON I	314-323	First of the more conservative emperors
RUTHOYON II	323-343	Great conqueror - takes over Chalcrans & Phonerians
CAO-THILDO I	343-347	Vicious and self-indulgent
CAO-THILDO II	347-	Cruel and autocratic - revolts lead to the Civil

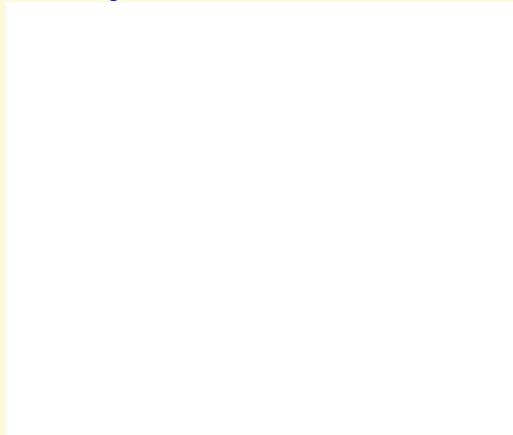
	353	Wars
CAO-THILDO III	353-358	A figurehead for a junta - killed in war by Lasso.
LASSO	358-361	"Reign of Terror", till overthrown by Atlaniphon I
SECOND EMPIRE		
DYNASTY OF CELAM-NORINDEL		
IUSTOS ATLANIPHON I	361-409	Greatest Emperor of the Second Empire - expanded Empire tremendously and reorganised Imperial government. "Classical period".
LASSO ATLANIPHON II	409-448	Second of the "Great Emperors" - cosmopolitan.
CAREL ATLANIPHON III	448-478	Third of the "Great Emperors" - art enthusiast, hated war.
THILDO I (SUAYOFO)	478-490	"Romantic Period" - a cultured introvert
FINFON (MESION)	490-499	Imperialist, blasphemous and a rake - overthrown.
(CARULLA) CEISILLE	499-504	First Empress - very strong-willed
PAREON (SIPHON)	504-511	Husband of Ceisille, and ruled by her.
(CAREL) ATLANICEREX	511-526	Centralising Emperor. First attacks on Empire by nomads and barbarians. Overthrown in Great Civil War, 524-526
DYNASTY OF CELAM-RAPARENEL		
(SIPHON) CREHONEREX I	526-544	Conservative Emperor- wins the Third Ughan War of 536-9
(CARON) CREHONEREX II	544-556	Still more traditionalist - increased pressure on borders by nomads
THILDO II (LOUROYON)	556-563	Vicious, violent and corrupt. Overthrown in the end.
MEISON I (LOUROYON)	563-572	More liberal and pacific
(IAIROS) CREHONEREX III	572-585	Right-wing, period of growth of republican opposition. Starts disastrous Basquec War (582)-overthrown
DYNASTY OF CELAM-NORRULLEL		

MEISON II (SIPHRIX)	585-587	Rebellion by some provinces of Empire. Overthrown
(IAIROS) CREHONEREX III	587-591	Defeated & captured by republicans. Executed 591. Republic declared in rebellious provinces, 589
WARS BETWEEN IMPERIALISTS AND REPUBLICANS	591-628	The Republic lasts till 628 in the western and central provinces - overthrown by the Imperialists. The Imperial provinces split into warring factions in this period. Recurrent attacks by barbarians.
WARS OF THE PRETENDERS	629-648	The various Imperialist pretenders to the crown fight amongst themselves. Ruthopheax I reunites the empire by 648. Throughout the whole period, nomads and surrounding states have invaded and occupied parts of the former empire.
THIRD EMPIRE		
DYNASTY OF CELAM-PUAINUOS		
(LOURON) RUTHOPHEAX I	648-670	Successfully fights against Ughans and Basquecs and founds the Third Empire, run by the "Squires" - retires in 670
(IUSTOS) RUTHOPHEAX II	670-690	Conscientious but authoritarian
(SIPHON) RUTHOPHEAX III	690-714	Benevolent authoritarian - very interested in the arts
(LOURON) RUTHOPHEAX IV	714-721	Reactionary and cruel tyrant - overthrown
DYNASTY OF CELAM-NIXALEN		
(CARON) BRANCERIX I	721-726	A cautious reformer
(MEISON) BRANCERIX II	726-732	Conservative - began the secret "Industrial Revolution"
(MEISON) BRANCERIX III	732-749	Led Atlantis and allies against the Basquecs and allies in the Great Continental War (743-750). Overthrown by coup in 749
FOURTH EMPIRE		
DYNASTY OF CELAM-THESTEL		
SUALOFO THILDOYON	750-762	Ends "squirearchical" Empire and initiates "Democratic" Empire.

LURON IUSTACIN	762-768	Intervenes in Basquec Civil War
CREHOLOS TUOLDON	768-781	Empire industrialises. Emperor converts to Naturism and abdicates.
LIRINNA SIFONE	781-789	Growth of the Guilds. Empress possibly murdered.
SUALOFO PAREON	789-799	The Southern Rebellion - war with Rabarrieh. Emperor assassinated.
THILDO RATHAYAN	799-805	Increasing power of Brotherhood Party -coup in 805
THE TYRANT EMPERORS		
THOUN CELEUOS	805-812	Tyrannical ex-soldier - wars on many fronts - overthrown
BORBAR MEASEL	812-820	Harsh tyrant - began persecution of non-Juralic citizens
BROTHERHOOD-FEDERATION OF ATLANTIS		
BRINDOR CREDHOS RUTHOPHEAS	820-828	Greatest tyrant of all - wars, murders and cleansing of minorities - overthrown in civil war
FIFTH EMPIRE		
DYNASTY OF CELAM-RAYUSTEL		
PAREON GESTIL (ATLANIPHON IV)	828-831	Overthrows Brindor, then stands down.
(THILDO) GAILONEX	831-865	Last great Emperor, establishes Fourth Empire. Wins Great Northern War
(CREHOLOS) GAISTULEX}	865-880	Gaistulex and Gaiduiccon joint Emperors - ruled during "Final Wars" with Rabarrieh and allies later.
(BRINDOR) GAIDUICCON}	865-880	Gaistulex killed in 880
(BRINDOR) GAIDUICCON	880-883	Gaiduiccon now sole Emperor - makes truce in 882. Deposed by war-mongers in 883.
DYNASTY OF CELAM-FELEMBEL		

(BORBAR) CREHONEREX IV	883- 889	Presides over final utter defeat of Empire by enemies from all sides. Killed during storming of Atlantis city in 889.
	889	Collapse of last remaining Atlantean forces. Escape and odyssey of remaining
	890- 900	Internal revolts, geographical upheavals, eventual drowning or burying of most of the Great Continent.

[Home Page](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Battles of the Atlantean Army and Navy - chronological order

The list below includes all the most important battles and sieges with their dates, as fought by the Atlantean Army throughout its history. This history mentions them all, in greater or lesser depth. The location of many of the sites can be found from the various maps which are given as links. Each battle or siege indicates which map shows the site using the following abbreviations:

NE Map of battle sites north-east [Battle sites NE](#)
 NW Map of battle sites north-west [Battle sites NW](#)
 SE Map of battle sites south-east [Battle sites SE](#)
 SW Map of battle sites south-west [Battle sites SW](#)
 CEN Map of battle sites central area [Battle sites central area](#)

This a table of the symbols used to show the battle sites on the maps:

Explanation of symbols



Land battle site



Site of siege



Naval battle site

All with date of battle / siege

INDEX OF BATTLES

NAME OF BATTLE	YEAR	TYPE OF CONFLICT	NUMBER	MAP	WINNER	LOSER
Algrunix	253	BATTLE	1	C	HELV	ATL
Algrunix	312	BATTLE	2	C	YEASOR	LASSO

Anapend	828	BATTLE		C	BRINDOR	PAREON
Ancahouth	361	BATTLE		C	IUSTUS	LASSON
Anetako	844	BATTLE	1	NW	ATL	SKAL
Anetako	844	BATTLE	2	NW	SKAL	ATL
Atlandravizzi	537	SIEGE		NE	ATL	UGH
Atlandravizzi	744	BATTLE		NE	BAS	ATL
Atlaniphis	646	BATTLE	1	SW	LOURON	TUONDO
Atlaniphis	743	BATTLE	1	SE	BAS	ATL
Atlaniphis	747	BATTLE	2	SE	BAS	ATL
Atlaniphis	747	BATTLE	3	SE	ATL	BAS
Atlaniphis	748	SIEGE		SE	ATL	BAS
Atlano Mandengo	358	BATTLE		C	LASSON	CAO-THILDO II
Atlantis	354	SIEGE	1	C	CAO-THILDO II	CAREL
Atlantis	746	BATTLE	1	C	ATL	SKAL
Atlantis	828	SIEGE	2	C	PAREON	BRINDOR
Atlantis	888	BATTLE	2	C	RAB	ATL
Babemme	745	BATTLE		NE	BAS	ATL
Bavcuat	750	BATTLE		SE	BAS	ATL
Borepande	743	SIEGE		SE	UGH	ATL
Borfembe	746	BATTLE		C	ATL	SKAL
Bradghus	721	SIEGE		NE	UGH	ATL
Bratatinnu	537	BATTLE		NE	UGH	ATL
Buatloua	888	BATTLE		C	ATL	RAB
Buatphaio	748	BATTLE		NW	ATL	SKAL
Buresso	882	BATTLE		NE	UGH	ATL
Cennatlantis	524	BATTLE	1	C	REB	IMP
Cennatlantis	588	BATTLE	2	C	IMP	REP+G49
Cennatlantis	589	SIEGE	1	C	REP	IMP
Cennatlantis	745	SIEGE	2	C	ATL	BAS
Cennatlantis hills	590	BATTLE		C	REP	IMP
Cennetis	261	BATTLE	1	SW	HELV	ATL
Cennetis	878	BATTLE	2	SW	ATL	RAB
Cennis	252	BATTLE		C	HELV	ATL
Cresskor mountains	882	BATTLE	1	NW	UGH	ATL
Cresskor mountains	884	BATTLE	2	NW	ATL	UGH
Crolden hills	879	BATTLE	1	NE	ATL	RAB
Crolden hills	880	BATTLE	2	NE	UGH	ATL
Cuaduiith	750	BATTLE		SE	ATL	BAS
Dohgash	807	BATTLE		SW	RAB	ATL
Dravidos	745	SIEGE		NE	UGH	ATL
Dravidos	879	BATTLE	1	NE	BAS	ATL
Dravidos	879	BATTLE	2	NE	UGH	ATL
Dravipand	744	SIEGE		NE	UGH	ATL
Dravizzi	335	BATTLE	1	NE	ATL	CHAL

Dravizzi	744	BATTLE	2	NE	UGH	ATL
Dravizzi	885	BATTLE	3	NE	ATL	RAB
Dravizzi	886	BATTLE	4	NE	RAB	ATL
Failbloua	633	BATTLE		C	LOURON	CRECHONNI
Failrun	630	BATTLE	1	C	LOURON	CRECHONNI
Failrun	828	BATTLE	2	C	PAREON	BRINDOR
Failrunn	624	BATTLE	1	C	IMP	REP
Failrunn	630	BATTLE	2	C	LOURON	CRECHONNI
Failrunn	745	BATTLE	3	C	ATL	BAS
Fembepand	745	SIEGE		NE	UGH	ATL
Fourtis	588	BATTLE	1	C	REP	IMPS
Fourtis	828	BATTLE	2	C	BRINDOR	PAREON
Gennouth	844	NAVAL BATTLE		NW	SKAL	ATL
Gentis	746	BATTLE		C	ATL	BAS
Giestisso	538	BATTLE	1	NE	ATL	UGH
Giestisso	747	BATTLE	2	NE	BAS	ATL
Giezat	747	BATTLE		C	ATL	BAS
Giezuat	260	NAVAL BATTLE	1	SE	HELV	ATL
Giezuat	264	NAVAL BATTLE	2	SE	HELV	ATL
Giezuat	264	NAVAL BATTLE	3	SE	HELV	ATL
Giezuat	879	NAVAL BATTLE	4	SE	RAB	ATL
Grolodairo	876	BATTLE		SE	RAB	ATL
Helvris	266	SIEGE	1	SW	ATL	HELV
Helvris	525	SIEGE	2	SW	IMP	REB
Helvris	879	SIEGE	3	SW	RAB	ATL
Lillerunix	361	BATTLE		C	ATLANIPHON I	LASSON
Lourunn	887	BATTLE		C	ATL	RAB
Lovriun	877	BATTLE	1	NE	ATL	RAB
Lovriun	878	BATTLE	2	NE	ATL	RAB
Netaka Mountain	845	BATTLE		NW	SKAL	ATL
Noccsat	878	BATTLE		SE	RAB	ATL
Noilafa Buoumu	845	BATTLE	1	NW	ATL	SKAL
Noilafa Buoumu	887	BATTLE	2	NW	UGH	ATL
Nosinge	876	NAVAL BATTLE	1	SW	RAB	ATL
Nosinge	877	NAVAL BATTLE	2	SW	ATL	RAB
Noutens	748	SIEGE		SW	ATL	BAS
Numercuat	307	SIEGE		C	YEASOR	SIPHIRIXO
Nundler	747	NAVAL BATTLE		NW	SKAL	ATL
Phaiosos	744	NAVAL BATTLE	1	NW	SKAL	ATL
Phaiosos	846	NAVAL BATTLE	2	NW	ATL	SKAL
Phonimori	747	NAVAL BATTLE	1	NW	ATL	SKAL
Phonimori	845	NAVAL BATTLE	2	NW	ATL	SKAL
Pueggathis	743	SIEGE		NE	UGH	ATL
Pustabuataya	877	BATTLE	1	NE	RAB	ATL
Pustabuataya	878	BATTLE	2	NE	RAB	ATL

Quachach	661	BATTLE	1	SE	IMP	BAS
Quachach	750	BATTLE	2	SE	ATL	BAS
Raihco	645	NAVAL BATTLE		SW	LOURON	TUONDO
Raitix	887	BATTLE		C	ATL	UGH
Razira	465	BATTLE		SE	ATL	RAZ
River Atlanos	308	BATTLE		C	YEASOR	SIPHIRIXO
River Burtounna	745	BATTLE		NE	ATL	BAS
River Fellepp	313	BATTLE	1	C	RUTHOYON I	CEURALLA
River Fellepp	887	BATTLE	2	C	ATL	RAB
River Gesten	878	NAVAL BATTLE		SE	RAB	ATL
River Ghesse	311	BATTLE		C	LASSON	YEASOR
River Gonril	828	BATTLE		C	PAREON	BRINDOR
River Itheerdi	748	BATTLE		SE	BAS	RAB
River Vulcan	748	BATTLE		SE	BAS	ATL
River Yalloadairu	875	BATTLE	1	SE	ATL	RAB
River Yalloadairu	876	BATTLE	2	SE	RAB	ATL
Rivers Burastoura and Thyggis	877	BATTLE		SE	ATL	BAS
Ronhusso	880	BATTLE		NE	ATL	UGH
Rontisso	886	BATTLE		NE	RAB	ATL
Runcairn	745	BATTLE	1	NW	SKAL	ATL
Runcairn	846	BATTLE	2	NW	SKAL	ATL
Rundes	590	BATTLE	1	C	IMP	REP
Rundes	829	BATTLE	3	C	PAREON	BRINDOR
Rundes	590	BATTLE	2	C	REP	IMP
Runnates	746	BATTLE		NE	ATL	UGH
Siphiyan Islands	745	NAVAL BATTLE	1	SW	BAS	ATL
Siphiyan Islands	746	NAVAL BATTLE	2	SW	ATL	BAS
Sirottis	881	BATTLE	1	NE	RAB	ATL
Sirottis	885	BATTLE	2	NE	ATL	RAB
Snattarona	525	BATTLE	1	C	IMP	REB
Snattarona	745	BATTLE	2	C	BAS	IMP
Snattarona	747	BATTLE	3	C	ATL	BAS
Southern Colonies	793	SIEGE		SW	RAB	ATL
Suinnomiori islands	844	NAVAL BATTLE		NW	SKAL	ATL
Sulosos	746	NAVAL BATTLE	1	C	ATL	SKAL
Sulosos	845	NAVAL BATTLE	2	C	ATL	SKAL
Sulosos	888	BATTLE		C	RAB	ATL
Taigeheill	887	BATTLE		NE	UGH	ATL
Tilrase	357	BATTLE	1	C	LASSON	CAO-THILDO II
Tilrase	585	BATTLE	2	C	REP	IMP
Tilrase	630	BATTLE	3	C	LOURON	CRECHONNI
Tovduitth	750	BATTLE		SE	ATL	BAS
Tuellplas	744	BATTLE	1	NE	ATL	UGH
Tuellplas	744	BATTLE	2	NE	UGH	ATL

Ugholtis	255	SIEGE	1	C	HELV	ATL
Ugholtis	262	SIEGE	2	C	ATL	HELV
Upheril Mountains	745	BATTLE		NE	ATL	SKAL
Vailat	744	BATTLE	1	SW	ATL	BAS
Vailat	744	BATTLE	2	SW	BAS	ATL
Vulcanipand	744	BATTLE		SE	BAS	ATL
Yalgor,	525	BATTLE		C	REB	IMP
Yeldis	256	BATTLE		C	HELV	ATL
Yellis	880	BATTLE		NE	RAB	ATL
Yrullia	442	BATTLE		NE	ATL	UGH
Yzuephe	525	BATTLE		C	REB	IMP
Zhadvech	743	BATTLE		SE	BAS	ATL
Zueltix Mandengix	828	NAVAL BATTLE	1	C	PAREON	BRINDOR
Zueltix Mandengix	872	NAVAL BATTLE	2	C	RAB	ATL
Zueltix Mandengix	875	NAVAL BATTLE	3	C	ATL	RAB

KEY: ATL = ATLANTIS HELV = HELVRIS UGH = UGHRIEH BAS = BASQUESCIEH RAB = RABARRIEH IMP = IMPERIALISTS REB = REBELS REP = REPUBLICANS SKAL = SKALLANDIEH

[Home Page](#) [Battle sites NE](#) [Battle sites NW](#) [Battle sites SE](#) [Battle sites SW](#) [Battle sites central area](#) [Index of Atlantean Army battles-chronological order](#) [Military geography](#) [The Atlantean Navy](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society-\(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Atlantean navy

THE NAVY DURING THE FIRST AND SECOND EMPIRES TILL 585

The first naval base of the nascent Atlantean Empire was on eastern side of the Atlano Mandengio, the island opposite the city of Atlantis. This situation provided a sheltered and protected port and harbour from the earliest days. In the first half of the third century, this navy consisted of high-boarded sailing-ships little different from those used by merchants in their trading activities. Many also had oars for inshore manoeuvring. Atlantis' first major naval conflict was with the Phonerians, in the First War of 241 - 245. In this war the Atlanteans were seriously outmanoeuvred by the faster largely oared Phonerian ships, which could also ram. But these ships were generally too low to be able to board the higher Atlantean ships.

A few years later, the war with the Helvrans began. The naval side of this conflict was of vital importance to both sides, and here Atlantis came up against a very large force of oared galleys, developed by the Helvrans for use in the relatively sheltered Helvengio. These defeated the Atlanteans in the initial battles, as the latter's sailing-ships were unable to corner the galleys. Atlantis learned from this and built larger sail and oared galleys as well as some bigger ships operated purely by sail. With these developments and superior tactics, the Atlanteans eventually gained command of the seas. Tactics remained the use of bows and arrows and ramming and boarding enemy ships. After this time, and especially in the fourth century, fire-power on ships developed considerably, with the use of mechanical artillery (crossbows, catapults and ballistae) and fire projectiles.

About 270, after the conquest of Helvrieh and Manralia and the seizure of the main bases of the Helvran navy at Giezuat and Noehtens, a small naval force was established in the Helvengio, based at Giezuat and initially using captured Helvran ships.

In 318 there took place the Second War with the Phonerians. This time Atlantis used much larger sail and oared ships, now with some basic artillery on board. The Phonerians had also developed similar ships, but they were overwhelmed by the quantity and quality of the Atlantean force. The Phonerian navy had been based at Achosil and on other islands in the bay of Marossan. After the defeat of the Phonerians, Atlantis set up a third naval base at Achosil. Finally in 370 a fourth base was added, initially at Meisting in Th. Thiss. This was moved south to the new colony of Siphya around 500. These bases remained throughout the Second Empire, supplemented by smaller administrative and supply stations elsewhere, such as at Noehtens, Phaiosio, Nosinge and later on Phonaria and Trayanaxo, as well as the mid-channel fortress island of Pand-engeyu.

The Atlantean navy had relatively few combative tasks during the period of the Second Empire: their main task was to protect trade against raiders and pirates. In the Civil War of 524-526, there was some fighting between the rebel Giezuat navy and the loyalist Atlantean one, which led to the rebelling of the Atlantean force as well. Other forces remained inactive. There was also some sparring between Atlantis and the new Basquec forces around 500 - 510 in the south and again in the bigger war after 582. There were no important developments or changes to the ships at all during all this time, other than the increase and improvement of shipboards mechanical artillery and the gradual abandonment of oars in favour of sailing-ships. Galleys were rarely used by any of the great naval powers, but the Atlanteans, Basquecs and Eliossiens retained them for inshore work, amongst islands and on rivers.

THE REVOLUTION AND WARS OF THE PRETENDERS, 585 - 650

In the Revolutionary period, nearly all the naval forces of Atlantis went over to the Revolutionaries, with the exception of

some ships in Phonaria, which were soon overcome, and the fleet based at Siphya. Apart from skirmishes with the other Republican fleets, this loyalist navy remained in control of the Southern Channel in the 580s and early 590s. After that it was involved in a series of attacks by the Basquec navy which inflicted heavy losses and forced it back into harbour. The Atlantean southern colonies were hereafter cut off from all outside contact and supply until the 630s, other than via the difficult cross-desert journey through partially hostile territory to Yall. Thiss. During the period 600 - 620, Basquec naval raids penetrated right up the western coast of Th.Thiss. at times.

After the fall of Atlantis city to the Imperialists, the Atlantis based navy reverted to Imperialist (Ruthopheax's) control very quickly. However the fleet based in Yciel Atlantis remained true to the Republicans for a while and protected that province to which many Revolutionaries had fled. Later an Imperialist amphibious expedition from Phonaria and Atlantis reconquered Yciel Atlantis and defeated the republican navy. The Giezuat navy had joined the Imperialist faction of Group "A", and only came under Ruthopheax's control after his defeat of that power in 647.

The main change in armament was the introduction of gunpowder artillery on board after the 620s, chiefly in the Imperialist navies, but soon after in those of the Basquecs. The guns, all muzzle-loaders at first, grew heavier. As on land, the Basquecs experimented with rockets. These, like other early trials of steam-powered ships and ironclads were banned by Ruthopheax after the 660s.

THE NAVY DURING THE THIRD EMPIRE AND THE GREAT CONTINENTAL WAR, 650 - 750: THE COMING OF THE IRONCLADS



Part of a copy of a naval battle from the period of the Continental War

Until 743 this was another quiescent period for Atlantis, but various new, potentially rival navies appeared on the scene. In the north Anauren had the remains of the old Republican Achosil force. The main Atlantean base at Atlantis was moved north to Sulosos. Skallandieh also developed a navy chiefly in rivalry with Anauren. In the south, the Basquecs retained their navy and after about 610 began building it up in the same way as their army. Rabarrieh was the other rising naval power in this region. After the 710s, Basquecieh, Atlantis (secretly) and to a lesser extent the other powers, began serious experiments with stem-power and the use at sea, as on land, of rifled and breech-loading artillery and hand guns. Steam was also used experimentally on a few ships. The use of iron plating was also considered by the Basquecs, but as they assumed their ships were so superior anyway to those of any likely enemy, they did not bother very much about protecting their wooden fleet at this stage. These new ships had their first main actions against the Rabarrans in the 730s, and won a number of successes as the Rabarrans' navy was still very largely traditional. The successes of the Basquecs alerted all the other nations to the power of the new ships Basquecieh was launching. Atlantis, Rabarrieh, and to a lesser extent Skallandieh and Anauren all openly threw their energies into trying to match the Basquecs after the mid 730s. As Basquecieh began planning her great war against Atlantis, she deliberately helped Skallandieh improve its fleet in order that she should be able to attack Atlantis from the north when the time came.

By 743, and the start of the Great Continental War, many ships in every navy were equipped with bigger rifled guns, mostly breech-loaders, firing shells. However the majority of these navies, even including the Basquecs, had still a larger number of older ships with a mixture of muzzle-loading, breech-loading, rifled and non-rifled, shell and cannon-ball firing artillery. A relatively small number were steam-powered and even fewer were ironclad at this stage. The following table shows the situation of the Great Powers at the outbreak of war - it only includes the ships-of-the-line (or battleships) of each country. They all also had many smaller ships, frigates, gunboats, etc., very few of which were armed in the modern way:

Basquecs: 14 ships. 10 shell-firing. 7 breech-loading. 7 steam. 6 ironclad.

Atlanteans: 24 ships. 8 shell-firing. 8 breech-loading. 7 steam. 5 ironclad.

Rabarrans: 9 ships. 5 shell-firing. 5 breech-loading. 2 steam. 4 ironclad.

Skallands: 9 ships. 7 shell-firing. 8 breech-loading. 5 steam. 4 ironclad.

Anauren: 10 ships. 3 shell-firing. 4 breech-loading. 2 steam. 2 ironclad.

In the Great Continental War of 743 - 750, the Atlantean navy faced its greatest challenge ever. It was faced by the Basquecs in the south, and the Skallands in the north, which had as its disposal additionally the navy of Anauren, as a result of its brilliant attack in 744. Atlantis was supported by Rabarrieh. As the war progressed, the number of ships on all sides armed with rifled breech-loaders and shell ammunition increased, but Basquecieh had the initial superiority, as it did also on land. This entailed also the use of steam on some ships. Subsequently all nations also adopted armoured protection for their ships.

THE NAVAL BATTLE OF SULOSOS, JUNE 15th 746

THE PRELIMINARIES TO BATTLE

The two navies which took part in this battle were the Skalland and the Atlantean. The former were covering the landing of Skalland forces near Sulosos, whence they were marching on Atlantis itself. The latter consisted of part of the Achosil fleet, which had been able to move southwards, well out to sea past the Skalland navy, then into the southern end of the channel west of Atlantis city. There it picked up reinforcements from the Atlantean navy and moved on north out of the straits. Now searching to give battle with the Skallands, it was in fact spotted first by a Skalland cruiser, and the Skallands moved deliberately westwards away from the land. The Atlanteans approached the former position of the Skallands and then an Atlantean frigate also discovered the Skallands on their port flank.

The Atlanteans were led by Admiral Giben, who commanded the Achosil fleet and all the ships in this battle, and the Skallands by their overall Admiral, Mecishevif ("Admiral") Opazin Zifel, or Opazin for short. Opazin had a total of 10 battleships, two iron cruisers, three wooden frigates and two armoured wooden battleships. Once the Atlanteans had been spotted, he immediately ordered an attack on them. The Atlanteans had 9 battleships, 4 cruisers and 2 armoured wooden ships. Both admirals had drilled their captains on the tactics they would use in a sea battle. Opazin always aimed to attack and he ordered his ships to get into a line ahead formation of groups of three ships and cross in front of the Atlantean line. Each group was led by a ship which was a strong rammer and able to fire forwards, protected on each flank by slightly weaker broadside ships. The front one was the "One", the flagship of Admiral Opazin. There followed the three groups of three ships, in arrowhead formation. At the back of the line came the "Four", the two cruisers "Twelve" and "Briton" and the two armoured ships "Caledonia" and "Repulse". (Note that the Skallands did not give their ships names, only numbers). This all caused some problems and the whole Fleet more or less halted between 1.40pm and 2pm to sort themselves out.

Giben, when he learned that the Skalland lay to his port and rear, out to sea, turned his whole force round and began to move SW in line ahead by single ships. He kept his four cruisers to the east of (behind) the front main line, with the two armoured wooden ships, "Carel I" and "Carel II", behind them. By 2pm, both fleets lay almost motionless, two or three miles apart, the Skallands facing east and the Atlanteans now more or southwards but still to the north-east of the Skallands. Giben set off again at 2.30pm and was in a position now to cross in front of the leading Skalland group some 3/4 mile to the west. led by the flagship "Iustos Atlaniphon". The other battleships followed, and the fifth in line, "Louron Ruthopheax" was the second-in -command. This suited Atlantean tactics, the famous "crossing the T", whereby each ship could concentrate all its guns on each of the enemy ships, one at a time.

SPECIFICATION OF THE SHIPS IN THE BATTLE

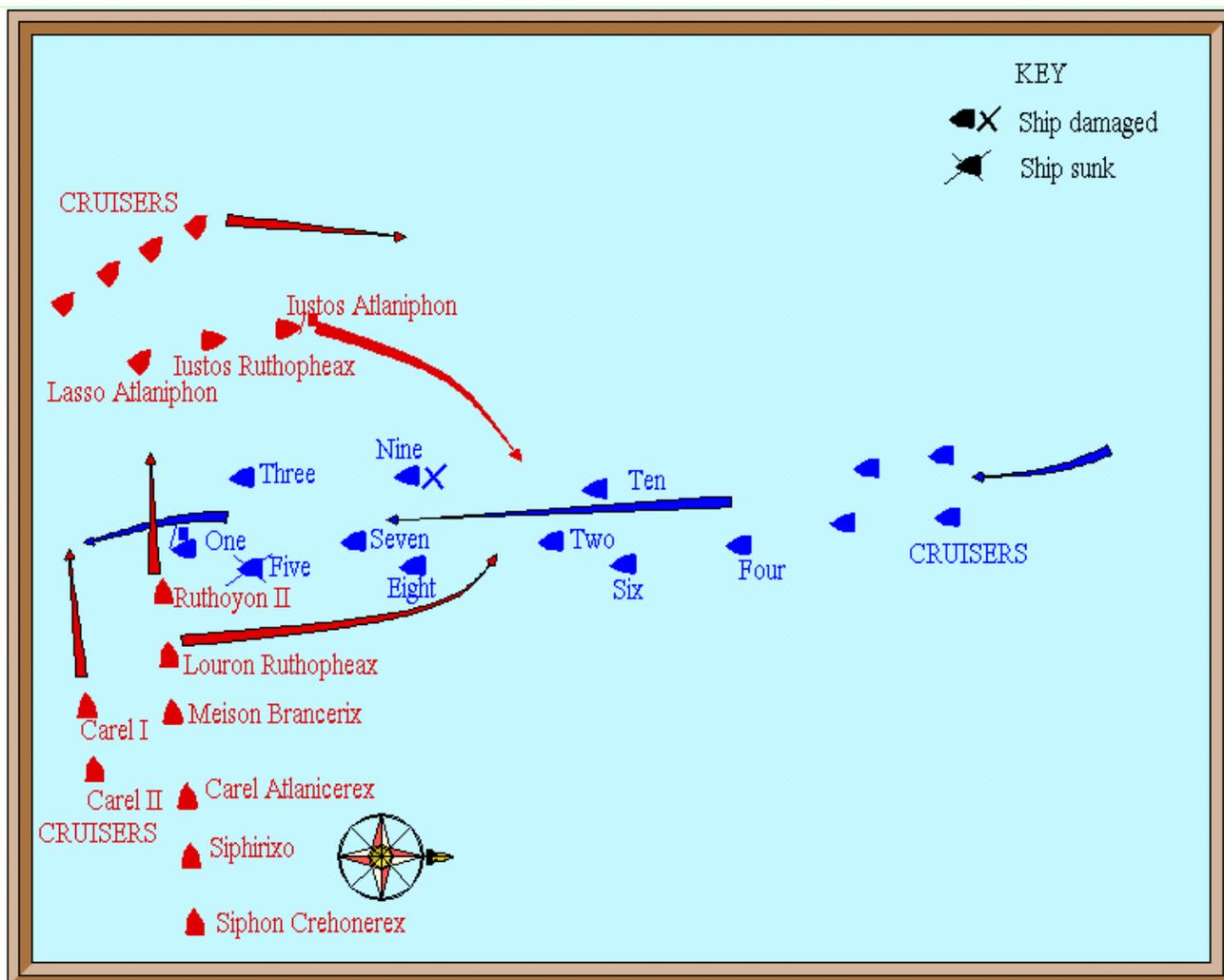
NAME	TYPE	GUNS (")	ARMOUR(")	SPEED (mph)
ATLANTEANS				
Ruthoyon II	Turret	12	10	13.5
Iustos Atlaniphon	Turret	12	11	13.5
Iustos Ruthopheax	Barbette	12	11	12
Lasso Atlaniphon	Barbette	10	10	14.5
Siphirixo	Central battery	9	9	14
Carel Atlanicerex	Central battery	9	9	14

Louron Ruthopheax	Turret	11	11	13.5
Meison Brancerix	Turret	10	10	14
Siphon Crehonerex	Broadside	9	6	13.5
SKALLANDS				
Three	Central battery	10	9	13
Two	Central battery	9	8	13
Five	Central battery	9	8	13
Nine	Broadside	8	4.5	13
Eight	Broadside	7	4.5	12
Six	Broadside	8	4.5	13
Ten	Broadside	8	4.5	13
Four	Broadside	8	4.5	12
One	Turret	12	12	14
Seven	Turret	12	7	13

THE START OF THE BATTLE, 2.30PM - 3PM

From 2.30pm onwards (see first diagram), the leading three Atlantean battleships fired broadsides of 12" shells at the approaching "One", with little effect on her 12" armour. Failing to ram, she passed between the "Lasso Atlaniphon" and the "Ruthoyon II". The leading three Atlantean ships, under Giben's orders, now swung round to the SW and later west, firing now at "Three", which was also virtually unscathed. "Five", a weaker broadside ship, was approached head on by "Ruthoyon II". Giben had always ordered his ships not to try to ram the enemy, but the captain of the "Ruthoyon II" could not restrain himself from trying. Further exchanges of fire swept the "Five", and as "Ruthoyon II" backed away, about 3pm, the "Five" suddenly sank, with the loss of 500 men.

Meanwhile "Iustos Atlaniphon", "Iustos Ruthopheax" and "Lasso Atlaniphon" moved east parallel with the Skallands, both sides exchanging fire fairly ineffectively. "Iustos Atlaniphon" then led her ships into the Skalland line roughly where the "Two" group was moving. To the north, on the initiative of the second-in-command, following "Ruthoyon II's" ramming, the remaining ships, led by "Louron Ruthopheax", moved east up the southern flank of the Skallands, with the idea of meeting Giben's group further west and cutting off a portion of the Skalland line. Thus after 3pm (see diagram 2), his ships closed in on the "Eight", cutting in front of the "Two". The two Atlantean battleships, "Louron Ruthopheax" and "Meison Brancerix", poured shells on to the little "Eight", really only a second-class ship with 4.5" armour and mostly 7" guns, and by 3.15pm she was a blazing wreck. The Atlantean ships eventually left her, unable to sink her, though she did in fact sink soon after. "Ruthoyon II", having dealt with the "Five", joined in the closing stages of this battle. Then "Seven", trying to help "Eight", began firing on "Ruthoyon II" and her 12" guns succeeded in holing the latter beneath a turret, incapacitating her two rear guns. The two ships drew apart a little later.



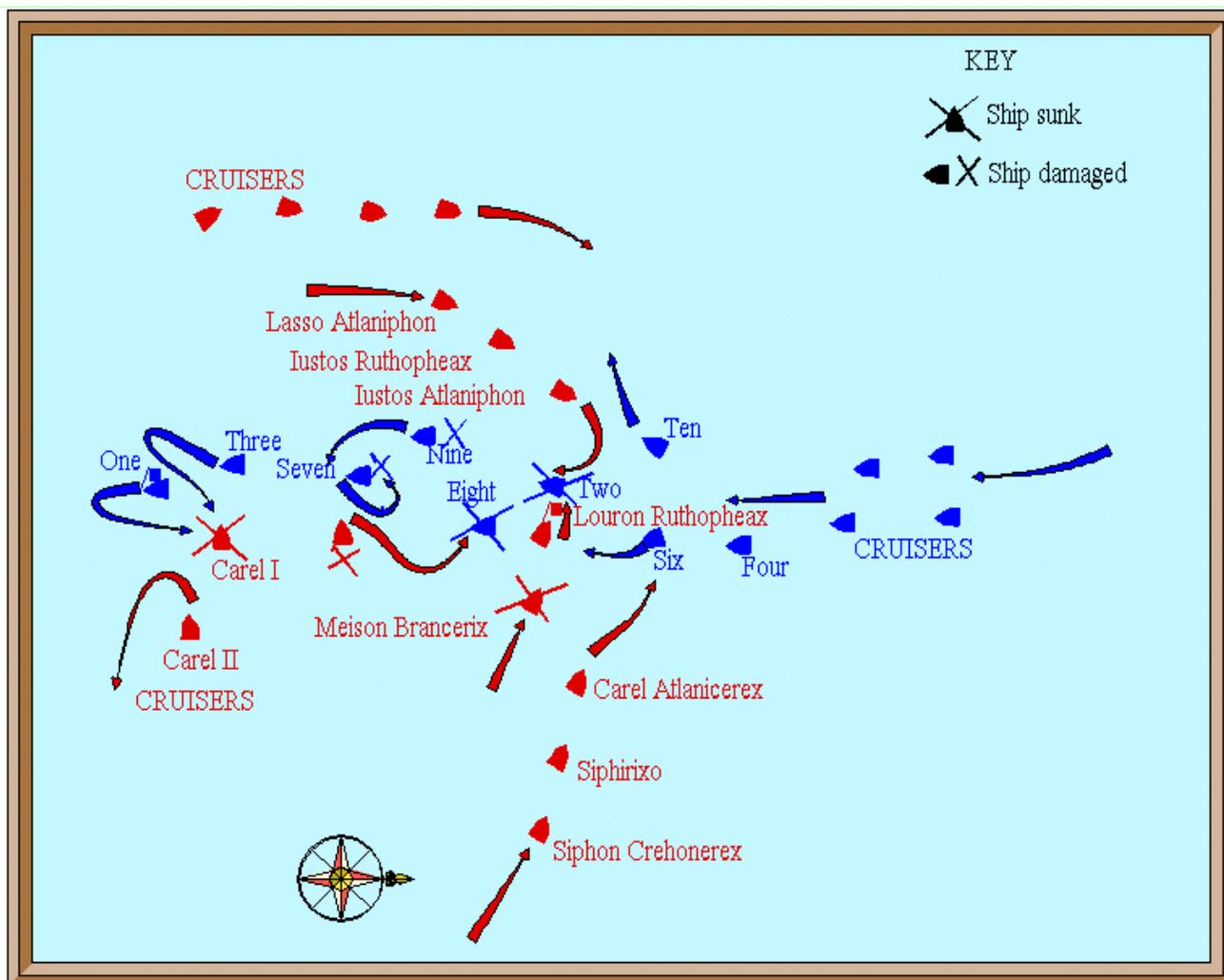
The naval battle of Sulosos, 2.30pm - 3.00pm

The originally leading Skalland group, "One" and "Three", but now minus "Five", having passed through the Atlantean line, turned to return to the fray. Just after 3pm, under Opazin's direction, they crashed into the "Carel I", the first of the two armoured wooden ships in the Atlantean second line. The outcome of this battle could be in little doubt, and the second armoured ship, "Carel II", hastily reversed back northwards. She escaped, but "Carel II" sank after 20 minutes, virtually unnoticed by the participants in the main battle to the west.

THE MAIN PART OF THE BATTLE, 3PM - 3.30PM

The Skalland line of battle was now cut in two, completely disordered, and the central part of it lay at the mercy of the two lines of Atlantean ships - to north and south. Giben led his three ships back east, aiming at the "Two" and the remains of the front portion of the Skalland battle-line, while the rear five ships, led by "Louron Ruthopheax", having finished off the "Eight", signalled to the Admiral that they would carry on moving SW against the "Two", as well, and then the rear of the Skalland line. It has since been argued that one of these groups should have continued west against the rear Skalland ships. But Giben said later that he thought his three ships were too few to fight against 7 Skalland ships.

About 3.15pm Giben led his three leading battleships, still all in reasonably good condition, towards the starboard of "Two". To the north, "Ten", of the same Skalland group, sheered off to the west, exchanging fire briefly with "Lustos Atlaniphon", though this resulted in little damage to either ship. "Lustos Atlaniphon" then engaged "Two" from the starboard. The "Two" had already been firing fruitlessly on "Louron Ruthopheax" for about 20 minutes, and once "Eight" had been finished off, "Meison Brancerix" joined the fight against her from her port side. "Two" could not stand such pounding, and by 3.30pm she was listing heavily, finally foundering some 10 minutes later, with the loss of many men. But before she sank, "Two" took "Meison Brancerix" with her. Two 9" shots passed through the Atlantean ship's 10" armour and reached the shells in the armoury. Fires began and then at 3.35pm, the "Meison Brancerix" blew up in a huge explosion and sank with the loss of nearly all her crew. The explosion also caused some damage to "Louron Ruthopheax", which was nearby.



The naval battle of Sulosos, 3.00pm - 3.30pm

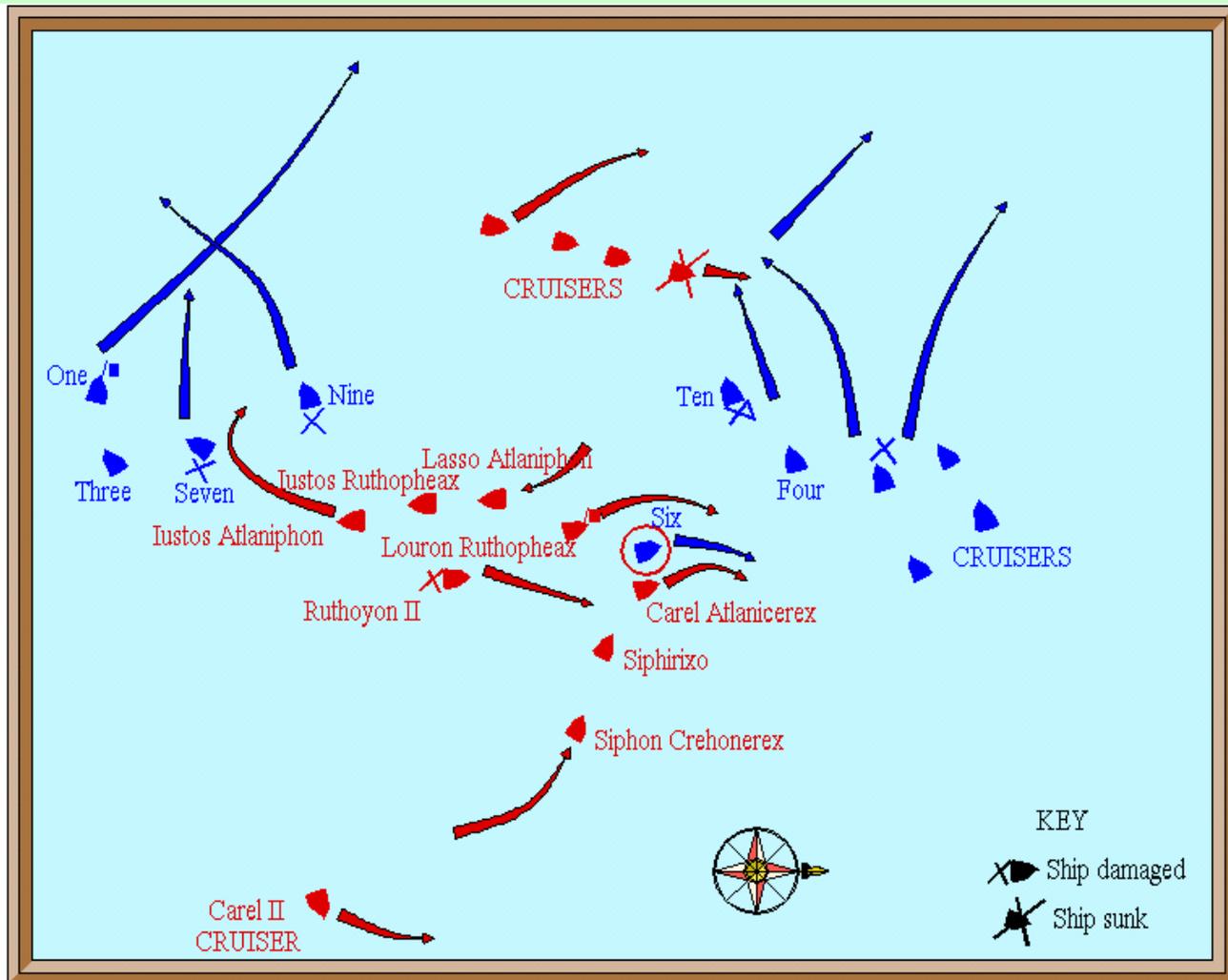
The port ship of this Skalland group, "Six", briefly engaged "Meison Brancerix" but thereafter found herself approached by the northwards moving rear ships of the Atlantean line - "Carel Atlanicerex", "Siphirizo" and "Siphon Crehonerex". She tried to escape northwards, but her rudder was seriously damaged and she was virtually immobilised by 3.50pm. Remarkably this weak ship survived, because "Carel Atlanicerex" drew alongside, and calling on her to surrender, she did so. She was then captured, having lost 120 men.

THE ATLANTEAN VICTORY, 3.30pm - 4.15pm

This was virtually the end of the real battle, as the Skalland ships began fleeing in all directions. Opazin, leading the "One" and "Three" after his battle with the Atlantean wooden ships in the far east, was at first undecided what to do next. Soon after 3.30pm the damaged "Seven" lumbered up to join them, but its speed was dropping all the time. Opazin, from what he could see and learn from the "Seven", decided that his fleet was shattered beyond redemption. He decided that "One" and "Three" would move off southwards to try to get round the Atlanteans and end up to the north of them, from where they could try to regain their home base. This he did, eventually joining the rear Skalland cruisers and armoured ships which survived the fight in the west. "Seven" was left to follow as best she could, and she did indeed escape, as there were no Atlantean ships chasing her. The damaged "Nine" also joined this group and got away successfully.

In the west, the rear Skalland armoured ships and cruisers had been ordered at the start to keep clear of the action, unless they were signalled specifically to join in. As a result, for the best part of an hour, they hovered around west of the battle, accompanied by the "Four", which was supposed to protect them, and hence did not engage in the action at all. After 3.30pm, as "Louron Ruthopheax" was seen moving towards them from the NE, and the four Atlantean cruisers which had remained south of the action, approached from the SE, all the Skalland ships veered off to the south, joining "Ten". There followed a clash between the leading Atlantean cruiser and "Ten" and "Four". The weak Skalland ships, with their 7" or 8" guns and 4.5-5.5" armour, were joined by the armoured cruiser "Twelve" with 8" guns. The Atlantean cruisers had mostly 8" guns, though they could move at a greater speed than the Skalland ships. The battle raged for half an hour, from 3.30pm till 4pm, and the Atlantean cruiser and the "Twelve" suffered moderate damage. Two shells then hit the Atlantean cruiser

below the water line and by 4pm she was sinking. "Twelve" then drew off. "Ten" had also been engaged by two other Atlantean cruisers which between them damaged her superstructure and some guns. Finally the two sides parted, and the Skallands made for the north, while the Atlanteans moved back towards Atlantis.



The naval battle of Sulosos, 3.30pm - 4.15pm

The battle was over by 4.15pm, and showed an overwhelming Atlantean victory:

The Skallands had the following casualties:

Battleships:

"Eight", "Two" and "Five" sunk.

"Ten" and "Nine" damaged.

"Six" damaged and captured.

Cruisers:

"Twelve" damaged.

The remaining ships escaped. At least 1900 men were killed and many hundreds wounded and captured.

By contrast, the Atlanteans lost:

Battleships:

"Meison Brancerix" sunk.

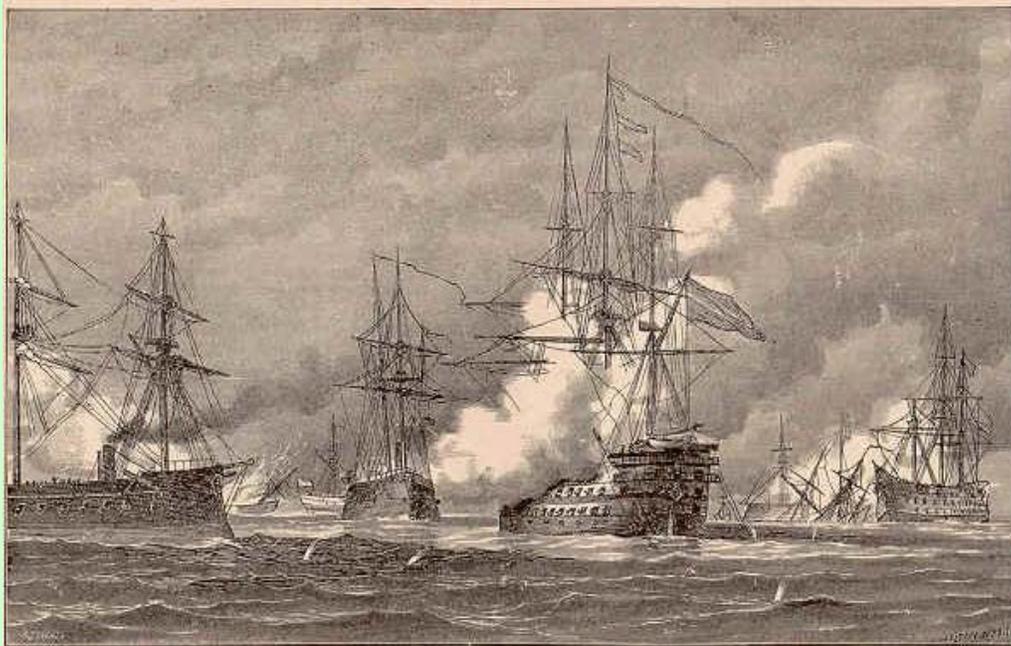
"Ruthoyon II" damaged.

Cruisers:

One cruiser plus one armoured ship ("Carel I") sunk.

About 900 men died and another 350 were injured.

Why were the Atlanteans so successful? Firstly they managed to amalgamate two separate fleets, giving nine battleships in all, which they concentrated against parts of the slightly stronger Skalland fleet (ten battleships). The Atlantean ships were overall much more powerful than the Skallands. Their 9" - 12" guns massively outnumbered the Skallands, who had mostly 7", 8" and 9". Also their armour was usually 10" or 11", whereas the Skalland had 7"-9" or even 4.5" and 5.5". Furthermore Atlantean tactical doctrine and training now meant that their ships moved about methodically, overwhelming individual Skalland ships, whereas the Skallands just milled about in a disorganised way, once their initial plan had failed and the admiral was out of sight and hearing, in the far east, where he was unable to influence events. Finally the Atlanteans barbetted and turreted guns could be worked more quickly and accurately than the Skallands, who had mixed turrets and broadsides.



View of part of the battle of Sulosos, from a modern reproduction of an Atlantean original (much damaged)

THE IRONCLAD ERA, 750 - 828

Most navies had adopted rifled breech-loading guns on the vast majority of their ships by the end of the Continental War. Steam-power had also been adopted on all the larger ships and over the following decade became universal. Armour was also used on all ships over the following 15 years. Sail, which was used along with steam throughout the 740s and 750s was thereafter gradually dropped and ships relied on steam only by the 770s and 780s. Atlantis' navies were still based on the traditional ports of Sulosos, Achosil and Siphya with the smaller bases in between. Although there was a little fighting during the period of the Basquec Civil War in the 770s, the next main period of conflict for Atlantis was against Rabarrieh in the late 780s and early 790s, and more in the 800s. After this the Southern Colonies were lost and Atlantis had to give up her base at Siphya. It was moved to Numedeas, but this area too fell to the Rabarrans soon after, and from 805 Meisting was reactivated as the southernmost naval base. As even this area was too close to the Rabarrans after the 810s, the Atlanteans, under the Tyrants, shifted the base out to sea, to the Zuelix Mandengix. When the Tyrants were overthrown, in 827-828, there were further naval clashes within the Atlantean navy between fleets supporting the Tyrants and those supporting the rebels.

The naval battles of this period can be roughly compared with those of comparable epochs in our modern era. While the Continental War period somewhat resembles the early 1860s, with the partially ironclad and steam-powered naval clashes of the American Civil War and the Battle of Lissa, the fighting in the 770s is closer to our 1870s and the 790s to our 1880s. The fighting in the 800s and 820s brings us up to our 1890s (the Battle of the Yalu). Later we can compare the battles of the Great Northern War in the 840s to the early 1900s (Spanish-American War and Tsushima) and the Final Wars (after the 870s) to the later 1900s - but without the

development of "dreadnoughts".) (Editor).

THE FIFTH EMPIRE

The first major war involving sea-power in this period was the Great Northern War against the Skallands in 844-847. Thereafter Atlantis handed over the protection of Phonaria, Yciel Atlantis and the Eliossia and Marossa Lirancix to Quendelieh. She kept her ships in the base at Achosil and throughout this period virtually shared control of the Helvengio with the Rabarrans, from her base at Giezuat. In the Final Wars, control of the Helvengio was wrested from Atlantis by the Rabarrans in the 870s. She was however supported by the Quendelien navy against the Skallands throughout most of the 870s, until the withdrawal of Skallandieh from the war. She nevertheless managed to retain control of the seas around Atlantis city, as far south as the Zuelix Mandengix and as far north as the Marossa Liranca, despite the encroachments of the Rabarrans in the south and the Skallands in the north, until her final defeat in 888. Thereafter the navy protected the flight of the last Atlanteans after the fall of the City, and their epic journey to Yciel Atlantis. After the refugees had been safely landed there, the remains of this Atlantean navy was sunk in a final battle off Phonero. Following their later Odyssey, most of any remaining ships were also defeated near Atlantis itself.

[Home Page](#) [The Army- 361 - 585](#) [Battle sites central area](#) [Index of Atlantean Army and Navy battles-alphabetical order](#) [Index of Atlantean Army battles-chronological order](#) [Military geography](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"Tontousuyu Thehotte": "The Creation of the Universe".

Below is the first part of the great work by the religious thinker and writer, Ramillenele, called "Tontousuyu Thehotte" or "The Creation of the Universe". This represents the first written account of the standard beliefs of the Official Religion, and was the basic text used for centuries afterwards by its priests and believers. It is given in the original Atlantean, and then in an English translation. The same text, in Chalcran, was used in the Chalcran Empire, and the first line of it is also given in Chalcran, for comparison. The equivalent of the Official Religion in the Helvran Empire, and in Yalland areas, was somewhat different to the Atlantean version, but after these areas became part of the Atlantean Empire, Ramillenele's writings were translated into Helvran and Yalland, and parts were also adapted to local use. Again the first sentence is given in Helvran and Yalland. Following that is a closer linguistic commentary.

TONTOUSUYU THEHOTTE

Siurgesusil eanathe bour thehon tontousuyu, can dithehex, Endao.

Plein lumphuyu e risayu aisondur, thehathetontousun rota deican. Enan thuyan tuaincar e naohuar, nundar e gestar dorienaxa, danathe dao heihain saophettun e bourban mayan e tontix ernathen daolix.

Thai buou anthuix eathen enuix, per thiai buou eathen sualix, e anthuyetix enuanathen, tuaince e naohue, nunde e geste.

Ian taiyathe dao tuaincanthuyan ei lemb tuaincar dimeu thain lumphun e laiphun, deucies exathe theh enun bourbun ouusun ahneyun, til folgiensan. Dorse ernathe folgiens dayun ceyun.

Uyehe taiyathe naoanthuyan ei lemb naohuar dimeu lumphun, per denun laiphun. Dorse thehapheth noura, daodie cintuye.

Narcehe enuanathen folgiens e noura. Nundanthuye e gestanthuye douraphethen nundar e gestar, deucies exathen theh meu tincsix pustix lumphuyu, tincix. Per en can enu ernathe dao, naohuisuyu antincu.

Thial eathe diehe dao sentul, pear nitaildaxa huaccul bei einaibe.

Ian thehathetontousun can zuayan e dunan, tommanan ernaxan. Engio e duna ernathen dai, per tommana can dehles.

Narcies thehathetontousun teccan tommanasil, failix, fondix e enai scatisan.

Deucies exathen saoph enai, aisondur saopheyix e tuellissix fondai, per undunissix dai, ye thehapheth tommana, rottuigiathe dao graohan, daothaxan. Naittuyehe naimiathen zuei tainna einain heiheyun siurgesun.

Yaincu ai cencathen einai crehix naittuyehe naimathen graohan e mayan tontan dayun.

Missies dinaimathen ianan Endan e pethathen cies easiasen en can til thehaxix dai.

Dao thehathe ainurgonduehe misse dai – anahnughoyan, ancrulsun, e andunarursun, e narcies sunathe thea.

Per dai can, cian naittuyehe taildaphethen bourdai, rottiugiathen meu pustissix dai, heiheyix elthix, cianai taildethen enai til cenndai.

THE CREATION OF THE UNIVERSE

(Translation into English)

-

In the beginning there was the Great Creator of All, who was Himself uncreated, Original God.

He was filled with light and air, and out of Himself, He created everything.

He sent a wind to the south and the west, and to the north and east, and gave them awareness and great power, and all became gods.

The first two winds were male, but the second two were female, and the married in pairs, south and west, north and east.

God now told the South Wind to take some of his light and heat to the south, and there create a great fiery being, the Sun.

And the Sun became the fifth god.

Similarly He told the West Wind to take light to the west, but no heat. And the Moon was created there, the sixth god.

And the Sun and the Moon were married. The North and the East Winds were then sent north and east to create many small sparkles of light, the stars. But only one of these became a god, the Evening Star.

This was formerly the seventh god, though man has wrongly called it the eighth.

And God Himself now created water and earth, and made the World. The sea and the earth became gods, but the World itself was not a god.

He then created all the life on earth, plants, animals, and lastly, mankind.

In order that men and women, who were conscious and greater than the animals, though lower than the gods, should understand how the world was created, God brought Thunder into being, and made it divine. And its noise always reminded men of their origin.

And when men fought wars with each other, they remembered the thunder and the might of the gods.

Indeed they soon forgot Great God, and only thought of the created gods.

And God continued to create more gods – volcanoes, ice and earthquakes, and then he rested.

But the gods themselves, who were afterwards called the Old Gods, produced many smaller gods as their offspring, and these were called the New Gods.

Examples of the first sentence in Atlantean, Chalcran, Helvran and Yalland.

-

Atlantean:

Siurgesusil eanathe bour thehon tontousuyu, can dithehax, endao.

Chalcran:

Siloggisuzzi irassa bourbi techonni tonnusulli, ca ditechacsa, endoda.

Helvran:

Zie Ziurgz id borb seken dondozel, gon dieseakaks, endad.

Yalland:

Diraregiros oiredo foib theuccin doddoirol, gan ditheuccire, indaudh.

There is a close linguistic analysis of this Atlantean document at [Creation of the world - analysis](#)

[Home Page](#) [Original documents - introduction](#)





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Code of 816.

RECCETA IASUYU 816

1. Recce eanethe ed aind mounottix til saindayu. Ian e yoyanesil aithe sainda ruhettu bei Thettai, cianai nariurgethen Thaothettabban til bourban Yrutiensayu.
2. Thaotha lucienethe sainda einan recceyu e reccimayu.
3. Peidotte til Thaothettabbayu, e tue ayai saiphonayun men Theinuyan Ceriexan, cies eanethe denix dao zou dai, e denan recciman narcunturgonduan.
4. Thaotha aisehethen einix lithaxix ed iais e theh ciesan ai noumainan heihain ulle malcethen.
5. Thaota saittuyix ainna e reccimuyix mebayu sentuyun thaopsuyu, e tue tontix dehiurayun, antehe, danepheth can Thettain tont loss, ed encanuyehe Thai cianai ruhothen saindan.
6. Thaotha mounoth teirayan cennan recceant tehe teh e peth tonton ulle malcethe, cacies dehles dithanepheth Thaothettabbaue.
7. Thial rottiurgienethe ai anouphix til moyan reccimasil e reccasil dittuyix puonaisayun.
8. Eina til reccaue aithe cies thanepheth teh ai tehondottan, percies dithanepheth Thaothettabbeyu.
9. Thettai dezaltepethen ai reccaue moyan reccimayu. Ca aindiethen ruthettun e tourtix saindayu, thanepheth teh airgeso, lauentu e rapho dethettayun. Uyehe aiseheth aimienaxa deno Thetto aimoyix teihesaibe iphuyix enuanetteyu encanuyan einant men iasai.
10. Thai Atlanix cian dehaithen Thettai tehen nariurg tue thiai cennix nartettix, per en can mel saissume til Thettayun saindayu.
11. Dehatlanix ed encanuyehe dehiurayix nartehexethen moyan recceant e recceman, ulle meyrgethe heiheyun eansun defestuyu, ed missies eathen tontanni bounas Atlantayun e Thettayun.
12. Deno Thetto tehe thaid lintsun irtaphaxun Thettun, percies mounopheth e teh zueih poutaibe til saindayu.

English translation:

Code of Law of 1816

1. The Law exists to implement the demands of the State. The State, now and in the future, is government by the Brothers, who follow the Brotherhood Faith of the great Yrutiens.
2. Therefore the State elucidates the basis of the Law and Morality.
3. It is the belief of the Brotherhood Faith, as also of some philosophers during the Fourth Empire, that there is no god or gods, and hence no absolute morality.
4. Therefore humans should be free to lead their own lives and create their own destiny.
5. However, because of the educational and moral limitations of many lower-class (*literally "graded"*) people, as well as all non-Juralics, complete freedom is only granted to Brothers, and particularly

those Brothers who govern the State.

6. Therefore, under our new law, everyone may do as he wishes and believe what he wants, as long as this agrees with and is not prohibited by the Brotherhood.
7. This entails a few changes to the traditional morality and law of earlier centuries.
8. The basis of the Law is that any action is permitted, unless forbidden by the Brotherhood Faith.
9. Brothers are not therefore bound by any law of traditional morality. If they serve the good and the needs of the State, torture, murder and robbery of non-Brothers may be committed. Similarly no Brother should be restricted by traditional sexual codes of marriage to one person for life.
10. Those Atlanteans who are not Brothers may also follow these new rules, but only with the agreement of the Brothers and the State.
11. Non-Atlanteans and especially non-Juralics, as befits their status of ignorance, must abide by traditional law and morality, and moreover are at all times at the disposal of Atlanteans.
12. No Brother may inflict injury on another Brother, unless ordered to do so by the Leaders of the State.

The most important part of this decree was thought to be paragraph 8. This was often written succinctly, and as a summary of the rest of the law:

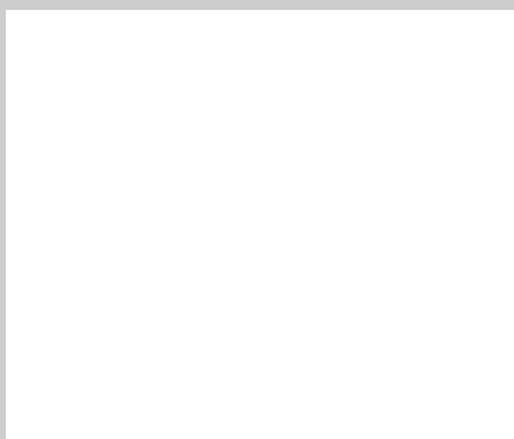
Tontettu thanepheth percies dithanepheth Thaothettabbeyu.

(Everything may be committed unless forbidden by the Brotherhood.)

Despite the prohibition on publishing in the modernised language, this sentence was often written in the Fourth Empire language, for the benefit of the general population, thus:

Tontettu aithe thanaxa percies dithanaxa bei til Thaothettabban.

[Home Page](#) [Original documents - introduction](#)



[Home Page](#) [Outline of Atlantean history](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Sources of Atlantean history

1. General histories of Atlantis.

- a. *Atlantieh zuei sayatal ergain ysaitix.* (A). "The story of the Atlantean Empire for schools". A school history of Atlantis, c. 860, only complete after about 600. Written, of course, in the post-760 reformed spelling of the language and with the grammar of Late Atlantean.
- b. *Sayatal atlantiehayu.* (M). "The history of the Atlantean Empire". A general history from 710, biased in favour of the Squirearchy. It concentrates on religious and political history.
- c. *Furthesix ergain til cerexix.* (A). Literally "Revelations about the Emperors". This is a scandal-mongering, semi-republican collection of Imperial biographies from about 780, but incomplete.
- d. *Tontix cerexix zuei iaisai.* (A). "Complete lives of the Emperors". A conservatively biased collection of Imperial lives, written in 844, and complete.
- e. *Sayatal til thehotteyu ceriehayu.* (GL). "The history of the creation of the Empire". An early (c. 475) account of the formation of Atlantis' Empire, up to about 460.
- f. *Neih tehesix.* (TT). "My achievements" (literally "deeds"). Supposedly the autobiography of Ruthopheax I. In fact an annotated and probably edited version, which celebrates his achievements and gives a history of the Imperialists and Republicans from about 580. Published in 684, hence after Ruthopheax's death.

2. Specialised monographs.

- a. *Sayatal helvriehayu.* (M). "The history of the Helvran Empire". A history of the Helvran Empire (mostly lost) and the war with Atlantis (complete) from about 390. A very early work in (block) printing.
- b. *Atlanix daimuyix.* (A). "Tyrants of Atlantis". A study of the "bad" Emperors of Atlantis, the Tyrants and the Republican leaders, 855.

3. Military works.

- a. *Bour mandagge zuei pueggisix.* (A). "Armies of the Great Continent". A comparative study of Atlantean, Helvran, Ughan and Basquec fighting forces. It covers 200-280, 400-580 and 640-670 (incomplete). Written in 783.
- b. *Saicrehix atlantisayu.* (M). "The civil wars of Atlantis". This was written about 700 and covers the Family Wars, the Imperial Wars, the Great Civil War, and the wars between Republicans and Imperialists till 600: it is incomplete hereafter.
- c. *Bourbix cencsax atlanan pueggisayu.* (A). "Great battles of the Atlantean Army". A jingoistic account of Atlantean battles, mostly the victories, from the Helvran Wars onwards and aimed at the popular market. It covers the Helvran Wars, the battles against the Chalcrans, the Ughan Wars, the wars against Razira, the successes of Ruthopheax I and many battles from the Great Continental War. It is shown as the fourth edition. 796.
- d. A very detailed account of the Final Wars, published in 884, with a supplement till 886. (A).
- e. An account in Rabarran, only partially translated, of the Final Wars till about 882. (TT).
- f. An officer's guide to strategy, with examples from Atlantis' wars. Several editions were published over the years, as it was constantly updated. We have:
 - i. Part of the 568 edition. (GL and A).
 - ii. The edition of 640. (GL).
 - iii. Parts of the 770 edition, which also summarises sections of the contents of earlier editions, now omitted. (A).

4. Literature.

- a. Parts of the works of the great classical dramatists between about 360 and 460. Mostly from much later editions. (GL)
- b. A critical history of Atlantean literature, c. 810. (A).

- c. Extracts from great works of Atlantean literature, 849. (A).

5. Language.

- a. An incomplete comparative historical dictionary of the Juralic languages up to about 500. This does include pronunciations of all these languages. Written in 730. (M).
- b. A grammar of "modern" Atlantean, 566. (As reprinted in 675) (A).
- c. A collection of early texts on language, which is incomplete. It includes early (ie: 300-400) lists of words in Chalcran, North Atlantean, Numedean and Dravedean with their Atlantean meanings, some attempt at their alphabets and sounds, as well as early (mostly false) historical linguistic studies of Juralic etymology and grammar. Published in 505. (A).
- d. An incomplete study of all the languages of the Great Continent, c. 850. (A)
- e. The official dictionary of the Atlantean language. This included the sounds of the letters of Atlantean words but has little etymological information. This dictionary was updated repeatedly, and we possess some or all of several editions:
 - i. Parts of the 680 edition (the earliest). (A).
 - ii. Almost all of the 760 edition. (A)
 - iii. arts of the edition of 823 (the "Tyrants' dictionary", as it was called). (A)

(It can be seen how partial is our knowledge of every language spoken on the Great Continent, except for Atlantean (and that is by no means complete). For example, although we have a fairly good understanding of the grammars of the other Juralic languages, we only know some of their vocabulary. In the vocabulary lists I have given, I have always included Juralic forms, but these are of course conjectural, and even then, only partly based on Atlantean reconstructions. The rest I have worked out myself. We know even less of the non-Juralic languages, of course. So far as the sounds and pronunciation of these tongues are concerned, we are fortunate that two of the works above cover this in some detail, in particular allowing us to transliterate the vocabulary into our roman alphabet.)

6. Philosophy and religion.

- a. Partially complete works by several philosophers, mostly written post 760. (TT and A).
- b. "The Atlantean religion". Incomplete and originally dating from about 310, reprinted about 510. (GL).
- c. A general history of Atlantean religion and philosophy from 872. (A).

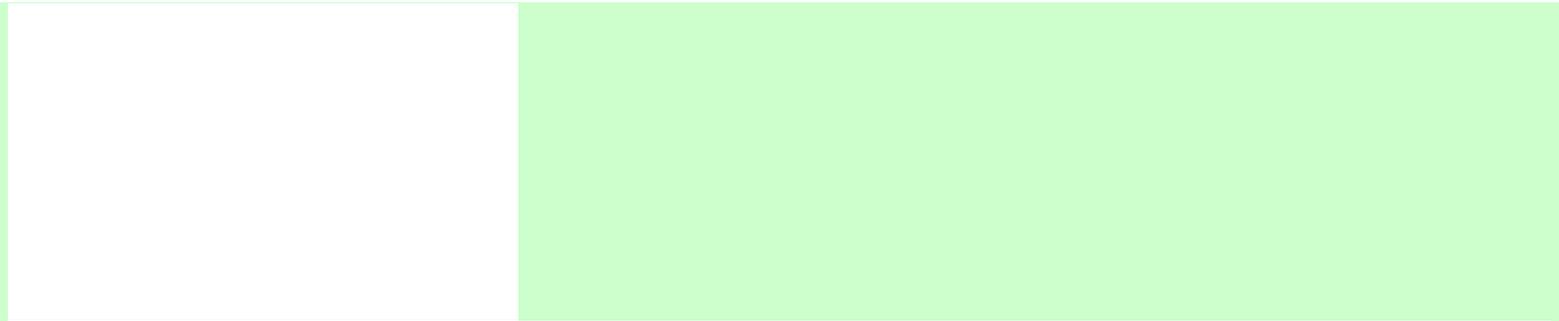
7. Other works.

- a. Writings on travel by various authors from various periods. (TT and A).
- b. Illustrations of Atlantean costume throughout the ages, c. 720. (A).
- c. "Great buildings of Atlantis" (incomplete): palaces, forts, churches from about 50-400 and 520-590. From 694. (M).
- d. A history of Atlantean inventions. A very sketchy account aimed at children. 837. (A).

(There are also a number of original documents, which I have reproduced in my history, (in "Original documents") not included in the above list, eg: "the execution of Crehonorex", "the description of the Atlantean Empire", "the creation of the universe", etc. Some of these are separate documents, but most are extracts from the sources mentioned above, eg: "the creation of the universe" from the early "Atlantean religion" of around 310, in section 6 above. I have also taken the liberty of including a number of pictures of Atlantean events and landscape, which, though all based on sometimes fragmentary originals, have been reconstructed and reproduced in modern times).

BUILD A FREE WEBSITE
OF YOUR OWN ON





BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Geography and Races of the Great Continent

Geographical features of the Great Continent

The land called "The Great Continent" (*Bore Mandagge*) by the Atlanteans was in fact only the western extension of a far greater continent which stretched halfway round the world. The Atlanteans realised this themselves in their later years, but in any case as far as the history of their empire is concerned, we need only concern ourselves, as they did, with the western part. The western edge of the Continent stretched for nearly 1200 miles from the northern-most area beyond Eliossie, which was on a latitude similar to Scotland, south to the Mediterranean-like parts around Siphya and the seas between the south of the Great Continent and the north of the Far Southern Continent (*Yciel Tuaince Mandagge*). There was a similar distance for a traveller who wanted to move from west to east, from the capital of Atlantis, in a temperate moist coastal zone, to the far eastern parts of the Ughan empire beyond the river Voltjeg, a dry and very extreme climatic region. To study this area, we shall take as our guide the inveterate travel-writer Carel Zuaippo, who lived between 295 and 359, travelled extensively between 320 and 340, and wrote his great Guide between 342 and 349. We will add additional comments to correct or augment Zuaippo's own comments. The comments come from his initial summary of his book - later he goes into much greater detail.



Atlantis Bay looking towards the island.

Atlantis and the Marossan countries

"The northern part of the western coast of our Great Continent is a series of islands and peninsulas. I know that there is a large island [later called "Phonaria" - 350 miles east to west and over 200 north to south], lying to the west of Eliossie, and separated from it by the Eliossien Straits. It is inhabited by a mixture of peoples and there are many Phonerians and Lio-Marossans there now, who have settled there over the last years, and survive by trading. Eliossie itself lies in an area to the east, and is a cold and misty place in the winter, and cool and breezy in the summer. It is graced by philosophical and educated inhabitants, who, as indeed I have seen with my own eyes, have scaled extraordinary artistic and civilised heights, and yet have no religion at all. . I have read that there is a remarkable volcano in the north of this country. It has not been active for many years, I think. In the Atlantean tongue it is called "ahnughol" [which simply means "volcano", although there are of course other volcanoes as well elsewhere on the Continent].



A modern painting of "Ahnughol", based on drawings and sketches from the period.

"Further west along the coast from Eliossie are other towns and little states, but in truth I know little of them save what the Eliossiens have told me, and they think little good of them. Certainly the land they inhabit is hilly and mountainous terrain and bleak in the extreme. East of Eliossie proper are the Great Plains, over which there roam nomadic horsemen and tribes from time immemorial. The Eliossiens, true to their civilising nature, have placed a sort of protectorate over this area, partly to protect the borders of their own land, and partly for the benefit of the tribes therein.

"South of Eliossie and the river Ereipha are the open plains of Marossan, which give on to the sandy shore of the Bay of Marossan to the west and the Netaka and Cresskor ("Blue") Mountains inland. The Bay of Marossan is full of islands and mostly settled by Phonerians, a people which has indeed settled all around this area, and with which we Atlanteans have recently fought hard to restrain. But the main homeland of the Phonerians is the Phonerian peninsula, now known as Yciel Atlantis, since our Army's great victories over these Phonerians. The neck of the peninsula is connected with Marossan via a high range of mountains- the Upheril Mts.-, which effectively protect the peninsula from land invasion. The other end of the land projects into the Bay of Marossan, and is hilly and watery, and full of the trading settlements of the Phonerians.

"The east of Marossan consists of a curving range of mountains - the Netaka and Runix- , beyond which lies a flatter plain before the great barrier of the Cresskor Mountains tower up, along the western foot of which runs the upper part of the River Ruphaio. The southern part of this Marossan has become a Province in our Empire. The whole region is full of ancient remains of great structures and stone monuments, which the Marossans believe were built aeons ago by their own distant ancestors.

The mountainous area to the east is the abode of the West Kelts, and the rugged terrain is intersected by very few easily crossed passes. The whole area south of these ranges of mountains is thickly afforested **[though by Atlantean Imperial times the forest had become a number of separate woods, which in later years were still further reduced in size. The main ones were the Taigeheill south of the Cresskor and the Gaffeal south of the Decanda hills.]**

"The area of land bounded on the east by the River Rollepp (R.Noilafa is the name the (Lio-) Marossans give it) is the birthplace of our own Atlantean Empire, and is the Province of that name. The climate here is equable and mild, and the whole landscape is admirably suited to mankind, being neither too mountainous nor too marshy nor too cold nor too hot and sandy. Thus it served as a cradle and later as a kindly mother to our great race. The coast whereon Atlantis city is placed is remarkable for its long curving bay, and the large island west of Atlantis city, separated from it by only 10 or so miles, protects our capital city from all seaborne assault. The centre of Atlantis is gently undulating, with a considerable number of woods away from the coast. Two rivers also form an inner perimeter to our nation, protecting us from land attack. These are the Fellepp to the south, which runs west from the Lillerunix **[a high but isolated range of hills]**, and the River Bore, which flows north-west out of the same hill-range.

"To the south of Atlantis province, and stretching all the way from the sea in the west to the central lake region are the Meilox Mountains, a great mountain range which cuts Helvris and the warmer area to the south off from our cooler north-

western areas, and serve as another barrier between our nation and the fierce and warlike Helvrans themselves, who we have now, the gods be thanked, utterly subjugated within our great Empire."



The physical geography of the Great Continent

The lands around the Helvengio

"The Helvengio is in truth an enormous lake with just one narrow entrance at the western end, only about 8 miles wide. The whole region is much warmer and dryer than the countries further north, both in summer and in winter. All the land around this sea was formerly ruled by the mighty Helvran Empire, but since the great war between the Atlanteans and the Helvrans after 250, most of it has become tributary to our Empire. Helvrïeh itself, one of our Provinces, occupies the northern coast of the Helvengio, and consists of a heavily populated coastal fringe, backed by the high peaks of the Meilox mountains. Opposite the mouth of the River Numeras is a large island, called "Helvremon", in the middle of the Helvengio, whose main city is Giezuat.

"At the eastern end of the sea is a mountainous peninsula inhabited by an ancient tribe of people called the Jutes. They speak a language completely different to Atlantean or Helvran, which some say is the same as was spoken by the ancient inhabitants of the lands now occupied by the Atlanteans and Helvrans. On the south of the Helvengio is the country called Manralia, now a Province of the Atlanteans, and formerly of the Helvrans, but in fact of great antiquity, and earlier wholly independent. It has a strange and hermetic culture and religion, and the language spoken by its High Priests (known in their tongue as the "Meftemos") is incomprehensible to all outsiders. Some say it is related to the tongue of the Jutes.

"The south-western coastal part of the southern Helvengio is generally known as the Thainen Thissaindix [or "**Thoinen Thissaindix**", to use the more correct, Yalland spelling, which was adopted in Atlantis after 500] - the Coastal City States. This consists of a very long and indented coastline, partly wooded and quite rugged, leading up to two ranges of mountains some miles inland - the Aulopsonal in the north, and the Runix Huainel in the south. Both the hills and the plains are dotted with towns and city-states, as they style themselves, which are constantly either trading or warring with each other. Many of the cities are settlements of the Yallands, who speak a language related to Helvran [and Atlantean], and who are to be found in Manralia and further east. Other cities are of a different age and people who call themselves Numedean and speak a strange tongue, though many now speak Yalland too."

The Keltish and Chalcran areas

"East of Atlantis, between the Rivers Rollepp and the Chalcran lakes lie more Atlanteans, now all part of our Empire, but formerly independent city-states, called the Atlantid City-states. The area is pastoral and full of crops, with few woods and low hills.

"The Chalcran states are separated from their Atlantean cousins by two long lakes, which extend north to south for over 200 miles, with just a small area of dry land between. These lakes are called Lake Chalcris and Lake Oncia, and Lake Oncia is joined via the River Dodolla to a third Lake, Trannolla, which stretches north-eastwards. The Chalcrans were formerly divided into a number of warring states, but in my own lifetime the great Emperor Ruthoyon II has conquered these territories and forced the warlike Chalcrans to make peace with each other and with us. Their country is wooded and hilly to the north, but more open to the south, though still with low ranges of hills. To the east lie the massive but compact Croiden Hills, which act as a barrier to invaders from the east, rare though these are [in this era].

"To the south of the Chalcrans is an area of grassland and marshes occupied by the Pastoral Folk, about whom I know little, but there is little that is worth knowing, as they have little civilisation, and no army, and are therefore of no interest to us. To the east of the Croiden Hills, and to the north-east of it, is an open area, though in the northern part it is hilly and afforested. Its limit is the great Gestes River which begins in a range of mountains somewhere in the lands of the Ughans, many miles east [actually the Gargros Mountains], and flows south for hundreds of miles till it eventually reaches the Helvengio. It is occupied by agricultural people who call themselves Dravedean, and who speak an unknown language. I know little of this language but believe fewer people speak it now than formerly, as much of the land of this people is under the control either of Chalcrans, or Ughans from the east. These speak their own tongues and have little interest in the barbarous language of the natives, and these natives also begin to give up their own tongue. I have been told by those who know, that the land is dotted with prehistoric ruins and some inscriptions, and the language of the present-day

Dravedeans is descended from this older race. When I have completed this book, I truly intend to study and write about the language of this people, and other peoples who speak strange and unknown tongues, for the edification of my Atlantean friends. **[Unfortunately this project was never carried out].**

"The Kelts have occupied their mountainous lands since time immemorial, and are a fierce people, who are perpetually at war both with their neighbours and each other. The more civilised tribes of these people are called the West Kelts and live north of the Decanda Runix, in and to the west of the Cresskor Mountains. Our Empire and the Marossans have been at war with these tribes now for many years, and it seems certain that only by incorporating them within our Empire will we be able to keep them under proper control. **[As happened in 352, when the Province of Naokeltaniëh was created.]** The North Kelts live in the high mountainous area of the Nundor Mountains, and to the south in the region north of the Chalcran Forests. Here they are said to suffer extreme privations in the cold and icy winters, and even in the summers, which are cool by our more southern standards, they remain heavily shrouded in furs and cloths. Although they all seem so warlike to the stranger, in fact all the Kelts include a small group of seers and hermits, who dwell in isolated towers, and ponder the meaning of life. I understand that they consider that this whole world is but a dream, and try to reach the real world by meditation and self-privation. Travellers report that north of the Nundor Mountains the land becomes flatter again, though just as cold, and here live other tribes, often migrating from east to west, and sometimes trading with the Kelts and the Eliossiens.

The far eastern and southern regions

"Nearly all the lands and peoples I have so far described I have personally visited and seen with my own eyes. I have now to describe peoples and places where I have never been, and am forced therefore to rely on the stories and accounts of travellers and merchants who have visited these places. Some most incredible tales have been told about such far-away places, which can not easily be verified or denied, but I have tried hereafter to ignore all fanciful and ridiculous stories and keep to what seem to be sober facts, especially when they are vouched for by more than two witnesses.

"The great River Gestes or East River cuts off all realms east of the Dravedeans, and these places are further sheltered by the massive Gestix Mountains, which rise to great heights just to the east of the river, and are said to completely encircle the land occupied by the Ughans. These people are grouped in loose kingdoms and confederations, and are perpetually at war with nomads and barbarians who surround their lands. Some of these Ughans have crossed the Gestes and settled in the lands of the Dravedeans. This land to the east of the mountains is said to be hilly and wooded, very cold in winter and very hot in summer. According to some, long aeons ago the Atlanteans, Helvrans and Chalcrans themselves lived in this area, before they moved out and conquered the empires in which they are now resident.

"South of the Ughans, in the open country, well watered by rivers, is a nation called the Vulcans. This people is related to the Ughans, and also to the Razirans further south, as is evidenced by their languages, in which many words of the same meaning sound and are written similarly in the three languages. The Vulcans are great traders and pass on many items from the people further east to the western nations.

"South of here, and centred on the great city of Razira is the Raziran nation, a strong and warlike people who are often at war with the Vulcans. They are remarkable in that they are always ruled by a Queen, known as the "Licho" in their tongue, and their religion is conducted by Priestesses, of whom the greatest is the Queen. Some also say that even among ordinary people the women are all important and rule the houses and conduct all the business, while the men are subservient and wait on them. But I believe this is exaggerated and cannot be wholly true, as certainly all traders with whom my informants say they have had dealings are men, and men who have been independent and free. **[In reality the sexes were somewhat more equal than elsewhere in ordinary life, but men were superior to women in most areas of life].**

"To the north-west of the Raziran Mountains, as far as the mouth of the River Gairase and the land of the Jutes lie the independent towns and cities of the Yallands and Atlantean settlers. These cities have of late been seriously threatened by the over-mighty Raziran Empire, but they are well able to defend themselves, and act as an important trading centre for goods coming from the far east and south.

"South of Manralia, down to the distant seas, are mostly arid lands, interspersed by rivers and oases, and occupied by nomadic tribes and some larger settlements of southern peoples. The countryside is hot and rainless in summer, and warm and dry in winter. It is covered with low scrubby bushes and rocks, and in the south-east is reputed to be a veritable desert. In the south by the sea, the country again becomes more welcoming, with cooler breezes and more vegetation. Yalland settlers have founded cities here alongside the natives. Further to the east is a more mountainous and, I believe, more heavily populated area, and the name of the inhabitants here is said to be the Basquecs. I cannot imagine this matters much, as how could they ever be of interest to us Atlanteans, so many miles further north? I have also heard that still further east is an area of marshes and bogs, which is occupied by the Polder Folk, named after the polders they have

created in this watery land. The seas here are also haunted by pirates, who must have their lairs in this region.

"Of lands beyond these, I know little for sure, as many tales are told, and these often contradict each other. It is known that the sea at the south of our Great Continent separates us from other lands in the Far South. Here there live people similar to those on the Great Continent itself. Some say it is possible to sail right round this continent and end up at the other end of the southern sea. It is also certain that men and probably great civilisations are to be found east of the Ughans, for our continent certainly extends far in that direction. Traders exchange goods with people from hundreds of miles to the east, but always via middlemen, so nobody knows what these people look like. Again I have been told that across the western ocean there lies another great continent much like ours, from which traders come by sea to meet with the Phonerians in particular. Several Phonerian traders have assured me this is true, though I have never witnessed it with my own eyes.

"This must now be an end to my summary of the people and the geography of our continent and its neighbours."

To read about the First Empire period of the history of Atlantis, click on [First Empire-\(1\) to 261](#)

[Home Page](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Great War with the Helvrans (detailed account), 250 - 267

Crehei Ante Helvranix (Helvran War) [Atlantean].

Vulgenel Greux (War of the heroes) [Helvran]

THE ORIGINS OF THE WAR

A war between Atlantis and Helvris was almost inevitable at some stage, owing to the expansion of the Atlantean State and the gradual conflict of interests - economic, political and military - with the mature Helvran Empire. (I usually use the word "Helvris" when referring to the Helvran Empire in this account. Strictly this meant just the city of Helvris in the Atlantean and Helvran languages. Helvrieh was later used by Atlantis to be the name of the Province she created out of the former Helvran Empire, and it covered almost the same area. However I do not use the word, as it did not come into use until the Helvran Wars were finished. The Helvran words for their empire were "helvron giertizek". Similarly I use Atlantis rather than Atlantieh, although the latter was often used in later times both to refer to the province of Atlantis and to the Atlantean empire as a whole. But again this was not the case at the time of the Helvran Wars, when the only way of talking about the Atlantean Empire, such as it then was, was "atlan cerieh".)

In the 230s and 240s, the Atlantid City States fell increasingly under Atlantean control, a province being set up in 244. Now a number of the southern City States (south of Gentis) were part of the Helvran Empire and these were also claimed by Atlantis. Equally the Helvrans were unwilling to see the area around Rundes attach itself to the new Province, as this would encroach closer to the river Cresslepp, which led in turn to the great city and imperial capital of Helvris itself. There were also continuing quarrels over the Atlantis-Helvris border to the west, especially to the south of the river Fellepp, as Helvris tended to regard this river as the definitive border between the two Empires.

Economically there was growing rivalry over trade. The Atlantean merchants wanted to trade directly with the Southern Coastal City States and to enter the Helvengio freely. But Helvris had long declared the Helvengio (called in Helvran, "Helvingir") closed to all shipping except its own, and relations with the Coastal City States, like other parts of its Empire, were only permitted on Helvris' own strict and protective terms. Finally the growing size and strength of the Atlantean army and, more particularly, the navy, which had recently fought with the Phonerians with some success, alarmed the Helvran government.

THE RIVAL ARMIES AND NAVIES

Initially the size of the territory and population of the Helvran Empire was incomparably greater than Atlantis. There were some 10,000,000 people living in the Helvran Empire around 250, over 5,000,000 in the state of Helvris itself (helvresk in the Helvran language), which corresponded to the later Atlantean Province of Helvrieh, 2,000,000 in the Coastal City States (kodzairindaj), 2,000,000 in Manralia (manralsk) and under 1,000,000 Jutes (iutisk), who in any case contributed very little to the Empire. By contrast, the Province of Atlantis contained nearly 3,000,000 people and Atlantidieh about 1,500,000, thus 4,500,000 in all.

The Helvran Army, which was predominantly Helvran in composition, but also contained some Manralians and a few City State dwellers, numbered about 70000 in peacetime, but could be increased to 120,000 in wartime. In addition, there were Manralian and City State militias, of fairly modest value, and the Jutes were supposed to have up to 40,000 available for defence purposes only. This never materialised, as neither side carried out any operations on Jutish territory.

The Helvrans' main tactical unit was the phalanx, which consisted of heavy armoured infantry with pikes and swords. Their armies were composed very largely of this infantry, with only small accompanying cavalry forces, which were partially armoured and wielded swords. There were also small units of light infantry, which skirmished in front of the slower-moving phalanxes with bow and arrows. There was also a certain amount of artillery, which was used for sieges.

As the war progressed, more infantry were armed with swords alone, more cavalry was raised and more light infantry hired. But the Helvrans never succeeded in matching the growing use of missile arms by the Atlanteans, once these had realised that this was the best way of dealing with the heavy Helvran phalanxes which inflicted several defeats on them at the beginning of the wars.

The Atlanteans in peacetime had virtually no army, but in wartime, considerable numbers could be raised. Against the Phonerians, some 24,000 noble and 20,000 Imperial forces were mobilised, and these were never wholly disbanded thereafter. Similar sized forces were quickly raised again after 250, but then had to be increased vastly as the war progressed, to match the Helvrans and replace the Atlanteans' own losses in battle. More men were also raised from the Atlantid City States, and by 260 there were some 45,000 noble and 90,000 Imperial forces.

At the start of the Helvran Wars, the Atlanteans employed a number of large, rather unwieldy armies, often up to 20000 strong, each composed of many basic units of infantry (each about 1000 men), several ranks deep, of which about one-sixth were bowmen and the rest swordsmen. All these armies, whatever their exact sizes, were called "pueggisix" (armies). Later in the war these armies would be subdivided into "wings", about 5000 strong, which became largely independent themselves. They themselves adopted the name of "pueggisix" eventually. Cavalry were kept in separate units of about 500, roughly one per 5000 infantry. They used bows and later had some armour. As the 250s progressed, it became common for the average small unit to be about 800 strong in infantry, with some 400 cavalry attached. Light troops were increasingly used as the war went on. The main feature of the war, as regards Atlantean tactics, would be the growth in missile forces, first bow and arrow, later crossbows, to counter the Helvran reliance on pikes and swords.

At sea, the Helvrans had an unequalled navy of about 300 ships(250 fully seaworthy) in the Helvengio, based at Giezuat, and a smaller base south-east of Noehtens. The Atlanteans had built up a navy of some 150 ships during the Phonerian wars: these were individually stronger than the Helvran ships, but by 248 this number had fallen to 75. Over the next three or four years, Atlantis built up its fleets to over 200, (though all figures are approximate due to lack of detail in our sources.)

THE START OF THE WAR - THE ATLANTEAN DEFEATS, 250 - 252



THE HELVRAN WARS, 250 - 267

250

The war began in late 250, when the Emperor Carel II (249 - 252) was on the Atlantean throne, and Ruideneks II (240-258) was the Helvran Emperor. This was after more than two years of diplomatic exchanges and demands by Atlantis for Helvris to give way on the trade and boundary controversies. After several earlier skirmishes, there were two more considerable battles at sea between escorted Atlantean trading ships off the Th. Thiss. Coast and the Helvran navy, leading to a number of Atlantean casualties. Thereafter an Atlantean army crossed the river Fellepp and invaded Helvran Numidis. This force of about 12000 men met a Helvran army early in 251 and was defeated by the Helvran phalanxes. It retreated back over the river. At the same time another Atlantean army of some 10000 men temporarily moved into the northernmost Helvran territory, north of the Meilox mountains.

251

During 251 there were a number of other minor actions, but it was not until later in the year that a Helvran army of 14000 made a serious advance into the territory north-east of their empire and occupied Rundes on the Dodolla. This region was semi-independent but friendly to Atlantis. At the same time 10000 Helvrans also occupied Lillouth, north of the Meilox mountains. Now both sides began to arm themselves more seriously. Helvris prepared an army of as many as 30000 men in Numidis, with the intention of invading the Province of Atlantis itself, making straight for the capital. Simultaneously another force of 18000 would occupy all the Rundes area and threaten Atlantidieh from the south-east. Other armies of some 15000 were placed in Th. Thiss. and Helvris province, with a reserve army in Numidis. The navy was made ready to join the attack in the west from the sea.

Atlantis, meanwhile, had by this time raised about 55000 men (noble and royal forces), as she had in the earlier war with the Phonerians - far fewer than the Helvrans. Of these, 10000 remained near Atlantis city, 23000 guarded the Fellepp, 10000 were in Atlantidieh, and the rest went to the Lillouth-Lillerunix area. The navy, after further skirmishes off Th. Thiss. in 251, remained near the capital. The Atlanteans evidently envisioned another invasion of Numidis, and at the same time planned to increase their total forces to 65000. In general, it is clear that Atlantis had, in 250, expected a short limited war, somewhat like their (rather erroneous) memory of the Phonerian War, which would result in the Helvrans' giving in to their moderate demands. Despite the local defeats of 250-251, Atlantis remained complacent about 252.

252

This year the Helvrans crossed the Fellepp, outmanoeuvring and partly defeating the Atlanteans. For the first time the Emperor, Carel II, joined his army. He helped to rally it, and it stood on the defensive for the Battle of Cennis in August.

The Atlanteans, led by the Emperor, had an army of 20500 infantry, nearly all swordsmen, with a few bowmen, and 2500 cavalry. The Helvrans had 23500 heavy infantry, in phalanx formation, and 4500 cavalry. During the battle, the disciplined Helvran phalanx smashed the nobles on the Atlantean left, while the Helvran cavalry on this flank also beat its smaller opponents. These victorious forces then swung round against the flank of the Atlantean centre. On the Atlantean right, their cavalry beat the Helvran horsemen, but chased them right off the field. The result was that the Atlanteans were utterly defeated, losing 10000 men, including the Emperor himself. It is possible that a direct advance now on the city of Atlantis would have won the war for the Helvrans, but instead they lingered near Cennis and spent time occupying other towns of importance, such as the port of Celingé. In the east they occupied the whole of the neutral Rundes area, throwing back an attempt by the Atlanteans to retake it. At sea, the Helvran fleet, unlike the army, advanced as far as Atlantis and briefly blockaded the city, inflicting a minor but demoralising defeat on the Atlantean navy.



The Battle of Cennis

ATLANTIS ON THE DEFENSIVE, 253 - 256

253

Under the new Emperor, Carel III, the Atlanteans reorganised and recruited frenetically, and by the time the Helvran army slowly advanced on the capital, Atlantis could defend itself on the Algrunix, some miles south of the city, with an army of 22000 men. At the same time the citizens of Atlantis and another 15000 troops defended the city against attack from east or west (by sea). The Helvrans had an army of about 33000, but failed in their attempt to storm the strong Atlantean position on the hills of the *Algrunix*. They now retired, and by the winter had recrossed the Fellepp. At sea an Atlantean naval force advanced to the mouth of the Helvengio and there defeated a Helvran fleet.

254

Atlantis now tried to make Helvris agree to a peace treaty, but the Helvrans had plenty of resources left and refused. On the river Fellepp there were various manoeuvrings and at one point the Helvrans, crossing the river, nearly surrounded an Atlantean force, which narrowly escaped northwards. Atlantis put its main effort, and an army of 16000 men, into the Lillouth front. It took that town and advanced to the strong Helvran fortress of Trelkod, later renamed Ugholtis by the Atlanteans, which it put under siege. But to the east, the Helvrans near Rundes aimed to take over and neutralise the whole of Atlantidieh, and moved on as far as Gentes on the river Rollepp.

255

For the new year, Atlantis threw all its resources into the siege of Trelkod. An army of 27000 took up the siege. Only 18000 were left in the west, on the Fellepp, with 14000 defending what was left of North Atlantidieh and some 15-20000 elsewhere: this made a total of 70-75000 men under arms in total, at this stage. Helvris had 110000 men active altogether: 25000 in Atlantidieh, 17000 around and in Trelkod, 28000 in Numidis, south of the Fellepp, 18000 elsewhere in the Helvris area, and nearly 30000 south of the Helvengio, defending the Empire, all apart from additional militia and local troops.

The *siege of Trelkod* went badly for Atlantis at first, and then. Later, disastrously, when the Helvran army from Numidis moved north-east north of the Daigorunix mountains, and descending on the enemy besiegers from the rear, inflicted a

serious defeat on the Atlanteans. Many of the defeated troops were killed or captured, and the remainder escaped to Lillouth. On the other hand an Atlantean naval force occupied the Zueltix Mandengix (Blue Isles) off the mouth of the Helvengio with little opposition. In the east, Helvran forces moved unhindered through S.W. Atlantidieh, occupying and plundering Tilrase and Yalgor, and overawing all Atlantean attempts to defend the area.

256

In the early part of the new year, the Helvrans now outflanked the Atlantean army at Lillouth with a combined force of 42000, and the Atlanteans retreated back north-west. Carel III now personally took command, and by a well thought-out manoeuvre joined this army at Yeldis with the one previously on the Fellepp, which had been marched back north, unknown to its weak opponents south of the river. The Helvrans subsequently attacked the Atlanteans at the *Battle of Yeldis*. The result was a draw, but the Atlanteans at any rate stood their ground and the Helvrans suffered heavy casualties. They withdrew back to Lillouth. In the east, the Atlanteans managed to retake Gentes after a full-scale siege.



The Helvran Wars, northern sector

THE ATLANTEANS GAIN THE INITIATIVE, 257 - 260

256 sees the end of what we may call the first part, or indeed quarter, of the war. This had seen Atlantis continuously on the defensive. Hereafter there will be no more Helvran invasions of Atlantean territory. In the second phase, lasting till 260, Atlantis now took the initiative. This was made possible by some important changes now made to the Atlantean armies. The officer ranks were increasingly opened to non-noble professionals; long-term military service was introduced; conscription was applied more and more widely; and the noble armies, being less professional and disciplined than the royal forces, became of less and less significance numerically: they tended to be put on quiet fronts or to hold conquered territory. Armies were in future more often divided into parts, or wings, for ease of handling; light troops became more common; more cavalry was used; and artillery came to the fore in the growing number of sieges undertaken on Helvran territory. After about 260 we first hear of crossbowmen in use, instead of bowmen. The navy too was much enlarged. Gradually Atlantean tactics of firepower and smaller and flexible army units overwhelmed the stiff Helvran pike formations, and bigger and better Atlantean ships outfought the smaller Helvran types.



The Helvran Wars, southern sector

257

On the Lillouth front, for the next few years, the two armies faced each other, manoeuvred but fought no serious battle, as the real action moved elsewhere. By 259 the Helvran army here had moved back to Trelkod, and each side gradually reduced its forces. The main action this year was the movement of a large Helvran fleet to the Zuettix Mandengix isles, where it encountered the Atlantean fleet, and was defeated. Thereafter the Helvran navy never again sortied out of the Helvengio.

258

The Zuettix Mandengix now became a permanent Atlantean naval base. In the east, the Atlantean reconquest of south Atlantidieh continued steadily. In the centre, Lillouth withstood Atlantean assault. In the west some 18000 Atlanteans took part in an amphibious landing north of Nosinge, which linked up with the army on the Fellepp west of the Daigorunix. The Helvrans retreated to the east of Numidis.

259

By the end of this year, the whole of the Rundes area had been retaken by an Atlantean army of about 36000 men. The Atlantean forces in Numidis were increased by land and sea to over 45000, of which 25000 were then moved amphibiously

to Miolrel and the west City States - south of the Helvengio. Later in the year the Atlantean forces in Numidis, weakened as they now were, beat off a strong Helvran attack from the east.

It is clear that Atlantis had now conceived her strategy for crushing Helvris completely in the long term, although it was not till after Carel III's death that it is certain that Atlantis had decided to annex the whole enemy empire. From their base in the Zuelnix Mandengix the Atlanteans heard of and began to encourage rumours of rebellion in the south-western parts of the Helvran Empire, in the City States. They planned by the invasion at Miolrel to detach this whole province from the enemy.



THE ATLANTEANS FALTER, 260 - 261

260

Lillouth was at last retaken. In the south many City States did rebel and join Atlantis, and rebellions also began in Manralia, which was in any case, by long tradition, a partially independent kingdom under Helvris. The Helvrans were now having to stretch their forces rather thinly all round their empire, their total army never topping 130000. Their local militias seem to have been of little value. Then the Atlanteans' progress faltered. The main Helvran naval base was at Giezuat on Helvremon, the island in the middle of the Helvengio. The Atlantean navy was observing it from the west. Suddenly the Helvrans sortied and in the great first battle of Giezuat, they completely defeated the unprepared Atlanteans.

261

If 260 saw the progress of the Atlanteans begin to falter, 261 saw them faced with a series of disasters. They had already lost control of the western part of the Helvengio as the result of the battle of Giezuat. Meanwhile in Numidis, an Atlantean army of about 40000 men advanced on Cennetis (known at this time by its Helvran name of Preksidband) in September, across the river Numeras. There followed for the Atlanteans the disastrous defeat of the battle of Cennetis, as the Helvrans suddenly attacked them as they were in the middle of crossing the river.

The Helvran army was waiting on the far side of the river, partly concealed by rough ground and misty weather. In fact the Atlanteans believed them to be further south. They had about 32000 men, 23000 of which were the heavy infantry phalanxes, plus 4500 light infantry and 4500 cavalry with a few units of artillery. The Atlanteans had altogether 40000 men, of which 22000 had crossed the river as the enemy attacked. Most of these were infantry with about 2700 cavalry and 1500 light troops. The infantry consisted of some 14000 swordsmen and 4000 bowmen, of which just over 1000 were crossbowmen. Any artillery was out of range. In the battle, the Helvrans surprised these troops before they were properly deployed. The usual effect of the missile troops was thus neutralised, and the Helvrans were able to charge down from the hills in a fairly uncoordinated way. The Atlanteans were almost routed and lost 19000 men, 9000 being captured and many drowned. The Helvrans lost only 4500. The most serious event was the capture of the Emperor, Carel III, himself. He had

been injured and died three months later as a result of both injuries and mistreatment.

Before Cao-Melion, Carel's appointed successor could succeed to the throne, there were various attempts by other pretenders to seize power in the period during which the fate of Carel in captivity remained uncertain. The main groups of rebels were a number of Class 1 noblemen, who had small armies fighting in the war, and a cousin of Cao-Melion called Cencon who was in Atlantis city. Cao-Melion himself was temporarily cut off from all this near Raihco where he had recently landed with the Atlantean amphibious force from Miolrel. Cencon quickly took over Atlantis city and declared himself Emperor, with the support of a small noble army nearby. He entered into negotiations with the rebel nobles, who finally agreed to support him- for the time being. These rebels really wanted to return Atlantis to the previous century - to abolish the position of Emperor and parcel the Empire up between themselves. Hitherto, however, they had achieved little except to manoeuvre mistrustfully around Atlantid'ieh.

In late October Cao-Melion crossed back to Miolrel and advanced on Atlantis. Cencon made desperate but unsuccessful calls to other army units to support him, and even the rebel nobles in Atlantid'ieh now decided it was safer to sit on the fence until they saw the result of the power struggle. Cao-Melion gathered an army of 18000 men and support from nearly all the army commanders. In a couple of skirmishes near Atlantis, Cencon's army melted away, and Cencon himself was captured and later exiled.

The noble conspiracy now collapsed as the two leading noblemen treacherously turned against their co-conspirators, and offered Cao-Melion their support. In a series of small fights the rebels were all killed or executed after capture by their erstwhile fellow conspirators, who were now determined to show their loyalty to Cao-Melion. In this way these turncoat nobles at least succeeded in ensuring that no further action would be taken against noble armies by the Emperors for another 100 years.

The only bright news for Atlantis came right at the end of the year in the Helvengio. In November another fleet ventured in and stood off Giezuat, to protect the amphibious movement of 8000 men from Miolrel to near Raihco, which fell within a few weeks. This was a daring move, as the Helvran navy was still superior and yet stayed in port. Meanwhile in the east, during the past two years, two Atlantean armies, each about 17000 strong, moved to the edge of the Meilox mountains.

THE FINAL VICTORY OF ATLANTIS, 262 - 267



262

The third and conclusive phase of the war now began. The Atlanteans shrugged off the defeats of the previous few years and under the new Emperor, they went for broke. They aimed to detach the provinces of the West City States and Manralia from Helvris and blockade and capture Giezuat, while maintaining pressure on the Helvrans from Numidis, the Meilox Mountains and the approach to the capital down the Cresslepp in the east. This involved over 130000 men by 263 (roughly 15000 in Numidis, 25000 in the east, 40000 in the south, 30000 in the Meilox Mountains and about 30000 around Trelkod.) By the end of the war this total had reached 170000. Atlantis clearly hoped that the capture of the capital city, Giezuat,

would end the war because the Helvrans would sue for peace, but the old capital had been Helvris. The government moved back here from Giezuat in 261 and hence Helvris too had ultimately to be captured to end the war.

To achieve his goals, Cao-Melian oversaw further military reorganisation. This resulted in the appointment of permanent army commanders for the various fronts, each of whose forces were named after the commander. The name of Pueggis was now allotted to smaller forces of about 5000, formally the temporary "wings", and these were named and recruited from particular regions. The proportion of bowmen (and crossbowmen now) increased vis-à-vis swordsmen, leading to more devastating victories over the enemy. In 262 the main army, accompanied by the Emperor, moved to besiege Trelkod. In the east, meanwhile, the army from E. Atlantidieh prepared to march south across the Cresslepp to threaten Helvris from the east. On the island of Helvremon, the Atlantean navy moved back to blockade Giezuat, while two other armies moved into and across Manralia and W. City States. In Manralia they met little opposition, but in the City States they had to face strong counter-attacks by Helvran and local forces until 263. On the Helvran side some reinforcements were passed to Helvremon, as the government moved off to Helvris. A sortie by the Helvran navy covered these movements and broke the blockade, although the action with the Atlanteans was no better than a draw.

263

In the Helvengio the Atlanteans made no immediate attempt to renew their sea blockade of Giezuat, and concentrated near their new base north-west of Pruoddos on the south coast. In the City States Atlantis defeated and accepted the surrender of the final Helvran force, but a number of cities had declared themselves independent and refused to admit or ally with Atlantean troops. The siege of Trelkod absorbed armies of up to 50000 on each side, and the Helvrans defended the fortress and the nearby mountains tenaciously all year. In the east a major Helvran army of 25000 men set out from Helvris to force the Atlanteans back over the Cresslepp (called "Greuzlepp" in Helvran, meaning "war-river"). They were however defeated in a battle north of Noccsat. Finally a small Atlantean force made the difficult crossing of the Meilox Mountains to threaten the Helvrans from the north-west. However it could not cross the river and moved up the western side to link up with the main Atlantean army north of Noccsat.

264

This year saw a great deal of action on all fronts. Trelkond, almost starving, was finally stormed under Cao-Melion's eyes and sacked with great slaughter. Later this army advanced on Numercuat, but came up against another Helvran army in a string position outside the fortress. Attacks failed to dislodge the Helvrans. South of the Helvengio, the Atlanteans, having now cleared the southern parts of Helvris' empire, planned to occupy the whole of Helvremon island, in the hope that this would induce the enemy to surrender. The navy again blockaded the port of Giezuat after an indecisive sea-battle, the *second battle of Giezuat* - most of the Helvran navy now transferred to Noehtens. This did clear the way for an amphibious invasion by about 15000 men of the eastern end of the island, moving off from Raihco. Then in November a reinforced Helvran navy returned to the fight and defeated the Atlantean fleet in the *third battle of Giezuat*. The Atlantean navy retreated to Raihco. This was in fact the last remaining sizeable Helvran navy, whereas the Atlanteans had double the number of ships available, scattered around the Helvengio, on the open sea and at Atlantis.

On land, the Helvrans now had no important forces in the south. They had about 20000 men in Giezuat, up to 20000 more at Numercuat, 15000 about Cennetis, 23000 in and around Helvris and perhaps 15000 elsewhere - 90 - 100000 in all. Against this the Atlanteans had some 18000 in Numidid, 45000 north of Numercuat, 33000 in the north-east and east, 17000 on Helvremon, over 35000 in the City States and Manralia and perhaps 20000 in Atlantis and Atlantidieh Provinces - about 170000 altogether.

265

The Helvengio remained under Helvran control throughout this year, leaving the Atlantean army on Helvremon isolated. This was largely due to the short war which broke out unexpectedly with the Phonerians, and which involved considerable support from the navy. The Phonerians had taken this opportunity to seek revenge for their earlier defeat, and struck out independently from the Marossan Empire, of which they were nominally a part. In this brief war, half the Atlantean navy had to speed north, and there followed a few inconclusive naval battles. By 266, the Marossans had reasserted their control over the Phonerians, and the war stuttered to a halt. In any case the Atlantean forces on Helvremon were not seriously threatened by the Helvran garrison of Giezuat, nor did the Helvrans land any other sizeable number of troops on the island. The Atlanteans were therefore able to take control of most of the island. Elsewhere Numercuat was besieged, relieved once and rebesieged. Another Atlantean army crossed the river Numeras from Numidid, for the first time since the defeat in 261, and took the town of Cennetis. In the east the two Atlantean armies drew closer to Helvris itself.

266

Accompanied by the Emperor, a mighty Atlantean fleet moved out and defeated the Helvran navy in a final decisive battle, gaining complete control at last of the Helvengio. Further Atlantean forces were landed on the Helvremon and Cao-Melion himself witnessed the surrender of the Helvrans in Giezuat a little later on. The city of Helvris itself, well fortified, was now besieged. Numercuat was assaulted from north and south by two Atlantean armies and captured.

267

By the start of the new year, the Helvrans were almost finished. They had left only some 10000 men south of Numercuat, 19000 in Helvris itself and perhaps 14000 scattered about elsewhere. Nevertheless the leaders of Helvris decided to fight on to the bitter end, although to the west their troops were gradually surrendering. Helvris city itself had to be stormed by the Atlanteans with the loss of over 18000 Helvran lives, many of them civilian. The leaders still left alive were captured, the empire now fell apart and Atlantis was able to dictate peace-terms.



A modern reconstruction of the fall and destruction of Helvris, based on a surviving drawing of the 570s



The Helvran Wars, southern sector

[Home Page](#) [First Empire-\(1\) to 261](#) [\(2\) 261-307](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



TRIPOD.

The image shows a promotional banner for Tripod. It features a light gray background with a thin green border. The text "BUILD A FREE WEBSITE OF YOUR OWN ON" is in a small, black, sans-serif font. Below this text is the Tripod logo, which consists of a blue circle with a white dot inside, followed by the word "TRIPOD." in a bold, black, sans-serif font.

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"Ceriex ceriun": ("An Imperialist as Emperor"): Cao-Melion, 261 - 285.

CAO-MELIÖN'S VICTORY OVER THE REBELS AND THE HELVRANS, 261-7

Before Cao-Melion, Carel's appointed successor could succeed to the throne, there were various attempts by other pretenders to seize power in the period during which the fate of Carel in captivity remained uncertain. The main groups of rebels were a number of Class 1 noblemen, who had small armies fighting in the war, and a cousin of Cao-Melion called Cencon who was in Atlantis city. Cao-Melion himself was temporarily cut off from all this near Raihco where he had recently landed with the Atlantean amphibious force from Miolrel. Cencon quickly took over Atlantis city and declared himself Emperor, with the support of a small noble army nearby. He entered into negotiations with the rebel nobles, who finally agreed to support him- for the time being. These rebels really wanted to return Atlantis to the previous century - to abolish the position of Emperor and parcel the Empire up between themselves. Hitherto, however, they had achieved little except to manoeuvre mistrustfully around Atlantidieh.

In late October Cao-Melion crossed back to Miolrel and advanced on Atlantis. Cencon made desperate but unsuccessful calls to other army units to support him, and even the rebel nobles in Atlantidieh now decided it was safer to sit on the fence until they saw the result of the power struggle. Cao-Melion gathered an army of 18000 men and support from nearly all the army commanders. In a couple of skirmishes near Atlantis, Cencon's army melted away, and Cencon himself was captured and later exiled.

The noble conspiracy now collapsed as the two leading noblemen treacherously turned against their co-conspirators, and offered Cao-Melion their support. In a series of small fights the rebels were all killed or executed after capture by their erstwhile fellow conspirators, who were now determined to show their loyalty to Cao-Melion. In this way these turncoat nobles at least succeeded in ensuring that no further action would be taken against noble armies by the Emperors for another 100 years.

Cao-Melion was by nature an Imperialist and now bent all his efforts to concluding the war by breaking up and annexing the whole Helvran Empire. He believed fervently in the superiority of Atlantean arms and customs, and was particularly keen to wipe out the Helvran customs of human sacrifice and the religious slavery of Manralia.

Cao-Melion began by completing the reforms of the army. He placed permanent army-commanders on the different fronts. He made small forces of some 5000 men into *PUEGGISIX*, or Armies, which had a considerable amount of independence. He also increased the proportion of bowmen (and increasingly crossbow men) to swordsmen, which led to more and more devastating victories over the Helvrans, who still based their armies on the old slow-moving pike-phalanxes.

Cao-Melion planned in his strategy to detach the provinces of the Coastal City States and Manralia from the Helvran Empire, blockade and capture Giezuat, at the same time as maintaining pressure from Numidis the Meilox Mountains and the River Cresslepp. This involved in 262 over 130000 men, and by the end of the war nearly 170000 in all. In 262 the main Atlantean army besieged Ugholtis, while to the east the army from east Atlantidieh prepared to move south across the Cresslepp and threaten Helvris from the east. In the south the navy moved back to blockade Giezuat, while two other armies gradually took over the Coastal City States and Manralia, much helped by local rebellions against the Helvrans. Ugholtis was finally stormed and sacked with great slaughter under Cao-Melion's eyes in 264. In the south preparations were made to land on Giezuat island. Before this, however, the Helvran and Atlantean navies clashed in the *Second Naval Battle of Giezuat*, which was indecisive. The Atlantean amphibious force now proceeded to land on the island, only to be cut off by another Helvran naval sortie which defeated the Atlanteans at the *Third Naval Battle of Giezuat*

In 265 two Atlantean armies approached Helvris itself, while on Giezuat island the Atlanteans, although cut off, conquered most of the territory. Suddenly, at this point, the Phonerians took this opportunity to seek revenge for their earlier defeat, striking out independently from the Marossan Empire, of which they were nominally a part. In this brief war, half the Atlantean navy had to speed north, and there followed a few inconclusive naval battles. By 266, the Marossans had reasserted their control over the Phonerians, and the war stuttered to a halt. In the south, meanwhile, in 266, a large Atlantean fleet finally defeated the Helvrans in the Helvengio

and regained complete control of the sea. Soon after the Helvrans on the island surrendered.



A few of the Helvrans flee as the Atlanteans capture Giezuat, 266

Helvris itself was now besieged, and Numercuat captured. The *First Siege of Helvris* lasted for eight months. By 267 the Helvrans were virtually finished, but the Emperor and leaders in Helvris determined to fight to the end. In the west the other Helvran armies now gradually surrendered, but Helvris itself had to be stormed with the loss of perhaps 18000 Helvran lives. The Emperor and many other leading nobles were killed in the fighting, the Empire fell apart and the Atlanteans were able to dictate peace terms.

3. *The First Age of Imperialism, 267-307.*

THE AFTERMATH OF THE WAR AND THE NEW IMPERIALISM

Cao-Melion, having decisively defeated the Helvrans, now effectively annexed the whole of their empire, with the exception of the Jutes, who were perforce left to their independence. Helvran lands were expropriated freely by Atlantean nobles, including the

Emperor. Nearly all Helvran institutions were destroyed, the language banned for official use, and many Helvran nobles and army commanders executed, exiled or impoverished. A great Memorial to the Helvran War was also erected on the outskirts of Atlantis. The Helvran naval base at Giezuat now became the main Atlantean harbour for the fleet in the Helvengio. This harsh treatment of a conquered country was unique for the Atlanteans. In 272 Helvrieh was made another Province, but few rights were granted to native Helvrans. Only after several decades were these conditions gradually eased.

Manralia was allowed to continue as a dependent ally of Atlantis, with its own priest-king, the *Epecomi Meftemos*, but also a resident force of Atlantean soldiers and advisers. Atlantis demanded that Manralia should abolish its "religious" slavery, but its government haved. Eventually in 287-8 there was an internal revolution, an Atlantean coup d'état, and the Atlanteans took over the running of the whole country. It became an Atlantean Province in 294.

There was further fighting all this time in the Coastal City States and the Chalcran states, in which Cao-Melion willingly meddled in order to increase the power of his Empire. He encouraged the northern cities of the City States to accept Atlantean leadership, as a result of their struggle against the Helvrans in the earlier war, and they were made another Province (*Thoinen Thissaindix*) in 274. Thereafter Atlantean forces joined with local armies to fight against the southern cities. Numedeas in the south allied itself with the northerners, and some years later the whole area became engulfed in a general civil war between Yallands (and Atlanteans) against Numedeans and other southern settlements.

Cao-Melion also intervened in a civil war between the Chalcran states, supporting some southern states against northern ones in a dispute over borders around the central lakes. By 282 Atlantis' faction had won, and Atlantis had gained control itself of Gasiroto and the lakes themselves.

INTERNAL REFORMS

Internally Cao-Melion continued the social legislation and reforms of Carel I. After 264 he laid down the framework of an empire-wide network of schools, with a Controller for Education. He also opened the first University, at Ghestis.

Other Controllers were also gradually created, producing a stronger and more centralised government. So in 269 came the Controller for Education, and in 270 a Controller for Imperial Affairs (this covered all Provinces except Atlantis, which had had its own Controller since 240.) A proper Controller for the State Treasury was created in 266. Finally in law, a Court of Appeal was set up in 269. Separate "Royal" and "Local" courts were founded after 281, the former now being restricted to trying serious crimes and the latter to cover all civil and minor criminal hearings. Most portentous of all, in 278 the first "Great Council" was set up, based on the Atlantean provincial Council, to cover all the other Provinces. It was purely consultative and its members were chosen by the Emperor himself. It also sat only when he said it should. But it was eventually to expand and develop to its later important role, largely due to the encouragement of Siphirixo after 300.

THE EMPEROR - HIS PERSONAL LIFE

The personality and private life of Cao-Melion is particularly well-known to us, as a result of the survival of some original sources, both Atlantean and also Helvran. But his life, with its family turmoil and upheaval, also interested later dramatists, such as Normelliel and Gildasso in the Second Empire, and many of their plays dealing with Cao-Melion (and other First Empire figures) have survived. Finally, too, the personal and marital ups and downs of Cao-Melion are important historically, as they led later to the Family Wars of 307-314.

It must first be recognised that Cao-Melion was a large, domineering and aggressive man, who was capable at times of terrible fits of suspicion and anger, but also at other times of moods of profound depression. The latter often were a result of his actions undertaken in periods of anger - these often led him to order brutal executions, often preceded by torture, against enemy prisoners, politicians who had upset him, and even his own family.

HIS WIVES AND TURBULENT DOMESTIC LIFE

Cao-Melion had a complicated domestic life, rather like Henry VIII of England, whom he resembled in a number of ways. He first married in 251, at the age of 22, and by this wife, Carnaxa, had two children, Siphirixo in 253 and Tuondo in 255. Siphirixo was thus his heir and succeeded him in 285. Cao-Melion always had a roving eye, and had a series of mistresses throughout his life. But while he assumed his wives would turn a blind eye to his behaviour, he was certainly not ready to do the same when he learnt in 267 that Carnaxa had been unfaithful to him while he was away during the Helvran War. In a fury he found out who these lovers were, or were purported to be, and had them arrested, imprisoned, tortured and killed. He then divorced his wife, imprisoned her and then had her secretly poisoned (268).

In 269 he married Millei, already his mistress. She had already borne him a son in 264, and was now pregnant again. She had a daughter, Puella, in this same year. In the early 270's, Cao-Melion came to suspect that Millei too was being unfaithful to him, and devised secret and elaborate tricks to test her fidelity. At the same time he had become bewitched by the young daughter of one of his Court nobles, Cairille. As things came into the open, the whole Court split into factions supporting one or other of the two ladies. Cao-Melion became ever more determined to rid himself of Millei and to marry Cairille, who was his mistress by 274. An attempt was

made by the Millei faction to kidnap and perhaps murder Cairille, but this was thwarted. Then, probably with Cao-Melion's connivance, the Cairille faction poisoned Millei, who died a slow, lingering death in 275. Pausing only to execute two scapegoats, Cao-Melion quickly married Cairille in 276, and the next year they had a son. Several other children followed, but all died young.

By 282 Cao-Melion was again tiring of his young wife, and they soon became in all but the formalities, separated. Cao-Melion consoled himself, as usual, with his mistresses, while Cairille went into hiding in 284, fearing the fate of Millei. However, next year, Cao-Melion died, quite suddenly and in apparent good health. There was much whispering of poisoning by Cairille's friends, but Siphirixo, the new Emperor, insisted on no recriminations, and Cairille was left to her quiet retirement far from the Court. In the 290's she remarried and had some sons.

A divided family : Siphirixo, 285-307.

SIPHIRIXO AND CAO-MELION : TWO OPPOSITE CHARACTERS

Siphirixo was a much more intellectual and socially minded person than his father. While Cao-Melion had also carried out a number of important social and judicial reforms, it was Siphirixo who was by far the more involved with the liberal social, religious and artistic currents of the time, and who proved to be most strongly influenced by the liberal milieu with which he surrounded himself. Along with this, however, went a distaste for political and practical realities, a willingness to hand these areas completely over to advisers, and a personal lack of decisiveness and trust in his own judgement, which was very different from his father's character.

Another major difference with Cao-Melion was Siphirixo's distaste for imperialism and general lack of interest in foreign affairs. Creating a Controller for Foreign Affairs, and adjuring him not to start any foreign wars, Siphirixo quickly bowed out of foreign policy. Similarly Siphirixo reduced the overall size of the standing army from about 100000 in 284 to 75000 in 305. At the same time he created a "College of Military Art" in 292 to study and advise on strategy and tactics both in peace and war. One matter this College did warn the Emperor about- wholly ineffectively- was the growing power and independence of the old noble armies. These represented 35000 of the armed forces in 305, and in provinces like Th. Thiss. and Manralia, the noble generals became almost freebooters.

HIS SOCIAL REFORMS

Home and social affairs were Siphirixo's abiding interests. He set up a secure local government system throughout the Empire by forming a second or intermediary tier of "Regions" between the basic local municipal government and the Provincial level. These Districts were given the authority to impose local taxation and to run the imperial education system. Further responsibilities were allocated for social policies, and Siphirixo's achievements here can be measured by the fact that this whole organization was adopted by the Second Empire and lasted essentially unchanged until 588. In 296 Siphirixo permitted the Great Council to draw members from all Provinces, including Atlantis, and after 295 he allied the recruitment of Councilmen to the new local government structure. Thus a person progressed upwards via election or appointment from the local (or District) council to the Regional one and then either to a Provincial post or to the Great Council. After that progress to a national government position (Controller, Adviser, or their staff), or appointment as a Provincial Governor, depended at this stage very much on the whim of the Emperor, but under the Second Empire, it would become more formalised into the whole career ladder. To facilitate all of this, he supervised the building of Government and Council offices in the capital.

Siphirixo was also deeply interested in philosophy and art, and he surrounded himself with philosophers, religious thinkers and artists. He encouraged attempts by religious thinkers to "rationalise" the Atlantean religion, and supported their basic aim, largely unconscious at this stage, of producing a reasonable Theist monotheism out of the multiplicity of Atlantean gods. Two famous names from this period are Rathidel, the proponent of "legalist" philosophy (243-291) and Ciblahu, the great "monotheist" religious philosopher (257-299). Siphirixo took it upon himself to protect radical thinkers against the rage and fury of the traditional priesthood, and during this enlightened period, advanced religious thinkers and philosophers interested in religion worked together.

THE ARTS UNDER SIPHIRIXO

As regards the arts, the so-called "First Empire Romantic Style" developed from about 260 and reached its greatest flowering between 290 and 310 in the lyrical poetry of Carnaxa Lillie (274-327) and the epic nationalist poems of Bommel, who wrote between 295 and 330. In addition there were in this first great age of art an early heroic style of architecture, and the first plays, based on religious or mythological subjects. All too much of this work has perished, or been overshadowed by the even more exotically Romantic work of the period after the Family Wars (314-), but enough has survived to enable us to see its quality and to appreciate the role of Siphirixo in encouraging and often helping to found the arts.



*A little sculpture believed to be of the poet Carnaxa Lillie.
The sculptor is unknown, but of around 300.*

Architecture and landscape gardening, too, were Siphirixo's passions. He used the best architects to build the new Government offices mentioned above; he also greatly extended the Royal Palace, and he turned the grounds around about it into pleasure gardens on a large scale.

Meanwhile military and family circumstances were developing, which were to lead ultimately to conflict, civil war and the death of Siphirixo and many of his family. While the professional army was reduced in numbers for the sake of economy and principle (though this chiefly affected only the conscripted element), the forces commanded by nobles grew, as some Class 2 nobles were also now allowed to own standing armies. These forces were encouraged to protect the borders of Th. Thiss, Manralia and the Chalcran states, where they engaged in a perpetual series of skirmishes against foreigners and sometimes even against each other.

THE PROBLEM OF THE SUCCESSION

The question of the succession became a major problem after 300, and the conflicts arising from this were the more serious because of the growing number of barely controlled semi-independent noble forces now at large. As Siphirixo's health deteriorated after 300, he began seriously to think about his heir. His eldest son, and "rightful" heir was Yeasor, Military Governor of Th. Thiss. after 304, and a brutal, aggressive and imperialistic young man. Siphirixo disliked him, and in 305, after years of dithering, and following a bad attack of asthma and bronchitis, appointed Carel, the grandson of Cao-Melion's second wife, his heir. This snubbed both Yeasor and his younger brother, but the latter stated he was happy to support Carel.

Yeasor was far from happy, however, and over the next two years plotted to be in a position to take the throne for himself. Siphirixo, by his actions, unconsciously strengthened Yeasor's hand. He at last tried to cut back the size and number of noble armies, causing great resentment, and enabling Yeasor to enrol them in his cause. By 307 he had all the forces in Th. Thiss (30000 men) under his thumb. Carel, who was Military Governor of Helvrĭeh, was an uncharismatic youth and he allowed the military commander in the east to be secretly suborned by Yeasor. Although by now aware of Yeasor's military preparations, Siphirixo and his government seemed paralysed, and made no attempt to mobilise all the Royal Army (50000 men), or any noble forces against him. As a result, when fighting did begin in 307, part of the Royal Army, still threatened by Siphirixo's cutbacks and lacking any imperial encouragement or morale boosting, defected to Yeasor in the east.

In March 307, civil war began - the start of the "Family Wars" - when Yeasor went to E.Helvrĭeh to rally support. transported 10000 men across the Helvengĭo, and moved to join the confused skirmishing which had already begun in the Chalcran state and Atlantidĭeh between noble forces supporting Yeasor and Siphirixo.

To read the next part of this history, click on [307-323](#)

[Home Page](#) [\(3\) 307-323](#) [The Helvran War](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"Crehul daiton": The Military Traveller : Lasso Atlaniphon II, 409 - 448.

A COSMOPOLITAN AND LIBERAL PRINCE

Lasso was adopted as Emperor-to-be by his father, Iustos, in 404, following the decision made much earlier in the reign that the imperial succession should devolve by adoption of the best person, rather than automatically by hereditary succession as had happened hitherto. In practice this had little effect as the line of emperors remained within the same family. Lasso had been brought up in an enlightened fashion by his father, and was certainly the most intelligent and capable of his siblings, as well as being fortuitously the eldest male heir. When 24 years old, he married Suayosa, the beautiful and intelligent daughter, of a noble Helvran, who was an Imperial Controller at this time. This was a happy marriage to begin with, and it certainly helped to kindle Lasso's cosmopolitanism and interest in all parts of the empire.

Throughout his reign, Lasso travelled far and wide, and visited every Atlantean province at least once, as well as going abroad on sea journeys, and making state visits to Eliossie, Razira, Vulcania and Ugrieh (the latter only in the course of a military campaign!) He deliberately encouraged non-Atlanteans to reach high posts in government, and granted full citizenship to the Provinces of Manralia's southern border, Borchalcrieh and Yallandix Thissandix, and initial citizenship to Meistayieh, Naokeltanieh and Dravidieh. Equally he did much to encourage, indeed, initially, to force, uniformity of practice in law, education, language and other social practices throughout all the Provinces. One of his most important innovations was the abolition in 422 of the old Class system (though it has to be said this never really died, and came back to life later in the Second Empire). Lasso's cast of mind was very similar to his father, and he followed his generally liberal ideals in matters of government and social policy. However he was also much more interested than Iustos both in creating a successful cosmopolitan empire, and imposing a centralised and uniform method of government on all the Provinces. He was also intensely interested in warfare, and the military art, and in the first part of his reign, was determined to bring, by conquest, more peoples into the Empire of Atlantis

THE HELVRAN REVOLT - THE IMPERIAL FAMILY AT WAR WITH ITSELF

Lasso, despite his interest in the different races that made up his Empire, believed that the administration of such a vast body of peoples was only possible if they all used the same principles of law and education, and all spoke the same language, Atlantean, at least for all public purposes. In these matters, he reversed some of his father's liberal ideas, and imposed these practices quite harshly at first: this caused considerable resentment, especially amongst the Helvrans, Jutes and some of the Kelts. In the end this led to the Great Revolt of the Helvrans in 420-1. In some ways this was a reaction to the liberalisation granted by Iustos, which reversed a century of linguistic and political pressure against old Helvran uses, and which now seemed again to be put under threat by the new Emperor.

The first outbreaks of revolt in the Helvran areas were severely dealt with by the Atlantean army, with the tacit support of Lasso. But then, his wife, Suayosa, of Helvran origin herself, personally objected to this treatment of her fellow country folk, and symbolically changed her name to its (original) Helvran form, Slilin. Her eldest son also ran off and joined the rebels. Lasso at first would not change his views, claiming that his son had been kidnapped by the rebels. The climax to all this came in two weeks in 421, when Lasso, touring supposedly pacified areas of Helvrieh was nearly assassinated, his wife then suddenly vanished, and his rebel son was killed in action fighting against the Atlantean army. Stunned, Atlaniphon now turned to compromise, and the Revolt gradually ended. Helvrieh was to retain its present rights, as granted by Iustos, which nevertheless dwindled away over the following decades -

although the Helvran language, still taught officially in schools for the next century, survived and was even to be used in duplicate with Atlantean in official documents until the middle of the next century. Atlaniphon's wife returned to him some months later from her hideout, but their relationship was never the same again, and they later lived apart. Suayosa died in 439, heartbroken also by the scandalous behaviour of one of their granddaughters, and Atlaniphon never remarried.

CLASSICAL ART REACHES ITS ZENITH

The reigns of the three Atlaniphon Emperors saw the rise and supremacy of classical art, including literature and architecture. The great literary names were these : *Rasiphel* (339-398), who is chiefly known as a writer of "classical" poetic dramas. They used a very limited number of metres and a small, elevated vocabulary, and were highly prized by Atlaniphon I as "Imperial Drama".

Rasiphel's successor, during the reign of Atlaniphon II, was *Normelliel* (400-461). Like Rasiphel, he saw himself as a poet first and a dramatist second. He developed the purely dramatic elements of his plays, and increasingly collaborated with musicians for accompanying music. The later plays were also set in specific landscapes, and should be played in particular locations.

Finally we must mention the great poet *Huattiens* (361-447), who was the poet of the classical First Empire "par excellence". In all cases, the classical canon prescribed the avoidance of writing in the first person, instead making use of the third. This was the case even in spoken drama.

Lasso also had two monumental statues of Atlaniphon I sculpted at Miolrel and Atlantis (not far from the much earlier monument to the Atlantean victory over the Helvrans).

THE EMPIRE REACHES ITS FULL EXTENT - THE SECOND UGHAN WAR ("BUOUYE CREHEI ANTE UGHANIX"), AND THE BATTLE OF YRULLIA

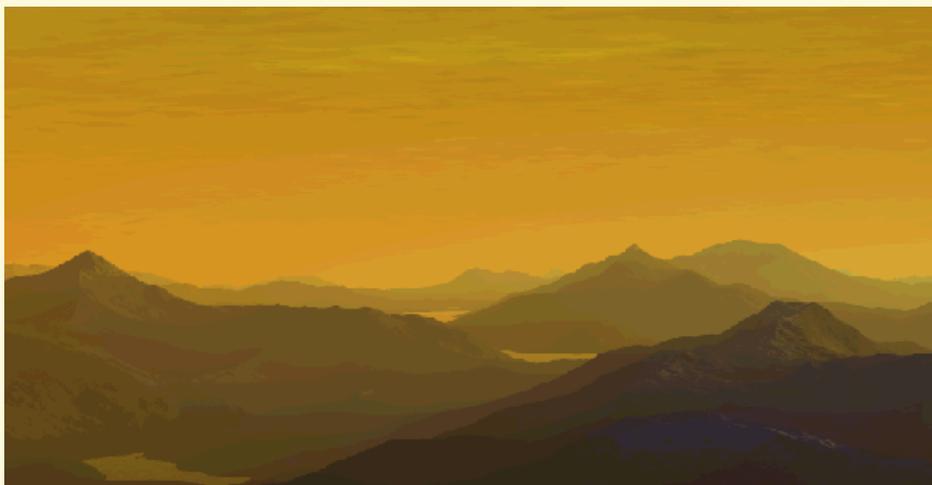
The Empire continued to grow during the 420s and 430s, with Lasso himself planning and leading some campaigns. Between 416-419 south Nunchalcrieh was conquered and made a Province in 421. In the 420s there was fighting with the N. Kelts, and further lands conquered (The Province of Geskeltaniëh was formed in 431.) Lasso was keen to protect the frontiers of his huge Empire, and started to build a series of strongholds around the borders, especially along the river Gestes in the east - these included Dravipand and Atlanipand on the Gestes, and Keltanipand in the north. ("Pand" is simply the Atlantean for "fortress".) However, the revolt of the Helvrans in 420-1 turned the Emperor's mind increasingly to equality and liberalism for the peoples of the Empire, with toleration for local customs and languages. He avoided wars during most of the 430s, but then the increasing number of raids by the Ughans into Atlantean territory forced him to try to break this powerful neighbour after 439. This war, which he led personally rekindled his fascination for warfare, and his success in it induced him to risk the great Invasion of the East after 444. This proved to be a step too far even for the undoubted military abilities of the Emperor, and after it was over, he declared he would give up fighting and imperialism for all time.

The Second Ughan War took place in 439-443, and the Atlanteans, after inconclusive fighting in the Gestix mountains, marched north and north-east through Nunchalcrieh and the Diefillen, round the northern end of the Mountains. This march of over 200 miles surprised the Ughans, led by *Tjaidli*, who were beaten overwhelmingly in 441 in a battle across the Gestes. In 442, the Atlanteans moved south and faced the Ughans again at Yrullia. *The Battle of Yrullia, 442*, is a typical example of Classical Atlantean battlecraft. Atlaniphon led an army of nine Pueggisix, or 86000 men, 9000 of them cavalry, plus artillery and mounted infantry. The Ughans had 95000, mostly swordsmen, with some units of light bowmen, and 20000 cavalry. The Ughans formed up in two lines with their left flank on a river, and their centre and right on separate hills. Atlaniphon planned to seize this hill, which was held largely by Ughan bowmen, and then work against the Ughan flank, seeing how things developed.

In fact the Ughans moved first, sending cavalry and some infantry over the river on the left against the Atlantean flank. The Emperor counter-attacked, but his forces over here were forced to retreat again later. But already he was moving cavalry and two Armies against the hill on his left, which he had already sent mounted infantry on ahead to seize. After a short struggle, the hill was taken, but other Ughan forces counter-attacked it. Next, units on the Ughan left advanced quickly against the Atlantean right wing. This was successful at first, but Atlaniphon brought up his reserves, including cavalry, and counter-attacked, forcing the Ughans to flee. The Atlanteans now moved forwards with the centre, bombarding the Ughans on the hill there in advance. They were helped by their right wing, chasing the fleeing Ughans. A tough struggle for the hill ensued, but potential Ughan reinforcements were distracted by the Atlantean extreme left-wing, which, having secured the hills there, was now drawing off the Ughan reserves. Finally the two Armies to the left of the Atlantean centre also advanced, forced back their opponents, and attacked the central hill from the flank. This finally routed the Ughans, and Atlaniphon triumphed at the cost of 6000 men. The Ughans lost 18000 and 10000 prisoners.

As Atlantean forces now moved towards the Ughan capital, Gargros, Tjaidli was quick to seek terms. Lasso took over the whole of the Diefillen area for the Empire (previously an independent area partly under Ughan suzerainty), and also secured a large chunk of Ughan territory to the east across the Gestes, as far as the Cugh (river) Teceg. This included an important pass through the Gestix Mountains, the Teceg Buoumu, from the river at Fembepand. At the far end of the pass, Lasso had a great new fortress called Iustupand built, named after his father. At the same time, Vulcanieh, which had played a minor but important part in the war, threatening the southern confederation of Ughan states, with its capital at Psjasegargros, and thus preventing its rulers from supporting

the northern kingdom. In 442, the Vulcans actually invaded their northern neighbour, and took a slice of territory south of Psjasegargros after 444.



Evening over the Gestes river

THE FIRST INVASION OF THE EAST, 444 - 446

No sooner had he finished with the war against Ughrieh than Lasso, his interest in practical warfare well and truly kindled, decided to start a campaign which would really make his name famous in history. Atlantis had long traded with the distant countries and cities of the far east, either by sea or overland, in both cases a distance of many hundreds of miles. This trade overland to the south-east via Vulcanieih or Razira was at the mercy of both the nations or peoples lying along the route and the trading cities beyond, which mostly lay on the sea at that point. Atlantis had little definite idea of the political set-up of these towns or the countries beyond, from which the items traded actually came. It was believed, correctly, that there was a large empire involved.

Lasso had been turning his options over in his mind for a couple of years before 442. Now, as so often before, middlemen along this trade-route were charging ruinously high prices for importing and exporting goods: furthermore, two of the little kingdoms on the other side of Vulcanieih had become completely hostile to such trade. The Emperor decided to move an army of 100000 men down to the river Baccuel, and simply march east, quashing hostile forces en route, arrive at the trading-ports, capture them, and then trade directly with the mysterious empire to the east, fighting it too, if necessary. A large navy would sail there too, meeting the land forces and helping to blockade the towns. Vulcanieih had no choice but to allow the Emperor access, as well as to provide him with allied troops to help hold the long lines of communication.

The army, led by the Emperor, set off from Laccuel in May 444. It marched down the river, skirting the north of the area of the Polder Folk, and entered mountainous territory. With some difficulty, the Atlanteans forced their way through, defeating hostile peoples, and leaving garrisons behind and strategic intervals. Further on, the mountains gave way to steppe, and crossing these caused Lasso considerable wastage of troops. He finally came to the far side, and was faced with four large city-states, which had been expecting him, and had prepared defences. Lasso made contact with the great Empire of the East, *Losang*, while besieging two of these, and tried to reach a moderately amicable agreement in which the Losang remained neutral, to the future benefit of her relations with Atlantis. However, he failed. Losang did not want this western Power intervening so close to home, and declared war on the Lasso.

The next year saw part of the army besieging and storming two of the ports, Amtas and Ganaptas, while the navy tried to blockade them by sea. But there was a nasty surprise when a large Losang navy appeared and defeated the Atlanteans. Thereafter, the navy was not really able to stand up to the larger and stronger enemy ships, and could play little part in the war. On land, the sieges went slowly, and Lasso had to ward off at least one attack by Losang. By the autumn of 44 he held Amtas and Ganaptas, had the third city, Mauntan, under tight siege, but had done little against the fourth, Sarapas, as it was constantly being succoured by Losang troops. So now Lasso marched with 50000 men (he had received only a few reinforcements) into the territory of the Empire of Losang. There were, it seems, two major battles: the first led to a severe defeat of the enemy. Lasso pursued eastwards, deep into enemy territory. The army of Losang stood at bay in a very strong defensive position, and all attacks against it by the Atlanteans failed. With casualties of over 16000 men, Lasso had to admit defeat and retired back to his siege. The port of Mauntan finally fell early in 446.

THE TERRIBLE RETREAT

Lasso now realised that he had won as much glory as he ever would. Tribes along his long line of communication were rebelling; his navy could not face the enemy at sea, and he could only remain on the defensive against it on land. Furthermore, he had little chance

of obtaining reinforcements for an army which now amounted to only 55000 men. He needed to retain most of his troops to protect his Empire, and in any case transport eastwards by sea was risky, and by land involved entanglement with the rebellious tribesmen. Lasso now betook himself home with a guard of 15000 men, most of which he dropped off to strengthen garrisons en route. He also persuaded the Vulcans to contribute 14000 men to protect this route. In the east, he left behind 20000 men to garrison the three captured towns, while 20000 guarded them against Losang.

For a while, the Atlanteans maintained their positions, and were able to dominate the trade-route. But this war, however successful, sickened the Emperor by the huge casualty list which had resulted from it. In 447 he personally abjured war and declared the Atlantean Empire "complete for all time". He withdrew some 11000 more troops from the east, but maintained all the rest there. Even before his death, the situation deteriorated, as a huge Empire army arrived on the scene and besieged one Atlantean-held town. The new Emperor, Carel, who assumed power in 448, was a pacific, arts-loving man, and had no interest in his predecessor's mad expedition to the east. But neither would he act decisively to withdraw the troops. As a result, things quickly went from bad to worse. Revolts along the line of communication led to nearly all the garrisons being besieged. At the same time, in the east, Mauntan was stormed by Losang and allied troops, and most of the garrison massacred when the survivors finally surrendered. Ganaptas was now besieged. Later in 449, the Vulcans declared their neutrality, and abandoned all their garrison positions.

Finally, almost too late, Carel gave orders for his troops to leave the towns, and fight their way back westwards, bringing along all the garrisons en route as they retired. The navy made one attempt to pick up troops by sea, but was beaten back by the enemy. The retreat of the Atlanteans overland via desert and mountain to Vulcanieh and on to the Gestes was an epic, though disastrous, marathon of courage and endurance. Firstly the march took place in ever worsening weather from November 449 to March 450. The troops were repeatedly attacked from the rear by Losang and other forces right into the steppes. Then, and especially in the mountains, they were attacked by the local warbands. These had already taken and killed a number of the garrisons en route, as well as the supplies stored there. The retreating troops marched from waypoint to waypoint, often having to storm when they were in enemy hands, sheltering and recovering in each of them, and then continuing their march. Of 30000 troops who began the march, and 13000 holding the forts en route, only 8000 straggled, exhausted, into Vulcanipand in March of 450. Thus an army of over 100000 which had set off eastwards in such high hopes in 444, was reduced in the end to just these 8000 barely able-bodied soldiers. During the campaign, perhaps another 18000 wounded had returned home and survived their injuries, at least to some extent. All the rest were dead, or prisoners - and virtually none of the latter ever returned.

"Puainetto pueggisayu aithe puainetto cerïehayu".

"The strength of the army is the strength of the empire."

Atlaniphon II, 439.



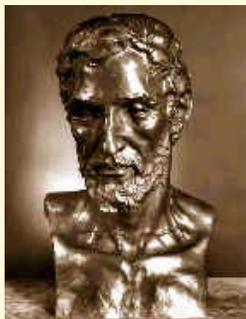
*The statue of Atlaniphon II set up
by Atlaniphon III outside his new Palace.*

THE END OF THE REIGN

Following the end of the War, Lasso went into semi-retirement, and soon became quite ill. He turned his thoughts to the succession. He had no son, and although he did have two daughters, he could not envisage leaving the empire to a female ruler. Looking beyond his own children, he sought a pacific, conciliatory, cultured man, who could be a capable administrator, and initially considered one

or other of his Controllers. But in 445 he finally decided upon one of his elder brother's children, Carel, then aged 26, who was living quietly on his estate in Chalcrieh, unmarried. He held a post there in charge of the arts and games, and was himself the centre of an artistic circle. He met many of Lasso's criteria, and he knew him personally. His administrative abilities were fairly unknown, but Lasso intended to pass on to him the best of his Controllers. Thereafter Lasso's powers gradually declined, and he died after a long illness in 448.

The Patron of the Arts : Carel Atlaniphon III, 448-478.



A portrait of Atlaniphon III in the late 470s

AN ART-LOVING RULER

Carel proved to be the non-imperialistic, retiring, Atlantis-loving Emperor that Lasso had hoped for, although he ultimately became more retiring and wilful than he at first seemed. He never married, and was in fact homosexual, finding his greatest fulfillment in the arts and the company of artists. He indulged in and encouraged all the arts, including the laying out of great landscaped gardens, and the organising or sponsoring of settings for the new "Total Works of Art". He started the trend for living away from both towns and farms, on country estates where the well-off could indulge in fantasies of an ideal and leisurely life.

His circle, very much an elite, spearheaded the gradual turn in the arts, and indeed the Atlanteans' whole outlook on life, from Classicism to Romanticism, and his great protégé was *Gildasso*, the Chalcran composer and first great exponent of Total Works of Art. The Total Work of Art represented the fusion of music, drama and landscape into one art-form. Gildasso (431-485) wrote plays entirely in prose, and in a new, much more emotional manner than his predecessors. He concentrated on "historical" subjects (pre-361), and claimed that drama should above all be natural and truthful. He encouraged collaboration with all the other arts, and in fact coined the phrase "Total Work of Art" in 455. The Emperor was fascinated by his work, and willingly created whole landscapes to be the setting for his dramas.

Carel also found an outlet for his artistic talents in architecture and landscape. Most notable was the great new Imperial Palace he built some miles to the north-east of Atlantis city. This new Palace was really quite unnecessary and an extravagant waste of money, besides separating the Imperial Court from ordinary people within Atlantis itself. But the design and decoration of the buildings fascinated the Carel, and the results were a genuine collaboration between architects and Emperor.

A GOLDEN AGE

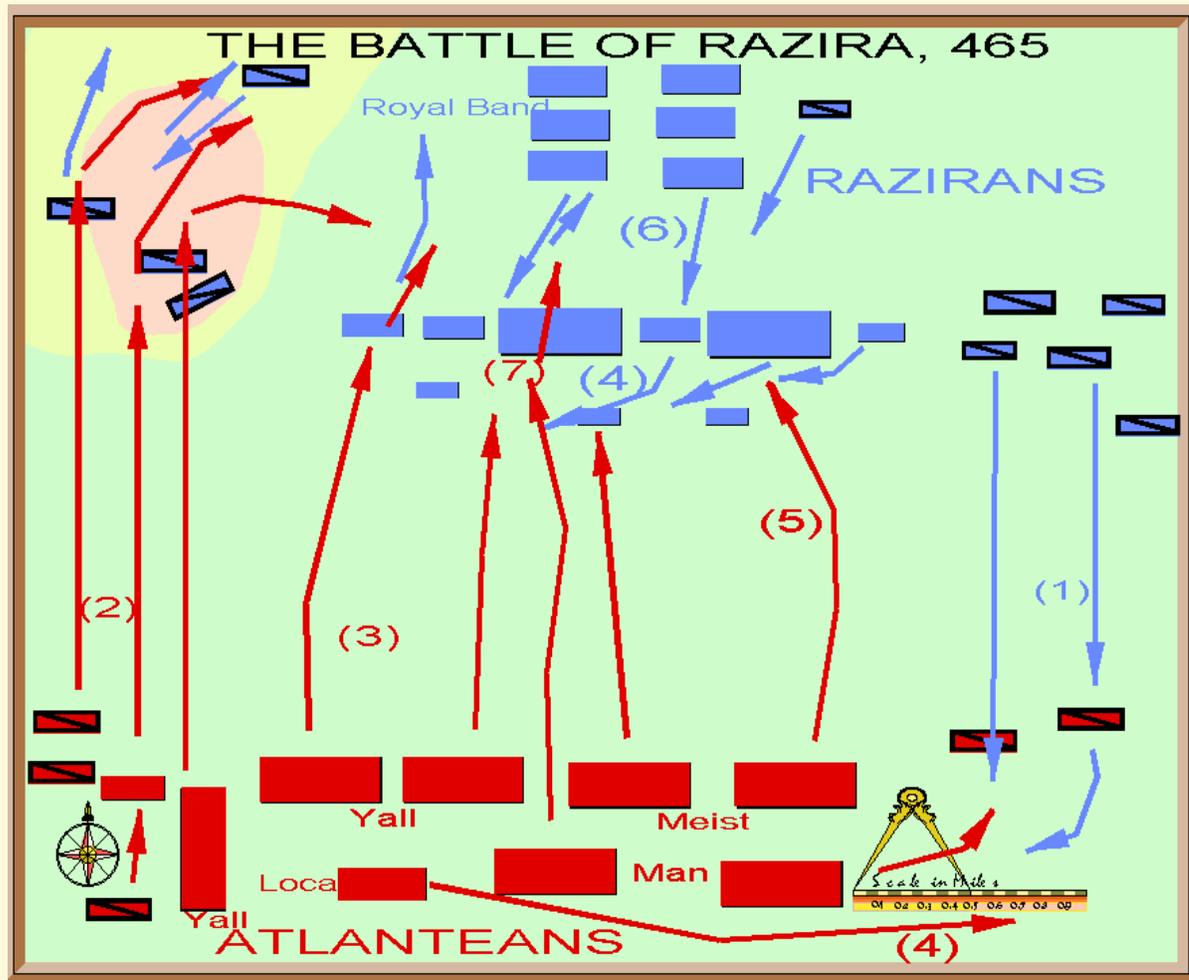
This period in Atlantean history was in later times looked back on as perhaps the most settled and happiest in her history. While Atlaniphon I was granted the accolade of the greatest of the Emperors of Atlantis, presiding over the most glorious and militarily successful period of the Empire, Atlaniphon III reigned during the most peaceful, most settled and happiest era for the inhabitants, a genuine "Golden Age". Carel hated warfare and in his time there was no deliberate external fighting. The only war of any importance, into which Carel had to be forced, was with the king of the Vulcans, Yrulwas, against Razira in 464-466. This was caused by the action of Atlantean traders in Razira secretly supporting revolts against Raziran over lordship. In 464, following a massacre of these traders by the exasperated Razirans, Atlantis and the Vulcans declared war. Razira was ruled by a matriarchal monarchy, and the Queen at this time was *Zovahh*. The decisive battle of the war was the *Battle of Razira* in 465.

THE BATTLE OF RAZIRA, 465

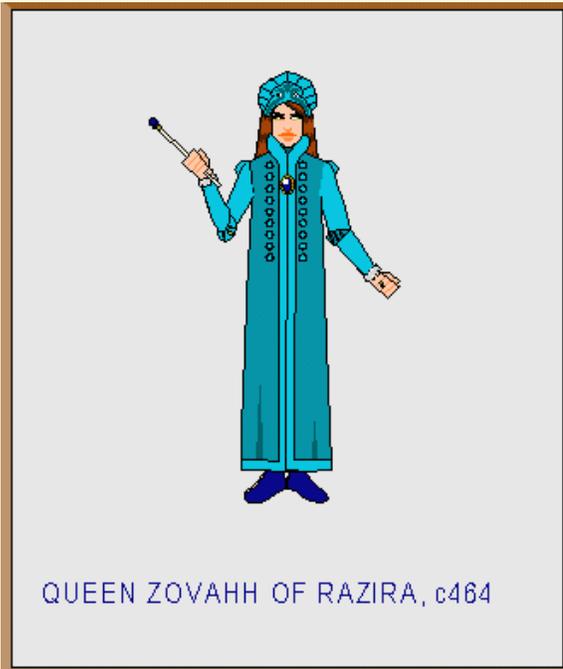
The Atlanteans, led by Carel Atlaniphon, had an army of seven Pueggisix, about 66000 men, plus a Local Army of 3000. As well as

50000 infantry, therefore, there was about 6500 light cavalry, 2000 medium cavalry and some 5000 mounted infantry. The Razirans, led by Queen Zovahh, were about 65000 strong, including 35000 swordsmen, including the Royal Band. There were only 5000 medium bowmen, as well as 5000 light bowmen, 9000 medium cavalry and 11000 light cavalry.

The battle, like most fights of this era, consisted of a series of attacks and manoeuvres by different units of the two armies against each other. The Razirans' moves were ill-co-ordinated and fairly random, resembling those of the Atlanteans during the latter part of the First Empire. The Atlanteans of this period, however, attacked and reacted according to a carefully thought out tactical plan, and that is why they nearly always won their battles. (The map shows the order of the attacks).



Firstly of all, the Raziran medium cavalry on their left flank charged and ultimately put to flight the weaker Atlantean cavalry (map 1).. However, the nearest Army prevented further Raziran incursions here. (2). Meanwhile, on their left, according to plan, the Atlantean mounted infantry and cavalry seized a hill on the right of the Raziran position, which was only lightly held by light cavalry. (2). A Yalland Army followed up and took possession of the area. Next, the two frontline Armies on the Atlantean left, Yallands 1 and 2, moved against their opponents. (3). They were held off and the Raziran forces to their left attacked the Atlanteans in flank. (4). The next Atlantean Armies in line, Meistayieh 1 and 2, now advanced and hit the exposed flank of these Razirans, in turn. (5). The battle was, however, still undecided in the centre, so the Raziran Royal Band, led by the Queen herself, now threw itself into the central fray, while some parts of it moved to the right to protect the rest from the growing number of attacks from the Atlantean forces on the left-hand hill. (6). In this crisis, the remaining Atlantean Army, Manralia 1, hastened to the centre and forced back the Royal Band. (7). This was now also attacked in flank from the Atlantean cavalry and infantry on the hill, and the whole Raziran position crumbled. The Queen and the remains of her army fled, leaving behind 15000 casualties. The Atlanteans lost 6300. Soon after, the Razirans admitted defeat, the Queen fled and Razira was made into a dependent state - with a pro-Atlantean princess to rule her.



QUEEN ZOVAHH OF RAZIRA, c464

In government, Carel saw himself merely as an arbiter of last resort, and increasingly abstracted himself from meetings and actual decision-making after the 460s. He could nevertheless assert himself from time to time, and had a wilful, even cruel streak. On several occasions he refused clemency to friends or colleagues whom rumour accused of breaking Atlantean laws (fraud, murder, treason). Famously in 471, and despite pleas from others, he insisted on the death-penalty for one of his nephews, the son of a Controller, who had organised a secret wargame involving real fighting.

Carel had no immediate family, and decided in 468 to adopt as the next Emperor his great friend Thildo Suayofa, an inward-looking artist. Carel's advisors warned him several times that Thildo was not suited to the imperial role, as he was too moody, self-centred and misanthropic. Carel refused to change his mind, and even, finally, banished the last person who criticised his choice. He died in 478, thrown from his horse whilst galloping round a new open-air theatre.

"Atlan folgiens fulgietenhe tuaincuyehe tontan toumanan puouthienaxan."

"The Atlantean sun shines brightly on the whole civilized world". (Gildasso, 468)

To read the next part of this history, click on [\(3\) 478-511](#)

[Home Page](#) [\(3\) 478-511](#)

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

2. The Turmoil of the Imperialists and the defeat of the Republic, 610- 629

AUTHORITARIAN REPUBLICANISM

Until 600 the Republic remained under a relatively benign and tolerant regime. Giesti was succeeded as Leader in 597 by Soinin Eliol, a very charismatic and flamboyant woman, who was strongly in favour of equality of rights for women, and had been greatly influenced by the more academic co-writer of the 591 Constitution, Gorzen Pronen. Bronel followed her till 600, but after that a shadow begins to fall over the Republic.

It is particularly frustrating that it is precisely at this point that our sources for Republican - and Imperialist history, for that matter - begin to fail us. This is partly due to the ever-increasing chaos and upheaval which was spreading across the whole Atlantean Empire, as it had been. The Imperialist parts, as we shall see, were beginning to split into separate fiefdoms, with more and more rulers being thrown up, and later disappearing, who claimed to be the new Emperor, or indeed just a commander of a Province or two, but usually at loggerheads with other claimants or pretenders. Other countries - Basquecs, Ughans - begin to invade and occupy portions of Atlantean territory, while another wave of barbarians was battering at the borders. The other chief cause of this dearth of reliable sources is that later regimes wanted to hide or alter the course of events to their advantage, and quite ruthlessly destroyed or altered histories written at this time. Finally, the times were becoming so rough and turbulent that it was very difficult for any would-be writer to find the leisure or access to the sources he needed to write a contemporaneous history.

By 602 a number of political upheavals rend the Republic, as a result of a series of plots by Imperialist agents seeking to subvert or overthrow republican rule in various provinces. This, combined with a renewed flare-up of the war with the Imperialists led to a series of measures limiting democratic freedoms and tolerance, and the overthrow of the liberal regime by a more authoritarian, but non-religious group formerly Scale 4s. Gradually between 602 and 609 the constitution is subverted or changed into a strict authoritarian regime. The Republican Provinces are brought more forcibly under the central control of Atlantis, and many of the notions of the period between 590 and 594 reappear. These include the persecution and expulsion of remaining noble landlords, even if they had earlier agreed to support the Republic and give up most of their lands; restrictions on personal, artistic and religious freedoms; and the promulgation, eventually, of nationalist and secular propaganda. In 610, a dictator in all but name takes over the Republic, pledged to a militaristic, expansionistic and anti-religious regime.

INVASIONS AND INCURSIONS AGAINST THE IMPERIALISTS

Between 600 and 615, the old Imperialist parts of the Empire descended into complete chaos, under the pressures of revolts and rebellions by military leaders and indigenous peoples, as well as invasions from across the borders. By 610 and in the decade following it, a dispassionate observer would have been sure that the Atlantean Empire as such was doomed. It would certainly dissolve into an anarchic swirl of warlords, and the only question remaining would be how far and for how long the profoundly un-Atlantean Republican despotism in the western Provinces would survive a similar fate - certainly it appeared to have no chance of reconquering the old Imperialist areas in the south and east.

The Ughans now held all the west bank of the Gestes, and occupied much of the east of Dravidieh II. Pressure on this front did cease after 610, as a third wave of barbarians attacked the frontiers of Ughrieh, and then the country collapsed into civil war. However these same nomads, fast-moving horsemen, called *Nechevif* in Skalland, also attacked Atlantean provinces after 612, and soon occupied most of Nunchalcrieh, raiding right down into Chalcrieh II. The Basquecs had occupied Razira, and were invading Yall. Thiss., (Republican) Manralia and Vulcania. The founders of the future Southern Empire ("Rabarrieh") and other tribes began to dominate the Southern Seas and captured most of the smaller Atlantean colonies there, as well as taking hold of the Numedeas area of the Th. Thiss., and creeping north up the river Gosal.

Finally, the nomads - the *Jenisdif*, literally "strong soldiers" in Skalland, who some 60 years earlier had attacked the north-eastern frontiers of the Empire, had been forced further west by new waves of tribes, the horsemen *Jeninechif* pressing in from the east after

the 580s. They took over the Eliossien Protectorate, and then attacked and finally overwhelmed Eliossie itself by 610. They then pressed into Marossan, which they completely occupied by 615, and attacked Yciel Atlantis, Naokeltanieh and even Republican Atlantis itself. Finally in 612 there began the great North Kelt rebellion, in which these people, fired by the example of the free nomads all around them, and encouraged by the collapse of central authority over their homelands, soon threw off all Atlantean control in Nunkeltanieh and north Nunchalcrieh.

THE COLLAPSE OF IMPERIALIST CONTROL

So much for the pressure on the Imperialists from outside. At the same time they had to cope with a resurgence of fighting with the Republicans after 602 (admittedly initiated by Norro to try to unite his failing Empire), but most debilitating of all, a series of internal revolts. As a result of these various revolts, now to be described, the whole Imperialist part of the Empire split up into a number of independent groups of Provinces, ruled by a selection of Kings, Emperors, Generals and despots. These coalesced into six Powers by about 615, which, in the later writings of Atlantean historians, were enumerated by the letters "A" to "F", for the sake of convenience. These groups fought against the Republicans, the barbarians, and themselves over the next few decades, until one man, Louron Ruthopheax, from the C group of Provinces conquered the Republicans, held off the nomads, and finally overcame all his rivals, and reunited the whole Empire in 648.

THE "OFFICIAL" EMPIRE (GROUP E) : NORRO TO CRECHONNI

The Emperor Norro ruled as the "official" Emperor, and successor to all the Emperors of the First and Second Empire, based in his temporary capital, Atlandravizzi. Already he was shorn of the south-eastern group of Provinces (C), which had declared their independence in 596 under Yeasor. In 603, Norro led his armies against the invading Ughans, and in his absence from the capital, one of his generals deposed him and set himself up as Emperor - this was Meison Suennon, the son of Norro's wife by her first marriage. Norro returned to Dravidieh I to try to drum up army support against Meison, but failed: threatened with capture and execution by troops loyal to Meison, Norro fled across the Gestes and threw himself, and some of the forces still loyal to him, on the mercies of the Ughans, his erstwhile enemies. The Ughans agreed to support him on condition of receiving substantial chunks of Atlantean territory, and in 606 the Ughans, with Norro, reinvade Dravidieh II. After initial successes, they are defeated by Meison, and Norro is wounded and captured. Prevented from committing suicide, he was cruelly tortured and finally killed by having each of his limbs hacked off, one by one, ending at last with his head. This "execution" in itself shows how the rulers of Atlantis, who earlier prided themselves on their humanity and civilisation, had by this stage descended into the depths of barbarity. This coarsening of behaviour and way of life would continue, - indeed increase -, throughout the whole Empire for the next fifty years, and even when the Third Empire was established in 648, its whole ethos was very different to that which prevailed before the Revolution.

THE IMPERIALISTS SPLIT UP

Meison was killed in a brawl and firefight in the Imperial Palace itself, and over the next few years a series of ephemeral Emperors were created and discarded - even their names are not definitely certain now. By 615, when some historical light again shines forth, a former general, of obviously Chalcran origin, called Crechonni, had become Emperor. However, by that time the Provinces over which he ruled had dwindled away. In 608, the southern colony of Siphya (the only colony remaining not captured by the Southern Empire forces) and the Province of Th. Thiss. threw off their allegiance to the shadowy Emperor at Atlandravizzi, and were ruled independently by General Fillasil, who for a while kept a tame, alternative Emperor, Cencon. (Group F).

Then in 611, the Governor of Naokeltanieh (whose command at this point also covered Marossan), General Norcairillel, rebelled and declared himself Emperor with the support of his troops. Determined to challenge the Emperor at Atlandravizzi, he marched on Chalcrieh I, denuding Marossan and much of Naokeltanieh of defenders. The northern barbarians, who had already occupied Eliossie, and were on the borders of Marossan, immediately flooded into Marossan, which they had conquered by 612. Norcairriël, having marched into Chalcrieh II, found himself threatened by the troops in Nunkeltanieh and Nunchalcrieh to the north, who remained loyal to Atlandravizzi. They are led into Naokeltanieh, in Norcairriël's rear, but once again the thereby left Nunkeltanieh empty of defenders. Almost at once the North Kelts, led by *Volnan Dortainch*, there broke into open revolt against all Atlantean rule, and defeated the Atlantean army when it retraced its steps. Norcairriël also tried to crush the revolt, but is himself overthrown by General Tuingel, of half-Kelt origin. He was able, by 615, to pacify the area, and then declared the Provinces of Naokelt., Nunkelt. and Nunchalc. an independent state under himself. (Group B). He was able to play on the nationalism of the Kelts, identifying with them and holding off attacks against them by barbarians and other Atlantean Provinces.

In 613 the Provinces of Chalcrieh II and Dravidieh I were split from Group E by General Buomil, who declared himself independent of everyone else (Group D). The final independent Group (A) appeared in 618. This was when General Proinen, who ruled Group C (Vulcanieh, Razira and Yall Thiss) invaded Manralia. He had already seized Meistayieh from Group E in 611, and had regained part of Helvrieh from the Republicans after 615; he was now successful in taking Manralia (except for the city and capital of Noehtens) from the Republicans. However his second-in-command, General Yesteyu, waiting till Proinen had returned to Yall Thiss, seized control of the Province himself. (Group A).

THE SUBVERSION OF THE REPUBLIC

By 610 the Republic was being ruled by an extreme left-wing dictatorship, which clamped down ferociously on any opposition, and militantly enforced its ideals of atheism and egalitarianism. Initially the regime was ruled by a rather anonymous committee with two or three people who really wielded power staying behind the scenes - the most powerful was *Riuden Bronel*. Each ruler was fearfully jealous of all the others, and every so often one or other was denounced, tried and executed for "crimes against the Republic". This regime was also determined to prosecute the war against the Imperialists more vigorously : it denounced its predecessors for adopting a peaceful accommodation with the enemy, and proclaimed that the Republic must take over the whole of the old Empire. This policy also served to deflect opposition from the regime.

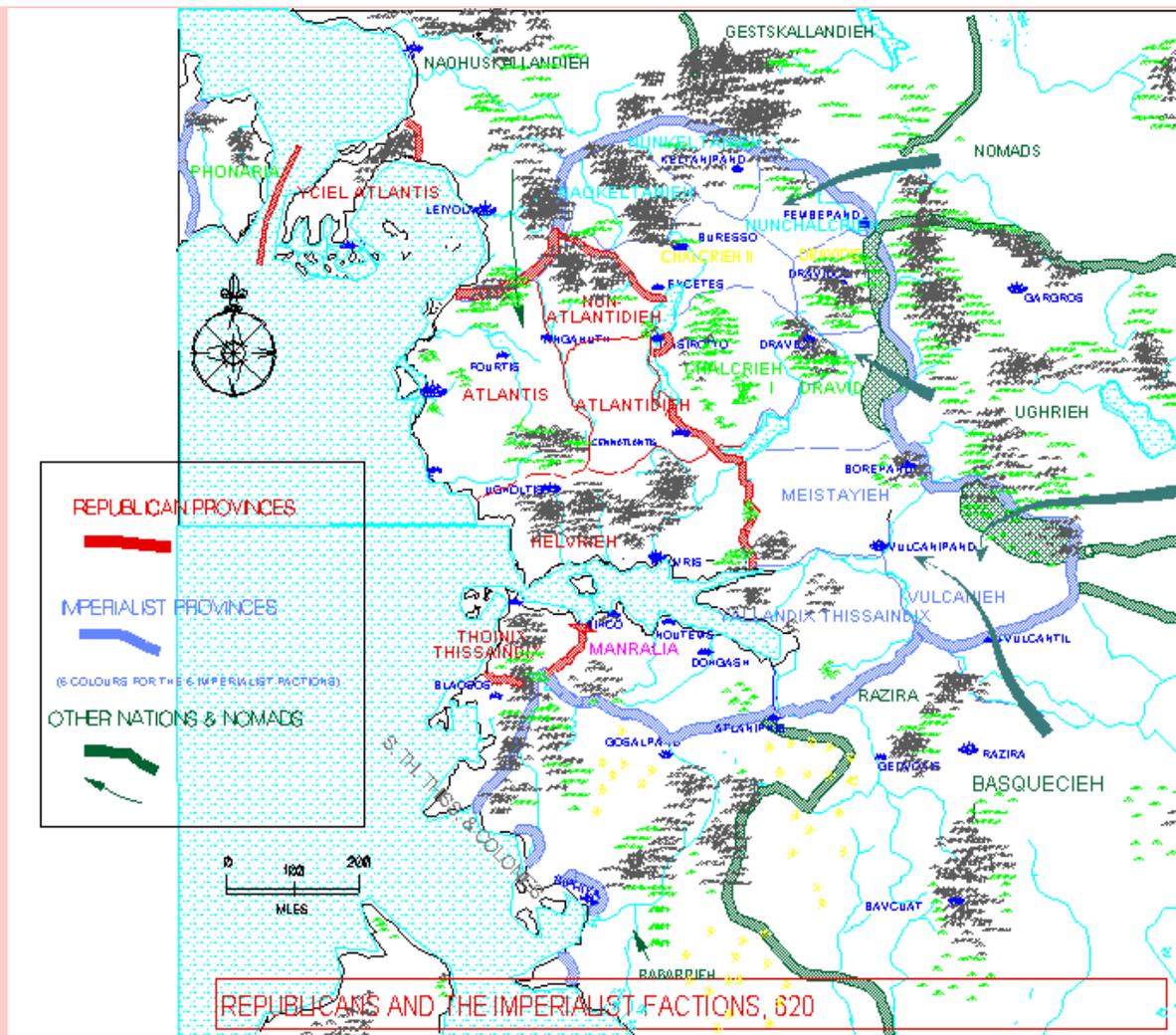
So the war with the Imperialists flared up after 612 along the borders in Chalcrieh I and Helvrieh. For a while the impetus of the Republicans and the chaotic state of the Imperialists brought them some success, but by 615 the chaos of the Imperialists spread to the Republicans. Military commanders began to rebel against the unrealistic, arbitrary and often cruel orders of the leadership, and then the leaders of the Republic fell out amongst themselves. War and economic mismanagement led to famine and revolt among the population, and finally the incursions of the northern barbarians through Marossan began to seriously threaten the heartlands of the Republic. By 616 there was general anarchy, and several Republican commanders were making personal arrangements with Imperialist generals for ceasefires, or even secret alliances against other Republican or Imperialist generals who were their enemies. By 618 the Republic, like the Imperialist areas, had collapsed into four or five separate provinces, none giving allegiance to any overall government. Later in that year one commander, *Mestaos*, took over Atlantis, summarily arrested and executed all the remaining adherents of the dictatorship that he could lay his hands on, instituted a more moderate and pragmatic military dictatorship, and eventually regained control of all the other Republican provinces.

Over the next decade the Republic drifted on, with little forethought or policy, as the military concentrated on keeping control of their provinces and making themselves as rich as they could. Of course there was no longer the slightest pretence of democracy or rule by popular agreement - the old Council had become a rubber stamp before 610, and after a hopeless attempt to reassert itself in 615, was abolished. The mass of people in Republican areas were completely disillusioned by their government in the 620s, and it became more and more difficult for the leaders to inspire its army to fight on its behalf. Later in the 620s, as defeat by the Imperialists loomed ever closer, the Council was reconstituted as a purely advisory body, and later, in a last effort to gain the government some popularity, turned into a unique half civilian, half military republican institution to act as a "Council for Atlantean Salvation", organised according to the old 590s constitution.

THE RECOVERY OF THE IMPERIALISTS UNDER GENERAL PROINEN

The fortunes of the whole former Atlantean Empire touched their nadir in the 610s, yet in the 620s remarkable signs of revival appeared in some Imperialist territories, and by the end of the decade all the Republican Provinces were back again under Imperialist rule - though admittedly under only one of six Imperialist factions. This recovery began in the Provinces called "E" and "C", and were due largely to a new way of waging war, and to one or two men who had the foresight to understand how these innovations could give their armies the edge in battle. In particular we must single out the amazing career of Louron Ruthopheax (to call him by his later Imperial name). His life will be recounted in more detail later, but he, along with Generals Proinen and Treckol, organised the defeat of the Republicans, and marched into Atlantis city in 628. He then became Emperor and over the next 20 years reunited the whole of the former Empire under his control. Then, over the next 20 years he conducted a series of incredible campaigns against the Empire's neighbours, utterly defeating in turn Ugrieh and Basquecih, and gaining additional territory east of Th. Thiss. At the same time he transformed Atlantean society.

During the 610s, state "C", under General Proinen, created a strong and well-motivated army drawn from his Provinces of Meistayieh, Yall Thiss and Vulcanieh, indulging in almost continual fighting against Republicans, other Imperialists, Basquecs and rebellious southern tribes. Towards the end of the decade this pressure lessened considerably - the Republicans had collapsed, the enmity with other Imperialist groups died down, and the Basquecs' aggression ceased when civil war broke out in the country. This gave the Army the chance to absorb some lessons from the recent revolution in the military art.



THE APPEARANCE OF GUNPOWDER WEAPONS

The most important innovation was the invention of weapons using gunpowder, an advance first made outside the Atlantean Empire, but soon adopted by the Imperialists and the Basquecs. After about 610 General Proinen's armies led the way with the adoption of muzzle-loading gunpowder artillery and then rockets (though not handguns, as the Atlanteans considered crossbows to be more powerful and more accurate in the field). These weapons were rapidly developed, and after 625 or 630, they were able to batter down nearly all the old fortifications which had stood up quite adequately to torsion-powered artillery. These guns were static at first, but became more mobile after 630. This innovation was combined with a new method of warfare - more aggressive and faster moving, seeking battle in the open, and not behind fortifications and earthworks. So light and medium cavalry were increased, and after 620 or so, heavy cavalry appeared armed with crossbow and lance. This hard-hitting, fast-moving aggressive style of warfare helped to beat the Republicans, who had not kept up with these developments. In addition, as it was Group "C"'s armies that led the way in their adoption, they greatly helped them to overcome the Armies of all the other Provinces after 630, and reunite the Empire by 648.

In 621 Proinen was assassinated, and was succeeded by his second-in-command General Treckol, an older but very able man, who was determined to use the new developments in warfare to their fullest extent. With Louron (Ruthopheax) as the commander of one of his armies, Treckol prepared for a decisive campaign against the Republicans.

THE DEFEAT OF THE REPUBLICANS AND THE CAPTURE OF ATLANTIS

Treckol forged a temporary alliance with Crechonni of Group "E" (Chalcrieh I and Dravidieh II), and in 624, while Crechonni assaulted the Republicans frontally along the river Dodolla, he turned their strategic flank across the Cresslepp into north Helvrieh and Atlantidieh. Cennatlantis was captured from the west by Treckol's army, and by 626 the whole of Atlantidieh had been recaptured. After a pause for recuperation, Treckol persuaded Group "D" (Chalcrieh II and Dravidieh I) under General Buomil to join in active warfare against the Republicans. So he pushed on, advancing westwards along the northern flank of the Meilox mountains, and on to the Lillerunix hills. At the same time, Crechonni's slower armies forced the Republicans back by frontal attacks.

In 627, Tuainnatlantis was invaded, and Treckol marched on west, with many skirmishes and small battles, to Yeldis. Treckol was determined to beat Crechonni to Atlantis city, and a race began now, narrowly won by Treckol's armies, under Ruthopheax's direct command, in 628. The Republican government and their armies collapsed in disarray, although a number of the leaders made good their escape to Yciel Atlantis. This now remained the sole surviving Republican Province apart from the Southern Island, as General Yesteyu from Manralia conquered Republican Th. Thiss. in 627. In 629, Treckol was assassinated by an agent of Crechonni, who was furious at Treckol's forces beating him to Atlantis. Following this, Ruthopheax took control of his armies. So, the Imperialists had finally defeated the Republicans after a schism of 40 years; now the question was - would it be possible to reunite the Imperialist Provinces, and if so, who would become the Emperor of the reunited Empire?

For more details about Ruthopheax I's first campaign, go to [Ruthopheax I's war against the Republicans](#)

To read the next part of this history, click on [\(3\) Louron Ruthopheax and the new world](#)

[Home Page](#) [\(3\) Louron Ruthopheax and the new world](#) [Ruthopheax I's war against the Republicans](#) [Ruthopheax I's wars against State E. 1- 631-633](#)



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Rayix til fouthusil bennuyu ("The sons in the shadow of the father"): Ruthopheax II and III, 670 - 714

1. RUTHOPHEAX II, 670 - 690

Louron (Ruthopheax I)'s son was named Iustos after the great Second Empire ruler, whom his father had admired so much. He was 31 when he came to the throne, and spent the first part - some would say all - of his life trying to escape from the shadow of his great father. Until his father's death in 678, Iustos felt himself completely dominated by the influence of his father, who, though retired and out of government, seemed to be able to project his spirit into the activities and thoughts of his son. Iustos deliberately avoided seeing his father, so far as he was able, but every so often, Louron demanded a visit, or sent him his opinions on a political matter of the day. In particular Iustos was forced under oath to agree to abide by the "Terms of Empire", which his father wrote between 671 and 674, and which were intended to set in stone the form of government and social structure of the Third Empire. Ruthopheax I had also made sure his son had a suitable wife - namely the daughter of the Chief Imperial Adviser, one of his closest friends -, and Iustos married her in 668.

Nevertheless Iustos was forced to compromise his father's wishes in some areas during the first 8 years of his reign. Louron had been virtually forced from power by his Ministers and the Army refusing to take part in any further wars of conquest, and in 671 Iustos agreed to reduce slightly the size of the Army. But he dared not commit himself to abolishing conscription until 679, after Louron's death, despite his personal beliefs that the vast military structure set up by his father was far too expensive to be retained any longer.

THE INTERNATIONAL CONFERENCES AND "LIMITED WAR".

He also came up with the idea of regular International Conferences of Atlantis and the other neighbouring Great Powers. This was really a compromise between his father's plans to conquer or dominate the affairs of other nations (like Ughrieh and Basquecieh, whose governments had Atlantean officials within them), and the more realistic ideas of some statesmen of Iustos's government, who believed that it was impossible for Atlantis to try to run or regulate the whole of the known world. The Conferences aimed to solve international - and perhaps some domestic - problems by diplomatic, rather than military means. At the same time, they would show the world that Atlantis was the most powerful nation of them all, and ultimately they must do as she said - for their own good, of course. These Conferences soon became a regular institution, taking place every 4 years or so (675, 678, 683 and 687-8), and were copied at intervals by later Atlantean Emperors (However the later Conferences were the result of different state philosophies. Those organised in the mid 700s, during the Fourth Empire, were idealistic plans to perpetuate international peace following the Great Continental War, and were supposed to be based on the dispassionate concepts of reasonableness, international law, and the common needs of humanity. Those of the 850s and 860s were partly a final effort by Atlantis to assert her influence abroad, and were based on the contemporary belief that there were codes of behaviour and morality common to all humanity). Initially the Conferences involved Atlantis, Ughrieh, Basquecieh and Anauren, and the N.E. Empire, "Gestskallandieh") joined in 678. In this Conference, a series of Demilitarised Zones were set up between S.E. Atlantis (around the Razira area) and N. Basquecieh, while as a result of the 683 Conference, an independent Keltish state was set up as a sort of buffer zone between Atlantis and Gestskallandieh, but it was not recognised by Skallandieh (the NW Empire).

Gradually the Conferences became a means of preventing wars or settling border disputes, while the earlier aim of the old-guard Atlanteans, that they would also enforce policies which Atlantis approved of, on the domestic and internal structures of neighbouring states was abandoned. Despite this, Atlantis maintained an immense moral superiority, especially over Basquecieh and Ughrieh throughout this period, and Atlantean nominees retained important posts in the Basquec government, and as rulers or deputies in many of the Ughan states. Atlantis stood above local disputes, and for example settled border skirmishing between Ughan states in the Conference of 687-8. Atlantis now tried to impose agreements on all the other participants relating to the limitation of wars. This

meant that any fighting between the signatories had to be put to arbitration after 3 months; armies used were limited in size; prisoner exchanges were agreed in advance; and the invention or use of new weapons was banned.

THE PERSONAL LIFE OF AN EMPEROR

It will be seen that after Louron's death, Iustos felt able to emerge a little from his shell, and became particularly taken up with the notion of International Conferences, by means of which he sought to regulate the world, not by force like his father, but by international agreement. He also slightly loosened up some aspects of the rigid social structure of the Third Empire. But generally his outlook was almost as authoritarian as his father's was, and he could not conceive of any better way of running the Empire. But being less strong-minded and decisive, as well, he relied much more on a small coterie of like-minded advisers. His family life was based on a hypocrisy, which became standard for the Emperors and upper classes throughout the Third Empire. Thus he and his wife produced two children, and seemed to have a happy and conventional family life, while both secretly indulged in various affairs with other members of the ruling elite. These affairs, which challenged the stricter morality of Iustos's father's time, caused some scandal at first, but later became the norm.

Iustos was more constructive than his father in various practical ways, and encouraged the building of state-financed institutions, as well as building great memorial monuments to his father outside Atlantis City and Cennatlantis. He also did much to repair and rebuild towns, which had been damaged by the wars or years of neglect. Despite his dislike of military adventures, and his attempt to freeze military innovations everywhere, Iustos was farsighted enough to commission the rebuilding of the Empire's old fortifications in the new style of low casemates to cope with the threat of gunpowder cannon. His successors made sure this policy was completed.

From early on, Iustos's successor was accepted as his son, in accordance with the strictly hereditary principles laid down in his father's "Terms of Empire". This son, Siphon, was just 21 when Iustos, now aged 46, caught pneumonia in 690, and died after a short illness.

2. RUTHOPHEAX II, 690 - 714

THE REIGN WHICH CHANGED THE DIRECTION OF THE EMPIRE

Siphon Ruthopheax III was personally an unexceptional man. His great passion was the arts, and he surrounded himself with a coterie of artists, whose work he encouraged and furthered. He never married and was probably latently homosexual. He gave little deliberate new direction to the Empire, and yet during his 24 year reign, its whole structure and set-up was changed. It could be said that when he came to the throne, the Empire in itself and its relationship with its neighbours was still as it had been, when it had emerged from the Imperialist-Republican struggles of the first part of the century, and been moulded by Ruthopheax I. Society was rigidly controlled by the Squires, and peoples' classes were immutable. State Theism was strictly imposed on everyone. Atlantis was the single predominant Power on the Great Continent, and still had control of the fates of many other nations by means of force or diplomacy - a sort of "Pax Atlantica" lay over the whole of civilization. Atlantis also laid down strict limits on social changes and the use of any new inventions, especially in the military sphere, which were universally accepted.

By 714, the year of Siphon's death, all of this had either changed or was beginning to change. Processes were well underway, which would lead in 743 to the catastrophe of the Great Continental War between every nation on the Great Continent, and in 750 to the collapse of the Third Empire, with its elitist social structures, and the inauguration of the democratic Fourth Empire and the full-scale industrialisation of the Empire. Thus some increase of social mobility was developing by 714, both between Classes and also town and country. Also by that time, only three of the 12 original cities still had serious barriers between themselves and the countryside. Within towns, merchants began to prosper mightily, and business - even industry- started to take off, with the first small factories being built. Ruthopheax had no revolutionary aims of his own, and such advances as did happen, occurred mostly because the urban multitude, unable to participate in the running of the Empire, absorbed itself in trade and business, taking advantage of the long years of peace, and the growing prosperity of the Empire. In fact there developed something of a flight from country to town after 700, and this led to serious rural depopulation and shortage of labour by the 720s.

THE END OF ATLANTEAN DOMINATION ON THE GREAT CONTINENT

Foreign policy continued as Ruthopheax II had left it, with intermittent summit conferences between the nations, allowing Atlantis to try to enforce its will on them all. In fact relations between the various countries grew more disturbed, and Atlantis had repeatedly to enforce peace-settlements on local conflicts during these Conferences. In 692, war actually began between Atlantis and Ughrieh over the Versciun Pass, where Ughrieh claimed its right to more territory. The fighting was on a small scale, within the limits Atlantis and the other nations had laid down earlier, and the matter was settled, in Ughrieh's favour, at the International Conference no. 5 in 693. At the same time, in the early 690s the N.W. Empire (Skallandieh) began to expand westwards and, reaching the borders of Anauren, became involved in border clashes with it. Atlantis supported Anauren diplomatically and Skallandieh backed down.

The next Conference was not held till 700, and Basquecieh was allowed to occupy a large tract of land south and south-west of Vulcaniech to ward off the encroachments northwards of the Southern Empire (Rabarrieh). Also Atlantis agreed to allow the former Demilitarized Zone on Razira to become an independent, neutral state with a small army. After 703, the various Demilitarized Zones south of Laccues, which were supposed to be independent kingdoms without armies, became caught up in subversion by Atlantis and

Basquecieh. In the Conference of 704, both sides agreed to withdraw, and some small territorial adjustments were made.

After 705, however, the whole diplomatic/moral superiority of Atlantis over her neighbours, and the Conference set-up itself started to collapse, as nations began to assert themselves, and Atlantis found herself unable to control them. This in turn led to gradual militarization, and the use of new weapons in conflicts, which had formerly been forbidden. After 703, Basquecieh fell under the control of various military leaders and adventurers. Then between 705 and 713 the five states into which Ughrieh had long been divided began an internecine war, ending with unification under just one emperor. Atlantis found her proteges in the defeated states summarily removed from power, and Ruthopheax could not, or would not, interfere. He had in fact withdrawn himself from active ruling almost completely, and Atlantis' foreign policy became very feeble in this period, due to continual power-struggles between Imperial Officers. In 711 Gestskallandieh, having unsuccessfully demanded an International Conference to discuss and condemn Ughrieh's unification, as well as its clashes with the assertive Skallandieh, unilaterally quit the Conferences. Skallandieh followed suit at once. Immediately after, it occupied the east of the independent Kelt state, while Skallandieh took over the west of it - and again Atlantis was impotent to interfere.

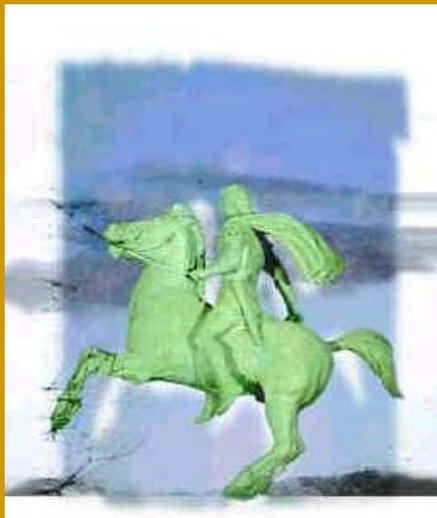
In 713 Atlantis finally persuaded Ughrieh and Basquecieh, plus Anauren, to come to another Conference (no. 8). This was doomed from the start. Bitter recriminations flew about: against Ughrieh for reuniting; against Basquecieh for the militarization of its government; and against Atlantis for not acting at all. Both Ughrieh and Basquecieh insisted on being allowed to choose their own constitutions and foreign policy (now that both had new governments), and in the end Basquecieh walked out. After this Atlantis's only close ally was Anauren, and she lost all control over the governments of the other Great Powers.

THE ARTS DURING THE EARLY THIRD EMPIRE, 650-714

All the styles of art, which were popular during the Second Empire either died out or were ruthlessly crushed in the period after 590. The Republicans hated elitist art and abolished all esoteric art (and many esoteric artists), encouraging only Nationalist and Popular art. The Imperialists of course could not permit Popular art either, and this meant that in the period after about 630, the only public art was nationalistic art, which praised the new regime of Ruthopheax I.

In general terms, all the art forms became more small-scale and intimate, and sought to deal with personal or family matters, or, in the case of music, concentrated on chamber music. Second Empire-type large-scale Total Works of Art, or grandiose dramas of political and national destiny vanished as if they had never been. Clearly the mood of the times did not encourage any criticism or even commentary on political or social matters, and artists felt more secure in dealing with non-controversial topics.

Painting had been the predominant art form in the 600-660, depicting scenes of epic grandeur which glorified the regime. Afterwards painting reverted to purely domestic or landscape scenes.



A small model of a horse and rider, believed to be of Ruthopheax III. This sort of small-scale, intimate art is typical of this period. Artist unknown, date around 700.

Music, as we have seen, concentrated on chamber works after 660. As far as literature was concerned, poetry took over from drama as the most favoured art form. At first it went through a neo-classical, then a nature-descriptive phase, but later, especially in the reign of Ruthopheax III, who took a great interest in poetry, a deeper, more psychological style of writing came to the fore. The foremost poet in this style was *Gialloni* (fl 685-715). This was a sort of harbinger of the "psychological" novel, which was popular after the 720s. Before that time, after the 690s, novel writing consisted of little more than simple story-telling.

Finally architecture. After the functionalist and military-style building of the Republican and Imperialist periods, using brick and stone, the Squires interested themselves in large mansions, placed in vast country landscapes. Brick was used, covered in stone cladding. The style is less forbidding than in the earlier decades, with a number of smaller buildings instead of one huge one, each some two storeys high, with pillars and rounded arches, and linked together by chains of columns. Ordinary town-dwellings were now invariably made of brick, and were unpretentious in character.

THE DEATH OF RUTHOPHEAX III, AND THE CATASTROPHE OF THE SUCCESSION

Days after Basquecieh had walked out of the Conference, which was being held in Bradghus, a town on the border with Ughrieh in the foothills of the *kuadgh* (mountains), Ruthopheax was assassinated by a man who was himself killed as he tried to escape. He had shouted "Land for all - death to the tyrant" as he stabbed the Emperor, and it emerged later that he had come from Ughrieh. Some saw this as an Ughan plot, and this further embittered relations between Atlantis and Ughrieh. Ruthopheax III had no heir, and the next in line was Ruthopheax II's brother, who was now 70 years old. This man, Louron, was well-known as a die-hard reactionary, who worshipped his father, Ruthopheax I. Liberal advisers had tried to persuade Ruthopheax III to nominate one of his father's illegitimate sons as successor, but Siphon prevaricated. In the end he is supposed to have agreed, but following his death, during the short but vicious power-struggle between councillors, this will was destroyed and a forged one nominating Louron produced. Louron's faction gained the upper hand, and several liberals were executed or banished, including all Ruthopheax's sons. Army units patrolled Cennatlantis, beating or murdering protestors and everyone else at will.

To read the next part of this history, click on [\(3\) 714-743](#)

[Home Page](#) [\(3\) 714-743](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The war spreads to the whole Continent, 744

THE BASQUECS CROSS THE RIVER GESTES



By the beginning of 744, Gossalt had lined all his armies up on the south bank of the river Gestes, and was ready to start the second part of the campaign – to cross the river, defeat the Atlanteans, and, along with the Ughans further north, to occupy Nunhelvengieh and Dravidieh. His plans thereafter would obviously depend on circumstances, but he recognised that his main objective must be to seize the strategically important hills and fortresses of the Crolde Mountains (Dravizzi, Atlandravizzi and Dravidos), to clear his flank and rear before advancing on Cennatlantis. He assumed he would have to approach the latter from the north-east, across the river Burastoura and through the Province of Cennatlantis, but he could make diversionary threats from Nunhelvengieh across the rivers Helveslepp and Burtounna towards the south of Cennatlantis and towards Helvris. He hoped to involve the Ughans directly in all his offensives.

Gosscault collected forces amounting to 150000 men south of Vulcanipand, and encouraged the Ughans to distract the enemy with attacks across the Gestes, especially against Borepande, which was an immensely strong position. By his conquests the previous year, Gosscault had cleared the whole river Gairase of enemy forces, and now he slipped a large armada of transport boats, supported by some small warships, all long since prepared, down the Gairase and into the southern arm of the Helvengio. The Atlantean navy was based at Giezuat on the Helvremon (island), and its nearest units were off Noehtens, aiding the defenders there, who were under siege by a Basquec Army. So the armada was able to pass unseen along and into the river Gayvot, which ran the across the Jutish peninsula to the river Gestes itself. Again, Basquec troops had earlier crossed the Gayvot, and although they were still bogged down trying to conquer the recalcitrant Jutes (a task not completed till much later in the year, and thereafter limited by incessant guerrilla warfare), they had cleared the land on both sides of this river. In order to distract Atlantean warships at the mouth of the Gestes, the Basquecs made a number of offensive forays towards Noutens from the Gairase. Thus the Atlanteans were to be completely surprised by the crossing of the Basquec army over the Gestes by means of these boats.

The Atlanteans, indeed, thought they were prepared for an attempted enemy crossing, and had small picquets spread along the banks of the river, a strong force at Borepande and Vulcanipand fortresses, and a large army of 105000 men north of Vulcanipand, ready to react in any direction against an attempted Basquec attack. These forces included the remnants of those defeated in Vulcanieh (about 60000), plus reinforcements from the west (30000). Other armies were rushed over to defend Dravizzi, Helvris and Cennatlantis itself, all of which now suddenly appeared under threat. Gosscault, however, carried out one of his cleverest manoeuvres to cross the Gestes, feinting an attack at Vulcanipand with 30000, then secretly shifting 80000 westwards to his planned crossing point, by the boats. Another 400000 marched eastwards again, and tried to cross the Gestes there. Most succeeded, and quickly moved east, where they came up against the main Atlantean army from north-west of Vulcanipand, which moved west against them. Outnumbered 75000 to 40000, the Basquecs soon retired westwards, holding off the Atlantean pursuit with their powerful weapons. During this time (the first days of March), the rest of the Basquec army crossed the river by boat, and immediately moved east on the north bank to strike the Atlantean army. They came up with them from a north-westerly direction, at first only 30000, with the remaining 50000 following fast behind. In the subsequent *Battle of Vulcanipand* (March 4th-5th), the Atlanteans, facing equal numbers, at first held the enemy off, but on the second day, as Basquec reinforcements steadily moved up, they were signally defeated, with Basquec cavalry and mounted infantry smashing into their flanks.

Gosscault exploited his victory with the same vigour as earlier at the Battle of Zhadvech. While a small force moved west to Vailat to protect the flank, The main Basquec Army pursued the Atlanteans eastwards. The Atlanteans deliberately made for Borepande, leaving Vulcanipand to its fate. The Basquecs followed on the Atlanteans' heels, and allowed the Atlanteans no time to make a stand on the Huainarayix, the hills on which the fortress of Borepande stood. Attacked from in front by over 50000 Ughans, and with 80000 Basquecs rushing in from the rear, the Atlanteans tried to halt the Basquecs here, but were decisively crushed and put to flight.

The Atlanteans, who had "what if" scenarios planned for almost every eventuality, had long realised that if an attacker crossed the Gestes and defeated their armies, they could retire and make a stand in the large Borepande complex, or retreat to the Croiden Hills. Although Borepande could act as a fairly secure base, and would be dangerously on the flank of an enemy advance northwards past it, most strategists considered it would be safer to retire on Atlandravizzi. In the reality of this war, with the Basquecs carrying all before them, and the Ughans attacking all along the Gestes, the Atlanteans realised they had no choice. One small corps of 20000 was forced into Borepande, but the rest of the army moved off north. It was followed up by the Basquecs, moving towards the Croiden Hills. The Atlantean armies were now very demoralised, and were unable to make a serious stand until they reached the Croiden Hills 200 miles away.

THE ASSAULT ON THE CROIDEN HILLS

Gosscault advanced northwards as fast as he could after the Atlanteans, through Pustabuataya and Giestisso on the river Burastoura. He paused briefly here for a quick reorganisation, and to co-ordinate his moves with the Ughans

The latter were still largely held up before the Atlantean fortifications along the northern part of the Gestes, but once the fortress of Borepande had been attacked from the rear and then surrounded and besieged, the Ughans found themselves able to strike north up the western bank of the Gestes, rolling up the Atlantean forts one by one. So their army of about 50000 men from Borepande, with some help from a smaller Basquec force, moved onto Atlanipand in April, and were able to storm and capture it after two weeks. This army continued northwards, joining up with other armies on the river Galos, and invested Puegathis in May.

Meanwhile Gosscault moved to force the Atlantean position at Atlandravizzi, and seize as much of the Croiden Hills as he could. The Atlanteans had concentrated quite a large armies hereabouts, although they were also distracted by the possible threat of the Ughans from the south-east, up the river Thyggis. Gosscault also tried to encourage them to believe he might cross the Burastoura at Giestisso, and make a lunge on the capital. In fact, he knew this would be extremely dangerous while the Croiden Hills were still held by the enemy, and knew he had to clear the Hills first. A first, fairly frontal assault on Atlandravizzi failed, but then, on May 5th, he contrived an attack from the west and a feint from the east. This *Battle of Atlandravizzi*, fought between 110000 Basquecs and about 95000 Atlanteans was extremely hard-fought, but the Basquecs still reaped the benefits of their superior weaponry – they had more long-range breech-loading cannon, and half as many again breech-loading rifles as the Atlanteans. (Both sides still had crossbows, but the Basquecs had few enough of them to be able to keep them out of the front line.) In the end, the Atlanteans retired, still in good order, to the massive fortress of Dravizzi, twenty miles further north.

Gosscault now decided his initial impetus was spent, and used the next two months to rest and reorganise, and plan his next strategic moves and diplomatic initiatives.

SKALLANDIEH ATTACKS ANAUREN – THE BATTLE OF PHAIOSO

Gosscault had helped to rearm Skallandieh for some years, and encouraged her to attack Anauren as soon as possible, hoping thereby to bring Atlantis into the war on Anauren's side – or even, on Skallandieh's side, enabling the two countries to gobble up Anauren between them. Either way, Atlantis would be distracted from her war-effort on the Gestes, and have to transfer troops westwards to Anauren. Skallandieh was usually nervous of provoking Atlantis, although she dearly wanted to occupy Anauren, and seize her ports. Gosscault had already provided Skallandieh in the person of its Emperor, Sherecim *Gochosi Gishi*, and future war-leader, *Gochel*, with a detailed and brilliantly conceived plan of how to invade Anauren.

He suggested that the armies should advance quickly to the sea, at the same time as the navy moved south from its bases north of Yciel Atlantis. (In fact it should have moved nearly to the Bay of Marossan even before war was declared.) Then the navy would move towards Phaiosos to hem in the Anauren navy, while the army occupied the naval ports. The Anauren navy would then be forced either to surrender, or to fight it out with the Skallandieh navy, which would be in a superior position within the cramped and island-dotted bay. The Skalland navy had also benefitted from the advice of Gosscault's naval advisers and was much larger and more modern than the Anauren fleet, with breech-loading cannon on most ships and some which were ironclad and propelled by steam. Thus the Anauren navy would be defeated, and most of it should indeed be captured by the Skallandans. Now all depended on Atlantis' attitude. The less likely possibility was that it would join Skallandieh with the proviso that it should occupy the southern part of Anauren. The more likely outcome, which Gosscault tried to conceal from Gochel, was that it would declare war on Skallandieh. If so, Skallandieh would have obtained a large navy, and should be able to seriously threaten Atlantis from both land and sea. The matter of how to crew all these additional Anauren warships would be solved partly by using their original Anauren sailors, who would simply be "taken over" by Skallandieh, and partly by training in advance a reserve Skalland "navy" of trained sailors, who would join the Anauren ships, once they were under Skalland control.

Gochel hesitated when Gosscault declared war on Atlantis in 743, and insisted on waiting till Atlantis seemed completely committed to the war, and indeed was apparently succumbing to the Basquec/Ughan onslaught. Gosscault finally persuaded him to attack Anauren on June 1st 744. The attack came as a real surprise to both Anauren and Atlantis, despite the years of secret preparations by Skallandieh. In earlier years, Gochel had indeed mooted the possibility of an alliance with Anauren, and a joint invasion of Atlantis, especially Yciel Atlantis. The build-up of Gochel's army could be disguised as a preparation for war against Atlantis, with or without Anauren's help. At the same time, there was a sizeable Skalland-friendly fifth column within Anauren, ready to act as soon as Skallandieh invaded.

The invader's armies concentrated around the fortress of Marossulo, and the main force made straight for Phaiosos, Anauren's chief naval base, keeping north of the river Ruphaio, which thus protected its flank. At the same time, the Skalland fleet sailed round the Phonerian headland and into the Bay of Marossan, making for Phaiosos from the sea. The Anauren army was mostly concentrated to the south of the Ruphaio, watching Atlantis, and overwhelming numbers, plus a series of flanking movements led to its complete defeat. Forcing it to retreat to the north, the first units of the Skalland army reached Phaiosos as soon as 5th June. Resistance en route was seriously impeded by sabotage caused by Skalland secret agents.

The Anauren navy was taken completely by surprise. Part of it had put to sea when the war began, but retired close to the port, as the Skalland navy approached from the west. On 6th June, the small force defending Phaiosos was contemptuously pushed aside by the arriving Skallands, and cavalry and infantry poured into the harbour. They fired at the ships, soon using cannon. The navy half-heartedly fired back, but the admiral realised he was seriously damaging the town, then ceased cannon fire. Some of his navy was meanwhile exchanging shots with the approaching Skalland ships, a few miles out to sea. He ordered his whole force to set sail and move out of the port, against the Skalland navy. But the Skalland army commander now requested a short truce, and suggested the Anauren situation was hopeless, and she should surrender her ships to the Skallands. Indignantly refusing at first, the Admiral was now faced with a few ships and sailors refusing to fight – these were fifth-columnists of the Skallands, and the Anauren sailors they had won over. In themselves, they were insignificant, but they started a slide to insubordination, fright and loss of the will to fight by many Anauren sailors. Fighting began again on land and at sea, and the Admiral was soon wounded. Surrenders now began in earnest. Some ships still anchored or moored in the harbour were simply boarded and taken over. Others were forced to give up when beaten by Skalland firing. Still others went and fought it out at sea, but their attacks were unco-ordinated, and they were in any case badly outnumbered. Most of these, too, surrendered or sailed away. They joined others, which tried to slip down the coast, but nearly all were eventually caught by the Skallands. Only a few reached neutral (later friendly) Atlantean waters, or survived for a time as independent privateers, dodging around the seas, avoiding major Skalland forces, and attacking isolated merchant ships. By 8th June, the *Battle of Phaiosos* was over, and conclusively won by the aggressors.

THE SKALLANDS CONQUER ANAUREN AS FAR AS THE RIVER SULOPHAIO, AND ATLANTIS DECLARES WAR

During these dramatic events in the north of Anauren, other Skalland forces were fighting in the south. Two columns from Marossulo

attacked south of the river Ruphaio, and came up against stronger resistance as they slowly pressed southwards. After three battles, the Anauren troops were forced to the south of the river Buatphaio, but repulsed all attempts by the enemy to cross it. Meanwhile the right-hand column moved west down the river to the sea, and attacked the capital, Leiyola. This was also a port, but had very few ships based there. Following the victory at Phaios, part of the Skalland navy had made for Leiyola, defeated a small force which it met en route, and blockaded the rest of the Anauren ships in port. But the army defending the capital put up a strong resistance against the Skalland attackers. Nevertheless, the port commander knew the outcome could only go one way, and on June 28th, he ordered the scuttling of the Anauren ships in the harbour. Then, to save further destruction, he surrendered the town, and committed suicide.

By July, the whole of the north of Anauren was in Skalland hands, and its government had fled south to Alosono. General surrender seemed to be the only conceivable option now, but then Atlantis intervened. She had watched the defeat of Anauren with some equanimity at first, but the surrender of most of her navy to the Skallands horrified her. Brancerix demanded Skallandieh should withdraw, and hand back the navy. Gochel refused, and Anauren begged Atlantis for help. Atlantis sent one army north to help defend the Ruphaio, while Skallandieh threatened to attack Atlantis on other fronts. Her southern army forced the Anauren troops finally back over the Ruphaio in the east, and advanced to the Sulophaio. Atlantean troops entered the fortress of Amounoso, which Skalland forces attacked in vain. At this point, July 19th, Atlantis declared war, and moved two more armies into southern Anauren. This virtually halted the Skalland occupation of Anauren for the rest of the year.



The Skalland invasion of Anauren, 744

As Gossclalt had hoped, the declaration of war between Skallandieh and Atlantis upset the Atlanteans' strategic thinking. They had hoped to hold the Basquecs, and Ughans, at bay from the Dravizzi-Dravidos positions, and meanwhile build up an army to counterattack, either across the Burastoura, or down the right bank of the Gestes, or even round the south of Lake Trannolla, against the Basquecs' line of communications with Vulcanieh. But now they needed to strengthen their positions in Yeldatlantis, Yciel Atlantis and Naokeltanieh, which only held a total of 4 ½ Armies between them. Reinforcements were sent here, which otherwise would have gone to the east. But at first, in early July, the Atlanteans scored a success against the Ughans. The latter had been blockading the fort of Dravipand for months, and finally decided to side-step it to the south, and come round in rear of it. Gossclalt had warned them earlier not to underestimate the Atlanteans, and wait till this army could be linked up with the one, which had been besieging Pueggathis since May. However the Ughans went ahead, and in the *First Battle of Tuellplas*, were duly struck on their right flank by an Atlantean army, which consisted of most of the army from Dravipand, plus considerable reinforcements rushed down from Dravidos.

Duly chastened, the Ughans now listened to Gossclalt, when he proposed a plan to defeat the enemy using the combined forces of Atlantis and Ughrieh. Firstly, while staying on the defensive at Atlandravizzi, he moved a force across to help the speed the Ughans' capture of Pueggathis. This fell on July 4th. By now, Skallandieh was at war with Anauren, and Gossclalt expected Atlantis to become embroiled very shortly. Thus he decided to wait for a few more weeks. Sure enough, by July 17th the Atlanteans and Skallands were at war, and the Atlantean armies in Cennatlantis and Dravidieh would henceforth have to manage without any support.

Gossclalt aimed to lure the Atlantean army out from its strong defensive positions in Dravizzi and Dravidos, by setting up a trap for them. The Ughans were to be the bait. So, at the beginning of August, the Ughan army still overseeing the siege of Dravipand moved ostentatiously southwards towards Tuellplas. At the same time, the Ughans at Pueggathis started moving northwards to link up with them. However, even when joined, the two armies would only amount to about 80000 men. The Atlantean army at Dravipand (apart from the force besieged in the town) was about 45000, with another 45000 south of Dravidos. These two followed the Ughans, and linked up. Meanwhile Gossclalt had quietly moved a force of 60000 Basquecs from Atlandravizzi to Bratatinnu. Here it lay on the Atlanteans' flank, west of the river Thyggis. The Atlanteans, however, became nervous of this flank, and, thinking better of surprising the Ughans, retreated some way north to a hilly, defensive position west of Tuellplas. The combined Ughan armies followed them, and attacked them on August 7th in the *Second Battle of Tuellplas*.

They made no impression on the first day, but then, when the Atlanteans were fully involved in the fight, Gossclalt and his Basquecs loomed up from the south-west, and smashed into their flank. The Atlanteans were decisively defeated, with over 20000 casualties, and they reeled back north. Gossclalt, perhaps mistakenly, left the Ughans to pursue them, because he wanted to return quickly to Atlandravizzi, in case the Atlantean army in Dravizzi decided to strike south, while he and half his army was away over at Tuellplas. As a result of a sluggish pursuit, the Atlanteans mostly escaped back to Dravipand and Dravidos.

Nevertheless, this battle was decisive for the possession of the Crolden Hills. When the Ughans did reach Dravipand, the Atlanteans there all retired to Dravidos, and, despairing of relief, the defenders of Dravipand surrendered on August 19th. Now Gossclalt helped himself to a contingent of Ughans, and in the middle of September advanced with over 110000 men on Dravizzi. Unwilling to be trapped in the fortifications, and cut off from Cennatlantis, the Atlanteans met the Ughans for battle on open ground. In this *First Battle of Dravizzi*, the Basquecs and Ughans were victorious, though only after suffering heavy losses. The Basquecs' superiority in weaponry was by now much smaller. The Atlantean army retreated north and then west across the Burastoura, forming up again behind Yellis, where there was already a moderate force of Atlanteans. A brave rearguard prevented Gossclalt from pursuing them closely.

GESTSKALLANDIEH JOINS THE CONFLICT, WHICH BECOMES CONTINENT-WIDE

Throughout July and August, Atlantis was seeking desperately for allies, surrounded as she now was by her enemies. Quendelie rebuffed her, determined to remain neutral, but Gestskallandieh had long been at loggerheads with Skallandieh, and now saw her chance to strike her in the back, while she was preoccupied in the west. So on August 30th, Gestskallandieh, under her Leader, *Hizilpir*, joined Atlantis against Skallandieh, though not Ughrieh or Basquecieh: indeed, she went out of her way to express her neutral intentions to Ughrieh, in particular. However, Ughrieh now herself saw a chance of striking Gestskallandieh in the back, as the two countries had long been rivals across their joint frontier. Without asking for Gossclalt's agreement, which she knew would not be forthcoming, Tjaidon, the Ughan Emperor, hastily concentrated troops along the northern Gestes, and the river Gargros, and attacked Gestskallandieh, without declaring war, on October 3rd. This act of treachery was decried by Atlantis and all her allies, (despite Skallandieh's somewhat similar action a few weeks earlier), and it does indeed show how the stress of war was lowering the normal standards of political behaviour. Even Gossclalt offered no public support, and the Ughan action strained relations between the two countries to the limit. This was not for any moral qualms: Gossclalt was quite happy to see a potential enemy of Skallandieh thus "neutralised"; but the time and the manner of the act appalled him. The way in which it was performed branded Ughrieh, and thus its allies, in the world's eyes as uncivilised, while the withdrawal of Ughan troops from the central Gestes front stymied any immediate action Gossclalt might have wanted to take against the Atlanteans there, so soon after their recent defeat.

THE ATLANTEANS COUNTER-ATTACK IN NUNHELVENGIEH – THE BATTLE OF VAILAT

A further hindrance to a continuing Basquec attack across the Burastoura was an unexpected counter-attack by the Atlanteans from south of Cennatlantis across the river Burtounna and into east Nunhelvengieh. This was planned deliberately to threaten Gossalt's communications back across the Gestes around Vulcanipand, and it was the brainchild largely of General Lingon, who commanded these armies. A force of 55000 was collected from the west of Nunhelvengieh, and reserves in Cennatlantis, and concentrated on the high ground south of Lake Trannolla, where the two rivers Burtounna and Helveslepp had their sources. This hill was of great strategic importance, in that it protected the southern approaches to Cennatlantis and Helvris from eastern attacks. But the local Basquec army had made only a feeble attempt to capture it earlier in the year, and had then retired some way east, where it remained ever since. It was only 35000 strong, and was thus easily overwhelmed by the Atlantean attack on September 25th.

It retreated slowly east to Vailat, and on Gossalt's orders, collected in reserves from Vulcanipand and south of the Gestes. But these were few, and in the *First Battle of Vailat*, the Basquecs again came off worse, though more narrowly. Gossalt was not seriously worried about his communications, but saw a chance to strike at the flank of this army. Ordering the southern army to try to maintain its position, he personally set off south with 40000 men from his main army. The distance was over 150 miles, but the Basquecs marched it in 4 days. As the southern Basquec army fell further back towards Vulcanipand, Gossalt and his force suddenly loomed up out of the north. Fortunately for the Atlanteans, General Lingon was a cautious man, and had many cavalry screens out. These gave him just enough warning of the arrival of Gossalt, and in the *Second Battle of Vailat*, he was able to stave off outright destruction, and scuttled back to the hill where he had started. The news of Ughrieh's declaration of war on Gestskallandieh now reached Gossalt, and he abandoned any further movement west, and hurried back to the Crolden Hills.

As a result of this declaration of war, the Ughans undertook no further actions that year here, except to advance on Dravidos, and observe it from a safe distance. Gossalt made one tentative lunge across the Burastoura at Yellis in November, but then he too settled down where he was to reorganise and prepare for a campaign against Cennatlantis in 745.

OTHER THEATRES OF WAR

The other important area of action in this war, which now embraced the whole of the Continent, was in the south. In Manralia, the Basquecs pressed across the Trothyum, and advanced as far as Louprut in the south, while on the coast of the Helvengio, they captured Noehtens, and occupied the Algrunix Hills, surrounding the port of Raihco.

Meanwhile further south, in the war against Rabarrieh, a combined Atlantean and Rabarran army held off Basquec assaults on the Siphians Ugholix, west of the river Gosal, and limited their movements to the east. In the far south, Basquec forces crossed the river Basquec and gained control of its delta. At the end of the year, the Basquec navy inflicted a serious defeat on the Rabarran navy, most of which was thereafter blockaded in its harbours. The Atlanteans also had a navy in these waters, of course, which had not been co-operating as closely with the Rabarrans, as it should have been. This was in fact the Basquecs' next target.

To read the next part of this history, click on [\(3\) 745](#)

[Home Page](#) [The Continental War- \(1\) 743](#) [\(3\) 745](#) [\(4\) 746-747](#) [\(5\) 748-750](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Crisis for Atlantis – her enemies close in for the kill, 745

ATLANTIS BEGINS THE OVERHAUL OF ITS MILITARY ORGANISATION AND STRATEGY

It was not until the First Battle of Vailat, and the advance of the Basquecs into Nunhelvengieh, that Atlantis really understood that she faced a crisis greater than any other in her history, certainly since the Revolutionary Wars of the 600s, and possibly even since the Helvran Wars of the Third Century. The main concern of Brancerix, the Imperial Generalissimo, and the other Imperial Officers of State who ran the Empire and the Army, was to sort out the Army. As early as January 744, all Internal Security Armed Forces were amalgamated into the main Armies, while the rearming of all forces with breech-loading rifled weapons to match the Basquecs went on more and more rapidly. Uniforms were also changed over the next year or so: the "picturesque" style of the Third Empire, with breeches, long socks, boots, large hat and elaborate coat, was abolished. In its place, the new rifle-armed infantry wore a close leather hat, a tighter-fitting jacket with fewer decorations, and trousers and socks or gaiters.

As casualties mounted, and Gossclat advanced to the Croiden Hills, the Atlantean regime realised that it needed to create massive reinforcements for the fronts, and limited conscription was now introduced. After the entry of Skallandieh into the war, conscription was extended.



Atlantean soldier, c746

By 745, there were about 40 Armies in the field, each in theory about 23000 men strong, with up to 150000 inland, garrisoning fortresses, or being trained. These PUEGGISIX were now grouped into BORPUEGGISIX (Grand Armies) of from 3 to 7 Armies each. One of more of these BORPUEGGISIX defended the various fronts, on which Atlantis faced her enemies. These Fronts became "official" after 745, and each had its own Commander, or Grand General. The Fronts in 745-5 were Central (around Cennatlantis and north), Nunhelvengieh, Manralia, Siphia and the extreme south, and Anauren (the front opposite Skallandieh). Some changing of generals had begun in 744, but thereafter the successive Atlantean disasters led Brancerix to a much greater overhaul of his whole administration. At the start of 745, the commander of the Central Front, as it became, was dismissed and replaced by General Buentel, who had impressed Brancerix by his tenacious defence in the battle of Dravizzi. The northern front, against Skallandieh, was handed to General Elthul in 746, to try to retrieve the situation there.

But the war was producing other, larger-scale social changes in Atlantis as well. Conscription and larger armies increased social mobility and a desire for change from the moribund and rigid Third Empire structure, with all power still being in the hands of the Squires. Factories had to be built, and production increased to meet the demands for new weapons, and this strengthened the status and power of middle-class businessmen and factory-owners. The military disasters of 743-746 led to a realisation by everyone that the current military structure and personnel were ossified. Brancerix, to give him credit, soon realised this, and gradually made changes, which brought non-noble but efficient commanders to the fore, purely as a result of merit, not birth. Such men, who also entered some parts of government in the crisis of the times, would not willingly want to relinquish power again, after the war was over.

And what of the Emperor himself? It has to be said that he rose to the occasion. He knew his limitations, and made no attempt to lead his armies, or pretend to be a great general, like Gossalt on the other side. Rather, he made himself a facilitator, the person who organised the whole Atlantean war-effort at the administrative level, sacking and appointing men as needed, and making sure supplies reached the fronts, and, above all, that Atlantis never admitted any possibility of defeat, even in the darkest hours of 745 and 746.

DISASTER IN THE EAST – THE ATLANTEANS ARE FORCED BACK TO CENNATLANTIS

Gossclat spent the winter of 744-5 refining the next stage of his attack against the Atlanteans from the Crolden Hills. His great objective was the capital, Cennatlantis. He was certain that if he could once take that city, Brancerix would at the very least consent to negotiations towards peace, and would perforce have to hand over large tracts of territory. The Basquecs now had about 230000 men facing the Atlanteans north of the Gestes, while the Ughans had 170000, that is 400000 altogether. This far outnumbered the Atlanteans, who had about 310000 facing their enemies in these areas. Gossclat planned a double-pronged attack against Cennatlantis: the northern prong would cross the river Burastoura, while the southern approached south of Lake Trannolla. This force would also try to find the chance to advance on to Helvris, which lay only 70 miles or so further west. The northern army also contained a token force of 18000 Ughans, though for Gossclat, the main function of the Ughans would be to protect his northern flank.

The chief problem was how to deal with the Atlantean army at present sitting at Yellis. Gossclat decided on a feint against Yellis with 20000 men, while the main army, of 120000 men, crossed the Burastoura some 20 miles to the north, hit the Atlanteans in flank, brushing them southwards, while most of the Basquecs stormed on south down the main road to Cennatlantis, behind the now demoralised Atlantean army. Gossclat knew there were various defences on the hills near Snattarona, and around Cennatlantis itself, but hoped that his speed of movement would enable him to sweep through these.

General Buentel, who now commanded the Atlantean armies on this front, (about 120000 along the Burastoura, with another 100000 facing the Ughans north of Dravidos), was ready for tactical trickery by Gossclat, and was not taken in by the feint at Yellis, with which the Basquecs began their campaign on March 10th 745. He heard of the main Basquec crossing of the river further north, and rushed most of his forces there to confront it (about 80000 in the end). In the scrappy running battle that ensued, the Basquecs' advance was halted for a time, but Buentel was unable to force them backwards, and was himself gradually outflanked to the north. Outnumbered as he was, he retreated on March 12th westwards to the Babemme woods, which he thought would make a good defensive position. Gossclat followed him up with 110000 men, and there followed on March 16th, the *Battle of the Babemme*. Buentel's position on the edge of the woods proved nearly impregnable, and Gossclat soon decided that he must manoeuvre his way past this. He sent cavalry, and small forces of mounted infantry directly south down the main road towards Gilliso, thereby threatening both Buentel's communications with Cennatlantis, and the city itself. Buentel had foreseen this, and believed that Gossclat would not dare march much further in that direction, as long as the Atlanteans remained in the Babemme, and threatened the Basquecs' flank, and communications with Yellis and Atlandravizzi. But the isolated Basquec forces roaming around Gilliso, and even approaching the Snattarona position terrified the government in Cennatlantis, and though Brancerix was certainly willing to give Buentel the chance to stay where he was for a little longer, the Imperial Generalissimo insisted he move back to the Snattarona defences, and protect the capital directly. Buentel accomplished this flank move with great skill on March 20th, and placed his army on the range of hills, already entrenched, which lay north-west of Snattarona.

This defensive position had long been the vital one, which protected the approaches to Cennatlantis, and the access to Atlantidieh, from the east. It had played a vital role in 525, when Cenccos and the rebels had unsuccessfully tried to defend the capital against Atlanicerex's enveloping attack from the east in the First Battle of Snattarona. Again in the Imperialist-Republican wars of the 590s – 620s, this whole range of hills marked part of the boundary between the two sides. Since then, Snattarona itself, and the hills to the north and south had been made into permanent defensive positions, with forts and trenches and gun-emplacements.

The *Second Battle of Snattarona* began on March 30th. Gossclat planned to strike the main Atlantean position, on the northern range of hills, frontally, and then surprise the enemy by assaulting the southern hills from Snattarona, occupying the top of them, and taking control of the main road to Cennatlantis, which ran in a pass between the two hills. The northern attack predictably failed with heavy loss, and overnight Gossclat moved much of the assaulting force, plus reserves, (75000 in all), to Snattarona and the woods all round it. Earlier in the day a small force had insinuated its way to the top of these hills, using one of the same paths that Cenccos had over 200 years earlier. Needless to say it ran into a strong fort specifically designed to defend this approach, and could move no further. News of this did, however, alert Buentel, who prepared some 40000 of his total force to occupy these southern hills, in case Gossclat should try to occupy them, as was indeed his plan. As a result, when Gossclat's army swarmed up the northern slopes of this range of hills on March 31st, it soon met Buentel's force partly in position, and partly approaching from the south. In a fierce daylong battle, the Basquecs slowly forced back the Atlanteans by sheer force of numbers, and seized the top of the hills by early afternoon. Buentel had continually sent more forces to help hold, and then retake these southern hills, but by the end of the afternoon, he realised the game was up, having suffered over 16000 casualties. Still holding the northern hills securely, he withdrew as night fell, and moved to cross the Cresslepp some 20 miles north of Cennatlantis. During April 1st, he completed the crossing and moved south into the Cennatlantis defences. Gossclat was scarcely aware he had gone, at first, and made no attempt to chase him up, having himself suffered at least 15000 casualties.

THE (THIRD) SIEGE OF CENNATLANTIS

There now followed something of a panic within Cennatlantis, as citizens and government officers alike tried to flee from what seemed like the imminent capture of the city by the Basquecs. But the Emperor and his immediate colleagues insisted on remaining in the city to set an example, and after the first few days, a military cordon was placed around Cennatlantis, to stop any further flight. Nevertheless, over the next month most government offices were quietly evacuated to Atlantis as the enemy loomed ever closer to the Imperial Palaces and administrative offices north of the city, and the Emperor himself moved back to Atlantis, when it appeared that the city was going to be completely surrounded. In fact this never quite happened, and Gossclat's failure to isolate the city during the

siege was one reason why he was never finally able to capture it. Nevertheless, the situation was very serious for the Atlanteans throughout the siege, which lasted a year, into 746. For although the Basquecs were just held off at Cennatlantis, other enemy armies continued to press forward on almost every other front for the rest of the year.

Cennatlantis' initial salvation was due to four things: the permanent defences around the city, the reinforcing of the Atlantean army there from the south, the decision of Gossclalt to split up his army east of the Dodolla, rather than pressing forwards with overwhelming force against the city, and his failure to involve much of the Ughan Army in a joint attack. Cennatlantis' defences had been improved at various intervals since the sixth century, notably the updating of the forts surrounding it to withstand artillery in the 640s and 650s, and the construction of a ring of forts along the Dodolla and around the town, for a circumference of sixty miles or so, during the earlier Third Empire. These forts protected the government suburbs, but did not stretch as far west as the river Gonril. Further defences were built in the few years before the war began, partly to join up the forts, and partly to provide further defences south of the city, down to the Cresslepp. One particular military problem in this area was that the Trannolla Thounca (Marshes) had been drained after 700. These marshes had hitherto covered the whole area west of Lake Trannolla, between the rivers Burtounna, Cresslepp and Dodolla, and seriously constrained any attempt to move on Cennatlantis from the south. In 744 and early 745, cohorts of civilians, as well as army personnel, were mobilised to make Cennatlantis completely impregnable. This involved digging lines of trenches all round the capital, between the forts already there, and the deliberate destruction of the dykes and canals, which had been built to drain the Trannolla marshes.

Now at the same time as Gossclalt's main army had advanced on Cennatlantis from the north-east, a second army moved down the east side of Lake Trannolla. As in the previous year, this army's task was to capture the hill between the rivers Burtounna and Helvenslepp, and then move on Cennatlantis and Helvris. The hill was duly captured, but then the Atlanteans attacked it again with reinforcements from Cennatlantis itself on March 12th. The Basquecs were defeated at this *Battle of the River Burtounna*, and the Atlanteans began to pursue them. However, the defeats north of the lake caused them to halt, and then the shattering defeat at Snattarona led to their immediate recall to defend Cennatlantis – they counter-marched, and arrived in the nick of time. Meanwhile, as mentioned above, Gossclalt had divided his victorious army after Snattarona, sending part of it north to try to move west between the lakes at Gasiroto. As a result, he had only 80000 men with which to attack Cennatlantis initially, later increased to 110000, including a few Ughans. The Atlanteans' two armies there in the ringed defences were over 90000.

Gossclalt's frontal assaults on various forts and trenches failed during April, with considerable casualties. Thereafter both sides reinforced themselves, and the Basquecs in particular, essayed to get past the Cennatlantis defences, either by attacking up from the south, or round the north from the north-west. The decisive battle occurred on July 12th – *the Second Battle of Failrunn*. This was an attempt by the Basquecs to completely surround the Atlantean defences at Cennatlantis. It led to a disastrous defeat, and the wounding of Gossclalt himself, when an Atlantean army, which had been stationed around Gentes to the west, preparatory to an attack on the Basquecs, struck the enemy in flank at Failrunn. The planned Atlantean attack followed up immediately afterwards – too soon, as the Atlanteans were held off west of the Dodolla, and forced to retire.

The rest of the year on this front was spent in pointless static trench warfare, which served to teach the two sides, that now that both of them were equally well armed, and of similar numbers, the defence, if it used forts and trenches, had become much the stronger. However, to the south of Lake Trannolla, following the retreat of the Atlanteans into Cennatlantis after the battle of the Burtounna, the southern Basquec army was able to advance right up to the gates of Helvris by June. At that point, however, the strength of its defences, as with Cennatlantis, prevented the Basquecs gaining any further ground for the rest of the year.

THE VICTORIES OF THE UGHANS

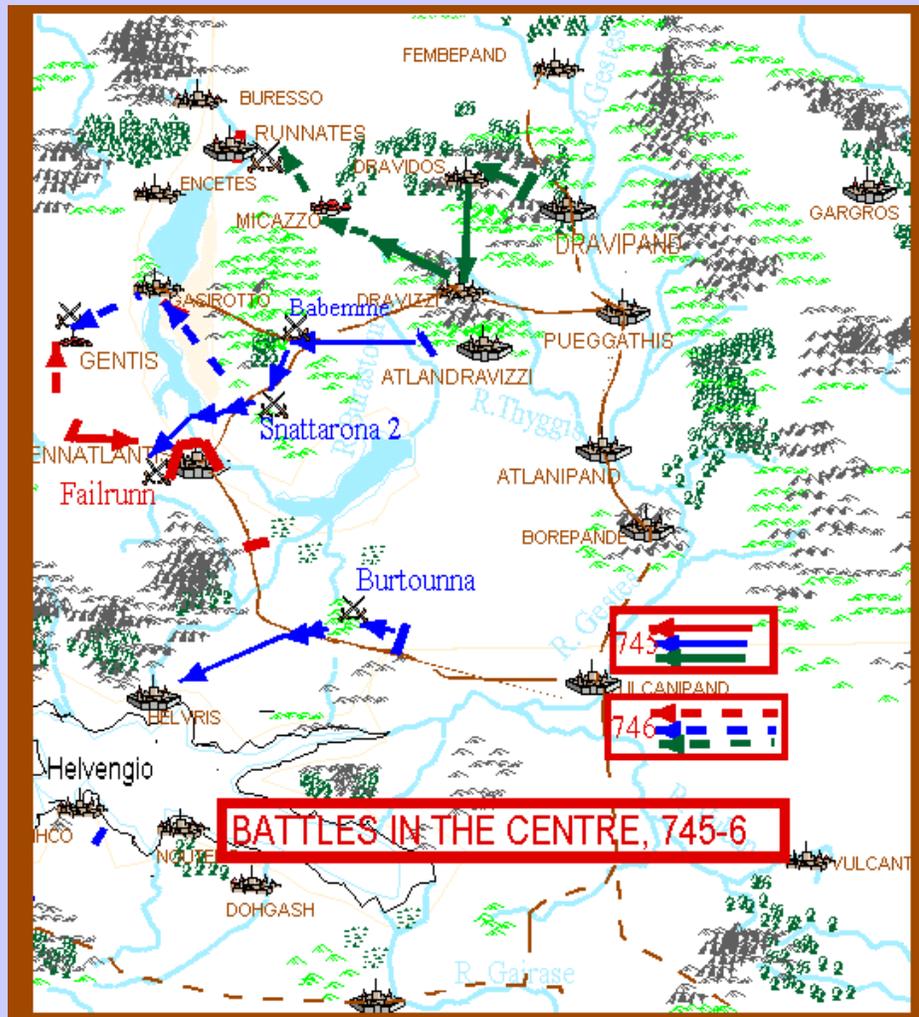
The offensive of the Basquecs in the spring of 745 occupied the attention of the Atlanteans, and attracted reinforcements and replacements away from the armies facing the Ughans. There was a total of about six Ughan corps, or 170000 men facing the Atlanteans from Dravidos north up the river Gestes. The Atlanteans had some 140000 men, but many were locked up in fortresses across Dravidieh and Nunchalcrieh. After consultations with Gossclalt, it was agreed that initially the Ughans would protect the Basquecs' right wing, take Dravidos, and then advance to Micazzo, as well as providing a small token force in the Basquec army attacking Cennatlantis. Further north, the Ughans had their own agenda, which involved moving into the Diefillen woods, and up the river Merros, seizing the fort of Fembepand, partly in order to broaden the front of their attacks on Gestskallandieh.

The Ughans' plans for the campaign turned out very successfully, and this year certainly represents the highest point of their war-effort. In March, 80000 Ughan surrounded Dravidos, and besieged the garrison of about 25000. Soon after, another army crossed the Gestes near Pand-aneyu, and advanced up the Merros. The Atlanteans had hardly any mobile forces in this area, and were unable to prevent the Ughans moving north to besiege Fembepand. This siege dragged on, however, because the Ughans kept withdrawing forces from the besiegers to join the battles against Gestskallandieh. It was not until July that the fortress fell, and thereafter the Ughans moved leisurely north through the Diefillen across the border with Gestskallandieh.

The siege of Dravidos lasted some time, too, but the main Ughan army soon left it to rear and moved to occupy Dravizzi. Dravidos finally fell in June, and six weeks later, the Ughans moved towards Micazzo. However, the Atlanteans had built up their numbers by now, and threatened the Ughans' right flank from the Chalcran Forests. After a series of skirmishes and small battles, both sides retreated. After this, the Ughans made no further attempt to take Micazzo, but spread out their forces across the north-east, taking

Bemmetisso and Balbemme, though the latter was later retaken by the Atlanteans.

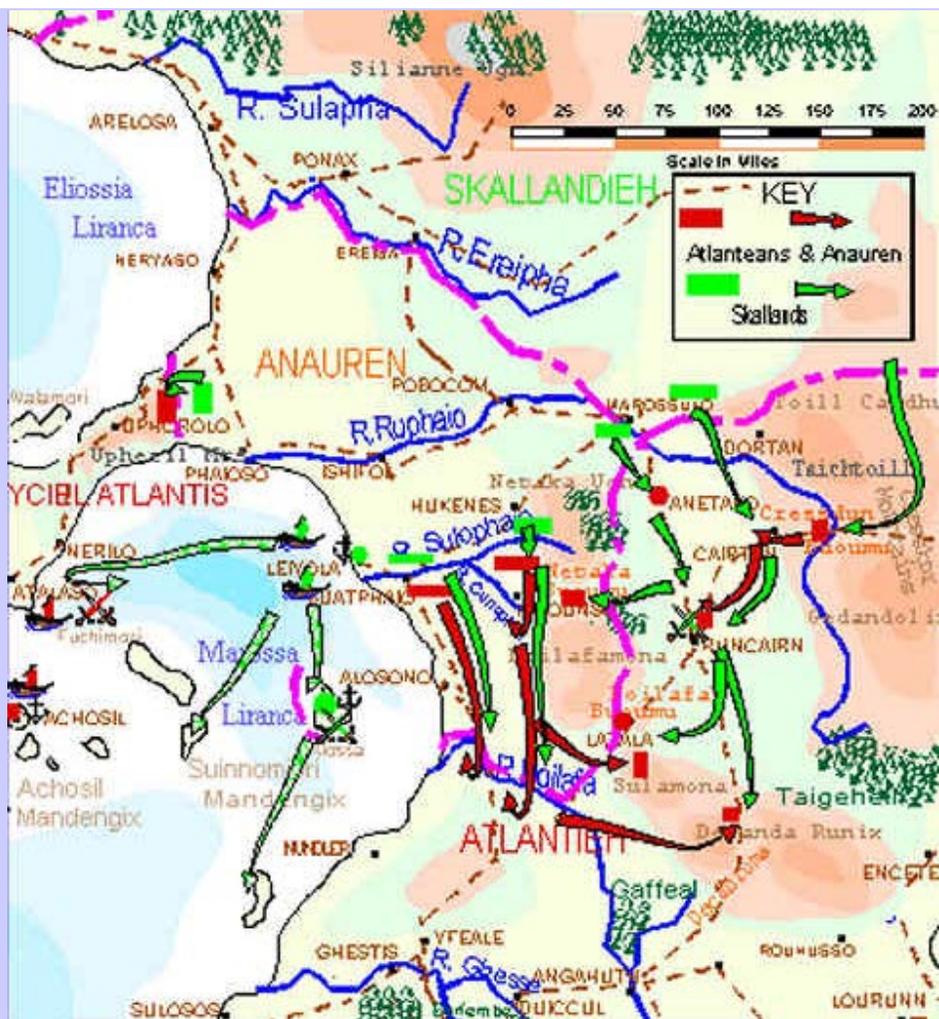
At the same time, Ughan armies of over 160000 were invading Gestskallandieh, and forcing back their enemies, who had about the same number of troops. Again, though, by the autumn, the Ughans' advance had been halted.



SKALLANDIEH ADVANCES ON LAND AND SEA

Skallandieh began the campaigning season of 745 with as successful an attack on the Atlanteans as the Basquecs and Ughans elsewhere. The Skallands left alone the front west of the Netaka Mountains, where the two sides faced each other across the river Sulophaio, the Atlanteans and the remaining Anauren forces having the strong fortress of Amounoso to rely on. Instead they opened a new front to the east, moving through the passes of the Cresskor Mountains to surprise Cairtan in April, as well as making a frontal attack on the strong fortress of Anetako, which defended the low ground between the Netaka Mountains to the west and the river Ruphaio and the Cresskor Mountains to the east.

Anetako was soon surrounded, and surrendered after a siege of two weeks. An Atlantean army, which was to have relieved the fortress, lay to the south, where it was immobilised by enemy attacks from the east. In these mountain passes, the Atlanteans had very few defences, and the Skallands pressed back the Atlantean army into the lower and more open country to the west. Another army then joined the attack from west of the Netaka Mountains, and the two combined, turned the flanks of the Atlanteans, and decisively defeated them on May 2nd, at the *Battle of Runcairn*. After this, the floodgates opened, and Atlantis suffered such a run of defeats as seemed to threaten in the end the very existence of the Province of Atlantis, and the whole west of the Empire. The Skallands advanced south through Runcairn, completely turning the lines on the river Sulophaio, though fortunately for the Atlanteans, a range of mountains, the Netaka, separated the two theatres. By July, the Skallands had reached the hills of the Decanda Runix, and were trying to cross the pass called the Decabrumu. If they succeeded, they would reach the rolling open country around the river Rollepp, and could then move either west on Atlantis, or south on Cennatlantis. But the Atlanteans managed to block this pass in time.



The Skalland advances during 745

To the west, the advancing Skallands threatened the eastern flank of the Atlanteans on the river Sulophaio, through the Netaka Buoumu (Pass). Encouraged by a frontal attack as well, the Atlanteans had to retreat back to the river Noilafa, where they were for the time being able to protect their eastern flank from attack through another pass, the Noilafa Buoumu, by holding the fort of Latala. But, apart from Latala, the Anaurens and Atlanteans had now been ejected from the whole of Anauren, and were on the borders of Atlantis itself. Temporarily stymied here, the Skallands now tried a direct attack on the Province of Yciel Atlantis, across the Upheril Mountains. This position was immensely strong, however, and the Atlanteans were able to hold off the attack at the *Battle of the Upheril Mountains*.

At the same time as they were winning these victories on land, the Ughans were exploiting their strength at sea. During the year, their new navies gained control of the Marossa Liranca (Bay of Marossan). They took over the former Anauren naval base in the Suinnomiori Isles, and then sent out a series of naval and amphibious expeditions towards the other islands in the Bay, which were nearly all Atlantean possessions, but with small or no garrisons. The nearest Atlantean naval base was at Achosil, and the navy here contented itself for most of the year with fending off a series of attacks on the islands nearby. One major amphibious expedition tried to effect a landing near Nerilo on the southern coast of Yciel Atlantis, but the landing was decisively defeated after the fleet was forced off. Nevertheless the Skalland moves to the south were more successful, and by the end of the year, Skalland garrisons had been placed on all the important islands of the Bay, including those lying off Nundler, which was only 70 miles north of Atlantis.

THE GREAT BASQUEC NAVAL EXPEDITION TO THE HELVENGIO

South of the Helvengio, the war continued. In Marossan, neither side made much progress, despite a number of attacks by both sides, and at the end of the year, the armies were in almost the same places as they had been at the start. Further south, however, Basquec troops continued to advance slowly southwards from the river Gosal. But additional attempts to seize the Siphians Mountains, which would leave the Atlantean port of Siphia at their mercy, continued to elude the Basquecs. In the far south, the Basquecs were more successful. They made further raids against the inlets and estuaries of Rabarrieh's coast, and, having defeated its navy the previous year, were able to blockade most of its ports on the Eriphicko (Southern Sea).

The most spectacular Basquec success at this time was a naval one. The Basquec navy, having defeated the Rabarran navy the previous year and blockaded its survivors in port, now faced up to the Atlantean navy in these waters, based at Siphia. This force was in a perilous position in early 745, with Basquec armies threatening to take the port from the north, the Basquec navy hovering near the Siphian islands, and no hope of Atlantean naval reinforcements, because of the threat posed by the Skalland ships in the north. On the other hand, the Basquec navy could not actually harm the Atlantean navy at Siphia, protected as it was by a maze of fortified islands, booms, and primitive minefields. But the colony was very nearly cut off from Atlantis itself, the only contact being by a difficult land route along the coast to the west, and from occasional naval convoys from Atlantis. The Basquec admiral, one of the boldest seamen of the War, now saw a chance of defeating the Atlantean navy, taking control of the whole Eriphicko, and threatening not just Siphia, but the western coast of Th. Thiss. too. In April he moved the Basquec navy north to threaten the approach of the Atlantean supply convoy from the direction of Th Thiss, which he knew should be due to arrive shortly. Hitherto these had come with minimal naval protection, and usually with some of the Siphia force emerging to protect the convoy for the last part of the journey. On these occasions, the only threat had been from one or two Basquec raiders. This time the convoy, which was indeed on its way, was threatened by the whole Basquec navy. As the Basquecs had anticipated, most of the Atlantean navy emerged to guard the convoy, and the Basquecs had the chance of forcing a decisive sea-battle.

The Atlanteans were outnumbered and out-maneuvred. Moreover, new technology was beginning to make its mark. Both sides now had all their main ships armed with very heavy cannon, and increasing numbers on both sides were ironclad. Finally, steam had arrived, and by now most ships were steam-powered. The battle, called the *First Battle of the Siphian Islands*, was an overwhelming Basquec victory. Many Atlantean ships were sunk or captured, and the rest fled back to Siphia. The convoy, though damaged, managed to flee to an Atlantean port and colony some miles down the coast to the west, and its provisions reached Siphia overland.

Over the next months, the Atlanteans were firmly blockaded in port, and a landing was made west of Siphia, which completely now cut it off from contact with the outside world. Then, in July, frustrated by his attempts to take Cennatlantis or Helvris, and unable to take control of the Helvengio, because of the presence at Giezuat of a sizeable Atlantean naval force, Gossclat was stuck by an idea. It can be viewed as either a stroke of genius, or a harebrained folly; it was called both at the time, and has been ever since. His plan was that the Basquec navy, or nearly all of it, now in control of the Eriphicko, should sail out westwards, up the coast of Th Thiss, seize control of the forts guarding the entrance to the Helvengio, and enter it, defeating or eluding the Atlantean navy based at Giezuat. It should then help to transport an army from Noehtens to Giezuat, using transports hitherto blockaded up the river Gairase. It would take the island, then land on the shore near Helvris – or perhaps further west. Meanwhile, the Basquec navy would re-emerge from the Helvengio, and prevent or defeat any Atlantean attempt to move naval forces down from the northern bases to the Helvengio or the Eriphicko. Combined with further land attacks, the Atlanteans should then realise they were facing utter defeat, and sue for peace.

The whole scheme was obviously extremely risky, and could be ruined by any number of things going wrong. In particular, it would leave the Eriphicko empty of Basquec forces, save for a token force blockading the Atlantean and Rabarran navies in port. Nevertheless, egged on by Gossclat, it was organised and the expedition set off in October. Determined to be in at the kill, Gossclat himself left the central front, and betook himself to Noehtens. The fleet, meanwhile, successfully made its way round and up the coast of Th Thiss., though not without the Atlanteans learning of its approach. The Basquec Admiral had anticipated this, and hoped that it would encourage the Giezuat fleet to come out of the Helvengio to face him – thus making it easier for him to slip in. To further lead the Atlanteans on, he did not take the fleet straight to the entrance of the sea, but carried on north, as if to threaten Atlantis itself. The Giezuat navy took the bait, and hurried out to protect Atlantis, which actually had virtually no naval protection of its own, although the main Sulosos navy was on alert just to the north of it, having to look in two directions at once, north to the Skalland navy, and now south to the potential new Basquec threat. The Basquecs did not intend to fight the Atlanteans head on; instead they sailed round them, and pausing only to drop off a small landing-force at Miolrel, entered the Helvengio.

Hastening eastwards, the by now bedraggled fleet moved to the port of Giezuat, which promptly surrendered, amazed at the apparent disappearance of the Atlantean navy. Meanwhile Miolrel had fallen to the Basquecs (though no attempt was made to take control of the Nosinge peninsula to the north). The Atlantean navy outside the Helvengio, having beaten a small Basquec diversionary force, now tried tentatively to re-enter the sea, but was beaten back by the Basquec navy and the land batteries now under Basquec control. In the Helvengio, a delighted Gossclat now watched his troops sail unopposed from the Gairase to Giezuat island.

For a brief moment, now, Gossclat imagined his daring plan had worked. He ordered his land armies to make new attacks on the Atlanteans, and encouraged the build-up of forces on Giezuat, preparatory to an invasion of the Helvran mainland. He also sent out a suggestion to the Atlantean Government that it might like now to consider an armistice and peace negotiations – on Basquec terms, naturally. Then it all collapsed, like a pack of cards. The Atlantean fleet outside the Helvengio was now reinforced by additional ships from Sulosos, and again tried to re-enter the Helvengio. This time, in late November, mid atrocious weather, it succeeded, as the Basquec fleet was scattered for miles around. The Basquecs, depleted by the journey, storms, and ships dispersed to Giezuat and the Gairase, were beaten in a battle to the west of Giezuat. Forced to flee, most of the navy abandoned the Helvengio altogether, and hid in the Gairase estuary, where it was shortly to be blockaded. The troops already on Giezuat island, over 15000, were thus abandoned and cut off. The year ended with an Atlantean army landing on the island; shortly, it would defeat the Basquecs, and force them to surrender. It was also only a matter of time, before the Atlantean and Rabarran navies, blockaded in the Eriphicko by a token Basquec navy, shorn of the majority of its forces which had disappeared forever into the Helvengio, realised the new situation, and emerged again to seize control of the seas.

To read the next part of this history, click on [\(4\) 746-747](#)

[Home Page](#) [The Continental War- \(1\) 743](#) [\(2\) 744](#) [\(3\) 745](#) [\(4\) 746-747](#) [\(5\) 748-750](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

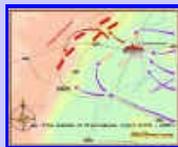
746: *The year of decision*

THE BATTLES OF GENTIS AND RUNNATES: THE CLIMACTIC ATTEMPTS TO BEAT THE ATLANTEANS IN THE CENTRE

The year 746 dawned with the Basquecs, and their allies the Ughans and Skallands, still facing an intransigent Atlantean Empire. But despite a series of disappointments and narrow failures in 745, Gossalc still thought he could force the enemy to the negotiating chamber by inflicting one or two more decisive defeats on them. There is little doubt that this was still possible, though not for much longer, as Atlantis was really gearing up to total war, and the size of her armed forces would decisively overtake Basquecieh's during 746.

Gossalc decided that the siege, or blockade of Cennatlantis was not getting him anywhere, and he decided to abandon it in favour of a campaign of manoeuvre in 746. In March, he withdrew most of his forces from Cennatlantis, and marched north to Gasiroto, hoping to force his way between the two lakes, seizing or bypassing the fort, and then moving south-west against the flank of the Atlanteans around Cennatlantis. He also tried to co-ordinate this attack with contemporaneous ones by the Ughans towards Runnates, and the Skallands against Atlantis itself. The Ughans and Basquecs did manage to move almost at the same time, but it was very difficult to communicate at all with the Skallands, who were virtually cut off from the Basquecs, and in the event, they did not attack for another two months. It could indeed be argued that Gossalc should have made more effort to persuade the Ughans to join his own armies in a combined attack via Gasiroto, rather than allowing them to move off at a tangent to Runnates. But the Ughans were throughout the whole war, extremely unwilling to see their armies act in a sort of junior role to those of the Basquecs, and they frequently went their own way.

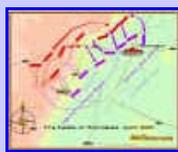
The attack on Gasiroto took the Atlanteans by surprise, and the city fell after a brief siege and assault. The army had already pressed on westwards, at first trending towards Ancahouth. But the Atlanteans gathered their defences quickly, and a relatively small force positioned itself east of Gentis. Seeing this as a more serious threat than it really was, Gossalc moved the bulk of his forces west against this army. A first battle, on April 3rd pushed back, but did not defeat the Atlanteans. A back-up for the Atlanteans now rushed up from the Cennatlantis front, but instead of attacking the smaller Basquec force north of Ancahouth, it joined the Atlantean force now west of Gentis. Strategically, this seems a surprising move for the astute General Buentel, but he believed that Gossalc would expect him to attack from the south, and so wanted to do something, which would be more unexpected. Gossalc hoped to beat the Gentis force quickly, and then turn south on the enemy there. In the *Battle of Gentis* on April 5th, 125000 Basquecs tried to break a defensive force of 50000 Atlanteans at first, later rising to 102000. Gossalc was reduced to straightforward frontal assault, which at first had some success, but then was overwhelmed by the Atlantean reserves gradually fed into the battle as they arrived. After suffering over 19000 casualties, the Basquecs admitted defeat, and leaving a blocking force at Gasiroto, retreated east, to Sirottis.



The Battle of Runnates, April 27th - 28th.

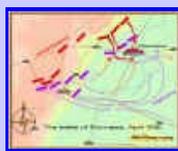
Meanwhile, the Ughans had finally wound themselves up to advance westwards as well, acting as a protection to the Basquecs' right flank. With a force of 90000 men, they attacked the opposing smaller Atlantean army near Micazzo, which retreated rather precipitately as news arrived of the Basquecs' advance past Gasiroto. The Atlanteans retired to a strong defensive position at Runnates, behind the river Chakratoura. They hold the town itself, behind the river in the centre, behind which are hills trending south-westwards away from the river. The Ughans made a frontal attack on the town on April 27th, while other corps crossed the river

a few miles to the south onto the plain. The Atlanteans retreated to the strong position of the hills in rear, abandoning Runnates, save for a small garrison left behind. The next day the Ughans forced their way through Runnates and on April 29th unsubtly tried to storm the hills immediately behind. After a whole day of fighting, they give up the attempt. They now try to turn the Atlantean right flank, and march off to seize these hills the following night. However, the Atlanteans have anticipated this move, and have a small force already guarding these heights. Other troops are rushed over from the north, and although the Ughans retain a footing on the hills at nightfall, they again fail to defeat the Atlanteans: indeed, they themselves are now seriously weakened by their heavy losses of over 17000 men.



The Battle of Runnates, April 29th

The Atlanteans now seize the chance for a decisive counterstroke. Early next morning they strike with their left wing into Runnates, which had been left with a minimal defence when the Ughans moved most of their forces across to their left. Runnates is taken, and the Atlanteans now move to the right to strike the Ughans on the hills in flank, while smaller forces crossed the river. However, the Ughans had already started to withdraw the night before. But they were seriously mauled as they moved back over the river by having to ward off these flank attacks. Once over the river, they again had to run the gauntlet of the Atlantean cavalry and infantry. Thus the *Battle of Runnates* (April 27th-30th) was in the end a bad defeat for the Ughans, who lost in all some 26000 men. In a closely pursued retreat, the Ughans were chased back to Micazzo, and then when the Atlanteans threatened to turn their right flank, they retreated further back to Dravizzi.

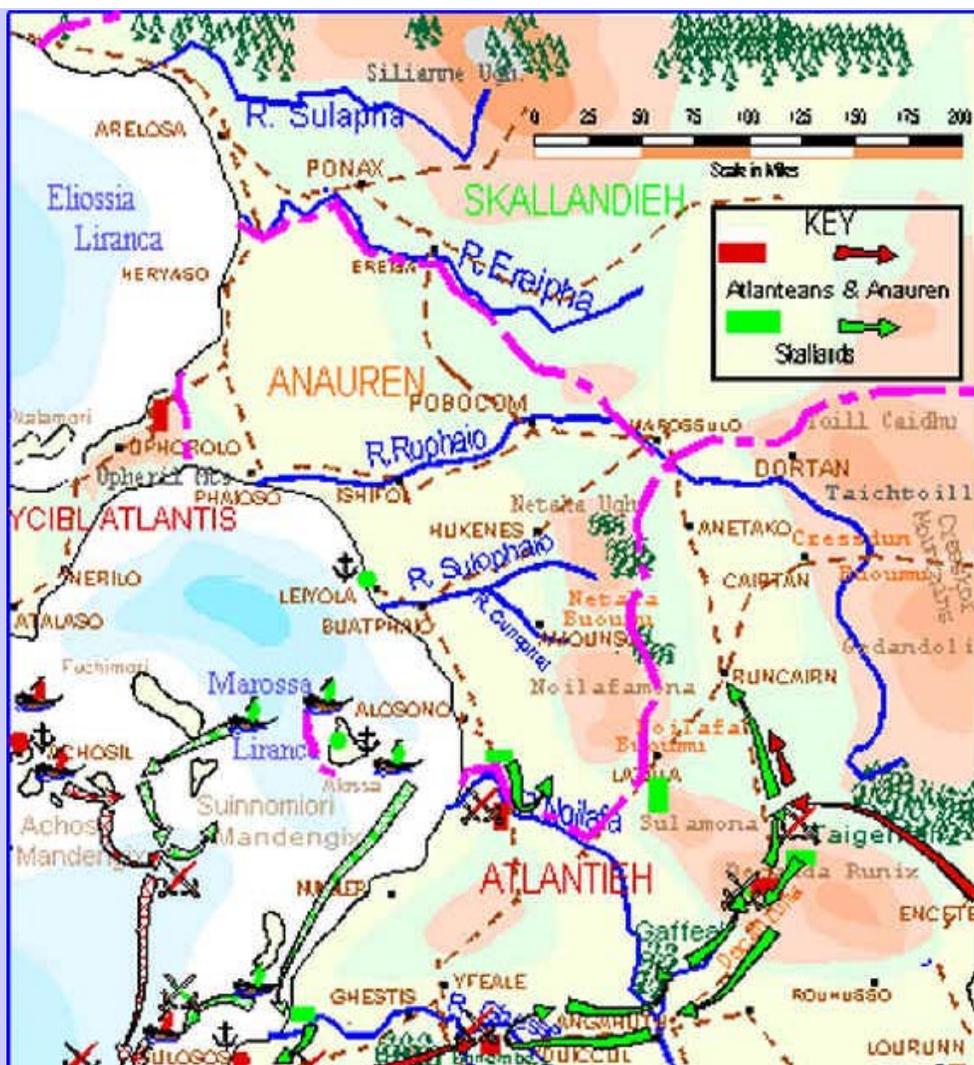


The Battle of Runnates, April 30th

Greatly disappointed at these defeats, Gossvalt now moved south to a position around Gilliso. There was very little further fighting in the centre for the rest of the year. The Atlanteans were content with defending what they had won and building up their forces, while fending off the serious attack in the west by the Skallands. Gossvalt now handed over command of this army to General Guentich (usually "atlanteanised" to "Guentich"), a capable but uninspired man, who would soon prove no match to Atlantis' General Lingon, who was to take over Buentel's position in 747. Gossvalt now moved back to Basqueciah for several months to deal with political troubles and military reorganisation, and to concentrate on the increasing threat by Rabarran and Atlantean forces in the south.

SKALLANDIEH'S AMPHIBIOUS THREATS TO ATLANTIS

Skallandieh planned what it hoped would be a decisive series of amphibious attacks against Atlantis, starting in May. These, it was hoped, would end ultimately in the capture of the old capital, Atlantis, itself. They would coincide with land assaults towards the Gaffeal, and across the rivers in Marossan. The campaign began with further attacks by the Skalland navy, which was at present showing itself more than an equal for the Atlantean fleet. The latter's lack of wartime experience for many years had been very apparent. The attacks were against the main Atlantean base at Achosil, and were intended to distract the enemy from the amphibious force, which then slid down the coast past Nundler to the river Bore estuary. There, on May 27th, it landed a large army, which immediately marched towards Atlantis. News of these events prompted the Atlanteans to order the Achosil fleet southwards to defeat the enemy navy off the Bore, while the relatively small Atlantean fleet at Atlantis stayed to defend the city. (This fleet was normally at the naval base of Sulosos, but following the Basquec naval scare in 745, when it looked as if the Basquecs might move on Atlantis itself, this fleet had been moved to Atlantis, where it had stayed ever since. The Skallands were aware of this, which made their amphibious landings much less risky than they would have been, had the Atlantean navy still been stationed at Sulosos).



The defeat of the Skalland invasions of Atlantieh, 746

The diversionary Skalland fleet had, however, already been engaging the Atlanteans near Achosil while the Bore landing was happening. After some inconclusive fighting, it pulled away to the south, nearer the Bore fleet, where the Atlanteans followed it. In a lengthy series of manoeuvres and battles the Skallands came off worse, and were forced to retire north-eastwards. The Atlantean fleet now carried on south. Meanwhile, the Skalland invasion fleet, having sent the transports back north, had moved on past Sulosos, where it had defeated the fleet from Atlantis on June 6th. But the Achosil navy now arrived, and manoeuvring so as to link up with the remains of the Atlantean navy, inflicted a crushing defeat on the Skallands at the *Naval Battle of Sulosos* on June 15th.

(For a detailed account of this battle, with maps, see the section on the navy during the Continental War, which is part of the general article on the Atlantean navy: [The Atlantean Navy](#))

Meanwhile on land, the Skalland army, landed at the Bore, crossed the river, took Sulosos, and forcing back two small blocking forces, reached the very gates of Atlantis. Every last Atlantean was now put into the firing line, and at the *Battle of Atlantis*, on June 5th, the Skalland force was defeated and virtually surrounded. Out of 33000 men, only 7000 escaped death, injury or capture.

To compound the Atlanteans' troubles, the Skallands launched other attacks at the beginning of June. One army tried to cross the river Noilafa, and move to link up with the amphibious force on the Bore. In fact, it was unable to force the Atlanteans' defences, and had to retreat back across the river. At the same time, to the east of the Netaka Mountains, a second army forced the Decabrumu pass in the Decanda Mountains. These marked the border between the Province of Naokeltanieh, now wholly in Skalland hands, and that of Cennatlantis, from which there were straight marches south on Cennatlantis, or west into Yeldatlantis. There is no doubt that at this stage, the beginning of June, the very existence of the Atlantean Empire seemed to lie on a knife-edge – for the fourth time in a few months, following the Basquec naval expedition in 745, and the Basquec and Ughan attacks beyond the central lakes earlier in 746. In reality, as these various offensives were not simultaneous, the Atlanteans, even if defeated at first, would almost certainly have been able to fight off each of them individually, using their immense resources scattered on other fronts throughout the Empire. Even so, a continuous series of setbacks and defeats like this would have gradually weakened Atlantis and made it far more likely she would sue for some sort of truce or formal peace.

The Skalland attack began well, and after forcing the Decabrumu, moved around the Gaffaal (literally "old wood"). The army crossed the river Rollepp, taking Angahuth, and moved westwards. But already the Atlanteans had defeated the Bore amphibious force, and the attempted crossing of the Noilafa. The Atlantean defenders fell back toward the Borfembe, where they were reinforced by units from both the other, victorious Atlantean armies. On June 14th, as the Skallands tried to force their way into the Atlantean position in the woods, these reinforcements turned the Atlantean defensive into an all-out attack from front and flank. The result of this *Battle of the Borfembe* was the narrow defeat of the Skallands. Out of an army outnumbered in the end by 65000 to 55000, they suffered 10000 casualties. The army was forced to retire, the more so as more Atlantean troops were arriving to press their retreat. They went no further than the Gaffaal, where, expecting reinforcements, they stood and dared the Atlanteans to attack them there.

The Atlanteans to the west realised the strength of the new enemy position, but General Elthul had other plans. He requested and was granted the shift across of 35000 men from Runnates, led by General Lingon. Two months earlier, this force had helped defeat the Ughans, and it was now in reserve. The Skallands half expected something like this, and decided to retreat further to the Decanda Mountains. However, the Runnates force was directed north of these mountains, and hit the Skallands in flank, just as they were emerging from the Decabrumu pass. This resulted in an absolutely decisive defeat for them, and the remains of the army fled back to Runcairn by the middle of July. Thereafter, there was little further movement for the rest of the year, but the initiative had now decisively passed to the Atlanteans.

THE WAR IN THE BALANCE ON OTHER FRONTS

These were the most decisive campaigns of the year, but fighting was taking place elsewhere, throughout the continent, and here too, the balance was turning.

In the north, Gestskallandieh stayed on the defensive in the west, and started to shift her forces east to deal with the Ughans' incursions into her territory over the past year or so. Later in the year, following her defeat at Runnates, and with her morale lowered, Ughrieh was attacked by Gestskallandieh, and her forces ejected from her territory, and thrown back across the river Gestes.

In the south, the removal of the Basquec navy to the Helvengio at the end of 745 made it much easier for Atlantis and Rabarrieh to regain control of the southern seas. Rabarrieh was now receiving considerable help – military and naval – from Yciel Tuaince Mandagge (the Far South Continent), whose rulers were much in sympathy with those of Rabarrieh. The fleets of Atlantis and Rabarrieh, with this help, were able to break the Basquec blockade, and defeat them at the *Second battle of the Siphian islands*.

They then retook those of the Siphian islands, which were in Basquec hands, and in August, concentrated their forces and advanced into the Siphians Mountains. They made a few tentative attempts to force back the Basquecs from here, but were not very successful. However, they started to build up during the winter a really significant base at Siphia, and a large, offensively minded army. This was to be part Atlantean and part Rabarran. At the same time, the resurgence of Rabarran fortunes continued with further operations in the delta of the river Kataba, and the blockade of some Basquec ports.

Finally, what happened in the Helvengio, where the great Basquec fleet had been forced into hiding in the Gairase estuary the previous year? It remained impotently here for the whole year, loosely blockaded by the Atlanteans, and emerging only twice, for a couple of ineffectual skirmishes. The Atlanteans also isolated the enemy forces on Giezuat island, and later in the year landed and took their surrender almost bloodlessly. They also continued to land reinforcements at the mouth of the river Sheinteph in Manralia, advancing south a little way, but aiming at a real offensive in 747.

Victory abroad and rebellion at home, 747-750

The great allied counter-attack begins to move, 747

THE SHIFTING BALANCE OF FORCE AMONGST THE BELLIGERENTS

If the year 746 had seen the turning-point in this great war, 747 saw a definitive shift in fortune in favour of Atlantis and her allies. There were virtually no more great advances by their enemies: on the contrary, they began counter-offensives, which grew more and more overwhelming over the next three years, leading to universal victory by 750. How did this happen?

Firstly, Atlantis and Rabarrieh were rapidly increasing the size of their armed forces, which, in Atlantis' case, reached their maximum size in 748. This was achieved by the growing efficiency of the organisation of the war, the militarisation of population and resources, and the favoured status these two nations had achieved in the eyes of Yciel Tuaince Manage and the Western Empire. Secondly, the armies themselves were now better trained, and were led by better generals. For example, in early 747 Atlantis had General Lingon in charge in Cennatlantis, Buentel in Manralia (moved from Cennatlantis), and Elthul and Giben respectively to command the land and sea counter-attacks against Skallandieh. All these were talented, efficient and experienced generals, and in the cases of Buentel and Elthul, touched with genius. Finally, of course, the new technology, which had given Rabarrieh such an advantage in 743, was now in

everyday use in nearly all the combatants armies, most especially Atlantis. Indeed, Atlantis was able to exploit her industrial base, which Brancerix was encouraging, to invent new and improved weapons – mines, explosive shells, balloons, steam-powered transport, though most of these were very experimental, and had little overall effect on the war. Strategically, too, Atlantis and her allies were able to exploit their new superiority in sea-power to make amphibious landings or threats of landings against their enemies.

THE DEVELOPMENT OF ATLANTEAN MILITARY POWER

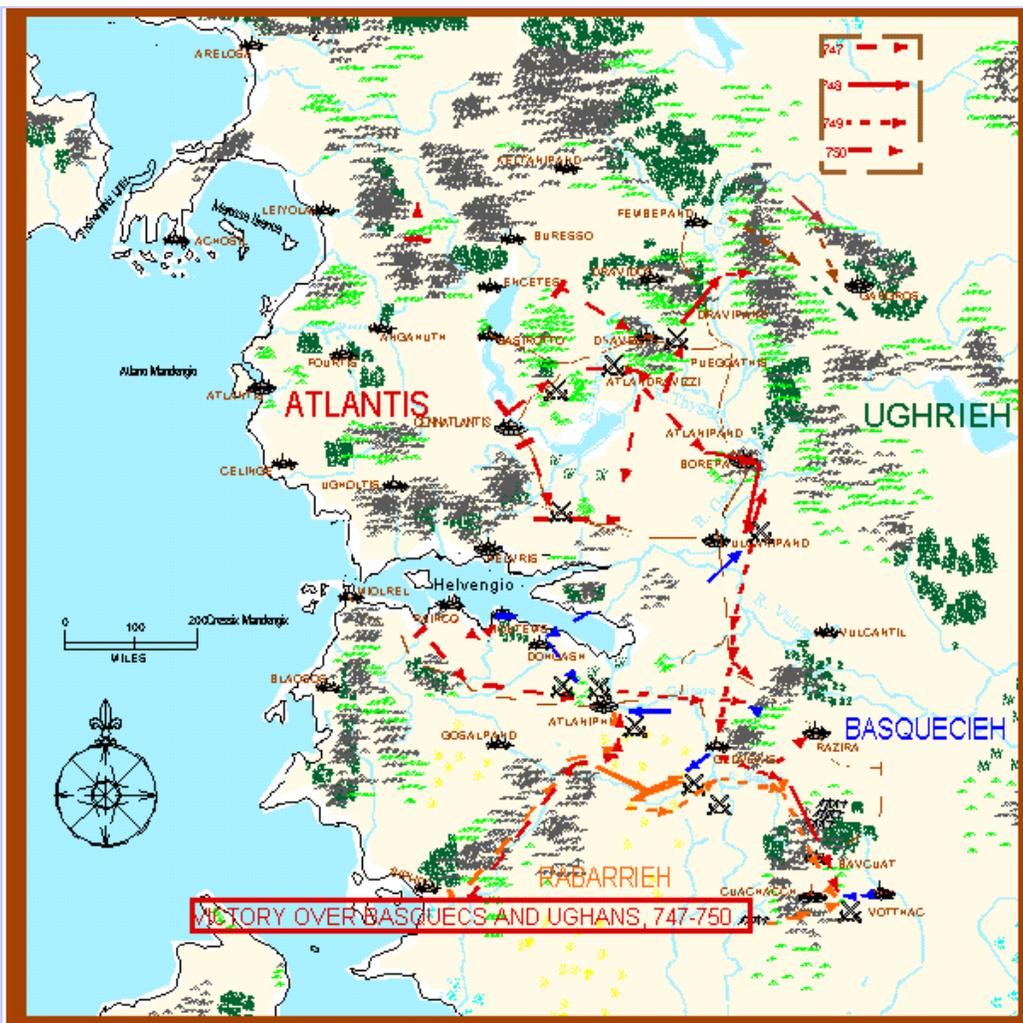
Atlantis had developed and improved her military forces in various ways since the start of the wars. Full conscription since 745 meant that she could field forces of over 1110000 men in 747, rising to a maximum in 748 of 1400000. Individual armies (PUEGGISIX) were grouped into Army Groups (BORPUEGGISIX), each with 3 to 7 Armies. Each Army Group (or effectively Front) had its own Grand General (Elthul in the west, Lingon in the Centre, Buentel in Manralia). The PUEGGISIX, about 24000 strong in 743, and divided into 4 CENNDARCOYIX, (literally "NEW THIRDS") were reduced to about 20000 by 746, and their sub-units rechristened as THEINULPUEGGISIX (literally "QUARTER ARMIES"), later simply THEINUIX (or "QUARTERS"). Also another unit was created between those of THEINUIX (5000) and PUONDIX (480). This was the DARCOYO of 1200, while the PUONDIX were reduced in size to about 200. In 749 these DARCOYIX were also given new names – OCHOSSIX, as a deliberate reminder of Second Empire times. Cavalry were also reorganised, and new, larger, independent cavalry armies were created after 746, to carry out wide manoeuvres and make the rapid advances, which were such a feature of the later stages of the war, compared with the trench-bound middle years. Thus pistol-armed, cavalry THEINUIX, of 4000 –5000 men appeared, ultimately under the control only of the BORPUEGGIS. They were then often combined into cavalry PUEGGISIX.

Changes in tactics and weaponry even by 747 were considerable compared with 743, and the changes continued up till the war's end. We have already spoken about the new, larger cavalry units. Infantry formations grew looser, with heavier firepower (breech-loading rifles for all soldiers). Men spread out more, and skirmishers were used more consistently. As far as artillery was concerned, all mechanical types soon vanished, in favour of rifled breech-loaders and howitzers. As many as 5 or 6 guns per 1000 men were deployed. Finally transport and support: the system which Ruthopheax I had built up, and which had declined throughout the Third Empire, had to be laboriously re-introduced during the war. This time, horses and carts were supplemented on a small scale by steam-powered vehicles.

There were also changes in Atlantis' military leadership, as we have already noted. Hitherto, overall leadership of the war had rested with the Emperor and Officers of State, part of which now constituted a War Council. There was increasing pressure to appoint a military man as overall Commander-in-Chief, but Brancerix resisted this, determined to keep this post in his own hands, as indeed he did throughout the war. Similarly the War Council, and the Officers of State remained traditional Imperial nobles, although there were some changes amongst them. But in the field, increasing numbers of commanders at the highest levels were being replaced by more effective, lower-class men. And of course, the back-up to the whole war effort was an increasingly large and efficient industrial base, also led by middle class factory and workshop owners.

The command of the war against Skallandieh was given, on land, to General Elthul in 746, who narrowly managed to survive the great Skalland attacks on Atlantis. In the years to come, he would show his true colours by leading the great counter-attack against Skallandieh. In this he would be ably seconded by the new Admiral of the Achosil fleet, Giben. More controversial were the changes to the commands in Cennatlantis and Manralia. General Buentel had admirably succeeded in holding off all Gossalt's attacks on Cennatlantis since 745, but in the eyes of his superiors, he then seemed to settle down into inactivity for much of 746. Brancerix was desperate for a counter-attack to free Imperial soil of the Basquecs and Ughans. However, the removal of Buentel turned into a political matter as well at this stage. Buentel was of Class 3 background, and had never made much secret of his dislike of the Imperial regime. He expressed this normally by demanding more lower class, and hence, to his mind, efficient commanders on his staff. But then, at the end of 746, he went much further, and asked that he himself should be created overall Commander-in-Chief of the war. This was too much for Brancerix, and he ordered his removal from post, and transfer to Manralia to head the planned offensive there. This was an important position, but could in no way compare with Buentel's former post.

Brancerix also knew very well with whom he wanted to replace Buentel. He chose General Lingon. Lingon, as an army commander, had fought very well against the Basquecs ever since the start of 745, and had contributed greatly to the defence of Cennatlantis. He was later the commander of the small group of armies under Buentel's command, which had rushed up to reinforce his defence at the Battle of Runnates against the Ughans in 746, and had then been moved west to defeat the Skallands at the Decabrumu Pass. Thereafter he had harried the Skallands in small-scale warfare on his own initiative. His appointment was one of Brancerix's most inspired choices, and his leadership during the next two or three years was to contribute decisively to the utter defeat of the Basquecs. In this, he was to reveal talents bordering on genius for strategical warfare, and was able to outwit even Gossalt. But at the time of his appointment, Lingon's real virtue in the eyes of Brancerix and his colleagues was his impeccable Class 2 background, and his devoted and vocal support of the traditional Imperial regime. This had indeed led him into a number of conflicts with Buentel, who had been pleased to lose him to the Skalland front in 746. In four years' time, in fact, the conflict between the two men would become not just a verbal, but a military one.



DEFEAT AND VICTORY: THE RECOVERY OF CENNATLANTIS

At the start of 747, on the central front, the Basquecs had two Armies near Atlandravizzi in the Crolden Hills (150000), and another two south of the Cresslepp at Helvris (70000). Gosscault himself had returned to Atlandravizzi by the end of February. On the other side, the Atlanteans had concentrated nearly all their forces around Cennatlantis – about 200000 -, leaving only about 60000 men west of Helvris. General Lingon started off in his new job with a plan, which was just asking for disaster, when faced with someone like Gosscault. Determined to carry out an attack as soon as possible, Lingon left about 80000 men at Cennatlantis, to guard against an attack from the south, and launched the rest of his force directly eastwards, aiming to seize Giestisso and threaten Gosscault's line of communications with Borepande. He knew this would make the Basquecs emerge from their defences on the Crolden Hills, and he intended then to defeat them in the open. In the event, it was a case of the biter bit. Gosscault did emerge, but threw a force of 120000 men on to Lingon's flank and communications, before the Atlanteans were prepared. Although still just outnumbered by the Atlanteans, the latter were badly defeated at this *Second Battle of Giestisso* on March 23rd, and retreated quickly back to Cennatlantis. Meantime, on Gosscault's orders, his army at Helvris had moved up the Cresslepp to threaten Cennatlantis from the south. However, the Atlanteans had held off this attack, and on the return of the main Atlantean army from Giestisso, the Basquecs abandoned their attacks, but remained in the area of Giezat, north of the Cresslepp, which was in their rear.

Lingon now pulled himself together. He spent a month reorganising his armies, which were now concentrated at Cennatlantis. He began operations by throwing 120000 men at the Basquec 60000 south of the city. These were utterly defeated at the *Battle of Giezat* on April 27th, and forced back to Noccsat. They still maintained a hold on the city of Helvris, however. Then, in the middle of May, as Atlantean armies were approaching Atlaniphis in Manralia, Gosscault decided that he must be on the spot, and travelled south. Before he left, he warned General Guentich, who was left in command of the army, to remain on the defensive. However, not realising the true skill of Lingon, he added that if the Atlanteans again attacked east, he could, cautiously, try to manoeuvre against them. At the beginning of June, Lingon moved most of his force of 170000 eastwards, precisely to try to make the Basquecs move out against him. But then he detached a force of 70000 men off to the north to catch any such enemy move in flank. Guentich fell completely into the Atlantean trap, and advanced westwards with 130000 men. The Atlanteans deliberately fell back cautiously before them to the defensive position at Snattarona. Then, on June 7th, the detached force crashed down into the Basquecs from the north. At the *Third Battle of Snattarona*, the Basquecs were decisively defeated, losing 45000 men, including 25000 prisoners. Guentich was forced back south-eastwards away from Atlandravizzi, and in a brilliant pursuit, Lingon forced him to retire right back to Borepande

by the end of July. At the same time, the Atlantean forces west of Helvrís besieged and took the city, while in August, a force marched westwards around the south of Lake Trannolla. This forced the Basquec army at Noccsat to retire gradually towards Vulcanipand.

REARWARD MOVEMENTS BY THE UGHANS

Lingon made no serious attempt to remove the Ughans from their position at Dravidos, until his northern army had received replacements for the force, which had been sent against the Skallands the previous year. In fact, the attention of the Ughans was being increasingly diverted to the north, where the Gestskallands were continuing to gain ground. They had 200000 men in the field against the Ughans' 160000. They sent a force into the Diefillen, and by August this had retaken Fembepand. Other armies crossed the upper Gestes and threatened the heartland of Ughrieh. At this stage, Atlantis had 90000 men opposite what had been 110000 Ughans at Dravidos and Dravizzi, but were now only 85000. In a carefully co-ordinated plan, Lingon moved his northern army against Dravizzi, while part of his southern force (60000) swung north-eastwards from Atlandravizzi across the Thyggis towards the communications of the Ughans at Dravidos. There was a fierce battle to take Dravizzi, but the Dravidos force, after a half-hearted lunge at the Atlanteans, retreated behind the Gestes.

ATLANTIS' RECONQUEST OF MANRALIA AND THE DEFEAT AT ATLANIPHIS

South of the Helvengio, both Atlanteans and Rabarrans undertook offensives, which made such progress as to sweep the Basquecs out of most of the gains they had made since the beginning of the war. In Manralia, General Buentel, newly in command, organised an army of 100000 men to try to reconquer the Province from the Basquecs. The latter had some 85000 men in the Province, but only 45000 facing the Atlanteans in the west. On March 20th, the advance started from the area of Louprut. Over the next month, the Atlanteans defeated the main Basquec army, and then moved steadily eastwards round the south of Manralia, along the highlands, following the main road called the Lairrado, and on to Nostohs. This city fell on April 16th, and Buentel now aimed to take Atlaniphis, the great fortress where the war had begun in 743. This would completely cut off the Basquec forces in Manralia from Basquecieh and all the other fronts. At the same time, a subsidiary force moved east on Noutens on the coast. However, Noutens was a hard nut to crack, containing 18000 men, and it easily held off the Atlantean attacks.

At this point, Gossclat decided he needed to be on the spot, as he did not want to lose Atlaniphis. He set about concentrating a relief force, partly from reserves on and south of the river Gestes, partly from the main armies at Helvrís and Atlandravizzi. These he sent south to Ophinoutho, and followed them himself in mid May. By this time, the Atlanteans, with about 70000 men were approaching Atlaniphis from the direction of Nostohs. Gossclat wanted to defeat this force with something better than a straightforward defence, or even counter-attack, at Atlaniphis, but he could see that his relief forces were already cut off by land from entering Manralia. He decided, therefore, on a typically brilliant flank attack from the north. He ordered the concentration of all forces in the north of the Province (except for a reduced garrison to be left in Noutens) at Dohgash, on the river Tephyens, about 100 miles NW of Atlaniphis. This amounted to about 30000 men. There were also 25000 retiring on Atlaniphis, which had a garrison of 13000, soon raised to 21000.

As Buentel moved cautiously towards Atlaniphis at the end of May, Gossclat arranged for the 40000 men he had collected at Ophinoutho to march to the mouth of the river Gayvot, opposite Dohgash and the estuary of the Tephyens. Now the remains of the great Basquec southern navy had been sheltering near Noehtens for over a year, watched by the Atlantean fleet in the Helvengio. Gossclat left part of this in place, and borrowed the rest of it, plus other boats, to ferry his army across the water to Dohgash, entirely unsuspected by the Atlanteans. Joining this force himself, he had now concentrated 70000 men on Buentel's flank. As the latter moved up to Atlaniphis, and began to besiege it in mid June, Gossclat launched his army across the Tephyens and into Buentel's flank and rear. *The Third Battle of Atlaniphis* was a disaster for the Atlanteans, who lost over 28000 men, and were forced to retreat back towards Nostohs.

THE ADVANCE UP THE RIVER GOSAL, AND THE RETAKING OF ATLANIPHIS

At about the same time as the Atlanteans were reoccupying Manralia, an army of Rabarrans, with some Atlanteans began its long advance north from Siphya up the river Gosal. A force of 120000 Rabarrans and 65000 Atlanteans, 185000 in all, attacked a Basquec defending force of 110000 in the Siphians Mountains and their foothills on April 28th. After some fierce fighting, the Basquecs were forced to retreat up the Gosal. Then, for the next two months, the allies gradually compelled the Basquecs to continue to retreat through the Kharadars Mountains, and on up the river, for 300 miles, to the fortress of Kharadis. This was captured after a lengthy siege on August 12th, and then there followed a serious disagreement about which way to move next.

To put this into context, we need to know that other Rabarran offensives were taking place at the same time as the advance up the Gosal. One army, of Rabarran and a few Atlantean forces, having consolidated its position in the river Katabu delta, advanced along that river eastwards towards its junction with the river Basquec. Other Rabarran units were fighting for the Basquec forts at the mouth of the river Basquec. Overall there were 200000 Rabarran men in the south of Basquecieh by August, more than in the Gosal army, facing nearly as many Basquecs. Now the Rabarrans saw this direct attack on the heartland of Basquecieh as their main strategic goal, and the threat it represented to Basquecieh was in fact evident from the reaction of Gossclat in August. At that time, he returned to his capital, Quachach, to supervise the defence of his country against the attacks from the south. The Rabarrans were increasingly

impatient with Atlantis' prioritisation of freeing her own Empire first, which meant Manralia, Vulcanieh and Razira.

To this end, she wanted to take Atlaniphis before anything else, making use of the Gosal army. Seeldu, the Rabarran Commander-in-Chief, however insisted the army turn east along the river Itheerdi to its junction with the Gairase, and then south-east up the Gedvox and into the heart of Basquecieh. Thus the Basquecs would be attacked on two fronts. Seeldu became all the more insistent as he heard during August of the counter-attacks by the Basquecs on his forces on the rivers Katabu and Basquec. Atlantis countered by saying that there were not enough men in the Gosal army to carry out this plan at present. Lengthy communications back to Cennatlantis made this dispute long and laborious, and increasingly acrimonious. Brancerix threatened to remove his forces from the Gosal army and march on Atlaniphis on his own, but knew really that the army would be too small. It was finally agreed in September to use the full army to first take Atlaniphis and destroy the Basquec army there completely, while threatening to move up the Itheerdi. Then the army would split – the Rabarrans would move up the Itheerdi, with additional reinforcements from the south, while the Atlanteans combined with the Manralian army under Buentel and marched north-east across the Gairase to attack the communications of the Basquec forces on the Gestes.

The result of this compromise was an initial victory for the Atlanteans at Atlaniphis, but difficulties later, while the Rabarran advances were all stymied one after the other right into 748. So in early October, the Gosal army moved on Atlaniphis from the south, joined by Buentel from the west (where he had spent the last few months clearing out remaining Basquec garrisons in the interior, and awaiting the arrival of the Gosal army). In the climactic *Fourth Battle of Atlaniphis*, on October 25th, about 160000 Atlanteans and Rabarrans closed in on Atlaniphis, and the 80000 strong Basquec army there. The latter was more or less surrounded, and only 20000 men escaped. Atlaniphis, however, only fell after a full-scale storm a week later. Rabarrans and Atlanteans now went their separate ways, all the Atlanteans now coming under Buentel's command. No more serious operations took place this year now, apart from one event.

Gosscalt, accepting the temporary loss of Atlaniphis, decided that he could hamper any attempt by the Atlanteans at crossing the Gairase, by building up the Basquec garrison in Noutens. This was now the only Basquec occupied city left in Manralia apart from Dohgash. As a result, he slipped 20000 men across the water into Noutens, under cover of the Basquec fleet in the estuary. The Atlantean fleet finally tried to prevent this in November, and this led to a major fleet clash off Noutens. The Basquecs were defeated, and retired further up the estuary towards the mouth of the Gairase, but the Atlantean navy was still unwilling to follow it, due to fears about minefields and shore and floating batteries. This meant that although the Atlanteans did blockade Noutens from the sea, their efforts were repeatedly interrupted by hit-and-run Basquec naval attacks from the estuary.

ATLANTIS REGAINS COMMAND OF THE MAROSSA LIRANCA

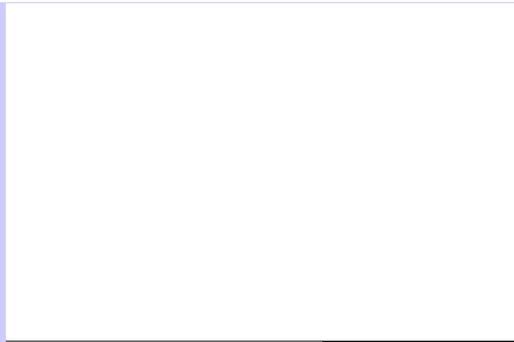
Counter-offensives were also taking place in the war against Skallandieh, by both Atlantis and Gestskallandieh. The Gestskallands managed to make some progress westwards through the forests north of the Nundor Mountains, but they put their main efforts into an offensive into the Nundor Mountains themselves. They managed to take the passes south of the tallest mountain in the range, the Dorodil, moving from the source of the river Gedanleng. They made a serious effort, in so doing, to rouse the North Kelts here to take up arms against their Skalland masters, though this was hardly successful until the following year.

Meanwhile, Admiral Giben was seizing control of the seas bordering Anauren and Yciel Atlantis, the necessary preparation for the amphibious landings on to Skalland territory, which were in the end planned for 748. Following its defeat in 746, the Skalland navy was unable to stand up to an Atlantean fleet, which consisted of the unified navies of Sulosos (then Atlantis) and Achosil. Throughout the year, the Atlanteans managed to land on and retake all the important islands in the Marossa Liranca, including, finally, the Suinnomiori Mandengix, just west of Alosono, in which lay the main Skalland naval base in the area. This was achieved by a fierce battle, which led to the near destruction of the Skalland naval force.

The other main event at sea, on the opposite side of Yciel Atlantis, was the sortie in July by the Skalland fleet based near Arelosa, the capital of former Eliossie. This navy sailed into the Eliossia Liranca (the Bay of Eliossie), and then south through the Phonerianix Lirilix (the Phonerian straits), aiming to attack the Atlantean naval base at Achosil, or at least to take control of the seas hereabouts, and put a spoke in the Atlantean successes. The Atlanteans had most of their forces concentrated in the Marossan islands, and the small force left at Achosil was quite easily beaten at the *Battle of Nundler*, when it sailed up the coast of Yciel Atlantis to face the Skallands. But then the main Atlantean fleet concentrated near Phonimori island, west of Achosil, and comprehensively smashed the enemy at the *Battle of Phonimori* on July 29th. The remains of the Skalland fleet was harried back to Eliossien waters, and this time the Atlanteans made sure they followed the fleet up and stayed to observe it in the Eliossia Liranca.

On land, meanwhile, General Elthul advanced a great distance up the low ground between the Netaka Mountains and the river Ruphaio, taking Runcairn, and moving as far as Anetako. In fact he then retired to Runcairn, because of the dangers of Skalland attacks into the flanks of this army, as he was unable to cross the river Noilafa into the main part of Marossan at all.

To read the next part of this history, click on [\(5\) 748-750](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Success for Atlantis in the north; in the south, the Basquecs hold the line, 748

THE SLOWING DOWN OF THE WAR AGAINST THE BASQUECS

After the great successes of 747, it appeared to both sides in the War that the victory of Atlantis and her allies must take place within the next year. However, this view soon seemed cruelly mistaken. Certainly, Atlantean advances continued in the north, where she undertook a meticulously prepared and wholly successful amphibious invasion of Anauren, while Gestskallandieh continued to make inroads into Skalland territory. But these successes did not end the war with Skallandieh, and later in the year, Atlantean and Gestskalland armies had bogged down again.

The war against the Ughans was less successful, and despite the Atlantean and Gestskalland armies gradually forcing them back into the Ughan interior, the war was still going on at the end of the year. As far as the Basquecs were concerned, Gossclat showed his strategic genius at its greatest, moving quickly between the Atlantean and Rabarran armies, and defeating or halting each in turn. The allies were not helped by the increasing mistrust between Atlanteans and Basquecs over their war plans and objectives, after the final defeat of the Basquecs. The Rabarrans, although still the recipients of large amounts of military aid from the Atlanteans, resented being tied to their war aims, which obviously involved the restoration of the former Atlantean Empire, at the expense of both Basquecieh and Rabarrieh. The Rabarrans wanted to make their own way to victory, and conclude their own peace-terms with the Basquecs, irrespective of the aspirations of their overbearing ally.

Atlantis, of course, wanted to make sure she reaped the benefits and glory of the defeat of the Basquecs, but found, as the year progressed, that for reasons of both geographical distance and internal military and political difficulties, she could not match the growing strength of the Rabarran armies. Thus it was a simple geographical fact that the Rabarran armies, especially after they had split from any united command with the Atlanteans, were much closer to the heart of the Basquec Empire than was their ally: the Atlantean forces were hundreds of miles from Bavcuat or Quachach, whether in Manralia or on the river Gestes. Moreover, although the overall Atlantean armed forces reached a peak of some 1400000 men at the start of 748, their numbers fell off rapidly after that. By the beginning of 749, they were down to 855000 and falling (especially those actually at the frontline), while the Rabarrans had gone up from 700000 in 748 to 790000 by 749, and passed the Atlantean total later in that year. There are various reasons for this Atlantean decline. One was that Brancerix was finding it increasingly difficult to conscript more men, due to organisational shortcomings, war casualties, lack of manpower available, and outright opposition to the continuing war. Thus, while the enemies of Atlantis were threatening her very heart, the citizens of the Empire were very willing to fight to defend her. But by 748 and 749, when all or nearly all Atlantean territory was cleared of enemy forces, many people felt a much diminished urge to risk their lives in the war. Furthermore, as we shall see in more detail below, political opposition to the Third Empire regime was building up fast. This meant more unwillingness to fight for a hated Government, and the need to deploy more and more forces internally to quell riots and other armed opposition.

GOSSCALT'S PLAN TO SAVE HIS COUNTRY

Gossclat had spent the winter reconstituting his main army on the Gestes at Vulcanipand, and creating a mobile strategic force of 80000 men. At the same time, he made his first – and only – feelers for peace with Atlantis. But his conditions were utterly unacceptable, demanding that the Basquecs should retain all the territory still in their hands south of the river Gestes, and east of the Gairase. He refused to treat with the Rabarrans, and obviously intended to throw his whole army against that nation, if he obtained peace from the Atlanteans. Anyway the negotiations came to nothing. Gossclat now intended to use a central strategic force plus himself to reinforce the army on the Itheerdi, and crush the Rabarrans there, then move to relieve Atlaniphis, and finally return to deal with the main Atlantean army, still west of the Gestes, as he hoped. If he was successful, he could then either carry on with proper offensives, or try again to make Atlantis settle for peace. Elsewhere, he would stay on the defensive.

So during March, he reinforced his army on the Itheerdi, near the Basquec border to 170000 men, and hurled it at the Rabarrans, who

had 180000 men, many of them straggled out in little groups along the river. In *the Battles of the River Itheerdi* on April 2nd-7th, Gossclat crushed parts of these forces in detail, and sent them all retreating many miles eastwards up the river. He then turned his mobile force northwards to Atlaniphis. Here he joined the army of 60000 men already in place, facing about 65000 Atlanteans. An initial attack forced the Atlanteans back, and Gossclat surrounded the city, and began its siege at the beginning of May. Atlantean attempts to relieve it repeatedly failed, and Buentel was forced to abandon his siege of Noutens, and bring 30000 more men south to try to force the Basquecs back. Gossclat had foreseen this, and his forces in Noutens emerged and harassed the rear of the retreating Atlanteans.

But then a new emergency arose. Gossclat had always intended to finally move on north, and fight the Atlanteans west of the Gestes, but at the beginning of June, he received news that this army, having earlier made some ineffectual gestures against the Basquec forces in the well-defended Vulcanipand position, had seized Borepande, and crossed the river. In fact Lingon had soon become aware that he could not defeat the well-defended enemy force at Vulcanipand (although it was only half the strength of his army), and his lunges here were only ruses. At the end of May, he suddenly threw 110000 men against the much less well-defended fortress of Borepande. The Basquecs here, numbering only 40000, defended well, but were out manoeuvred and surrounded in the fort. Leaving a besieging force behind, Lingon now crossed the Gestes with 90000 men. He advanced south down the east of the river, and crossed the Thawril. The Basquec Vulcanipand army succeeded in limiting any further move south by the Atlanteans, and held them back till the hurried arrival of Gossclat and his mobile force at the end of June. There followed a series of cautious manoeuvres by the two sides. Gossclat deliberately drew Atlanteans south, over the river Vulcan, while maintaining a strong force in Vulcanipand. Then, on July 20th, he struck. He counter-attacked across the Thawril with 80000 men, and a force of 40000 emerged from Vulcanipand against the enemy flank. This *Battle of the River Vulcan* saw the Atlanteans badly defeated, losing 30000 men out of 100000, and forced to retreat northward. But they still remained on the east of the Gestes, and ultimately the Basquecs were unable to force them back across it.

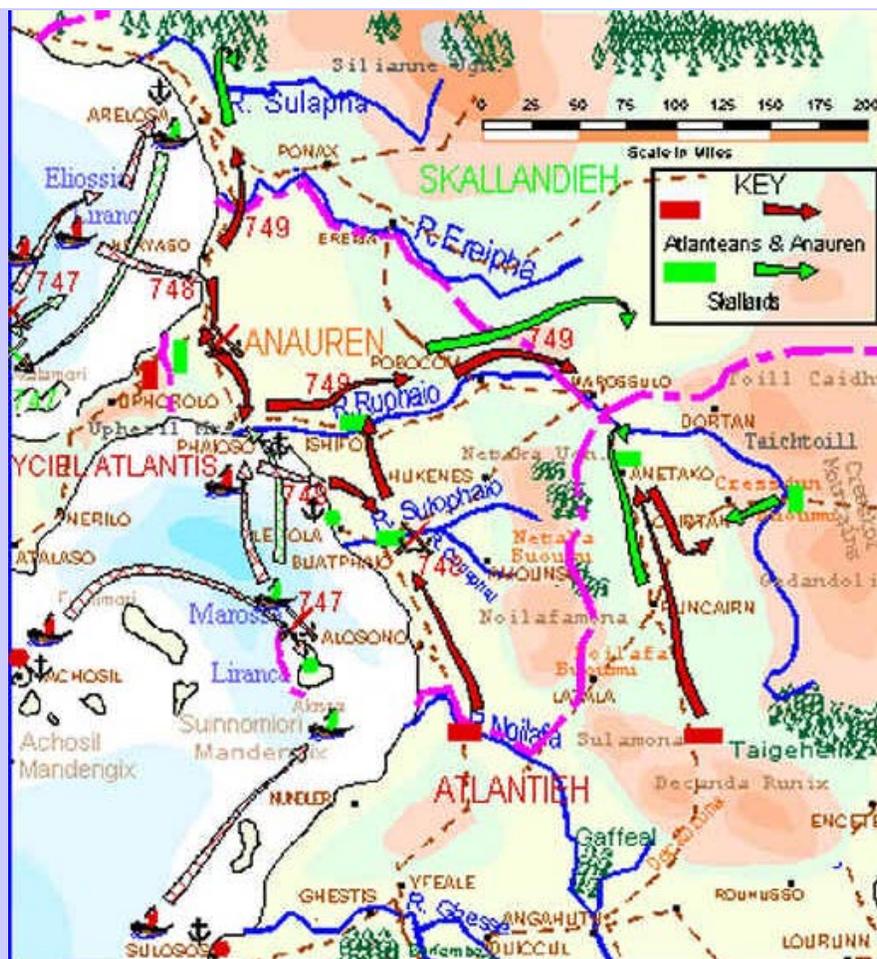
STALEMATE ON THE OTHER FRONTS

Few further successes were obtained by Atlanteans or Rabarrans elsewhere, either. Buentel did relieve the siege of Atlaniphis eventually, at the cost of having abandoned the siege of Noutens. On the other hand, the city of Dohgash, the only other one still in Basquec hands in Manralia, fell to the Atlanteans on their march south from Noutens. The siege of Noutens was re-established in the autumn, using reinforcements, and the city finally fell in December. To the south, Rabarran attacks against the Basquecs in the interior of the country, and on the river Basquec, were largely unsuccessful, especially when Gossclat returned to take charge of this front after the Battle of the River Vulcan.

The war with the Ughans produced few victories for the Atlanteans during this year. The Gestes was crossed in a few places, but the defensive positions of the Ughans in the Gestix Mountains were far too strong for the Atlanteans to be able to take them. Their army here had in any case been reduced to 90000 by the summer. Some more success was obtained by the Gestskallands, who were able to concentrate over 240000 men against 140000 Ughans in the north. By the end of 748, the Gestskallands had forced their way through the gap between the Gestix and Yrullia Mountains, and captured Yrullia in December. However, they were unable to reach the capital, Gargros, itself.

THE AMPHIBIOUS INVASION OF SKALLANDIEH

The main success for the Atlanteans in 748 was the amphibious invasion of Skallandieh. Having decided it was impossible to force a decision by land, a large armada, along with 40000 troops, was prepared, in order to invade Skallandieh by sea. As the Bay of Marossan was now under complete Atlantean control (the Skalland fleets were blockaded in Phaiosos, and isolated in the Bay of Eliossia), the plan was to invade the former territory of Marossan in the region south of the river Ruphaio.



The victory of Atlantis over Skallandieh, 747 - 749

The invasion duly took place on April 28th, and went off without hitch, the remains of the Skalland navy being blockaded in Phaios. The invading troops turned south-eastwards after the landing, aiming to strike the Skalland forces defending the line of the river Noilafa in rear. The Skallands put up a strong resistance, and brought reinforcements north from the south. Nevertheless, they were decisively beaten at *the Battle of Buatphaio*, on May 22nd, and soon after, the Atlantean forces south of the Noilafa were able to advance northwards, and join up with the amphibious troops. However, the Atlanteans found themselves unable to gain any more successes in this area, as the Skallands poured in reinforcements.

Now the area north of the river Ruphaio remained wholly in Skalland hands, and a perpetual threat to the left flank of the Atlanteans. So a second amphibious invasion was organised for later in the year, this time to the north, in the Bay of Eliossie, near Neryaso. A large naval force moved into the Bay in August, forcing the remains of the Skalland navy here back into port. Then the amphibious troops landed, as planned, on August 30th. Even greater surprise was achieved than in the earlier invasion, and soon the Atlanteans, numbering from 35000 to 50000 men, swept south, taking the Skalland troops on the border of Yciel Atlantis in rear. They then seized Phaios, linked up with the southern forces, and moved 100 miles to the east, before the Skallands forced them to halt. By the end of the year, virtually the whole of former Anauren had been liberated, and the Skallands were defending their own Empire.

Atlantis: Victory abroad, civil turmoil at home, 749

GROWING DISCONTENT WITHIN THE EMPIRE

In 749, Atlantis and her allies approached complete victory at last. In June, Ughrieh, her capital taken by the Gestskallands, sued for peace. Then in September, Skallandieh too, invaded by Atlantis and Gestskallandieh, surrendered. Only Basquecieh remained defiant by the end of the year, and she too was under siege by Atlantis and Rabarrieh, and could not survive much longer. And yet, despite these harbingers of victory, the Atlantean Empire became immersed in civil turmoil, and almost revolution, in 749. This disorder continued into 750, when final victory was gained over Basquecieh, and only finally ceased in 751, with the establishment of the Fourth Empire, and an entirely new social and political order.

As we have already noted, discontent with the war had been growing for a year or more amongst Atlanteans unwilling to submit to conscription. Core Atlantean territory had already been largely cleared of the enemy, and victory seemed only a matter of time, so why should ordinary Atlanteans risk their lives unnecessarily? But this was only part of much wider social and political unrest. There was a growing impatience with the whole rigid Third Empire structure. Brancerix and the ruling Squires were determined not to change one iota of the social set-up, during or after the war. Yet the war itself was producing many changes of its own. Conscription and the movement of large armies all over the Empire and beyond led to increased social mobility, and a widening of the horizons of ordinary people. Large-scale industrialisation enhanced the importance of industrialists, factory-owners, and the middle classes in general. All these now wanted some participation in the running of the Empire. Equally, early military disasters and political mishaps had shown the need to extend participation in government and army beyond the elite, which currently ran the country. Indeed Brancerix had been forced to throw open careers in the military to the middle classes, and offer important posts to talented people, whatever their social class. He also created an Advisory Council of representatives from the major industrial towns in 746, and, on a limited scale, he included some "outsiders" in the governing circles. Finally, there had been cautious demands for political change for the past twenty years - more freedom, democracy, and social mobility -, but now, in the war years, these became much louder and more insistent.

Up until 747, the government faced little trouble, as the whole population was concerned only to fight off the Empire's enemies. But in 748 and 749, internal order in the Empire began to break down with frightening rapidity. Vocal demands for more of the population to be able to share in national and local government increased. Then, when occupying Basquec or Ughan troops were thrown out of lands and estates they had occupied in Dravidieh and Cennatlantis by the military counter-attacks of 747-8, the original landlords, usually Squires, found themselves unable to simply reoccupy their traditional places. They were threatened, evicted or removed from power by local people. The Government had to employ the Army to protect its representatives, and indeed Class 1 and 2 Squires, and several Provinces were placed under martial law in 748-9. However, this policy began to collapse, too, as unrest grew within the army itself, with revolts and disorder by lower ranks in favour of the non-landowning classes.

Brancerix and his colleagues tried to crack down hard. The Emperor refused to make any further concessions after 748, and tried to turn the political clock back to 742. He aimed to keep the Army in Squire hands. He supported his Minister for the Provinces, who was leading the way by imprisoning objectors and dissidents, and enforcing martial law. He recreated the old Internal Security Force, now called the Internal Military Police. Most damningly, though, he made no attempt to alleviate the personal and economic hardship and suffering, which the war was producing in towns and countryside. This misery led to further disorder and food riots in many places throughout 749. Nevertheless, the Emperor tried desperately to unite the Empire, by asking them to make one last effort together to finish off the enemy, who were already so nearly beaten.

"Tehens puancaxa ditontehe bourun cencsun ergain dan, puouthun e ruthouson, e losso ergain tontix ei teh e peth ulle malcethen".

" We have nearly won the great battle for God, peace and happiness, and the freedom for all to do and think as they wish."

THE OVERTHROW OF BRANCERIX III

By 749, many in the ruling class had come to the decision that Brancerix himself would have to be sacrificed. Some felt a few concessions to the rebels would have to be made; others considered the Emperor had not been harsh enough in repressing the discontent. As a result, a successful and bloodless military coup took place in May, and Brancerix was removed from power. There were a few pre-emptive arrests of his closest supporters, but it is amazing how few friends he seemed to have, when the crunch came. He was allowed to retire to his estates, and his place was temporarily taken by an Imperial Succession Council, under the close control of the Army Generalissimo and three Officers of State. But the political crisis convulsing the Empire now went from bad to worse. The members of the new Council were totally unable to agree on anything themselves, and riots and disorder spread throughout the Empire.

The parties now jockeying, and, increasingly, fighting for power, can be put into three groups. Firstly, the old Squirearchy - the landowning Classes 1 and 2 -, who were themselves divided into liberals, who were willing to make some further concessions, and traditionalists, who wanted to force the Empire back to the way it had been before the war. Secondly, the new Middle Classes, industrialists, businessmen, professional people, small landowners and writers and thinkers, who were generally moderate in their demands, but wanted to make a new start with a mildly democratic government, which would include themselves in its ranks. They wanted to see the end of elite rule by Squires, and of authoritarian rule and imposed political and religious faiths. They did, however, want to keep the lower classes in their place. But the lower classes were in fact a third group rebelling against the Third Empire, and they were much more extreme in their views. They demanded far greater equality for all, and in some cases sought the replacement of the Empire by a Republic. This demand sent a cold chill down the backs of both other groups, and opposition to it was one area in which they found common ground.

There was of course a fourth power in the land, a very strong one at this time, the Army. Most of it was still on the fronts fighting the enemy, but increasing sections of it were left behind to enforce internal security. As we have seen, there was already some disorder within the middle and lower ranks, which sometimes tended to support the rebels and rioters. The leaders now also flexed their muscles, and forced the Succession Council to come to a decision about a new Emperor. In December, they persuaded it to install Riuden, a slightly liberal Squire, to be supported by a Reform Council.

VICTORY OVER UGHRIEH

Meanwhile, the wars went on, and on two fronts they led to the victory of Atlantis and her allies within the year. The first success was against Ughrieh. By March, the Ughans were in a desperate situation. Two Gestskalland armies of over 20000 men were at the gates of the capital, Gargros, and to the east, devoid of defences, numbers of nomadic tribes were pushing into Ughan territory. East of the Gestes, but still west of the Gestix Mountains was an Atlantean army of 70000. To defend itself, the Ughans had over 80000 men against Atlantis, but only 140000 against the NE Empire, with other garrisons scattered around the country.

Within two months, Gargros had fallen to the Gestskallands after a fierce final battle, but already the country was disintegrating. Southern areas had thrown off their allegiance to Emperor Tjaidon, and had made an armistice with Ughrieh. In the north, Tjaidon, having fled his capital with the court, was deposed, and soon murdered. Atlantis and Gestskallandieh had previously agreed to make a joint peace settlement, and insisted on a formal Ughan surrender. But the trouble was that it was no longer easy to work out with which party peace should be made. Moreover, the two victors had hardly agreed amongst themselves on the peace terms, as Atlantis had far smaller armies in the field than the Gestskallands, who were indeed in possession of the Ughan capital.

Peace was agreed in June, but the peace terms were haggled over for months afterwards. The victors had long intended to split Ughrieh up as unified country, each taking portions either as outright annexations or as zones of control. This scheme was facilitated by the fact that the old Empire was splitting up of its own accord after April. Three separate kingdoms, north, central and south, had appeared, which in fact partly reflected the Ughan situation before unification after 710. The capital, Gargros, with Tjaidon's successor as Emperor became the central section. Atlantis took control of the area immediately east of the Gargros mountains, which she already occupied. But after much discussion and controversy, she did not annex it as such, but left it as one of the Ughan kingdoms, under close Atlantean supervision. Gestskallandieh annexed much territory north and south of the river Gestes as far as the Yrullia Mountains, and also made sure she had direct control of the northern Ughan kingdom. Overall, Ughrieh was left in an utterly wrecked political situation, with most of her population at the mercy, directly or indirectly, of the two victorious powers. But Gestskallandieh had come out of the war at least as well off as Atlantis, partly because of the strength of her military position at the time of victory, and partly because Atlantis was increasingly preoccupied by her internal political divisions.

VICTORY OVER SKALLANDIEH

Victory over the Ughans was followed in September, by the surrender of Skallandieh. As with Ughrieh, it was clear by the start of 749 that Skalland defeat could only be a matter of time, and Atlantis and Gestskallandieh began talking about their plans for the post-war settlement. Gestskallandieh was determined that she should take over and reunite the whole Skalland Empire again, and there was obviously no way Atlantis could prevent this. But while Brancerix was still in power, the Atlanteans insisted that Anauren should be reconstituted as part of the Atlantean Empire. The North Kelt area, mostly under Gestskalland occupation anyway should be split. During this period, the first half of the year, the Atlanteans retook the whole of former Anauren, but had problems advancing across the Ruphaio into Skalland territory. The Gestskallands were more successful in their progress westwards, and also into Kelt areas.

After the fall of Brancerix, Atlantis' position weakened, and she agreed in the end to annexing just the south of Anauren, up to the river Sulophaio, and leaving the rest as an independent kingdom. Arguments over the Keltish lands continued, and although Gestskallandieh had already occupied them, Atlantis insisted she still had a Province there called Nunkeltanieh. This fiction was finally abandoned in 752, when a comprehensive settlement made this whole area a theoretically separate Kelt state, under Gestskalland supervision. It fell soon after completely under Gestskalland control. Meanwhile the war rolled on to its end in September, with the Skallands finally surrendering to the two victors simultaneously. By this stage, Atlantean forces were penetrating into the Skalland homeland, and into the former Eliossien area, to which the Skalland capital had been moved in 747.

VICTORY OVER BASQUECIEH STILL ELUDES ATLANTIS AND RABARRIEH

Atlantean and Rabarran pincers slowly but inexorably closed in on Gossclat's armies throughout 749, and for all his genius, the writing was clearly on the wall by the latter part of the year. At the same time, Atlantis could see the initiative in the war gradually passing from her to the Rabarrans. Her armies were further from the heartlands of Basquecieh, and they were becoming outnumbered by the Rabarrans, in any case. Throughout the year 300000 Rabarrans were moving into the interior of the Basquec Empire from the south, 160000 of them advancing up the river Basquec towards Quachach and Bavcuat. Gossclat had to spend at least half of his time dealing with this threat, and the mobile army, which he had employed to good effect against the allies in 748, had had to be sent south during the winter to deal with these Basquec armies. On the Gestes, his army of 110000 men, which he accompanied at first, made a slow and careful withdrawal to the river Vulcan in March, and then across it and the river Yalldairu, south-eastwards through Vulcanieh towards the Raziris mountains during April, May and June. Lingon's Atlantean army, numbering 160000, followed the Basquecs, but was unable to bring it to a real battle. It was joined in due course by Buentel's Manralian army from Atlaniphis, 100000 strong, which edged back its Basquec opponent (70000) up the Gairase.

Meanwhile the Rabarran army on the Itheerdi, now 180000 strong, finally overwhelmed the opposing army of 110000 in a battle in August. The Basquecs were forced to retreat SE up the river Banchat, and the Basquec position in the Raziris Mountains was turned. Rather than try at this stage to deal with the Basquecs in Vulcanieh and Razira, who were left to the mercies of the Atlantean army, the Rabarrans opted to follow up the Basquecs right down to the Och Therult (Therult Mountains), which protected Bavcuat from the

north. Seeing that he was now being left out of the chase altogether, Lingon suggested that Buentel should remain behind in Razira and Vulcanieh to deal with the remaining Basquecs there, to prevent them from interfering with the decisive battles further south, while he hurried on south, up the Gairase and Banchat, to join the Rabarrans in the Therult Mountains. This plan had the merit of giving the Atlanteans a presence, though only a minor one, in the final battles against Gosscait next year. It also upset Gosscait's plans for the rest of the year, as he was sure that if he left a reasonable sized force behind in Razira and the Raziran Mountains, then all the Atlantean forces would have to stay behind to deal with them. This might then give him the chance of separating the two allies, and allowing him either to defeat them independently, or make peace with the Atlanteans separately from the Rabarrans.

The Rabarrans moved up to the river Gedvox later in the autumn, but the Basquecs were able to prevent them crossing it for some time. Lingon, meanwhile, had hurried down the Gairase and round the Raziris mountains to join up with the Rabarrans in what appeared to be the final battles. The approach of the Atlanteans made the Basquecs abandon the river Gedvox and retire back to the Therult mountains by December. To the north, Buentel remained behind with some 100000 men and faced 80000 Basquecs and the forts in the Raziris Mountains. He sent a force round them to the south, to threaten Raziris itself, and protect Lingon's rear (although he had an alternative line of communications now up the river Itheerdi, like the Rabarrans.)

Victory over the Basquecs, and the collapse of the Third Empire of Atlantis, 750

THE ADVANCE ON BAVCUAT, MARCH - APRIL 750

In the spring of 750, Atlantean and Rabarran armies closed in on the mountainous homeland of the Basquecs from every direction. In the south 180000 Rabarrans were moving up the river Basquec and the roads to the east forcing back an army of about 150000 Basquecs. By the end of April the Basquecs had entrenched themselves on southernmost end of the high ground which covered the whole area for about 200 miles to the north up to the source of the river Banchat, and also stretched some 120 miles west to the sources of the rivers Gedvox and Basquec and east to Quachach and almost to Votthac. Here the almost uncrossable Thecvach mountains separated the eastern road to Quachach and the western road to Tovduith. At the beginning of March, the Rabarrans forced the Basquecs to split their armies: the largest force, about 70000 men moved some miles north-east to protect the capital, while a smaller force of 50000 men guarded the difficult route to Tovduith. At first the Rabarrans sent 110000 men on the Quachach road and contented themselves with observing the Basquecs to the west with just 70000. Separately from them, 120000 Rabarrans were roughly parallel on the river Rualtacch pressing back about 50000 Rabarrans, with the eventual aim of reaching Votthac, which lay on the river about 50 miles east of the capital, Quachach. The latter armies were not involved in the great battles of April and May, however.

In the north, Lingon with his 120000 Atlanteans began moving south up the river Banchat in March: he was accompanied by 50000 Rabarrans. The remaining 90000 men of the Rabarrans' Army of the River Itheerdi and commanded by General Seeldu, branched off south up the Gedvox. This was a plan agreed between the two commanders, which, it was hoped, would allow this southern Rabarran army to cross the pass through the mountains by the Gedvox and aim straight for Bavcuat. This was the base of the main Basquec army facing Lingon in the Therult mountains, where Gosscait himself was now situated. This threat to his rear ought to make Gosscait retreat south on Bavcuat and open the northern routes of the mountains to Lingon.

At the beginning of April, the allied army under Lingon had reached the narrow mountain pass through which ran the direct road to Bavcuat. On a ridge of high ground in the middle of this pass was the defensive position held by the Basquecs in 661 during the First Battle of Quachach. At that time Ruthopheax defeated the Basquecs with a brilliantly conceived attack. This time Gosscait again placed part of his army here, but as armies, because of modern weapons with longer ranges, could nowadays occupy wider fronts than in the earlier wars, he also occupied some of the hills to the west. Lingon had no intention of trying to break down this position. Due to entrenchments and the range of rifled weapons, it was much stronger than in the time of Ruthopheax. Instead some 70000 men moved west through other passes of the mountains near Cuaduiith, while Lingon just demonstrated in front of the main Basquec position. Gosscait had placed forces to defend the other passes, but the allies managed to get through some of them. At the same time the southern Rabarran army had moved up the Gedvox and through the mountains on the road leading to Bavcuat from the west. Gosscait realised by April 8th that his whole position had been turned, and reluctantly retreated slowly southwards, finally taking up a position on the high ground north of Bavcuat on the 14th. This position allowed him to command both the road to the south-east which led to Quachach, while also guarding the road west to the Gedvox and the route south-west to Tovduith. Behind him lay the insurmountable peaks of the Thecvach mountains. The allied army followed warily, while the Seeldu's army from the Gedvox positioned itself on hills about 40 miles west of Bavcuat, and, crucially, in a rather isolated position.



(Click on thumbnail)

The advance of the allies into Basquecieh, 749 - April 750

GOSSCALT'S COUNTER-ATTACK AND THE RETREAT OF THE ALLIES TO CUADUITTH, APRIL 17th - 23rd

Gossalt realised as he retreated on Bavcuat that he had a brief chance of defeating the two enemy armies separately, and at then forcing them off to the north and west. At Bavcuat he had about 150000 men facing Lingon's allied force of 170000. About 40 miles to the west lay Seeldu's 95000 Rabarrans facing a Basquec army of 60000. Gossalt quietly disengaged 70000 of the 150000 men at Bavcuat, marched them westwards on April 15th - 16th and on the 17th they smashed into the Rabarrans from the south-east. The Rabarran army was comprehensively defeated, losing 26000 men and sent reeling back north-west. This was away from their communications down the Gedvox and into the forested area around the edges of the Therult mountains. Meanwhile the Basquec army turned round and marched back eastwards on the 18th, this time aiming to join the main army in an attack on the allies in front of Bavcuat. In this *Battle of Bavcuat*, on 19th April, the Basquecs were again successful, inflicting 23000 casualties on the Lingon's army of 170000. In these two battles the Basquecs only lost about 15000 men in total.

The allies were initially forced to retreat northwards up the road along which they had approached Bavcuat just a few days earlier. This was also Gossalt's plan, as it would completely separate Lingon's army from the Rabarrans down on the Gedvox. Lingon, however, had managed to keep in contact with Seeldu and by the 20th decided to continue his retreat north-westwards, if possible, to the passes behind Cuaduitth. There he would perhaps remain within reach of help from Seeldu. But at the same time he sent 30000 Atlanteans to take up a defensive position in the woods east of the main north road, to prevent Gossalt trying to break through in that direction. He then positioned a strong force on high ground to the west of this road, allowing him to slip his main forces north-west behind it. Gossalt was unable to move this blocking force, despite several attacks, and thus it was that the allies avoided having to continue retreating north up the main road. The allies moved on towards the high ground near Cuaduitth, attacked continually by the Basquecs, who wanted to force them into the mountains away from the passes.

All this time Seeldu had continued his retreat through the woods and round to the rear of the mountains. He managed to control the army, which had been virtually in a state of rout on the 18th. He even succeeded in losing his pursuers in this difficult country. Thus by the 21st he was climbing up the almost trackless Therult mountains and by the 22nd had passed them and lay only 13 miles from Lingon's army near Cuaduitth. Gossalt had no inkling of the presence of this force.

THE BATTLE OF CUADUITH, THE SECOND RETREAT OF THE BASQUECS TO BAVCUAT AND THE ADVANCE OF THE RABARRANS IN THE SOUTH, APRIL 23rd - 28th

Lingon had about 120000 men defending his position at Cuaduitth, facing about 130000 Basquecs. The *Battle of Cuaduitth* raged from late on the 22nd and on into the 23rd, with Lingon being forced gradually back into the mountains and through the pass. But about 2pm, Seeldu emerged from the north-west and smashed into Gossalt's left flank with about 45000 men. This decided the battle and the Basquecs were forced finally to retreat back on Bavcuat. They had lost as many as 28000 men, as against the allies' loss of 16000. The final Basquec offensive was finished and only complete disaster lay ahead of them now.



(Click on thumbnail)

The Basquec counter-attack until the Battle of Cuaduitth, April 17th - 23rd

Meanwhile communications remained difficult between the Rabarran armies in the south and the north. Messages between the two, even using the newly invented electrical telegraph, often took over a week. It was easier for the Basquecs, and Gossalt had at the beginning of April ordered the small army defending the western route from the south to Tovduith to be prepared to pull back northwards, so that it could, if necessary, join in his planned manoeuvres against Seeldu's army. The eastern army, which was acting as a defence of Quachach against an advance from the south, was told to stay put, sending some men to Quachach itself, so as to prepare defences there in case they were needed. The Rabarrans followed up the Basquecs in the west, as they slowly retired towards Tovduith. The Rabarran command had originally wanted to throw their main forces straight on Quachach in the east, but this route was extremely strongly defended. As the Basquecs in the east were obviously retiring towards Tovduith and perhaps beyond, it was agreed to concentrate 110000 men to follow up this army, leaving just 70000 to face an equal number of Basquecs south of Quachach.

Gossalc retreated back towards Bavcuat, but as he did so, Lingon moved the 30000 Atlanteans that had been in the woods defending the direct road north, to strike the east flank of the retreating Basquecs. This they did on April 26th, and with help from the main army, forced the Basquecs to the east, away from Bavcuat and the main eastern road leading to Quachach. Gossalc tried to counter-attack in order to regain his route to Bavcuat, but failed in this attempt on April 27th and his army began to show signs of panic. At this point he made a fateful - and fatal - decision not to try again to force his way to Bavcuat and the eastern route, but to continue his retreat south-westwards towards Tovduith. He hoped to join up with the army down there, and throw the joint force against Lingon's army. He assumed this would have split up, part making directly for Quachach, and part following him.

THE BASQUECS' RETREAT AND THE SURRENDER OF THE BASQUECS AT TOVDUITTH, APRIL 29th - MAY 4th

Gossalc continued to retreat to Tovduith, where the route narrowed between hills to east and west. By the last week in April the southern Basquec army had already reached this position, facing south towards the Rabarrans. Gossalc hoped to pick up some of this force, and throw himself against his pursuers. But now everything went wrong. Firstly Lingon followed Gossalc's army with nearly all his armies, leaving only a small force of Atlanteans at Bavcuat to watch the road south-east to Quachach. Then he managed to edge his troops up on to the hills to the east of Gossalc's army. Equally the southern Rabarran army had forced the Basquecs off the westernmost hills at the Tovduith gap. The result was that Gossalc's Basquecs became increasingly hemmed in the valley, with the allied army to the north and east of them. To the south, the other Basquec army was being pushed north, although a part of it still held the eastern hills. The day of decision came on May 4th. The Basquecs were surrounded on all sides - Gossalc and a small force of some of his southern army managed to escape into the almost pathless wilds of the mountains to the east. (8 days later Gossalc and a few others finally reached Quachach.) But the majority of the Basquec armies surrendered to the Atlanteans and Rabarrans by the end of the day. This *Battle of Tovduith* involved the surrender of about 155000 Basquecs to a force of 280000 Atlanteans and Rabarrans.

THE ALLIED ADVANCE ON AND STORM OF QUACHACH, MAY 8th - MAY JUNE 23rd

It took a while for the allies to sort themselves out and deal with the huge number of prisoners they had garnered, but already on May 8th, 100000 men began the march back to Bavcuat and then on round to Quachach, the capital of Basquecieh. Gossalc's whereabouts were unknown to anybody at first and when news of the disastrous battle at Tovduith reached the Basquec authorities in Quachach, they soon began to consider seeking terms for ending the war. However Gossalc turned up on May 12th and immediately began arranging the defence of the capital. By May 16th, the allied army had reached Bavcuat and soon began moving on Quachach. The Basquecs had about 40000 men left to defend the capital, plus the army of 70000 facing the Basquecs to the south. Gossalc hastily pulled this army back to hold the hills surrounding the city, which was situated deep inside a sort of cleft in the mountains, easily defended from every direction except the east. However 110000 men could have little chance against the 300000 allied troops which would eventually be in a position to assault the city and its defences.

By the end of May, these allied forces had reached the city and were soon able to force the enemy off the hills surrounding it. The allies demanded that Gossalc should surrender himself and his forces but he refused. Indeed he called on his army on the Rualtacch, to the east, to come across and attack the allies in rear. But this army was only 50000 strong, and was being forced back all the time by 120000 Rabarrans. By the end of May it had reached Vothac, and rather than stand siege there or help Gossalc's forces, it retired north-east across the river, with its commander declaring himself the new ruler of the country. He soon started peace negotiations with the Rabarrans.

In the end there was no help for it but that the allies had to storm Quachach. This *Second Battle of Quachach* lasted ten days, from June 13th to the 23rd, and involved the most bitter street and house to house fighting in the Basquec capital. The Basquecs, inspired by Gossalc, resisted with incredible tenacity, using every device and booby trap they could to defend their city. At the same time allied guns bombarded the city ceaselessly from the hills all round. Much of the place was reduced to ruins, and by June 23rd, over 55000 soldiers were casualties as well as perhaps 20000 civilians. The allies, who had about 240000 men fighting (90000 Atlanteans and 150000 Rabarrans), lost 60000 men (24000 Atlanteans and 36000 Rabarrans). Gossalc was killed on June 22nd. On June 24th the remaining Basquec soldiers and members of the Government surrendered unconditionally.

The Rabarrans, and for a while, Lingon, on behalf of the Atlanteans, discussed terms with the Basquecs in the capital and in Vothac, the second city, while the rest of the country gradually broke up into squabbling warlords. Later in the year, the Rabarrans reached a peace-treaty with the Basquecs, whereby they annexed a lot of territory to the west of the river Basquec, and in the far south, and maintained a considerable military presence in the country. The Atlanteans, due to the civil unrest to be described shortly, did not reach a full settlement till 751, and had little influence on the internal settlement of the country. The end result was a Basquec nation divided up into four territories, and a very strong Rabarran influence on the centre and western edge of the country.



(Click on thumbnail to open)

The end of the war with the Basquecs - the Battles of Tovduith and second Quachach

CIVIL TURMOIL IN ATLANTIS

At the same time as the war with Ughrieh was coming to its conclusion, Atlantis was becoming increasingly riven by political divisions at home. As described above, the Helvran nobleman Riuden had been installed as Emperor in 749 by a more liberal clique in the ruling class, backed by parts of the Army, which were acting on Internal Security duties. It soon became obvious that Riuden was just a pawn in the hands of the old die-hard Third Empire Squirearchy, and politics continued almost as before. Of special concern to the middle and lower classes was the Government's policy of running down the large industrial and factory establishments, which had grown up because of the war, and the laying off of more and more workers. This was in addition to the gradual reduction in the strength of the Army, and throughout, an obvious determination to keep the whole Third Empire structure in being. All power was obviously to remain in the hands of the upper classes.

As this failure of reform became clear during 750, there was a resurgence of the riots in the bigger towns. In many cases, these were also caused by a growing shortage of food. The Government's attempts to restore the Class 1 and 2 landowners to the property, of which they had been deprived by the war and by local tenants taking unilateral action, met strong, armed resistance. By May, the government was losing control of large parts of the Empire. It wavered between some slight measures of conciliation (the role of "Loyalists" was finally abolished in April), and military force – more Army units were brought back from the frontiers of the Empire to the centre, to act as police and internal security. These were to protect landed estates and patrol the increasingly rebellious large cities. At the same time, foreseeing the end of the war within a few weeks, it ordered the reduction of the Army from about 750000 to 580000, and many of the losses would be from the officer class.

BUENTEL'S REVOLT AGAINST THE GOVERNMENT, AND THE THREAT OF CIVIL WAR

This growing turmoil reached a climax, as the armies and generals of the Empire began to take sides, for or against the status quo, and threatened to bring civil war down on to the Empire. The most significant event was the decision of Buentel to march to Cennatlantis in support of the middle-class demands for a complete end to the Third Empire, and the setting up of a new, more democratic regime. Buentel, it will be recalled, had long had democratic beliefs, and he had fallen foul of Brancerix in 746, at a time when he had been commander of the main, central Atlantean army. He was moved to Manralia, and replaced by the ultra-loyal Lingon. He now seized the opportunity of getting his revenge. It was at the beginning of July, only a week or so after a truce had been signed with the Basquecs, that he marched 65000 out of the 100000 men in his army in Razira and Yall. Thiss. back towards Cennatlantis. He left his second-in-charge to stay at the front with the remnants of his army. Lingon, who was technically in strategic command of Buentel's army, was horrified, and accused him of desertion. Soon after, he realised more clearly that there was a political and military showdown approaching, and left the front to a subordinate, following Buentel with 80000 men of his own. This was at the end of July. This gradual disintegration of the Atlantean army from the frontiers, the paralysis for the next few months of any central political authority, and the political upheavals, which continued for at least another year, led to the complete collapse of Atlantean diplomacy. In other words, Atlantis was unable to take any real advantage of the collapse of her enemies at the end of the war, and left the way open for Rabarrieh, in particular, to secure great political advantages in the peace-treaty with Basquecieh.

THE RIVAL ARMIES GATHER AROUND CENNATLANTIS

Buentel realised he was facing strong opposition to his revolt. Apart from Lingon, with up to 180000 men in Basquecieh, there were several other armies, which were either hostile or at best neutral – none had come out in support of Buentel in July. In Yeldatlantis and Cennatlantis, there were at least 60000 men acting as police and Internal Security. On the river Gestes, and on the Ughan border, there were another 60000, the army, which had recently defeated the Ughans. Finally there was General Elthul's army, 180000 strong, in the north-west, which had just defeated Skallandieh. Buentel was least concerned about the central forces, as these were split up into penny packets, guarding towns and property, and fighting a nascent guerrilla army, which wanted to overthrow the Third Empire on its own. Some, too, were at best lukewarm about fighting their fellow-countrymen. Uneasily supporting these rebels was the group of middle-class democrats, mostly in Atlantis, Cennatlantis, Gentes and Helvris, who had appealed to Buentel to support them. As he marched back, Buentel gathered up and recruited additional men, but also left up to 40000 behind to delay Lingon, when he had heard that he was following behind.

Riuden and his government, within the city of Cennatlantis, now ordered the "Ughan" army to intercept Buentel, before he reached Cennatlantis. Buentel had crossed the Gentes at Vulcanipand, which made no attempt to resist him. He left a garrison of his men there to hold up Lingon, and moved north, intending to approach Cennatlantis from the east. He then came up against the "Ughan" force

near Yellis on August 10th. After a short battle, there was a halt and a truce, and 30000 of the "Ughan" army came over to Buentel. The rest, he sent back to the frontier.

Riuden now ordered the immediate suppression of all urban revolts, beginning with Cennatlantis, where some rebels had barricaded themselves into buildings. Loyal forces forced these to surrender or retreat to the south, where they were joined by up to 15000 other rebels, a mixed bag of disaffected, regular soldiers, and armed workers and middle-class citizens. Their mood was becoming increasingly bitter, because of a number of atrocities and massacres committed by the loyalist troops, when clearing the rebels out of Cennatlantis. Both sides were trying to win over Elthul's forces in the north. Elthul had remained resolutely neutral hitherto, but had moved 70000 of his men southwards towards Cennatlantis in August, though without making it plain whom he was intending to support. Finally in September, he came out in favour of Buentel and the rebels. Buentel, by this time, was manoeuvring to the north of Cennatlantis, near Gilliso, and seized Gasiroto at the same time. He had 80000 men present, and was faced by about 50000 loyalists at Cennatlantis. There were also 15000 rebels facing them nearby. Also by this stage, Lingon had fought his way north to the Gestes, with some 70000 men.



The manoeuvres of the rival armies in Atlantis, July - August 750

DECISION AT CENNATLANTIS – THE VICTORY OF THE REBELS

Negotiations between the two sides went on throughout August and early September, but it was soon clear that Riuden was refusing to make any serious concessions at all. The rebels agreed on Sualofo Thildoyon as their candidate for a new Emperor, not without some misgivings from the more extreme democrats. They also agreed that the whole Third Empire structure should be dismantled by force. Buentel was now getting nervous about the approach of Lingon, and decided to bring matters to a quick conclusion. He crossed the Dodolla at Rundes, and approached Cennatlantis from the north. The loyalists came out to meet him, and in a hard-fought battle on September 25th, they were defeated, and forced back into, or through Cennatlantis. Buentel and the other rebel forces now completely surrounded Cennatlantis, which was occupied by Riuden and his government, and about 8000 soldiers. Negotiations resumed, but they still refused to submit to the rebels, fearing for their lives.

Meanwhile, Lingon, unable to cross the Gestes at Vulcanipand, moved up its east bank, and crossed at Borepande, still holding a garrison loyal to him. By the end of September, he had reached the Burastoura. To counter him, Elthul now properly committed himself for the first time, and moved with 45000 men into Gasiroto and Sirottis. Riuden managed to smuggle a message out to Lingon, ordering him to come to their help at once. But the rebels intercepted it, and Lingon turned instead to deal with Elthul. Buentel continued to hesitate, and seemed to be trying to give the Squires as long as he could to surrender peacefully. He did not want to see Cennatlantis and its inhabitants consumed in a bloodbath. But matters were taken out of his hands. Egged on by Thildoyon, the rebel forces now attacked the enemy in the capital from the south and the west, daring Buentel to support them. They could not succeed on their own, and reluctantly Buentel committed a small part of his force to join them. The original document here describes vividly the dreadful end of the leaders of the Third Empire in Cennatlantis.



The manoeuvres of the rival armies in Atlantis and the storm of Cennatlantis, August - September 750

[Immolation of the Squires](#)

Conclusion

THE RESULTS OF THE WAR

The Great Continental War had been by far the biggest and most destructive war ever fought on the Continent. It involved every nation surrounding Atlantis, and Atlantis itself, of course, for up to seven years of fighting. The one nation not involved was "Quendelieh", the Western Empire, whose territories now abutted those of Atlantis in Phonaria. Armies far larger than ever before were raised by conscription in all these countries. Atlantis had 1,400,000 men under arms at the maximum in early 747, out of a population of 35,000,000 (excluding areas occupied by the enemy – it was 76,000,000 in 743). Basquecieh armed 1,100,000 out of a population in the Basquec Empire of 38,000,000 at any one time; Ughrieh 750,000 out of 30,000,000; Rabarrieh 680,000 out of 18,000,000 (excluding enemy occupied areas); Skallandieh 600,000 out of 13,000,000; and Gestskallandieh 550,000 out of 11,000,000. Thus there were over five million men in arms at the high point of the Continental War, which, it should be remembered, involved essentially pre-industrial societies.

Casualties were equally massive, and dwarfed anything hitherto, and every war that followed up until the Final Wars after 870. Atlantis lost over 550,000 fighting men killed, either by war or disease. Figures for the other countries are much less certain, but probably Basquecieh lost 500,000, Ughrieh 250,000, Rabarrieh 400,000, Gestskallandieh 230,000, and Skallandieh 350,000. Rabarrieh and Basquecieh had of course also been at war from 732 till 737, when they had lost another 100,000 between them (mostly Rabarrans). In addition to the major campaigns and battles, described in the account above, there were many other areas of "minor" fighting and skirmishes, which produced their own crop of casualties. Full-scale guerilla fighting took place against the Basquecs in the south and west of Manralia, and the Basquec occupied regions to the south. Similarly, there were incursions by nomadic and other small tribes into the extreme east of Ughrieh and Gestskallandieh from about 746 onwards and revolts by the North Kelts against the Skallands after 747. Furthermore there was considerable loss of civilian life in certain areas, especially those involved in guerilla warfare, and incursions by "uncivilised" tribes, but also between certain of the major combatants, whose feelings towards each other were particularly bitter. This bitterness led to frequent massacres and ill-treatment of civilians, and was particularly prevalent between Rabarrieh and Basquecieh in the areas of Basquecieh and Rabarrieh invaded by the other side. It also occurred in the parts of Dravidieh and Vulcanieh occupied by the Basquecs. Nearly as serious was the destruction to property in these areas and other regions fought over, such as Anauren and the edges of Ughrieh. Incidentally, Anauren, which disappeared as an independent country after the Skalland invasion of 744, was particularly badly hit by the war. Soldiers and civilians of Anauren suffered around 150,000 deaths during the wars, and terrible damage to property.

With this as the background, it is hardly surprising that at the end of the war, all the combatants were prostrated, and most suffered, then or later, serious internal and political upheavals. Ughrien disintegrated as a united kingdom, and fell prey to civil war on and off after the 770s. Basquecieh collapsed into civil turmoil in the 760s. Skallandieh was swallowed up by Gestskallandieh, and Atlantis saw the collapse of its Third Empire, and narrowly avoided civil war thereafter. Only Rabarrieh and Gestskallandieh came out of the struggle more or less unscathed, but even in the case of Rabarrieh, trouble occurred some years later, when its whole social system was revoultionised by a religious revival.

THE EFFECTS OF INDUSTRIALISATION

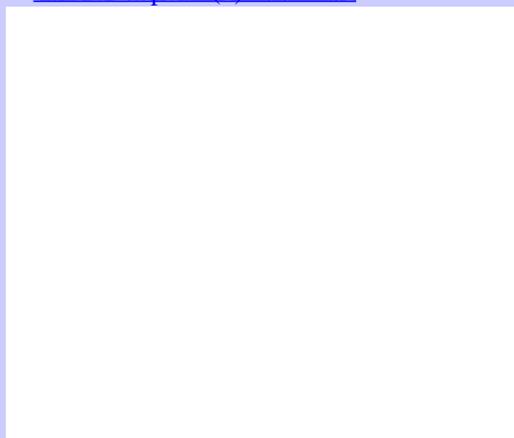
The Continental War began virtually as a pre-industrial war, but throughout its course, the fruits of industrialisation and innovations profoundly affected the weapons used in the fighting. The fighting-men of all the combatants began in 743 with a small number of firearms, rifled or not, and a mixture of artillery types. By the end of the war, nearly everyone was fully equipped with rifles and rifled artillery. This greatly altered the way battles were fought, for the increased firepower and range of the new weapons, made the close-order tactics and infantry and cavalry charges of earlier warfare far too costly. So soldiers dug trenches, and both sides often faced each other in stalemate, as at Cennatlantis in 745, and Atlaniphis later on, as well as in south Anauren and on the borders of Gestskallandieh and Skallandieh. Only the ability to engage in wide turning movements enabled a war of movement to be resumed by Atlantis, Rabarrieh and Gestskallandieh after 747. Attempts were made, especially by Atlantis and Basquecieh, to break the deadlock by providing additional protection for the infantry from armoured transports with steam propulsion, but although this would be the way of the future, it had little success, at least on land.

At sea, however, the new industrial processes which produced armoured protection and steam-power were much more successful. Before 743, parts of all navies were still wooden and powered by sail. Larger breech-loading and rifled guns had, however, appeared on many ships in almost all navies. The Basquecs had led on this, and in the 730s also adapted a number of mostly smaller ships with iron armour plating, and, in some cases, with steam-engines, as well as large rifled guns. These ships had some success in the 732 war against Rabarrieh, and again after 743. Atlantis, as well as Skallandieh, quickly copied these Basquec initiatives in the years running up to the War, thereby finally rendering the ban on new technology a completely dead letter. The fighting in the south led to initial Basquec victories, largely due to their superiority in ironclads, steam-power and the size and power of their gunnery. However, the allies caught up later.

In the north, Skallandieh had deliberately built a small but very advanced navy before 744, with iron armour and steam-power. This helped it to its initial overwhelming victories against the less well-prepared Atlantean ships in the area. Anauren, too, had some armoured ships, which were captured by the Rabarrans in 744. Again, later, Atlantis caught up with its rivals in this region, and by 750, all its major ships were armoured and powered by steam.

To read about the Fourth Empire of Atlantis, click on [Fourth Empire- \(1\) 750 - 761](#)

[Home Page](#) [The Continental War- \(1\) 743 \(2\) 744 \(3\) 745 \(4\) 746-747](#) [The Army- 740 - 890](#) [History of Atlantean costume](#)
[Fourth Empire- \(1\) 750 - 761](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

International entanglements: Luron Iustacin, 762 – 768



A medallion of Luron Iustacin

GROWING ASSERTION OF THE COUNCIL AND MINISTERS

Iustacin proved himself to be an able administrator, as his uncle had hoped, but he had increasingly to assert himself against his Ministers and the Council. His Ministers were chosen, according to the constitution, by the Emperor and the other Ministers, but increasingly these Ministers, and especially the Chief Minister, took over both the appointment of new members of the Government, and its administration. Iustacin maintained his authority during his short reign, but he had to listen to more and more arguments on all subjects. This was especially the case with foreign policy, where both Ministers and the Council were split between pacifists or non-interventionists on the one hand, and imperialists or interventionists on the other. The latter gained the upper hand in this period, and as the Council appointed the Provincial Governors, they too usually reflected the views of the dominant party in the Council. Over the next couple of decades, foreign and internal policy fluctuated depending on the balance of power in the government. By the 780s, a real "party" style of government had developed, and the Emperor seemed to be becoming first a sort of President, and later a mere figurehead.

INTERNATIONAL CONFERENCES AND ADVENTURES

Iustacin was initially keen to continue an idea of his uncle, which was to set up International Conferences (*"Intisainduyix Buohuatsix"* in Atlantean) of the "Great Powers", which would settle amicably any international crises or quarrels which arose. However, he was not an imperialist, and the military interventions of the later part of his reign were imposed on him by his Ministers and the Council. In 763, the first International Conference was instituted, involving all the major Powers. Its main aims were to try to settle the problem of the Basquec Civil War, which had begun in 761, and censor or prevent such unilateral action as the recent invasion of Anauren by Skallandieh. In fact, such action in Basquecieh was undermined by some of the participants intervening themselves in the Civil War, to protect or increase their own interests, although they claimed at the internationally that they were protecting the Basquecs. The Conference agreed finally to intervene jointly against any nation invading another, or to halt a civil war. As a result, nations near Basquecieh gradually sent more and more forces into that country to fight on behalf of whichever clique their government favoured

In 764, Atlantean forces entered semi-independent Razira, and in 765, they crossed into Basquec territory, supporting the previous civilian government. Rabarran armies had been fighting since 763, and various small states to the east of Basquecieh were also embroiled. In all cases, distances and terrain made co-ordinated operations difficult. The intervening armies were quite small, and

operations there tended to be most effective with fast-moving cavalry forces. By and large, the interventionists supported different sides in the war, and managed not to come to blows with each other – or at least, any such fights were not publicised. It is interesting to note the increasing use of steam-power by the Atlanteans and Rabarrans for supply, mostly using ships on the waterways.

SOCIETY AND THE ARTS – THE REVOLT AGAINST THIRD EMPIRE STANDARDS

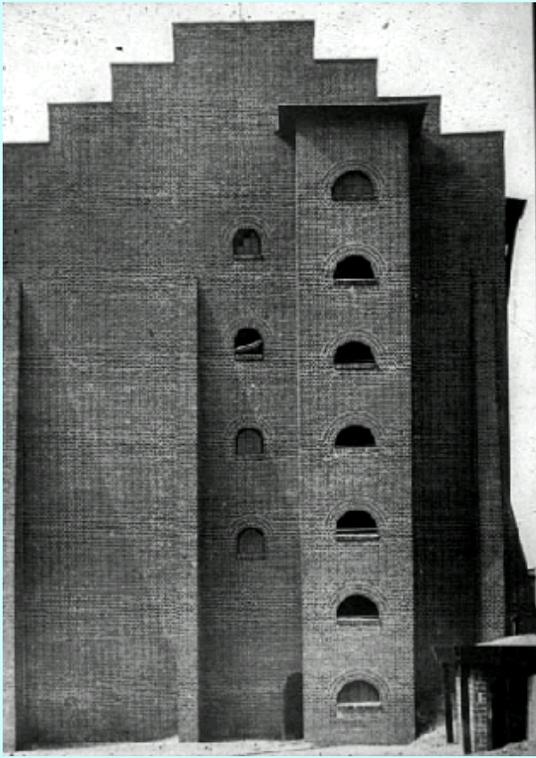
The Fourth Empire was gradually exhibiting a growing difference from all previous epochs. One material reason was simply because of the growth of industrialisation. From the 760s onwards, all the roads in the Empire were changed and improved to allow the running of steam transport. Later railways also appeared. A plethora of manufactured goods also dramatically changed the lifestyle of all the inhabitants of the Empire.

But social and moral changes were equally important. During the 760s, society in general finally threw off the constraints of Third Empire standards and codes of behaviour. Originally, reaction against the conservatism, authoritarianism and religious orthodoxy of the early Third Empire had begun in secret and quietly before the start of the Great Continental War. It was in any case limited at this stage to some of the Squires, and a small number of artists and thinkers. The War shook up the whole of society, and gradually in the 750s, standards of behaviour and morals became looser and freer. By the 760s, this was spreading to all corners of society, and personal morals were much laxer. This was noticeable, above all, in the way sexual behaviour became freer – divorces were much more common, extra-marital affairs more open, and disapproval of any of this was increasingly muted. This was reflected by Iustacin himself, who married three times, and was very promiscuous in his private life, though this was kept fairly well hidden till after his death.

As the grip of the Squires and State Theism was loosened after 750, agnosticism and interest in other religions, especially Naturism, became much more prevalent. The overall ethos of society became materialistic, particularly as far as the arts, science and philosophy were concerned. Industrialization, and the discoveries of science and technology, encouraged a rejection of idealistic views of the world and of humankind, and an interest in psychological explanations for human behaviour. This was reflected in art, as much as anywhere else. Drama and the novel were increasingly driven by psychological and sexual themes, and the novel in particular, became the pre-eminent artform of the period. Novelists were more and more daring in the topics they dealt with, and concentrated on realism and psychological truth. The archetypal novelist of the time was *Fembeye*, between about 735 and 775. He led the way in making novels realistic and comprehensive of all levels of society. The next generation is represented by *Cettien*, from the 760s till his death in 795. He was a taboo-breaker, and moved from the realism of the 760s and 770s, to the "shocking" sensationalism which became popular after the 780s. Throughout this time, too, the visual arts followed suit, and became above all realistic.

THE END OF THE REIGN

Iustacin's many personal liaisons resulted in a plethora of children, from whom his successor could be chosen. The Succession Committee was stymied for some time, and Iustacin himself favoured one of his older sons, who was imperialist-minded, and wanted to reassert the role of the Emperor. The Committee, led by the Chief Minister, preferred, in the end, more of a nonentity, who could be moulded to the will of others. They overruled Iustacin and settled on another nephew of Thildoyon, who was a retiring, religious-minded country squire, Creholos Tuolden. This description alone shows how out of touch he was likely to be with the new mood of the Empire. Some of the Council – the more conservative ones –, hoped his piety and conservative morals would help to counteract what they saw as the increasing immorality of the age. They had to be careful how they put this, of course, without seeming to criticise Iustacin too directly. The more liberal or forward-looking members of the Committee assumed Tuolden would just be a figurehead, whose beliefs and attitudes they could ignore. Iustacin would not give in, but by 767 he was suddenly incapacitated by illness, and in 768, at the age of only 38, died of a sexual disease. The illness had been present for some years, but after 767 it suddenly got worse. As a result, Tuolden was unable to stand out any longer against the Committee's decision, and agreed to their nomination late in 767, when he was so ill, that he was probably unaware of what he was doing.



A model of the sky-scraper-like architecture which began to appear in towns after the 780s

"A figurehead Emperor?": Creholos Tuolden, 768 – 781

THE CHIEF MINISTER AND THE "PARTY SYSTEM" TAKE OVER

It was during the reign of Tuolden that the position of the Emperor sank almost to that of a figurehead, largely due to Tuolden's own retiring and self-obsessed character. The Council and particularly the Chief Minister really did come to run the Empire. Tuolden did not so much lose the imperial prerogatives – they were still there in the constitution –, as cause them to atrophy through lack of use. So new Imperial Ministers were now chosen by the Chief Minister and his colleagues, who then simply informed the Emperor. The Chief Minister himself was chosen now by convention from the Council, rather than by the choice of the Emperor. The Emperor's Imperial Advisers were increasingly absent from Ministerial discussions, and became the personal coterie of the Emperor, who were involved in his personal interests, but hardly in the running of the country.

At the same time, the Council was becoming permanently split on "party" lines. That is to say, a number of semi-permanent groupings of Councilmen grew up, separated by their differing opinions on internal and foreign affairs. This development reflected the fact that candidates for Council elections came from District level, that is, the most local level, where they were more strongly – and democratically- influenced by local concerns. This After the 780s, other "party" issues also intruded – ethnic feeling, the demands of the (trades) Guilds, and by the 790s, military and nationalist interests, and the Brotherhood Party.

CHANGING ATTITUDES TOWARDS FOREIGN POLICY

After 768, a more pacifist policy dominated foreign affairs, partly due to Tuolden's personal inclinations (which still meant something at this stage), and partly due to party changes within the Council. Atlantean military involvement in the Basquec Civil War ended in 768, conceding victory to a faction supported by Rabarrieh. This faction shared many of the Rabarrans' beliefs, and over the next few years, the Rabarran religion and style of government spread throughout Basquecieh. After 776, the country renamed itself "Uaruiltecchoth" or "Country of Great Rivers", transliterated into Atlantean as "Uarilteccoht". An International Conference held in 769 produced agreement by all parties to permanently quit Basquecieh. After 772, however, there is another reversal of policy within Atlantis, and, overriding or ignoring Tuolden's pacifism, the Ministers and a majority of the Council agree to intervene in the recent Ughan Civil War. It will be recalled that after the end of the Continental War, Ughrieh was split into three separate kingdoms, one under Atlantean hegemony, one under Skalland influence, and the third one relatively independent. After 770, these three countries began fighting amongst themselves, and also to throw off the control of Atlantis and Skallandieh. At the 773 4th International Conference, the participants agreed to "settle" the Ughan fighting by intervention, both to prevent one country defeating the other two and taking over Ughrieh, and to preserve some influence themselves. Skallandieh sent in an army early in 773, Atlantis followed in 774, and the Basquecs joined in 775. Forces from the east also crossed the borders at the same time. As a result, the war became a complete quagmire after 775, and, as with the Basquec War in the 760s, all the armies were too small, and the country too large, for any one party to come out on top. The terrain, though, was much more mountainous, and the roads much poorer than in Basquecieh,

and all the forces found quick movement very difficult. Cavalry had little effect, and infantry forces, many now armed with the new magazine rifle, soon became bogged down in static positions and sieges, as manoeuvres and frontal attacks were extremely expensive.

By 780, the financial and military losses had mounted so high as to cause the government yet again to change its policy. Already in 779, the Basquecs had pulled out. In 781, the Atlanteans also withdrew, and the Skallands finally followed in 785. They left behind an exhausted and wasted country, full of homeless civilians and refugees, many of whom had been fleeing across the river Gestes into Atlantean territory for years. Ughrieh itself collapsed into a multitude of little territories, ruled by local warlords, which generally fiercely resisted any outside influence. Localised fighting between these warlords became endemic for the next twenty years, sending more floods of refugees across the Gestes, or north or southwards. Some form of peaceful coexistence between about seven or eight larger Ughan states finally settled over this unhappy country after 805.

THE GREAT ABDICATION CRISIS

Tuolden was by nature an introspective and retiring man, tall, dark and stooping. He never married, and in fact seemed uninterested in sexual liaisons of any sort. His greatest passions were religious and moral, and initially he tried to project his beliefs in pacifism and harmonious living on to the life of the Empire at large. But he was easily cowed by argument, and soon reverted to personal and introspective studies, sometimes joined by just a small group of close friends. His increasing interest in religion led directly to the Great Abdication Crisis of 780-1.

Tuolden, though initially an orthodox believer in Theism, gradually developed an interest in and attraction to Naturism, with its optimistic belief in the teachings and saintly life of its founder, in reincarnation, and its creed of oneness of man and the natural world. Now by this time, the "official" religion of Theism, the "depoliticised" version of Third Empire State Theism, was seen as old-fashioned and irrelevant to many people. Many had turned to more exotic religions, including Naturism, or to astrology, or more philosophical beliefs. Many others had given up on religion altogether, professing agnosticism or outright atheism, which seemed more suited to the technological and materialistic ethos of the age. Tuolden thought that Naturism represented a positive statement for life, which would counter the meaningless formalism of Theism, the pointlessness of agnosticism, the pessimism of most contemporary philosophy and the facile banality of superstition and astrology. He expressed such opinions at length in his voluminous memoirs, and his sometimes moving poetry, which came to light after his death. Finally, in 778, he officially "converted" to Naturism.

Now in the agnostic and undogmatic climate of the times, this might not have been expected to cause a crisis. But according to the constitution, while all religions were tolerated, including atheism, the State Religion, as professed by the Emperor and high officials, and used in state ceremonies, had to be Theism. Partly for party political reasons, and partly as a rearguard action by the old-guard dogmatic conservatives, who had supported Tuolden for Emperor in the first place, a crisis was cooked up. This was then fanned by the now influential newspaper press, different parts of which were supported by differing political factions. Many people, including some Ministers and many Councilmen were personally quite tolerant or agnostic, and bore all necessary state Theist ceremonials with cynicism or disinterest, but were dragged unwillingly into supporting obstinately one side or the other in this manufactured crisis. So after much argument, Tuolden was told that he would have to either abandon his new faith, or forfeit the throne. Sensible voices arguing for changing the constitution to allow tolerance of Imperial religious belief were quashed at this time. (However, only four years later, under a new Empress, it would be agreed that the Emperor could adopt Naturism, if he wished, as long as he also took part in the relevant state theist ceremonies as a formality. The whole crisis seemed pointless to contemporaries, as if it had come from another, earlier epoch, when religion was more a matter of life and death. We can compare it in modern times to the British Abdication crisis of 1936, which also depended on beliefs about marriage and divorce, which were already old-fashioned). Tuolden hung on through 780, and then, in 781, hating argument and personal recriminations, abdicated in early 781. He retired to Helvrieh, and led a life of contemplation and writing until his death at the age of 76 in 802.

A FEMALE SUCCESSOR

As the price of agreeing to abdicate, Tuolden forced Lirinne Sifone on the Succession Committee as his successor. Lirinne was in fact personally agnostic, liberal and artistically minded, and so was also popular with liberal politicians, who in any case thought that she would be another "figurehead" head of state, content to mind her own business. Tuolden saw her as someone who held cultured, pacifist and internationalist views, and he appreciated her non-political nature, and indeed, that she would be only the third Empress in Atlantean history, for he held strongly that both sexes should have equal opportunities to rise to the top. He seems to have tacitly ignored her liberal and agnostic views, so different to his own. The only opposition came from those conservatives, who had supported Tuolden, and then engineered his abdication. However, there was something of a national reaction against them after the Abdication Crisis, and in any case, their power was rapidly waning – the next two regimes were notable for their "liberal" feel. They were ultimately outmanoeuvred by Lirinne, who diplomatically announced her "official" adherence to Theism before her accession, though with the proviso that she would work to rescind the "Theism or abdicate" law of the constitution.

To read the next part of this history, click on [\(3\) 781 - 805](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

2. *The perversion of power: Borbar Measel, 812-819*

THE TYRANT AND HIS CHARACTER: TWO VIEWS

Borbar Measel can be seen in two ways. Firstly, he has traditionally been considered as an Atlantean nationalist, a xenophobe, and an adherent of the most extreme wing of the Brotherhood Party. As such, he rejected all the changes wrought within the Empire since 750, and wanted only to return it to its original Atlantean core, purged of all other races. It would be run for and by the Juralic peoples, especially the Atlanteans, while all other peoples would be suppressed, expelled or exterminated. This doctrine was not part of Yrutiens' original brotherhood philosophy, which sought no more than the return of ethnic minorities within the Empire to their "original" subordination to Juralic leaders, or to encourage them to leave the Empire. Later this was developed by some Brothers to suggest that the bounds of the Empire should be contracted to exclude these peoples altogether. Borbar's beliefs were developed in the 800s by a small Brotherhood clique, and had indeed been condemned by Yrutiens just before he died. He and some others wrote a book in 803 setting out these views, and it is interesting that Borbar's contribution laid particular stress on the need for absolute power and authority to be vested in the Brotherhood leaders, and the necessity of complete ruthlessness in suppressing all dissent. Others of the writers added that while violence and terror would help to secure this power, the public should also be given "carrots" in the form of entertainment to keep them favourable disposed towards the regime.

This is one view about Borbar. But the other angle is that Borbar was really just an amoral adventurer. Power-mad and out for what he could get, he used the extreme views of the Brotherhood Party simply as a cloak for his own ambitions. Recently this has been taken as the most accurate view of his disturbed character. In fact, though, we have to consider that both these elements contributed towards his character and policies. There is no doubt that he genuinely believed in the extreme Brotherhood beliefs in Atlanteanism, and the ruthless methods necessary to maintain them in power. Moreover, his amorality was moulded by the atmosphere of the previous decades, in particular by the philosopher Pouton. This meant that he felt no inhibitions whatever about using violence, torture and murder to maintain absolute power for himself, and carry out his policy of remaking the Empire as a pure Juralic state.

BORBAR THE MAN

Borbar was generally known by his first name, unlike his predecessor, and was supposedly an Emperor, although he hated being called that, preferring the term "Leader" of the Empire. None of the Tyrants (as they were to be termed after 828) called their period of power the Fifth Empire, as might have been expected, but simply the Atlantean Empire; in 821, Brindor would change this to the "Brotherhood-Federation", with himself as "Great Leader".

Borbar was a giant of a man, over 6 foot 4 inches tall, weighing 17 stone, with thick black hair, and the bushy moustache which became "de rigueur" as a fashion mark of the era. He was harsh and strict, showing little affection to anybody. To anyone who crossed him, he was invariably unforgiving, and such people were usually executed or imprisoned for many years. He was married, and had 4 children by 819 (when he was 48 years old). It emerged later, however, that he also led a secret life of liaisons with other women, some of whom were revealed to be non-Juralic. Such revelations, and other more extreme ones, were assiduously put out after the fall of the Tyrants in 828. This was another example of his deviousness, as publicly, at least at the start of his reign, he continued to promulgate the morality of good family values.

BORBAR AND THE ARMY



ATLANTEAN SECURITY ARMY, c 815

Borbar was determined to castrate the Frontier Army, so that he would never suffer the fate of his predecessor at his own hands. He carried out another purge in 813, replacing all non-Juralic officers with Atlanteans, where possible. He also reduced its size considerably, and in both these ways, impaired its efficiency quite a lot. He was forced to introduce conscription for the Frontier Army after 815, and in fact deliberately encouraged the use of certain non-Juralics, such as the supposedly warlike Dravedeans. But at the same time he sought to eliminate the signs of the Dravedeans within the Empire, and rechristened the Province of Dravidieh II as Gestchalcrieh. The Frontier Army was kept busy with relatively minor operations across the Gestes and in the south, keeping it employed and out of mischief. This kept the Ughan Army out of the way while Borbar persecuted the Ughan population west of the Gestes. There was also a revolt against Brindor in Penedrin (The South Island) in 813, which was put down with difficulty only by 817. Guerilla activity continued, however, and Brindor finally abandoned the Island in 821, withdrawing the garrison. (It never reverted to Atlantean control thereafter).

TREACHERY AND MASSACRE AT THE DOHGASH PEACE CONFERENCE

In the south, the cease-fire negotiated by Celeuos with the Rabarrans broke down, and small-scale fighting resumed. Gradually the effective area under Atlantean control shrank, notably in the former Yall. Thiss. Province. Terrorism and assassination of Atlantean officials also resumed, and infuriated Borbar. He decided to teach the Rabarrans a terrible lesson, and the result, though admittedly effective, makes clear the moral depths to which the Atlantean regime, and many of its subjects, had sunk. In 815, he proposed a general armistice and a conference which should lead to permanent peace conditions. He offered to agree to a new border between the two states roughly corresponding to the position in 810. This would make formal all the Rabarran gains up till then, under the strict understanding that Rabarrieh should never again attempt to undermine Atlantean control of her side of the border. It was suggested that Uarilteccoath, as a neutral country, at present, should attend and act as "honest broker". However, in secret, Borbar intended to strike a double blow against the Rabarrans under the cover of this Peace Conference, which would outdo in treachery anything else ever committed in Atlantean history. He managed to keep his plans secret, and employed only his Security Army for the military part at Dohgash.

After much internal argument, and amidst deep mistrust of Borbar, Rabarrieh finally agreed to the conference, and Uarilteccoath willingly took its part, with the promise from Atlantis of the cession of territory north of the river Vulcan. In June 816, the peace officials collected in Dohgash, chosen because both sides claimed the battle there in 807 as a victory for them. Discussions went on for weeks, and in September, Borbar proposed that the heads of Government and their Ministers should now meet, in a grand ceremony, and then thrash out the remaining details. This was agreed, and the great event began on October 6th. Having hitherto shown a great deal of moderation and willingness for peace, Borbar had by now lulled the Rabarrans into a false sense of security and hope for a final peace settlement. (Though they had their own plans about taking over the rest of Atlantis' territory south of the Helvengio in years to come).

But now Borbar unleashed his treacherous surprise. A large force of specially trained commandos and Security forces suddenly descended on the sleeping quarters of the Rabarran politicians at 3am on October 9th, and ruthlessly shot down most of them taking certain picked ones hostage. The Rabarran security forces reacted slowly and inefficiently, and by next day, all the Atlantean politicians with about 50 prisoners had moved out behind the barrier of a strong military force. They left behind 300 people dead and 250 wounded, including most of the Rabarran heads of state and army. The Uariltecoth diplomats and heads of state were scrupulously left alone. Next day, as all the Atlantean civilians and their prisoners were hastily evacuated, Borbar announced that this action had been taken as revenge for years of Rabarran terrorism. He now warned Rabarrieh to instantly agree to peace, and threatened to kill his captives, one by one, if the Rabarrans so much as shot one more Atlantean soldier.

The Rabarrans were outraged, of course, and as Borbar had expected, immediately declared war again. Borbar now began to publicly execute some of his more important prisoners, and then to torture them first, leaving the broken bodies for the Rabarrans to find later. But as he had assumed, another harsh blow, already prepared, seemed needed to finally crush the spirit of the Rabarrans.

To read the next part of this history, click on [\(3\) 816 - 819](#)

[Home Page](#) [\(3\) 816 - 819](#)



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The Creator of the New Atlantis: Thildo Gailonex.



The early years, 831 – 844

THE RISE OF THE NEW EMPEROR

Thildo Gailonex (Gailonex being the throne-name he was given later in his reign) was born in 798 in Dravidieh, and was of Atlantean immigrant stock. His father was on the provincial Governor's staff in a fairly high capacity. After the Brothers' coup of 805, Gailonex's father managed to retain his post for a while, but in 814, in Measel's regime, he was under threat of arrest for refusing to co-operate keenly enough in the transportation of indigenous Ughans. The family fled into Ughrieh itself, where Gailonex's father had connections and friends. While in Ughrieh, the young Gailonex met the philosopher Slels Fusten, also a refugee from the Brothers, and was much impressed by Fusten's religious and political opinions. Gailonex's father died in 819, whereupon, on the death of Measel, Gailonex and his mother returned to Meistayieh. He joined the Regular Army and managed to work his way up the hierarchy while keeping his head down and avoiding controversy. The Regular Army was very much looked on at this time, in contrast to the Internal Security Army, but somehow the fact that Gailonex was not a Brother did not tell against him in his career. This is possibly because his political opinions, on the rare occasions that he expressed them, were evidently very conservative. He did not reveal his private views about religion and politics, except to his closest and most trusted friends. To them, however, he showed himself to be an amazingly mature and forceful young man, with ideas on every subject under the sun, and a burning ambition to restore Atlantis to its traditional dignity and greatness.

After 824, Meistayieh, like other Provinces, was put under the direct control of Internal Security bosses. This greatly upset Gailonex, and after 826, he became involved in a number of plots to reassert the authority of the regular Army. Beyond this, these plots aimed to change the Government by overturning the Brotherhood regime. By 827, Gailonex was in charge of all the Regular forces in his Province, and later that year, as the regime began to move towards anarchy, he fought a vicious little war against the local Security forces, scattering them, or forcing them to surrender and submit to him. He declared himself Governor of Meistayieh, but immediately had to defend himself and his Province against an invasion by the Governor of Gestchalcrieh. This little war rumbled on, and in February 828, Gailonex was quick to join Pareon's revolt. He now declared Meistayieh a Province of the old Atlantean Empire, and issued a proclamation promoting traditional values, moral behaviour, the re-establishment of an Emperor and Council, ethnic equality, freedom of religion and political opinion, a reassertion of Atlantean military tradition. Generally, therefore, a return to the values of the Second Empire, with necessary "modernisations". On the death of the dictator, Gailonex soon made himself the power behind the throne, becoming Commander-in-Chief of the new Army. He advised Pareon over the next few years, and tried to make him sign up to and enforce his own increasingly well-thought-out views on the future government of the Empire. It became clear, though, that Pareon had neither the will nor the ability to force through such a "New" Empire, and when he resigned in 831, Gailonex took over the throne.

THE RE-ESTABLISHMENT OF STABILITY AND GOVERNMENT

Once he had the power, Gailonex threw himself into re-establishing and reorganising the Empire with incredible energy, virtually reinventing every aspect of national life over the next ten years. His first task, he knew, was to restore the security and strength of the Empire by defeating his enemies once and for all. Making use of the armies already reorganised by his predecessor, in 832 Gailonex defeated the Skallands in a final battle, and forced Golumen to make peace, removing his troops from the Empire completely, and agreeing a common border. Peace was also made with Rabarrieh by 834, and in a clever coup, Gailonex obtained the return of Helvremon island in exchange for an Atlantean promise not to make any alliance with the new invaders of Yciel Tuaince Mandagge (the Far south Continent). (These invaders were threatening the current regime of the Continent, with which Rabarrieh was friendly. In fact, though, by 837, the invaders had taken over, and all Rabarran troops supporting the previous regime there had been withdrawn.) Finally, Gailonex made further agreements with Quendelieh that both sides should keep to the status quo. Phonaria was ceded permanently to the Western Empire, and it was allowed to maintain various bases on local islands. Some troops were also left in Marossan, allied to the Atlantean ones there.

At the same time, Gailonex tried to settle various internal problems relating to the various peoples of the Empire, so many of which had been persecuted by the Brothers. Gailonex declared the Empire to be a Federation. Thus the Jutes became a semi-independent federated state in the Empire. Other peoples had similar status with lessening degrees of independence – Naokeltanieh and the two Dravidean Provinces. This semi-independence was gradually whittled away in the growing centralisation of the next 10–15 years, and feelings for local independence also declined naturally.

Gailonex's greatest task was the reorganisation of the constitution and government of the Empire. Basing his actions on the ideas of various political and philosophical writers, whose ideas he had absorbed in the 820s, particularly Srels Fusten, Gailonex aimed to set up a pseudo-Second Empire government, hierarchical in style and authoritarian in its desire to inculcate moral and legal values to the population. Real democracy was deprecated by Gailonex's regime, as being responsible for the fall of the Fourth Empire and the rise of the Tyrants. Gailonex's watchwords, initially, were "responsible government", "federation", "local accountability" (i.e. up to provincial level), and "firm central executive control from the Emperor downwards". The local government structure now was modelled on that of the Second Empire (but without the more direct elections of the Fourth Empire). Various federated areas had local councils with considerable powers, at first, over local issues, but these were later whittled away.) Gailonex established and appointed an Advisory Council in 834, which gradually took over the administration of the Empire, under the leadership of the Emperor himself: the Council became a purely advisory body. Ministers, called Administrators, functioned like the Controllers of the Second Empire, and were appointed by the Emperor and the Advisory Council. Their powers gradually declined and were taken over by the Advisory Council.

As the years passed, this structure, set up initially with many concessions or nods to local rule and limited democracy, became formalised and more centralised. Ceremonial increased, and the Emperor and the highest officials appeared to become further and further removed from the everyday world. In 835, Gailonex declared freedom of religion, and personal belief ceased to have any relevance to status, even the Emperor's. But no Church was granted any role in government. Similarly the Legal System and the Army were kept completely separated and run by their own hierarchies (under the ultimate authority of the Emperor). By the 840s, government had become quite a rigid and hierarchical structure, run in an authoritarian and distant way by the Emperor and his closest advisers. Yet, somehow, by insisting on his desire for fair government, local autonomy, the potential horrors of extreme democracy, and the separation of Church, Law and the Army from government, Gailonex persuaded his subjects to accept and agree to the viability of the new Fifth Empire. The Emperor was helped here by the current mood of quietism, political indifference and a retreat by many people into personal worlds and local issues, after the political turmoil of the period of the Tyrants. He was also aided by his secret agents – an Internal Security force, under a different name, was re-established in 836, ostensibly for external spying, but actually also to watch dissidents at home. Despite claims that all the actions of the new regime would be transparent and open, this secret force was empowered to kidnap or murder anyone whom the Emperor considered to be an enemy. Obviously most cases of this sort would be brought to public trial, as the law required, but Gailonex had no hesitation in dealing ruthlessly with anyone whom he did not wish to bring into court.

THE NEW MORAL CODE

Gailonex was very interested in the new philosophy and moral codes of the time, and sincerely believed that society needed a full regeneration of its moral code in order to escape from the degradation of the Tyrants' era. He did not think that it was feasible to force a moral or religious way of life on the Empire, indeed he pronounced complete tolerance of religion and belief. But at the same time, he felt that the new generation must grow up with a firm and innate belief in right and wrong. These personal feelings chimed in with those of the philosopher Fusten, whom Gailonex had got to know during their exiles in the 810s, and Gailonex subsequently took Fusten as his moral advisor. Fusten had spent his life working on the production of a non- or supra-religious moral code, which he thought was inherent as a basis of the different religions in the world. He had studied as many of these systems of belief as he could, and had drawn out a moral code which lay at the bottom of all of them. He also taught that it was necessary to instil this code into the heart and mind of all children through their education. Gailonex heartily concurred, and made sure this moral code was on the syllabus for all schools. Later in his reign, Gailonex also oversaw a similar sort of religious code, culled from the main religious beliefs of the time. This system of beliefs, called "Natural Theism", was finally agreed at the end of the 840s, and also put on school syllabuses – the two being called "Natural Theistic Morality".

THE EMPEROR'S PERSONAL LIFE; AN EXAMPLE OF INSTITUTIONALISED HYPOCRISY

The publicised decrees of the regime in favour of apparent independent and fair trials, of plurality of political activity via Council and elections, and of tolerance of belief and morals, were hypocritically offset by the reality of the Secret Police, the authoritarian State and the attempt to enforce "Natural Morality and Religion" on the rising generation. This hypocrisy was most in evidence in the frequent clash between public pronouncements and private behaviour in the realm of morality – nowhere more clearly than in the private life of the Emperor himself. Gailonex was publicly portrayed as an upright and highly moral man, an example to his subjects. He had married in 825, and by 840 had five children, including two sons, the subsequent Emperors Gaistuyex (born 838) and Gaiduiccon (born 836). It was revealed after his death in 865, and corroborated by Gaiduiccon, though not by Gaistuyex, that the Emperor had long led a secret double life. He had had many mistresses, some forcibly and secretly abducted, and some possibly later murdered by secret agents to prevent their revealing anything. Other rumours (not supported by either son) suggested still darker secrets, involving orgies, homosexuality and torture sessions. Any allusion to such matters before 860 led to imprisonment for lese-majeste or even "disappearance". The rumours became more widespread after 860, as Gailonex's authoritarian rule faltered, and in the temporarily more liberal period from 856 to 871, they were widely published (despite Gaistuyex's disapproval). This was part of a general "debunking" of the moral ethos of the Gailonex era by the new liberals. With the War and the conservative clamp-down, such stories dwindled or were suppressed.

THE APPROACH OF WAR WITH SKALLANDIEH

In foreign affairs, tension grew between Atlantis and Skallandieh as the 840s dawned. (Note that Skallandieh was actually only part of the original Northern Empire: there had been a civil war within the Empire in the early 830s, and Gestskallandieh had broken free, as in the previous century, after 833). A new, young and warlike leader, *Sherehez Sashan Redi*, became Emperor in 837, and immediately began building up the army, which had been seriously embarrassed in the earlier civil war. More worryingly for Atlantis, he also started to increase the size and strength of the navy. Gailonex took the opportunity of increasing his own armed forces, and it is now clear that he actively sought a war in order to seal his authority over his Empire, and to distract the populace from a growing economic crisis, caused partly by a failure to reindustrialise old industries. Both Empire sought alliances with Quendelieh, which of course had bases in Yciel Atlantis. Ultimately it remained neutral in the war, but its ownership of Phonaria, and its bases in Yciel Atlantis, led it to try to influence the course of the naval war in the surrounding seas. In particular, after the first couple of months of war, it forbade either combatant to pass ships through the narrow strait separating Phonaria and Yciel Atlantis, on pain of being declared an enemy. This exclusion zone hit Skallandieh chiefly, as it was unable easily to reinforce its navy in the Marossa Liranca. Nevertheless its ships could move right round the island of Phonaria to the west, and eventually arrive in the Liranca. Atlantis offered Rabarrieh a free hand in the south in return for her neutrality during Atlantis' forthcoming war. But Atlantis was then unable to react when Rabarrieh invaded and quickly took over Uarilteccoath after 844 – an extension of her territory, which would have fateful consequences in the Final Wars with Atlantis after 871.

After 840, Sashan demanded the return of territory taken by Atlantis in the early 830s in the Keltish areas, as well as some islands in the Marossa Liranca. He also tried to agree an alliance with the Quendis – but despite all this, he was sensible enough not to want to push Atlantis to outright war, for he knew that he could never win such a conflict, at least without Quendi help. Gailonex did seek war, however, and also made impossible territorial demands on his neighbour. He wanted to take over Keltish areas which had gone to Skallandieh since 800, and demanded back Alossa, the island in the Suinnomiori group nearest to Skalland territory. (This had been part of the independent state of Anauren after 750, but had fallen to Skallandieh, when that Empire took over Anauren, without serious objections by the Atlanteans, in 760.) Such aggressiveness on the part of the Atlantis lost her any chance of a friendly alliance with Quendelieh, which declared complete neutrality. In June 844, Atlantis declared war at the same time as undertaking an amphibious invasion of Alossa. The Great Northern War had begun.

To read the next part of this history, click on [\(3\) The Great Northern War- 844](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

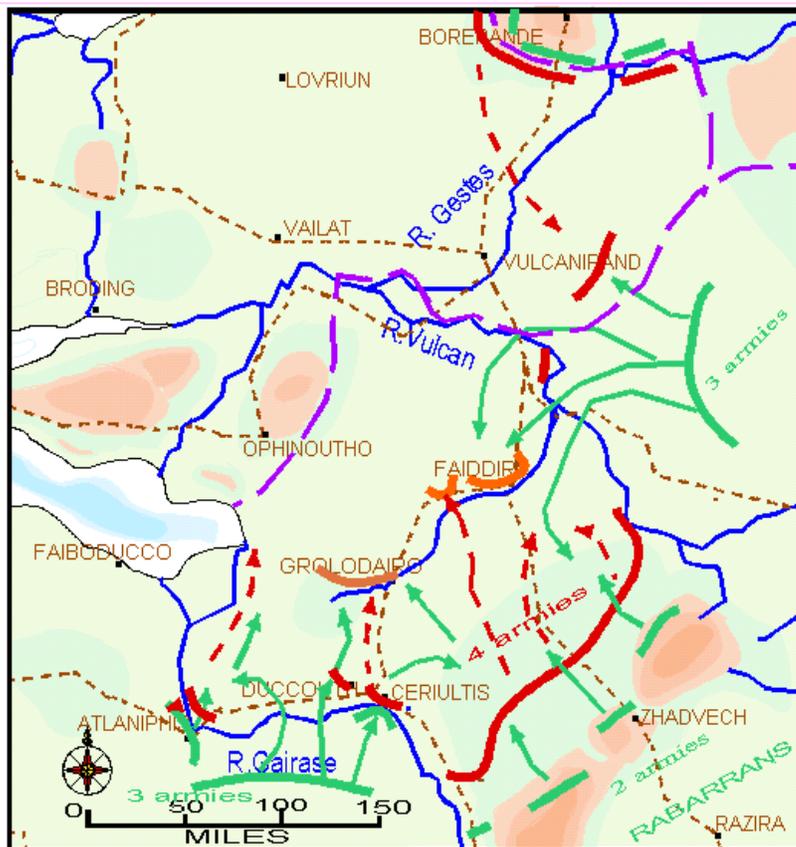
THE BATTLES OF ATLANIPHIS AND CERIULTIS, AND THE CAMPAIGN FOR THE HELVENGIO, 875 - 876

The Atlantean armies sped south-eastwards towards the Raziris mountains, and by the beginning of November they had halted in the higher ground north-west of these mountains, on a front stretching for a hundred miles between the rivers Gairase and Vulcan. They had largely ignored their flanks hitherto, but in fact there were a number of Rabarran forces west of the Gairase, which could become threatening. As a result, at this point, the Atlanteans decided they needed to seize bridgeheads over the river Gairase, to protect their flank here, and as a preparation to crossing that river and invading Manralia.

Moreover, there were dangerous events taking place around the Helvengio. Following the Atlantean invasion across the Gestes, the Rabarrans began their planned strategy, under the leadership of the commander for this front, Iferire Alauqo. They attacked the Atlantean bridgehead near Miolrel, and wiped it out within three weeks. Then, at the end of September, their western navy slipped back into the Helvengio. It combined with the fleets already there, made for the Atlanteans off Helvremon, and defeated them. They then proceeded to blockade Giezuat in October, and again defeated an attempt at relief by the Atlanteans from Helvris. There then followed an amphibious invasion of the island by the Rabarrans, which was entirely successful by December. A second sortie by the Atlantean fleet after this was more successful, but was too late to save the island of Helvremon.

These events confirmed the Atlanteans in their plans for the new year, namely to move west and occupy the south shore of the Helvengio, thereby cutting off the invaders of the Helvremon. However, there was no intention of starting this until at least April, and in the meantime, some two armies were directed to seize the towns of Atlaniphis and Ceriultis on the Gairase. Both of these were easily defended by the Rabarrans, who already had 200000 men in Manralia: these were now increased to 300000. Fighting raged in terrible winter conditions for two months, but the Atlanteans made very little progress. Meanwhile, they kept most of their forces – up to four armies - facing the Raziris Mountains. To the north of the Vulcan, they had just one army, set way back to the west. The Rabarrans now decided to seize the chance offered by the risky disposition of the Atlantean armies, and attack them on both flanks, across the Gairase at between Atlaniphis and Ceriultis, and across the Vulcan, on either side of the Yalldairu. To this end, they secretly and successfully amass armies of 300000 men in both these positions, leaving just 200000 to man the Raziris Mountains.

THE RABARRAN COUNTER-ATTACK ROUND THE FLANKS OF THE ATLANTEANS: THE SECOND BATTLE OF THE YALLODAIRU, MARCH – MAY 876.



**SECOND BATTLE OF THE YALLODAIRU,
MARCH - MAY 876**

The Rabarran attacks in March came as complete surprises to the Atlanteans. They forced their way across the Gairase between Atlaniphis and Ceriultis, the Atlanteans being concentrated against these two cities. One army attacked the Atlanteans in front of Atlaniphis in rear, another hit the flank of the attackers of Ceriultis, while the third made straight for Duccouth and the Lillerayix, spearheaded by tanks. In the north, while some 60000 men protected the Rabarran flank against the enemy forces north of the Vulcan, two armies moved via Faiddir to the western bank of the Yalldairu, and another army, with many tanks, hit the rear of the Atlanteans facing the Raziris Mountains. Something approaching panic hit the Atlantean troops near the mountains, and as they turned to fight or flee to their rear, they were also pursued by the Rabarran armies to the south-east. By April, small Atlantean forces were desperately trying to defend Yemdir and Groloairo, as well as positions to the east, behind the Yalldairu, against advancing Rabarran forces. Somehow a good number of the furthest Atlantean troops managed to escape northwards across the Yalldairu through these friendly lines, but probably 80000 Atlanteans were captured and 50000 made casualties between Yalldairu and Raziris mountains in this *Second Battle of the Yalldairu*. A few of the Atlaniphis attackers also slipped through the Gairaseducco (marshes), but about half were killed or captured by the Rabarrans. By mid-April, about four and a half Atlantean armies were holding out behind the Yalldairu against about six Rabarran armies. The Atlanteans had managed to hold on to the Lillerayix and Yemdir in the west, but to the east, near Groloairo, the Rabarrans were well over the river. East of them, two Atlantean armies west of Faiddir were threatened on both flanks.



BATTLE OF GROLODAIRO AND AFTER, APRIL-MAY 876

The Rabarrans now shifted their centre, and leaving three armies in the west, they pushed two against the enemy hanging back some way to the north of Grolodairo. To the east of these, their remaining forces also turned west behind the Atlantean force near Grolodairo, while the rest moved straight towards Vulcanipand, the main line of supply and crossing-point for the whole Atlantean Army in this area. The latter move, as well as the central punch near Grolodairo brought the Rabarrans a second victory in the *Battle of Grolodairo*. The Atlanteans west of Grolodairo retreated again to the Avlotans hills near Iutieh. In the north-east, the small Atlantean force north of the Vulcan, attacked in front, and threatened in its rear as the Rabarrans moved on Vulcanipand, was just able to retire across the Gairase and into the fortress in time. By May, the Atlanteans on the avlotans and about Ophinoutho were forced yet again to retreat across the Gayvot to the kavotans mountains. Elsewhere the rest of the Atlanteans who had escaped the debacle had collected behind the Gestes, with Vulcanipand as their centre. To the north, Rabarran troops from the Vulcan had moved north and joined hands with the Borepande garrison. Part of the Atlantean force which had been blockading this from the west had had to move south to help with the defence of the Gestes, but two new armies of reinforcements were rushed to the front during May.

To read the next part of this history, click on [\(3\) 876 - 877](#)

[Home Page](#) [The Early Final Wars \(1\)- 865 - 875](#) [\(2\) 875 - 876](#) [\(3\) 876 - 877](#) [\(4\) 878 - 879](#) [\(5\) 879 - 880](#) [\(6\) 880 - 882](#)

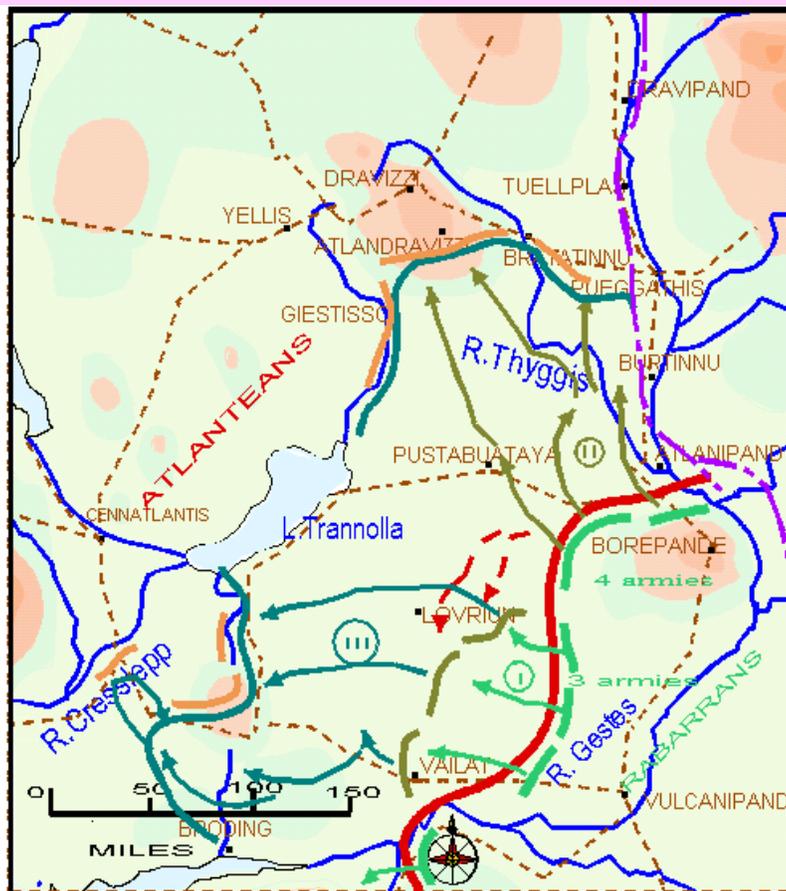
BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE RABARRANS CROSS THE GESTES VIA BOREPANDE, AUGUST – SEPTEMBER, 876

Ittozamma, the Rabarran commander, now decided to seize the opportunity of crossing the Gestes into Atlantean territory via her bridgehead of Borepande. Both armies glared at each other across the wide Gestes between the influx of the river Vulcan in the west and the Huainarayix, the hills on which the great fortress of Borepande was situated. But the Rabarrans secretly moved two Armies into Borepande itself, over the Gestes, ready to burst out from here against the thin line of Atlantean defenders in Meistayieh.



THE FIRST RABARRAN ADVANCE ON
ATLANDRAVIZZI. MARCH-JUNE 877

After

After a period of preparation, the Rabarrans attacked in August. They attacked south-westwards from the fortress, breaking through the Atlanteans. Soon all the Atlantean armies defending the Gestes were threatened in flank and rear, and were forced to retire, allowing other Rabarran forces to follow them across the river. There was no rout on the Atlantean side, and by the end of September, a new line was being successfully defended by the Atlanteans extending south-westwards from Borepande and the Huainarayix, east of Lovriun to the Gestes near Vailat. Both sides were now incapable of making any further moves, and there was no more serious fighting that year. However, a considerable diplomatic triumph for Rabarrieh occurred in October, when Skallandieh was persuaded to declare war on Quendelieh, in order to try to recover the territory she had lost to the Atlanteans in the Great Northern War, thirty years

previously. This whole area was now defended by the Quendeliens on behalf of Atlantis, and in accordance with the agreement both parties had made, they fought against the Skalland invaders as though the land was their own. Nevertheless, the fighting was of long-term benefit to Rabarrieh, as the Atlanteans were now forced to keep a wary eye on what was happening on this front, and had to keep a whole Army in reserve here, in case they needed to support their allies.

THE FIRST RABARRAN ADVANCE ON ATLANDRAVIZZI – THE BATTLES OF LOVRIUN AND PUSTABUATAYA, APRIL – JUNE 877.

The initiative in the new year was again to be with the Rabarrans. Their plan was to continue the offensive in Meistayieh, in the hope too, that the Ughans would join in on their side as the fighting moved along the Gestes. Earlier plans to invade Helvrieh, thus gaining complete control of the Helvengio were shelved for a year. Atlantis was unable to do other than defend, but she was able to line up seven armies to protect Meistayieh. The Rabarran commander, Iltoxamma, planned to attract the bulk of the Atlantean defenders to the west of the line, by attacking westwards towards Vailat and Lovriun, and then burst out northwards across the weakened Atlantean front before Borepande with his tanks and cavalry, followed by the infantry, towards Atlandravizzi. On April 2nd, fighting began in the west, as planned, and Atlantean armies moved to Lovriun to attack the flank of three Rabarran armies attacking to the south of that town. A fierce battle took place, (the *First Battle of Lovriun*), lasting two weeks, at the end of which the Rabarran advance seemed to have been halted. However, at this point, the four Rabarran armies on the Huainarayix now threw themselves north and north-westwards against just over two Atlantean armies remaining there, and soon forced them into a headlong retreat. Over the next three weeks, in the *First Battle of Pustabuataya*, the Rabarrans chased the Atlanteans north, as far as the foothills of the strongly defended hills of Atlandravizzi. To the east they crossed the river Thyggis and cleared the Atlanteans from the border with Ughrieh, as far north as the Chalcraita road from Bratatinnu to Pueggathis (now in Ughan territory), while to the west, they protected their flank, as they hoped, by the river Burastoura.

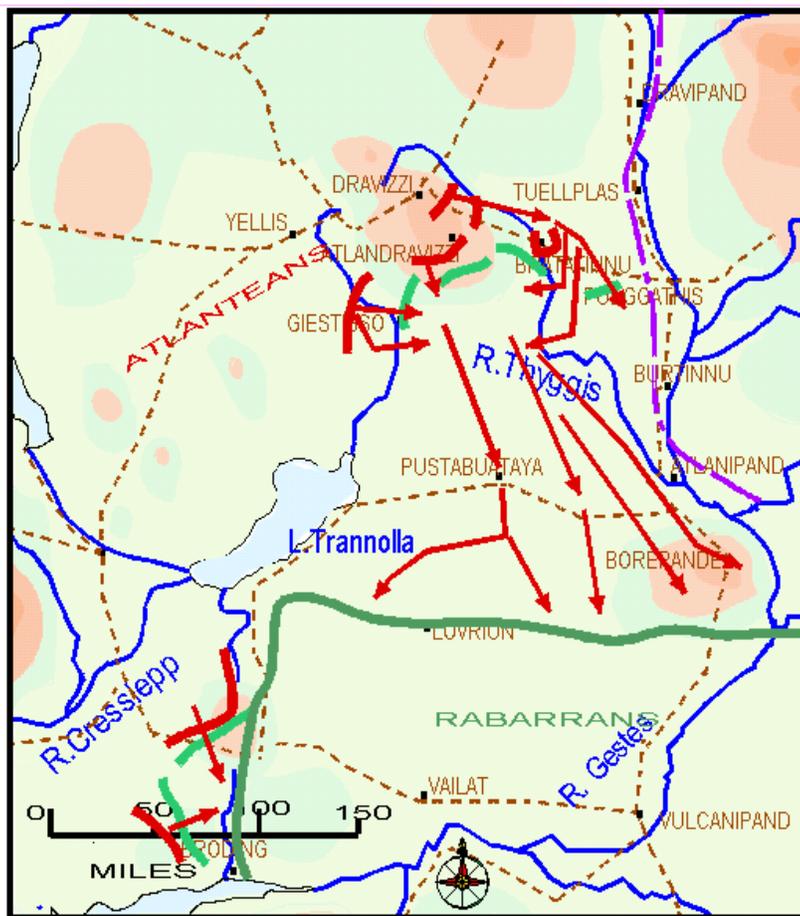
Whilst the Atlanteans were retreating here, Zaippo naturally tried to help them by calling on his excess forces at Lovriun. But as soon as some of these were transferred to the north, in a totally unsuccessful attempt to hit the Rabarrans at Pustabuatya in flank, the Rabarran armies in the west again attacked north of Vailat. This time, they were wholly successful, and during May forced the enemy back to the rivers Helvenslepp and Burtounna, and the hills between. They paused for a while here, and then, at the end of June, building up the strength of their left, attacked vigorously across the Helvenslepp towards the river Cresslepp. Some forces reached this river, but it was very strongly defended, and later, the Atlanteans pushed them back some way towards the south-east. Even in Iutieh, the Rabarrans were attacking successfully, and by the end of the year, they had completely conquered that peninsula.

THE ATLANTEAN COUNTER-ATTACK – THE BATTLES OF THE RIVERS BURASTOURA AND THYGGIS, SEPTEMBER – OCTOBER 877

The Rabarrans had now come up against strong Atlantean defences, as well as outrunning their supplies, and were forced to settle in. They hoped that the Ughans would join in the war at this seemingly propitious point, and attack the Atlanteans west of the upper Gestes. However, Ughrieh still wavered. Secretly, they did not want to have to play junior party to an over-strong Rabarrieh, and while they were increasingly eager to seize some territory at the expense of weakened Atlantis, they preferred to wait for the ideal moment. Their excuse to the Rabarrans was that the Atlanteans had not yet invaded Ughan territory or occupied Borepande, which was Ughrieh's original condition with the Rabarrans for entering a war with her. It looked in September, however, as though the Ughans had missed their chance, as the Atlanteans now undertook a huge pincer counter-attack, which sent the Rabarrans reeling back more or less to where they had started.

Zaippo prepared this counter-attack during July and August, moving two armies west of the Burastoura, south of Giestisso, and one army east of the Thyggis, and south of Bratatinnu. Two armies remained on the hills between the two rivers, to defend Atlandravizzi. The Rabarrans had most of their four armies concentrated in the centre, opposite Atlandravizzi, heinously neglecting their flanks – exactly the same mistake as the Atlanteans had made between the rivers Vulcan and Gairase, the previous year. In October, the Atlanteans attacked, crushing the Rabarran flank-guards, in the *Battle of the Rivers Burastoura and Thyggis*.

They had rebuilt the many tanks they had lost in the routs of the previous year, and these pursued the enemy helter-skelter back south, sweeping into Borepande en route. They were finally halted on a more or less east-west line from the Gestes south of Borepande to the river Burtounna. Here too, in the west, the Atlanteans had attacked, collapsing the bulge of territory held by the Rabarrans west of the Helvenslepp, and forcing them back behind that river. The whole front was stabilised by November, with the help of additional Rabarran reserves rushed to the front line.



THE ATLANTEAN COUNTER-ATTACK, SEP - OCT 877

THE FIGHT FOR CONTROL OF THE HELVENGIO, 876-877

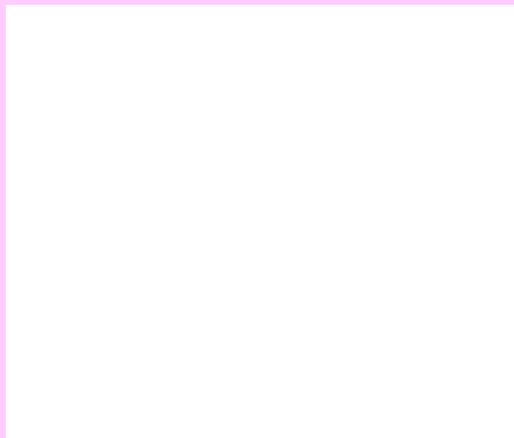
Throughout 876 and 877, control of the Helvengio itself depended largely on which side controlled the entrance to it from outside. Within it, the Rabarran fleet was based chiefly at Giezuat, with some ships also at Raihco. Correspondingly, the Atlantean navy was at Helvris, and since the battles at the end of 875, it had been rather loosely blockaded there by the larger Helvran fleet. Now the Atlanteans wanted to force the Rabarran ships back to port, in Giezuat or Raihco, in order to regain control of the seas, and the only way they could do that was to bring in more ships from outside the Helvengio. This was difficult for both navies. Outside the sea, the Rabarran navy was quartered in the Zueltix Mandengix, while the Atlanteans were based at the time in Pustler, some 100 miles to the north. Their home base was of course Atlantis itself, and they had the advantage of being able to concentrate almost all their fleets against Rabarrieh, as the only other potentially hostile neighbour, Skallandieh, was kept fully occupied after 876 by the large navy of the Quendeliens. The Rabarrans had to keep some of their ships in the south in case of hostile actions from Yciel Tuaince Mandagge, and were thus distinctly inferior in numbers to the Atlanteans outside the Helvengio.

As a result, the Atlanteans were able from time to time to slip a ship or two into the Helvengio, protecting it sometimes by moving forwards aggressively to the edge of the Rabarran base in the islands. This base was, however, strongly protected by mines and artillery emplacements, and the Atlanteans dared not attack it. On other occasions they escorted the ships moving into the Helvengio down the coast of Numidis to the mouth of the sea. The entrance to the Helvengio was of course also guarded by Rabarran gums on the southern shores, and Atlantean artillery on the northern, or Numidis, coast, some 10 miles apart. Usually ships from either side could pass through here without much damage, as long as they did not have to face hostile ships as well. On two occasions in 876 and 877, the Rabarran fleet in the Zueltix Mandengix tried to attack Atlantean ships moving into the Helvengio with their escorts. In August 876, they attacked outside Nosinge, which was used as a small naval base by the Atlanteans. In this *First Battle of Nosinge* the Rabarrans successfully sank a number of ships, before the arrival of the main Atlantean fleet sent them scuttling back to their base. In June the next year, they tried again, but this time mistimed it. There was already a blockading force outside the Rabarran base, and although the Rabarrans defeated this during the sortie, it gave the game away to the main Atlantean fleet. This descended on the Rabarrans, and in the *Second Battle of Nosinge*, the Rabarrans were badly defeated, losing a number of ships.

Thus it was that during 876 and 877, enough Atlantean ships inserted themselves into the Helvengio that they were able to base themselves at Cennetis, supplemented by a few ships which escaped from Helvris itself. By 877, the two navies within the Helvengio were almost equal in number, and the Rabarrans were no longer able to blockade Helvris at all, although they did attempt to blockade Cennetis from time to time.

To read the next part of this history, click on [\(4\) 878 - 879](#)

[Home Page](#) [The Early Final Wars \(1\)- 865 - 875](#) [\(2\) 875 - 876](#) [\(3\) 876 - 877](#) [\(4\) 878 - 879](#) [\(5\) 879 - 880](#) [\(6\) 880 - 882](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

878 – THE UGHANS ENTER THE WAR, AND THE RABARRANS PLAN THEIR COUNTER-ATTACK

The Atlanteans really thought now that they might be able to push the Rabarrans back across the Gestes once and for all. They reorganised their forces during December and January, and weighed up the strategic options. At first they considered making use of their seizure of Borepande to strike down the eastern side of the Gestes towards the Rabarran crossing-point and centre of communications at Vulcanipand. But they were very nervous of the reaction of the Ughans, who they rightly suspected were on the point of joining in the war on Rabarrieh's side. An offensive so close to Ughrieh's southern borders would not only annoy that country, but also leave the forces east of the Gestes open to a rear attack by the Ughans. So Zaippo decided to try to break through the centre of the Rabarran lines, around Lovriun, and split them in two by striking out towards Vailat. Attacks to the east of Lovriun began in January and February, in order to distract the enemy from the main offensive, which began on February 27th at Lovriun – the *Second Battle of Lovriun*. ("I" on the map). By this stage in the war, both sides instantly entrenched their fronts, whenever they became at all static, and the Atlanteans found they had a fierce battle on their hands.

Meanwhile, the Rabarrans too were preparing for a counter-attack on this front, and they thought now that they had a real chance of permanently forcing the Atlanteans back out of Meistayieh. This was because the Ughans had finally decided to commit themselves to the war. By December 877, they saw the Rabarrans forced right back southwards, and most of the Atlantean armies in the east had pursued them, leaving the whole Gestes front north of Pueggathis temptingly devoid of troops – as they believed. Furthermore, they thought that by attacking now, they could gain much ground in Dravidieh while the Rabarrans were still a way off in the south, and unable to argue with them over which parts of the territory conquered belonged to which party. It was for these reasons that they had refused to enter the war, even when Rabarrieh had seemed to be doing so well, earlier in 877. They were easily able to manufacture an excuse for joining the war at this stage. They claimed that according to their old treaty with Rabarrieh, they would support them against Atlantis, if the latter ever reconquered Borepande. Well, now they had.

The Ughans only gradually began to attack the Atlanteans across the northern part of the Gestes after February, and by their typical tardiness and caution, they lost any real chance they had ever had of defeating the weaker Atlanteans and gaining Dravidos, which was their initial target. Nevertheless, the Rabarrans realised that soon the Atlanteans were likely to have to draw off troops from in front of them, to face the growing threat to the north. So they planned to counter-attack in March. They decided firstly to attack north and west from the rivers Helvenslepp and Burtounna, in order to dissipate Atlantean forces and distract their attention from the front further east. Then they would attack northwards from the front-line east of Lovriun, avoiding the concentration of Atlantean forces at and to the west of that town, and also around Borepande. At the same time, they would gain final naval control of the Helvengio by advancing with their Huainarayix forces on Helvris, the main Atlantean port. This should force the remaining ships of the Atlantean navy out into the Helvengio, where they could be decisively defeated by the larger Rabarran navy. Then, an amphibious force would land on the coast of Helvrieh itself, east and west of the river Numeras, in the west.

THE BATTLES OF NOCCSAT AND SECOND PUSTABUATAYA, MARCH – MAY 878

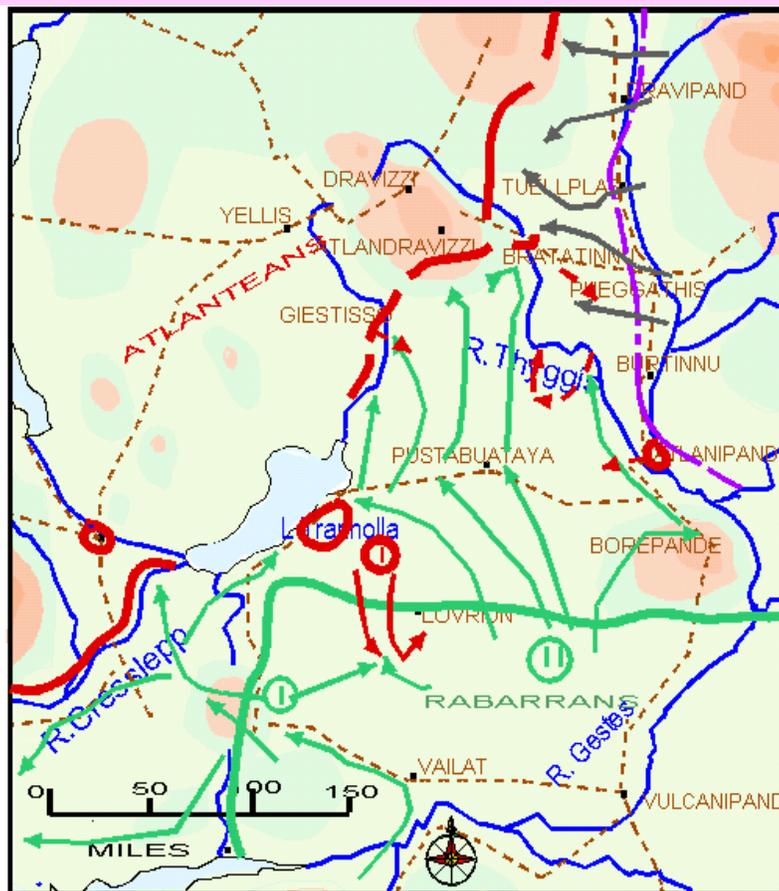
On March 18th, three Rabarran armies concentrated to attack the hills between the sources of the rivers Helvenslepp and Burtounna. One army additionally held the line of these rivers. The attack ("I" [Rabarran] on the map) in this *Battle of Nocsat* was fiercely resisted at first, but the Atlanteans were outnumbered, and eventually forced to retreat. The Rabarrans followed them up as far as the Cresslepp, but as usual, were quite unable to force their way over that heavily defended river. In fact, they did not intend to, hoping only to further distract Atlantean attention from the front to the east. To the south, one army, soon joined by reinforcements from the north, raced for Helvris, which was reached by April 5th, but again was much too strongly defended to be taken by a "coup de main".

As the Rabarrans had hoped, Atlantean forces east of Lovriun were now being thinned out as a result of the Ughan attacks: one Army was sent north in March, leaving four of the front, two of which were still trying to force their way south, to the west of Lovriun. They had some success in the end, but thereby only pushed their heads still further in the net. For on April 10th, after one army had rushed back from the Cresslepp, giving the Rabarrans a superiority of five armies against four, two of which were exhausted, the Rabarrans attacked hard east of Lovriun. With tanks ready to exploit success, they quickly broke through the weak front, ("II" on the map) and

while two armies sped north towards Pustabuataya, two more wheeled north-west towards Lake Trannolla. At the same time, another Rabarran army attacked eastwards across the

Burtounna from the Cresslepp front. As a result, both the Atlantean armies which had been engaged in the fighting about Lovriun were forced back to the Lake, with their retreat to the north cut off. With superhuman effort, 50000 men were rescued by ship across the Lake, and some 20000 did escape north. Of the rest, about 40000 were killed, and the remaining 60000, many of whom were wounded, were taken prisoner. This *Second Battle of Pustabuataya* continued as the Rabarrans again chased the Atlanteans right back to the Atlandravizzi hills and to the Burastoura. To the east, the garrison in Borepande was cut off, though most of the forces here had escaped across the Thyggis to Atlanipand in time. Borepande fell some two months later after a fairly feeble resistance to its besiegers.

THE UGHANS' ATTACK ACROSS THE GESTES, AND THE RABARRANS MAINTAIN THEIR POSITIONS, MARCH – NOVEMBER 878



THE SECOND ADVANCE ON ATLANDRAVIZZI, 878

The Ughans attacked on a wide front across the Gestes, with three, later five armies. The Atlanteans initially had only two armies in defence, later increased to three. Their first area of attack was between Hottisso in the north and Tuellplas to the south, aiming at Dravidos. However, the hills were strongly fortified, and it took the Ughans until July just to work their way through the woods at the base. While two armies were engaged here, two more attacked directly west from Tuellplas and from Puggathis. The Tuellplas attack gained some ground, until it was stuck in the woods at the bottom of the rising ground near the river Thyggis. The Ughans to the south were repeatedly counter-attacked by Atlantean forces from the south of them, despite the pressure of the Rabarrans on the western side of the Thyggis. (red dotted arrows on the map). At first the Atlanteans used Atlanipand as a base for attacks on Burtinnu, the fort which protected the left flank of the Ughan attacks. Then the Atlanteans moved north, leaving a small garrison in Atlanipand, and based an army around middle reaches of the Thyggis, on the eastern bank. For a while, in May and June, these harassed the Ughans to their north, as well as raiding west across the river against the Rabarrans. By July, Atlantean forces to the east of the Thyggis had been cleared out as far as the garrison in Bratatinnu, which protected the left of their position at Atlandravizzi.

The rest of the year saw a number of hard fights in the area south of the Croiden Hills, between the Gestes and the Burastoura, as the Rabarrans sought to maintain their position and defend themselves against attacks into their left flank across the Burastoura. By keeping an Army in reserve east of Giestisso, the Rabarrans were able to ward off these attacks, and even make a few of their own

northwards towards Atlandravizzi – all in vain. The fronts had completely stabilised by the end of the year.

THE INVASION OF HELVRIEH, AND THE WITHDRAWAL OF QUENDELIEH FROM THE WAR

By the beginning of 878, a force of two armies, under the command of Iferiri Alauqo, had been collected near Aggorpend to be transferred to Helvremon, and then to amphibiously invade Helvrieh east and west of Cennetis. Firstly, though, the Rabarrans had to regain complete control of the Helvengio, and also await the attack on Helvris by land, which was planned to distract the Atlantean defenders away from the west of the Province. In March of 878, the Rabarran Helvengio fleet emerged from Giezuat, and while part of it moved on Helvris to blockade or distract the enemy there, a considerable force moved on Cennetis. This bombarded the port, and, not for the first time, laid mines outside it. At the same time, the transfer of the Rabarran army from Manralia to Helvremon commenced. A similar sequence of events took place at weekly intervals, allowing the whole of the Rabarran army to reach Helvremon in safety. As they expected, on the third expedition, the Atlantean fleet at Helvris sortied, having become belatedly aware of the movement of the troops from Aggorpend. The Atlanteans believed the naval manoeuvres and bombardments of the Rabarrans were a cover for this troop movement, which is what the Rabarrans intended them to think: their plan was to thereby draw the Atlanteans out of their port and defeat them once and for all on the open seas. And this indeed was what happened, in a hard-fought battle off the mouth of the river Gesten (*Battle of the River Gesten*). The main Atlantean fleet was forced back into Helvris and blockaded there.

The Rabarran amphibious invasion took place on May 1st-4th, and one army was landed in two separate bridgeheads. The transfer of the second army was beginning, when disaster struck. A considerable number of Atlantean ships succeeded in entering the Helvengio from outside on May 6th, and, in co-ordination with the Helvris navy, threw itself on the supply ships of the Rabarrans. Even the Atlantean ships in Cennetis sortied, although two of these fell victim to mines. In the *Battle of Cennetis*, the Rabarrans lost many of its supply ships and transports, though fortunately for them, not many troops. Furious recriminations flew back and forth between Iferire Aklauqo and Akariri Alitheeri, the fleet commander, for allowing the Atlanteans to thus reinforce their Helvengio navy. Relations between the two services, Army and Navy, *Ilnebu* and *Kultebu*, took a long time to recover from this. The result was that the Rabarran troops in Helvrieh were virtually cut off for the next twelve months from any reinforcements. Nevertheless, the forces in Numidis did succeed in expanding westwards, and by July had overrun the peninsula of Numidis, and destroyed or seized the Atlantean guns overlooking the entrance to the Helvengio. As a result, small numbers of supplies were able to cross the seas from south to north at this point. Cennetis, too, fell to the Rabarrans, but the Atlantean ships formerly there had long since escaped. In any case, the Atlanteans were not long able to keep the advantage of their victory here, for by the autumn, the Quendeliens were beginning to withdraw their armies and fleets from the war against the Skallands, and the Atlanteans were having to take their place with their own forces. As a result, the strength of the Atlantean navies facing the Rabarrans began to fall, and by 879, the Rabarrans were able to seize control of the Helvengio once more, and finally reinforce their troops in Helvrieh.

THE CONQUEST OF HELVRIEH

The withdrawal of Atlantean ships from outside the Helvengio north to face the Skallands, meant that by May the Rabarrans were able to make another attempt to regain control of the Helvengio. This they did, and this time permanently. They greatly reinforced the navy in the Helvengio, and moving to relieve Giezuat, under blockade for months, beat the Atlantean navy at the *Fourth Battle of Giezuat*. The Atlanteans were chased back into Helvris, where they were blockaded. Now at last the Rabarrans were able to reinforce their bridgeheads in Helvrieh.

The situation in Helvrieh as a whole was dire, and even before the Rabarran invasion in 878, there had been considerable unrest amongst Helvran civilians and soldiers about the war. The Helvrans disliked the refugees from south of the Helvengio, particularly Miolrel, and after 876, the Rabarrans deliberately stirred up trouble between Helvrans and Atlanteans by propaganda and by secret agents landed from the sea. They also indulged in bombardments and raids, usually targeting Atlantean bases, but occasionally hitting Helvran civilian targets, as if to say that this was what the Helvrans could expect, if they continued to back the Atlanteans. It was of course difficult for them to avoid fighting the Atlanteans' battles, but they became increasingly liable to avoid conscription, once that was fully imposed after 877. Gaistuyex was persuaded by his brother, in a rare and successful intervention into the running of the war in 877, to place an ethnic Helvran, Ghreuken Mists, as Military Governor of Helvrieh, and allow Helvran units some independence under overall Atlantean military control. Both brothers hoped that this action would make the Helvran forces rally behind one of their own leaders, to defend their countryfolk. However, when the Rabarrans made their initially limited landings on Helvran soil in 878, the seepage of Helvrans into the Rabarran camp grew, either by desertion into the Rabarran forces, or, more commonly, into rebellious guerrilla groups in the Meilox Mountains. On the other hand, there were barely enough Atlantean forces to defend the whole Empire, without making use of non-Atlanteans like the Helvrans in the Army.

A total of three Armies moved north to the Daigorunix and east to the river Numeras in June. The passes through the Meilox Mountains were all held securely by Atlantean forces, usually buttressed by fortresses, but they were entirely unprepared to prevent the Rabarran forces sweeping eastwards along the Helvrod. They crossed the Numeras at the end of June, and reached the Gesten within two weeks. This was crossed near Borfierp against stronger opposition, and by the end of July, they had reached the Cresslepp.

Now there had been considerable Helvran desertions during this long retreat, but the Helvran Governor seemed to be doing his best to defend the state. By August of 879, the Rabarrans from the west had joined hands with those to the east, and the city of Helvris was

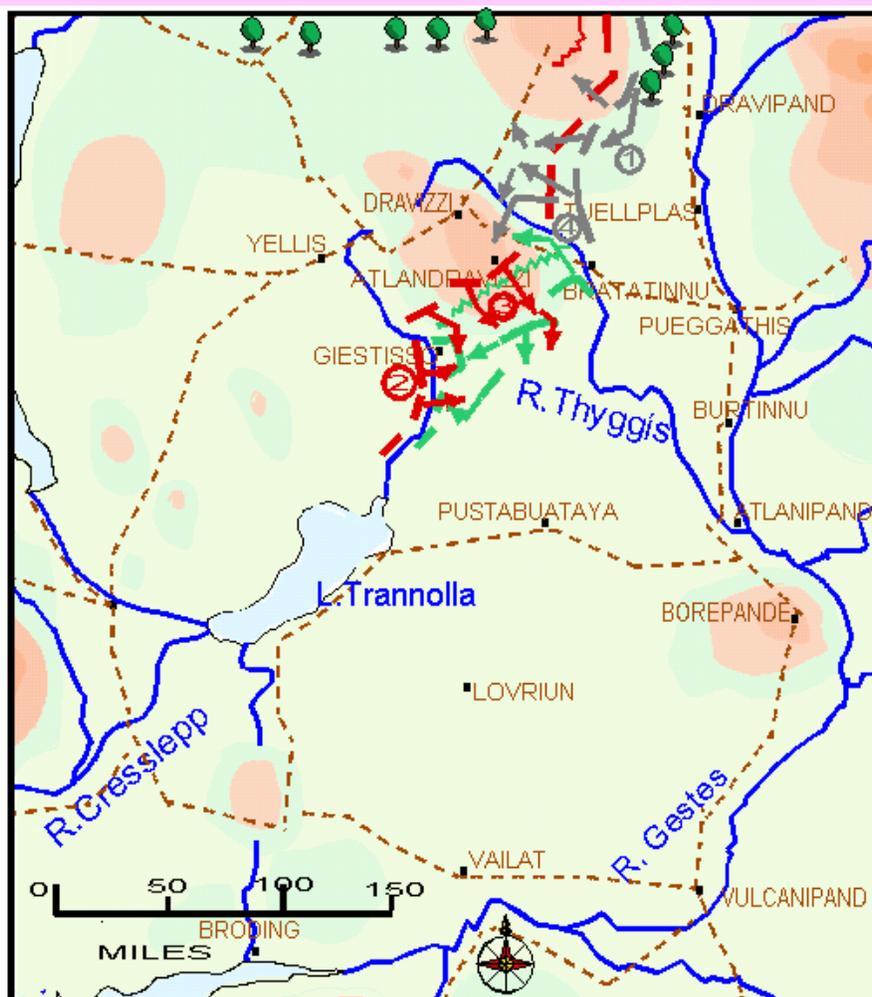
surrounded. A force of Atlanteans, some 27000 strong, retired within the walls with most of the rest of the Helvran Army, and the great siege began. The rest of the Atlantean forces withdrew to the Meilox Mountains to the north. There they came up against the Helvran guerrillas, but these were quite unable to withstand the full weight of the Atlantean forces, and most of them were either killed, captured or forced to flee south to the Rabarrans.

2. The struggle for the Croiden Hills, the collapse of the Atlantean positions in Chalcrieh and Helvrieh, and the death of Gaistuyex, 879 – 880

879: A YEAR OF FIGHTING FOR THE CROLDEN HILLS

879 saw the complete withdrawal of all Quendelien forces from the north-west of the Continent. This withdrawal was unplanned and the result of catastrophic attacks and invasions within the home continent of the Quendeliens themselves. The result was to force Atlantis to replace Quendelien armies with her own south of the river Ereipha, where the pressure of the Skallands increased throughout the year, gradually forcing back the Atlanteans towards the river Ruphaio. At sea, too, the loss of the Quendelien navy meant she had to withdraw forces from opposite the Rabarrans to the northern seas.

Meanwhile, in the east, two major campaigns saw a great see-saw of movements between the three combatants, ending with the Rabarrans maintaining their position, and even expanding westwards somewhat across the Burastoura. The main campaign began in April, when the Ughans concentrated three armies against the Dravidos hills. These armies tried to turn the Atlantean defence on the summit of this position, about Dravidos, both to the south and the north. There erupted fierce fighting but gradually the Ughans gained ground, moving to the north through Giestes. However, the Atlantean position held for the time being, and the Atlanteans now began their own offensive. This was, as usual, east and south-east across the Burastoura south of Giestisso, but this time there was to be additional pressure created. Once the Rabarran reserve army had committed itself to defending and counter-attacking this Atlantean move, part of the Atlantean force



THE FIRST BATTLE OF THE CROLDEN HILLS, MAY 879

defending the Croiden Hills south of Atlandravizzi would attack southwards. The two Atlantean forces, four armies in all, would, it

was hoped, crush the Rabarrans and sweep them away southwards.

The *First Battle of the Crolden Hills* began with the attack from around Giestisso on May 12th, and while making little progress on its own, did attract the Rabarran forces over to it, as anticipated. The assault by the Atlantean forces from Atlandravizzi came as a complete surprise to the Rabarrans. Their armies were thus under pressure from north and west, and were soon forced to withdraw southwards for safety, having lost over 25000 men. Now Iltozamma had to think and act quickly, and his actions in this amazing campaign, full of thrusts and counter-thrusts, with disaster looming alternately for Rabarrans and Atlanteans, show up his true genius. He knew that the Ughans' attack on Dravidos had ground almost to a halt on the northern and central flanks, and had been informed that they were building up more armies to attack from the south, east of the Thyggis. He now asked the Emperor Ladrubith, in a personal request, to divert these forces south-west across the Thyggis, directly onto the Crolden Hills, which the Atlanteans had denuded of troops as a result of their attack southwards after the Rabarrans. It was to be aided on its right flank by a small Rabarran force at Bratatinnu. Ladrubith agreed to this, and a week or so later, at the beginning of June, the sparse Atlantean defences around Dravizzi were soon overwhelmed by the Ughans' attack.

To read the next part of this history, click on [\(5\) 879 - 880](#)

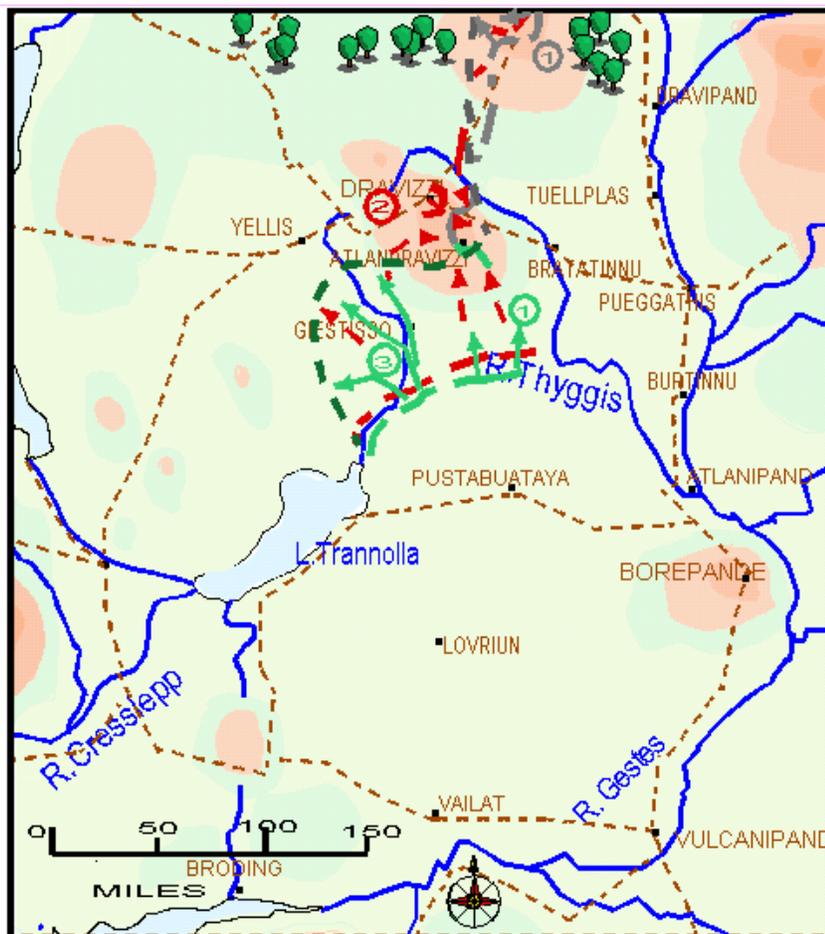
[Home Page](#) [The Early Final Wars \(1\)- 865 - 875](#) [\(2\) 875 - 876](#) [\(3\) 876 - 877](#) [\(4\) 878 - 879](#) [\(5\) 879 - 880](#) [\(6\) 880 - 882](#)

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE CONCLUSION OF THE FIRST BATTLE OF THE CROLDEN HILLS, MAY 879

Zaiippo now had to act quickly himself. He had already chased the Rabarrans about 50 miles southwards from Atlandravizzi, over halfway to Pustbuataya. He was well aware that if the Ughans established themselves there, his own position would be dire. He would have lost the best defensive position in the east of the Empire, and would doubtless also soon lose the Dravidos Hills. His armies south of Atlandravizzi would have either to retake the heights from the south, a difficult task, or try to retreat west across the Burastoura – and then, no doubt, he would be chased westwards right back towards Cennatlantis. He immediately turned two of his armies around and moved back to save his position on the Croiden Hills, simultaneously ordering the Atlantean army at Dravizzi to attack the Ughans at Atlandravizzi from the north. Finally the Atlantean armies which had advanced over the Burastoura from the Giestisso area were ordered to retreat back, sending a force north to assault Atlandravizzi from the west. These measures worked, though it was a desperately close affair. The Ughans clung desperately on to their gains in the eastern Croiden Hills, and the Rabarrans followed up the Atlanteans as closely as they could. But the combined Atlantean forces overwhelmed the Ughans on the Hills before they could be interrupted by the pursuing Rabarrans, and by the beginning of July, the positions had been stabilised again as they were before the campaign began.

The second campaign of the year carried on directly from this one. The Rabarran pursuers were unable to storm the Croiden Hills from the south, but they were able to cross the Burastoura to the west, on the heels of the retreating enemy. They then moved north and north-west, creating a large salient, nearly 30 miles in depth. But beyond this they could not go, and both sides dug in defensively in and outside this bulge. Similarly, while the attention of the Atlanteans was fixed on the events in the Croiden Hills, the Ughans finally stormed the Dravidos position and pushed the Atlanteans back some way to the west (*Second Battle of Dravidos*, July 1st – 10th).



**THE RABARRAN COUNTER-ATTACK AND
THE SECOND BATTLE OF THE CROLDEN HILLS
879**

880: ATLANTEAN DISASTERS: THE OVERRUNNING OF THE EASTERN PROVINCES, AND THE FALL OF HELVRIS AND CENNATLANTIS

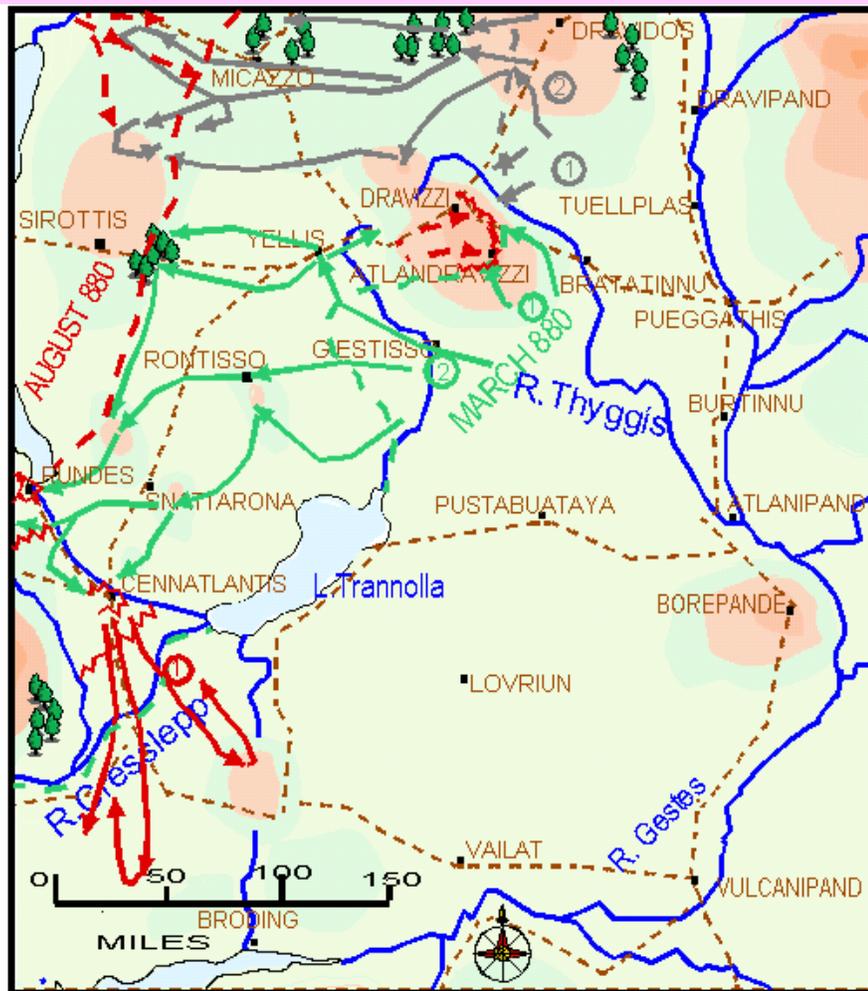
The Rabarrans planned a decisive attack in 880, in co-operation with the Ughans, which they hoped would finally lead to the capture of the Crolden Hills, and subsequently the overrunning of Chalcrieh at least as far as the Dodolla river. They then thought that the Atlanteans might settle for peace, allowing Rabarrieh to annex a large swathe of Meistayieh and the Crolden Hills. Alatheinuqo planned one of his typically complex diversionary offensives, whereby both the Rabarrans with three Armies and the Ughans also with three armies would strongly attack the Crolden Hills from the east, aiming at both Dravizzi and Atlandravizzi. The Ughan attack would be combined with an outflanking movement north of the Thyggis, in less hilly ground, which would be aimed at the highest peaks in the area north-west of Dravizzi, at the source of the rivers Thyggis and Burastoura. The aim was to attract Atlantean forces away from the Rabarran defensive salient west of Giestisso. It was from here that Alatheinuqo planned to make his main attack, with forces secretly withdrawn from the fighting for the Crolden Hills. These would strike the Atlanteans in their weakened positions west of Giestisso. Two Armies were to swing round north via Yellis against the rear of the Atlanteans defending the Crolden Hills, while two Armies would strike south-west towards Cennatlantis. These would be joined as soon as possible by at least one of the other Armies. Meanwhile the Ughans should help to surround the Atlanteans on the Hills, then move westwards towards the Lakes, protecting the Rabarrans' northern flank. Meanwhile in Helvrieh, the siege of Helvriss would continue.

The Atlanteans had different plans, which were to fail to come to fruition, because overtaken by the bolder enemy operations. Gaistuyex wanted to relieve Helvriss and planned to attack southwards across the Cresslepp down to the Helvengio, cutting the Rabarran forces in half, and then move on Helvriss from the east, along with a simultaneous attack from the mountain front north of the city. Two and a half Atlantean Armies would carry out this assault on a narrow front defended by about one Rabarran Army. Gaistuyex was particularly concerned to relieve Helvriss, because of the precarious situation there and elsewhere in the Province as regards Helvran troops, many of whom were faltering in their allegiance to Atlantis.

THE SECOND BATTLE OF THE CROLDEN HILLS AND THE BATTLE OF YELLIS: THE OUTMANOEUVERING OF THE ATLANTEANS

The Atlantean attempt to relieve was the first offensive of the new year, starting on 23rd March. It made quite considerable progress,

forcing the Rabarrans back, and threatening to cut off all those to the east of Helvris. It also enabled an Atlantean commander to slip into Helvris, through the besieging forces, to try to rally the defence (see below). But Alatheinuqo kept his nerve, and decided to ignore these events, however serious for Rabarrieh, knowing that success at the Croiden Hills and subsequently in Chalcrieh, would in turn threaten the rear of these Atlantean advances. So, just a couple of days earlier than originally planned, the diversionary attacks on the Croiden Hills by Rabarrans and Ughans began on 28th March, 880. This second battle of the Croiden Hills was extremely bloody, as the Atlanteans had by now got massively strong defences in place, and the assaults were all purely frontal. However, the Atlanteans began to get worried after a week of continual attacks, and gradually, as the Rabarrans had hoped, withdrew a whole Army from the front opposite Giestisso. This was what Alatheinuqo was waiting for. He quietly moved two Armies back across the Burastoura into the Rabarran salient. This salient had been very strongly defended when it was formed the previous year, as Alatheinuqo knew that it would serve as a good jumping-off point for a future offensive into Chalcrieh. At the same time, Rabarran movements into and out of it were difficult to hide, especially from the Atlantean position on the Croiden Hills. This was particularly important, as the Rabarrans wanted to build up a huge army of tanks to exploit the intended attack westwards. But part of the Rabarran attacks on the Croiden Hills at the end of March involved attacking the Atlandravizzi position from the south, and when the Rabarrans seized the highest part of the hills, though not the main Atlantean position, the Atlanteans were unable to see what was going on on the plains the south and south-west. The reinforcing troops were moved into position at night, in any case, while the tanks were kept far back east of the Burastoura.



THE GREAT OFFENSIVE INTO CHALCRIEH, 880

The *Battle of Yellis* began on April 10th. Two armies broke their way through the salient northwards at the same time as the other two armies attacked south-westwards. The tanks now roared up to the front and began exploiting towards Rontisso and Snattarona. The Atlantean positions now fell apart in every direction. To the north, the Atlanteans forced their way, with some difficulty, into Yellis, while further north, the Ughans brilliantly attacked round Dravizzi to the west. With pressure still being maintained on them from the east, the Atlanteans on the Croiden Hills finally folded up and virtually fled to the east, trying to escape the jaws of the enemy attacks all round them. Many were captured and many were killed, but about two of the three armies managed to escape west towards the Babemme wood and the hills around Sirottis, where a new position was taken up. Meanwhile to the south, Rabarran tanks streamed round the southern flanks of the rear defensive positions of the Atlanteans at Rontisso and Snattarona. As flustered Atlantean forces tried to hold positions here, they were attacked in front and bypassed to the south. Already by the end of April, the Atlanteans had been chased back close to the Dodolla river. As Alatheinuqo had predicted, this catastrophe and the threat it posed to the capital, soon halted the Atlantean attempt to relieve Helvris, and the troops were pulled back to defend Cennatlantis, followed up closely by the

Rabarrans.

To read the next part of this history, click on [\(6\) 880 - 882](#)

[Home Page](#) [\(6\) 880 - 882](#)



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE FALL OF CENATLANTIS AND THE DEATH OF GAISTUYEX

The Atlanteans had very strong defensive lines and positions all around Cennatlantis, along the Dodolla, and stretching east-west between the Dodolla and the Gonril. It is one of the most surprising events of this war that they were turned out of all these positions and lost their capital city with hardly a serious fight at all. The reason is the complete panic which gripped the Atlantean forces in the aftermath of the Battle of Yellis, the tremendous success gained by the Rabarran tanks and cavalry in chasing and turning the flank of the Atlanteans, right back to the Dodolla, and the confusion which gripped the high command and Imperial headquarters in the capital. By May 1st, a third army had joined the two Rabarran armies moving directly on the Dodolla. The northernmost of these troops succeeded in crossing the Dodolla north of Cennatlantis and south of Rundes, outflanking several of the Cresslepp-Dodolla defence-lines in this area. To the south, the Atlantean armies which had been trying to relieve Helvriss had retired behind the Cresslepp, which was immediately crossed by advance forces of the enemy. These were finally brought to a halt by the defences stretching between Giezat on the Gonril and the Dodolla, to the south of Cennatlantis. But the events to their north meant that they were likely to be cut off soon, and some were moved off west over the Cresslepp and into the hills, in order to help man the last defensive line between Gresslepp and Rundes on the Failrunn hills. Others moved directly north, only to meet further troops coming out of Cennatlantis to help defend the flanks, or, in some cases, simply fleeing away in panic.

Cennatlantis was thus surrounded, still with part of the Atlantean government and the Emperor himself inside. Gaistuyex insisted on staying close to the fighting, although everyone still with him begged him to escape westwards while it was possible. He refused, and ordered the most important members his government to remain with him. Many in fact sidled away, but by the middle of May, Cennatlantis was being bombarded by the Rabarrans. The latter did not really want to see the capital destroyed by bombardment or fighting, and in the end, the city did indeed escape almost unscathed, despite Gaistuyex's determination to make his forces fight here to the bitter end. On May 18th a shell hit the house where Gaistuyex and several officials were working, killing them all instantly. There was considerable confusion thereafter, but it was clear what the next step had to be from a constitutional point of view. Gaiduiccon was contacted and told that he must take over the leadership. This caused considerable misgivings, both for Gaiduiccon and the military leaders, who thought that Gaiduiccon was too pacifist at heart to be a good war leader. However, Gaiduiccon agreed without delay, and despite his personal antipathy to the war, showed himself willing to defend the Empire, which was after all, at present in dire straits. The Rabarrans indeed seemed to be everywhere over the Dodolla, although in numbers they were, at this stage, considerably inferior to the Atlanteans. Following the death of Gaistuyex, Gaiduiccon soon approved the evacuation of the capital. Many prisoners were taken by the Rabarrans, many other Atlanteans escaped into the Meilox Hills, while some others managed to get away north into the last defensive line protecting Atlantidieh, at Failrunn. And indeed this was where the Rabarran advance was finally held.

THE UGHANS MOVE WEST BUT ARE STALLED BEFORE SIROTTIS

Once they had joined up with the Rabarrans and surrounded the whole Crolden Hills complex, the Ughans looked to advancing westwards. Two Armies had been involved in the Crolden operation, and there were four more to the north. The Chalcran Forests tended to split these into two groups of three Armies. The southernmost group moved on during April, with the Atlanteans slowly giving ground, but there was no rout, comparable to what was happening opposite the Rabarrans in the south. By mid May these Ughan forces had reached the edge of the hills of Sirottis. In the north, the Ughans moved even more slowly north-westwards, halting ultimately in the face of strong Atlantean defences in the mountainous areas they were now approaching. Much time was spent in the first part of June as the Ughans attempted to storm the hills before Sirottis, but the position was unassailable. The Rabarrans to the south were also trying to force their way through the Babemme woods, but these were held just as tenaciously, and the Rabarrans suffered heavy casualties, for the first time in this year's campaign.

In July the Ughans decided on a different tactic, and moved two Armies together to move round the high ground to the north, via Ronhusso, reach Lake Chalcris, and then attack the Atlanteans about Sirottis from the flank and rear, as well as renewing the frontal assaults. Initially all went well, and by July 14th, the Ughans' forces had taken Ronhusso, and were climbing up the hills to the south.

But the Atlanteans did not waver, and were even strengthened by reinforcements from Gasiroto. Then on July 20th, there occurred an Atlantean counter-attack across the Chalcratoura, south of Runnates. This Army forced aside the flimsy Ughan screen along the river, and hit the Ughans to the south in the rear. The *Battle of Ronhusso* became more complex after July 26th, as additional Ughan troops then struck these Atlanteans from the north-east. The battle spread northwards, as more and more forces came into direct conflict, instead of remaining in defensive entrenchments. North of this, of course, where the Atlanteans were installed on mountainous ground, no real Ughan attacks were feasible. In the end, the Atlanteans won, forcing the Ughans back from the Sirottis hills, and ultimately back eastwards to their north. This large battle finally fizzled out by August 20th.

Thereafter, for the rest of the year, neither side engaged in any major attacks, settling themselves into trench-lines opposite each other.

THE SIEGE AND FALL OF HELVRIS, 879-880

Helvris had been under siege since the previous year, and the attempt by the Atlanteans to relieve it earlier in 879 failed. For the rest of 879, the Atlanteans within Helvris are able to keep the enemy at a reasonable distance, and the siege progresses rather slowly for the Rabarrans. The army in the Meilox Mountains made several unsuccessful attempts to relieve the city, and by 880, its position was becoming desperate. Gaistuyex became worried again about the loyalty of Ghreuken Mists, and messages smuggled out of the besieged city by balloon in February of 880 seemed to suggest treachery and some sort of collusion with the Rabarrans. Gaistuyex decided to send a loyal Atlantean commander of his own, Fulgon Cennan, into the city, with a small bodyguard, ostensibly to advise Mists, but in reality to find out what was happening. He was to act decisively, if necessary, arresting or executing the Helvran, and rallying the Atlantean forces to take over the whole defence.

The problem was to how to insert the commander into the city through the siege. Gaistuyex decided to try to achieve this, and perhaps relieve the whole city, by moving armies south across the Cresslepp down to the coast, as described above. His action, which began on 23rd March, was aborted by the Rabarran attack across the Burastoura, but a small Atlantean force did in fact reach the Helvengio south of Noccsat. It could not force its way through the Rabarran lines investing Helvris, and had to retreat soon in any case, but as had been planned as a contingency, Cennan and a few men set sail in a boat which they had carried with them. Remarkable enough, they were able to creep surreptitiously along the coast and into Helvris by sea on April 8th, avoiding the Rabarran patrols. The Atlantean commander soon discovered that the Helvrans had been arranging surreptitious contacts with the Rabarran forces, and Ghreuken Mists was making little effort to defend the city. In a melodramatic scene, Cennan discovers the treachery in person, and the scene and its results are described for us now by the contemporary historian, *Carel Nixalen*, written in the rather formal style which came back into fashion in these last years. Click: [The treachery in Helvris, April 880](#)

The siege was now tightened, and the first serious bombardments of the town took place. All along, the Rabarrans had been hoping that disaffected Helvran elements in the town would force its surrender, but with the thwarting of Mists' plot, they realised there was no choice but to carry on with the siege to the bitter end. The Atlantean garrison now had the whole city under tight control. After May, a series of Rabarran assaults make slow progress up to the city. Over the next two months, the fight for the city becomes calamitous. The bombardment reduced great swathes of it to ruin. Many civilians were killed, the rest living underground in cellars. The Rabarrans suffered horrendous casualties in their attacks, but the defenders also lost badly. By the beginning of July, many Helvran forces in the town were in open revolt, and the Atlanteans had to withdraw most of them from the defences. The Atlanteans now carried out a series of horrible massacres against all Helvran soldiers, perhaps over 6000 being killed. These massacres extended to civilians, as these began to sabotage the Atlantean defence. Another Rabarran attack on July 20th broke through the defences where a remaining Helvran force defected. For the next week, fighting spread throughout the streets, more and more Helvran civilians joining the invaders. The last Atlantean defenders holed up in the old citadel, and were bombarded mercilessly. Their final offer to surrender was ignored, and they were killed to a man. Thus on July 31st, the Rabarrans took control of the smouldering ruins of the ancient city of Helvris. They had suffered at least 50000 casualties in the siege. The Alternations had lost all their 27000 defenders, over 20000 being killed, 6000 Helvrans massacred by the Atlanteans themselves. There were probably also about 18000 civilian casualties.

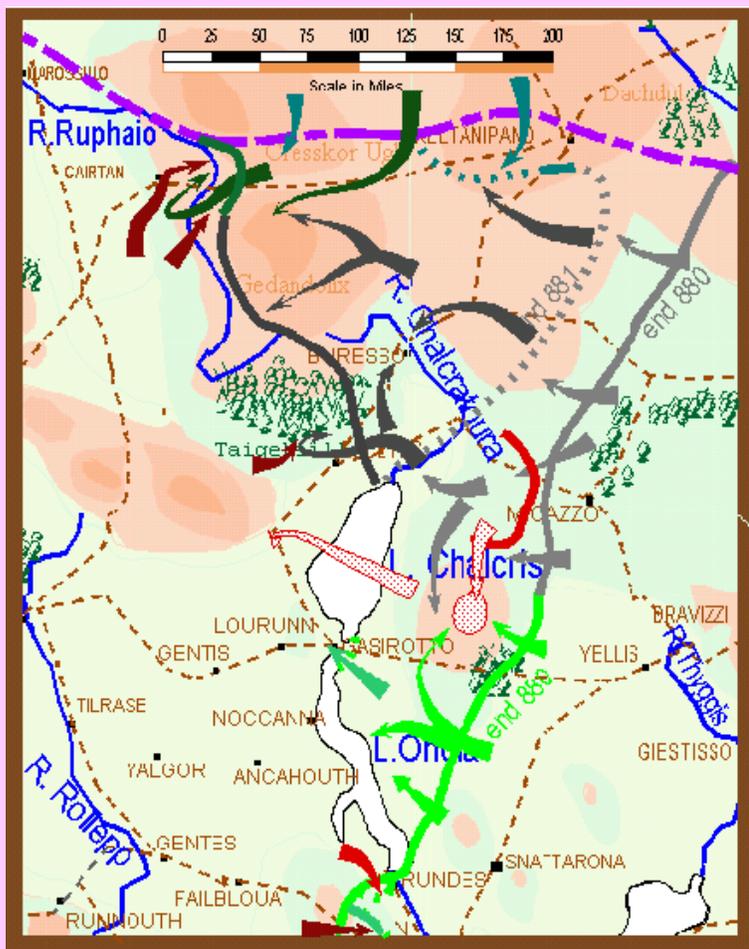
3. Stalemate and the tortuous path to a short-lived peace, 881 – 882

881: THE RABARRANS REACH THE GREAT LAKES

The Ughans and Rabarrans succeeded in progressing a little further to the west, and as a result of the battle of Sirottis, reached the banks of Lakes Chalcris and Oncia by May. The Ughans attacked on April 18th with four armies from the Chalcran Forests, where they had secretly been collected over the past weeks. Some forces moved directly westwards, but made relatively little progress.

However, the rest of the armies turned south, striking the main Atlantean position south-west of Micazzo. These troops were forced back, and were split up, some retreating west across the river Chalcratoura, the rest retiring on the strong position of the Sirottis hills, which had withstood the Ughan attacks in 880. At this point, the Rabarrans joined in with a frontal attack on these hills, also moving north-westwards from their positions around Gilliso. The *First Battle of Sirottis* which ensued lasted 10 days (April 25th – May 4th), and resulted in 30000 Atlanteans surrendering at Sirottis, when they were surrounded. Meanwhile, Rabarran troops reached the banks of Lake Oncia and drew close to the great fortified area of Gasirotto, while to the north, the Ughans reached Lake Chalcris and the river Chalcratoura. There was little further movement on this front for the rest of the year, apart from an advance some miles south by the Skallands west of Keltanipand.

Elsewhere, too, neither side could gain any ground. The Rabarrans made various small attacks in the Meilox Mountains, particularly against Nagguat and the great fortress of Ugholtis, all failures. The Atlanteans made a serious attack in July south from Rundes, but after weeks of bitter fighting, gained only a few miles of ground, as the Rabarrans' defences here now were as strong as their opponents'. Gaiduiccon, meanwhile, was already seeking for an opportunity to end the war, if only with a truce. He was encouraged in this by an increasing amount of war-weariness amongst his subjects, for the war so far had resulted in full-scale conscription, unprecedented casualties and destruction, and the loss of all Atlantis' eastern Provinces. Some of the population in these areas had indeed welcomed the enemy as deliverers, as we have already seen in Helvrieh. Rabarrieh was itself experiencing some opposition to the losses in the war, and even its leaders were beginning to decide that they should settle for what they had gained so far, which was more than they had ever really expected. Rabarrieh was also facing continual warfare against Yciel Tuince Mandagge and was beginning to worry about the ground gained by the Ughans to the north. This became still more of a concern in 882, when both Ughrieh and Skallandieh started to make large advances, while Rabarrieh herself could not gain any ground at all. King Athulco Alibixo would not be unwilling to walk away with Meistayieh and perhaps some parts of Dravidieh II, as well as footholds in Helvrieh, and complete control of the Helvengio.



THE FRONT LINE. 881 - 882

882: THE GREAT UGHAN ADVANCES IN THE NORTH: THE BATTLE OF BURESSO.

The Ughans were at this stage becoming extremely ambitious in their war-aims. After being so hesitant about joining the war at all a few years earlier, King Ladrubith and his generals were now convinced they had the Atlanteans on the run, and wanted to keep attacking westwards. They were also becoming just as anxious to rival their allies the Rabarrans, of whom they were quite jealous. After all, this nation had begun the war, seized Dravizzi and Atlandravizzi, taken both Helvris and Cennatlantis, and taken control of the Helvengio and most of Helvrieh. On the main battle-front, their troops awkwardly linked up with the Rabarrans to their south, sharing the Dravizzi-Atlandravizzi hills as well as the Sirottis heights between them. Even the Skallands were now moving southwards in the northern mountains, threatening to block them from further movement westwards. As suggestions for a truce wafted towards them from Atlanteans and Rabarrans, they were determined first to seize more ground in the north, as well as lay claim to as much of the Crolden Hills as they could. They wanted to annex Dravidieh I and as much of Chalcrieh as possible.

In March there took place the great *Battle of Buresso*. The Ughans began their new attack across the Chalcratoura, moving west and north-west to Encetes and the Taigeheill forest. This attack was successful, and was followed a few days later with a second, co-ordinated attack on Buresso from the east. These two pincers, closing in on Buresso from north and south trapped many Atlanteans, the rest escaping to the forest. However, the Ughans' attempt to capture Encetes itself, by a direct attack from the east, was beaten off. Further north still, Ughan armies moved westwards across great swathes of mountains, the Cresskor and the Gedandolix. In so doing, the Ughans outsmarted the Skallands, who hurriedly had to organise an attack from the Taigeheill to the Cressdun Pass. Even here they were almost beaten to it by the Ughans, who continued westwards over the Gedandolix in the *First Battle of the Cresskor Mountains*, and were only narrowly beaten to the Pass by their northern neighbours.

By June, the Ughans had run out of steam. An amphibious attempt to cross Lake Chalcris was a disastrous failure, and the Atlantean defences were hardening all along the Gedandolix mountains. To the south, the Rabarrans had gained no ground at all, indeed had had to ward off a furious Atlantean attack on Cennatlantis from the west, across the Gonril.

SEPTEMBER 882: THE PEACE OF GASIROTTO

Serious negotiations between Atlantis and Rabarrieh took place throughout the winter and spring. Atlantis concentrated on dealing with Rabarrieh, the more so as she realised how she was being outpaced by the Ughans to the north. Her initial conditions, requiring the Rabarrans to quit all conquered Atlantean territory were of course ludicrous, and even the militarist party admitted that any truce would have to involve some loss of ground, albeit until the war could be resumed. This indeed was the reason why the military reluctantly went along with these peace moves, despite the fact that they mistrusted the new Emperor. (They whispered that he only wanted to release his wife from Ughan captivity.) Gradually the Atlanteans relented on their demands and offered Rabarrieh Meistayieh and Helvremon, but refused to give away any Helvran territory. As the Ughans' advances continued in April and May, both sides became alarmed. The Ughans joined the negotiations in any case, but at the same time, Atlantis and Rabarrieh carried on secret talks, in which Gaiduiccon sought to set Rabarran and Ughan at each others' throats by offering to cede, to Rabarrieh only, the whole of the Dravizzi-Atlandravizzi position. Currently the Ughans had a foothold on the hills north of Dravizzi, and wanted to obtain control of Dravizzi, at the very least. If Ughrieh objected, Atlantis and Rabarrieh would threaten to ally against her. Hints of these plans were deliberately leaked to the Ughans, who were already facing growing friction with the Skallands around the territory each was occupying in the northern mountains. In July, Rabarrieh and Atlantis agreed to a truce, pending a more permanent peace. Pressure was now put on the Ughans, and the Atlanteans began moving forces away from the Rabarran front against the Ughans. The Ughans then agreed to a truce in August, and finally, by September, a provisional peace was agreed between the three states at a conference in Gasirotto, the impregnability of which was concurrently made manifest to Atlantis' enemies.

The Peace of Gasirotto was indeed really only a truce, during which both sides pledged to carry on talks towards a complete and full-scale treaty. In fact the only person who probably was serious about this was Gaiduiccon: all the others considered that the truce was just a breathing-space before a continuation of the war. Rabarrieh was granted Helvremon, Meistayieh and part of Dravidieh I, as well as in theory the Dravizzi-Atlandravizzi position and all the Crolden hills. Ughrieh took over Dravidieh II and eastern Chalcrieh. The Ughans and Rabarrans agreed to pull back their armies from their forward positions to a line one hundred miles west of the territory Atlantis had ceded to them. However, in all the areas of contention, troops remained on full guard. These included Helvrieh, which Rabarrieh refused to evacuate, the Crolden hills, where both sides' troops eyed each other suspiciously, and Cennatlantis, which the Rabarrans were determined to hold.

The Skallands deliberately refused to treat for peace, and carried on moving through the Cressdun Pass. Atlantis had already agreed with Ughrieh that she would counter-attack here, and force Skallandieh to the negotiating-table, and Ughrieh played along by threatening to join in these attacks. During September and October, the Atlanteans concentrated three armies, and threw the Skallands back into the Pass and the Taichtaill mountains. As a result, Skallandieh too agreed to peace by November. Atlantis was determined to make this a perpetual peace, and Skallandieh in the end decided she had gained all she wanted out of the war: namely, the land down to the river Ruphaio including Dortan, but excluding Marussolo and the Cressdun Pass, and some territory to the east south of Keltanipand.

To read about the Later Final Wars of Atlantis, click on [The Later Final Wars \(1\) 883 - 885](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON

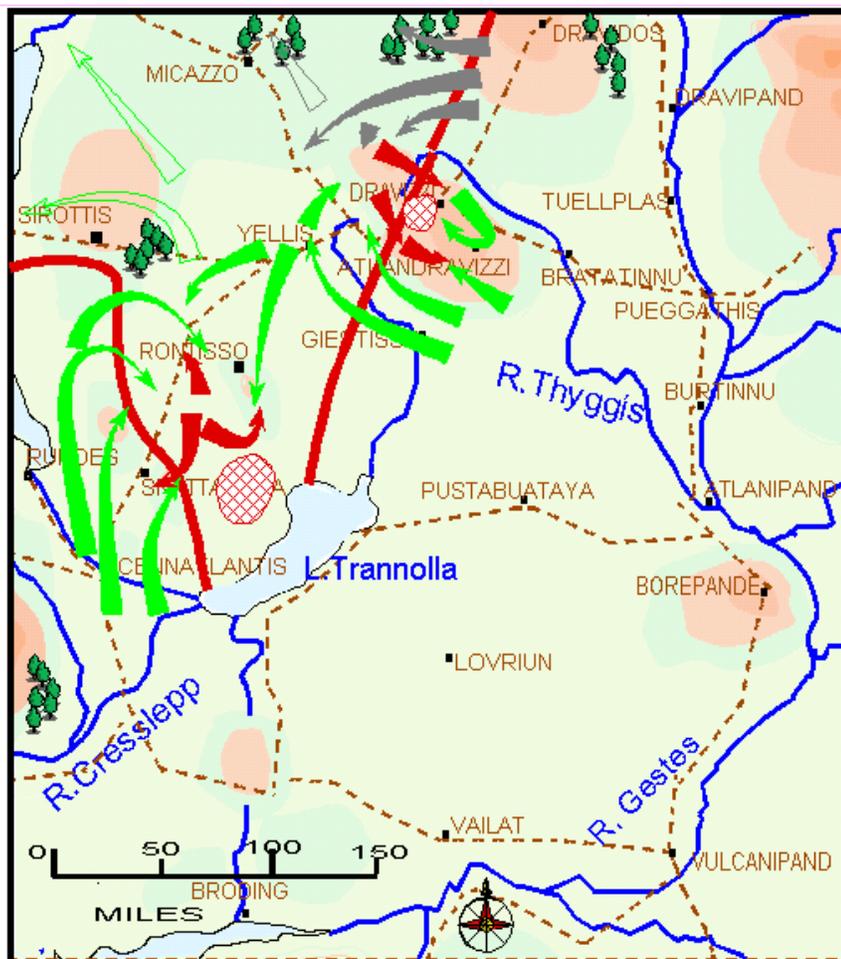


[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

886: THE ATLANTEANS OUTNUMBERED BY THEIR ENEMIES

During the winter of 885 to 886, the Rabarrans and Ughans tried to co-ordinate their strategy for the first time for several years. Both remained highly suspicious of each other, and the negotiations were made much more difficult because both sides wanted to end up controlling as much of the Crolden Hills, with Dravizzi and Atlandravizzi, as they could. They agreed to try to fix the Atlanteans' attention on the Crolden Hills, which they had attacked so desperately in 885, and then by an ambitious double manoeuvre from the Rabarran position east of the Dodolla and the Rabarran-Ughan positions north and south of the Crolden Hills, to strike east and west to cut off all the enemy south of roughly the Yellis-Gasirotto line. In the west, the Rabarrans collected three armies south of Cennatlantis as secretly as they were able. To the east, they dug in strongly on the Crolden Hills with one army, and concentrated three others behind the Burastoura. The Ughans also concentrated three armies south of Dravidos, facing south-westwards. It was intended that these two sets of armies would between them smash the Atlanteans on the Crolden Hills, then strike west to join up with the three Rabarran armies from Cennatlantis, which would simultaneously move north-east towards Gilliso and Yellis. The exact directions of the manoeuvres would depend on the Atlantean attack - the allies were sure that this would take place, as it was essential for the Atlanteans to break the allied front, if they were ever to avoid ultimate defeat.

In fact, the Atlanteans were already too late to win the war. In this area in March 886, they had just two armies facing Cennatlantis against three Rabarrans, and in the east, there were three Atlantean armies trying to storm the Crolden Hills, and one other army south along the Burastoura. These faced four Rabarran armies, with three Ughan armies to the north. In other words, six Atlantean armies, or about 540000 men, against ten Rabarran and Ughan armies, about 900000 in all. Despite their incredible victories the previous year against both allies, the latter, especially the Rabarrans, had concentrated their forces, weakened though they were. The outlook for Atlantis was indeed even bleaker in the future, as in March 886, Rabarrieh concluded peace with Yciel Tuaince Mandagge, and would be able to move troops and ships north later in the year to face the Atlanteans.



THE ALLIED COUNTER-ATTACK AND DEFEAT OF THE ATLANTEANS IN CHALCRIEH, 886

THE THIRD BATTLE OF DRAVIZZI AND THE END OF THE ATLANTEAN DREAM, MARCH-APRIL 886

Low-scale fighting on the Crolden Hills never really ceased during the winter, and picked up again after February. As their enemies had surmised, General Norindel intended to go all out to seize the Crolden Hills, whatever the casualties. His blunt, unsubtle plans were fully supported by the Emperor. Both were persuaded that once this position was taken, the Rabarrans and Ughans would be split in two, and would be forced to retreat in opposite directions: the Ughans east and north-east towards the upper Gestes, the Rabarrans south-east along their communications to the lower Gestes. This, after all, was what had happened in the Great Continental War to the Ughans and the Basquecs. The Rabarrans in the west, around Cennatlantis and in Helvrieh, would then also be forced to move back south. However, this plan assumed that the enemy had not moved his forces, or concentrated them around the Crolden Hills. The *Third Battle of Dravizzi* began on 20th March, and after three weeks, the Atlanteans had barely penetrated more than a few miles south of Dravizzi itself, already taken in the previous autumn, and had suffered tremendous casualties already. The Ughans put two armies in to defend the hills, and by April, they and the Ughans agreed that the time for the counter-attack was at hand.

On April 7th, three Rabarran armies attacked the southern Atlantean flank across the Burastoura from Giestisso, while to the north, three Ughan armies moved westwards between Dravidos and the Thyggis, against the Atlantean northern flank. The Atlanteans caved in in both areas, as so many of their forces had been committed to the fighting on the Crolden Hills. The Rabarrans closed in on Yellis, and counter-attacked on the hills themselves, while the Ughans moved on to Micazzo and the north-western tip of the hills, in rear of the main Atlantean position. It can be seen how closely this manoeuvre resembled that of the Second battle of the Crolden Hills and the Battle of Yellis in 880, and it was just as successful. On the previous occasion, the Atlanteans were fixed on the Hills by continual attacks there by the Rabarrans. This time, it was the Atlanteans themselves who blindly maintained their offensive there, but on both occasions, they were culpably negligent about their flanks. The result this time was that nearly a whole Atlantean army was surrounded on the Hills.

Part two of the allied plan now moved smoothly into sequence. Part of this again was similar to what took place in 880, namely exploitation by the Rabarrans westwards from Yellis towards the Dodolla. But this time it was much more devastating, because it was combined with an offensive eastwards, to meet it, by the three Rabarran armies which had been waiting patiently on the seemingly

quiescent front between Snattarona and Gilliso. At the same time, the Ughans exploited westwards and north-westwards to regain the ground taken by the Atlanteans in 885. The Rabarran manoeuvre, the *Battle of Rontisso*, was faced by only two armies, and one of these was quickly cut off south of the Rontisso hills by 17th April. It was forced back south to Lake Trannolla, where, as all retreat was now impossible, it surrendered on April 22nd. The other army managed to retreat north and west to find salvation eventually in the fortress of Gasiroto, but only after the loss of half its forces.

During the rest of April and May, the Rabarrans gradually closed up on Gasiroto, while the Ughans advanced steadily through the Chalcran Forests and Micazzo westwards towards the Cresskor Mountains and the river Chakratoura. This movement was far more terrible to the population than had been the first advance in 880-1, and many massacres were deliberately committed by the Ughans, who had suffered such heavy casualties during their retreat here in 885. The result of this behaviour was, however, unfortunate for the Ughans. Discipline collapsed, and the advance slowed right down. The hordes of refugees who now tried to escape westwards ahead of the Ughans also made a fast pursuit of Atlantean forces impossible.

THE LAST CHANCE FOR ATLANTIS

The Ughans in fact spent most of 886 gradually moving westwards. Although very slow at first, they were given a rude shock in July, when Skallandieh suddenly decided to rejoin the war against Atlantis. This decision was just as much a surprise to the Atlanteans, and a very disagreeable one, as it meant she had yet another huge front to defend. The Skallands made this sudden decision when they saw the Ughans once again approaching the Cresskor Mountains, and the areas which the Skallands had recently evacuated under the terms of the peace with Atlantis. Frightened that the Ughans would seize this whole area, and emboldened by the obvious collapse of the Atlanteans, Skallandieh sent its troops southwards across the Taichtaill. A month or so later, she also crossed the Ruphaio in the west, the agreed border with Atlantis. As the year went by, the Skallands this time conquered the whole of the Gedandolix and most of the Cresskor Mountains, as well as seizing the Cressdun Pass. Here was the potential for conflict between Ughan and Skalland, and there was further friction between Ughans and Rabarrans around possession of the Croiden Hills, which remained largely in Rabarran hands, but which Rabarrieh had vaguely promised to share with Ughrieh before the recent battles. Atlantis might thus have a last chance of exploiting its enemies' mistrust, and making peace once again with one or more of them, now that the battle-lines were returning to the position they had occupied before Atlantis' great offensive of 884.

Crehonerex could not fail to see the doom now facing Atlantis. His armies had now lost huge casualties - two and a half complete armies had vanished between March and June this year, and it was becoming impossible to replace such losses. Morale was falling fast, and more and more non-Atlanteans were surrendering or fleeing. Indeed, Atlantis' enemies had by the end of 886, deprived her of nearly all her empire, other than the Atlanteans themselves and some Lio-Marossans and West Kelts, and thus her pool of potential replacements for the army was diminishing very rapidly. He began diplomatic moves again after June, as his armies retired in disarray back to where they had been in 884. He believed that he could rely, as before, on his strong defences along the line of the Lakes, in the Meilox Mountains, and in the northern mountains. His real worries were the open Marossan plains, now threatened by the Skallands, and the Rabarran salient west of Cennatlantis, which similarly might burst open to allow the Rabarrans to rampage across the flat lands of Atlantidieh. He went to work on the Ughans first, offering them all the land they had taken up to the Cresskor Mountains, and offering them the parts now in Skalland hands, if they would accept a truce, while he fought back the Skallands. The Ughans did not trust him, of course, but were in any case forced to slow down their advance to a virtual halt, as their armies outran their supplies, and came up face to face with the Skallands. Crehonerex was simultaneously negotiating with the Rabarrans, offering them a truce on the line they had reached, including all the Helvran territory this time, though not Chalcrieh. But he said that he would aid the Rabarrans against the Ughans, and they could both share out the spoils.

However, the Ughans learned in August of these secret negotiations with the Rabarrans from the Rabarrans themselves. At a high level conference in Vulcanipand attended by the Ughan Emperor, Ladrubith, and the King of Rabarrieh, Athulco Alibixo, in September, they reiterated their determination not to make separate peace. For the first time, now, they decided, in secret, that they would definitely aim to conquer and dismember the whole Atlantean Empire. They would share out the territories between them, but though they agreed to split it roughly north and south, on a general line from the Croiden Hills west via Gasiroto and Tilrase to Atlantis, they could not decide which of them would in the end hold the major cities on this line, most especially Atlantis city and Dravizzi. After further discussion, they invited the King of Skallandieh, Sherecin Jenilkin Majal, to join them, which he did in November. He demanded a free hand in the north-west, in the Marossan lands and Yciel Atlantis, and did come to an agreement with the Ughans about the boundary between them in the Cresskor Mountains.

Crehonerex was left out in the cold throughout this period, as his enemies broke off all negotiations. Fighting, admittedly, ceased, apart from occasional sparring, after September. Then in November, the three monarchs gave him a joint ultimatum, which they knew he would refuse. This was to hand over ownership of all the territories currently occupied by the monarchs' armies to them in perpetuity; to withdraw all his armies back behind the rivers Rollepp and Fellepp; and to leave the intervening lands (Atlantidieh, Nundatlantidieh, etc) neutral and unarmed, as "independent" nations under the overall protection of one or other of the Great Powers (excluding Atlantis). Crehonerex did of course reject this, and now the next few months were spent by both sides in final frenzied preparations for a fight to the finish.

To read the next part of this history, click on [\(3\) 887 part 1](#)

[Home Page](#)

[\(3\) 887 part 1](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The military geography of the Atlantean Empire

INTRODUCTION: THE HEARTLAND OF ATLANTIS

The geography of the vast region covered by the Atlantean Empire, as well as its periphery, which was occupied by neighbouring states and peoples often antagonistic to Atlantis, is of vital importance when studying military history. Again and again, throughout the 700 years of recorded Atlantean history, the position of mountains, hills, rivers, plains, lakes and cities determine the course and limitation of invasions, defence and civil wars. Despite changes in sizes and armaments of armies, and conflicts between differing nations or contenders for the government of Atlantis itself, the strategy of wars and the sites of battles are limited by geography and often repeat themselves over the centuries.

The original kingdom of Atlantis, its heartland, as it was before its expansion after the 200s, was a compact area highly defensible against invaders. It is bounded on the west by the sea, on the north and south by mountains and on the east by rivers, the Bore and the Rollepp. There are relatively narrow lower areas between the mountains and the sea to north and south - from Marossan in the north and Numidis in the south, but these too are not difficult to defend. In fact once the Helvran Wars were past, no invaders penetrated as far west as this until the Final Wars in the 880s.

Atlantis city itself is almost impregnable, with the sea and the Atlano Mandengio securing access by sea, as well as two rivers, the Puster and the Atlanos to east and south-east, and the Algrunix hills serving as a bulwark to the south. These strategic hills and rivers were the site of several battles in the early years - against Helvrans in 253 and in the Family Wars in 308 and 312. Then at roughly 120-140 miles away, the capital is protected and almost surrounded by two great rivers, the Fellepp in the south and the Rollepp to east and north. The source of these rivers, and bridging the gap between them, are the Lillerunix Hills. Possession of these hills was important to Atlantean defenders and to invaders, as the major road called the "Yeltrata" crossed the hills from east to west and could allow an attacker to bypass the river barriers. Furthermore the thick wood called the Dallase Fembe, west of the hills, provided a convenient area to move westwards unseen by defenders. The Lillerunix was fought over in the Helvran Wars, the Imperial Wars (with a major battle in 361), in Ruthopheax's campaigns against the Republicans and in the Final Wars.

Within the circuit of the rivers Fellepp and Bore, the landscape around Atlantis city was hilly in parts, but had no serious obstacles to armies other than the woods - the Dallase Fembe west of the Lillerunix and the Pusseal north-east of the capital. An invader crossing these rivers was usually forced to use a certain number of roads. In the north, the "Marossaraita" crossed the Bore at Ghestis (it was too wide to cross easily any further west) but then had to skirt the Pusseal and cross the Huainarun hills between Yrun and the later naval base of Sulosos. This area was often successfully defended by the Atlanteans, notably against the Skallands in the Continental War (746) and at the end of the Final Wars. Another road crossed the river to the east, south of Yfeale, which also avoided the woods. The Bore was crossed by two main roads, about 70 miles apart, because they went round the edges of the Borfembe and Failfembe woods to the east of the river. The area east of the Bore, as far as the river Rollepp, was also part of the Atlantean heartland, and was partly covered by these woods, as well as the river Ghesse to the north. The northern road, the "Cennrata" crossed the Rollepp at Ancahouth and the Ghesse at Duiccul, and then moved north of the Borfembe and over the Bore at Fourtis. From here it had to cross hills west of Failrun and then the river Puster before reaching the capital. There was another road south of the Failfembe from Tiltrase on the Rollepp to Uzuephe on the Bore, whence it moved indirectly on Atlantis via Yeldis and Ygohe. Many battles were fought along these roads: in 311 and 313 in the Family Wars, at Fourtis in 588, the first defeat of the Imperialists by the Republicans, and again in the revolt against the Tyrants in 828, and in the Borfembe against the Skallands in 746.

In the south there was no important road which crossed the river Fellepp, but this river was difficult to defend for long against an invader determined to cross it, as were the Helvrans and other armies in the Family Wars.

ATLANTIDIEH

The Atlantid City States were early on conquered by Atlantis and became almost an extension of the Atlantean heartland, and this was only encouraged by the geography of the region. As further west, the very flat Atlantis countryside between the Rollepp and the Great Lakes was protected by the Decanda Runix hills to the north and the Meilox Mountains to the south. Of course the Lakes Oncia and Chalcris formed an almost impenetrable barrier to the east and indeed really divided the whole Atlantean Empire between the seas in the west and the river Gestes in the east into two separate halves. There were two narrow areas of access around the hills and mountains to north and south, which I have just mentioned - a 25 mile gap down the western side of Lake Chalcris from the Taigeheill woods, but with the strong fortress of Encetes to block it; and the flatter area, intercut by the rivers Cresslepp, Gonril and Dodolla between the Meilox Mountains and the river Dodolla. This too was blocked in later history by Cennatlantis and the hilly area to its west about Failrunn.

The centre of the Atlantid area tended to be quickly crossed by armies during most wars, as there were few good defensive positions. Battles tended to congregate around rivers or towns nearby, e.g. Ancahouth in 361, which gave Atlaniphon I the throne, and again, with Tilrase, in 633 as Ruthopheax fought State "E". Similarly the approaches to and from Cennatlantis from the west were heavily fought over by Ruthopheax I, against the Tyrants and in the Final Wars, and the Encetes area saw fierce fighting in the Final Wars. There was a passage in and out of Atlantidieh between the two Great Lakes, but this was only a few miles wide and was completely blocked by the fortress of Gasiroto. This withstood sieges and assaults from the time of the Chalcran Wars onwards, and particularly during the Great Continental War and the Final Wars.

HELVRIEH

Helvrieh, the area of the old Helvran Empire north of the Helvengio, which was conquered by Atlantis in the wars ending in 267, was very well defended from attack from the north by the Daigorunix and the Meilox mountains. There were only a few passages through or past this barrier, which would allow an invader to penetrate south into Helvrieh or north from Helvrieh into Atlantis or Atlantidieh. In the west, by the sea, there was a reasonably wide and flat area with a road from the river Fellepp south via Nagguat into the area of Numidis and to Nosinge and then, if desired, eastwards on the north shore of the Helvengio. This was used particularly in the Helvran Wars. To the east, the two rivers Numeras and Gosten created narrow passes through the mountains. But these were blocked in all periods by fortresses - Ugholtis and Numercuat on the Numeras and Vailriun and Gieseucas on the Gesten. Further east still was the river Cresslepp, at the mouth of which lay the city of Helvris. This had a branch to the north, called the Gonril, which curled round the north of the eastern end of the Meilox mountains. The mountains here and the river restricted the approach to Cennatlantis and the main route into Chalcrieh across the Dodolla, as we have seen. Equally they made an approach to Helvris itself very difficult, except from the east. During the Helvran wars and in the revolt against the Tyrants, armies did try, with great difficulty, to attack up and down and across the Gonril. Thus it can be seen that Helvrieh was a particularly well-protected area: even an advance east or west along the edge of the Helvengio was difficult, owing to the many river-lines to be crossed. The Atlanteans found this during the Helvran Wars. Equally the Rabarrans found it almost impossible to force their way north through the mountains in the first half of the 880s.

THE EAST OF THE EMPIRE: THE CHALCRAN AREAS

The great city of Cennatlantis lay on the river Dodolla and along with Rundes protected the line against attacks from Chalcrieh to the east. There were officially two battles and two sieges of Cennatlantis, in the Great Civil War, the fighting between Imperialists and Republicans and the Great Continental War. Similarly there were three battles for Rundes at the same periods. The approach across the river Dodolla and into Chalcrieh, between Lakes Trannolla and Oncia was also difficult for armies. Hills formed the first barrier to the east, either side of Snattarona. This could act as a defence against an invader from the east, as in the Great Continental War against the Basquecs, or in the rebellion of 524-6, or as a defence against an invader, usually Atlantis, from the west. Examples are the early attempts by the Atlanteans to conquer the Chalcrans in the First Empire and the defence by the Imperialists against the Republicans after the 590s. There were more hills further east around Rontisso, the Babemme woods to the north, and finally, another 60 or 70 miles eastward, the line of the river Burastoura. This often proved a good defence for the Atlanteans, especially at the crossing-point towns of Yellis and Giestisso. To the north, the terrain got hillier and hillier, and large barriers appeared from east and west, the river Chakratoura to the west, and the Chalcran Forests to the east.

The chief defensive positions to the east were of course the Dravidos hills, and to the south, the Crolden Hills, crowned by the fortresses of Dravizzi and Atlandravizzi. From the earliest times, these were the final redoubts of the Chalcrans, and later Atlantis used them as its great defensive position against attack from the east (Ughans) or south-east (Basquecs, Rabarrans), once the first line of defence, formed by the rivers Gestes and Thyggis had been breached. There were three

battles and sieges of Dravidos, four battles of Dravizzi, a siege and a battle of Atlandravizzi and two battles of the Croiden Hills, all taking place on these hills. These mostly took place in the Great Continental and Final wars, but also include the decisive battle at Dravizzi between Ruthoyon II and the Chalcrans in 335 and a major siege in the Third Ughan War in 537.

Very different was the area to the south of these hills and east of Lake Trannolla. This was Meistayieh, a very flat area, which was largely indefensible. The exception was to the west. There the river Cresslepp and the rivers Burtounna and Helvenslepp, surrounded by marshes and a hilly central position, protected the Cennatlantis area very well from attack from Meistayieh, or Helvris. This was seen frequently in the Great Continental War, where the Basquecs were unable to force their way through.

THE LINE OF THE RIVER GESTES

The Gestes represented the most enduring line of defence for the Atlantean Empire against its enemies - if this were crossed, then the Croiden Hills was usually the position to which their armies fell back. Some fifty miles and more to the east of the river lay a long range of hills and forests, and if the Atlanteans tried to lay claim to land east of the river, these hills usually represented the farthest point that they could penetrate to the east, as the Ughans usually used them as their main defence. There were passes in them up the tributary rivers and there was sometimes fighting here, for example the siege of Bradghus in 721-2. The River Gestes was protected by a series of Atlantean fortresses along its length, at intervals of about 50-70 miles, and there were many occasions when these were besieged by enemies, usually Ughans. The river Merros, a tributary of the Gestes in the north, was another defence for the Atlanteans against barbarian invaders. Equally in the south of Meistayieh, the lower Gestes and the Vulcan were vital as representing the first place that armies could pass north or south on land round the end of the Helvengio.

THE NORTHERN FRONTIERS

Mountains and forests stretched along the Empire's northern frontier from the Gestes and Merros in the east almost to the sea in the west. North Chalcrieh was filled with forests on hilly lands, but there was then a small gap to the west between there and Lake Chalcris and the river Chakratoura. Access to the far north was defended by the fortress of Keltanipand and to the west by Runnates and Buresso on the Chakratoura. North of Keltanipand lay the great mountains of Doradil, Dorkor and Dachdol. Access east and west round the north of Lake Chalcris had therefore to involve crossing the Chakratoura. Some miles the west of this lay the Taigeheill forests and the Gedandolix hills to the north-west. The fort of Encetes protected the route south down to the west of the Lake. These were vital important routes in the Great Continental and Final Wars.

Somewhat to the south-west were the Decanda Runix hills, which along with the river Noilafa tended to cut off the Marossan lands to the north from Atlantis to the south. However, the sea-coast in the extreme west was flat, and only a series of river-lines - Noilafa, Sulophaio, Ereipha and Sulapha - would slow down the advance of an army from the south or north, as well as large towns on the coast. Mountains lay some 50-60 miles inland, the Netaka mountains, but east of these there lay another bowl of lower land between the Decanda Runix in the south, the Gedandolix in the east and the river Ruphaio in the north. North of the Ruphaio, the Phonerian peninsula jutted out to the south-west, but it was almost impregnable by land. The Opheril Mountains stretched across it at its junction with the mainland, only some 20 miles at the narrowest, and there are very few examples of any armies forcing their way across these mountains in the face of any reasonable defence. The island of Phonaria was equally impregnable unless attacked from the sea.

SOUTH OF THE HELVENGIO

The southern part of the Atlantean Empire was on the whole only accessible from the northern part across the Helvengio; the exception was the extreme eastern part leading to Lutieh, Yall. Thiss., Razira, etc. , and even here the rivers Gestes and Vulcan very definitely separated the two areas. Amphibious invasions were thus the only way to cross from north to south and vice versa in the west. The island of Helvremon could act as a sort of half-way stage for such invasions.

Amphibious invasions were not uncommon in history, but of course required that the invading army had full control of the seas. There was much tussling for naval supremacy in the Atlantis-Helvris wars, the Great Continental Wars and the Final Wars. During the former Atlantis succeeded in invading the south, but Helvremon island was very fiercely contended for, by land and sea. Contrariwise she prevented Basquec landings in the 740s. In the Final Wars, Rabarrieh gained control of the sea and invaded Helvrieh. There were many other crossings by rebels and pretenders to the throne in the fourth century and the time of the Imperialist Pretenders in the 600s. To the east crossings via the Gestes and Vulcan were much more common, though landings from and to Lutieh were very difficult and unusual, due to the mountainous terrain - the attempt by Ruthopheax in his was against State "A" was very nearly a failure. But crossings of the rivers to the east were undertaken in this war, the Great Continental War and the Final Wars. On the other hand the river line acted as a barrier against Basquecs during the chaos of the wars with the Republic and the rule of the Tyrants.

The westernmost part of the southern area became the Province of Th. Thiss. It was a hilly country, cleft by ravines and with fortified towns on hilltops. It could never be conquered quickly or easily by invaders, and both Atlantis in the third century and Rabarrieh in the eighth and ninth took many years to do so. East of this Province and south of Manralia lay the deserts of Aolduathu and Akunudda, hemmed in by the rivers Akulta and Gosal to west and east and the sea in the far south. There was little communication across this, though continual raids into Atlantean territory by the desert nomads. Only the Rabarrans succeeded in using it as a springboard for a successful conquest of Manralia and Th. Thiss in the 700s and 800s. These deserts and those further east (the Gesdraudho and the Kharaduathu) were divided by the north-south flowing river Gosal, which, between mountains on either side, formed the easiest way of moving from Siphia in the far south right up to the south of Manralia, or, eastwards via the ltheerdi, to Razira. Atlantis had some colonies on the extreme southern flank of this area, in Siphia and Ibix, which were normally only supportable by sea.

Manralia was a flatter area but with a number of hill-ranges, chiefly Olgrunix to the north and Ephorill to the south-west. Easy conquest was usually hindered by the presence of fortified cities and ports on the coast, such as Noutens and Raihco, which could be supplied from the Helvengio. So in the Continental War, Basquec conquest of the Province by land from the south-east was limited by the defensive capabilities of these cities. Such access to Manralia was only feasible by sea in the north, and by land from the west and south-east. As far as access from the east is concerned, this involved crossing the Gairase river, and here this was only practical in a narrow area of about thirty miles south of the Helvengio and the Gairaseducco swamps and north of the desert area of Gesdraudho south of the river. Here Atlantis had the great fort of Atlaniphis and the attempts to besiege and capture this were of vital importance. There were three battles and a siege of the fortress all in the period of the Continental War.

East of Iutieh and south of the Gestes lay Yall. Thiss. Province. This was mostly flat but quite urbanised. The main lines of defence against attacks from north or south were the river Gayvot, which, with the sea on all other flanks, effectively made Iutieh an island; the hills of Avlotans to the east of this river; and the rivers Yalldairu and Gairase to the south. The east of the area was also bounded by the river Vulcan. South of the Yalldairu the region stretched on to the great mountain range of the Raziris, which for many years acted as a defence for Atlantis against invasion from the south. To the east of the Vulcan was the Province, and formerly independent state, of Vulcanieh. This was open to invasion from the south-east and east by nomadic tribes, but protected from Ughan attacks by the mountains.

South of the Raziris mountains lay another flat area as far as the Och Therult mountains, the northern border of Basquecieh. To the north rivers such as the Baccuel and the Gvondhat offered protection. To the south were the rivers Banta and Gedvox. To the west was the Gairase, which turned into the Gedvox. West of these was again the desert, though the river ltheerdi ran into the Gairase from the west and represented a communication link towards the river Gosal. These areas represented the furthest defences of Atlantis to the south and east.

[Home Page](#) [Geography](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON

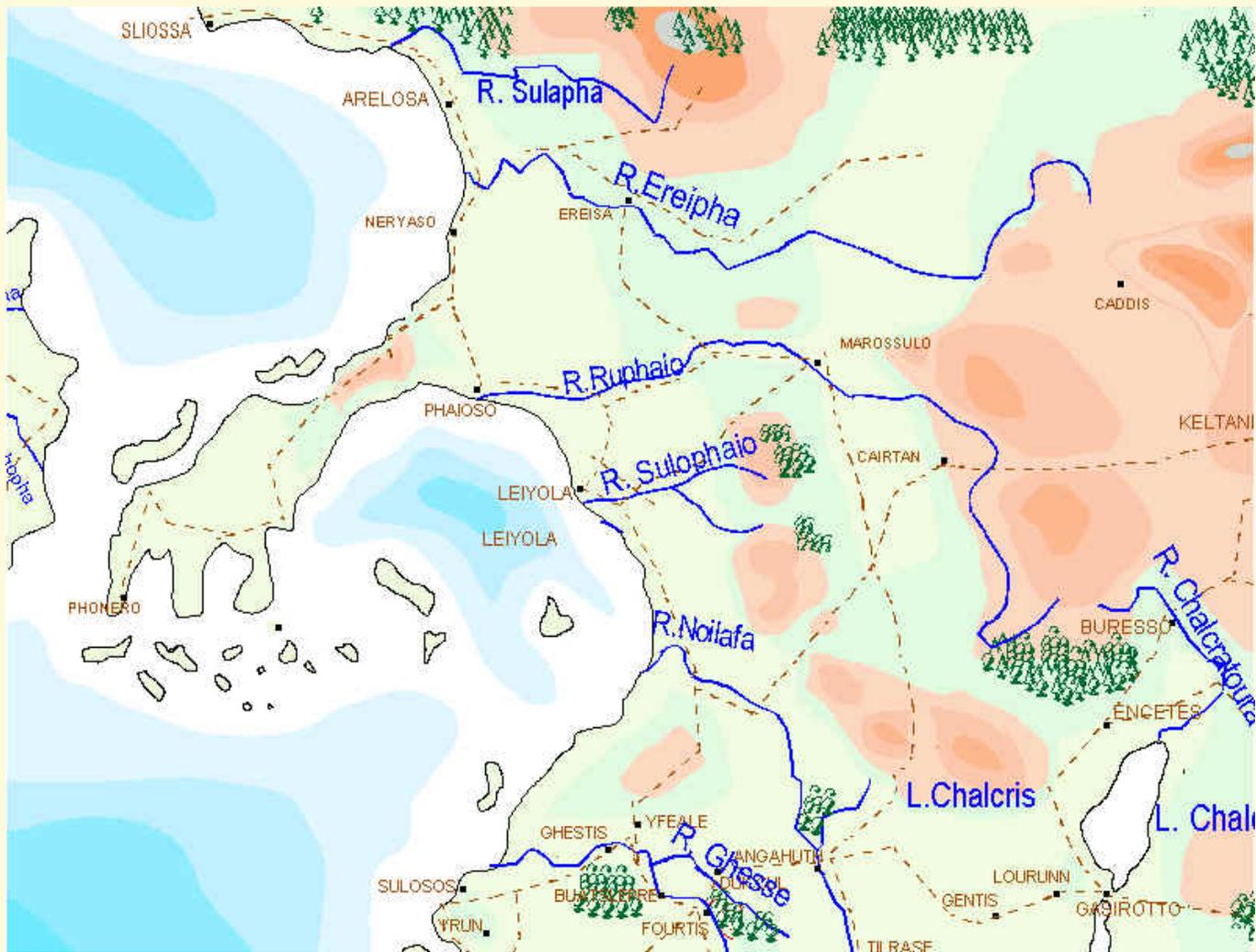


BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

N.W. part of the Great Continent



[Home Page](#)
[Introduction to maps](#)
[Continent NE](#)
[Continent SE](#)
[Continent SW](#)
[Atlantis- Atlantean homeland](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





BUILD A FREE WEBSITE
OF YOUR OWN ON





BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Architecture and Imperial monuments from 200 to 600

Editor's note: the first part of this section is a straightforward historical account of Atlantean architecture till 600 evidently written by my source. To this I have appended a contemporary account of the city of Atlantis.

1. THE BUILDING TRADITIONS OF ATLANTIS BEFORE 380

The area of the future Atlantean Empire had been the scene of a number of great earlier empires, and all of these had left behind relics and ruins of their buildings. The Marossan Empire was still visible during the First Atlantean Empire in the remains of awe-inspiring stone structures, often of enigmatic, geometrical forms. In particular, tall towers were scattered about the Marossan and western Keltish areas, the remnants of religious monuments. The Dravedean and Numedean Empires were represented by the relics of more obviously functional buildings – State institutions, theatres and temples. In addition, Empires and states still in existence after 200, such as the Eliossiens, Marossans, Chalcrans and Helvrans, also had impressive buildings to their credit, superior to anything Atlantean, at least until after about 310.

Before 360, Atlantean building styles and materials were variable throughout the Empire. There were essentially three main building materials, which indigenous peoples, the old Empires, and Atlantis herself used for centuries to come, depending on geographical area. South of the Helvengio, in Manralia, the City States, Razira and the deserts, brick and mud were the usual tools of construction. In the central parts, in Atlantis, Helvris and the Lio-Marossan states, as well as the former Dravedean and North Numedean Empires, stone was more common. Finally, in the north and east, in the lands of the Kelts, and in Dravedean and some Chalcran and Ughan areas, wood was generally used. Clearly, the different cultures made use of whatever were the local resources, but sometimes Empires imported different types of materials from abroad. Stone, and sometimes marble, were always regarded as the finest materials, suitable for the grandest buildings, and examples could be seen in the monuments of the ancient empires, as well as the practice of the modern-day Helvrans and Marossans.

The earliest Atlantean architecture, of which we have any record, dates from the pre-Imperial period from about 120 to 200. This was called "Heroic" Art by later Atlantean critics (or "Fulgonuya Enscolpha" in Atlantean), and witnesses the use of stone in grandiose and monolithic styles for religious and state buildings. After 200, there was little important change in style, but the types and numbers of large stone buildings increase, to include national and local government, and the first market-places and communal centres. The architecture remained massive, but with more decoration. There was little to distinguish Atlantean from Helvran or Chalcran architecture at this stage. This architecture, like contemporary art, was named "Communal Art" ("Saindeya Enscolpha").

Between 300 and 360, Atlantean architecture developed rapidly, in the style called First Empire Romantic. Most important are two main influences from outside. Firstly there was Romantic fancy from some Chalcran areas; this was followed by the cool classicism of Eliossie and Marossan. The Romantic epoch was one of eclecticism, which included wild decoration in stone and wood, and grand vistas with many pillars and arches. Of course, the houses of ordinary people were little affected, except perhaps for the addition of a flight of steps at the front, or pillars round the door.

There was a turn to classicism after 350 in all the arts, and this formed the basis of Second Empire Classicism from about 380 onwards.

THE CLASSICAL ARCHITECTURE OF ATLANTIS

Classical Atlantean style was influenced strongly by the architecture of Eliossie, and its slightly debased image in Marossan. The features of this architecture were the use of undecorated stone, tall walls and porticos, and many pointed pillars and arches. In Marossan the stone was often painted pink or blue. Atlantis borrowed the simplicity and geometrical regularity of this style, but amalgamated it with her own ideas, which can be traced to the Romantic and fanciful features of the building she put up after 270. Thus pillars remained, but were mixed with rounded arches. Similarly, the geometrical flatness of the northern styles were softened by the use of curves and rounded features to buildings. After 380, the typical grand Atlantean building, a palace, State institution, monument or church, was symmetrically constructed in stone, with an imposing entrance up a flight of steps. It usually had two wings, with a curved entrance-way, made of pillars or arches with rounded tops. It often had a dome over the centre, or towers over the wings, and was usually white, with some pastel shades and patterned decoration in places. Increasing interest in landscaping led to such buildings being placed in a cultivated garden or landscape, and often several buildings would be linked together as a group.

One other feature, particularly typical of Atlantean architecture, remains to be mentioned. This was the common use of a high column at one end of a building. This was the result of religious tradition, as all Atlantean churches were originally in the open air, and when they turned to actual structures, were tall, tapering towers, open to the sky. This was to allow worshippers to commune more closely with the gods. Later, the churches were fully roofed, except for a narrow opening at the top. The feature of a tall tower was adapted and added to secular buildings, initially as a religious feature, for all the inhabitants there would collect at the foot of the tower for prayers at certain times. After about 350, towers were increasingly added to large private mansions as well as public buildings, and architects began to use them as an aesthetic feature, as much as for their religious connotations. In the typical Classical building, this tower, long and tall, as in present-day mosques, was attached to the side of the building. Usually it was entered from the roof of the main building, and a sort of small room joined on to the tower, allowing access into it for a few people, at the level of the main building's roof. The tower had a small opening at the top, but after 450 or so, it was only actually used for worship by very religious families.

ROMANTIC AND LATER SECOND EMPIRE STYLES

After about 480, that same Romantic movement, which swept through all the arts, also affected architecture. The result was buildings with more decoration and colour, and more flowing lines. Whereas in Classical buildings, everything was symmetrical, with two wings, and a circular, pillared, central entrance, now the wings were often curving, with domes above them. Pillars, which might appear anywhere around the building, were given pointed, rather than round arches after about 510. As Romanticism became more extreme later in the sixth century. Large buildings became increasingly fantastical and "baroque", in the sense of European architecture of our seventeenth century. Domes multiplied and were given pointed tops, and the size of palaces or large mansions grew all the time, surrounded by fantastic landscaped gardens. Similar buildings were also constructed for the performance of Total Works of Art, those Romantic amalgamations of music, drama, dance, architecture and landscape, which became so popular in this period. To our eyes, such buildings would appear like imaginary fantasies of Eastern or Indian palaces.

At the same time as these developments for the large buildings of the aristocracy and well-off landowners, the housing of ordinary, Class 3 and 4 people became more utilitarian, with the increasing use of brick, covered with plaster or stucco. Exterior patterning and decoration were also applied liberally over the surfaces of these houses. The first blocks of flats appeared for lower-class citizens, two or three stories high. This style became universal in Republican areas after 590, and the grand architecture of the wealthy was either demolished or abandoned. In Imperialist areas, fantastical Romanticism also disappeared, and was replaced by square, defensive-looking, militarised buildings, forbidding and austere, and made of stone. After the establishment of the Third Empire, the two strands, Republican and Imperialist, coalesced, and produced smaller, softer buildings, made of brick, but with stone or plaster cladding.



An example of the fortress-like architecture of the Imperialists, c600

ATLANTEAN ARCHITECTURE REFLECTED IN THE IMPERIAL PALACES

We can illustrate the foregoing styles of architecture by looking briefly at the four Imperial Palaces, built between the mid 200s and the mid 500s.

1. The first Palace built for the Emperors was begun by Carel I about 240. It was built on cliffs above the coastline, a couple of miles to the north of the centre of old Atlantis. It was added to and extended by Cao-Melion in the 270s, and this Emperor also laid out some pleasure-grounds behind it. None of these buildings have survived now, even as foundations, and even in Atlantean times, they had been demolished or altered beyond recognition within 3-400 years. The Palace would appear to have included a number of partly separated, relatively modest buildings, built of a mixture of wood, plaster and stone, in a monumental, bulky style, all with low-pitched roofs. By the time of the Emperors Cao-Thildo I and II (343-352), the Palace must have seemed small and old-fashioned, and it was "made over" in a grander style, which anticipated the Classical architecture of a few decades later. The only other major change to this Palace was made by Atlaniphon II after 420, when he remodelled the gardens in the fashion of the latest landscaping style. It was used to imprison Crehenerex III for a while, after his capture by the Republicans in 588, and later taken over by them as a weapons storehouse. It was used as a last-ditch defence by the Republicans in 630, and was bombarded by the Imperialists, when they recaptured the city at that time. The remains of it were demolished by order of Ruthopheax I soon after.
2. But by this time, Atlantis city had grown so far that it now completely surrounded the Palace and its grounds, and Atlaniphon III, an Emperor fascinated by all the arts, who always preferred to live in the countryside, away from urban life, decided to build a completely new Palace about 8 miles NE of the centre of Atlantis. This - called the "New Palace" - was built by some of the greatest architects of the time in the pure Classical style. We have many reproductions and descriptions of it, and therefore know in some detail what it looked like. It centered on a huge and grand edifice, with the Classical curved centre with dome, and two wings, slanting gentle backwards, with the traditional tower at the end of one of them. There were also many smaller buildings, all set within pseudo-natural landscapes, and surrounding the whole, a large area of countryside, tamed, but with a few early Romantic touches, such as manmade waterfalls. This Palace became the residence of all Emperors when at Atlantis, and the old Palace tended to be given over to Imperial Controllers as offices. The second Palace was changed and improved by Thildo I and Finfon after 478, when further romantic touches were added, such as the extension of the two wings of the main building, so that they curved back round in a sort of bow, and the erection of a second tower at the end of the other wing.

After the fall of the Second Empire, it was used for a while to imprison Crehonerex III, then taken over for Government use, having been stripped of its "friperies". During the Third Empire, it was renovated, and used again as a local government centre, and army base to keep an eye on the now closed city of Atlantis. By the time of the Fourth Empire, after 751, it was again refurbished, and eventually made into a tourist attraction as a museum of Atlantean history.

3. The Imperial Palace in Cennatlantis was constructed at the same time as many other government buildings were put up in the city, which was soon destined to become the capital city of the Empire. Atlanicerex oversaw the building, which was placed right in the centre of the new city – this Emperor was much more taken with urban life than some of his predecessors and successors. In style, it was restrainedly Romantic, its outstanding feature being its swaying, curved design. The central part of the building still had two arms or wings, but these now stretched out in this curved way, surmounted by domes, and between them nestled smaller, curved, single-storey buildings, completely separate. The main central section was raised high, and consisted of three stories, while the main wings had two. The whole edifice was surrounded by natural woodland and parkland. The building was not liked by later Emperors, who preferred to live away from city centres, and frequently preferred to reside in large country houses, rather than in Atlanicerex's Palace. Thildo II, as we shall see, built a new Palace in the country, and Ruthopheax I and II did the same in Third Empire times. Atlanicerex's Palace was in any case damaged by the Republicans after 590, and during the Third Empire, was patched up, and used as a "town-house" by members of the Imperial family. It was much more seriously damaged, along with many other government buildings, during the siege of Cennatlantis in 745-6, and the uprising of 750. Much of it was thereafter demolished.
4. Thildo II built a fourth great Palace in the country near Gentis after 557. As befitted this megalomaniac man, it was a wildly extravagant affair, in the most extreme Romantic style. It dominated the local countryside, and its main feature was the plethora of pointed domes, of all colours and finishes, which seemed to float above the intricately decorated main buildings. Its interior was intended to be filled with furniture of the most modern designs, but Thildo was overthrown before much of this could be finished. The outside was still incomplete, too, as were the intended landscaped grounds, but the next Emperor, Meison I, refused to live in this Palace, or do anything much more to it. It was left to his successor, Crehonerex III, to lavish more money on the palace, and bring it nearer to its originally envisaged completion. In this turbulent period of the Empire's history, Crehonerex's disbursement of large funds of public money on this extravagant building upset and angered many of those opposed to his style of government. It is

not, therefore, surprising, that as soon as the Empire was overthrown, and this palace fell into republican hands, it was eagerly looted and completely demolished.

2. A CONTEMPORARY'S VIEW OF THE CITY OF ATLANTIS IN 542

[There follows a description of Atlantis, as included in a longer letter sent by one Fulgon Puainos to his wife and family in 542. Fulgon had travelled to Atlantis for the first time in 542 from his home town of Yemdir, in the Province of Yallandix Thissaindix, in order to attend the annual interviews and examination of candidates from Regional Councils for entry as a Councilman in the Great Council. Fulgon apparently spent several weeks in Atlantis, as after he was successfully nominated as a Councilman, he had to find somewhere in the city for his family to live. As was often the case in the romantic period, the first person was used as here translated, rather than the classical usage of the third person throughout. Occasional editorial comments have been added in brackets.]

I shall now give you my first impressions of this city, which has overwhelmed me with its size and grandeur. Where shall I begin? I'll start at the seafront, by the harbour. If I look out to sea here, with my back to the city, I have in front of me the great harbour, teeming with all sizes of boats and cargoes – people as well. Some way out to sea is Atlano Mandegio (Atlantis island), which I believe is occupied by religious communities. To the south, the shore curves outwards, but is full of buildings of all sorts, almost as far the eye can see. The main one there, about 2 miles from where I am supposed to be standing now, is the University of Atlantis, which was founded by the Great Atlaniphon himself. **(The Great Atlaniphon always refers to Atlaniphon I).**



Looking toward Atlano Mandengio at sunset.

I'll turn to my right now, facing northwards up the coast, and again I see a mile or more of old houses, all looking as though they were built in the First Empire. **(These were the original houses owned by the earliest nobility of the First Empire, now long since taken over and divided up by lower class people).** In the distance I see a green and wooded hill looming over the breakers of the water, and inland a little way, out of sight here, but previously visited by myself and other colleagues, is the old Palace, with its large pleasure-grounds stretching inland.

Now I'll turn right round, and pretend to walk eastwards into the town. I first walk through the oldest part of the town, with small stone or wood built houses, a market, and some ancient temples, and a small, half-ruined castle on a hill. After half a mile, the city opens out, and becomes much grander and wider. I now see monuments, statues, temples, and large houses, all of stone or marble, but still somehow antique in appearance. In fact I know that all this area is still the old city, as it was in the First Empire, although quite a few of the oldest buildings have since been knocked down, and rebuilt more recently. Particularly impressive is the massive statue of the Great Atlaniphon, erected by Atlaniphon II in 420. The main road now splits into two, and first I shall take the Marossaraita, which eventually leads all the way north to Marossan. I see

the Great Library of Siphirix ahead, which has been recently refurbished, and looks from the outside like the most modern building. Then to the left, also thanks to Siphirix, is the Great Council edifice itself, where I hope I shall soon be sitting – if only I have passed the tests I took yesterday! This is a strange building to look at – though very impressive, of course -, because the oldest part, now the Council of Nobles, looks small and quaint beside the huge block of the Great Council itself. The part that is now the Council of Nobles was in fact the Great Council in Siphirix's time, but more recently, it became too cramped, and the magnificent new building was put up by the Great Atlaniphon.

I must stopping going on like this about the Council – anyone would think I was already a member of it, and showing off my knowledge of its history to some new candidate or tourist! Further on up the Marossaraita I reach the huge houses of the nobility, with their great gardens. I think that these are not generally lived in by the real old nobility, who have moved out to estates in the east of the Empire, and of course we are seeing a number of them appearing even in our own Province of Yall Thiss now. These older houses are actually now in the hands of Class 3s like ourselves, though much better off than we are at present, of course! **(Some were also occupied by the "nouveaux riches and parvenus" Class 1 and 2s, though most of these preferred country estates further east in Atlantis and Atlantidieh Provinces).** Here also is the statue of Atlaniphon III, put up by the Emperor. Thildo I.

I'll now retrace my steps, and take the road which leads out of Atlantis to the east, the Cennraita. Again I approach a quarter of noble old houses, which were formerly lived in by the well-off, but are now occupied by ordinary people like ourselves. I think this might be a good area for me to find a house for us – oh, if I pass my exams, I mean! This area is overlooked to the south by a large fort, and to the north by Cao-Melion's Memorial to the casualties of the Great Helvran War – it is a massive stone oblong, with a frieze of simply-carved Atlantean soldiers of that period defeating their Helvran enemies. It is quite worn away in parts, unfortunately. Further up the road, which climbs gradually up a hill, the road is dominated by the statue to Atlaniphon II, which, according to what I read on it, was put up only recently, by the Emperor Atlanicerex. It is the biggest of all the statues I have seen, showing the Emperor on military uniform and pointing eastwards, no doubt symbolising his war against the Ughans. I notice that there are garlands around this statue, and an old man there told me that they were placed there by the citizens of Atlantis at the end of our recent war with the Ughans. I think our present Emperor has certainly matched the achievements of Atlaniphon in the wars, and also feel it would have been more appropriate if he had put up such a statue, not Atlanicerex. **(Here Fulgon is referring to the Third Ughan War of 536-9; he also is expressing some antipathy to Atlanicerex, who was of course defeated in the Civil War by the Emperor Crehonerex I, still on the throne in 542).** On I walk, passing ancient temples and more houses, until I arrive at the massive defensive wall recently put up round Atlantis, as so many other towns. If I pass through the gate, I see the open countryside beyond, though to my left, houses are already in evidence outside the wall. At this rate, a new wall will have to be built soon, to enclose these new buildings. **(As indeed happened in the 560s).**

I must return to the city now, and end my imaginary wanderings. I hope my words have given you all some idea of what Atlantis looks like. It is the of course the biggest town in the whole Empire, although I suppose Cennatlantis may eventually overtake it, as that is where the Emperor and the government spend more and more of their time. Even the Council has its autumn sittings there, of course...

[Home Page](#) [Original documents - introduction](#)

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"THE EXECUTION OF CREHONEREX"

[This is part of a history of the Republic/Empire period, written in secret between 588 and 625. It includes a number of eye-witness accounts by the writer, including this one of the death of Crehonerex. The writer was a mild reformer, but was shocked by the emperor's execution. Note that the original was written, as usual in prose of this period, in the third person throughout. Editorial comments are in square brackets].

The imprisoned Crehonerex remained a bone of contention during these years [588-589]. The Republicans used him as a hostage in their occasional negotiations with Lingon and the Imperialists. But in January 590, an attempt was made by his family and other Imperialists to free him with a powerful raid on the palace where he was being held near Atlantis, combined with a rising by Imperialist sympathisers. It very nearly succeeded, and created panic in Atlantis. I myself vividly remember people running through the streets that evening crying " The soldiers are here! Lingon is in Atlantis. Fly! Fly!"

As a result, Crehonerex was placed in more secure and much less comfortable confinement within the old Imperial Palace inside Atlantis itself. Pranonni and the more extreme Republicans now began to insist that Crehonerex, along with those leading Imperialists captured in the raid, and other great nobles [Class 1s] caught behind Republican lines over the last year should be tried and executed, unless they publicly renounced their Imperialist opinions and their Class privileges.. If they did so, they would be made humble workers, or infantrymen in the army. So during 590 a stream of captured aristocrats were forced to publicly admit their guilt, recant all their earlier beliefs, lose nearly all their possessions, and become humble working or fighting men or women. (Both men and women went through this procedure). They were made to stand on a dais in the great Hall of Justice of Atlantis, which was filled to capacity with onlookers. They were told to call out their answers in a loud voice so that all the spectators could hear. I remember how some of them, cringing away from their questioners, muttered their confessions almost inaudibly. The watching crowd roared out that it could not hear, and the nobleman had to repeat his words, shouting them out so that all could hear. Some proudly refused to say anything, or even called out "No", or "I am not guilty of anything! These men or women were then given an almost instant trial, lasting about two minutes and always declared guilty. Later they were executed by decapitation in public.

Pranonni insisted that Crehonerex and the few courtiers captured with him should be treated the same way. Crehonerex and the others were put on public display in November, arraigned and harangued for their crimes, and asked if they regretted them and wished to live as humble citizens in future. Crehonerex tried to bargain, and also demanded to see his family under safe conduct. The moderate Republicans were still unwilling to see Crehonerex executed and asked that he should be sent far away into exile. But Pranonni insisted the Emperor was no different to any other citizen before the law. Finally, asked for a straight "Yes" or "No", Crehonerex replied "No, but..."... At this he was cut off, and sentenced to death. Told to leave court, he and some courtiers struggled and tried to escape. Republican guards laid about them and killed two prisoners, wounding Crehonerex in the arm. Crehonerex was now sent to the ordinary prison in Atlantis, to await his execution on January 1st 591. During December, several riots by moderate Republicans and secret Imperialists took place in Atlantis and other towns. These were put down within deliberate severity, and those arrested were badly beaten. Others were sent for execution. In Cennatlantis, Lingon was asked to warn the Republicans that if the Emperor were executed, he would refuse quarter to any Republicans captured in battle. But Lingon never announced this, and let Crehonerex go to his death with scarcely a word of complaint. It was said at the time, probably truly, that this was because he, Lingon, wanted to become Emperor, as indeed he did after the execution.

Thus it was that in the cold, damp morning of January 1st 591, I saw the last Emperor of the Second Empire taken from prison, and amid taunts and jeers, forced to walk, in shabby and thin clothes, and with his arm in a sling, through the centre of Atlantis to the place of execution. He tried to speak before he was killed, but was gagged immediately. After his death, his body was cut up and buried secretly in six different places outside Atlantis. A final attempt to rescue him, by a seaborne

raid on the coast, arrived a day too late, due to contrary winds. The raiders were all captured or killed within two hours of landing from their ship.

[Home Page](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

A Description of the Atlantean Empire

LASSO NAHUSSE, THAISON BOURBRONNA AND FELLA THULPAS

The purpose of this Interlude is to give a brief description of the main areas of the Atlantean Empire, as much from the social point of view as from a description of the natural features of the landscape. Throughout the epochs, men and women travelled throughout the Empire, and sometimes beyond its borders, purely out of personal interest, though often also in order to write of their experiences. A record of these travellers' reports begins for us in the Second Empire, in 456, but the most renowned account was produced by Lasso Nahusse in 552.

Nahusse, who worked for the Provincial Government of Atlantis, was well-known for his love of travel and interest in Atlantean antiquities. He was dispatched by the Emperor Crehonorex I in 542 in order to produce a comprehensive and up-to-date account of the "state of the Empire for the edification of men who governed". He was also to write about more sensitive, political matters for the eyes of the Emperor only – this section was never published. He travelled for five years along the major roads from Atlantis, north to Eliossie, east to the borders of Ughrieh, and south to Helvrieh and Manralia. By the time he returned to Atlantis, Crehonorex II was in power. Nahusse produced his account in 552, and when printing was permitted in the Empire some decades later, it became a best-seller, and the most famous of all Second Empire travellers' reports, though written in the third person, as was traditional in this period.

So far as this Interlude is concerned, however, the bulk of the story will belong to a writer of the Third Empire, Thaison Bourbronna. Bourbronna was a prosperous and independent Squire from Chalcrieh (as his name suggests), who was fascinated by history, and looked upon Nahusse as his model. By this period it was common for Squires and their families, as well as younger sons with their tutors, to travel round the Empire as part of their education (rather like the eighteenth century "Grand Tour" in Europe). Bourbronna frequently compared his experiences with the earlier writer, and in the extracts to follow, we shall from time to time use Nahusse's account to cover areas or matters missed by Bourbronna. The latter travelled between 708 and 713 on four expeditions, all starting in Cennatlantis. Like his predecessor, he moved along main roads for most of the time, but was more willing to take diversions into the countryside to visit places of interest. He went to Atlantis and north to Eliossie; east and south-east through the Keltish lands; up the east of the Chalcran Lakes to Runnates and on to the river Gestes, and south down it. He also travelled south-east to Razira, and from Atlantis south across the Helvengio and down the Coastal City States. He wrote up and published his account as a personal travelogue after 716, and it became one of the most popular travel books of the period.

During the Fourth Empire, travelling through the Empire became much more common for everyone, and a real tourist trade began. Travel writers moved deliberately off the beaten track – the main roads and well-known cities and landmarks-, and also travelled more frequently to foreign countries and across the seas. Traditional travel-writing about places within the Empire saw something of a resurgence after the 830s, as writers concentrated on the history of certain areas throughout the Empire and earlier. But the great growth in urbanisation and industrialisation, as well as the spread of railways, had in fact altered the landscape for ever, and many places were, by the 800s, very different to what they had appeared when earlier travellers had seen them. Furthermore, great wars (such as the Continental War), and upheavals (as the time of the Tyrants), had left their own new legacy of battlefields to visit, and monuments to admire, as well as the destruction of buildings and earlier sites of interest. Fella Thulpas, who travelled across the Empire between 852 and 855, aimed to cover both the historical importance of and changes to a series of sites, as well as to describe the great changes wrought elsewhere by industry over the past century.

Fella Thulpas was of course a woman, and had been married to a businessman until his early death at the age of 45. She had already written a few books, both fiction and history, but now decided to seize her opportunity, travel the Empire, and write it all up afterwards. Her great book, finally published in 861, was both an accurate historically slanted description of a specific number of places throughout the Empire, and an impressionistic account of her experiences throughout her travels. She travelled in a great circle from Atlantis, first to Numidis and east along the Helvran coast to Vailat. Then, a bit later, back to Cennatlantis and up the west of the Lakes to Buresso. Finally she moved north into Kelt lands, now part of Skallandieh, which had only recently been at war with

Atlantis. She moved west into Marossan, went down the length of Yciel Atlantis and finally returned to Atlantis by sea.

We shall make use of Thulpas' writings as additions to the central core of Bourbronna's, to describe developments which took place after the time of the Third Empire. After Thulpas herself, there is little more to tell. Travel of any sort virtually ceased after 870, when the Final Wars began, and fighting thereafter preoccupied all Atlanteans until the end of the Empire twenty years later.

There now follow the words of the travellers themselves. The passages below are mere extracts from their writings, which have been joined together by the editor, without indicating passages omitted, to make a short description of as much of the Empire as possible. All the words are original, unless otherwise noted.

THE ROAD WEST: THE YELTRATA AND CENNRATA

"The Yeltrata ("Old Road") extends all the way from Cennatlantis to Atlantis, via Gentes, the Lillerunix and Yeldis; I, however, moved off this road at Gentes, travelled north on the road alongside the river Rollepp, and joined the Cennrata to Atlantis at Ancahouth. This was partly because my great predecessor, Nahusse, has already told his tale of the Yeltrata, but did not mention the Cennrata. The road travels westwards, initially within a very constricted landscape, with rivers to north and south, and the foothills of the Meilox Mountains frowning to the south-west. The whole area up to the river Rollepp was of course originally divided up into the little city-states of the Atlantids, and even now it strikes the traveller as having a different character to the original Atlantean lands. It is, though, thoroughly "Atlanticised" now, and all trace of the old Atlantis dialect seems to have disappeared – though Nahusse states that in his time, it was still to be heard in country areas. It is a largely pastoral landscape around Failbloua and Yalgor, full of gently rolling downs, sheep and cattle, and villages which were once, 500 years ago, proud and independent towns.

"The biggest towns now are all on the Rollepp – Gentes, Tilrase and Ancahouth: the first two being "closed cities". [**Ruthopheax I's decree walling in cities which had been Republican supporters**].... Much of the open land both east and west of Tilrase was landscaped by the great men of the Second Empire for entertainments – theatrical performances in the countryside. Such plays and musical festivals are frequently mentioned by Nahusse, and it is a pity that they ceased after the Revolution and have never been taken up again. Nowadays we have the Squires' hunting courses, which require different sorts of landscapes. These cover vast distances, and are designed for ease of chasing and hunting, rather than for artistic effect. There has to be plenty of areas which are suitable for the animals which are being chased; this included human criminals, as well, up till very recently.

"As I move north from Tilrase, around which much industry seems to be clustering, the land grows becomes more hemmed in, hillier and more afforested. At Ancahouth, I join the "Cennrata" to Atlantis via Fourtis: this is the oldest road which connect Atlantis and Atlantidieh with the Chalcran states. The part of the Province of Atlantis between the rivers Rollepp and Bore was formerly thickly wooded, and even now the large woods of the Borfembe ("Large wood") in the north, and the "Failfembe" ("Green wood") to the south survive.

(Nahusse: These woods, stretching for miles from the east bank of the Bore, were once seen as dark and sinister places, and many religious stories and children's fairy-tales, have these forests as their background. In fact, some of the stories are completely pagan, and in the early years of the last Empire, the priests of the Official Religion saw it as their duty to counteract the influence of these tales. They did this by felling great circles in the woods, and in these clearings, built open-air or constructed churches. In other places, they set up statues of the great heroes of the Religion to cast their beneficent aura over the dark woods all around. Many of these figures remain as interesting examples of the faith and credulity of our forefathers). (Thulpas: Fourtis and the "Borfembe" is the site of two of the most significant battles of Atlantean history. The Battle of Fourtis, in 588, witnessed the rout of the Imperialist forces under General Lingon by the rebels (later the Republicans), while in 746, the Atlantean Army held off and decisively beat the Skalland invasion of Atlantis at the Battle of the Borfembe. The magnificent monument to this battle stands on the strategic hill overlooking the town of Duiccul on the river Ghesse.)

"Crossing the Bore at Fourtis, the "Cennrata" runs straight south-westwards to Atlantis, through Failrun and across the little river Puster. All this area is the heartland of Atlantis, indeed of that region traditionally called North Atlantis, and which is contrasted with the rest of The Province. It is claimed that before the days of the Empire, the "southern" Atlanteans conquered the city of Atlantis and this whole northern area, and forced on them their rule and their speech, which is essentially our present-day language. As I have already mentioned with regard to the dialect of the Atlantids, some 300 years, a distinctive North Atlantean dialect was still spoken in these parts, at least in country areas, but this has now completely died out.

"We now approach the city of Atlantis, and without actually entering it, I shall move on to the "Atlanrata", which goes north from the city.

THE ROAD NORTH: THE ATLANRATA AND MAROSSARAITA

"This great road, the "Atlanrata", first constructed and extended in the third century goes northwards via Sulosis to Ghestis, and southwards via Ygohe as far as Celingne. It is called a "rata", like the Cennrata going eastwards, but this in the older language meant "road", rather than just "way", as now. In more recent roads, we find the word "raita", as in the Raziraraita and the Marossaraita. Leaving the city, I passed the former estates of the great noblemen of the First and early Second Empires. These were broken up by the Republicans after the Revolution, and many were divided up amongst the lower Classes. Some mansions survive, but no noblemen of this Empire would wish to live so close to Atlantis out of choice. However, the great Palace built by Atlaniphon III, which lies a little way east of our road, some eight miles out of the city, is now occupied by the Provincial Government of Yeldatlantis. *(Thulpas adds: (Here) there stands the great monument to the victory of the Atlanteans over the invading army of the Skallands at the Battle of Atlantis on June 5th, 746. This was the nearest any foreign army had ever come to the city of Atlantis, not excepting the Helvran War.)*

"Our road skirts the seaward flank of the Huainarun, the "heavenly hills", and arrives at the great port of Sulosis. This has been the main base of our navy in this area since the Emperor Ruthopheax I. It is very different now to the small fishing and passenger terminus described by Nahusse 170 years ago. The road now turns east to cross the river Bore. This is a wide and fast-flowing waterway where it enters the sea, and the first main bridge over it is at Ghestis, 35 miles inland. As I approached this town, I could see to my right the hills and woods of the Pusseal ("Little wood"). In olden days, this was thick and impenetrable, and the subject of many ghostly folktales, but some of it has now been felled for shipbuilding. *(Thulpas: Both the Pusseal and the Borfembe (woods) are now but sad skeletons of their former glory. The wood needed for industry and shipbuilding has been ruthlessly stripped from these forests. I have not seen the Pusseal myself, but I know that what Bourbronna described as already beginning in his time, has now gone so far as to reduce it to two or three small plantations.)* Ghestis is relatively small town, but famous for having the oldest university in the Empire. It existed as a place of learning for noblemen before the foundation of the First Empire, and Emperor Carel I named it the Imperial University. Since the fall of the second Empire, it has lost the noble "cachet" it once had, and is now a centre for scholars from all over the Empire.

"Across the river Bore, the road changes to the "Marossaraita", which was built in the fourth century to link up with the newly acquired Marossan Provinces. Between the rivers Bore and Noilafa (also called the Rollepp further south in Atlantean parts), the landscape is open and hilly. The road keeps well away from the coast, which here is mostly precipitously steep, with great cliffs towering over the ocean. The traditional border with our Province of Marossan crossed these hills midway between the two rivers, but since the victories of the great Ruthopheax, the border has been pushed back north to the Noilafa, on the other side of which is the state of Anauren. At present this country is on reasonably friendly terms with Atlantis, and I shall pass through this area, which recently and for so long was one of our Provinces, in order to reach Yciel Atlantis.

"Just south of the border, another road branches off to the right, the "Marossayaita", which takes you to Anetako ("yaita" is of course the Marossan word for "road", our "raita"). Over the Noilafa, the Marossaraita goes back to the coast, the Marossa Liranca, and hugs it northwards over the river Sulophaio to Leiyola, the old Provincial capital, and also the capital city of Anauren. To my right, throughout this part of the journey, I can see the tall peaks of the Netaka Mountains and the Noilafamona, which completely cut off the inner part of the Province (as was). Though not exceptionally high, some parts are often covered in snow; the only way through them is via one or two passes – the Netaka and Noilafa Buoumix. As may be imagined, these were of great strategic importance to armies in the distant past, and were held against the nomadic invaders as recently as the early part of the last century. *(Thulpas: Bourbronna speaks naively of the mountains and passes of Anauren/Marossan being strategic points in the distant past; how could he have known of the bitter fighting which was to take place against the Skallands in this area within a few years of his death in 741, and again just a few years ago in the Great Northern War.)*

"This whole area around Leiyola is rich in antiquities and remains of the great Marossan Empire, which flourished here many centuries ago. The road to Leiyola is fringed with broken stone ruins, and outside the present city of Leiyola, are the vast remnants of the old Marossan capital, surrounded by a city-wall still over 20 feet high in parts. Ruinous though it is, it still instills a feeling of awe, with its massive block-like structures, of every geometrical style imaginable. This contrasts vividly with the typical building-style of the more recent Lio-Marossans and Phonerians, who have always constructed in cool, rectangular, neat shapes, using stone columns and pillars. Modern Leiyola has long been a city of scholarship, as well as a port. The port seems to be being greatly enlarged at present, although I was not allowed to visit parts of it. *(Thulpas: The port of Leiyola became the base for the great Anauren navy of the Continental War. The whole lower reaches of the river Sulophaio were to be dedicated to shipbuilding in this period, and of course more recently the whole area has become a tremendous industrial basin, for ironworking, shipbuilding and textile-making.)*

"The Marossaraita continues right up to the border with our Province of Yciel Atlantis, and thanks to my documents from

the government at Cennatlantis, and the friendship between our two countries, in the face of the threats by the Skallands, I was able to cross directly into Yciel Atlantis. I marvelled at the Upheril Mountains, and our forts along it, which have ever provided such a wonderful natural defence of this peninsula from any would-be invader. The road crawls along the north coast here, round the edge of the foothills. It then wanders to and fro across this rocky land, and I pass in turn through Uphorolo, Nerilo, Atalaso, Nundler and Phonero. These little towns, all built on original Phonerian foundations, are in some ways hardly "Atlanticised" at all. Most of them are on the coast, and gain their livelihood from the sea – the Phonerians continue their long tradition of fishing and trading on the ocean. At the western end of this strangely shaped piece of land, the land becomes much flatter and more liable to flooding, and great lakes lie scattered across its interior. The great bay across which Yciel Atlantis stretches like an arm and a hand with fingers flexed, the Marossa Liranca, is full of islands, and nowhere do they cluster so closely to the land than south and east of Phonero, and the port and naval base of Achosil, on its own island. I was able to stand on the land opposite Achosil, just a few miles to the north, and watch the great sailing-ships of our navy manoeuvring in and around these "Achosil Mandengix".



View of one of the lakes in the Yciel Atlantis peninsula at sunset.

"To the west, there is another, slightly less narrow channel, the "Phonerianix Lirilix", across which I had to sail to reach the huge island of Phonaria. It really feels like the end of the world, when you arrive here. It has what seems like just a thin veneer of Atlantean civilisation – a few towns and villages, connected by rather primitive roads. I travelled west across the river Snazuephue to Netherpand. Beyond that our dominion peters out, with a final series of lookouts and forts on the massive mountain of Suchamoundo. This whole part of the island lives from pastoral pursuits, cattle and sheep, and fish from the seas. Wood is also gathered from the great forests of the interior, and silver and precious metals can also be mined here. The language and names of the geographical features in this further part of Phonaria are strange, though also pleasing, to our ears, but with no connection to our own tongues. I was told of the towns of Nanosto and Anarost to the north and south, and the mountain of Aihoroto to the north-west. I had come to the end of my northern journey, on the extremity of empire. It was now time for me to return to Anauren, and continue my journey back to Cennatlantis via a long diversion through the Keltish lands. *(Thulpas: This western part of Phonaria was earlier under the influence of Quendelie, and the language here was Quendelien. Quendelie later directly took over this area, and eventually the whole of Phonaria, with the consent of Atlantis).*

THE ROAD NORTH-EAST: THE LANDS OF THE KELTS

I begin this new part of my travels by returning to the junction of the Marossaraita and the Marossayaita, south of the river Noilafa. I set off north-eastwards on this road, built largely on the basis of a Lio-Marossan road. In fact it was originally laid down centuries ago by that mysterious Marossan Empire which stretched across the territories of present-day Anauren, the Kelts and much of the centre of the Atlantean Empire. As I move further eastwards I shall also see many impressive ruins from this distant past. After recrossing the river Noilafa, the land grows much hillier, and the Netaka Mountains come into view ahead. The Marossayaita goes through the Noilafa Pass, at the centre of which is the town of Latala. Beyond this pass, the land becomes flatter again, and I enter what is really a vast plain, which is almost completely surrounded by geographical obstacles. To the north and east is the river Ruphaio, as well as the Cresskor and Gedandolix mountains; to

the south is the Decanda Runix, separating us here from Atlantis and Atlantidieh; and to the west are the Netaka Mountains, which I have just crossed. However, this plain is by no means flat, and contains many areas of low hills and downs.



The river Ruphaio in the Cresskor Mountains

After about sixty miles, I reach Runcairn, which is at the junction of the Marossayaita and another road which passes southwards through the Decanda Runix to Ancahouth, and northwards to Marossulo on the Ruphaio. Another sixty miles or so takes me to Cairtan, the capital of the Province of "Naokeltanieh", and the edges of the great Cresskor Mountains. As the names of the towns and geographical features from here onwards indicate, I am now entering lands long inhabited by the Kelts, specifically here the West Kelts. We may note the frequent occurrence of the word "tan", meaning "town", of "cairn" meaning "hill", or "dun", which is a "mountain pass". It is only really as I travel through the Cressdun pass in the Cresskor Mountains, that the landscape and towns and villages appear fully Keltish, and I hear this ancient language being spoken all around me. The Kelts themselves traditionally built using wood, and in the more remote towns and the villages, these wooden buildings are everywhere to be seen, all ornamented with fanciful shapes and designs. Elsewhere, too, the landscape is dotted with their strange, tribal and religious symbols. Many of these are of stone, and consist of great pillars or "menhirs", and sometimes of huge altars of stone, where they sometimes still congregate to practice their mysterious religion, each village led by its priest, or "Taigor". The Kelts are also great miners, and many a pintur (or mine) was visible during my travels hereabouts. But intermingled with these relatively modern remains are those of the ancient Marossans, with their vast geometrical stone ruins, and also their paved roads, now usually overgrown and broken up, and seeming to run from nowhere to nowhere. My "Marossayaita" strictly ended at Cairtan, but the road I am now following through the mountains to Keltanipand, though rebuilt by our own Emperors, is in parts on a Marossan basis, and is usually also called the "Marossayaita".

When I have passed through the Cresskor Ugholix, I reach the town of Mountan, set in the middle of the lower land between the Cresskor to the west, and the great mountain ranges of the North Kelts to the north-east, the Dorkor and the Dachdol. Keltanipand is the military garrison town of this whole region, and is completely new, by which I mean it was built only about 300 years ago during the Second Empire. This area is populated by North Kelts, but the main region for this people is to the north, in the even more mountainous area of the Nundor, and the towns of Caddis, Keltanis and Tar-ar-Dun. This was promised to the Kelts as an independent and self-governing area by Ruthopheax I, with which neither the Atlanteans nor any other nation would interfere, although it was once part of our Empire. However, over the past few years, reports have reached us that army units of both Skallandieh and Gestskallandieh have entered this area. I have been able to partially verify this myself, as my request to visit at least Keltanis was rejected by the military authorities here in Keltanipand. They have told me that their intelligence has proved that the Skallands now occupy this area, and it would be much too dangerous for me to cross the border. (*Nahusse: Bourbonna was right in his suspicions: the Northern Empires did quietly take over the North Kelts after 708, and their so-called "independent" kingdom was snuffed out. Never again did Atlantis hold any sway over this northernmost area, though of course all the West Kelts and many of the more southerly North Kelts continued to live within the boundaries of the Fourth Empire Province of Naokeltan, and with considerable autonomy. After the ravages of the Tyrants, and the attacks across our borders by the Northern Empires at that time, our*

Empire lost control over nearly all of the North Kelts – such as had survived the slaughter of the Tyrants.)

So I turn south and pass through a number of towns, whose names continue to betray their Keltish origins: Caddan, Gedancairn. After that, the land becomes flatter as I make my way to Buresso, famous for its university and library. I now move southwards towards the western side of the Great Lakes, with the great Taigeheill Forest on my right. (There is a great argument amongst scholars as to the meaning of this strange word, which means nothing in any known language. Some say it is ancient Marossan, but we do not know its meaning. *[Nahusse: We know now that Bourbronna was correct in his guess that Taigeheill was originally Marossan. It is formed from two words "Toigh" ("great") and "eill" ("wood"); these were Atlanticised as "Taigeheill"]*). The road leaves Runnates to the east, but I cannot forbear a brief diversion to see this famous town. Runnates was, of course, the capital of the old Province of Chalcrieh II, but before that it was the capital of one of the major Chalcran states, before they were all conquered by the Atlanteans. It always had a university, as it still has, and is full of interesting and exuberant Chalcran architecture. Most notably, it contains the great Military Academy, set up by Atlaniphon II in 428, the training-ground of our officers ever since and the pride of the Empire. *(Nahusse: Runnates was also the scene of the climactic battle against the Ughans in 746, at which their invasion of the Atlantean Empire was finally halted. Like others of my contemporaries, I find it almost impossible to visit Runnates during my travels. It was so tarnished by being made the headquarters of the genocidal campaigns against the Kelts and others by the Tyrants, that any pride we Atlanteans can feel in its history cannot survive.)*

I pass on to Encetes, at the north-west corner of Lake Chalcris. This town was originally a Chalcran fort, which was contested and frequently changed hands between Chalcrans and Atlantids, until its final capture by the Atlanteans. It became well-known in the 500s as the centre of the wargames area, which extended to the south-west of the town. These wargames were particularly useful for training the young army officers based at Runnates. From here a road goes down Lake Chalcris through Meisange to Gasirotto. This great fortress has guarded the passage between Lakes Chalcris and Oncia since time immemorial. My way passes between the Lakes here, and on the far side I make my way back, at long last, to Cennatlantis.

THE ROAD EAST: THE CHALCRAITA

My journey east from Cennatlantis started with the road from the capital city up to Yellis; at this point I joined the "Chalcraita", which actually starts at Gasirotto, where the "Cennrata" ends, and runs due east via Yellis to Dravizzi to Pueggathis on the river Gestes. I first crossed the river Dodolla, the banks of which are studded by forts to protect the capital city from attack from the east. The land just here is very flat, but there are a couple of isolated hills nearby; climbing one of these, I could see, away to the south-east, 30 or 40 miles, the blue waters of Lake Trannolla. Where the river Dodolla joins the end of this lake, close to the junction of two other rivers, the Cresslepp and the Burtounna, there is a mass of swamps and stagnant pools, the "Trannolla Thounca". Just a few years ago, a major effort was begun to drain these, and I know that this is now well underway, with the construction of a canal down the Burtounna. *(Thulpas: The road from Vailat to Cennatlantis, which crosses the rivers Cresslepp, was not built till after 760. Before 700, the "Trannolla Thounca", a great stretch of marshes and swamps, almost blocked off access to Cennatlantis from the south. The swamps were largely drained after 700, and a canal built, but during the Great Continental War, the Basquecs threatened to attack Cennatlantis from this direction. The whole area was again flooded as a protection.)*

After forty miles or so, I reach some more hills on both sides of the road, and further on, the small town of Snattarona. There are old forts on these hills, and this area is of course well-known as the battlefield of the (First) Battle of Snattarona, in the Civil War of 524-526, when the Emperor Atlanicerex defeated a rebel army under Cencos. I climb the hills to the east to see the route taken by the enveloping detachment of Atlanicerex's army, and there, on top of the highest point of the hill, is the great memorial to the losses of the Civil War as a whole, built by Crehonerex II in 529. It is in the form of two great columns, joined by a lower wall with a frieze depicting fighting men of the Civil War period. All around here, and on the hills to the north as well, are the remains of trenches and forts from the 590s and later, as this was the front-line between the Imperialists and Republicans for many years. *(During the Great Continental War, the battle of 525 was overshadowed in 745 and 747 by two more much bigger clashes in the same area between the Atlanteans and Basquecs.)*

As I move north and join the minor road from Gilliso to Yellis, I have to admire the remains of Chalcran architecture in many small towns or even villages along the way. The Chalcrans, before they were all finally conquered in the reign of Ruthoyon II, were great builders, and their buildings, of stone or sometimes stone and wood, are everywhere to be seen, grand and elaborate, and covered in decoration and friezes. Everywhere to be seen, too, are fortresses from this period, many abandoned and ruined in the middle of the countryside, but others taken over and improved by ourselves when they are in useful strategic positions. To my left stretches the great Balbemme wood, formerly much larger, and the scene of many conflicts between Chalcran states in the early 300s.

Just before Yellis, I joined the wide Chalcraita, originally a Chalcran road. This crosses the river Burastoura, and then ascends the high range of hills called the Croliden Mountains. These are not really mountains, though some peaks are

virtually inaccessible. They have been used as defensive positions by the Chalcrans, and subsequently the Atlanteans, for hundreds of years. The tops of them are dotted with fortifications and entrenchments of every period. The fortress town of Dravizzi, on the Chalcraita, used to guard the Chalcran frontier against the Dravideans in olden times, and was also often at loggerheads with the Chalcran town on the site of what is now Atlandravizzi, further south. Dravizzi withstood an Ughan siege during the Third Ughan War, and its fortifications have now been brought up to date to defend against attacks with artillery. Its neighbour to the south, Atlandravizzi, was rechristened and rebuilt by the Atlanteans in the 350s, and has been rebuilt and improved in parallel with Dravizzi. Unlike Dravizzi, it is also a thriving civilian town, and the administrative centre for Chalcrieh.

The Chalcraita crosses the river Thyggis at Bratatinnu, scene of another battle of the Ughan War, and runs east to Pueggathis. This, of course, is one of the many strong forts on the river Gestes, defending our Empire against attack from the Ughans. On the approach to the town, there still survives one of Atlaniphon I's great "edge of Empire" monuments, which he and some of his successors put up all round the frontiers of our Empire. Atlaniphon I erected several of these along the river Gestes, as well as within the north-west of Ughrieh, and in the Raziran Mountains. Others were put up in later times on the borders of Eliossie, in the Keltish lands and in Th. Thiss. Over the years, enemy invasions and civil wars saw some of these damaged or destroyed, but this one outside Pueggathis remains almost intact. Like most of the earliest monuments, it is in the form of a gigantic, narrow stone triangle, which was of course the ancient symbol for the Official Religion during the First Empire – "Tuathule" ("South Wind"). It was quite plain, except for some religious symbolism, and inscriptions lauding the feats of our Army at that time, and the glory of the Emperor. Later monuments, erected by Atlaniphon III and Crehonerex III, in particular, became more elaborate, and were often designed in the shape of great geometrical figures – oblongs, squares, obelisks - , and covered with carvings and inscriptions.



One of the later, more elaborate edge of Empire monuments in the form of three triangles, set up by Crehonerex III in Razira.

(Thulpas: The invasions of the Ughans and Basquecs during the Continental War, and the more recent advances of the Rabarrans south of the Helvengio, not to mention the mindless vandalism of the Nihilists and the Tyrants, have since deliberately overturned or ruined many of these monuments. The early one outside Pueggathis, for example, was not much harmed by the invading Ughans in the 740s, but was badly smashed up by the Tyrants in the 810s. This, like many of the others, has been restored by the present Emperor to its former grandeur.)

THE ROAD SOUTH-EAST: THE RAZIRARAITA

My next journey takes me south-east out of Cennatlantis, on the road to Vulcanipand. The road skirts the marshes of the "Grolldaung", which, as I mentioned earlier, are being drained, and leads me round the south of Lake Trannolla. I pass along the edges of the low hills, which are the source of the rivers Burtounna and Helvenslepp, which run respectively north into the Lake and south into the Helvengio at Broding. I enter here into the ancient homelands of the "Pastoral Folk", the Province which during the Second Empire used to be called "Meistayieh". It is still quite a pastoral area, full of low rolling hills, and full of cattle and sheep. The north of this area, along the shores of Lake Trannolla, was the favoured area for the country homes of the nobility of the Second Empire. Many of these have been taken over by the Squires of the present epoch. Meistayieh was, with Vulcanieih and Yall. Thiss. (to use the old Provincial names) the origin of our present governing classes, and the source of the Third Empire. The great offensive of General Treckol, accompanied by the young Louron Ruthopheax, against Republican Atlantis, began here in 624.

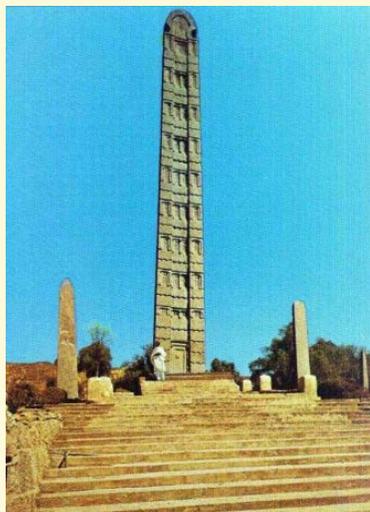
I pass through Vailat, and after another hundred miles or so, arrive at the great fortress of Vulcanipand. *(Thulpas: These two towns were the scene of several important battles in the Great Continental War).* Vulcanipand is the lowest permanent crossing-point over the river Gestes, and is hence of immense strategic importance. This road to the south is now called the "Raziraraita", and it soon crosses both the Gestes and the river Vulcan. I now enter Yalland areas, with the Vulcans only a few miles to my east. Though fully part of the Atlantean Empire now, of course, in the time of the later First Empire,

these were very much frontier lands. I travel on south, across flat and fairly arid lands, until I reach the river Yalldairu. At this point I leave the Raziraraita, and take a road south-westwards along the north bank of the river. This leads me to an increasingly urban area, the origin of the "Yalland City States" ("Yallandix Thissaidix"). Here I pass through town after town near the river, most notably Groldairo and Yemdir. Crossing the river at Groldairo, I soon reach the banks of the mighty river Gairase and the city of Ceriultis. This city is almost on the edge of civilization. Our border is only a little way south of the river, and beyond that stretch hundreds of miles of desert, the "Gesdraudho". Some miles of this form part of our Military Border, all the more necessary at the moment as the small tribes which have hitherto led an independent life throughout this region seem to be falling more and more under the sway of the Basquecs.

THE ROAD SOUTH: ACROSS THE HELVENGIO

I start my new journey from Atlantis, travelling southwards along the road to Ygohe. After a few miles the road squeezes through the "Loubuomu" pass, between the sea and the Algrunx hills. The Algrunx are a vital strategic position, which must be held by an Atlantean army defending Atlantis against rebels or invaders. Here was fought the First Battle of the Algrunx in 352, which saved the capital from the invading Helvrans. A great monument to the battle crowns the highest part of the hills, erected by Ruthoyon II. My road carries on to Ygohe. This was once the seaside centre of the great villas and estates of the aristocracy of the First and early Second Empire. Their villas covered the whole area between Ygohe, Cennis and Yeldis. However, it became less important when the capital moved to Cennatlantis after 500, followed by the nobility and their estates. Later the Republicans confiscated all the land of the nobles, and Ygohe has more recently become the haunt of lower class people. *(Thulpas: After the fall of the Third Empire, all this area, as well as the town of Ygohe, were opened up to the whole population in a democratic way. As a result, Ygohe and its hinterland became very popular holiday areas for all classes of people. This is now again the case, but in between, in the time of the Tyrants, here and to the north were accursed places, full of "hunting and torture grounds".)*

At this stage, I take the road eastwards, the "Yeltrata". The whole region here has a melancholy aspect, as of somewhere which time has passed by. I can see the remains of great villas and landscaped gardens, interspersed with modern little houses. Many of the old country houses and estates are now in ruins, but some have been reoccupied by Scale 3 magnates, who also run businesses in local towns. Who would have imagined ten or twenty years ago that landowners would also be able to be active businessmen in towns like Atlantis or Cennis?! I pass on my right the road that leads to Cennis ("New Town"). This is a new town in comparison to Yeldis, but it has been here since at least the year 100. I continue on to Yeldis itself, a fascinating place, full of history and ancient buildings. It was once an important religious centre, and still has the ruins of an early church in its centre. Round about, too, are even older places of worship, standing alone on low hills, surrounded by groves of trees, and open to the skies. There were battles near both Cennis and Yeldis during the Helvran Wars, and memorials were set up there by Atlaniphon II. *(Thulpas: It was one of the earliest and most outrageous deeds of the Nihilists to desecrate the monument at Cennis in 787. They smeared it with paint, and chipped obscene figures out of the stonework.)*



The monument to the Battle of Yeldis (Atlaniphon II)

My road goes on east past the great Dallase Fembe on my right. The road then turns south and ascends the great Lillerunx, the long and narrow range of hills which stretch as far as the town of Runnouth. It is a cold and cloudy winter's day as I climb up these hills, and at the top everything seems empty and eerily quiet, with just the wind whistling through the trees, but with no sign of life anywhere. Indeed the top of these hills have been kept devoid of settlements since time immemorial, for they have long been seen as perhaps the most important religious site in the Empire. Everywhere you look

up here you come across groves of trees, and open-air churches, nearly all dilapidated or completely ruinous. If you go further east, the hills become completely bare of trees as well as villages. But all around you can see the remains of defensive works, for these hills were an important strategic position in the days of the First Empire. As I descend again to the town of Lillouth, there is evidence everywhere once again of the hand of man, as great clearings in the woods shows the growing importance here of woodcutting.

My road now follows south through the great pass in the Meilox Mountains that follows the river Numeras. I pass the old fortresses of Ugholtis and Numercuat, which saw such long sieges and stirring scenes during the Helvran Wars. They are on the border of Helvris and the old Helvran Empire, as is evidenced by the very name of Numercuat, which combines "Num", linked to "Numedean" from the ancient Empire, and "cuat", which is "kuat" in Helvran, and means "town". For all their history, both these places seem shrunken now within their ancient defences. I reach Cennetis, and take a boat across to the island of Helvremon. This island still reeks of Helvran history, even the town of Giezuat. For all that this has been the Atlantean naval base in the Helvengio for centuries now, it was formerly the most important Helvran port and base. Three great naval battles were fought off this port during the Helvran Wars; since then, the Helvengio has been almost completely free of warfare, thanks to the presence of our navy here.

I must now press on to the southern shores of the Helvengio, and in particular the town of Miolrel, which lies at the narrow opening of this inland sea. Miolrel itself is just a little inland, although there is a small village on the coast, and from here I can easily see, on a clear day like today, the north shore of Numidis, about 9 miles away. On the coastline, too, is the great lighthouse, built, or rather rebuilt, by Atlaniphon II, for there had been a lighthouse here since before 200. If I travel a few miles to the west, I can also see the Cressix Mandengix (the "Blue Isles"), just off the western coast. But almost more impressive than these natural sights is something made by man: the great array of gigantic statues of the Emperors, which gaze northwards from the coast to the north-east of Miolrel. These statues are of course well-known, but are none the less impressive for that. The first one, of Atlaniphon I, was erected by his successor, Atlaniphon II, and thereafter various other later Emperors of the Second Empire built other figures of Atlaniphon II and III. During the Republic, these statues were damaged, and the heads knocked off and replaced by those of Republicans. Three additional, but smaller and cruder, statues of other republicans were also set up next to the Imperial ones at this time. When order was restored under Emperor Ruthopheax I, these Republican statues were of course demolished, and the heads of the Atlaniphons replaced with copies of the originals, made by our best sculptors. Our present Emperor, Ruthopheax III, has also built another statue here, commemorating Ruthopheax I.

As I gaze at these statues, I can see how time as well as Republican depredations have worn away at the Second Empire statues, but all three are still magnificent figures, over 200 feet tall. They stand in line, with the stumps and bases of the Republican statues still visible on either side of them. The recent statue of Ruthopheax is the most impressive of all, standing perhaps 300 feet high, sharply carved, and shining with paint. The Emperor, who is riding a horse, appears pointing north-east towards Cennatantis, unlike his predecessors, who merely stand gazing northwards, presumably towards the city of Atlantis. *(Thulpas: Several more statues were added later, by Ruthopheax IV and Brancerix I and II, of their predecessors, or in the case of Ruthopheax IV, of himself (but this was destroyed by Brancerix I). These statues are standing still, within the small enclave surrounding Miolrel, which is still Atlantean territory within the territories stolen by the Rabarrans.)* I should add that there were monuments here even before our Empire came into being. Sometime in the second century, the Yallands, under the orders of the Helvrans, whose Empire stretched all around the Helvengio, erected a statue symbolic of their Empire. After our war with them, we demolished this statue, but it was rebuilt by Atlaniphon II, as a gesture of reconciliation after the Helvran Revolt of 431-2. It is still visible a couple of miles to the west of the Atlantean statues, but part of it collapsed about 80 years ago, and it is impossible now to see what it originally looked like.

I now take the "Laivrado", as the road eastward is called. "Rado" is the Yalland word for our "Raita" ("road"), and "Laiv" is an Atlanicization of "loiv", which means "long" in Yalland, hence "long road". *(Thulpas: I must interpolate here that more recent scholars have disputed this seemingly obvious explanation. It is true that "oi" in other languages often becomes "ai" in Atlantean, but it may be that "laiv" is in fact the Helvran word "laiv", meaning "hot" or "heat", related to Atlantean "Laipho", "heat". This whole area was of course once part of the Helvran Empire. Hence a meaning of "hot road" or "road of heat". Also the word "road", which was originally "rata" (with long "a" in the middle) in the ancestral language of Atlantean and Yalland should linguistically have become "raudo" in Yalland in any case. The form "rado", which is what we actually find, may have descended from a form of the word with a short "a" in the middle, which would have become "rado" in Yalland, as we indeed find.)* This road runs eastwards some way inland from the coast, through scrubby countryside, till I reach the river Sheinteph. I cross this river and turn south for a while, the road rising into wooded hills, the "Ephorill". Later I turn east again, and travel some way south of the great range of mountains, the "Olgrunix", which overlook the coast to the north. I reach the river Trothyum, and am now well and truly in the territory of the ancient civilisation of the Manralians. Everywhere here are ancient villages, and the remains of great temples, built who knows how many centuries ago. My road travels on to the river Tephyens, and then south to the town of Nostohs. This town is right on the border of our Province: beyond it is the Military Border. Little more than a hundred miles to the south are the great deserts of the

Aolduathu and the Gesdraudho.

I decide now to interrupt my journey to Atlaniphis, at the end of the "Laivrado", to have a look at the cities on the south shore of the Helvengio. These Manralian cities are full of ancient remains of the old Manralian civilisation, and have an especial fascination for me. I visit Raihco, Noutens and Dohgash, which is some way inland to the south. All of these are worth seeing, particularly Dohgash, which was the ancient capital of the Manralians, and a huge religious centre or "Epehe" in Manralian. It still has great stone- and brick-built enclosures, and rows and rows of monuments to the high priests of old. There are still a small number of adepts who keep up the old religion, and processions of priests can still be seen moving and chanting amongst these temples. The population at large, however, have nearly all forgotten everything about their old beliefs, which they retain, if at all, purely as muddled superstitions. Noutens was also a religious centre, as well as a centre of learning, in particular of medicine. This side of it has survived in the form of the great school of medicine there now, for which it is world famous. The town itself is surrounded by religious monuments, and the woods all about are full of clearings devoted to religious observations. Nowadays the city is best-known as perhaps the foremost trading centre on the south coast of the Helvengio, and its position at the mouth of the Gairase allows it to dominate trade all the way up to Razira and further south.

Finally I turn back to my road and soon arrive in Atlaniphis. This is a "modern" city, and is chiefly important as a fort guarding the crossing of the river to Yall. Thiss. and Razira. *(The fortifications of this city were much improved over the next thirty years, and it played a vital role during the Continental War, witnessing three battles and several sieges between the Atlanteans and Basquecs. It fell to the Rabarrans in the end, thanks to the neglect of the Tyrants.)*

[Home Page](#) [Original documents - introduction](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

A brief history of Atlantean costume

The description below of Atlantean dress and its history is taken from a popular guide-book written by the curator of the Museum of Costume around 760 to 765. Museums had existed in the Empire since the first one was set up in Cennatlantis in 566 by Meison I. This was largely a collection of artifacts glorifying the Emperors of the Second Empire, and was not open to the general public. One or two small towns set up similar exhibitions soon after, and under the Republic these, and additional, museums were thrown open to the population at large. Again, though, these establishments were very tendentious, and were full of propaganda extolling the Republic. They were closed down after the triumph of the Imperialists, but after 660, the latter reopened a big national museum in Cennatlantis. However the future of museums was really laid by smaller towns at the end of the seventh century. Many of these places opened what were really local history centres, filled with documents and objects relating to the history of the communities, and allowed entry by all local people. These centres were initially funded by the local councils, but after 720, private museums appeared, with higher entrance charges. At the same time, the State set up a much grander museum of all Atlantean history in Cennatlantis in the 730s.

After 750, the notion of museums really took off, and every town vied with each other to establish museums of local interest. Many of these were privately owned, and museums of costume, that is, of displays of preserved dress from historical times, started to appear. If costumes of older periods were no longer extant, drawings were used, and occasionally specially made copies. But it was in Atlantis that one man had the idea of opening a really national history of costume, stocking it with examples of dress, real and copies, on dummies, and with explanatory guides. This was Iairos Nixalen, and parts of his brief guide to the Atlantean museum are reproduced below. It will be noted that by and large, only male dress is dealt with; this changed to include women in the later years of the Fifth Empire. Later on, too, this, and similar museums, developed further, keeping up-to-date with modern costume, and using live actors to walk around wearing costume of the past.

We know next to nothing of the costume of our distant ancestors, before the Empire of Atlantis was founded, and can guess at what they wore, only by the comments of writers of the First Empire. For this reason, we have made no attempt to reproduce the dress of this time in our museum, other than by drawings. These show you men with loose shirts and jackets with trousers tucked into boots. The dress of Atlanteans of the First Empire becomes gradually clearer as we move towards the full light of the Second Empire. Our reproductions of costume from the years between 200 and 300 are partly guesswork, but we now have also a few drawings to base them on. You will see that the loose shirts, usually of grey or white, are now placed within a belt, and covered with a shorter jacket and sometimes a cloak. Trousers are increasingly worn with gaiters, which seemed to have spread from the lower to the upper classes over the years. Hats, which were earlier only worn by workers engaged in outdoor work, are now worn more often by the more leisured classes as well. At all times Atlanteans had to wear a clear sign of the Class to which they belonged. By the middle of the third century, this was a broad strap, which stretched across the upper body, over the area of the heart, from top left to the right of the waist. Design and colour of the stripe represented the exact Class. Such marks were worn by all Classes and both sexes, from the age of 14 upwards. In the earlier third century, most men were clean-shaven, albeit with longer hair, although the upper classes and officers in the army often sported beards and long moustaches, as we can see from the surviving images from the Helvran War. By the time of the Family Wars and after, in the next century, facial hair had spread to all classes. This time, the lower classes often had straggly beards, while the elite had neat beards, moustaches and quite short hair. Gradually the fashion for beards died out, as the fourth century wore on, and by the time of the great Atlaniphon, most fashionable men were clean-shaven. Moustaches remained in fashion for a while in some cases, and both Atlaniphon I and II wore them.



After 300, jackets turned into jerkins, and trousers, or sometimes breeches, were gaitered up to the knees. This costume then developed into the standard wear of the First Empire in its greatest period, up until about 480. Men wore a woollen tunic, which extended some distance below the waist, over the top of trousers with gaiters or woollen socks, which reached about halfway up the leg towards the knee. The tunic was always worn under an elaborate belt, which became almost a symbol of Atlantis.

As the 400s passed, the tunic grew longer and longer, half-way down the thighs, while gaiters and shoes were replaced by longer gaiters and boots. A cloak would be worn in cold weather. Hats were rare in the earlier part of the century, but became more common later, being oval and domed. Colours of tunics were pale, usually white, cream or yellow, while trousers and cloak were of a darker hue, normally green or blue. Straps representing the six Classes continued to be worn, though after Class distinctions of position were officially abolished in 422, these straps gradually became more and more decorative.

The classical military costume of this period consisted of a tallish oval hat, made of stiff material; a thick tunic, belted, which extended half-way down the leg towards the knees, and was of the standard Second Empire colour, yellow or orange. A cloak was worn, usually dark in colour, while the legs had tight trousers with shoes, or later, boots. Haversacks were worn, with the crossbow over one shoulder, and the quiver of arrows at the waist. Leather breast armour was worn above the waist, with a notable orange boss placed over the heart. Later on in the 500s, infantry wore more armour to protect itself against the stronger firepower it now had to face. This took the form of metal breast armour, and similar protection for the arms, groin and upper legs.



Later on in the Second Empire, as the age deteriorated from a golden to a silver one, men's costume and appearance changed, also for the worse, in my opinion. By 500, influenced by the unconventionality of the new Romantic Movement, it became fashionable to grow the hair longer, and to sport beards. At the same time, dress became more elaborate and colourful, as our museum examples show. The tunic, which previously had been either white, beige or a light yellow (the symbolic colour of the Second Empire), became virtually a coat, knee-length or longer, in a variety of mostly dark colours – usually red or green -, and with some decorations. It fastened with buttons; the traditional cloak was unfortunately no longer worn. The Atlantean belt remained, but was worn underneath after the mid-500s. The Class stripe also continued to be worn; though its wearing was still enforced by law, it could be of any shape or style, and could be of more than one colour. Beneath the coat was a thin, short shirt, often brightly coloured. Legs were covered in tight trousers, often blue or black; and shoes in due course superseded boots again. Hats were now always worn.

At the end of the Second Empire, as Romanticism waned, and the Country became more militarised, a plainer, less colourful and more military style became popular. This involved plain, thigh-length coats, and leather top-boots over trousers. Beards went out of fashion, and were initially replaced by moustaches, which matched shorter hairstyles. Military dress developed along the same lines, and it can be difficult to tell civilians and soldiers apart in the early Imperialist period before and around 600.



ATLANTEAN OF REPUBLICAN PERIOD, c595

The Revolution marked a sea-change in costume, at first more obviously in the dress of the Republicans. As a reaction against aristocracy and privilege, Republicans favoured styles of dress which, originally, were more like those worn by the common man. This meant simpler and looser dress, and most notably an open neck, as worn hitherto by working men: the upper classes had always worn a high-necked shirt. Baggy shirts were worn over baggy trousers, with no "upper-class style" tailoring, and no belt, above all. The trousers were initially worn straight down to the shoes, without boots or gaiters; later, however, boots were worn over them in the army, and this spread back to civilian use. Hats were also abandoned as being too closely associated with the old Empire. Red or pink was a favourite colour of the Revolutionaries, and Republican soldiers were distinguished by their bright red shirts and loose, informal clothing. Hair was loose and long, with sideboards, but not usually with any other facial hair.

This style of dress was ridiculed by the Imperialists, but in fact their own costume gradually moved towards the same style. They too adopted a partially open neck after 600, but kept to a more tightly tailored and longer topcoat. Both they and the Republicans abandoned all body armour. Beneath the coat, they wore the traditional tunic with belt, and trousers tucked into high top-boots. Hats too became optional for a while. Hair became shaggier for a while, though after about 610, a short, military style came into favour. Moustaches continued to be worn until about 620, then the clean-shaven look came into fashion, which was to prevail right through until the end of the Third Empire. The most significant change for the Imperialists after 615 was the gradual adoption of breeches, rather than trousers. This was due to military influence, and also, in the first instance, the practice of the country Squires who were now taking over the Army, and would shortly take over the Empire. With the introduction of breeches, the traditional showy Atlantean belt became merely functional, to hold up the breeches. Imperialist military uniform remained very similar to civilian dress at this time, being essentially dark brown, with much leather.



After the fall of the Republic, a style of dress came into being, which lasted throughout the third Empire, and which, to us, seems to befit it exactly. It is still a recent period, and we have many examples in the museum – indeed many of us have grandparents who have never abandoned this mode of dress! There was a considerable difference between the costume worn by Squires, and that of the lower Classes. However, certain rules were laid down by Ruthopheax, which all Classes had to obey. He insisted that red, the colour of the Republicans, should never again be worn. Also, the dress of the new elite of landowning Squires, specifically breeches and stockings or gaiters, should be worn in lieu of trousers or tight-fitting hose. Men of the Squire Classes were generally clean-shaven, with medium-length hair, and always wore large, flat hats. They wore a dark-brown or green coat –virtually a jacket after the 720s -, over a white or faun shirt with a brightly coloured cravat, and sometimes a waistcoat. The cravat had superseded the open neck by the 640s. The shirt was usually heavily decorated or embroidered, while the waistcoat, if worn, became a pullover after the 730s. Breeches were always worn, above the knee, with stockings and shoes, though riders and soldiers usually wore boots instead. The lower classes wore somewhat simplified versions of this costume...

The costume of the Army was particularly striking at this time, developing as a result of deliberate decisions by Ruthopheax, who wanted to distinguish the Atlantean Army from that of all other nations. While essentially similar to that of upper-class civilians – tailored coat over shirt and neckerchief, plus breeches and shoes or boots, the colours were variations of white, gold and brown. The exact pattern and ornamentation varied amongst the units of the army, and obviously the officers had the most elaborate uniforms. Generally speaking, jackets were white or beige, embroidered with gold patterns, shirts were white or cream with more gold or blue decoration for officers, breeches were dark – brown, or, later, blue or grey -, and stockings were faun or dark grey.

Towards the end of this period, that is to say, after about 710 or 720, civilian dress became simpler and less elaborate, while at the same time, the colour-range worn became much greater. The prevalence of brown and green, symbolic of the Third Empire, gave way to grey, blue, green and even red. In the Army, a growing awareness of the need for camouflage against the new muskets and rifles coming into use, led to the abandonment of the colourful and bright uniforms of earlier times, in favour of more practical, if duller hues, predominantly blue and grey. This change took place in several stages, firstly amongst the Frontier Armies, and later for the Security Forces. Officers were the last to lose their elaborate white, gold and brown dress, at the

start of the Great Continental War...

As we reach our own time, there has been another costume revolution, which coincided with the fall of the Third Empire. Breeches, gaiters, hats and cravats have all been unceremoniously ousted. Instead, the dress of the lower Classes, which was already coming into more general use after the 730s, has been adopted by the whole of society, partly as an expression of revolt against the Third Empire elite, which was overthrown in 750. The old-fashioned fitted coat has gone as part of everyday wear; it has been replaced in cold weather only by a long, loose coat. For normal wear, trousers are now universally worn, with shoes, in place of the upper-class breeches and long socks. On top, the showy waistcoat of olden days has remained, but now in one colour, and usually worn open, over a shirt buttoned up to the neck. Very recently, the woollen pullover, which had come into fashion before the Continental War for all except the highest Classes, seems to be also rising in popularity. Hair has become longer, but most people are still clean-shaven.

The Army has remained in the duller colours of blue and grey, which were adopted before the War. Needless to say, the coat, breeches and socks, which were worn before and during the first part of the War, have vanished completely. Already after 745-746, the coat was shortened to a tighter-fitting, waist-length sort of tunic, while tighter trousers in thick socks were issued in place of the breeches and socks of the first years of the War. Medium-length boots were worn on the feet. As early as 732, a tighter, bonnet-like cap was issued in place of the larger hats of earlier years. What the future holds for fashion is difficult to foresee, but I think dress will become increasingly free, colourful and outrageous...

The author obviously finishes his chronicle in the 760s, but his predictions for the future were quite accurate. Costume for the rest of the century did become more outrageous, and it actually became fashionable after the 780s for men to wear women's dresses, and vice versa occasionally. Hair became longer, and a vogue for facial hair, such as sideboards, moustaches and beards developed after the 780s.



In the Army, uniforms remained similar to those of the latter stages of the Great Continental War, albeit with trousers rather than gaiters or socks, ankle-high boots instead of mid-calf-length ones, and shorter jackets. Also leather helmets were tentatively replaced by metal helmets of a sort not seen since the First Empire, as a result of experiences fighting Rabarran artillery in the 790s. Chest-armour was also reintroduced at this time.

The Tyrants hated the extreme civilian costumes of this era, and favoured military-style dress – their adherents, civilian and military, wore black one-piece overalls, emblazoned with the Tyrants' adopted thunderbolt insignia, and with boots and close-fitting hats (steel helmets and body-armour in the Frontier Army). The general population also adopted overall-style dress, with tight trousers. Fierce moustaches with longish hair became the order of the day.

For the duration of the Fifth Empire, fashion reverted at first to "traditional" baggy shirts, belts and loose trousers, with jackets and sometimes thigh-length coats. However, the differences between this era and the Second Empire were very marked, because of the use of a greater variety of materials, subtler and mixed colours, and all sorts of small tailoring effects. Moreover, for the first time, most women wore a similar outfit to men. Later, from the 850s onwards, as the grip of conformism lessened, costume became completely eclectic, and people wore styles from every era of past Atlantean history, according to the whim of fashion at that moment. At times, earlier styles of other nations were tried out, altered here and there to suit contemporary taste. Once the Final Wars had begun, after 870, costume sobered down, and became more like the styles of the 830s and 840s, or, as time passed, facsimiles of the military dress worn by the Army.

Fashion in men's hair varied, but was initially medium-long with sideboards. Later most were clean-shaven, though later on a fashion for straggly beards arose, both amongst ascetic philosophers and religious people, as well as the hedonists of the 860s and the Emperor Gailonex himself, in his later years. This mostly died out again in the Final Wars. The Emperor and Court, which during the Fourth Empire, had dressed very plainly, adopted much more formal and ceremonial dress after the 830s, based on the styles of the First and Second Empires. The favourite colour was mauve, which became the "standard" colour of the Fifth Empire. This was not a traditional Atlantean colour, in any way – green and yellow were -, but was borrowed from the ceremonial costumes of the Helvrans and some Chalcran states of the First Empire period.

The Army reverted to a modified Fourth Empire uniform, retaining metal helmets and body-armour at first, though most of the latter was done away with after the experience of the great Northern War, which showed that it had little effect. Colour changed to a dull green as camouflage.

[Home Page](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The immolation of the Third Empire

There follows a contemporary description of the dramatic end of the rulers and regime of the Third Empire. This is taken from the memoirs of Sualopho (spelt "Sualofo" after the Spelling Reform in 760) Thildoyon himself. He was the leader of the rebels at this time, and soon after became the first Emperor of the new Fourth Empire of Atlantis. He wrote the memoirs in the late 750s, and they dealt with the period in the 740s, up to the time he became Emperor in 750. There is clearly a belated attempt at self-justification here, as Thildoyon was as shocked as many other people at the apocalyptic conclusion to the fighting in Cennatlantia).

Most of the fighting on the part of the rebels took place on October 11th-12th, and was carried out by my rebel army. Buentel still obviously wanted to negotiate with the tyrants now hemmed in their palaces and mansions – but my rebels and I would have no more of that. We wanted to rid the Empire of this class-ridden and despotic regime once and for all. We fought the Imperial army for two whole days in the streets of the capital, and in an endless series of bloody battles, we either killed them or forced them back to the centre of the city. Neither side was in the mood to take many prisoners. We had to winkle the enemy out of every building, and charge and overrun endless barricades. Finally, we had reached the central government area, which was virtually surrounded by us to the west and south, and Buentel's army to the east.

Thus by October 13th we had trapped before us nearly the whole administration of the Third Empire - Emperor and Imperial Officers of State included. All were now cowering in Atlanicerex's old Imperial Palace, defended by the remnants of Riuden's army. This Palace had been used as the main centre of government throughout the War, and the Emperor had taken up his residence here, abandoning his peacetime country estates, which my rebels had not long before liberated. Although we had killed so many of Riuden's troops, there still remained a number of die-hards, and they were holed up behind walls, which were immensely strong – too strong for us to storm without terrible casualties. But I was able to suggest a way round to my generals. The grounds of the Palace were large, and we were able to infiltrate men into parts of these grounds, bypassing the strongly defended walls. Thereby we were able to attack the defenders from inside.

Meanwhile the Emperor and two hundred of his supporters had by now retreated to the old council chamber. **[This was a large room, built, unusually for its era, largely of wood]**. We eventually forced the remains of the enemy army back inside this room as well, and so completely surrounded them. They were obviously now totally at our mercy, and although some of the more enthusiastic of my men were all for charging in on them, I felt that it behoved me as the forthcoming founder of a new Imperial line and dynasty to offer these miserable slaves of a corrupt and despotic regime – yes, even the so-called Emperor, Riuden, himself, who was after all, only a stopgap Emperor -, the chance to surrender. Their emissary indignantly rejected this offer. I considered conferring with Buentel, but decided that the decision should lie in my hands, as the new Emperor – and besides, my men would obviously brook no further delay at this hour of decision. They hurled flaming torches and incendiary bombshells at the Palace, which soon caught fire, and flames roared up into the sky. From walls surrounding the Palace, some of my men, as well as myself, were able to see inside the building through the large windows in the walls, and later through the roof, when it had caught fire and was collapsing. There we saw a sight, which will live with me, and most of the other onlookers, I am sure, for the rest of my life. The trapped inhabitants of the Palace, disdaining surrender or flight, and clearly realising that their deaths were now certain, calmly sat down, and awaited their imminent immolation. I could see in there, with my own eyes, at least two hundred people, including all the Officers of State, many administrators, some soldiers, and in the midst of them all, on his throne, the Emperor Riuden himself. They just sat there, silently and patiently, awaiting the dreadful fate, which was about to befall them all. Soon the whole building went up in flames. Some soldiers now tried to escape, and were forced back into the fire, but all agree, myself not least,

that not one of the Squires moved from his seat, as the flames consumed the building and all its inhabitants. This was surely the finest hour of the Third Empire, and goes some small way to redeem the crimes committed by its minions since the accession of the first Emperor of that regime. As far as we know, only three injured people survived from this funeral pyre, and presumably escaped into hiding.

" Thaisonix thaisan tehen raiphaxa rota sayan".

"The Squires have robbed power from the people". (Sualopho Thildoyon, 750)

This terrible event virtually ended the brief civil war. Lingon, after a couple of days' hesitation, realised he had lost, abandoned his army, and fled to seek and find sanctuary in Rabarrieh. All other opposition rapidly collapsed, and within days, the Third Empire was declared over, and Thildoyon took the throne of the Fourth Empire. But in the eyes of many workers, democrats and disaffected republicans, he was there on sufferance until he had proved his worth in their eyes.

[Home Page](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The overthrow of the Fourth Empire, by Suenno Ramestel.

November 14th was the anniversary of the coronation of the Emperor Sualofo Thildoyon in 750 – the beginning of the Fourth Empire, the tragic end of which we were about to witness. As was customary, a celebratory military display had been organised on a parade-ground on the outskirts of Cennatlantis, which would involve several units of the Army, as well as other people, all to be watched by crowds of onlookers. I was with Ciblon and the Emperor, and various members of the Government and royal Family on a low dais in front of a parade ground. Rathayan planned to use this occasion to massacre as many members of the government, royalty and commoners, men and women, as he could, using units which he knew were loyal to him and the Party. Other loyalists would seize control of Cennatlantis at the same time, and he and his Party would simultaneously take control of the Government.

Now Suenno Ciblon had heard rumours of such a plot, and suspected that the anniversary celebrations would be the occasion on which it would be put into action. He quietly warned the Emperor, as usual to no avail, so then made sure a loyal bodyguard stood near him. He then positioned himself in a relatively secure place, and ordered me not to attend the ceremony at all, under a pretext. Ciblon suspected many of the troops now massed about Cennatlantis were in fact loyal to the Brotherhood, but had ascertained the loyalty to the Emperor of some other units, with which he could try to fight back against a coup..... And so the terrible deed took place. In the middle of the military display, a unit of the troops, led by Rathayan, suddenly veered towards the dignitaries' stand, and opened fire on them with their rifles. As Ciblon told me, he instantly ordered a small group of loyal troops there to fire back, and this temporarily surprised Rathayan's forces. However, they soon regained control, and ruthlessly shot down as many people as they could. Many Ministers and members of the Government were wounded or killed, and the Emperor was able to escape with only minor wounds due to the self-sacrifice of his loyal bodyguards. Both Emperor Sualofo and Ciblon escaped.

I joined Ciblon in the centre of the city, where he was trying with some success to rally supporters against Rathayan. For the rest of the day, there ensued fierce fighting between the rebels and our loyal troops for the control of the government buildings in the city. The rebels fought with great cruelty, and many were the innocent or unarmed victims who they slaughtered in cold blood. The Emperor himself had taken refuge in the New Palace [**the Imperial Palace and Court built after 750 to replace the older one in Cennatlantis destroyed in the fighting which overthrew the Third Empire. It was a few miles outside Cennatlantis itself, but much closer than the main Third Empire Palace, which was about 15 miles away, and now used as a museum**]. The following morning the Palace was surrounded by rebels, who called on the Emperor and his supporters to surrender. They refused, and the Palace was then bombarded by cannon. The defenders could do little to protect themselves, and one of the first to be killed was the Emperor himself, who was crushed to death by falling masonry. Soon after, many others were killed or wounded in the same way, and in the afternoon, the remainder surrendered. Immediately afterwards, they were all, including several members of the Royal Family, shot down.

The full weight of Rathayan's army was now concentrated on Cennatlantis itself, and Ciblon and I, with some supporters, realised that we had to move out to find support for our cause elsewhere. We fled by devious ways to Atlantis, many times only narrowly escaping capture. We were finding it increasingly difficult to rally support, as we discovered how widely Rathayan had made sure of the loyalty of armies throughout the Empire. Many on frontiers were uncontaminated by Brotherhood infiltration, but they were unwilling to intervene to support a frankly not very popular Emperor. As soon as they heard of his death, and the promises of Rathayan that he would treat the Army well, and raise its pay, they all decided to accept the change of government as a "fait accompli"....Ciblon found that Atlantis too was swarming with Brotherhood members. He attempted to rally supporters outside the old Council buildings there, but opposition forced him quickly to move again outside the city to the Algrunx hills to the south.

Here ha and I and some others rallied perhaps a couple of thousand supporters, about half of which belonged to the army.

These loyalists cheered Ciblon and proposed him as the new Emperor, but Ciblon modestly refused. Later that day (November 25th), we saw masses of rebel troops approaching. Knowing he was sure to be defeated, Ciblon resolved to defend himself to the death. However, he told me to flee at once to Phonaria, in order to keep up the memory of the old Atlantis now being overthrown, and the chance of resistance against the rebels in the future. I tearfully asked to remain with him in the battle-line, but Ciblon was adamant that I should leave at once, with a small escort. And so I did, making a tortuous route to Atlantean Phonaria, and later into exile in the west of the island, in Noumandix territory. I have kept my promise to Ciblon by writing this history of the Fourth Empire, and its overthrow by the barbarians who are now running and ruining our dear Empire.... Ciblon meanwhile, as I heard from a survivor, was true to his word, and remained on the battlefield, fighting to the death. Most of his party was killed, many, as seems to be typical of these barbaric times, slaughtered in cold blood. Some were captured, and have been cruelly imprisoned ever since. Is there no limit to the depths to which this Tyrant can stoop?

[Ramestel was to become a victim of this very cruelty that he is here decrying – in fact, a far greater cruelty than that inflicted on Ciblon’s followers. He remained in Phonaria writing until 816, and then most unwisely decided to risk returning to Yciel Atlantis. He thought that the new ruler of the Empire, Borbar Measel, would have forgotten about him, or that he would be able to hide in Yciel Atlantis, on the borders of the Empire. But his descriptions of the end of the Fourth Empire, and his denunciations of the crimes of the Brotherhood Party in his books, had made him a marked figure. Within a few days of arriving in Atlantean territory, he was seized by Borbar’s secret police, imprisoned and tortured for days. Then, as a refinement of cruelty, he was put on public display with some other political "deviants", and following Borbar’s recent practice, was tortured to death in an arena in front of thousands of citizens. The only mitigation of his suffering was that the form and length of his torture was mild compared with what would be meted out in years to come. All that happened to him was that he was stripped naked, lashed, had his toenails pulled out, his fingers chopped off, his tongue pulled out, one eye gouged out, a fire set alight under his feet: he was then suspended by the arms just above the fire, which was gradually allowed to burn up higher and set him on fire. He died after some four hours of this.]

The terrible age of the Tyrants began.

[Home Page](#) [The Tyrants- \(1\) 805 - 812](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Ruthopheax as seen by his contemporaries

Ruthopheax is quite an elusive figure for the historian to pin down. Above all he was a master of projecting himself to the world at large exactly as he wanted to appear. He manufactured his own image, and Atlanteans of the Third Empire and afterwards believed this image was the real man. Much remains hidden about what actually went on in the 630s and 640s, and Ruthopheax was happy that it should be so. However we know now, and some Atlanteans of the Fourth Empire and later (i.e. after 790) came to learn, that there was another, far darker side to Ruthopheax as politician and Emperor. The extracts from Atlantean historians given below will show the differences between the two images, as well as describe the atmosphere of the period around 629, when the Imperialists finally overthrew the last Republicans.

The first passage was written by Ruthopheax's official chronicler in the later 630s, and was later included in the standard lives of the Emperor. It paints a heroic and unblemished picture of the Emperor, who appears far-sighted and detached, and glosses over the actions he took against the defeated Republicans.

Louron thus managed to be the first commander to reach the outskirts of the great city of Atlantis itself. High walls surrounded the town, manned by the last forces left to the Republican usurpers. Louron had no doubts about how to deal with this seeming obstacle, and, as he had done so often before, lined up all his artillery. In a matter of only two days, a great breach had been blown in the wall, and he was able to launch his soldiers through it on the third day. Thus he gained entrance inside the city walls, but his army still had a hard fight ahead of it, to force its way down to the sea and the centre of the city.

The enemy did indeed resist furiously at first, and at this point the Army came up again against the devilish inventions of the Republican inventor, Bueccan. This inventor of steam-powered engines misguidedly gave his services to the Republicans, and from his home town of Tilrase had overseen the construction of many such engines, which could carry soldiers and arms rapidly and securely about the battlefield and against our soldiers. These had caused some dismay and casualties at first, but our fearless men soon got used to them and learned how to deal with them. Now in Atlantis the remaining engines were thrown against us, commanded again by Bueccan, who had fled to Atlantis when our Army took Tilrase. But the engines all either broke down or roamed aimlessly around until our men were able to shoot their drivers. Bueccan himself was captured, and Louron decided that it would be best to set an example and ordered his execution - and also of other Republicans who were believed to have driven these machines. (This passage was omitted from histories published after 650, as Ruthopheax wanted to erase the knowledge of such inventions from everyone's memory.) Louron quite rightly believed these machines, and all such inventions, to be devilish and unsuitable for the Empire he was to found a year or so later.

In due course our soldiers defeated the enemy, and approached the centre of the city. Unfortunately the delay had given the Republican leaders time to prepare their escape, and they, abandoning their army and citizens, crept away on to boats and off to the "Atlano Mandengio" (island of Atlantis).

As an example of the original Atlantean, I give the following sentence in Atlantean before continuing with the translation :
 Scatisan scilondur rouhun, Louron can urgathe runan ar silil til aggix, zuen cianan enuyu daiethehetu thisaggeyu eathe thehexa mentan til ruheso dituilluyan cerexayu Carel III.

At that time, Louron himself, riding his horse, went up the hill inside the walls, on which the first city temple had been built back in the reign of the unfortunate Emperor Carel III. Here too had been the great statue to Atlaniphon II, put up by Emperor Atlanicerex. The temple was a ruin, and the statue had vanished, having been destroyed by the Republicans. Our leader, his cloak billowing behind him, sat motionless on his horse on top of the hill, silhouetted against the horizon by the

setting sun. He gazed around him, looking mournfully at the temple ruins, and then at the city which lay at his feet, and finally at the ships fleeing across the waters, carrying the cowardly Republican leaders. He beckoned to two of his staff to join him, and spoke to them, as I have been informed:

"This is truly the greatest day of my life. Within a few hours, or a day at most, the city of Atlantis will be ours, and the hateful blight of Republicanism will be eradicated from the Empire. I am humbled by the honour that General Treckol has granted me to be able to capture this last refuge of the enemy. I want to help him to rebuild our Empire under its old values. But above all we must purge and cleanse places like this of all the taints of that pernicious Republicanism, which they have adopted for the past 40 years."

As Louron prophesied, the last enemy soldiers surrendered within a day or two. Due to the treachery of the navy, we were unable to intercept the Republican leaders, who escaped finally to Yciël Atlantis. Louron later found out those Republican leaders who had remained in hiding in Atlantis, put them on trial and saw that they received suitable sentences. After that, he left the city, and went to join his commander, General Treckol in the rear.

The second extract was written in secret and never published. It was found as a manuscript by an historian around 785, and later similar narratives were uncovered. These seem to show that Louron, even before he was Emperor, and also throughout the 630s and 640s, acted with extreme brutality and cruelty towards anyone who was a Republican, or who even had the misfortune to have lived in a Republican city before 628.

Louron was furious that the Republican leaders had mostly escaped his vengeance in Atlantis by fleeing away across the seas. He cursed the navy for its treachery, then, even before the fighting in the city had finished, ordered every person remaining who had had any sort of authority under the old regime to be dragged forth and made ready to stand trial.

It proved difficult to find these people, and more difficult to ascertain who had been active in the former government, and who were just ordinary citizens. Louron, though, was growing ever more angry as he toured the ancient city and saw the deprivations which the Republicans had carried out there - the Imperial Palace partly destroyed, and partly turned into an arsenal, nearly all the statues of Emperors destroyed, the temples turned into offices, the nobles' houses given to ordinary citizens, etc. He showed these things to his army, deliberately to build up its hatred against the Republicans.

He ordered the leaders to be executed forthwith, now, without any trial, and in public, in the same place and same way as the Republicans had in the past executed our leaders, above all Emperor Crehonorex. They were not just beheaded, though, but savagely beaten and burned to death tied to stakes. Others were also executed, many just ordinary soldiers, who happened to have been taken prisoner.

Then Louron announced that he intended to purge this city by evicting up to a quarter of its inhabitants. This he did, forcing them out into the countryside, scattering them about, and leaving them to make their own shelters. When General Treckol heard about this, he was angered, and ordered Louron to stop any further reprisals. Louron reluctantly obeyed for the time, but after the assassination of Treckol, which some claimed Louron himself was behind, he resumed all these activities again. Indeed matters grew much worse for the inhabitants of the towns of the old Republic, for Louron now inflicted on all the large towns in this area, the same punishments he had already carried out on Atlantis city. One of his favourite sayings was: "Cities are the source of all evils. Good comes only from the country, whose representative in the Squire." Worse still - he established a secret army within an army, and whenever he evicted citizens from these towns, which he did from at intervals over and over again, rather than just settling them elsewhere in the countryside, thousands were taken off and secretly killed...

[Home Page](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The campaign of 590-591, involving the siege of Cennatlantis, and its attempted reliefs by the Imperialists.

THE MILITARY WRITINGS OF FULGO MEISTAOS

Below we include a sizeable extract from the military narrative by Fulgo Meistaos concerning the siege of Cennatlantis and its defence by the brilliant Republican general, Russalonni Bourbronna, against repeated attempts at relief by the Imperialists. Meistaos lived under the Third Empire, specifically writing around 720 to 735. He provides a narrative of this part of the Republican-Imperialist wars largely as a basis for commentating on tactics and strategy, and demonstrating the bases of Atlantean military strategy throughout the ages. His aim was to provide the military leaders of the Third Empire with a useful strategic guide, culled from the experience of centuries of Atlantean theory and practice. He saw Bourbronna as a brilliant exemplar of good Atlantean strategy, and his Imperialist enemies, defeated repeatedly, as traditional Atlantean military strategists, who failed to keep up-to-date with the innovations of the Republican armies. Ironically, precisely the same thing was to happen to the Third Empire Army in the face of the attacks by Gosscault after 743. Meistaos himself was a civilian at this stage, and more interested in the past than the present and future. Nevertheless, he wrote a number of minatory pamphlets and books in the 730s regarding the threat posed to Atlantis by Basquecieh, which were largely ignored. He died in 744, in despair at the seemingly invincible march of enemy armies into Atlantean territory.

THE BACKGROUND TO THE CAMPAIGN FOR CENNATLANTIS

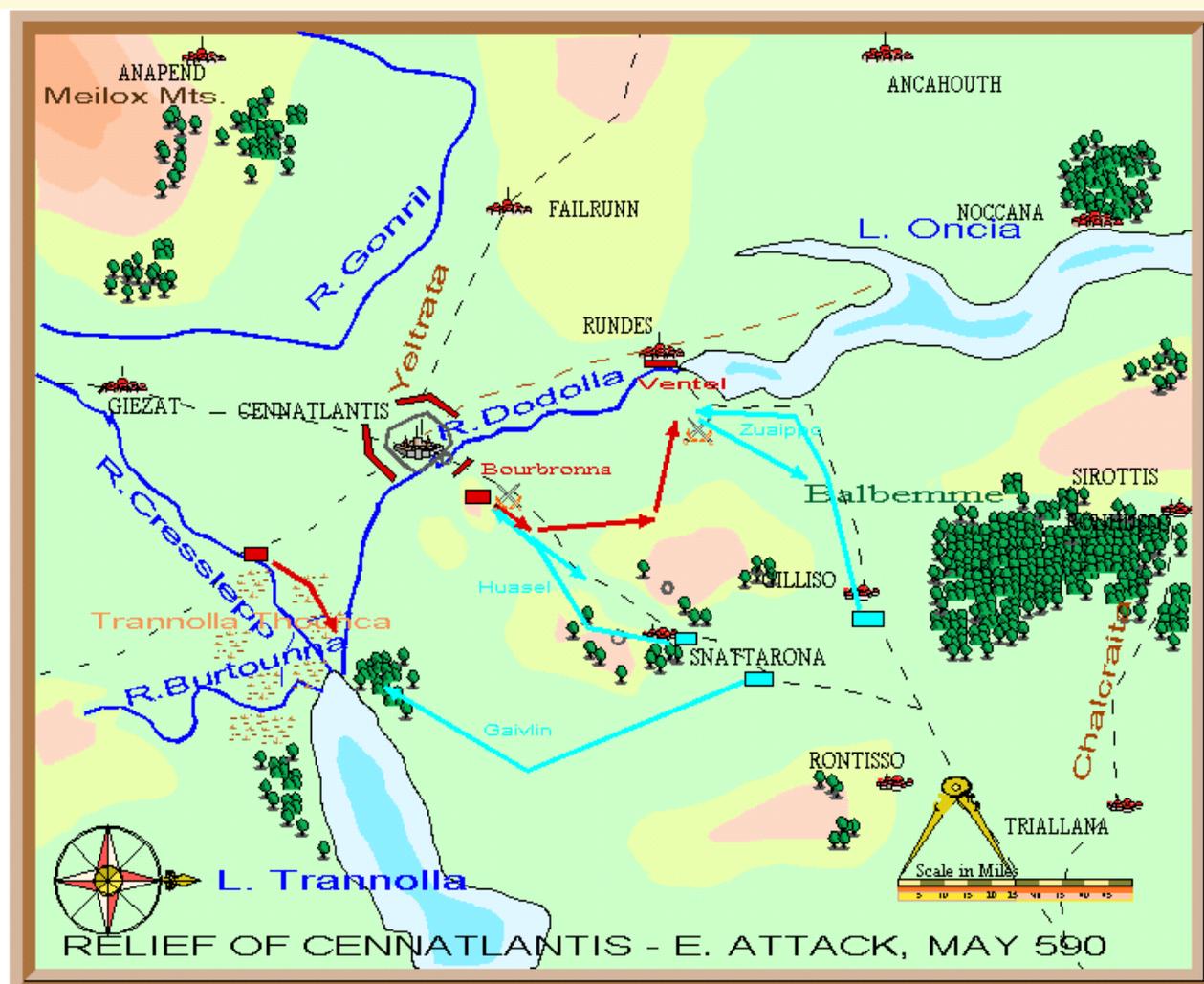
Following their defeat of the Imperialists at the Battle of Fourtis in July 588, the Republicans (as they later became) prepared to reconquer Atlantidieh, and march again on the capital, Cennatlantis. It was necessary first to enlarge and reorganise their armies, and this meant that there was little movement until the beginning of 589. Republican forces on this central front totalled about 100000 by mid 589, with up to 100000 more troops elsewhere in the Empire. The Imperialists, now led by "Imperial Governor" Lingon, in theory possessed about 300000 troops, but many of these had to man the frontiers, and many were lost at Fourtis, and during the subsequent Republican advance. As a result, there were barely 80000 left in the east of Atlantidieh at this stage. Most of the Imperialists were forced back behind the Dodolla river by August, leaving a strong garrison of 20000 men in Cennatlantis itself. They planned that the city, which was well protected by defences put up over the previous decades, should hold out while the main Imperialist forces sorted themselves out, and later recrossed the river to defeat and force back the Republicans. But over the next few months, the Republicans gradually blockaded Cennatlantis, and sought for a means to cross the river, and completely surround the city, which they recognised was too strong to attack directly. Republican forces reached the river north and south of the city. The whole river between Lakes Oncia and Trannolla is about 75 miles long, but at first the Republicans could not see how to cross it, without being faced and attacked by superior enemy forces. However, some 30000 men encamped themselves south of Rundes, while other groups were further south, and somehow succeeded in undermining many of the Imperialist forces on the other side of the river. Most of these were Chalcrans, and the Republicans persuaded them to defect to their side. As a result they were able to cross, after a diversionary manoeuvre, and by the end of the year, had reached the hills east of Cennatlantis, while the Imperialists regrouped about Gilliso and Rontisso, and held the Snattarona hills with outposts. About 17-19000 Republicans were besieging the Imperialist force inside Cennatlantis.

But the Imperialists committed the cardinal error of despising not just the Republicans' beliefs, but also their army and leadership. During the Republican advances of the previous year, their armies had been led by three separate generals in Atlantidieh, Pouton, Ventel and Bourbronna himself. However the Republican leadership realised that their armies could advance no further until Cennatlantis was taken, and the defending army needed to be under the control of one general, to whom the others were subordinate. They made the correct decision by picking Bourbronna as overall leader, because of his enthusiastic attacking policy hitherto, and because it was he that had masterminded the defection of the Imperialists near Rundes.

1. THE ATTEMPT TO RELIEVE CENNATLANTIS FROM THE EAST, MAY 590.

By May, the Imperialists were ready to make their first attempt at relieving the capital. They had 90000 men in all now, while the Republicans had only 65000, excluding the forces besieging Cennatlantis. But the Imperialists made the mistake of dividing their relieving force up into three separate columns, each too far apart to support the others. The largest force behind Snattarona was to march firstly south-west on the capital, assaulting the enemy on the hills before the capital. This force, of four armies, was led by Huasel, and was about 42000 strong. To his north, 33000 men (three armies) under Zuaippo were to march down the road to Lake Oncia and then turn south past Rundes to get behind the main assumed Republican position near Snattarona, or prevent it being reinforced from across the Dodolla. Finally a third force, intended as a feint, was to move across to the end of Lake Trannolla, and attract the Republicans' attention to this area. This force was only two small armies, 15000 strong, under General Gaiplin. The overall commander was General Huasel, in the centre.

Bourbronna had 30000 men led by himself, in the hills near Cennatlantis, 20000 men under Ventel near the Cresslepp, west of the Dodolla, and smaller garrisons in Rundes and further south behind the Dodolla. General Gaiplin's force was the first to be spotted (deliberately), but Bourbronna suspected it might well be a feint, and kept the rest of his forces concentrated in the centre. Although Huasel had planned that Zuaippo should next attract the Republicans' attention, in fact he advanced too cautiously, and Bourbronna soon recognised Huasel's armies lumbering down the Snattarona road. He waited patiently in his position, allowing a small force from Rundes to hold up Zuaippo as he finally reached the river.



Then on 18th May, the Imperialists prepared hesitantly to attack Bourbronna on his hills. They had hoped he would have slimmed out his defences by now, but 30000 against 40000 were quite sufficient for Bourbronna to win the *Battle of Cennatlantis Hills*. He allowed the enemy to make their attack, then sent a force round behind Huasel. Though unused to defending, the Republicans on the hills, held off the attacking Imperialists from prepared positions brilliantly, and then counter-attacked them as they retreated. In all they lost 5500 men, to Bourbronna's 2400. Bourbronna now harried them back towards Snattarona.

He now showed up the disastrous fault in the Imperialists' plans. Their armies under Zuaippo should by now have been marching down the Dodolla, ready to attack Bourbronna in rear, or in flank, if he was still in the hills, combining with a fresh attack from in front by Huasel himself. But the Imperialist columns were far too far apart, and Zuaippo was still tarrying east of Rundes, being tantalised by Ventel. Bourbronna now marched nearly all his armies northwards, and smashed into Zuaippo's flank on 22nd May, at the *Battle of Rundes*. The Imperialist lost 5000 casualties, plus another 6000 prisoners in Bourbronna's pursuit. He himself suffered only 3200 losses. After this, Huasel called off the whole advance, and retreated back to his starting-point.

[Home Page](#)

[The siege of Cennatlantis, part 2](#)

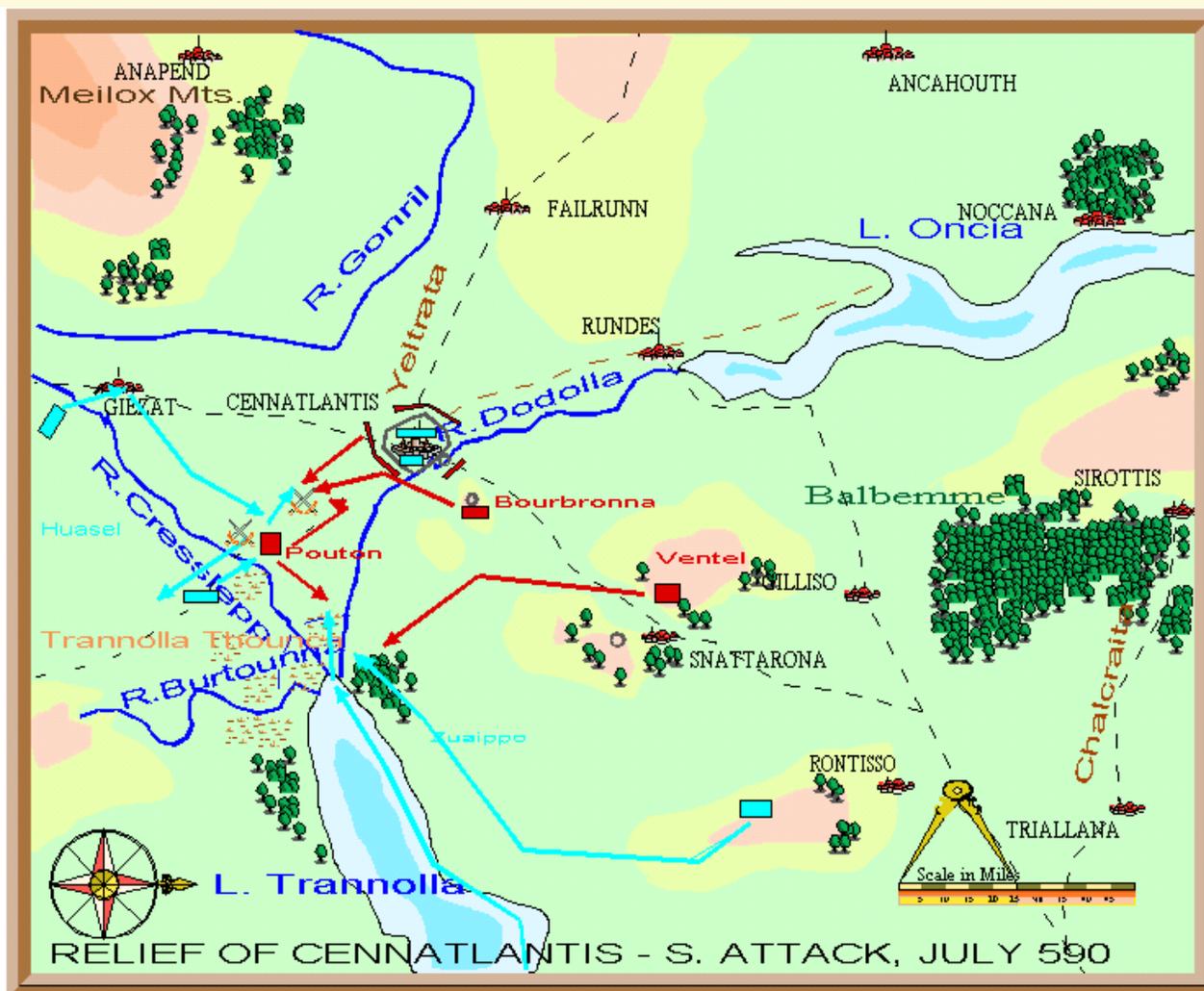
[Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists-\(1\) 591 - 600](#)
 [Third Empire- \(1\) 648 - 670](#)
 [The Continental War-\(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
 [The Tyrants- \(1\) 805 - 812](#)
 [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
 [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society-\(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE ATTEMPT TO RELIEVE CENNATLANTIS FROM THE SOUTH, JULY 590



During the summer months, the Republicans tried to create a naval presence on Lake Oncia, to rival the Imperialist control of the waters. The Imperialists in fact now planned to try to strike to the west of the river Dodolla, from the south, destroying the Republicans and relieving Cennatlantis, and took the opportunity of attracting the attention of the enemy northwards. They sent out their navy on to the middle of the Lake, which attracted the Republican fleet to it. It was partially defeated, and forced back to its port at Rundes. Meanwhile, General Huasel had concentrated most of his army (about 50000) south of the river Cresslepp, near Giezat, leaving 30000 near Rontisso under Gavlin. The latter would act as a decoy, by threatening another attack down the northern edge of Lake Trannolla towards that end of the Dodolla, along with a naval force with 15000 men.

The Imperialist operations began in mid-July, just after the Republican naval defeat on Lake Oncia had taken place. This had no influence on Bourbronna, who immediately realised that the Imperialist naval escapades were just a diversion. His

spies had told him of the Imperialist forces on and north of Lake Trannolla, though he was not yet aware of any additional enemy troops south of the river Cresslepp. His forces were divided in three groups – 18000 under Ventel on the Snattarona heights; 20000 under his personal command on the hills east of Cennatlantis; and 22000 under Pouton south of Cennatlantis, between the Dodolla and Cresslepp. There was also a garrison in Rundes, and the besieging forces surrounding Cennatlantis. This time, it can be seen that the Imperialists had concentrated their forces much more thoroughly than in April, and had 35000 man opposite Giezat, 15000 further south along the Cresslepp, making 50000 in all facing Pouton's 22000.

Pouton had only an observation force in Giezat, with most of his force to the south-east, opposite part of Huasel's army. He was also keeping an eye on Zuaippo who was moving down Lake Trannolla towards him, accompanied by a slow-moving naval force. The latter landed in the marshes between the Dodolla and Cresslepp on July 18th, while Zuiappo approached the Dodolla. None of this had gone unnoticed by Bourbronna, as Huasel intended, and Ventel was instructed to move off southwards and hit these enemy forces in flank. Thus Huasel was able to force his way over the river and into Giezat on July 22nd-23rd with little trouble. He now moved north-east on Pouton's flank, while the Imperialists opposite Pouton sought to hold him in position, by trying to cross the river. Pouton himself was split into various small forces, trying to observe and deal with all these stronger imperialist armies, and Bourbronna warned him repeatedly to keep his army concentrated. He decided by the 24th that the focus of activity was the other side of the Dodolla, and hastened to move his force over there, going south of Cennatlantis.

The Imperialists now needed to move fast and decisively, before the Republicans could concentrate. Huasel, however, moved his army quite deliberately, and although he was able to inflict a couple of defeats on parts of Pouton's forces on July 25th-26th, he then halted. Pouton was desperately trying to concentrate his corps to the north, nearer to Cennatlantis, where he would be reinforced by Bourbronna himself. The two forces had joined up by July 27th, and as Huasel cautiously moved north on the 28th, Bourbronna and Pouton together, with 40000 man were able to attack Huasel's left flank in a decisive battle. Here as usual, the Republicans were able to deploy their swarm of fast-moving infantry OCHOSIX and cavalry to bewilder the slower-moving enemy, and then concentrate on a flank. Huasel, having lost contact anyway with Zuaippo, retreated back over the Cresslepp, hustled by the Republicans. To the east, Ventel had forced Zuaippo to retreat, while the Imperialist naval force in the Trannolla Thounca (marshes) could only sit and wait, unsupported by either Ventel or the retreating Huasel. It was soon hustled back on to its boats by Pouton. Thus ended the second unsuccessful attempt by the Imperialists to relieve the capital. Despite a better conceived plan, the Imperialists still moved too slowly, and were outwitted by Bourbronna, who was able to guess their intentions, and concentrate his forces to beat them, although even at the climactic battle, he only had 40000 against 48000 Imperialists.

[Home Page](#) [The siege of Cennatlantis, part 3](#) [Original documents - introduction](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



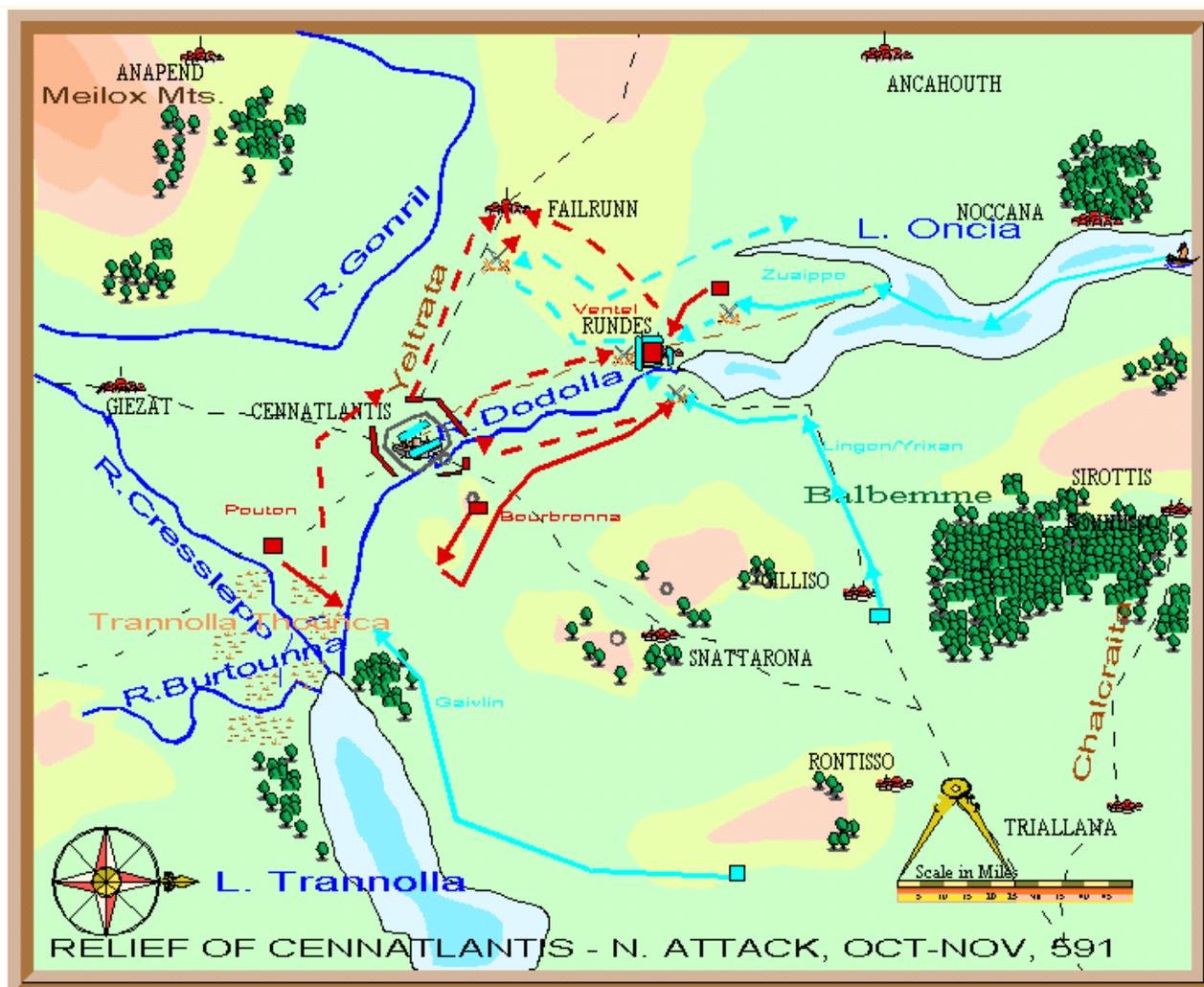
[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE ATTEMPT TO RELIEVE CENATLANTIS FROM THE NORTH, OCTOBER - NOVEMBER 590

During the summer of 590, the Republicans attempted to extend their area of control around the besieged city of Cennatlantis, both southwards across the Cresslepp, and eastwards to Snattarona and Gilliso. However, the Imperialists were too strong to be shifted from the marshy area between the rivers Cresslepp and Bourbronna, and they seized and entrenched themselves on the Snattarona hills while the Republicans were off to the west in July, resisting two assaults by Bourbronna in August and September. These were serious setbacks for the Republicans, who were now very much hemmed in, defending the siege of Cennatlantis. Bourbronna strained every sinew to force the city to surrender, using bombardment, starvation and attempted treachery, all to no avail. His overall strength was still considerably lower than the Imperialists', and he rightly concluded that he had to remain on the defensive after November, until Cennatlantis could be taken. Nevertheless, harsh words passed between Bourbronna and the republican leadership, who chided him for not advancing further, yet refused to find any more troops for him.

The Imperialists determined to push on with another attempt to crush Bourbronna and relieve Cennatlantis. Lingon took over leadership of the next campaign, which had already been planned as an attack from the north. Lingon himself, along with General Yrixan would lead 45000 men from Gilliso on Rundes, supported by a force of 30000 men, led by General Zuaippo on Lake Oncia, which would land between the southern arms of the lake, and move on Rundes from the north. (The Imperialists still had complete naval control of all the Chalcran lakes). Another 15000 men under Gavlin would move down the north side of Lake Trannolla as a feint, to attract the attention of the Imperialists to the south. Having stormed and seized Rundes, the overwhelmingly strong Imperialist armies would then march on Cennatlantis on both banks of the Dodolla, keeping in close contact by the bridge at Rundes, and knocking aside any Republican challenges as they met them.

The plan was quite well-conceived, and more by luck than anything else, Bourbronna was indeed deceived at the beginning by Gavlin's diversionary advance in the south. However, there was still considerable danger in separating the two main Imperialist armies before they joined at Rundes, in the face of a brilliant general like Bourbronna. The Republican forces were initially split between Bourbronna in the hills east of Cennatlantis, with 30000 men, Ventel in the south, behind the Dodolla, with 25000, and Pouton in Rundes and to the NE and NW, with 15000. On October 26th, Bourbronna moved south with most of his army, to assist Pouton in crushing what he believed was the main Imperialist attack around Lake Trannolla. It has never been fully explained why Bourbronna harboured this misconception, but it nearly caused a disaster to the Republicans. Only his own strategical brilliance rescued them later. Over the next two days, Zuaippo's army began landing from Lake Oncia, but it took some time for a force of this time to cross the lake and disembark, and it lay at the mercy of a strong Republican counterattack from Rundes for some considerable time. Lingon had foreseen this, but did not want to attract Ventel's attention to the east side of the river, and his own advance via Gilliso, in case this undeceived Bourbronna about the feint offensive by Gavlin in the south. Certainly Pouton, with his small force, felt helpless, and demanded help from Bourbronna. Meanwhile he put most of his army within the fairly weak defences of Rundes, with cavalry on the east bank to watch Lingon, and a small force in a defensive position south of Zuaippo's army.



By the

1st November Bourbronna was at last beginning to realise that he was being led up a blind alley in the south. He turned himself round, and marched back to confront Lingon, ordering Ventei to hold tight in Rundes at all costs. He also finally decided that he needed reinforcements for Ventei on the western side of the river, and ordered Pouton to march north at all speed to join Ventei, with 20000 men. Bourbronna's march back north was a nightmare in rainy and foggy weather, and by the time Lingon's army came into sight, on November 4th, the Imperialists had already blockaded the east side of Rundes. To the west, Zuaippo had finally finished landing and got his army into shape by 1st November, and moved, with 20000 men, against Ventei's blocking force of just about 7500. A keenly fought battle in a thunderstorm on November 2nd went against the Republicans, despite their carefully entrenched position, and they retreated, initially, towards Rundes. Ventei, however, now learning of the reinforcements belatedly coming from the south, decided that he did not want to be trapped inside Rundes with his whole army, and deliberately ordered this force, plus another 5000 to move to one side, in the direction of Failrunn. This left about 5000 (including the garrison) in Rundes.

On November 5th, Bourbronna hurled his army piecemeal against Lingon, 25000 against 35000. In the *First Battle of Rundes*, Bourbronna's army was unable to make much impression on the Imperialists, and he broke off the fight fairly early on. News now reached him that Zuaippo's forces had blockaded Rundes on the west bank of the Dodolla on the 4th. He now decided he must concentrate all his forces and defeat the two separated prongs of the enemy army, while they were still separated by Rundes and the Dodolla. He turned round and marched his weary army back to Cennatlantis and across the river by the northern siege-lines. Zuaippo, meanwhile, having blockaded Rundes, was unwilling to advance much further until he had direct communications with Lingon. He did, though, send a force of 15000 trailing vaguely in the footsteps of Ventei, towards Failrunn. Lingon should have moved speedily south on Cennatlantis, chasing Bourbronna, and relieving the city from the east. He tried to impress this on Yrixan, who actually led the army, but Yrixan insisted that Rundes had to be taken first. Thus, on November 5th and 6th, there was the remarkable sight of two Imperialist armies, numbering at least 50000, frozen (almost literally because of the icy weather) in position by Rundes, which was held by no more than 5000 men. During this time, three different Republican armies marched and manoeuvred at all speed to defeat them. Pouton had joined Ventei's small force at Failrunn on November 4th, and egged on by Bourbronna near Cennatlantis, on November 6th they attacked the unsuspecting Imperialist army some miles to the east. With 30000 against 15000, the

Battle of Failrunn was an overwhelming Republican victory. Over 10000 of the Imperialists were casualties or prisoners, and the rest retreated north up the western bank of Lake Oncia, towards Noccana.

On November 7th, all the Republican forces, led by Bourbronna, moved on Rundes up the Dodolla. Now Rundes fell to the Imperialists after an assault on November 6th, incidentally forcing the Republican navy out on to the lake, and Lingon immediately set his army in motion down the east of the Dodolla on Cennatlantis. He had of course left it too late, and now was just the wrong moment to divide up the Imperialist forces. On November 8th, Bourbronna's army of 50000 smashed Zuaippo's 35000 (which included a few troops from Lingon's army) at the *Second Battle of Rundes*. Losing 11000 men, Zuaippo retreated hastily northwards back to his landing-place on Lake Oncia.

During this time, Lingon had been moving on Cennatlantis, and he reached the Republican besieging forces on the east bank on November 9th, by which time the news was reaching him of the defeat of all the Imperialist forces on the west bank. He hurriedly forced his way through the besieging lines, offloaded a few men and supplies to the besieged Imperialists, and then, next day, started to retreat northwards again. He fully expected Bourbronna to force his way into Rundes and cut off his retreat. In fact Bourbronna assumed that Lingon would be settling in the Cennatlantis area, and directed his own army back down there, leaving Ventel and Pouton to chase off the defeated enemy, and retake Rundes, which was achieved by November 11th. As a result, he himself failed to intercept Lingon. Nevertheless, Lingon, learning, as he approached it on November 11th, that Rundes had fallen, decided not to chance his arm against the victorious Republicans there, and veered off eastwards across the hills towards Gilliso. Thus the campaign petered out, and was notched up by the Republicans as yet another successful defence of the siege of Cennatlantis.

[Home Page](#) [The siege of Cennatlantis, part 4](#) [Original documents - introduction](#)





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE ATTEMPT TO RELIEVE CENNATLANTIS FROM THE WEST, DECEMBER 590

Things now began to move much faster. Cennatlantis was reaching the limits of its endurance, even with the very limited relief it received from the Imperialists in November. Lingon planned a final attempt at relief, to be carried out as soon as possible, with very similar forces and strategy to the previous effort. Bourbronna, meanwhile, was receiving reinforcements, which raised his total forces to at least 75000, not far short of the Imperialist total. He concentrated over 20000 men round Cennatlantis, and made an unsuccessful assault at the end of November. He also acted to extend the range of his armies further eastwards into Chalcrieh, in order to keep the Imperialists at a greater distance. Pouton retook the Snattarona position, and also moved the rest of his forces to the edge of the hills overlooking Gilliso – he had 30000 in all. Ventel remained west of the Dodolla, in and around Rundes, with 20000. Bourbronna himself remained with a sort of reserve in the hills just to the east of the capital, with 15000 men. 10000 more remained on the Cresslepp in the south.

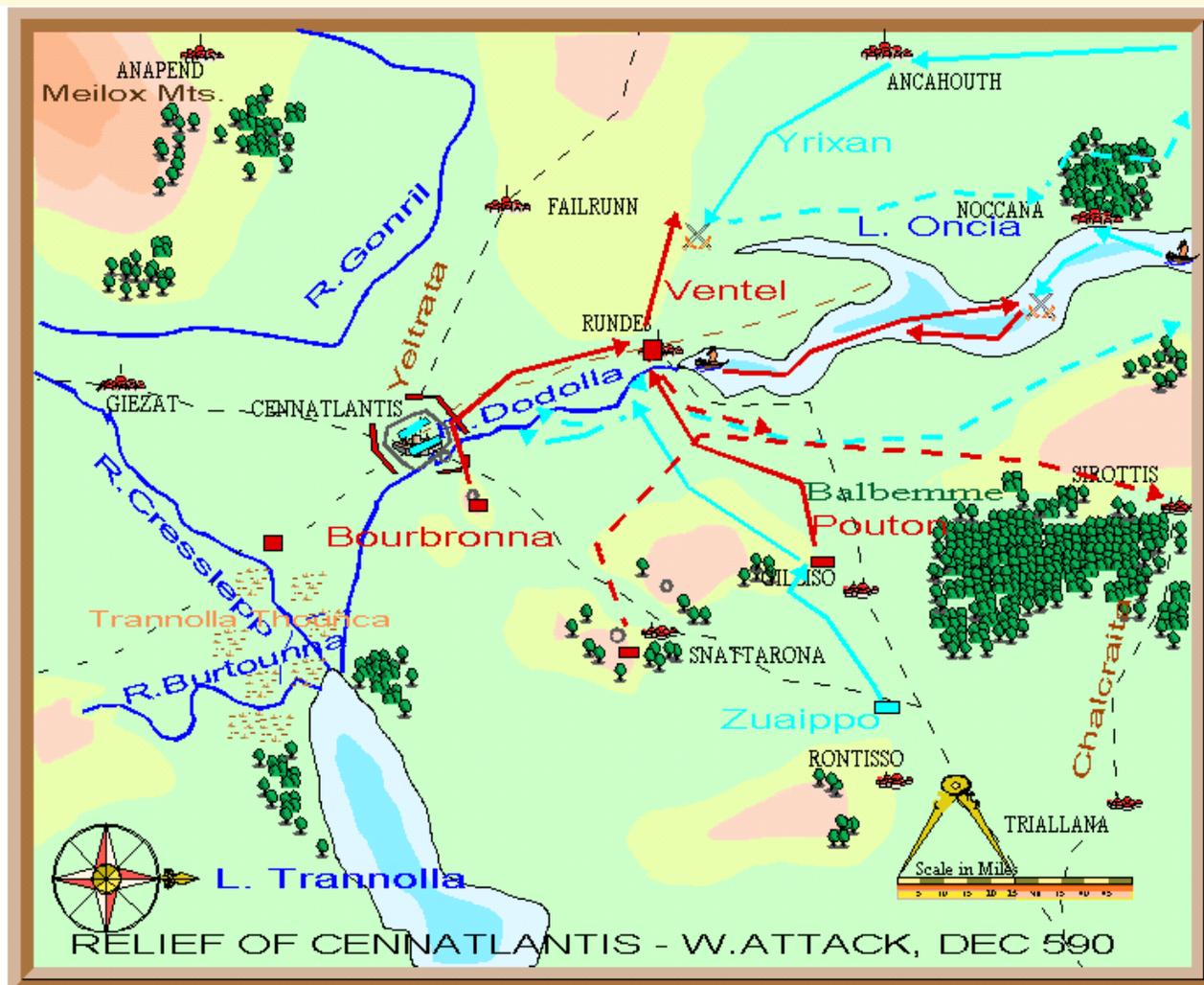
Lingon again planned a converging advance on Rundes and then on to Cennatlantis, much as before, again dealing with each of the republican forces as they were encountered. This was a fairly desperate venture now, as his numerical superiority over the Republicans was now less, and the strategy was virtually the same as before. His only hope was to have two separate forces rather than the three as on the previous occasion, thus making each that much stronger. But by doing away with the equivalent of the southern attack via Lake Gilliso, Lingon also gave up any hope of distracting Bourbronna's attention away from the two main attacks on Rundes. So Zuaippo, with 45000 men would advance from Rontisso, storm the Republican position at Gilliso, and advance on Rundes. Simultaneously, Yrixan, with 40000, would move from Gasiroto, between Lakes Oncia and Chalcris, south via Lourunn and Ancahouth, linking up with a small force which would cross the lake to Noccana. It would then either move on Rundes, to support Zuaippo, if this was necessary, for it was intended to capture this town, or move on Failrunn, to distract Republican forces west of the Dodolla; or march directly on Cennatlantis. However, Lingon did add that in order to avoid being defeated in detail by Bourbronna, as had happened so often before, either force should take any opportunity of crushing any Republican army which wandered too close. The main problem here, as before, was maintaining communications between the two Imperialist forces.

As so often, things began well for the Imperialists, as Bourbronna was distracted by the siege of Cennatlantis. On December 22nd, Zuaippo, who had earlier threatened Pouton's communications by appearing to intend to move through the Balbemme wood towards the lake, suddenly attacked Gilliso itself, and after a hard fight, ejected the small Republican garrison. As expected, Pouton moved 15000 men off the hills to the south, in order to retake the town. But then Zuaippo threw 25000 men onto the hills to the south of the Republican position, and forced the Republicans back west. Further forces threatened Gilliso from the south, and by December 25th, Pouton was in full retreat towards Rundes. General Yrixan had emerged from Gasiroto on December 21st, and begun his march south unperceived. (The nearest Republican outpost was at Gentis). On Lake Oncia, the Imperialist navy moved south to protect the force about to cross to Noccana, and the small Republican navy at Rundes hastened up to give battle. (It could easily have been completely destroyed back in October, when its only port, Rundes, fell briefly to the Imperialists, but remarkably the Imperialist navy made no attempt to blockade the town from the lake, or even move anywhere near it). It was quickly defeated, and the Imperialist force crossed the lake to Noccana. There it linked up with Yrixan by December 24th, and Yrixan carried on south through Ancahouth. Now Bourbronna became aware of his approach by this time, before Zuaippo had moved, and started to switch his own force west of the river.

On December 25th, Pouton was ordered to carry on his retreat to Rundes, and hold the town and the line of the river with 15000 men. The rest were to cross westwards, and join him and Ventel. Ventel himself was to observe the approaching Imperialists closely, but make sure he did not get too closely involved. By December 26th-27th, Yrixan was in contact with Ventel, and seemingly forcing him back inexorably to the south. However, Bourbronna, with 15000 men, was to the rear,

and Ventel was hurrying towards the river with his force. By the 28th, Bourbronna had concentrated 50000 men to oppose Yrixan, who had 45000 to hand. On that day, he threw this force at Yrixan, who thought he was only opposed by about 15000 of Ventel's men, and comprehensively defeated him.

Meanwhile, Zuaippo reached Rundes from the east, and attempted to storm it directly on December 28th, but failed. He now moved down the east bank of the river towards Cennatlantis. However, on the next day he heard of the defeat of Yrixan, and could see Bourbronna's armies approaching across the river. Bourbronna had already instructed the small force of 8000 man at Snattarona itself to move northwards across Zuaippo's communications, towards Sirottis, and he himself moved his forces not directly eastwards to face Zuaippo on the Dodolla, but on Rundes, where again they could cross the river and threaten his communications. Zuaippo hastily retreated his whole army north towards Sirottis. And that was the end of the final Imperialist attempt to relieve the capital Cennatlantis itself fell finally to Bourbronna on January 19th 591. Just a few weeks earlier, on January 1st, the Republicans had executed Crehonorex in Atlantis, and Lingon became the new Emperor.



BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE TREACHERY IN HELVRIS, APRIL 880

Cennan was quick to assure Mists that although he was in Helvrís as the personal legate of the Emperor, Mists was of course to continue to hold full powers as commander of the Atlantean and Helvrán troops defending the city. He was equally quick to find out from the loyal Atlanteans there the true situation with regard to the defence of the city as it was being carried out by the Helvrán commander. He was told that Mists had had several parleys with the Rabarrans, some of them in secret, and Cennan's informant explained that his spies had found out about it. It seemed that as a result of some sort of deal between Mists and the enemy, the Rabarrans had been able to advance and take over a number of important places surrounding Helvrís, which would certainly have cost them many men, if they had had to fight for them. Learning from his spy that Mists was due to have another secret rendezvous with an important Rabarran commander in two days' time, Cennan determined to follow him to the assignation and arrest him if he could.

It might have been thought that the arrival of Cennan would have made Mists more cautious in his dealings with the enemy, but Cennan had so successfully disguised his real intentions, that the Helvrán commander-in-chief decided to carry on as before. This next meeting was a vital one for him, as he was going to agree nothing less than the treacherous surrender of all Helvrán soldiers in the city. This would subtract over 6000 fighting men from the defenders of the city, and the remaining Atlanteans would not be able to hold out much longer against the Rabarran assaults. On the night of the meeting, Cennan at first left other loyalists to follow Mists to the rendezvous, which he already knew anyway, while he remained behind with the Atlanteans at first, to allay any suspicions the Helvráns might have. He in fact arranged that a considerable force of Atlantean soldiers should follow him to the rendezvous, while others prepared to surround and disarm as much of the Helvrán garrison as they could, if this became necessary.

Cennan duly arrived at the meeting of Mists and the Rabarran commander, who were each surrounded by about 60 or so men. Cennan then marched forward with a force of 140 men, but firstly sent a single man forward under a flag of truce. There followed an incredible scene, as the commanders of three nations (the Rabarran was in fact the full commander of the Rabarran besiegers, Iferiri Alauqo), argued with each other. Cennan tried to persuade Mists to return to his duty, promising to ignore his treachery, if he threw himself into a vigorous defence of the city. He spoke eloquently:

"Surely the Empire of Atlantis means something to you still? Or if, as a Helvrán, it does not any more, think what will happen to you and all Helvráns if you succeed in moving out of the Atlantean Empire. If you do not defend this city, you will not cause the downfall of the whole Atlantean Empire - that will last for ever, and can never be overthrown by Rabarrans or anyone else; but you may well cause your own land and peoples to sink into the maw of this cruel and greedy empire of the Rabarrans. You will have no freedom, for the Rabarrans will immediately take over your whole country. Can you then really prefer the way of life, the government and religion of the Rabarrans, over that of Atlantis? Atlantis offers you a relative freedom to do and think as you like, and offers you and all others the security to carry on your personal lives entirely as you want. Yes, she makes some demands on you, but compare those to the demands that Alauqo and his masters will make. They have an alien way of life, an alien government, an alien religion, and they will force you to become just little cogs in their vast machinery of empire, forced to act and carry out their dictates, whether you will or not. Remember your duty to Atlantis, and think of your fellow compatriots. Help to maintain the Atlantean way of life for everyone, I beg you."

Alauqo sought to make Mists keep to their arranged bargain, warning him that otherwise he would surely slaughter all the Helvráns defending the city, when it finally fell. Cennan exclaimed that Alauqo's words proved his point, that Rabarrieh was a cruel and merciless empire. Mists replied, desperately:

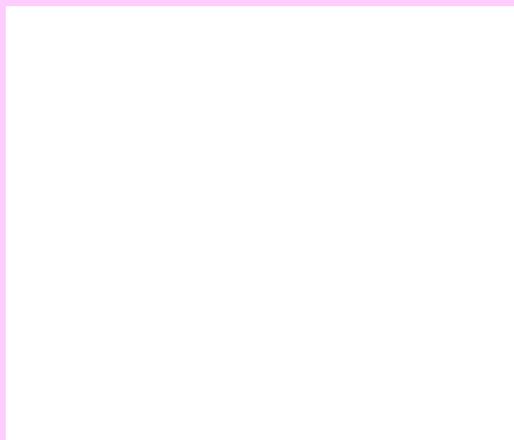
"Your arguments may be true, but it is too late for me and for Helvrís, city and country. Mists has promised me that he will spare the lives of the soldiers and citizens of Helvrís, if I surrender now. My countrymen no longer want to be subject to the

Atlanteans, who for years now have simply absorbed us into their way of life. I do not know that the Rabarran way of living and governing is really worse than yours, as you tell me - we Helvrans are willing to take our chances with the Rabarrans. Besides, I do not think you will ever beat the Rabarrans, as you tell me. You have been at war now for ten years, and all that has happened is that you have lost more and more territory. You are not the future, Rabarrieh is. You are the past. Whatever happens to my countrymen, I am decided that I and they shall be part of this future."

Cennan finally said that Mists was nothing but a traitor. Now both Alauqo and Cennan could easily call up large reinforcements, while Mists, it turned out, also had a considerable force not far away. Could the three reach some sort of agreement under truce, or would the meeting degenerate into a firefight, a battle, a massacre, and the probable deaths of some or all of the negotiators?

Alauqo seemed at first to win the game. He said that if Cennan was unwilling to surrender the city, he would take Mists away into safety and resume the attacks. Cennan refused to allow this, and, under a pre-arranged scheme, made a sign to his bodyguard, who called his men in hiding to come up and seize both Mists and Alauqo. The feared firefight then ensued: men on both sides were killed, Mists was wounded, but escaped to the Rabarran lines with Alauqo, and Cennan moved back to his lines. The Helvran garrison was subsequently lined up and made to swear allegiance to Cennan and the Atlantean command, being told also of the rank treachery of their former commander. They were watched extremely closely after this...

[Home Page](#) [Original documents - introduction](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

"THE ATLANTEAN WARGAME": "ATLANA CREHELEITHA"

[A first-hand contemporary account of the Wargame, one of the great leisure activities of the Second Empire. This was written around 515, that is, in the reign of Carel Atlanicerex I, and was sent by the writer to his young nephew who lived in Phonaria, a long way from the centre of the Empire, at the latter's request. Comments in the light of modern knowledge are in brackets. Note that in the original the whole letter is written in the third person, according to the strict literary standards of the classical era.]

"I understand from your father how fascinated you are by the great wargames which are played out here in Atlantis, and hope that these words will be of interest to you. You think that you are missing a great deal because you have never seen a real wargame, and that is true - I hope one day you will get the chance over here. What you will have seen in Phonaria are feeble imitations, probably just a few prisoners or Atlantean soldiers pretending they are enacting some heroic battle from the past, which would have had a hundred times as many fighters and would have extended across miles of countryside instead of a few hundred yards.

"I also gather from what you write that you think our wargames are like real battles, with many dead and injured, at least on the losing side! You are a little out of date, dear Siphon - although that is probably all you have seen yourself.

"Historians say that in the past, back in the good old times of the First Empire, prisoners-of-war were divided into two groups and forced to re-enact battles by fighting each other. [**These began about 220-230, and became national spectacles, as time passed, with much pomp and ceremony. They were originally put on only by the government, but later they were increasingly paid for by rich noblemen.**] They were guarded and observed by Atlantean soldiers, and forced to fight to the death - as you believe still happens! These spectacles certainly grew bigger and bigger as time passed.

"At the start they were fought in arenas, with the fighting space only a few hundred yards in each direction - but in the later days of the First Empire, during and after the time of Emperor Ruthoyon II, the battlefields used for these spectacles were tracts of real countryside. The spectators sat on the side of a nearby hill, and the little "armies" fought imitations in miniature of real battles of the past. Sometimes they were not so much of the past, either, for great Emperors like Ruthoyon II were engaged in war at this very time, and his great victories might be copied in the wargame only a few months later!

"By the time of the first great Emperors of our era [i.e. **Atlaniphon I - III in the Second Empire**] these Emperors, and indeed other rich noblemen would lay out landscaped battlefields on their property - in Atlantis and Atlantidieh and Chalcrieh -, complete with hills, woods and streams. Battles fought in wargames now were huge affairs, and might last hours or even days, just as the real battles they imitated did too. These were still real battles, with prisoners-of-war suffering real casualties. But after this time, the "real" wargame, as we cultivated people consider it, grew up as an art-form, and this involves no killing at all. It is only the lower classes nowadays that watch actual fighting like this, though I realise that this distinction is still not made in the outer parts of the Empire - such as Phonaria, I regret to say. [**Simulations of sieges and naval battles, where control over prisoners-of-war was much easier, still involved real fighting with enemy prisoners, but these tended to be watched increasingly by the lower classes. In the sixth century, these fights were sometimes organised by town councils for the masses, as were other sporting activities.**]

"So how does this modern wargame work? As I say it is not a war game any more, rather a sport or, better, an art-form. I think it very comparable to the Total Works of Art which are now so popular, and which are watched in the countryside by many of the same people who watch our wargames. Our wargame demands in particular the full art of a landscape artist, because now these games can cover several days and many acres of landscape, all of which has to be carefully prepared

in advance - not least to allow room for the spectators to watch in comfort and with a good view.

So, you ask, what does happen in this modern wargame? There are still two armies, but neither side attempts to actually kill or injure its enemies - rather all the participants have blunt crossbows, with a bag of dye on the end of it. If this hits an opponent, he is counted wounded or dead, and has to retire from the battle, covered as he is, not with blood, but with red dye! The battles simulated are usually real ones from history, but they may not be. Obviously as no-one gets killed now, there is no need to use prisoners-of-war, who anyway do not have, or would not use the military skills of our Atlantean soldiers. So instead both sides are fought by Atlantean troops, one side in the uniforms of the enemy, of course. Great manoeuvres, tactical master-strokes, feats of endurance, all are copied for us by the wonderful soldiers of our Army, trained as they are by the greatest military minds of our Empire. Thus it is that for the cognoscenti who go to see these games - and we are all of the better classes - this wargame has become a true art form. [**Spectators had to pay quite a lot to come to these games, which in itself limited attendance to the better-off - really the upper classes. Note that these wargames were taken seriously by the Army, and leading generals would willingly advise and help train the wargame armies for the simulation of great battles of the past**].

"Well I must end now. I hope you now have a true idea about our modern wargame. I hope you will one day be able to see it, and perhaps we can persuade your father to let you travel over here one day for that purpose.

"My very best wishes to you..."

THE LATER DEVELOPMENT OF THE WARGAME

After about 500, sports and games in general split apart along class lines. The bloodless wargame became the preserve of the upper classes, along with a form of Race Game, a sort of survival course in the countryside, involving two teams, each of which had to prevent the other getting a baton from one side to the other. Crossbows with marking dyes were again used, to be fired at the opposite team. The lower classes went to popular games, often organised by local Councils. These could be ball games or fights, or imitations of battles or sieges, which could quite often involve bloodshed.

After 590, all elitist games were abolished in areas controlled by the Republic, although even before this, some of the more "left-wing" Class 1 and 2s had deserted the wargame, and begun attending "fashionable" lower-class games. These now became the "officially sponsored" games of the Republic. At times, all bloodshed in them was banned, while in other periods, especially when the war with the Imperialists became particularly virulent, the Republic reverted to the old First Empire practice of including real Imperialist prisoners in the games, who could be fought and killed. In Imperialist parts of the Empire, the old elitist wargame gradually died out – real warfare and fighting took its place, and it soon seemed tame and outmoded. After the 620s Ruthopheax and the Squires took over control of more and more of the Empire, and different leisure activities were adopted by the new upper classes – hunts, horse sports, and country pursuits.

During the Third Empire, from 650 to 749, the upper classes continued with these pursuits, while town-dwellers and members of the lower Classes indulged in sports of various sorts. One particular form of countryside activity of the Squires was a sort of adaption of the old race game, in which criminals, who had been sentenced to death, could be chased across country by the upper classes on horseback. If caught before they reached "safety", they would be put at the mercy of the ferocious dogs, who accompanied the Squires, rather as in present-day fox-hunting. If the prisoners "escaped", they would still be executed, but in a rather more "civilised" way – by beheading! After 700, this form of "execution" gradually died out.

After 750, and the establishment of the Fourth Empire, all upper-class pursuits became unfashionable, and the whole Empire supported "normal" sports and ball-games again. After about 770, the old wargames were reintroduced at a more popular and crude level. These, though wholly bloodless at first, involved simplified versions of the Second Empire style race and war games, now with betting allowed, and other mass entertainment features intervening, such as music, spectacular displays and entertainments. Later on, all these games and sports grew coarser still with much violence taking place, and frequent deaths.

It was only a step from this to the even worse debasements perpetrated on games and sports by the Tyrants after 805. This led to a return to all the bloodthirsty practices of the past – and much worse too. To impose terror and docility on the population, the Tyrants reverted first to public executions of criminals and opponents, then to reenactments in public wargames of battles fought against enemies abroad. These involved again the fighting and killing of enemy prisoners, or Atlantean criminals. After 812, an increasing cruelty and coarseness of taste led to public displays of gladiator-fights, and torture and execution of prisoners. The last two Tyrants mounted spectacles of mass killings and torture, accompanied by art and music.

After 828, during the Fifth Empire, all this was abolished, and sport and games returned to the situation of the 750s and 760s.

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

THE GOLDEN AND SILVER AGES OF ATLANTIAN LITERATURE, 250 - 550

INTRODUCTION.

Below are excerpts from the "Brief history of the greatest writers of the First and Second Empires", written around 680 by Justin Thoulpas, a descendant of the dramatist of that name. I have concentrated on literature, that is to say, poetry and drama, plus a small amount relating to other sorts of prose. I have also included in the middle part of a long digression by Thoulpas on the subject-matter chosen by the poets and playwrights of this period. Thoulpas was a careful and accurate writer, and most of what he says is borne out by authors of other books. I have put in occasional comments in brackets.

1. POETRY

The First Empire was the great age of poetry, just as the Second was of drama, although of course many dramatists were themselves great poets and wrote their plays in poetic form. The following were the best poets of this early era:

Carnaxa Lillie (274 - 327)

(Although we have some knowledge of poetry, or rather verse, written before the 270s, it only appears in fragments, often as quotes in anthologies of the later First Empire, and before about 230 it is nearly of a religious nature.) The first true lyric voice that we know of, and indeed the first poet whose works we can still read a reasonable amount of, is Carnaxa Lillie. It is remarkable that she should be in fact a poetess: not only were female writers of any sort very rare in the First Empire, they remained uncommon for the next two hundred years, and even now, when there is much greater equality in all ways between the sexes, women authors are far outnumbered by their male equivalents. Nevertheless, it is true to say that female writers, such as they were and are, tend to concentrate on lyrical poetry, as well as other sorts of descriptive prose. But Lillie remains one of the greatest of these poets.)

We know very little about Lillie apart from the evidence of her work. She is supposed to have lived most of her life in a community of women, having rejected men after two early unhappy love-affairs. She is supposed to have married one of these men, but if so, she lived with him for only a short while, before moving away on her own. She spent most of her life in the eastern part of the province of Atlantis, in small towns and villages.

She wrote between about 295 and 320, and used a loose meter, with free rhythms, very different to the classical style which would follow a hundred years later. The poems are all quite short, with strict rhymes. Their subject-matter is predominantly love and friendship, which are celebrated in rhapsodic fashion. Her world is hermetic and circumscribed, and we possess relatively few of the large number of poems we know from contemporaries that she wrote, but each poem is perfect in itself. (We now possess even less of her original verse than did Thoulpas' contemporaries).

Tuondo Bemmel (27-? - 343, fl. 295 - 330)

Relatively little about Bemmell's personal life has come down to us. We do not even know for sure when he was born. We assume it was in the late 270s, and certainly his first written work started from 295. He continued writing till about 330, after which we have nothing more by him, although he is known to have lived on till 343. He therefore wrote during the same period as Lillie, but certainly neither of them knew the other. He was born and lived initially in Atlantis city itself, but later moved to the northern edges of the Empire, as it was then, and indeed beyond, when he was probably exiled for a while during the Family Wars.

He was a very politically-minded author, who wrote to celebrate the lives and deeds of the Emperors. He is thus the first and greatest writer of epic nationalist poems, though many others followed him, both in the early 300s and again under the Atlaniphon Emperors. He wrote poems to the glory of Atlantis herself, as well as to Emperors like Siphirixo, Cao-Melion, Lir-Craonos and Ruthoyon I and II. His aim was to praise the martial spirit of the Atlanteans, as well as their learning and their enlightened government. He is silent between about 308 and 313, and probably fell into the bad books of Yeasor and later Ceuralla for supporting Siphirixo and the "true" Imperialist line as he saw it. He was almost certainly exiled to the Marossan area in the north. **(We possess considerable portions of several of his epics, as well as some shorter pieces.)**

Wologin Phostin (278 - 340, fl. 300 - 325)

The third of the great poets who worked in the first three decades of the fourth century was the Yalland, Wologin Phostin. **(Wologin is the Yalland equivalent of the Atlantean first name, Fulgon, and this is often the way his name was written during the period from 330 to 500 and again in the earlier seventh century, when some degree of Atlantean national feeling was abroad).** Though born in Pruddir in the Province of Th. Thiss **(it became an Atlantean province one year before Phostin was born)**, Phostin spent much of his later life either in the province of Atlantis or in the capital itself. He wrote initially in the Yalland style of poetry and sometimes in Yalland itself, about historical Yalland themes of love and war and desert adventures. Some of his verse was about exotic and improbably adventures in uncivilised parts south of the Helvengio. As his career progressed, his style of writing caught the mood of the period, which from the 310s onwards, following the end of the Family Wars, was in favour of exotic and romantic poetry. Phostin now adapted himself to Atlantean tastes, and wrote only in Atlantean (though with much Yalland local colour), and using Atlantean metres. **(Quite a lot of his Atlantean verse survives, though little of the Yalland poetry.)**

Carel Rasiphel (339 - 398)

(After the 360s, the taste for exoticism died out, and a strict classicism gradually took its place. This involved limitations on subject-matter, metre (in poetry) and vocabulary. The poet who helped to work out these rules, and who became the greatest exponent of pure classicism, was Rasiphel).

Rasiphel was born in Yzuephe, on the Atlantean-Atlantis border, and after the 370s became virtually the "court poet" of the new Emperor Atlaniphon !. His main work, as he saw it, was the codification of the new classicism, especially the three types of metre to be used, and the small and "elevated" vocabulary for employment in poetry and poetic drama (all drama was in poetry in this period).

His earliest plays were more experimental, in what we have now come to call the pre-classical style. He wrote at least 25 plays, of which 19 have survived (for us, though, only 9 now exist, 3 being incomplete, plus other excerpts). These plays are all based on mythological or early historical stories. The main themes were, as set out in the classical theory, the conflicts of ambition and love and loyalty and personal self-aggrandisement. To our taste, all these plays seem stiff, formal, conservative and of limited human interest, but they were greatly prized by Atlaniphon as representing "Imperial drama".

Rasiphel also wrote some poems independent of the dramas. These were of two main types:

"Characters": pieces describing the different races of the Empire.

"Dialogues": purporting to be conversations between famous mythological or historical figures.

Suennon Huattiens (361 - 447)

Huattiens was the great classic poet of the First Empire, and chiefly of the reign of Atlaniphon II. Like Rasiphel, who was his mentor and friend as a young man, he was a nationalist and Imperialist. His career is traditionally divided into four periods. During the first, from about 380 to 400, he wrote sycophantic and adulatory poetry about many Atlantean Emperors. In 401 he suffered a severe illness and lost his wife. This seems to have made him much more cynical and pessimistic, and led to the second period of his art, lasting till about 415. This saw him produce a great series of short lyrical poems and stories in verse from myth and history, all much more personal; than before, and most of which were characterised by their melancholy. After 415, now in the reign of Atlaniphon II, Huattiens found new love and a more secure financial position from a rich patron. This led to a third period in his art, until about 430, when he produced some happy love poetry and ballads, contributed to some dramas and wrote some satirical verse. He showed more interest now in non-Atlantean verse forms, and began to move towards a sort of Romanticism. Finally after 430, in his old age, he shifted to a fourth style, characterised by gnomic short poems, some mellow romantic verse and, most remarkably, satirical and semi-pornographic poetry which were not published until the 490s.

We possess a great deal of Huattiens' work from every period, and can view him, as did his contemporaries and successors, as the greatest classical poet. However he can also be looked at as the harbinger of the early Romanticism of the 460s and after (Gildasso and others), because of the way in which he expanded classical vocabulary and metres while nevertheless keeping to overall classical forms.

2. PROSE

Religious, legal and philosophical writings date back before 200, a period which, for us (**and indeed us in the modern world**) is truly buried in the mists of time. The main works of the 200s include philosophy by Liclencu, law by Thulpas, religious works by Ramillene and the categories of art as set down by Yestay. (**Liclencu and Ramillene are dealt with in the sections on First Empire Religion and Philosophy; Thulpas is referred to in the section of history dealing with Carel I, the second Emperor of the First Empire.**)

Yestay, who lived from 222 to 268 in what became the province of Yall. This., propounded the philosophy of art, and even as early as this, set down the "classical" categories of arts. In other words he stated which arts were to be allowed as "true" arts, and set down his own regulations on subject-matter and style (these were largely ignored for the next century, until rediscovered and rewritten much more rigorously by Rasiphel). The permissible arts were poetry, sculpture, pottery and architecture, as from about 250. In later years other arts would be added, of course, such as music and dance by about 310, gardening and drama by 360, landscaping and town-planning by 400, and prose and painting by 440.

Between 280 and 360, stories of travel and adventure, often exotic, and later humorous and romantic appear more and more frequently. After 350 these short stories were more extended and become miniature novels, and start to deal much more realistically with real emotions and real characters. However, they remained set in mythological or historical periods, or in foreign countries, like contemporary drama. From about 360, these became the preserve of the great female writer, **Suyosa Caraya** (344 - 407). In her hands, these early novels adopted a sort of pre-classical romanticism of theme, dealing superbly with the subjects of love, death, grief and passion in relatively realistic settings, usually only slightly removed from contemporary Atlantis. They remained untrammelled by any classical rules.

Caraya started off a whole wave of overwhelmingly female novelists and short story writers. However, her successors after the 390s became much more formal and classical in their work, in keeping with the times. Nevertheless they retained, at a lower level, some of the psychological penetration of Caraya and the great dramatists of the period, such as Rasiphel and Normelliel. These stories were accepted by the arbiters of taste of the time very largely because of Atlaniphon I's support for and friendship with Caraya after about 385. After the 420s and 430s, however, they were increasingly deprecated and ignored in favour of drama and then the Total Works of Art. Only recently (**i.e. since the 730s**) have we rediscovered the virtues of these novelists, which seem to prefigure the work of our own most recent writers. (**Varying amounts of the works of all these prose writers have survived the millennia. Most of what we know of the writers of the 200s is due to later critics and historians. Caraya and the Second Empire novelists were rediscovered after the 730s and we possess quite a number of their editions of the earlier authors' works.**)

3. DRAMA

The Classical drama was, by 400, divided into various types: pastoral (lyrical and dealing with the conflicts of love); mythological (with plots taken from myth or religion); historical; and comedy (set either in mythological or historical times, or increasingly in contemporary times).

Mythological and historical drama, with which we shall be largely concerned, were subdivided into the two categories, moral and realistic. These applied to the subject-matter and its treatment. If the story was dealt with "truthfully", that is keeping more or less to historical truth, the drama was termed "realistic". If the subject-matter was altered (particularly the ending) to bring out the moral which the author wished to point, it was called "moral".

The themes in all cases concerned the inner conflict within the hero (and sometimes other characters) between "excess of emotion" and "preserving a balanced norm". **(This clearly springs from the creed of the State Religion, which took humans to be subjected to the battles between the wills and emotions of the gods, and which bade them to try to keep their own emotions in balance.)** Thus the play might end in disaster if the hero was unable to keep his desires and emotions under control - or in triumph, if the opposite was the case. In realistic plays the ending depended on the source used, but in moral dramas, the original ending was often altered, or at least pointed, to provide a moral, that is, triumphant conclusion for the hero. Throughout the Classical period, language, metre and form were restricted, the number of characters allowed on stage was limited to five or six, and the scene changes to two or three.

Examples of plots of the period

1. Mythological

These might deal with the Old Gods, and the battles between the good and bad ones. There would be little internal drama. These topics are usually only found in pre- and early classical drama, or as a general background elsewhere. Alternatively the plots might concern the New Gods (possibly also including some of the Old Gods), and fights with or against humans. These stories were basically Good versus Evil, though with additional human interest, and were again used in the earlier literature. The great change came when Rasiphel and others changed the point of view of the drama to that of the human. Now the hero (and other humans) were the focus for the battling gods, and were pulled this way and that by conflicting emotions (i.e. gods).

Further stories involved the conflicts between the New Gods, seen from **their** point of view (seemingly semi-human), and the influence on one of them of the desires and emotions of other gods. It was such inner conflicts which interested the classical dramatists (and these were really easier to find in historical rather than mythological stories.) So classical drama pushed to the background those elements which had been stressed in pre-classical plays and stories, that is to say the battles, intrigue, love and stratagems. Later Romantic drama would play up the external story-line, often at the expense of the inner feelings of the main characters.

In other types of Romantic drama, a central hero was the main figure of the play, but again, he would be treated as a picaresque adventurer, and his "story" or life became the chief interest. His feelings were of supreme importance, but now often shown in clashes between his will and that of the State or someone else, or in conflicts of love. Music and landscape became more important, and there would be many more characters and changes of scene on stage. There was also more violent action and emotion shown to the audience. The classical "religious" idea of preserving a mental balance in the hero against excess of emotion (as personified by or at least thought of as emanating from the gods) gave way to more rough-hewn dramas of personality clashes, historical epics, with little remaining reference to the gods. The story-line became all. **(Note that Thoulpas always refers to the heroes of dramas. The central characters were indeed normally men, but might occasionally be female, usually in the case of historical plays representing, for example, Carnaxa Lillie or Ceuralla).**

2. Historical

Favourite plots of a historical nature involved the overwhelming emotions of love, ambition, hatred, anger, jealousy and pride. The main historical figures, nearly always Emperors or members of the Imperial family, who were the centre of these plays were:

1. Carel I. Theme of liberalism (the abolition of slavery and human sacrifice, etc.) versus the demands of religion (the priests). This led to the emotional conflict of ambition and love of humanity versus piety and/or materialism.
2. Carel II. Theme of the war against Helvrieh and the Emperor's death in 252. The corresponding emotional conflicts were the grip of ambition and anger. Some plays dealt with his love affairs (the hold of ambition).
3. Carel III. Again the theme of the Helvran War and the Emperor's death in 261. (Carel is shown overwhelmed by

ambition).

4. Cao-Melion. The themes covered ambition followed by depression linked to the deaths of his friends and family, and also love. Particular plays would concentrate on his first and second wives, his jealousy due to infidelity and the murders that ensued; and Cao-Melion's love for Cairille.
5. Siphirixo. Some plays used a love affair between the Emperor and Carnaxa Lillie, the poetess, though this seems to be apocryphal. The plot would then show the Emperor losing interest in the Empire leading to disaster with the Family Wars. Also plots might deal with the problems of succession after 304 and again the resulting wars.
6. Family Wars. Themes in this period involved Siphirixo's love of his family and his defeat by Yeasor; the career of Ceuralla (her ambition) and defeat by Lasso and Yeasor; and Puella's career, her capture and death of a "broken heart" (due to an "invented" love affair).

Fulgon Normelliel (400 - 461)

Like all playwrights of this period, Normelliel saw himself chiefly as a poet and only secondarily as a dramatist. Nevertheless during his lifetime, and partly due to his own example, there began a revolution in drama, which was to culminate in the sixth century the exaltation of Drama as such, and especially the Total Works of Art, to the top of the artistic tree.

Normelliel was a real all-rounder, who wrote poetry, prose (including monographs on poetry and art and their histories), poetic drama and early examples of Total Works of Art, with the drama combined with music and dance.

He began his career as a young man writing poetry in the style of Huattiens' and Rasiphel's adulatory verse, and progressed on to love poetry. However he then found his niche in a series of epic, narrative and ballad poems, in which, like Huattiens, he loosened the stranglehold of the classical rules of art. At the end of his career, his poetry returned to the discipline of strict classical metre. He did not possess Huattiens' all-round genius of depth and versatility; instead his verse amazes us by his dramatic sense, his use of very precise vocabulary, his ability to achieve great effects with strict metre and his use of dramatic irony.

As a dramatist, Normelliel started where Rasiphel left off, with classical, mythological and poetic drama, which had occasional interludes for music, dance or mime. This was standard even in classical drama. But both Rasiphel and Normelliel in his early career reduced these interludes as much as they could, and Normelliel in particular wanted the audience to concentrate on his poetry alone. Later, along with lesser contemporaries, Normelliel developed the dramatic aspect of his plays, using more expressive gestures by the players and emphasising mime again. He also collaborated with specific musicians to produce suitable mood music. His later plays were also set in specific landscapes and were intended, at least, to be played in particular locations.

The subjects of Normelliel's plays were increasingly historical and realistic rather than moral. They still dramatised inner conflicts, though more openly than before. Normelliel stressed the importance of the plot line and highlighted the emotional conflicts, bringing out dramatic tension and irony. The characters remained few and any form of picturesque or exotic scene setting was downplayed: all the drama remained in the verse rather than on the stage. He was especially interested in the conflicts of love and domestic turmoil versus personal ambition. He wrote plays about Carel I and Cao-Melion.

He was, for later periods, the ideal model of the classical dramatist, as Huattiens was of the classical poet. In his final years he deprecated the experiments of some younger contemporaries, like Gildasso, who were beginning to use prose in their plays and were approaching real Total Works of Art. He wrote nothing after 453, when he became ill, but lingered on until his death in 461.

Russalonni Gildasso (431 - 485)

Gildasso was a flamboyant and emotional Chalcran nationalist, and the plays he wrote bear all the hallmarks of his character. He wrote entirely in prose and was keen on collaboration with other arts. It was he who coined the description "Total Work of Art" in 455, although, unlike other dramatists, he always considered the words to be the most important part of any "multi-media" production. It was not till after 500 that the text of Total Works of Art became less important than the music and landscape.

Gildasso wrote fewer plays than Normelliel, but each work was longer, more elaborate and involved other art-forms as well. He tried to concentrate on single characters, which acted and spoke in very emotional ways. However, he rarely went completely "over the top" like his Romantic successors, and was particularly successful when dealing with pathos, love and hatred. He concentrated on historical subjects, prior to 361, and wrote various theoretical works

abjuring the traditional classical rules of the types of plays, and the division into moral and realistic drama. He claimed that on the contrary, all plays must be realistic, which means truthful.

His greatest plays were about Cao-Melian and Puella. He also wrote several comedies, some of which are really humorously realistic plays. (For an excerpt from one of his comedies, in English and Atlantean, see [The Bride - excerpt from a play](#)). In his last years, Gildasso experimented more and more with Total Works of Art, which he saw as the way forward for drama, and which his younger contemporaries were wholeheartedly adopting. He included songs, music and landscape in these more mature plays. **(Many of Gildasso's plays have survived, although only four of the comedies).**

The Total Work of Art ("*Tontenscouphabbe*") (470 - 540)

From the time of Gildasso onwards, musicians, dramatists, dance choreographers and landscape designers drew closer and collaborated in Total Works of Art (**virtually modern operas.**). In a very few cases, the same person wrote both words and music and thought out the dance elements and the landscape setting. In these works, all classical restrictions were abolished and plays became more vivid and increasingly sensational musical dramas for one or two heroes or heroines. Whole surrounding worlds were created by gardeners and landscape designers. By about 510 Total Works of Art had become mixtures of drama, music and songs, with ever fewer purely spoken words. After 530 the prose often became poetic, as the lyrics to the music always had been. There was increasing interest in war and love, for example in the Emperors Carel III and Ruthoyon II, and after 540 on to more recent Emperors like Atlaniphon II and the Helvran Revolt and the Pareon/Ceisille story. After 520, Thoulpas' influence became paramount, and Total Works of Art became "pilgrimages" through different pre-set landscapes lasting several days.

Iairos Thoulpas (491 - 560)

Thoulpas is the archetypal Romantic writer and composer of Total Works of Art. He was the first important artist to be writer, composer and landscape arranger all on his own, and indeed there were very few after him, and certainly none so successful. He had strong politically liberal views, and was very upset by the increasing conservatism of the establishment in the later years of the Emperor Crehonerex II and after. He had tremendous influence after about 530, though in due course he also provoked increasing dislike and even hatred amongst political and artistic conservatives, leading to a reaction after the 540s against Romantic extremism in favour of classical plays or the early types of Total Works of Art and ultimately lower-class simplistic moral or political drama.

Thoulpas was the first, after the 520s, to introduce Total Works of Art lasting several days in different landscapes, "festivals" as they were called. His most notable drama was the "Downfall of the Old Gods", an immense mythical and symbolical construct of all the arts; he also wrote a work on the lives of Siphirixo and Yeasor. As well as drama, Thoulpas wrote quite a lot of poetry, including several epics - the most notorious was the "Coming of the barbarians", which greatly annoyed Crehonerex II with its implied criticism of his regime as "barbarous". His play about the rebellion of Tuondo in Crehonerex's reign was the final straw and led to the writer's banishment. Thereafter his health broke down as he struggled to complete a never-finished epic set in the old Helvran Empire, depicting the decline and fall of Manralia under the Helvrans and then the fateful conflict between Atlantis and the Helvrans. Throughout his later years Thoulpas' works became more symbolical and difficult to understand, and here acted as a precursor of the later hermetic movement. **(A large amount of Thoulpas' work has survived the millennia).**

BUILD A FREE WEBSITE
OF YOUR OWN ON
 **TRIPOD.**

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

An excerpt, in English and Atlantean, from the comedy "The Bride" by Gildasso, written about 470.

(Tuondo Measel is pretending he is not at home, where he is being pursued by his future bride's family. He has had second thoughts about marrying her. He tries to pretend at first that he is his own brother, Fulgo.).

Siphon Meistos (Tuondo's future brother-in-law):

Come and open the door, Tuondo. We know you're there, and so does your bride - do you hear - your wife!

Thoun Meistos (Tuondo's future father-in-law):

And I know you're in the house - I saw you go in. Yes, there you are - behind that window!

Tuondo Measel (from inside; to himself, in a false voice):

Oh woe, double and triple woe. (*Aloud*): It's me that's here!

Siphon:

We know - come out.

Tuondo:

No, me, Fulgo, me, not Tuondo, me. I don't know where the other one -er..., where my brother is now. He came in the front door and went out the back. He didn't stay long at all.

Thoun:

Ha, you liar, there isn't a back door to that house!

Tuondo:

No indeed, it's a side door I went out - I mean Tuondo went out. Oh go away, I was sitting quietly here when you came.

Thoun:

There is no side door either. I walked all round that house earlier.

Tuondo:

Oh no, no side door...but I don't know, I wasn't looking anyway. I am just sitting here. Actually I think Tuondo has gone to get Millei a present.

Millei Meistos (Tuondo's bride-to-be):

Oh by God, just wait! When I catch him, I'll shove his present down his throat.

Tuondo:

That's why I look forward...I mean Tuondo looks forward..to marrying you so much.. you lovely woman...as soon as he gets back here. Really I shouldn't wait for him. It will take him a while to find a suitable present for you..a necklace, a chain, a rope...

Thoun:

What is he saying?

Siphon:

You are definitely Tuondo, you deceitful villain!

Tuondo:

Well, a philosopher would say you are right, or partly right, that I am Tuondo. We certainly had one mother and one father. Does that mean I am Tuondo and Tuondo is me? What an interesting question..oh, you gods! (*A brick smashes the window*).

The original Atlantean text, with occasional linguistic comments by myself.

Saisaxille.

Siphon Meistos (Tuonduyu yoyano enthetto):

lurg tehetu ei louss tuouthun, Tuondu! Feyens cies aitu ythair e tue feyese tei saisaxille..cir ayenetu..tei enuanaxille!

Thoun Meistos (Tuonduyu yoyano enbenno):

E nia, feyenu cies aitu thesasil - spiccanu teih siurg. Sai, aitu ythair - narcas thain luogratusil!

Tuondo Measel (Ysilil) (Huattethe deihan):

Ayanca neih, buoayanca, darayanca! (*Zourehe: huattethe brouehe*): Nie ainu ythia, nie! [*Brouehe has a slightly irregular declension; it appears as "broul" below.*]

Siphon:

Feyens - lurg tehetu yruter!

Tuondo:

Deh, nie, Fulgo, nie, dehles Tuondo, nie! Defeyenu ycul nie - til broul - ou - ycul nei thetto aith ian. [*Note the loss of final "e" in "aith", a colloquialism. Also in literary language this verb would be in the subjunctive after "defeyenu", "I don't know"*]. Siurgathe yoyuyun tuouthar ed enturgathe nithuyun. Dehe sainathe louanan.

Thoun:

A, nithuatton, eanethe denu nithuyu tuouthu thain thesasil!

Tuondo:

Deh suntu, renduyun tuouthaos enturgenanu, nie.. huattehenu enturgathe Tuondo. As, urg tehetes ente [*"Ente" is added separately here, colloquially, to stress the meaning: "away"*]! Ithahuasen sononduehe ythia yaincu iurgates.

Thoun:

Eanethe tue denu renduyu tuouthu. Dittul bainanu fent thain tontan thesasil.

Tuondo:

A deh, denu renduyu tuouthu... per defeyenu, ditont ai dehainpiccanu. Ithenu ythia. Sunto pethenu cies [*more formally this would have been: "peth(eth)e neih cies..*] Tuondo tehe enturgaxa [*again less colloquial speech would require "deucies" inserted here ("in order that")*] exehe rett Millei enan dainsan.

Millei Meistos (Tuonduyu yoyane saisaxille):

A dai, mensun tehe. Yaincu naphenu deih, teheanu duaic [*the colloquial way of indicating the future; the formal way would be "duaicceanu"*] dei dainsan unt yuhun!

Tuondo:

Thaotha diapethenu...huatthenu diapethethe Tuondo...ed enien teih dorse meuhe... meisena suayinda..ul ianan ul iurgethe ythia. Sunto mensunehen heih dehles toutaue. Louanan detrouldeathe teih enuan dansan...enun lernamun, enan buotaphesabban, enun zailtsun...

Thoun:

Huas huattethe thea?

Siphon:

Aitu sunto Tuondo, nithensiesul daimon!

Tuondo:

Tei, en saiphon saisethe huatteth cies rehuattetu, zou ditontehe, cies ainu Tuondo. Sunto yaindans enan mannan ed enun bennun. Cir huattehethe cies nia ainu Tuondo e Tuondo aitu nie? Ye irtounondur aithe thio erpisso...Dai! (*En coust raoccthe luogratun*).

[Home Page](#) [Original documents - introduction](#)

[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The historical grammar of the Juralic languages, 1: introduction and verbs

The sections below discuss in outline the morphology of Juralic, as far as it can be reconstructed, and then the changes which developed in the four main languages which developed from this ancestral tongue: Atlantean, Chalcran, Helvran and Yalland. The period chosen for these languages is that of their "classical" period after 200 or 250. There is much more detail on Atlantean in the articles on that language at [Atlantean language](#).

Stress

As regards stress in Juralic, this was variable. In two-syllable words, it always fell on the first syllable. In words of three and more syllables, it was usually on the penultimate syllable if this was a long vowel, otherwise on the antepenultimate. In inflected words, with suffixes, the stress fell on the final syllable of the root, if long, otherwise on the preceding syllable. In all of the descendant languages, this lack of stress on suffix endings led to the partial or more or less complete decay of parts or all of these endings. It can be seen, that this process went furthest in Helvran, less far in Atlantean and Yalland and least far in Chalcran.

A good example of how important the position of the stress in the original Juralic word was with regard to its development in later languages can be seen in here, with two related but differently stressed words in Juralic:

Juralic: a'me:ba: (stress on first syllable)(quantity) > **Atlantean:** amba/abbe (suffix meaning "a collection of")

Juralic: ame'b (stress on second syllable)(many) > **Atlantean:** meu (many)

Systematic vowel and consonant changes in Juralic

One very notable feature of Juralic, which is carried over into its descendants, is a regular system of vowel and consonant changes in different parts of speech. With regard to the vowels, there are four sets of changes involved, and each can, but need not necessarily, alter three times. Thus there is a basic root meaning, with one particular vowel, and then two possible changes of vowel in a related form of speech (vowel, noun, adjective), or simply the same form of speech but with an extended meaning. The consonantal changes are in four sets, but each can only change twice, and generally speaking, these do not also include vowel changes, although this may occur.

The vowel changes are as follows in Juralic, with examples given from Juralic and Atlantean, and the meaning in English:

	GRADE 1	GRADE 2	GRADE 3
FUNCTION OF VOWEL CHANGE	BASIC NOUN/VOWEL/ADJECTIVE	VERB OR ADJECTIVE FROM FORM IN GRADE 1. EXTENDED MEANING OF FORM IN GRADE 1	FURTHER EXTENDED MEANING OF FORM IN GRADE 1 OR 2.
JURALIC/ATLANTEAN VOWELS			
TYPE 1	a / a	ai / ai	au / ao
EXAMPLES	ra:pho: / rapho	raiph / raiph	rauph / raoph
MEANING	robbery (basic noun)	to rob (verb from noun)	to rape (extended meaning)

TYPE 2	e / e or ei	e / e or ei (this grade absent)	eu / e
EXAMPLES	me:l / mel		me:ul / [mel] (found in "ammel")
MEANING	to eat (basic verb)		to devour, swallow (extended meaning)
TYPE 3	o / o or ou	oi / ai	ou / ou
EXAMPLES	losso / loss	loiss / laiss	louss / louss
MEANING	freedom (basic noun)	to free (verb from noun)	to open (extended meaning of verb)
TYPE 4	u / u	wo / (f)uo	wu / u
EXAMPLES	u:rthu: / urthu	wo:rth / fourth	wu:rth / furth
MEANING	birth (basic noun)	to bear, give birth (verb)	to show, reveal (extended meaning of verb)

Note that these changes work for both long and short vowels in Juralic, but a short vowel sometimes has a more "basic" meaning than a corresponding long vowel.

The consonant changes are as follows. The changes are always found in **initial** position:

	GRADE 1	GRADE 2
FUNCTION OF CONSONANT CHANGE	BASIC MEANING OF NOUN OR VERB	EXTENDED MEANING OF NOUN OR VERB
JURALIC/ATLANTEAN CONSONANTS		
TYPE 1	b, d, g / b, d, y	bh, dh, gh / b, th, y
EXAMPLES	da:n / dan ge:ste: / gest (Helvran loan)	dha:n / than ghe:sto: / yesto
MEANING	to give east	to allow dawn
TYPE 2	p, t, k / p, t, c	ph, th, kh / p, th, c
EXAMPLES	kenk / (nen)cenc tess / theuss	khenk / cenc tess / thess
MEANING	to duel to draw	to fight to paint
TYPE 3	kw / gw	gw / gu
EXAMPLES	kwapt / huatt	gwapt / guatt
MEANING	to say	to call
TYPE 4	h / -	kh: / h
EXAMPLES	ha:na: / ana	kh:wa:ina: / huaina
MEANING	sky	heaven

It should be noted that all the facts that I discuss here and elsewhere about the Juralic language and its successors are reproduced from the work of Atlantean linguists. I have acted merely as an editor, and here and there made comparisons with modern languages. No doubt in the future, when further archaeological discoveries have been made, we in the present age will be able to study and perhaps elaborate further on this Atlantean foundation.

1. Verbs

All roots in Juralic ended in a consonant, to which were appended suffixes for tense, mood, voice, number and person.

PRONOMIAL ENDINGS

The basic Juralic pronomial endings, which were added after other suffixes for tense and mood, are as follows. Note that there are two versions of these endings: full ones and shortened ones (singular only). The latter were used for all tenses and moods with multi-syllabic suffixes, that is to say everything except the present, past and future tenses, and the indicative and subjunctive moods. The table also shows the developments in the four descendants of Juralic, where the shortened endings disappeared in every language except Atlantean.

SINGULAR	JURALIC		ATLANTEAN		CHALCRAN	HELVVRAN	YALLAND
	FULL	SHORT	FULL	SHORT			
FIRST ("I")	-no:	-n	-nu	-n	-nnu	- (but -n in past tense)	-no
SECOND ("YOU")	-to:	-t	-tu	-	-ttu	-t	-to
THIRD-MALE ("HE")	-dhe:	-dh	-the	-th	-ssa	-d	-do
THIRD-FEMALE ("SHE")	-sa:	-s	-se	-s	-ssa	-d	-ro
THIRD-NEUTRAL ("IT")	-kh:a:	-kh:	the	-th	-cha	-d	-co
PLURAL							
FIRST ("WE")	-no:s		-nos		-nni	-n	-ni
SECOND ("YOU")	-te:s		-tes		-tti	-n	-ti
THIRD-MALE ("THEY")	-dhe:n		-then		-ssi	-n	-di
THIRD-FEMALE ("THEY")	-se:n		-sen		-ssi	-n	-ri
THIRD-NEUTRAL ("THEY")	-khe:n		-then		-chi	-n	-ci

To form moods and tenses, vowels and/or consonants were added to the root of the vowel. The pronomial endings were added on to these. Note that although there were separate words for pronouns, these were not normally used, except for emphasis, in any of these languages apart from Helvran.

INDICATIVE MOOD

PRESENT TENSE

In Juralic, the vowel added corresponded to the last vowel of the root. If this was a, e, i or y, then -e: was added. If the root vowel was o, u, or w, then -o: was appended.

PAST TENSE

Juralic added -a: to the root before the pronomial endings.

FUTURE TENSE

Juralic added the syllable *-e:ra* to the root.

JURALIC	ATLANTEAN	CHALCRAN	HELVAN	YALLAND
PRESENT				
e:	e	i	e	o
o:	o	u	e	o
PAST				
a:	a	a	o	e
FUTURE				
e:ra	e:a	ira	ir	eri

Some examples from the Juralic verb GRAD (to fall) are:

He falls (present tense): **JUR:** GRADEDHE; **ATL:** GRADETHE; **CHALC:** GRADISSA;
HELV: (NIR) (I) GRODED; **YALL:** GRAUDHODO

We fell (past tense): **JUR:** GRADANOS; **ATL:** GRADANS; **CHALC:** GRADANNI;
HELV: DOR (we) GRODON; **YALL:** GRAUDHENI

PLUPERFECT

Juralic appended *-a:ge*. This did not survive into Atlanchalcric, and Atlantean and Chalcran used the past tense of "to do" plus the past participle. In Helvan, *-a:ge* > *o:ve*.

In Yalland, the meaning of the pluperfect was represented by the past tense of "to have" plus past participle, but the Juralic ending did survive into Yalland, albeit with a different meaning.

In Yalland, *-a:ge* > *evi*. This was just used in the first person singular (ie *-evino*), to stand for the so-called "reincarnating "I"". This religious notion, which produced a sort of timeless tense, a mixture of past, present and future, was originally copied from the language of S. Numedean, and later taken over by Atlanteans of the Naturalist faith. See the section "APPENDIX: THE STRANGE CASE OF THE FIRST AND THIRD PERSONS" at the end of [Atlantean language](#)

PAST PERFECT, FUTURE PERFECT TENSES:

These tenses seem not to have existed independently in Juralic, but were formed or created in the successor languages using auxiliary verbs and past participles.

For the past perfect tense (ie "I **have** eaten"), Atlantean and Chalcran used the present tense of the verb "to do" plus past participle. Helvan and Yalland used the present of "to have" plus past participle.

For the future perfect tense (ie "I shall have eaten"), Atlantean and Chalcran used the future of "to do" and the past participle, while Helvan and Yalland employed the future of "to have" and the past participle.

PARTICIPLES

JURALIC	ATLANTEAN	CHALCRAN	HELVAN	YALLAND
PRESENT				
-ondu:rt	-ondur	-onnor	-und	-oddo
PAST				
-akesalt	-ax	-acsa	-aks	-(eg)ire

Examples are:

Falling/fallen: **JUR**: GRADONDURT/GRADAKESALT. **ATL**: GRADONDUR/GRADAX
CHALC: GRADONNOR/GRADACSA **HELV**: GRODUND/GRODAKS
YALL: GRAUDHODDO/GRAUDH(EG)IRE

CONTINUOUS TENSES

In Juralic, a suffix *-e:kwās* was added to the root for the present tense and *-a:kwās* for the past tense, while for the future continuous, *-eukwā:n* was suffixed. Pronominal endings came afterwards.

(Example of meaning: "I am/was/will be falling")

In Atlantean, these developed into *-ehuase*, *-ahuase* and *-ehuane* respectively.

In Chalcran, the ending became *-eccan*, *-accan* and *-iccan* respectively, but these were rarely used. Normally, as was also the case in Helvran and Yalland, an adverb with the sense "continuously" had to be interpolated into the sentence with the straightforward present, past or future tense.

THE INFINITIVE MOOD

The infinitive of a verb was formed in Juralic by attaching the ending *-o:wan* to the root, eh GRADOWAN (to fall).

This ending died out everywhere except in Yalland, where it became *-over*.

In Atlantean, it developed as a root form, preceded by EI (or ED before a vowel).

In Chalcran, the form IDI preceded the root.

In Helvran, the root alone was used.

THE IMPERATIVE MOOD

From the original Juralic, this just consisted of the root of the verb, for use in the second person singular and plural (ie Fall!). This was the same in the descendant languages, except for Atlantean and Chalcran, which used the root followed by the second person of the verb "to do" (ie TEH in Atlantean, and TIECH in Chalcran).

THE CONDITIONAL MOOD

Juralic interpolated *-the-* between root plus *-e/-o* or *-a* and endings. This survived in Atlantean as *-he-* in the present and past tenses, eg GRADEHES (she should fall). In Yalland it became *-cci-*, eg GRAUDHOCCIRI. The other languages used auxiliary verbs.

THE NECESSITATIVE MOOD

This corresponds to "must" in English. Juralic interpolated *-kese*. This only survived in literary Atlantean as *-xe* in the present, past and future, eg GRADEXETHEN (they must fall). The other languages expressed the meaning with adverbs and phrases.

THE SUBJUNCTIVE MOOD

In Juralic, this was formed by interpolating *-y-* between the root and the tense and pronominal endings. Thus Juralic YE:/YO: /YA; /YE:RA for present, past and future became

Atlantean: *ie/io ia iera* Chalcran: *i/iu* Helvran: *je* (and caused mutation of root vowel) Yalland: *yo*

Note that only (literary) Atlantean retained the original forms for the past and future.

THE PASSIVE VOICE

In Juralic, *-p-* was interpolated between the root and tense vowel and the pronominal endings. This survived into the descendant languages, but only as a literary formation.

Thus, **JUR**: *-pe-* **ATL**: *-phe-* **CHALC**: *-ppe-* **HELV**: *-be-* **YALL**: *-pi-*

Eg: **JUR**: LEMBEPETO **ATL**: LEMBEPHET **CHALCR**: LEMMIPPETTU **HELV**: LEMBEBET
YALL: LEMBOPITO (You are taken).

NEGATIVISATION

In order to make a verb negative, the original Juralic method was to attach the prefix *dekh-* to the verb. This was followed in the later languages, eg Atlantean *de(h)-*, Chalcr: *dech-*, Helv: *dek-* and Yall: *decc-*. These were literary forms, however.

INTERROGATIVES

The Juralic method of putting a verb phrase into the interrogative (ie "Is he falling?") is not precisely certain. It was probably done simply with a questioning intonation of the voice. Helvran and Yalland place the personal pronoun after the verb. Atlantean and Chalcran add CIR / CIBB (from Juralic KIRB meaning what?) before the verb form.

There were various irregularities in the conjugations of some verbs in the descendant languages, especially in Atlantean. For more details about these, go to [Atlantean language](#)

[Home Page](#) [The Atlantean language](#) [Juralic languages vocabulary \(1\) a-b](#) [Juralic-Atlantean-English vocabulary a-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [The Juralic languages](#) [Historical grammar of Juralic languages,2, pronouns, adjectives and nouns](#) [Juralic phonetic history - vowels](#) [Juralic phonetic history - diphthongs](#) [Juralic phonetic history - consonants](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The historical grammar of the Juralic languages, 2: Nouns, pronouns and adjectives

1. Pronouns

The use of nominative pronouns was optional in Juralic, being restricted to cases of emphasis in Juralic. This was because suffixes showed clearly the person and number of the relevant verb. This usage continued into Atlantean and Chalcran, although in later Atlantean, the pronouns were used more and more frequently as endings on verbs decayed. In Helvran, pronouns were mandatory, while in Yalland they were usually added, but could be omitted if no ambiguity would be caused, but this was usual only in literary style.

The table below lists nominative and accusative pronouns in Juralic, Atlantean and Helvran, as well as the genitive form (possessive), which were declined like adjectives in all the languages.

PERSON	ENG	JUR	ATL	HELV	ENG	JUR	ATL	HELV	ENG	JUR	ATL	HELV
FIRST SING	I	NIRA	NIA	NIR	ME	NE:KH:A	NEIH	NIK	MY	NE:KH:EL	NEIHEL	NIKEL
SECOND SING	YOU	TIRA	TIA	DIR	YOU	TE:KH:A	TEIH	DIK	YOUR	TE:KH:EL	TEIHEL	DIKEL
THIRD MASC SING	HE	DHE:RA	THEA	DER	HIM	DE:KH:A	DEIH	DEK	HIS	DE:KH:EL	DEIHEL	DEKEL
THIRD FEM SING	SHE	SLI:RA	SUIE	SLIER	HER	SLE:KH:A	SUEIH	SLIK	HER	SLE:KH:EL	SUEIHEL	SLIKEL
THIRD NEUT SING	IT	NO:RE	NOUR	NOR	IT	ZLE:KH:A	ZUEIH	ZLIK	ITS	ZLE:KH:EL	ZUEIHEL	ZLIKEL
FIRST PL	WE	TO:RE	TOUR	DOR	US	TE:RAKH:A	TEIRAH	DERK	OUR	TE:RAKH:EL	TEIRAHHEL	DERKEL
SECOND PL	YOU	TIRAI	TIAI	DIRAJ	YOU	TEKH:A	TEH	DORK	YOUR	TEKH:EL	TEHEL	DORKEL
THIRD PL	THEY	KH:E:RA	HEI	KIR	THEM	KH:E:KH:A	HEIH	HIK	THEIR	KH:E:KH:EL	HEIHEL	HIKEL

2. Adjectives

In Juralic, adjectives were only declined in two cases, nominative and accusative. The nominative stood for itself and the vocative cases, while the accusative was used for every other case. Adjectives were also declined in the plural, nominative and accusative only again. This procedure was still followed by Atlantean, Chalcran and Yalland, but in Helvran, adjectives had become indeclinable, with just the original nominative singular in use.

In Juralic, adjectives seem to have been able either to precede or follow nouns. In the descendant tongues, they normally preceded,

but could follow, for emphasis, in Atlantean and Chalcran.

3. Nouns

There were at least six main declensions in Juralic, which depended on the vowel which ended the word in the nominative singular case. These were:

1. -a
2. -o
3. -a:
4. -e:
5. -o:
6. -u:

These were greatly modified in the descendant languages. The first and second declensions were more or less amalgamated in all the languages, and this became known as the *consonantal* or *first* declension by the Atlanteans, as the endings were lost in the nominative, vocative and accusative cases. The third and fourth often partially combined into the *a/e* or *second* declension, and the fifth and sixth into the *o/u* or *third* declension.

There were originally six cases: nominative, vocative, accusative, genitive (ie possessive), dative (ie the indirect object, implying "to" or "for"), and locative (ie position, usually "in" or "on"). In Atlanchalcric, the vocative case was amalgamated with the nominative, and the locative was lost (though it was combined with the dative in Yalland). However, a number of new cases were formed in Atlanchalcric by affixing prepositions to the end of the root of the noun. These prepositions were later contracted, and became endings for the new cases of locative, Instrumental (implied "By" or "with" the noun) and Ablative (implied "away from" the noun, though not with physical movement). These were the total for Chalcran, but Atlantean added cominative ("with" or "without" the noun), allative (implied movement towards the noun) and elative (implied movement out of the noun).

Juralic also had a dual number, apart from singular and plural, but this left little trace in the descendant languages, except in certain fixed expressions in Atlantean and Yalland. It involved interpolating -IT- between the root of the noun and its ending. This became -ET- in Atlantean and -ID- in Yalland, in the few set expressions where it survived. For Atlantean, see [Remains of obsolete endings in Atlantean nouns](#)

Juralic plural originally involved adding -i: to the singular nominative form, followed by the case endings, if any. However, in Atlantean, uniquely, an ending -ix (from -i:kesa meaning "a group") was substituted in the nominative, vocative and accusative plural cases.

The table below gives the suffixes (if any), which were added directly on to the root of the noun. There were various irregularities in the descendant languages, especially in Atlantean, due to sound changes and influences. For more details about these, go to [Atlantean language](#)

	FIRST ("CONSONANTAL") DECLENSION					SECOND (A / E) DECLENSION					THIRD (O / U) DECLENSION				
SINGULAR	JUR	ATL	CHAL	HELV	YALL	JUR	ATL	CHAL	HELV	YALL	JUR	ATL	CHAL	HELV	YALL
EXAMPLE	losso (nom sing) (freedom)	loss	losse	loz	lorr	mina: (nom sing) (name)	mina	mina	mien	maino	tinku: (nom sing) (star)	tincu	tinnu	ding	dicko
NOM	-a, -o	-	-a, -e	-	-	-a:, -e:	-a, -e(i)	-a, -i	-	-o, -i	-o:, -u:	-o, -u	-o, -u	-	-oi, -o
VOC	-a:, -o:	-	-a, -e	-	-o, -oi	-a:i, -e:	-a, -e(i)	-a, -i	aj, -	-e, -i	-o:i, -u:	-o, -u	-a, -u	-aj, -	-, -o
ACC	-a/on	-(a)n	-a, -o	-	-en, -en	-a:/e:n	-an	-a, -e	-	-on, -in	-o:/u:n	-un	-o, -u	-	-on, -on
GEN	-a/olo:	-ayu	-illi	-al	-el	-a:/e:lo:	-eyu	-illi	-el	-ol, -il	o:/u:lo:	-uyu	-ulli	-el	-ol, -ol
DAT	-a/ond	-(a)n(t)	-izzi	-in	-es	a:/e:nd	-an(t)	-izzi	-in	-os, -is	o:/u:nd	-un(t)	-uzzi	-in	-os, -os
LOC	a/osse	-(e)sil	-izzi		-es	-a:/e:sse	-asil	-izzi		-os, -is	o:/u:sse	-usil	-uzzi		-os, -os
INST		-aue	-ibbi				-aue	-ibbi				-u(e)	-ubbi		
ABL		-ao	-itti				-ao	-itti				-ao	-utti		
COMM		-ame					-ame					-ume			

ALL		-ar						-ar							
ELAT		-aos						-aos							
PLURAL															
NOM/VOC	-ai:/a:i -oi:/o:i	-ix	-i, -i	- (vowel mutation of root)	-e	-a:i:, -e:i:	-ix	-i, -i	-aj, -aj	-e	-o:i, -u:i	-ix	-i, -i	-aj, -aj	-e
ACC	ai:/oi:	-ix	-i, -i	- (vowel mutation of root)	-e	-a:i, -e:i	-ix	-i, -i	-aj, -aj	-e	-o:i, -u:i	-ix	-i, -i	-aj, -aj	-e
GEN	a/oi:lom	-ayun	-alli	-in (+ mutation)	-eln	- a:/e:ilom	- ayun	-alli	--in	-eln	o:/u:ilom	- ayun	-alli	-in	-oln
DAT	a/oi:nd	-ain(t)	-azzi	-in (+ mutation)	-essen	a:/e:ind	- ain(t)	-azzi	-in	-essen	o:/u:ind	- ain(t)	-azzi	-in	-ossen
LOC	-a/ossen	-aise	-azzi		-essen	a:/e:ssen	-aise	-azzi		-essen	o:/u:ssen	-aise	-azzi		-ossen
INST		-aibe	-abbi				-aibe	-abbi				-aibe	-abbi		
ABL		-ai	-atti				-ai	-atti				-ai	-atti		
COMM		-aime					-aime					-aime			
ALL		-air					-air					-air			
ELAT		-ais					-ais					-ais			

[Home Page](#)
[The Atlantean language](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[The Juralic languages](#)
[Historical grammar of Juralic languages.1, introduction and verbs](#)
[Juralic phonetic history - vowels](#)
[Juralic phonetic history - diphthongs](#)
[Juralic phonetic history - consonants](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The phonetic changes from Juralic to Atlantean, Chalcran, Helvran and Yalland.

1. Consonants

The Juralic consonants were these:

PLOSIVES

Labials: p b ph bh **Dentals:** t d th dh **Palatals/gutturals:** k g kh gh

Spirants: s z kh:

Nasals: m n

Liquids: l r

Aspirate: h

These sounded as in modern English, except for the following:

ph, th, kh, bh, dh, gh were all pronounced originally as strongly aspirated stops.

kh: sounded like modern German "CH" in "BACH".

The table below shows original consonants in Juralic, and how they developed to Atlanchalcric (between -900 and -500), and hence to Imperial Atlantean (300-600), Standard Chalcran (-250 onwards), Imperial Helvran (-200 - 500) and Early Yalland (-200 - 500). North Atlantean (-200 - c350) and Atlantid (-200 - c400) forms are also shown, where they vary from Early and Imperial Atlantean. Atlantean, Helvran and Yalland also continued on and changed somewhat into "late" forms after 500. Chalcran died out by 600. Where '-' is written in a space, it means that there has been no change from the earlier stage of the language. Cons. means consonant; pron. means pronounced.

Below the consonant changes, are examples of words indicating these changes (written in italics).

JURALIC	ATLANCHALCRIC	IMPERIAL ATLANTEAN	NORTH ATLANTEAN (N) ATLANTID (A)	STANDARD CHALCRAN	IMPERIAL HELVRAN	EARLY YALLAND
b	b bt>tt	b (- if final) br>bu (pron. v)	b br remains (N)	b	b vowel - b>v -	b vowel - b>v

<i>lob (long)</i>		vowel - b>u - vowel <i>lou</i>		<i>lub</i>	vowel <i>lov</i>	- vowel/l/m/n/r <i>loiv</i>
d <i>dra:dhu:</i> (desert)	d <i>dra:thu:</i>	d (- if final) dr>du (pron. j) <i>duathu</i>	d dr remains (N) <i>drathu</i>	d, di [dd pron. dj] <i>drassu</i>	d <i>drod</i>	d vowel - d>dh - vowel/l/m/n/r <i>draudho</i>
g <i>ga:nd</i> (to have) <i>ra:go:</i> (son)	g <i>ga:nd</i> <i>ra:go</i>	g (- if final.) y if initial before a vowel) <i>yand</i> vowel - g>y - vowel <i>rayo</i>	g	g gi/gh before a gu before e <i>ghann</i> <i>rago</i>	g vowel - g>kh - vowel <i>gond</i> <i>rakh</i>	g vowel - g>(h) - vowel <i>gaudh</i> <i>rauhoi>rahoi</i>
p	p pt>tt	p (- if final) pr>pu (pron. f) vowel - p>ph (pron. f) - vowel	p pr remains (N)	p	p (b initially. pp finally) vowel - p>b - vowel	p>b (but p if final)
t	t c+t>cc	t (- if final) ti/e (pron. ts) tr>tu (pron. ch) c+t>cc	t tr remains (N)	t k+t>cc	t (d initially) vowel - t>d - vowel	t>d (but t if final)
k <i>ka:reb</i> (dear) <i>kwapt</i> (to say) kt	c (pron. k) <i>careb</i> kw>hw <i>hwatt</i> ct>cc	c (pron. k) <i>car</i> hw>hu. ks>x <i>huatt</i> ct>cc	c	c <i>carebb</i> hw>ch <i>chatt</i> ks>cs kt>cc	k (g initially) <i>gorb</i> kw>gv <i>gvapt</i> vowel - k>g - vowel	k>g, but k if final <i>gaurev</i> kw>qu <i>quapt</i>
bh	b	b (u/v/-, see above)	b (u/v/-, see above)	b	b	f
dh <i>dha:n</i> (to allow)	th <i>tha:n</i>	th <i>than</i>	th	ss (t initially) <i>tan</i>	d <i>(kir)don</i>	dh <i>dhaun</i>
gh	g	g (u/y/-, see above)	g (u/y/-, see above)	g	g	c (cc if medial. ck if final)

ph <i>phe:d</i> (to believe)	p <i>pe:d</i>	p (ph see above) <i>peid</i>	p (ph see above)	p <i>pid</i>	f (v between vowels) <i>fid</i>	ph (pron. f) <i>phedh</i>
th <i>prouthu:</i> (peace)	th <i>prouthu:</i>	th <i>prouthu</i>	th	ss (t initially) <i>proussu</i>	s (initially or after unvoiced plosive) d (after vowel or voiced plosive) <i>praud</i>	th (if initial) d (after vowel or voiced plosive) <i>pruodo</i>
kh <i>stekh</i> (to work)	c ct>cc <i>stec</i>	c ct>cc <i>stecc</i>	c	c ct>cc <i>stiecc</i>	k <i>stek</i>	h <i>steh</i>
s <i>sla:linda:</i> (woman) sk, sh <i>lu:shu:</i> (slowness)	s <i>sla:linda:</i> sc <i>lu:scu:</i>	s (pron. z between vowels) sl>su (pron. sh) <i>suayinda</i> <i>luscu</i>	sl remains (N) <i>slalinda</i>	s <i>slalinna</i> sc <i>luscu</i>	z (but s initially in non-monosyllables) <i>slolind</i> <i>liusku</i>	s (but r between vowels or before l,m,n,r when not initial) (- initially before l.m.n.r) <i>laliddo</i> sk>sh <i>luosho</i>
z <i>zlidha:</i> (speed)	z <i>zlitha:</i>	z vowel - z>y/i - vowel zl>zu <i>zuitha</i>	z zl remains (N) <i>zlitha</i>	j <i>zliissa</i>	z <i>zlid</i>	z (- initially before l,m,n,r) <i>leun</i>
kh:(guttural X) <i>ru:kh:</i> (command)	h <i>ruh</i>	h (not sounded after cons.) (pron. sh after vowel - initially) <i>ruh</i>	h	h (ch after vowel) <i>(ruch - obsolete)</i>	k <i>riuk</i>	cc (c if initial. ch if final) <i>ruocc</i>
kh:(guttural X)w <i>kh:wa:ina:</i> (heaven)	hw <i>hwaina:</i>	hu <i>huaina</i>	hu	cc (c if initial) <i>cana</i>	gv <i>gvain</i>	qu <i>queno</i>
m <i>mente:</i>	m <i>mente:</i>	m (n if final) <i>mente</i>	m	m <i>menn</i>	m (n if final) <i>mind</i>	m <i>midd</i>

(epoch)		mn>nn		(m+cons.>mm)		
n	n	n nk>nc <i>puanc</i>	n nk>ng(N) <i>prang</i>	n (n+cons.>nn) <i>prann</i>	n (n+cons. - cons. voiced if intervocal or final) <i>prang</i>	n (n+plosive.>doubled plosive) <i>prack</i>
l	l	l (vowel - l>y - vowel) <i>tuilda</i>	l <i>trilda</i>	l (vowel - l>ll - vowel) l+plosive>doubled plosive <i>tridda</i>	l plosive+l>doubled plosive (not initially) <i>trild</i>	l lk/lg/ld/lt>unstressed e or other vowel between l and cons. <i>trilido</i>
r	r	r (vowel - r>- - vowel) <i>nar[a]</i>	r <i>narka:</i> (after)	r (r+plosive>doubled plosive) <i>nacca</i>	plosive+r>doubled plosive <i>nork</i>	r rk/rg/rd/rt>unstressed e or other vowel between r and cons. <i>naurke</i>
h	h	h (not sounded after cons. After vowel pron. sh) (Initially -) <i>ournu</i>	h (not sounded after cons. After vowel pron. sh) (Initially remains)(A) <i>hournu</i>	h (after vowel, h>ch) <i>hournu</i>	h (k if final) <i>horn</i>	h (- if final) <i>horno</i>
w	w (v initially)	u (f initially) <i>fey</i>	u (v initially)(A) <i>viz</i>	- (Preceding cons. doubled) (Initially b) <i>bij</i>	v (initially or after vowel) - (if after cons.) <i>viz</i>	w (initially) u (before vowel and after cons.) v (between vowels) <i>wez</i>
y	y	y (i before vowels and often elsewhere) <i>iasu</i>	y <i>ya:sisu:</i> (year)	i <i>iasu</i>	j (- intervocally or before a cons.) <i>jaiz</i>	y (initially and before vowels) - intervocally <i>yerairo</i>

BUILD A FREE WEBSITE
OF YOUR OWN ON





- [Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The phonetic changes from Juralic to Atlantean, Chalcran, Helvran and Yalland.

1. Diphthongs

Diphthongs in Juralic were as follows:

SHORT: AI OI AU EU OU **LONG:** A:I O:I A:U E:U O:U

The long versions of these must have sounded as follows:

AI as modern English "I" in "SIDE"

OI as in modern English "BOY"

AU as in modern German "HAUS"

EU as modern English "A" in "NAME" plus a slight "schwa" ending as "ER" in English "BITTER"

OU as modern English "O" in "BONE"

The short versions were probably somewhat similar, but more lightly stressed. As can be seen below, in some cases, like Atlanchalcric, all the diphthongs became lengthened, while on others, such as Chalcran and Yalland, their development depended upon whether they were located in stressed or unstressed syllables. Helvran alone shows differing developments of long and short diphthongs independent of stress. This makes it difficult to be sure of the exact sound of long and short diphthongs in Juralic.

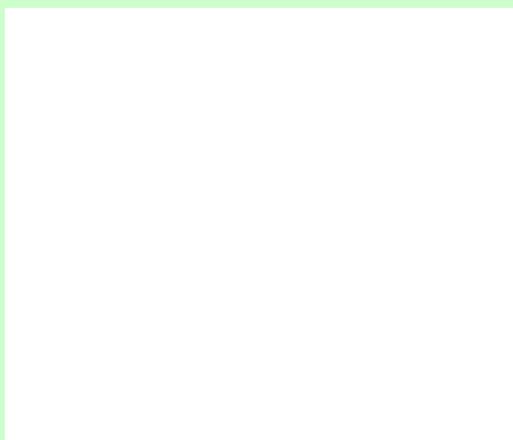
The table below shows original diphthongs in Juralic, and how they developed to Atlanchalcric (between -900 and -500), and hence to Imperial Atlantean (300-600), Standard Chalcran (-250 onwards), Imperial Helvran (-200 - 500) and Early Yalland (-200 - 500). North Atlantean (-200 - c350) and Atlantid (-200 - c400) forms are also shown, where they vary from Early and Imperial Atlantean. Atlantean, Helvran and Yalland also continued on and changed somewhat into "late" forms after 500. Chalcran died out by 600. Note that diphthongs may be long (: written after them) or short. Also, in Chalcran and Yalland, their development depended upon whether the syllable they ended up in was stressed or unstressed.

Below the vowel-changes, are examples of words indicating these changes (written in italics).

JURALIC	ATLANCHALCRIC	IMPERIAL ATLANTIAN	NORTH ATLANTIAN (N) ATLANTID (A)	STANDARD CHALCRAN	IMPERIAL HELVRAN	EARLY YALLAND
ai <i>raiph</i> (to rob)	a:i <i>ra:iph</i>	ai <i>raiph</i>		a(:) (unstressed) <i>rap</i>	ai <i>raiv</i>	e (unstressed) <i>reph</i>
oi <i>proin</i>	a:i <i>pra:im</i>	ai <i>puain</i>		a(:) (unstressed) <i>prann</i>	o <i>pron</i>	o (unstressed) <i>proin</i>

(to beat metal)						(stressed)
au <i>aulga</i> (gold)	a:u <i>a:ulga</i>	ao <i>aolc</i>		o(:) (unstressed) <i>ogga</i>	o <i>olg</i>	e (unstressed) <i>auleg</i> (stressed)
eu <i>zleun</i> (on)	e:o <i>zle:on</i>	e(:) <i>zuen</i>	eo (A) <i>zleon</i>	e(:) (unstressed) <i>zlen</i>	e <i>zlen</i>	e (unstressed) <i>leun</i> (stressed)
ou <i>nourla:</i> (moon)	o:u <i>no:urla</i>	ou <i>noura</i>		ou (unstressed) <i>nourra</i>	au <i>naurr</i>	u (unstressed) <i>nuorlo</i> (stressed))
a:i <i>la:im</i> (to mourn)	a:i <i>la:im</i>	ai <i>lain</i>		a(:) (stressed) <i>lam</i>	ai <i>laim</i>	e: (stressed) <i>le:m</i>
o:i <i>lo:ipho:</i> (heat)	a:i <i>la:ipho:</i>	ai <i>laipho</i>		a(:) (stressed) <i>lapho</i>	ai <i>laiv</i>	oi (stressed) <i>(loiphoi)</i> (obsolete)
a:u <i>ta:us</i> (to thank)	a:u <i>ta:us</i>	ao <i>taos</i>		o(:) (stressed) <i>tos</i>	a: <i>daz</i>	au (stressed) <i>daur</i>
e:u <i>me:ul</i> (with)	e:o <i>me:ol</i>	e(:) <i>mel</i>	eo (A) <i>meol</i>	e(:) (stressed) <i>mel</i>	eu <i>meu</i>	eu (stressed) <i>meul</i>
o:u <i>o:ulen</i> (to listen)	o:u <i>o:ulen</i>	ou <i>oulen</i>		ou (stressed) <i>oulen</i>	au <i>auln</i>	uo (stressed) <i>uolon</i>

[Home Page](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Juralic phonetic history - vowels](#)
[Juralic phonetic history - consonants](#)
[Historical grammar of Juralic languages,2, pronouns, adjectives and nouns](#)
[Historical grammar of Juralic languages,1, introduction and verbs](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

The phonetic changes from Juralic to Atlantean, Chalcran, Helvran and Yalland.

1. Vowels.

The vowel system in Juralic was very simple, as follows:

SHORT: A E I O U **LONG:** A: E: I: O: U: **HALF VOWELS:** W Y

As far as we know from the sources, the vowels would have been pronounced roughly as in "modern" languages such as Latin or Italian. "W" was presumably similar to the same letter in English. "Y" was sounded like modern English "Y" in, for example, "yacht".

The table below shows original vowels in Juralic, and how they developed to Atlanchalcric (between -900 and -500), and hence to Imperial Atlantean (300-600), Standard Chalcran (-250 onwards), Imperial Helvran (-200 - 500) and Early Yalland (-200 - 500). North Atlantean (-200 - c350) and Atlantid (-200 - c400) forms are also shown, where they vary from Early and Imperial Atlantean. Atlantean, Helvran and Yalland also continued on and changed somewhat into "late" forms after 500. Chalcran died out by 600. Note that vowels may be long (: written after them) or short. They may also vary in later forms of some of Helvran, because of ablaut, if there is an "i" in the following syllable. Also, "e", "o" and "u" before nasals or liquids in Juralic may change in some of its descendants. In Chalcran and Yalland, their development depended upon whether the syllable they ended up in was stressed or unstressed. Where nothing is written in a space, it means that there has been no change from the earlier stage of the language.

Below the vowel-changes, are examples of words indicating these changes (written in italics).

JURALIC	ATLANCHALCRIC	IMPERIAL ATLANTIAN	NORTH ATLANTIAN (N) ATLANTID (A)	STANDARD CHALCRAN	IMPERIAL HELVRAN	EARLY YALLAND
a <i>zalt</i> (to bind)	a <i>zalt</i>	a <i>zalt</i>		a <i>jatt</i>	a <i>zald</i>	a: (stressed) <i>zalat</i> e (unstressed)
a: <i>ra:ma</i> (flag)	a: <i>ra:ma</i>	a: <i>ra:n</i>	e:a (A) <i>rean</i>	a: <i>ra:ma</i>	o: <i>ro:n</i>	au (stressed) <i>raum</i> e

						(unstressed)
a...i <i>handai:</i> (fields)					ai...i <i>aid</i>	
e <i>pedh</i> (to think)	e <i>peth</i>	e <i>peth</i>		e <i>pess</i>	e <i>bed</i>	e: (stressed) <i>be:dh</i> i (unstressed)
e: <i>we:z</i> (to know)	e: <i>ve:z</i>	ei <i>(feiz) fey</i>	i: (N)(A) <i>fi:z</i>	i: <i>bij</i>	i: <i>vi:z</i>	e: (stressed) <i>we:z</i> e (unstressed)
e...i <i>beni:n</i> (to bless)					i...i <i>binin</i>	
e...i <i>le:dha:i</i> (games, nomin.)					ie...i <i>lied</i>	
en <i>enti:</i> (off)					in (+cons) <i>in(d)</i>	
el, er	eal, ear+cons.	el, er	eal, ear (N)(A)	ial, iar (stress) il, ir (unstress)		
e:l, e:r <i>ge:ld</i> (old)	e:al, e:ar+cons. <i>geald</i>	e:l, e:r <i>yelt</i>	e:al, e:ar (N)(A) <i>yealt</i>	ial, iar (stress) il, ir (unstress)	i: <i>gi:ld</i>	e: (stressed) <i>geled</i> i (unstressed)
i <i>tinku:</i> (star)	i <i>tincu</i>	i <i>tincu</i>		i <i>tinnu</i>	i <i>ding</i>	i: (stressed) <i>di:cko</i> i (unstressed)
i: <i>pli:dh</i> (to ask)	i: <i>pli:th</i>	i: <i>plith</i>	ie (N) <i>plieth</i>	i: <i>pliss</i>	ie <i>plied</i>	ai (stressed) <i>plaidh</i> i (unstressed)
o	o	o		o	o	o: (stressed)

<i>tont</i> (all)	<i>tont</i>	<i>tont</i>		<i>tonn</i>	<i>dond</i>	<i>do:dd</i> o (unstressed)
o:	ou	ou	u: (N)(A)	u:	o:	oi (stressed) o (unstressed)
o...i <i>phostis</i> (fewer)					e...i <i>festez</i> (comparative)	
o:...i <i>gho:lin</i> (forwards)					i:...i <i>gi:lin</i>	
on <i>ondo</i> (and)					un (+cons) <i>und</i>	
ol, or	oul, our	oul, our	ul, ur (N)(A)	oul, our (stress) ol, or (unstress)		
o:l, o:r <i>glo:ma:</i> (jewel)	oul, our <i>glo:ma</i>	oul, our <i>glourna</i>	u:l, u:r (N)(A) <i>glurna</i>	oul, our (stress) <i>glounna</i> ol, or (unstress)		
u <i>phust</i> (small)	u <i>pust</i>	u <i>pust</i>		u <i>pust</i>	u <i>fust</i>	o: (stressed) <i>pho:st</i> o (unstressed)
u: <i>pu:to:</i> (head)	u: <i>pu:to</i>	u: <i>pu:to</i>		u: <i>pu:to</i>	iu <i>biud</i>	uo (stressed) <i>buotoi</i> o (unstressed)
un, um <i>undu</i> (down)				on, om <i>onnu</i>		
u:n, u:m				on, or		
ul, ur <i>ullot</i> (as)				o:l, o:r <i>ollo</i>		
u:l, u:r				o:l, o:r		

[history - consonants](#) [Historical grammar of Juralic languages,2, pronouns, adjectives and nouns](#) [Historical grammar of Juralic languages,1, introduction and verbs](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRAN	YALLAND
call (s.o. s.th.)	taild	tailt			
call to	gwapt	guatt	giatt	khapt	guapt
called, to be	tailduan	tailduan			
can (is/are able to ...)	ekas	ex		ekas	
cannon	ril-	crerilien			
captain (ship)	pelt-	peltiens			
capture, seize	rept-	ainrett			
caress (v.)	bwosk	buosc	bosc		
carriage	pel-	pellittu	pellittu		
carry (move while supporting)	pel	pel(y)	pell	bel	pel
carry out	teukh:-	the			
cart, wagon (steam)	pel-	peyettu (ousettu)			
cat (Felis catus)	lo:upru:so:	loupruso	loupruso	laupruz	lupruoroi
cat, female	lo:upru:so:-	louprusie			
catch	nap	naph	napp	nop	nap
cause (n.)	dha:udiso:	thaodso			
cause (v.)	dha:id	thaid	tad	daid	dhedh
cavalry	ro:ukh:o:-	rouhonabbe			
cavalryman	ro:ukh:o:no	rouhon	rouchonni	rauken	ruockin
cavern	wouthu-	foutheso			
cease, stop doing, quit (intr.v.)	urg-	enturg			
cease, stop doing, quit (tr.v.)	urg-	enturgeth			
central	mi:dh-	mithul			
centralise	mi:dh-	mithien			
centraliser	mi:dh-	mithiniens			
centre, middle	mi:dha:	mitha	missa	mied	maidho
century	pronya:sisu:	puonaisu			
chain	tap-	buotaphesabbe			
chair, seat	ithi:so:	isso			

Chalcran	kalkrano	chalcran	chalcranne		
chance, randomness, luck	trilda	tuilda	tridda	trild	trilido
change (n.)	ano:po	anouph	anupe	anob	enoibi
change (v.)	ano:ip	anaiph	anaibanap	anaib	enoib
chasm	undu-	unduniya			
chief, leader	po:to:	pouto			
chief, main, primary, principal	po:to:-	poutel			
chiefly	po:to:-	poutehe			
child	elthu	elthu	ialassu	els	eldu
childish	elthu-	elthel			
childlike	elthu-	elthul			
choir	la:l-	laltabbe			
church	daudelothekh:itto	daithehettu			
circle	amo:	aimo			
city	thisagge	thisagge			
City State	thisagge-	thissainda			
civil	sa:rinda:-	saindel			
civil war	sa:rindu:-	saicrehei			
civilian	prouthu:-	prouthon			
civilisation	prouthu:-	prouthieth			
civilise	prouthu:-	prouthien			
civilised	prouthu:-	prouthienax			
claim (n.)	mo:unu:	mounu	mounu	maun	muonuo
claimant (in law)	pli:dh-	plithiens	plissienni		
clarity	lu:k-	lucotte			
class (school)	sa:phyen-	saphienaxabbe			
classical	teukh:-	nartettul			
classicism	teukh:-	nartettimettu			
clean (a.)	se:uphen-	seph			seuphim
clean (v.)	se:uphen	sephen	sepen	seuven	
cleanse	se:uphen-	sephenen			
clear, plain	lu:k-	lucotte	luc	liuk	luok
cleft	blo:b	blou	blu:be	blov	
clever	do:m-	doumel			
climb	wurg	furg	bogg	vorg	wurug
clock	(anna-)	annien			
clockwork	[anna-]	annittin			
close (v.)	louss-	dilouss			
clothe (v.)	to:upu:-	touphien			
clothes	to:upu:	touphu	toupu	daub	duobo
cloud	withu-	fithin			
coast		tho:nu-			thoino

coastal	tho:nu-	thainix			thoinul
code (of action)	te:kh:-	teiheso			
cold, chilly, frigid	kroll	croull	croull	groll	grol
coldness	kroll-	croulotte			
collapse (n.)	gra:id-	graideso			
collapse (v.)	gra:id	graideso	gradd	graid	gredh
combat	skailp-	scailpheso (antiq)			
come from (ie by movement)	rotholir	rossir			
come from(ie emerge, have origin in)	urg-	rottiurg			
come, arrive (at indicated place)	kh:erurg	iurg	hirogg	kirurg	ceruorg
commander (army)	prektis-	pueggisiens			
commander/chief	ru:kh:	ruhiens			
commit (action)	teukh:-	the			
communal	sa:rinda:-	saindel			
completely	tonti:kh:e	tontehe			
compose (music)	la:il-	lailteth			
composer	la:il-	lailtethon			
condition	e:ra:n	eanso			
conference	kwapt-	buohuatso			
conquer	ainraiph	ainraiph			
conqueror	ainraiph-	ainraiphiens			
conscious, aware	sa:uph-	saophel			
consciousness	sa:uph-	saophette			
consequence/result	nar-	naitto			
consonant (non-vowel)	stekh+kwaipt	stehuitso			
continent	mana-	mandagge			
continually	urg-	alnurgonduehe			
continue, keep on doing/being	urg-	ainurg			
control (ie influence) (v.)	ma:uy	maoy			
control (ie master, eg political)(v.)	thaiseth	thaiseth			
control (n.)	ma:iya	mai	mai	mai	me
converse	kwapt-	buohuatt			
conversion (rel.)	ano:po-	tontanouph			
correct	rekt	recc	recc	rekt	rekt
corrupt	daima-	daimien			
corruption	daima-	daimette			
council	kwapt-	yamelhuatso			
councillor	kwapt-	yamelhuatson			

country	hi:zekh:o	ieh		hiesk	
countryside	foil-	failette			
court (imperial/regal)	ke:rte:-	certabbe			
court, at	ke:rte:-	certas			
courtier	ke:rte:-	certon			
cover	to:upu:-	touphien			
create, make (bring into existence)	theukh	theh			
creation	theukh-	thehotte			
creator	theukh-	thehon			
crisis (general)	ano:po-	anouphan			
crisis (military)	ano:po-	anuphe			
crooked	tourd-	tour(t)			
cross (go over) (poet. in Atl) (intrans)	praiks-	puaix	pracs	praiks	preks
cross (go over) (sea, land) (intrans.)	pelta:-	peltuas			
cross (go over) (trans.)	pelta:-	pelth	piattett	belded	
crossbow	tourd-	bourtourtso			
crowd	ein-	einabbe			
crown (v.)	drik-	duiccien			
cry out, shout, yell	gwapt	guatt	giatt	khapt	guapt
cry, weep	la:m	lan	lam	lon	laum
curse (n.)	dibeni:n-	dibeinso			
curse, damn (wish evil upon) (v.)	dibeni:n	dibeinin			
cursed	dibeni:n-	dibeininx			
custom	m;:ra	mou@	mura	mor	moir
cut	skalipo-	scailph			
daddy	bhenna:po	be(nna)phu			
dagger	ska:lip-	scalphencu	scalippiena		
dark, dim (poet.)	nundo:-	dund			
dark, dim (with little light present)	dekand	decant(d)			
darken	nundo:-	dundeth			
darkness	nund-	dundettu			
darling	kar-	caraphu			
daughter	no:rskapa:	norscapha	nosscapa	norskob	norshaubo
dawn	ghe:sto:	yesto	giesto	gist	cestoi
day (daytime -- as opposed to night)	kh:o:ipto:	aitto	hatto	dekh	coiptoi
day (of week)	tegga	tec (antiq)	tegga (antiq)	dekh	
day after tomorrow	ainnarkakh:o:ipto:	ainnairaitto			
day before yesterday	aindira:kh:o:ipto	aindiaitto			

dazzling	ainwulg-	ainnolgul			
dead	la:b-	lauax			
dear, precious, cherished	kareb	car	carebb	gorb	gaurev
death	laibo	lai(b)		laiv	
decay (n.)	gra:ud-	graodeso			
decay (v.)	gra:ud	graodeso	grod	ungrad	
deceit	teu:kh:-	nithehien			
deceitful	teukh:-	nithehiensul			
deceive	teu:kh:-	nithehien			
decorate (v.)	nenkome:sema-	nemeiseth			
decoration	nenkome:sema	nemeisen			
decrease	phust-	pustuen			
decree/law	reketa:	recceta			
deed	teukh:-	teheso			
deep	ru:n-	run	ron	riun	ruon
deep (fig.)	ru:n	runn	ronn	run	ron
defeat (n.)	deptepta	dette			
defeat (v.)	depteth	detteth			
defend	so:rd	surd	sourd	zord	soirod
defender	so:rd	surdiens			
delay (n.)	so:n-	loumensunso			
deluge (v.)	entirinn	entrinn			
demand (n.)	mo:n	nimounotte			
demand (v.)	mo:n	nimoun			
demolish	rept-	untrett			
deny (say that X is not true)	dikwapt	dihuatt			
depend (on)	urg-	unturg (+acc)			
depending	urg-	unturgondur			
depressed	slalis-	sualsals			
depth	ru:n-	runotte			
descend	undu-	unduan			
descend (poet)	undu urg	unturg			
desert (n.)	dra:dhu	duathu	drassu	drod	draudho
deserted	dra:dhu-	duathul			
deserve	nelt	nealt	niatt	nelt	neled
despair (n.)	se:r-	disearso			
despair (of) (v.)	se:r	disear (+gen.)			
destiny	no:ume:na:	noumeina	noumene	moumen	nuomeno
destroy	dehyen	dehien			
destruction	dehyen-	dehiettu			
devil	snard-	snarton			
devour	me:ul	ammel	mel	meul	meul

dictator, tyrant	ke:rtē:-	girtex			
dictionary	kwapt-	huatsabbe			
die (normal)	la:b	lau	don	lov	duon
die (poet.)	dwound	duond			
different	bro:u-	broul			
difficult, hard	da:it	dai(t)	dat	daid	ded
difficulty	da:it-	daitte			
dim	lo:pho:-	diyuphul			
diminish	phust-	pustien			
diplomat	do:ryen-	dorienaxon			
discover	troild	tuaild			
discovery	troild-	tuailso			
discuss, talk about	kwapt-	buohuatt			
discussion	kwapt-	buohuatso			
dismiss	thaupiso-	ditaoph			
distance	gyki:ya	ycia			
distant place	gyki:yel-	ycieya			
divine	da:udullot	daol			
do well	ru:thikh:e te:ukh	ruteh			
do, perform	teukh:-	the	tech	dekh	deucc
doctor	tont-	tontettu			
doom	glo:munga	gloumunc			
door	tro:tho:	tuoutho	trusso	trod	troidoi
double	bro:u-	buo-			
down	undu	unt	onnu	und	odhu
drag	phel	peyel	anpel	vel	phel
draw (pictures)	tess	tess	tess	dess	dess
drawing	tess-	tesso			
dream (n.)	pe:dh-	peithu			
dream (v.)	pe:dh	peith	pessess	bid	bed
drink	souk	souc		zaug	
drinker	souk-	souciens			
duel (v.)	kenk	nencenc	nencinn	geng	gekk
dull	nund-	dundettul			
during	mentin	men(ten)	menni	mindin	mettin

[Home Page](#)
 [Juralic languages vocabulary \(1\) a-b](#)
 [Juralic languages vocabulary e-g](#)
 [Juralic languages vocabulary h-l](#)
 [Juralic languages vocabulary m-p](#)
 [Juralic languages vocabulary q-sh](#)
 [Juralic languages vocabulary si-th](#)
 [Juralic languages vocabulary ti-z](#)
 [Juralic-Atlantean-English vocabulary a-d](#)
 [Atlantean-English-Juralic vocabulary a-d](#)
 [Languages - introduction](#)
 [The Atlantean language](#)
 [The Juralic languages](#)
 [Non-Juralic languages](#)
 [Atlantean personal names](#)
 [Place names of the Great Continent](#)
 [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRAN	YALLAND
ear	o:le:na:	oyena	ulena	oln	oilono
earlier	urg-	dittul			
earth (ie soil)	du:na	duna	dona	diun	duone
earth (ie world)	ma:una:	maona			
earthquake	du:na-	dunarurso			
east (n.)	geste:	geste	giest	gest	gesti
east(ern) (a.)	geste:-	gestar			
easy	mis	mis	mis	miez	mair
eat	me:l	mel	mial	mil	mel
eclipse (of moon)	no:urla-	nourafouthu			
eclipse (of sun)	wulg-	folgiensfouthu			
edge	rindu:	rindu	rinnu	rind	ridho
education	sa:iphepta	saitte			
educational	sa:iphepta-	saittul			
egg	enu:rthu:	enurthu	enorssu	eniurs	inuordo
eight	kh:watke:lo:	huaccel	catcilo	gvadgel	quaddiloi
either..or..	zoud..zoud..	zou..zou..	jou..jou..	zau..zau..	zud..zud..
elevate	arki-	arth			
emotion	da:udalono:po	dainouph	dodillanupe	dadanob	daudhenoib
emperor	ke:rte:-	cerex	ciatti (ruler)	gitek	gerti (ruler)
empire	ke:rte:-	cerieh		girtiezek	
employ	teukh:-	tehineth			
employer	teukh:-	tehimethiens			
employment	teukh:-	tehineso			
empress	ke:rte:-	cerie			
empty	wain	fain	ban	vain	wen
empty (poet.)	dra:dhu:-	duathul			
encourage	arkiano:ip	arnaiph			
end, conclude, finish (v.)	urg-	enturg			
end, conclusion, finish (n.)	urg-	enturgeso			

enemy	antion	anton	annonni	ainen	adhin
enough, sufficiently	ittimo	ittin			
enrich	ple:un-	pleneth			
enter, go into	urg-	siurg			
entertain	ruthoseth	ruthoseth			
entertainment	ruthoseth-	ruthousette			
entrance	urg-	siurgeso			
envoy	do:ryen-	dorienaxon			
epoch	mente:	mente	menni	mind	middi
equal	telel	teay			
especially	e:nkan-	encanuyehe			
eternal	o:ilo:-	ayul			
eternal part of man, spirit	o:ilo:-	ayuyettu			
eternity	o:ilo:-	ayuyotte			
evening (a.)	na:ukh:wa-	naohuisul			
evening (dusk to midnight)(n.)	na:ukh:wa-	naohuiso			
ever	o:ilo:	ayo	alo	ail	oilo
everlasting	o:ilo:-	ayosainondur			
every time	tont-	tontan			
every, each one	tontono	tonton	tonnonne	dunden	doddin
everything	tont-	tontettu	tonnitto	donded	doddid
everywhere	tont gykullot	tontaicul			
evil	dam(m)ig-	dammiyette			
excel	ru:thikh:e te:ukh	ruteh			
excellent	ru:th-	rutehondur			
except for, apart from	ka:n-	encan (+gen.)			
exist	e:ra:n	ean	irann	iran	iran
existence	o:so:	ouso	uso	oz	oira
exit	entiurgo-	enturgeso			
expand, grow	bho:rb	bourbeth			
explain	lu:k-	lucien			
extract, pull ot	trun-	rottrun			
extremely	ain-	aimeu			
extremes	a:in-	ainnix			
eye(s)	no:mo:/no:meto:	numo/numeto	numo	nom	noimoi/noimidoi
fact (undisputed datum)	itto	itte			
factory	stekh-	yciesteccso			
factory hand/worker	stekh-	stecciens			
fade	dwound	duond			
fair, just	nelt-	neltax			
faith	dha:udhollot	thao(l)-			

fall (n.)	gra:d-	gradeso			
fall (v.)	gra:d	grad	grad	grod	graudh
false, untrue	direkt	direcc	direcc	dierekt	direkt
fame	ru:dha:la	rutha	russala	riudal	
family	a:inku:	aincu	annu	aing	encko
famous	ga:il	gail	ghal	gail	gell
far (at / to a great distance)	gykiyel	yciel	igicial	giege	
farm	me:sito	meist	miste	mist	mest
farmer	me:sito-	meistiens			
fascinate	trun-	ontrunn			
fascination	trun-	ontrunso			
fast	zlidha:-	zuithul			
fate/destiny	no:ume:na:	noumeina	noumene	naumen	nuomeno
fateful	no:ume:na:-	noumeinul			
father	bhenno:	benno	benno	ben	fennu
fear (be afraid of) (v.)	gra:is	grais	gras	graiz	grer
fear (n.)	grasa:	grasa	grasa	groz	graro
fearful	gra:is-	graisul			
federation	sa:rinda:-	saindabuota			
feed	ma:ineth	maineth			
female (adj.)	slalil	sual/suil			phost
femme fatale	trun-	ontrunie			
few, a, (adv.)	diameb/phost	dimeu(he)	post	fost	
field (unbroken expanse of land)	handa:	anda	a:na (anda)	ad	adho
fiery	akh:na:-	ahnel			
fight, combat (v.)	khenk	cenc	cinn	keng	hekk
final	skh:atis	scatis	scatiss	skaidz	shaudir
find (discover the location of)	trold	trould	trodd	trold	trold
fire	akh:na:	ahna	achna	aken	accno
fire at	rileth	riyeth			
first	e:n-	enul			
fish (n.)	nestu:	nestu	nestu	nistil	nesto
fish (v.)	ne:st	nest	nest	nistil	nest
five	kello	cel	celle	gel	gell
flag, banner (of gods)	ra:ma	ran (dayuan)	rama	ron	ram
flash (v.)	tind	tind	tinn	dind	didd
flock (of birds)	a:usiph-	aosiphabbe			
flood (v.)	rinn	rinn	rinn	rin	rinn
flood, deluge (n.)	rinn-	rinnso			
flourish	lund-	lunduas			

flow (travel in a current)	li:r	lier	lir	lier	lair
flower (n.)	lunde:	lundeï	lonni	lund	loddi
flower (v.)	lund-	lunduan			
flowery	lund-	lundul			
fly (v.)	ril	ril	rill	ril	ril
fly (v.) (poetic)	ha:na:-	hain			
foal	ro:ukh:o:-	rouhilpa			
follow	urg-	nariurg			
food	ma:ina:	maina	mana	main	me:no
for (in order to)	deuk	deu			
for (in place of)	ergoin	ergain	iagga	ergon	ergon
for (the benefit of)	ergoin	ergain/dative			
forbid	didha:n	dithan	ditan	diakirdon	didhaun
foreign	nesti:l	nestil	nestial	nistil	nestil
foreign country	nesti:l-	nestieh			
foreigner	nesti:l-	nestion			
forest	we:lbe:	feal (N.Atl)			
forget	di:no:im	dinaim			
forgive	dhu:lt	thult	tutt	dult	dhuold
forgiveness	dhu:ltso:	thultso			
forgiving	dhu:ltso:-	thultondur			
forgiving person	dhu:ltso:-	thultonduon			
former	thoir	thair		sair	
fort	pandu:	pandu	pannu	band	baudho
fortnight	tegga-	douthen			
forward, ahead	gho:lin	yoyin	gulin	gilin	coilin
four	dhe:rino	thein	tiare	dirin	dherin
free (at liberty) (a.)	li:dh-	lithax			
free (from prison)	loiss	laiss			
free, loose (v.)	li:dh	lith	liss	lied	laidh
freedom (able to move)	li:dh-	lithette			
freedom (political, not imprisoned)	losso	loss	losse	loz	lorr
freeze (intr)	kroll-	croulluen			
freeze (tr.)	kroll-	croullien		grellin	
frequently, often	mebanai	meanai			
Friday	manategga	manatecc	manategga	mondekh	maunodiho
friend	ka:ri:za-	carnaxa	carinacsa	gorinaks	gauryenire
friend (kin)	sippo	sipho (antiq)			
friendly	sippo-	siphil			
from, out of, away from	rota	rota	rotta		
front (n.) (adj.)	gho:lo:/-	yoyo/yoyul	gulo	gol	coiloï

front, in..of	dirasi	dias	dirasa	diers	diras
frontier	sa:rinda:-	iehindu saindu			
frozen	kroll-	croulluenax			
full, filled	ple:n	plein	plin	plin	blen
future	gho:lanna	yoyan			
gale	ainthu:le	ainthuye			
galley (ship)	pelta:-	belda		beld	
game	le:dha:	leitha	lissa	lid	ledho
gas	a:itho:	aitho	asso	aid	edoi
gate	tro:tho-	tuouthencu			
genius	do:m-	aindoumo			
gentle, mild	slalis	suals		sls	
germinate	enwa:s	enuas			
germination	enwa:s-	enuasan			
get, acquire, gain, obtain, take	rept	rett	rett	rept	rept
ghost	tinku:-	tincso			
giant	trell-	tuellon			
gift	da:inso:	dainso			
girl	illa:	illie	illa	il	slillo
give	da:n	dan	dan	don	daun
glint (v.)	tink	tinc			
gloom	nund-	dundotte			
gloomy	dwondullot	duondul	donnoll		
glorify	tra:inka:-	thrainceth			
glorious	tra:inka-	thraincul	trannoll	trainguld	treckol
glory	tra:inka:	thrainc			
go	urg	urg	ogg	urg	uoreg
go up	urg-	urg ar			
go wrong	da:m(m)-	damuan			
god, deity	da:ude	dao	doda	dad	daudh
goddess	da:udille	daodie		dadil	
godlike being	da:uda-	dauon			
godly, pious	likl-	liclul			
gold (the precious metal)	aulga	aolc	ogga	olg	auleg
golden	aulga-	aolgor (a(o)l(g)-)	(ogg-)	(ol(g)-)	(aul-)
good (adj)	ru:th	ruth	russ	riud	ruod
good (n.)	ru:th-	ruthettu			
good day	ru:th-	ruth (tecc)			
good deed	ru:th-	ruteheso			
good morning	ru:th-	ruth yestiso			
goodness	ru:tho:	ruthousul	russo	riud	ruodo

government	ru:kh:-	ruhettu			
Governor, Civilian	ru:kh-	ruhiehians			
Governor, Military	ru:kh-	ruhixano			
grand-daughter	norska:pa:-	yelnorscapa			
grandfather	ge:ldbhenno:	yelbenno			
grandmother	ge:ldmanna:	yelmanna			
grandson	ra:go-	yelrayo			
grass	wo:la	ful	bula	vol	woilo
great	bho:rb	bour	bourb	borb	foib
great- grandfather	ge:ldbhenno:-	ainielbenno			
great-grandmother	ge:ldmanna:	ainielmanna			
green	wa:il	fail	bal	vail	woil
grief	do:li:su	doulisu	dulis	dilis	doiliro
grieve	do:ilis	dailis			
group	i:kesa	ai	icesa	ieks	aigis
grow	bho:rb	bourbeth			
guard (n.)	spikt-	ainspiccon			
guard (frontier/building)	didha:n-	dithanax		kirdoneks	
guard (prison)	didha:n-	dicirdonex		diekirdoneks	
Guild	teukh:-	tontehin			
gun (ballistic weapon)	ril-	rilien			

[Home Page](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary m-p](#)
[Juralic languages vocabulary q-sh](#)
[Juralic languages vocabulary si-th](#)
[Juralic languages vocabulary ti-z](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRRAN	YALLAND
hack (v.)	skalipo-	scaolph			
half (1/2)	bro:u-	buoul			
hammer (v.)	proin-	puainien			
handle	trun-	trunien			
happy	ru:th-	ruthousul			
harbour	pelta:-	peller			
hard, difficult	da:it	dai(t)	dat	daid	ded
hard, firm, resistant to pressure	stekh	stei (-cc-)	stecc	stek	steh
harrow, persecute	a:rg	arg	agg	org	aurag
have (possess / be furnished with)	ga:nd	yand	ghann	gond	gauth
head	pu:to:	puto	puto	biud	botoi
health	tont-	tontette			
healthy	tont-	tontettul			
hear	o:ilen	ayen	alen	ainl	oilon
heat, warmth	lo:ipho:	laipho	lapo	laiv	queno
heave, tug	trun-	aintrun			
heaven, celestial realm, Valhala etc.	kh:wa:ina:	huaina	cana	gvain	
heavenly	kh:wa:ina:-	huainul			
heavy cavalry	ro:ukh:o:-	rouchonabbe			
height	araraya	araya			
hell, Hades	gykdibe:nin-	ydibeinaxa			
Helvran	helewrrano	helvran		helvrron	
here (in/to this place)	gykthyal	ythia		isol	
hero	wulgono	fulgon		vulgen	
heroic	wulgon-	fulgonul			
hide, conceal	to:upu:-	thouphien			
high, tall (of much height)	trell	tuell	triall	trell	trell
hill (smaller than a mountain)	ru:na	run	rona	riun	pruod

hills (range)	araraya	arayix			
history	saratala	sayatal			
hit, strike	bant	bant	bann	band	batt
hitherto	yan-	iandiayainco			
hold, grasp	ga:und	yaond			
hole	lwo:ku:	luocu	lucu	lok	luogo
holy (sanctified) (of places)	likl-	liclienax			
holy, blessed (of people)	beni:n-	beininax			
home, at	the:use:-	thesas			
homeland	ma:na	mana		mon	
hope (n.)	se:r-	searso			
hope (v.)	se:r	sear	siar	zir	ser
hopeful	se:r-	searsel			
horse (Equus caballus)	ro:ukh:o:	rouho	roucho	rauk	ruockoi
horseman	ro:ukh:o:-	rouhon			
hot	lo:iphullot	laiphul			
house	the:yse:	thesei	tesi	seuz	theuri
how much (many)	geubt am(e:u)b(u)	yemeu(he)			
how(?) (interrog and rel pron)	geubt	ye	ge	geb	gept
however	anti:-	antehe			
hundred	pronda:	puonda	pronna	prond	proddo
hurrah!	zloro	zuouo	zluro	zlor	loi(roi)
hurt, injure	Int	lint	linn	lind	litt
husband	e:n-	enuanaxon			
husband and wife (pair)	bro-	buenunaxai			
hush!	tikh:	tih	tich	dik	dick
ice	kroiliso:	crulso			
icy	kroiliso:-	crulsul			
if	kaph	ca	cha	gaf	gaph
ignoble	ke:uleb-	diceleu			
ignorance	we:zitto-	defesto			
illuminate	wulg-	fulgien			
immoral	rekt-	direccimul			
immorality	rekt-	direccimuyu			
imperial	ke:rt:-	ceriu(l)			
imperialist (a.)	ke:rt:-	ceriunul			
Imperialist (n.)	ke:rt:-	ceriun			
impious	likl-	diliclul			
important	wo:rnost	fornos	bournos	vornos	woirnos
important person (ie VIP)	wo:rnost-	fornoson			

impoverish	wa:n-	faneth			
imprison	dili:dh	dilith			
improve	arkiano:ip	arnaiph			
in (ie after so much time)	narka:	nar			
in (located inside of)	si:l	sil	sil	zie	
in every way	tont ikh:e	tontehe			
in no way (nohow)	dekh: ikh:e	dehe			
in order to	deuk kireso	deucies			
in the same way	ullot-	uyehe			
in-law	e:n-	en-			
increase	tap-	irtaph	hiritapp	kirdab	cerdaub
indeed	su:nto:	sunto	sonnu	ziund	suotto
industry	stekh-	steccettu			
infantry	khenk-	cenconabbe			
infantryman	khenk-	cencon			
inflame	akh:na:-	aihneeth			
influence	ma:iya	mai	mai	mai	me
information	ka:ma:	cama			
inhabitant (suffix)	ann(a)-	an(a)	anni		in
injure, hurt	lint	lint	linn	lind	litt
injury	lint-	lintso			
inside (prep.) (adv.)	silil	(y)silil	silil	ziel	
insist	mo:in	main	man	main	moinon
instead of, rather than	ergon	ergon	iaggo	erg	ergon
instruct (religious, archaic)	reuktidh	reccit	reccit		
instrument (musical)	la:il-	lailteso			
intelligence	do:m-	doumeyotte			
intelligent	do:m-	doumel			
interest (n.)	trun-	irtrun			
interesting	trun-	irtrunondur			
international	inti:-	intisaindul			
interrupt	airka kwapt	airhuatt			
interruption	airka kwapt-	airhuatso			
intimate, to be, with	busk/bwosk	buscim(n)		vosk	buosh
into	si:l-	silin			
inwards	silil-	silir	siliri		
iron	stekhopta/aggora	stecce	steccetti	aggor	ehhoiro
ironclad ship	stekh-	steccepelta			
island	ma:na-	mandengio			
jerk (v.)	dho:r	thur			
jewel, gem	glo:rna:	glourna	glounna	glorn	glorno
job	teukh:-	tehinettu			

join (intr.)	tap-	buotaphuan			
join (tr.)	tap-	buotaph			
junction	tap-	buotapheso			
Juralic	yuraulik(?)	iural		jiural	
just, fair, equitable	nelt-	neltax			
justice	nelt-	neltaxotte			
kill	la:b-	lauen			
killer	labyenyenom	laueniens		lovinjin	
king	drik-	duiccon	dricco	drikt	ruoccen
king, to make	drik-	duiccien			
kiss (v.) (n.)	busk,busko:	busc/busco	busc/busco	busk	bush/bushoi
kitten	louprusilpa	louprusilpa			
knife	ska:ilp-	scaiphien			
know	we:z	fey	biz	viz	wez
knowledge	we:zitto	festo			
known	we:z-	feyaxa			
lady	slalinda	suayindie			
lake	ang-	anca	anna	ang	ecko
land (generally)	ma:na/hi:zu:	manris			haizo
land (ie holding, owned property)	ga:nd-	yantso	mana		mauno
landlord	ga:nd-	yandiens			
language	kwaipt-/tail-	huaittu	chattu	dailed	delid
last (v.)	so:in	lousain			
last, final (after all others)	skha:tis	scatis	scatiss	skaidz	shaudir
later (a)	narka:-	naittul			
later (adv)	narka:-	naittuyehe			
latter	thyal	thial		sel	
law (decree)	reketa:	recceta			
law (the)	reketo	recce(t)	reccette	rekt	rektidh
lead (v.)	po:it	pait			
leader	po:to:	pouto	puto	bod	boidoi
learn	saiph	saiph	sap	zaiv	seph
learning (ie lore)	sa:phe:	saphei	sapi	zov	sauphi
leave, depart, go away from	entiurg	enturg	enniogg	indurg	iohuorg
length	lob-	loutte			
lengthen	lob-	louth			
librarian	gyka:dha:l-	ycathon			
library	gyka:dha:l	ycathai (pl.)			
liar	ni:dh kwapt-	nithuatton			
lie (n.)	ni:dh kwapt-	nithuatso			
lie (v.) (ie tell falsehood)	ni:dh kwapt	nithuatt			

life (poetic)	ya:isisu:i:	iasai	iasi	jaiz	yerairo
life (poetic)	tegga	tec	tegga	dekh	
lift (v.)	ark-	arth			
light (bright)	lo:ph-	luphul			
light (n.)	lopho:	lupho	lupo	lov	loiphoi
lighten (intr.v.) (give light to)	lo:phyen	luphien			
lightning	tindepta	tintte			
like (v.)	kair	cair	car	giar	ger
like, similar to	ullot	ul	ollo	ul	ol
limit (v.)	a:in-	ainien			
link (n.)	tap-	buotapheso			
listen (to)	o:ulen (+ dat)	oulen	oulen	auln	uolon
little (a small quantity of)	phost/diameb	dimeu	post	fost	phost
little, small	phust	pust	pust	fust	phost
long (of much length)	lob	lou	lub	lov	loiv
long ago	lob-	louanas			
long time (of much duration)	lob-	louan			
long time, for a	lob-	louanan			
look at	ainspikt	ainspicc			
look down	unduspikt	untspicc			
look forward to, anticipate	pedh-	diapeth			
look up	arkispikt	arspicc			
loose/free (a.)	li:dh-	lithaxal			
loose/free (v.)	li:dh-	lith	liss	lied	laidh
lord/master/Squire	dha:isa-	thaison	tasonni	daizen	dheren
lose (cease having; contra-acquire)	dept	dett	dett	debb	dept
loss/defeat	deptepta	dette			
loud	zo:r	zour	jur	zor	zoir
love (n.)	ka:ri:za	caria		gorz	
love (v.)	ka:r-	carien			
lovely	mes-	meisen			
low, short (not tall; of little height)	undu-	undun			
lower (v.)	undu-	undien			
luck	trilda:	tuilda	tridda	trild	trilido
lucky	trilda:-	tuildul			

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRAN	YALLAND
machine (device with moving parts)	(itimo)	ittin			
magic, sorcery	we:uz-	feyette			
magical	we:uz-	feyettel			
magician	we:uz-	feyetton			
maiden	illa:	illa			illo
main, chief (a.)	po:to:-	poutel			
mainspring, active source	teukh:-	tehettu			
make (something), construct	theukh:	theh	tech		
make, cause	dha:id	thaid	tad	daid	dhe:dh
maker	dha:id-	thaidiens			
male (m.)	eino:-	einul			
man (specifically male)	e:no:-	einan			
man, human, person	e:no:	eino	ino	in	enoi
mankind	eino:-	einai (pl.)			
many (a large number of)	(a)meb	meu		amev	
market	pe:ul	ypeilso			
marriage (spousal relationship)	e:n-	enuanette			
married	e:n-	enuanaxa			
marry (intr)	e:n-	enuan			
marry (tr.)	e:n-	enien			
marsh	dho:unka:	tounna	daung	dhocko	
masquerade (as)	to:upu:	thouphuen			
master	dha:isa-	thaison			
may, might (aux.v.)	ekas-	exehe (adv.)			
maybe, perhaps, possibly	ekas-	exissehe			
mean (intend to say)	kwapt-	huatteh			
mean (signify)	ta:ul	taol	tol	dal	taul

meaning	ta:ulopta:	taolotte	tolotti	dalod	taulid
mentor (relig/phil)	reukit-	rectiduin			reuktidhin
merciful	bo:una:-	bounul			
mercy	bo:una:-	bouna	bouna	baun	buono
mercy on, have	bo:una:-	bounuen (+gen.)			
mercy of, at the	bo:una:-	bounas (+gen.)			
metal	aggora (iron)	aggor	aggoura		
microscope	spiikt-	dicielspiccien			
middle	mi:dha:	mitha	missa	mied	maidho
middle of, mid-	mi:dha:-	mithul/mi-			
military	kre:ukh:-	crehul			
milk	likl-	liclina			
million	amebe:khilde:	meuhilde			
mind	no:umo:	noumo	noumo	naum	nuomoi
Minister (Government)	ru:kh:-	ruhettiens			
minute (60 seconds)	mente:-	mentencu			
misfortune	trilda:-	dituildul			
mislead	po:it-	dipait			
mist	withu:	fithu	bissu	vied	waido
misty	withul	fithul			
moment, an instant	mente:-	mentencu			
Monday	nourlategga	nouratecc	nourrategga	naurdekh	nuorlodiho
money	aulga-	alga			
monster	bho:rb-	bourbon			
month	bronourla:	buonoura	brounourra	braunaur	brunoorlo
moon	nourla:	noura	nourra	naurr	nuorlo
moral	rekt-	reccimul			
morality	rekt-	reccimu			
more (a larger quantity of) a.(adv.)	(a)meb-	missehe			
more (to a larger degree)(adj)	(a)meb-	misse (or comp)			
moreover	meb- ki:reso	missies			
morning (dawn to noon)	ghe:sto:-	yestiso			
most a.(adv.)	(a)meb-	milce(he)			
mother	manna:	manna	manna	man	manno
motion	do:r-	douto	duritto		
mountain		ughol			
mourn	la:im	lain	lam	lain	lem
mourning	la:im-	lainso			
mouth	louss-	lousso			
move (tr.v.)	do:r-	dour			
move back	do:r-	andour			

much (a large quantity of) (adv.)	ame:ubu:	meuhe		ameuv	
muddle (n.)	lu:k-	diyuciensu			
muddle (v.)	lu:k-	diyucien			
multitude	ame:ba:-	amba	amma	ev	
mummy (ie mother)	manna:po:	maphu			
murder (n.)	labyenitto	lauientu		livined	
murder (v.)	la:byen	lauien		lovin	
murderer	labyenyenom	laueniens		lovinjin	
murderous	labyenittulot	lauientul		livineduld	
music	la:ilopta:	lailte	latti	laild	lelid
musician	la:il-	lailtiens			
must (v.)	to:rta:-	tourtaue..(+ vb.)			
mysterious	lu:k-	diyucuyottul			
mystery	lu:k	diyucuyotte			
name (family)	talda-	tonbennaitalt			
name (first personal)	talda-	enuntalt			
name (personal)	talda	talt	tadd	dald	dalad
name (second personal)	talda-	buoultalt			
name (things, animals)	mi:na:	mina	mina	mien	maino
name (v.) (things, animals)	mi:na:-	minan			
narrow	lern	lirinix	lirinn		
narrows (straits)	lern-	lirinix			
nation, state (political entity)	sa:rinda:	sainda	sarinna	zaivind	sauridho
national	sa:rinda:-	saindul			
natural	e:ndu:-	endul			
nature	e:ndu:-	endu			
Naturism (religion)	e:ndu:-	anendimettu			
naughty/naughty person	daima-	daimaphul/daimaphon			
navy	pelta-	peltagge			
near (at / to a little distance)	di(s)gykiyel	diciel	digicial	diege	doirt
necessarily	toirt-	tairtul			
necessity, need	to:rta:	tourt	toutt	dort	
neck	lerno:	lerno	lirinno	lern	lerno
necklace	lern-	lernamo			
need, require		vb + tourtaue			
neither...nor...	zoud-..zoud-..	dizou..dizou..			
neo-	kem	gen-	cimm	gin	gem
never	dekh-	dehles			

new	kem	cenn	cimm	gin	gem
new god (relig.)	da:udilpa:	dadilpa			
news	ka:m-	camagge			
next	narka:-	naittul			
night	sna:rd-	snarte			
night (poet.)	nundo:-	dundotte			
Nihilism	dekh:-	dehinettu			
Nihilist	dekh:-	dehimiens			
nine	nanto	nant	nanne	nad	natt
no	dekh:	deh	dech	dek	deck
nobility	ke:ulebo:-	celebabbe			
noble (a.)	ke:ulebo:-	cel(eu)-	celebbo	geuliv	gelev
noble (n.)	ke:ulebo:	celeuo	celebbo	geulv	gelevoi
nobody	dekh:ono	dehon	dechonni	deken	deccin
noise	tainna:	tainna	tana	dain	dene
nomad	brait-	ybuaitan			
non-	dekh:-	de(h)-			
north (a.)	nundo-	nundar			
north (n.)	nundo	nund	nonn	nund	nodd
not (+verb)/no (+noun)	dekh:-	de(h)-/den(+ n.)	dech-	dek-	decc
not (with verb)(prefix)	dekh:-	de(h)-	dech-	dek-	decc-
nothing	dekh:itto:	dehettu	dechitto	deked	deccid
nought		deho			
now (at this time)	yan	ian	ian	jan	yan
nowhere	dekh: gykullot	denaicul			
obedience	teukh:-	narteheso			
obey	teukh:-	narteh			
object (n.)	itto	ittu	ittu	ed	iddo
object (v.)	phe:reth	pereth	piarett	fired	
objection	phe:reth-	perette	piaretti	fired	
objective (a.)	itt-	ittul			
objective (n.)	ittulepta:	ittuyette			
objectivist (phil)	itt-	ittuyon			
obscure (adj)	lu:k-	diyucul			
obscure (v.)	lu:k-	diyuceth			
obstacle	da:it	daittu			
obvious	lu:k-	lucul			
occasion	ainna	ain			
of	(genetive)	(genetive)/zuei			
office (post)	ekas-	exo			
official (issued with authority)	ekas-	exon			

Official Religion (Atlantean)	likl-	liclebba			
often	mebanai	meanai			
oh dear!	alan	aya	ala	alan	alack
oh!	a:s	as	as	o	oi
old	ge:ld	yelt	giall	gild	geled
old-fashioned	mo:ra-	aimoul			
old god (relig.)	da:uda-	yeldao			
old person	ge:ld-	yeldilcon			
on	zleun	zuen	zlen	zlen	leun
one (number)	e:un	en	en	eun	eun
only	e:un kan	en can			
open (v.)	louss	louss			
opposite (prep.) (adv.)	da:unat	(y)daon	dona	dan	daunet
optimism	se:r-	searso			
optimistic	se:r-	searsel			
or	zoud	zou	jou	zau	zud
orbit	amo:-	aimo			
orchestra	la:il-	lailtesebbe			
order (n.)	mo:n-	mounette			
order (v.)	mo:n-	moun	mun	mon	moin
original	e:ino:-	en-	en-	en-	in-
other, different	bro:u-	broul			
out of	rotho	rosso	rosso	rodd	rod
outside of (adv.)	rutar	(y)rutar	ruta	riub	
outside, exterior (n.)	rotho-	rutaya			
outwards	rothir	rothir	rossiri		
over (ie above) (prep.) (adv.)	kh:o:ura	(yc)our	houro	kaur	cuore
over (ie with movement) (prep.)	airka	airc	acca	airk	erge
overflow	arkilir	arlier			
own (a.)	ka:n	can	ca	gon	gan
own (v.)	ga:nd-	yand	ghann	gond	gaudh
owner (of factory)	ga:nd-	yandiens			
pacify	prouthu:-	prouthien			
paint	theuss	thess			
painting	theuss-	thesso			
pantheism	o:is-	anousto			
pantheistic god	o:is-	anouso			
pardon (n.)	du:ltso:	dultso			
pardon (v.)	dult	dult	dutt	dult	
parents	bro:bhenno:l	buobennai			
parliament, council	kwapt-	yemelhuatso			

part of	nenko	nen(c)-			
particularly	e:unkan	encanuyehe			
pass (geog.)	bro:mu:	buoumu	brumu	bron	broimo
pass (ie permission)	dhain-	thanso			
pass (v.) (motion)	bro:im	buaim	braim		
past (a.)	bro:im-	buaimax			
past (n)	bro:im-	buaimaxan			
path	rata	rata			
pauper	wa:n-	fanon			
pavement	raita: rindu	raitindu			
peace	prouthu	prouthu:	proussu	praud	pruodo
peaceful	prouthu:-	puouthul			
people (in general)	e:n-	einai			
people (the people),	sa:ra:	saya	sara	zair	sauro
perform (music)	la:il	lailt	latt	lail	lel
perhaps, maybe	ekas-	exissehe			
period, era, epoch	mente-	mente	menni	mind	minni
permit, allow, let	dhain	thanso	tan	kirdon	dhaun
persecute, harrow	a:rg	arg	agg	org	aurag
persecution	a:rg-	argeso			
person, human being, "man"	e:no:	eino	ino	in	enoi
personal	e:no:-	einel/einuyu			
pervert, corrupt	daima:-	daimien			
pessimism	se:r-	disearso			
pessimistic	se:r-	disearsel			
phalanx (heavy infantry)	khenk-	cengen		kengen	
philology	kwaipt-	huaittusaphei			
philosopher	sa:iph-	saiphon			
philosophy	sa:phe:	ainsatte			
pious	likl-	liclul	lilloll		
place (v.)	ta:up	taoph	top		
place, location	gyk-	yciete			
plain (n.)	bra:t-	buataya			
plant (a vegetable life-form)	wa:ila:	faila			
play (an instrument)	kwaupt-	huaottien			
play (v.)	le:udh	leth	less	leud	leudh
play a game	le:dha:-	teh leithan			
please (ie "be so kind as to...")	pli:dh	plithu			
poem	ta:ul-	taolso			
poetry	ta:ul-	taolsabbe			
poison (n.)	su:zipo	suyiph	sujippe	siuzipp	suozip

poison (v.)	su:zipyen	suyiphien	sujipin	siuzippin	suozipyen
poison-gas	su:zipo-	suyiphaitho			
poisonous	su:zipo-	suyiphul			
poor person	wa:n-	fanon			
poor, impoverished	wa:n	fan	ban	von	waun
poor, to become	wa:n-	fanuen			
population	sa:ra:-	sauabbe			
port	lerthiso	lertes	lirtisso	lirs	lerdir
porter	pel-	peyiens			
position (location relative to others)	ta:upiso:	taopiso			
possession	ga:nd-	yande			
poverty	wa:n-	fanette			
power (ie political etc)	dha:isa	thaisa	tasa	daiz	dhero
power (ie religious only)	ma:ya:	maya	maia	mo	ma
powerful (ie political etc)	dha:isa-	thaisul			
powerful (ie religious only)	ma:yulot	mayul			
practice (n.)	te:kh:-	teiheso			
pray (communicate with god(s))	arkipli:dh	arplith	accapliss	airplied	ergiplaidh
preceed	urg-	diurg			
preceeding (a.)	urg-	dittul			
preceeding event	urg-	ditto			
precious	glo:rna	glournul			
present (a)	yanepa:-	ianettul			
present (n)	yanepa:	ianette			
press (v.)	so:nt	sont	sun	son	soitt
press hard	so:int	saint			
pretend (to be)	to:upu:-	thouphuen			
Pretender (to throne)	pli:dh-	plissiens	plissienni		
previous(ly)	di:ra:-	dittul (-uyehe)			
priest (of Atl. Official Religion)	likl-	liclon	lillonni		
priest, clergyman	da:ude-	daonatex			
prime minister	ru:kh:-	enul ruhethiens			
prince	[gaithos (Num)]	gaithos	ghatto		
princess	[gaithos-]	gaithosie			
principally	po:to:-	poutehe			
prior, preceding, previous	di:ra:-	dittul			
prison, jail	gykdili:dho:	ydilitho			

prisoner	gykdili:dho:-	dilithaxon			
probably	ekas-	exilcehe			
produce	urg-	rottiurgien			
profound (fig.)	run	runn	ronn	run	ron
prohibit	didha:n	dithan	ditan	diekirdon	didhaun
prohibition	didha:n-	dithanso			
prosperity	ple:un-	plenette			
protect, defend	so:rd	surd	sourd	zord	soirod
protector	so:rd-	surdiens			
provided that..	kaph ki:reso	cacies			
province	ru:kh-	ruhieh			
provincial	ru:kh:-	ruhiehul			
provincial government	ru:kh:-	ruhiruhettu			
psychological	no:umo:-	noumosaphel			
psychology	no:umo:-	noumosaphei			
pull	trun	trun	tron	trun	tron
pupil	sa:phyen-	saphienaxa			
purpose	ittullepta:	ittuyette			
pursuit (job)	teukh:-	tehinettu			
push	drokh	duoc	droc	drok	droh
pussy	louprusa:po:	loupruphu			
put, place, translocate	tap	taph	tapp	dab	daub
pygmy	phust-	puston			

[Home Page](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic languages vocabulary e-g](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary q-sh](#)
[Juralic languages vocabulary si-th](#)
[Juralic languages vocabulary ti-z](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRRAN	YALLAND
quantity	ame:ba:	amba	amma	ev	
queen	driktilla	duiccie		driktil	
question (n.)	pli:dh-	erplith			
question (v.)	pli:dh-	erplisso			
quick(ly), rapid(ly), swift(ly)	zlidha:	zuithul(-uyehe)			
quiet, soft, faint	so:n-	sonondur			
race (people)	sa:ra:	saya	sara	zair	sauro
railway	stekh-	steccerata			
rain (n.)	dril-	duilso			
rain (v.)	dril	duil (-y-)	dril	dril	dril
raise	arki-	arien			
raise high, lift up, elevate	arki-	arth			
rank (in society)	thaupiso:	thaopso			
rank (military)	thaupiso:-	thaopsex			
rape (v.)	rauph	raoph			
rarely	diamebanai	dimeanai			
real	itto:-	ittel			
reality	itto:-	itteyotte			
really, truly	su:nto	sunto	sonnu	ziund	suotto
rear (n.) (adj.)	narku:/-	narcu/narcul	naccu	nork	naurkoi
reason, explanation, cause	dha:udiso:	thaolso			
rebel (v.)	anti:khenk	antecenc			
rebellion	anti:khenk-	antecencso			
recently (in the near past)	marr-	marranas			
recover (sth)	rept-	nithrett			
red	geste:-	yest	giest		
reflect	wulg-	nifulg			
reign (n.)	ru:kh:-	ruheso			
reign (v.)	ru:kh:	ruh			

relations (family)	tontbhenn:oi	tonbennai			
relative (adj)	urg-	intunturgondur			
relative (n.)	urg-	intunturgeso			
religion	da:ude+kwapt	daonatta			
reluctant	malk-	dimalcondur			
reluctantly	malk-	dimalcehe			
remain, stay	so:in	sain	san	sain	soinon
remainder/remains	so:in-	sainso/sainsix			
remember	no:im	naim(n)			
remind	no:im-	naimien			
removal	do:r-	andourso			
remove, move back	do:r-	andour			
reply (n.)	narkwapt-	narhuatso			
reply (v.)	narkwapt-	narhuatt			
republic	[saindateayayun]	sainatea	sarinalli		
republican (a.)	[saindateayayun-]	saindateyul			
republican (n.)	[saindateayayun-]	saindateyon			
request (v.)	pli:dh	plith	pliss	plied	plaidh
request, (n.)	pli:dh-	plisso			
require	mo:n	moun	mun	mon	moin
resemble	ullot o:is	ullais			
rest (n.) (v.)	so:ni:so:/so:n	sunso/sun	sun	son	soin
restrict	zalt	zalt	jatt	zald	zalat
retriction	zalt-	zaltso			
result, consequence	nar-	naitto			
return	urg-	nithurg			
reveal, disclose, show	wu:rth	furth	borss	vurs	wuord
revelation	wu:rth-	furtheso	borssiso	vurz	wuordiroi
revolt (n.), rebellion	anti:khenk-	antecencso			
revolt (v.)	anti:khenk	antecenc			
revolution	tontano:po	tonnough			
rich person	ple:un-	plenon			
rich, to become	ple:un-	plenuen			
rich, wealthy	ple:un	plen	plen	bleun	blen
ride	ski:l	scil	scil	skil	shail
right, correct	rekt	recc	recc	rekt	rekt
right, be	rekwapt	rehuatt	recchatt	regvapt	requapt
ring, torus	amo_	amo	ammo	on	amoi
rise (poet., or of sun)	arkurg	arcurg			
river	zlepre:	zuepuei	toura	zlepp	doiro
road	raita:	raita	rata	rod	rado

roar (n.)	la:ul-	laolte			
roar (v.)	la:ul	laol			
rob	raiph	raiph	rap	raiv	reph
robber	rapho:-	raphiens			
robbery	rapho:	rapho	rappo	rav	rauph
rock	koista	caist	casta	gost	gosto
Romantic	teukh:-	antenartettul			
Romanticism	teukh:-	antettimettu			
rope	zaitiso	zaitso			
round (a.) (adv.)	amo:-	aimul/aimuyehe			
royal	drik-	duiccul			
ruin (n.)	rept-	untrettaxa			
rule (v.)	ru:kh:	ruh		riuk	ruocc
rule, regulation	teukh:-	nartettu			
ruler	drikto:	duicco (arch.)	ciatti		gerti
Rules of Art	teukh:-	enscoulpha- nartettix			
sacred (of objects)	dh:a:udullot	thaol	toddoll	daduld	dhaudhol
sad, melancholy	do:li:su-	dolisul			
safety	so:urdi:so:	sourdsou	souddiso	zauroz	sourudiroi
sage (n.) (ie learned person)	sa:iph-	saiphaxa			
sailing ship	pelta:-	pealta			
saint	beni:n-	beininaxon			
same, identical	tel	tey	tial	del	del
sanctify	likl-	liclien			
Saturday	engiroteggga	engiotecc	inniteggga	ingirdekh	ickidiho
save	so:urd	sourd	soudd	zaurd	suorud
saviour	so:urd-	sourdiens			
say (sounds), enunciate	kwaipt	huaitt			
say, speak	kwapt	huatt	chatt	gvapt	quapt
school		ysaitte			
sea, ocean	engi:ro:	engio	inniro	ingir	ickairoi
seat, chair	ithi:so:	isso			
second (a.)	bro:u-	buoul			
seduce	po:it-	irpait			
see	spikt	spicc	spicc	spikt	spigit
seed	ena	en	enna	en	en
seem, appear to be	ru:tarwa:s	rutuas			
seemingly	ru:tarwa:s-	rutarhe			
seize (milit.)	rept-	ainrett			
seldom, rarely	diamebanai	dimeanai			
self	ka:n; eino:	can/en	ca/en	gon/en	gan/in

self (n.)	no:um-	noumon			
semaphore	tind-	tintto			
send, dispatch, transmit	do:ryen	dorien			
separate	do:r-	andouax			
servant	ondono	ondon	onnonni		
serve	oind	aind	ann	ond	oidd
seven	sento	sent	senne	zed	sett
seventy	harizel	ariel			
sex, gender	iphisi	iphis	ippissi	iviz	iphiri
sex, have	iphu-	iphun			
sexual (adj)	iphu-	iphul			
sexual activity	iphu-	iphuyin			
shade (v.)	wouthyen	fouthien			
shadow, shade	wouthu:	fouthu	boussu	vaudd	wuoddu
shady	wouthu:-	fouthul			
shake	ru:r	rur	rur	ror	ruor
shaking, quake	ru:r-	rurso			
shield (a protective implement)	so:rdye:no	surdien			
shine (radiate light)	wulg	fulg	bogg		
ship	pelta:	pelta	piatta	beld	beldo
shoot	rileth	riyeth			
shore	engi:ro:-	engindu			
short (of little length)	wess	fess	bess	vess	wer
short time	marr-	marran			
short time, for a	marr-	marranan			
short, brief (of little duration)	marr	marr	marr	mar	marr
shortcut	mis-	misettu			
should, ought to	(conditional)	(conditional)			(conditional)
shove	droikh	duaic			
show, reveal	wu:rth	furth	borss	vurs	wuord
shower (of rain)	dril-	duilsencu			

[Home Page](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic languages vocabulary e-g](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary m-p](#)
[Juralic languages vocabulary si-th](#)
[Juralic languages vocabulary ti-z](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRAN	YALLAND
side (n.) (adj.)	rendo/-	rendo/rendul	renno	rend	redhoi
sign	ta:uli:so:	taolso	toliso	dailz	tauliroi
silver (a.)	kiblo:-	ciblul			
silver (the metal),(n.)	kiblo:	ciblo	cillo	gib	gavloi
silvery	kiblo:-	cilliblul			
similar(ly)	ullot	ul (uyehe)	ollo	ul	ol
simple	mi:s-	misettu	mis	miez	mair
simplicity	mi:s-	misette			
simplify	mis:ye:n	misien			
simultaneous	tel an	teyan			
simultaneously	tel an	teyan			
sin	daima	daim			
since (adv.)	ro:ta: ehe	routehe			
since (conj.)	ro:ta: ki:reso	roucies			
since (pr.)	ro:ta:	routa	ruta		
sinful	daim-	daimul			
sing	la:l	lay	lal	lol	laul
singer	la:l-	laltiens			
singers, group of	la:l-	laltiensabbe			
single	e:unkan-	encanul			
sister	holdi:la	ouldia	houddila	heldil	holdailo
sit	ith	ith	iss	id	idd
six	kinto	cint	cinne	gid	gitt
sky	ha:na:	ana	hana	hon	hauno
sky (poet.)	tinku:-	tinceyana			
slave	ondono	unden		unden	oddin
sleep (n.)	so:un-	sounto			
sleep (v.)	so:un	soun	soun		
slow(ly)	lu:shu:-	lusc-ul (-uyehe)			
slowness	lu:shu:	luscu	luscu	liusk	luosho
small (of little size)	phust	pust	pust	fust	phost
smaller, to become	phust-	pustuen			

smash	raukt	raocc	racc	raikt	raugat
smelt	proin	puain	pran	pron	
smoke (n.) (v.)	o:swo:/o:iswa:n	usuo/aisuan	usso	oz	oiroi
snail	lu:shu:-	luscettu			
snow (n.)	ne:the:	nethe	nessi	nid	nedi
snow (v.)	ne:th	neth	ness	nid	ned
snowflake	ne:the:-	nethencu			
snowy	ne:the:-	nethu			
so (conj.)	dha:ud-	thaotha			
so..that..	dors-	dorse..cies..			
soar	ha:na:-	hain			
soldier	khenk-	cencco	cinno	keng	hekkoi
some	kh:o:i	ai	ha	kai	coi
somebody/-one	kh:o:i eno	aino	hano	kain	coi en
somehow	kh:o:i ikh:e	aihe			
something	kh:o:i itto	aittu	hattu	kaid	coiddo
sometimes	kh:o:i anai	ainai	hanni	kainaj	coine
somewhere	kh:o:i gykullot	aicul			
son	ra:go:	rayo	rago	rakh	rahoi
song	la:l-	lalto		laid	
soon (in the near future)	yanyan	ianan			
sorrow	do:li:su:	doulisu	dulisu	dilis	doiliro
soul, spirit (human)	no:umenko:	noumencu	noumenni	naumesk	nuomisho
sound (n.) (ie soft noise)	tanna:	tanna	tanna	dan	denne
sound (n.) (ie word, part of word)	kwaipt-	huaitso			
sound (v.) (make a noise)	tainn-	tainn			
sound (v.) (of a word)	kwaupt	huaott	chott	gvopt	quept
source, origin	urg-	rottiurgeso			
south (a.)	tra:inka:-	tuaincar			
south (n.)	tra:inka:	tuainca	tranna	traing	trecko
sparkle	tink	tinc	tinn	ding	dick
speak(a language),enunciate(2)	kwaipt	huaitt		gvaipt (2)	quept (2)
speak, say	kwapt	huatt	chatt	gvapt	quapt
speed, velocity	zlidha:	zuitha	zlissa	zlid	lidho
spirit (human)	no:umenko:	noumencu	noumenni	naumesk	nuomisho
spirit (of any living thing)	o:ilo:-	ayuyettu			
spring (the season)	enwa:s-	enuasan			
spring (water)	liriso:	li(e)rso			
square	dhe:r-in-	theindu			

squeeze (v.)	so:int/bro:um	saint	sann	braun	bruom
Squire (as in 3rd Empire)	dha:isa-	thaison			
star	tinku:	tincu	tinnu	ding	dicco
starry	tinku:-	tincel			
start (n.)	urg-	siurgeso			
start (v.) (tr.) (intr.)	urg-	siurgeth/siurg			
state	sa:rinda:	sainda	sarinna	zairind	sauridho
State Theism	sa:rinda:-	saindeyu daonatta			
stay, remain	so:in	sain	san	sain	soinon
stealthy	raiph-	raipheth			
stealthy	lo:upru:so:-	louprusul			
steam (n.)	o:uswa:	ousua:	oussa	auz	uorui
steam (v.)	o:uswa:n	ousuan			
steam-engine	o:uswa:-	ousuittin			
steppes	brait-	ybuaita			
stone (n.)	kosta	cost	costa	gost	gosto
stop (v.) (tr.) (intr.)	urg-	enturgeth/enturg			
story, report	ta:la	tal	tala	dol	dal
straits	lern-	lirinix			
stranger	nesti:l-	nestion			
stream	slepre	suepue			
strength	proin-	puainnetto			
strike (v.)	bant	bant	bann	band	batt
stronghold	rept-	retto			
study (n.)	sa:phe:-	ainsaphei			
subjective	no:um-	noumul			
subjectivist	no:um-	noumuyon			
subsequent	narka:-	naittul			
suburb	thiso rindu	thisindu			
such	dors	dours	dours	dors	dors
suggest	urg-	meyurg			
suicide	ein-	enlauientu			
summer	wulg-	alnolgan			
sun	wolgyenom	folgiens	boggienni	volgjjin	
sun (poet.)	wolg-	folgo			wolog
Sunday	wolgotegga	foltecc	boggotegga	voldekh	wolodiho
superior (family, political grouping)	aldor	aldor			
surge	arkilir	arlier			
swallow up	me:ul	ammel	mel	meul	meul
sword	ska:lipo	scalph	scalippe	skailb	shaulip
swordsman	ska:lipo-	scalphon			

take (ie remove,take away from s.o.)	lemb	lemb	lemm	lemb	lemb
take away (ie subtract)	rept-	rorett	rottarett		
take back	rept-	nithrett			
take, get	rept	rett	rett	rept	rept
talker	kwapt-	huattiens			
tall	arki-	arar			
tank (milit.)	ril-	rilpeyettu			
teach	sa:phyen/re:ukit-	saphien	sapin	rekt	reuktidh
teacher (religious, philosophical)	sa:phepta	saittex			
teacher (school)	sa:phyen-	saphiens			
telescope	spiikt-	ycielspiccien			
tell (a story)	tail	tail	tala	dail	del
tell (someone to do something)	mo:n	moun	mun	mon	moin
tempt	po:it-	dipait			
temptation	po:it-	dipaitso			
ten	do:rul	doul	duru	dor	doirol
terrified, to be	gra:us	graos	gros	graz	graur
terrify	gra:usyen	graosien			
terror	gra:us-	graoso			
thank (express gratitude toward)	ta:us	taos	tos	daz	daur
thanks (& thank you)	ta:isa:	taisix			
that (conj - refers to prev noun)	ki:rano	cian			
that (conj- general)	kire:so	cies			
that (demonstrative)	thoir	thair		sair	
the	til	til		die	dil
the less..the less..	phust-	postiss..postiss			
the more..the more..	meb-	misse..misse..			
theft	rapho:	rapho	rappo	rav	rauph
then	skha:tis-	scatisan			
there (at/to that place)	gythoir	ythair		isair	
therefore	dha:ud-	thaotha			
thin, slender	lern	lirin	lirinn(a)		
thing	itto	ittu	ittu	ed	iddo
think	pedh	peth	pess	bed	bedh
third	da:rko:-	darcul			
this (demonstrative)	thya:l	thial		sol	
thought	pedhopta:	pethotte			
thousand/"Army" (in Atl. military)	okh:os	ochos	ochoss	okoz	occor
three	da:rko:	darco	dacco	dork	daur(a)k

throat	ghu:kh:wo:	yuhuo	gucco	giug	cuoquoi
through	brogha:	buogga	brogha	brog	brocco
thunder (n.)	gra:ukh:a	graoh	grocha	grak	grauck
thunder (v.)	gra:ukh:a-	graoheth			
thunderbolt	gra:ukh:a-	graohien			
Thursday	graukh:ategga	graohecc	grochategga	graddekh	grauckodiho
thus	dors ikh:e	dorse			

[Home Page](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic languages vocabulary e-g](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary m-p](#)
[Juralic languages vocabulary q-sh](#)
[Juralic languages vocabulary ti-z](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

ENGLISH	JURALIC	ATLANTEAN	CHALCRAN	HELVRAN	YALLAND
tie, bind	zalt	zalt	jatt	zald	zalat
time	anna	ann		an	
tiny, minuscule	wess-	fessess			
to (+infinitive case of verb)	e:do	ei (ed)	idi		
to, up to, at (of time)	kh:ere	er	here	ker	cere
today	kh:oiptesil	aittusil			
together	bro:ui:k:ha	buohe			
tomorrow	narkakh:o:ipto:	naraito	naccachatto	norkaip	nerkecoipto
tonight	sna:rd-	snartasil			
too	tre:u	tue	tre	treu	treu
too little, insufficiently, too few	tre:u diameb	tuedimeu		treudimev	
too much, (many)	tre:u(a)meb	tuemue(he)		treume(u)v	
torture (v.)	a:irg-	airg	onnagg	airg	ereg
torture, torment (n.)	a:irg-	airgeso			
total work of art		tonscouphe sabbe			
towards	kh:e:re	ir	hiri	kir	cere
tower	rondo:	rondo	ronno	rund	roddoi
town	thiso (village)	this, -tis	tisso	kod	thair, -dir
trade (n.)	pe:ul-	peilso			
trade (v.)	pe:ul	peil	pel	beul	peul
tradition	mo:ra	mour			
traditional	mo:ra-	moul (moy-)			
train (v.)	arkiano:up	arnouph			
training	arkiano:up-	arnouphotte			
transcendence	narkas-	narcasspiccuyotte			
transcendental	narkas-	narcasspiccul			
travel (n.)	do:r-	daito			
travel (v.)	doir	dair			
traveller	dair-	daiton			

traverse	urg-	airsurg			
treasure	glo:rna:-	glournix			
tree	ho:ru:	ournu	hournu	horn	horno
tremendous	bho:rb-	bourbur			
trespass	da:mmima	dammin			
trickle	rinn-	entrinn			
true	rekt	recc	recc	rekt	rekt
truly, indeed	su:nto:	sunto	sonnu	zuind	suotto
truth	rekt-	rettu			
Tuesday	trainkategga	tuainnecc	trannategga	traingdekh	treckodiho
tug, heave	trun-	aintrun			
two	bro:u	buou	brou	brau	bruo
Tyrant	ke:rte:-	girtex			
ugly	dimes	dimeis			
under, below, beneath	ondo	ont	onne	und	odho
understand, comprehend	sau:ph	saoph	sop	zav	sauph
understanding, comprehension	sa:uph-	saophettu			
unhappy	ru:th-	diruthousul			
unique(ly)	ka:n-	encan(ehe)			
universe	o:is-	tontouso			
university		yeldissaitte			
unknown	we:z-	difeyax			
unless	pe:r ki:reso	percies			
unlucky	trilda:-	dituildul			
until	di:ra: goi:nut	diayaincu			
unwilling	malk-	dimalcondur			
unwillingly	malk-	dimalcehe			
up	arki	ar	acca	airk	argi
up to	kh:erere	erer			
vague/indistinct	withul	fithel			
valley	blo:ba:	bloua	bluba	blov	bloivo
vast	brait	buait			
very	a:in-	aine/ainnon	ani-	ain	eni-
victor	prank-	puanciens	prannienn	prangjin	prackyin
village (2)	thiso	thisilpa			
village (1)	kh:o:tho	(h)outh (obs.)	husso		
villain	daimono	daimon			
voice	tainna:-	tainnien			
volcano	akh:na:-	ahnughol			
wait (for), await/wait (n.)	mentso:n/-	mensun/mensunso			
walk (v.) (n.)	baln/balna:	baln/balna	baln	baln	faln

wall (of building)	gra:to:	grato	grato	grod	graudhoi
wall (of town)	hagga:	agge		akhe	ahho
want	malk	malc	macc	malk	malg
war	kre:ukh:e:	crehei	crechi	greuk	
wargame	kre:ukh:- /le:dha:	creheleitha			
warlike	kre:ukh:e:-	crehul			
watchman	ainspiktono	ainspiccon			
water	zlala: (stream)	zuaya		zlol	
way (phil)	tegga	tec	tegga	dekh	
weapon	kre:ukh:ime:	crehine			
Wednesday	tinkutegga	tingutecc	tinnategga	dingdekh	dickodiho
week	sentategga	sentecc			
well (adv)	ru:thikh:e	ruthe	russiche	riudik	ruodick
well... (interj.)		tei	ti	kai	de
well-being	ru:tho:so:	ruthouso		riudoz	
west (a.)	na:ukh:wa:-	naohuar			
west (n.)	na:ukh:wa:	naohua	nocca	nag	nauque
Western Empire (Atl. Name)	na:ukh:wa:-	naomandix			
Western Empire (own name)		quendelieh			
wet	zlala:-	zuayul			
wetness	zlala:-	zuayullotte			
what? (interr. Adv. & pr.)	kwa:se-	huas		gvozz	
whatever (adv. + pr.)	ki:reso kh:o:l	ciesan ai			
when(?) (interr.& rel. adv..)	goinut	yaincu			
whence(?) (interr.& rel. adv..)	gykullot-	ycullao			
whenever (interr. & rel. adv+pr..)	goinut kh:o:l	yaincu ai			
where(?) (interr.& rel. adv..)	gykullot	ycul	igollo	gielgud	
wherever (?) (interr. & rel. adv.)	gykullot kh:o:l	ycul ai	igollo ha	giegul dai	
whether	kaphe	ca	chappe	gaf	gaphi
which, that (conj.- general)	kire:so	cies			
which,that(conj- refers to prev noun)	ki:rano	cian			
which? (interr. a. & pr.)	kwe:se	huis		gvizz	
while	mentin ki:reso	mencies			
white	likl	lill	lill		

whither(?) (interr.& rel. adv..)	gykullot-	ycullar			
who, that (conj.- refers to prev.noun)	ki:rano	cian			
who? (interr. pr.)	kwe:le	huel		gvill	
whoever/whichever (adv.+ pr.)	ki:ranokh:oi	cian ai			
whole, entire, complete, all	tontono-	tont	tonn	dond	dodd
whose, of which (interr.)	kwe:se-	hueyayu			
whose, of which? (rel.)	ki:ralo	cianayu			
why(?) (interr.& rel. adv..)	kwa:se-	de huas			
wicked	daim-	daimul			
wicked person	daim-	daimuyon			
wickedness	daima	daim(n)			
wide, broad	bra:t	buat	brat	brod	braud
wife	e:n-	enuanaxille			
willing	malk-	malcondur			
willingly	malk-	malcehe			
wind	thu:le:	thuye	toli	siul	tholi
wind-god	anthu:le:	athuye	atoli	ansiul	enthuoli
window	lwo:ku:-	luograto			
winter	neth-	nethan			
wise	sa:phe-	saiphax			
wisely	sa:phe-	saiphaxehe			
wish (n.)	malk-	malcotte			
wish (v.)	malk-	malc	macc	malk	malg
with (accompanied by)	me:ul	mel	mel	meu	meul
without, with no ..., lacking	dime:ul	dimel	dimel	diem	daimel
woe to..	alanka: (+dat.)	ayanca (+d.)	alanna (+d.)	alang	elacko (+d.)
woman (adult female person)	sla:linda:	suayinda	slalinna	slolind	laliddo
woman (pejorative)	sla:linda:-	suaya			
wonder (intr.)	plidh-	(dat pron.)+plith			
wonder (n.)	bomp-	bompso			
wonder at	bomp	bomp	bomm	bomp	bomp
wonderer	bomp-	bompson			
wood	wembe:	fembe	bemme		
word	kwapt-	huatso			
work (hard) (v.)	stekh-	stecc	stiecc	stek	steh

work (n.)	stekh-	steccso			
work (v.)	teukh:im	tehin			
worker	teukh:im-	tehimiens			
world	tontono-	tommana			
worse	damigis(?)	diss			
worse, to make	unduan:ip	unnaiph			
worst	damigilk(?)	dilc			
wrong (ie false)	di:rekt	direcc	direcc	direkt	direkt
wrong (n.) (ie bad)	da:m(m)a	dam	damma	dom	damm
wrong (s.o.)(v.)	da:m(m)-	damien			
wrong action	da:mmima	dammin			
wrong, be	di:rekwapt	diehuatt			
wrong, bad (adj.)	da:m(m)-	damul			
Yalland	yallandano	yallandan			ya:llado
year	ya:sisu:	iasu	iasu	jaiz	yerairo
yell	gwapt	guatt	giatt	khapt	guapt
yellow	gwapt	guatt	giatt	khapt	guapt
yes	so:l/tho:l	sai	sa	zai	thoi
yesterday	dira:kh:oipito:	diaitto	dirachatto	dierkaip	direcoipoi
zero		deho			

[Home Page](#)
[Languages - introduction](#)
[Juralic languages vocabulary \(1\) a-b](#)
[Juralic languages vocabulary e-g](#)
[Juralic languages vocabulary h-l](#)
[Juralic languages vocabulary m-p](#)
[Juralic languages vocabulary q-sh](#)
[Juralic languages vocabulary si-th](#)
[Juralic-Atlantean-English vocabulary a-d](#)
[Atlantean-English-Juralic vocabulary a-d](#)
[The Atlantean language](#)
[The Juralic languages](#)
[Non-Juralic languages](#)
[Atlantean personal names](#)
[Place names of the Great Continent](#)
[place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Juralic - Atlantean - English vocabulary, e - I

JURALIC	ATLANTEAN	ENGLISH
e:do	ei (ed)	to (+infinitive case of verb)
e:ino:-	en-	original
e:n-	enul	first
e:n-	enuanaxon	husband
e:n-	en-	in-law
e:n-	enuanette	marriage (spousal relationship)
e:n-	enuanaxa	married
e:n-	enuan	marry (intr)
e:n-	enien	marry (tr.)
e:n-	einai	people (in general)
e:n-	enuanaxille	wife
e:na	eina	basis, foundation
e:ndu:-	endul	natural
e:ndu:-	endu	nature
e:ndu:-	anendimettu	Naturism (religion)
e:nkan-	encanuyehe	especially
e:no:	en	a(n)
e:no:	eino	man, human, person
e:no:	eino	person, human being, "man"
e:no:-	einan	man (specifically male)
e:no:-	einel/einuyu	personal
e:ra:n	eanso	condition
e:ra:n	ean	exist
e:un	en	one (number)
e:un kan	en can	alone
e:un kan	en can	only
e:uncan	encanuyehe	particularly
e:uncan-	encanul	single
e:uran	ern	become
edo	e(d)	and, plus

ein-	einabbe	crowd
ein-	enlauientu	suicide
eino:-	einul	male (m.)
eino:-	einai (pl.)	mankind
ekas	ex	can (is/are able to ...)
ekas-	exiso	ability, capacity (to do something)
ekas-	exisul	able (a)
ekas-	exehe (adv.)	may, might (aux.v.)
ekas-	exissehe	maybe, perhaps, possibly
ekas-	exo	office (post)
ekas-	exon	official (issued with authority)
ekas-	exissehe	perhaps, maybe
ekas-	exilcehe	probably
elthu	elthu	child
elthu-	elthencu	baby, infant
elthu-	elthel	childish
elthu-	elthul	childlike
en-	en-	basic
ena	en	seed
engi:ro:	engio	sea, ocean
engi:ro:-	engindu	shore
engiroteggga	engioecc	Saturday
enskolpa-	enscoulphex	artist (general)
enskolpa:	enscoulpha	art (general)
enti:	ente	away (from this or that place)
entirinn	entrinn	deluge (v.)
entiurg	enturg	leave, depart, go away from
entiurgo-	enturgeso	exit
enu:rthu:	enurthu	egg
enwa:s	enuas	germinate
enwa:s-	enuasan	germination
enwa:s-	enuasan	spring (the season)
ergoin	ergain	for (in place of)
ergoin	ergain/dative	for (the benefit of)
ergon	ergon	instead of, rather than
foil-	failette	countryside
ga:il	gail	famous
ga:nd	yand	have (possess / be furnished with)
ga:nd-	yantso	land (ie holding, owned property)
ga:nd-	yandiens	landlord
ga:nd-	yand	own (v.)
ga:nd-	yandiens	owner (of factory)
ga:nd-	yande	possession

ga:und	yaond	hold, grasp
ge:ld	yelt	old
ge:ld-	yeldisson	adult
ge:ld-	yeldilcon	old person
ge:ldbhenno:	yelbenno	grandfather
ge:ldbhenno:-	ainielbenno	great- grandfather
ge:ldmanna:	yelmanna	grandmother
ge:ldmanna:	ainielmanna	great-grandmother
geldi:so:	yeldeso	age
geste:	geste	east (n.)
geste:-	gestar	east(ern) (a.)
geste:-	yest	red
geubt	ye	how(?) (interrog and rel pron)
geubt am(e:u)b(u)	yemeu(he)	how much (many)
ghe:sto:	yesto	dawn
ghe:sto:-	yestiso	morning (dawn to noon)
gho:lanna	yoyan	future
gho:lin	yoyin	forward, ahead
gho:lo:/-	yoyo/yoyul	front (n.) (adj.)
ghu:kh:wo:	yuhuo	throat
glo:munga	gloumunc	doom
glo:rna	glournul	precious
glo:rna:	glourna	jewel, gem
glo:rna:-	glournix	treasure
goinut	yaincu	when(?) (interr.& rel. adv..)
goinut kh:o:l	yaincu ai	whenever (interr. & rel. adv+pr..)
gra:d	grad	fall (v.)
gra:d-	gradeso	fall (n.)
gra:id	graideso	collapse (v.)
gra:id-	graideso	collapse (n.)
gra:is	grais	fear (be afraid of) (v.)
gra:is-	graisul	fearful
gra:to:	grato	wall (of building)
gra:ud	graodeso	decay (v.)
gra:ud-	graodeso	decay (n.)
gra:ukh:a	graoh	thunder (n.)
gra:ukh:a-	graoheth	thunder (v.)
gra:ukh:a-	graohien	thunderbolt
gra:us	graos	terrified, to be
gra:us-	graoso	terror
gra:usyen	graosien	terrify
graih-	graihul	angry
graiho	graih	anger
grasa:	grasa	fear (n.)

graukh:ategga	gaohecc	Thursday
gwapt	guatt	call to
gwapt	guatt	cry out, shout, yell
gwapt	guatt	yell
gwapt	guatt	yellow
gyk-	yciete	place, location
gyka:dha:l	ycathai (pl.)	library
gyka:dha:l-	ycathon	librarian
gykbeni:n-	ybeininaxa	afterlife
gykbraitabbon	ybuitabbon	barbarian
gykbraitabbon	ybuitanabbe	barbarians, nomad horde
gykdibe:nin-	ydibeinaxa	hell, Hades
gykdili:dho:	ydilitho	prison, jail
gykdili:dho:-	dilithaxon	prisoner
gyki:ya	ycia	distance
gyki:yel-	ycieya	distant place
gykiyel	yciel	far (at / to a great distance)
gykthyal	ythia	here (in/to this place)
gykullot	ycul	where(?) (interr.& rel. adv..)
gykullot-	ycullao	whence(?) (interr.& rel. adv..)
gykullot-	ycullar	whither(?) (interr.& rel. adv..)
gykullot kh:o:l	ycul ai	wherever (?) (interr. & rel. adv.)
gythoir	ythair	there (at/to that place)
ha:na:	ana	sky
ha:na:-	hain	fly (v.) (poetic)
ha:na:-	hain	soar
hagga:	agge	wall (of town)
handa:	anda	field (unbroken expanse of land)
harizel	ariel	seventy
helewrano	helvran	Helvran
hi:zekh:o	ieh	country
ho:rnu:	ournu	tree
holdi:la	ouldia	sister
i:kesa	ai	group
illa:	illie	girl
illa:	illa	maiden
inti:	inti	between
inti:-	intisaindul	international
iphisi	iphis	sex, gender
iphu-	iphun	sex, have
iphu-	iphul	sexual (adj)
iphu-	iphuyin	sexual activity
ith	ith	sit

ithi:so:	isso	chair, seat
ithi:so:	isso	seat, chair
itt-	ittul	objective (a.)
itt-	ittuyon	objectivist (phil)
ittimo	ittin	enough, sufficiently
itto	itte	fact (undisputed datum)
itto	ittu	object (n.)
itto	ittu	thing
itto:-	ittencu	atom
itto:-	ittel	real
itto:-	itteyotte	reality
ittulepta:	ittuyette	objective (n.)
ittullepta:	ittuyette	purpose
ka:dha:	catha	book
ka:m-	camagge	news
ka:ma:	cama	information
ka:n	en can (+gen.)	apart from (prep)
ka:n	can	own (a.)
ka:n-	encan (+gen.)	except for, apart from
ka:n-	encan(ehe)	unique(ly)
ka:n; eino:	can/en	self
ka:r-	carien	love (v.)
ka:ri:za	caria	love (n.)
ka:ri:za-	carnaxa	friend
kair	cair	like (v.)
kalkrano	chalcran	Chalcran
kaph	ca	if
kaph ki:reso	cacies	as long as..
kaph ki:reso	cacies	provided that..
kaphe	ca	whether
kar-	caraphu	darling
kareb	car	dear, precious, cherished
ke:rte:-	certabbe	court (imperial/regal)
ke:rte:-	certas	court, at
ke:rte:-	certon	courtier
ke:rte:-	girtex	dictator, tyrant
ke:rte:-	cerex	emperor
ke:rte:-	cerieh	empire
ke:rte:-	cerie	empress
ke:rte:-	ceriu(l)	imperial
ke:rte:-	ceriunul	imperialist (a.)
ke:rte:-	ceriun	Imperialist (n.)
ke:rte:-	girtex	Tyrant
ke:uleb-	diceleu	ignoble

ke:ulebo:	celeuo	noble (n.)
ke:ulebo:-	celebabbe	nobility
ke:ulebo:-	cel(eu)-	noble (a.)
kello	cel	five
kem	gen-	neo-
kem	cenn	new
kenk	nencenc	duel (v.)
kh:e:re	ir	towards
kh:ere	er	at (of time)
kh:ere	er	to, up to, at (of time)
kh:erere	erer	up to
kh:erurg	iurg	come, arrive (at indicated place)
kh:erurg-	rottiurgien	bring forth
kh:o:l	ai	any (some)
kh:o:i	ai	some
kh:o:i anai	ainai	sometimes
kh:o:i eno	aino	somebody/-one
kh:o:i gykullot	aicul	somewhere
kh:o:i ikh:e	aihe	somehow
kh:o:i itto	aittu	something
kh:o:ipto:	aitto	day (daytime -- as opposed to night)
kh:o:tho	(h)outh (obs.)	village (l)
kh:o:ura	(yc)our	over (ie above) (prep.) (adv.)
kh:o:ura-	ycour	above (adv.)
kh:o:iptesil	aittusil	today
kh:oura	our	above, over (prep.)
kh:wa:ina:	huaina	heaven, celestial realm, Valhala etc.
kh:wa:ina:-	huainul	heavenly
kh:watke:lo:	huaccel	eight
khenk	cenc	fight, combat (v.)
khenk-	cencul	aggressive
khenk-	cencso	battle
khenk-	cencconabbe	infantry
khenk-	cenccon	infantryman
khenk-	cengen	phalanx (heavy infantry)
khenk-	cencco	soldier
ki:ralo	cianayu	whose, of which? (rel.)
ki:rano	cian	that (conj - refers to prev noun)
ki:rano	cian	which,that(conj-refers to prev noun)
ki:rano	cian	who, that (conj.-refers to prev.noun)
ki:ranokh:oi	cian ai	whoever/whichever (adv.+ pr.)
ki:reso kh:o:l	ciesan ai	whatever (adv. + pr.)
kiblo:	ciblo	silver (the metal),(n.)

kiblo:-	ciblul	silver (a.)
kiblo:-	cilliblul	silvery
kinto	cint	six
kire:so	cies	that (conj- general)
kire:so	cies	which, that (conj.-general)
koista	caist	rock
kosta	cost	stone (n.)
kousta	coust	brick
kre:ukh:-	crehul	military
kre:ukh:-/le:dha:	creheleitha	wargame
kre:ukh:e:	crehei	war
kre:ukh:e:-	crehul	warlike
kre:ukh:ime:	crehine	weapon
kroiliso:	crulso	ice
kroiliso:-	crulsul	icy
kroll	croull	cold, chilly, frigid
kroll-	croulotte	coldness
kroll-	croulluen	freeze (intr)
kroll-	croullien	freeze (tr.)
kroll-	croulluenax	frozen
kwa:se-	huas	what? (interr. Adv. & pr.)
kwa:se-	de huas	why(?) (interr.& rel. adv..)
kwaipt	huaitt	say (sounds), enunciate
kwaipt	huaitt	speak(a language),enunciate(2)
kwaipt-	huaittusaphei	philology
kwaipt-	huaitso	sound (n.) (ie word, part of word)
kwaipt-/tail-	huaittu	language
kwapt	huatt	say, speak
kwapt	huatt	speak, say
kwapt-	buohuatso	conference
kwapt-	buohuatt	converse
kwapt-	ymelhuatso	council
kwapt-	ymelhuatson	councillor
kwapt-	huatsabbe	dictionary
kwapt-	buohuatt	discuss, talk about
kwapt-	buohuatso	discussion
kwapt-	huatteh	mean (intend to say)
kwapt-	ymelhuatso	parliament, council
kwapt-	huattiens	talker
kwapt-	huatso	word
kwaupt	huaott	sound (v.) (of a word)
kwaupt-	huaottien	play (an instrument)
kwe:le	huel	who? (interr. pr.)
kwe:se	huis	which? (interr. a. & pr.)

kwe:se-	hueyayu	whose, of which (interr.)
la:b	lau	die (normal)
la:b-	lauax	dead
la:b-	lauien	kill
la:byen	lauien	murder (v.)
la:il	lailt	perform (music)
la:il-	lailteth	compose (music)
la:il-	lailtethon	composer
la:il-	lailteso	instrument (musical)
la:il-	lailtiens	musician
la:il-	lailtesebbe	orchestra
la:ilopta:	lailte	music
la:im	lain	mourn
la:im-	lainso	mourning
la:l	lay	sing
la:l-	laltabbe	choir
la:l-	laltiens	singer
la:l-	laltiensabbe	singers, group of
la:l-	lalto	song
la:m	lan	cry, weep
la:ul	laol	roar (v.)
la:ul-	laolte	roar (n.)
labyenitto	lauientu	murder (n.)
labyenittulot	lauientul	murderous
labyenyenom	laueniens	killer
labyenyenom	laueniens	murderer
laibo	lai(b)	death
le:dha:	leitha	game
le:dha:-	teh leithan	play a game
le:ra	liranca	bay
le:udh	leth	play (v.)
lemb	lemb	take (ie remove,take away from s.o.)
lern	lirinix	narrow
lern	lirin	thin, slender
lern-	lirinix	narrows (straits)
lern-	lernamo	necklace
lern-	lirinix	straits
lerno:	lerno	neck
lerthiso	lertes	port
li:dh	lith	free, loose (v.)
li:dh-	lithax	free (at liberty) (a.)
li:dh-	lithette	freedom (able to move)
li:dh-	lithaxal	loose/free (a.)

li:dh-	lith	loose/free (v.)
li:r	lier	flow (travel in a current)
likl	lill	white
likl-	liclul	godly, pious
likl-	liclienax	holy (sanctified) (of places)
likl-	diliclul	impious
likl-	liclina	milk
likl-	liclebba	Official Religion (Atlantean)
likl-	liclul	pious
likl-	liclon	priest (of Atl. Official Religion)
likl-	liclien	sanctify
lint	lint	injure, hurt
lint-	lintso	injury
liriso-	lirsencu	brook
liriso:	li(e)rso	spring (water)
Int	lint	hurt, injure
lo:ipho:	laipho	heat, warmth
lo:iphullot	laiphul	hot
lo:ph-	luphul	light (bright)
lo:pho:-	diyuphul	dim
lo:phyen	luphien	brighten (intr.v.)
lo:phyen	luphien	lighten (intr.v.) (give light to)
lo:uph-	loupheh	burn (tr.v.)
lo:uphwan	loupuhan	blaze
lo:upru:so:	loupruso	cat (Felis catus)
lo:upru:so:-	louprusie	cat, female
lo:upru:so:-	louprusul	stealthy
lob	lou	long (of much length)
lob-	loutte	length
lob-	louth	lengthen
lob-	louanas	long ago
lob-	louan	long time (of much duration)
lob-	louanan	long time, for a
loiss	laiss	free (from prison)
lopho:	lupho	light (n.)
losso	loss	freedom (political, not imprisoned)
louprusa:po:	loupruphu	pussy
louprusilpa	louprusilpa	kitten
louss	louss	open (v.)
louss-	dilouss	close (v.)
louss-	lousso	mouth
lu:k	diyucuyotte	mystery
lu:k-	lucotte	clarity
lu:k-	lucotte	clear, plain

lu:k-	lucien	explain
lu:k-	diyucienso	muddle (n.)
lu:k-	diyucien	muddle (v.)
lu:k-	diyucuyottul	mysterious
lu:k-	diyucul	obscure (adj)
lu:k-	diyuceth	obscure (v.)
lu:k-	lucul	obvious
lu:shu:	luscu	slowness
lu:shu:-	lusc-ul (-uyehe)	slow(ly)
lu:shu:-	luscettu	snail
lund-	lunduas	flourish
lund-	lunduan	flower (v.)
lund-	lundul	flowery
lunde:	lundei	flower (n.)
lwo:ku:	luocu	hole
lwo:ku:-	luograto	window

[Juralic-Atlantean-English vocabulary m-r](#) [Juralic-Atlantean-English vocabulary s-z](#) [Juralic-Atlantean-English vocabulary a-d](#)

[Home Page](#) [Juralic languages vocabulary c-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Juralic - Atlantean - English vocabulary, m - r

JURALIC	ATLANTEAN	ENGLISH
mo:ra	mou	custom
ma:ina:	maina	food
ma:ineth	maineth	feed
ma:inima:	mainina	bread
ma:iya	mai	control (n.)
ma:iya	mai	influence
ma:iya-	mayette	aura
ma:na	mana	homeland
ma:na-	mandengio	island
ma:na/hi:zu:	manris	land (generally)
ma:una:	maona	earth (ie world)
ma:uy	maoy	control (ie influence) (v.)
ma:y-	mailc	best
ma:y-	maiss	better
ma:ya:	maya	power (ie religious only)
ma:yulot	mayul	powerful (ie religious only)
malk	malc	want
malk-	dimalcondur	reluctant
malk-	dimalcehe	reluctantly
malk-	dimalcondur	unwilling
malk-	dimalcehe	unwillingly
malk-	malcondur	willing
malk-	malcehe	willingly
malk-	malcotte	wish (n.)
malk-	malc	wish (v.)
mana-	mandagge	continent
manategga	manatecc	Friday
manna:	manna	mother

manna:po:	maphu	mummy (ie mother)
marr	marr	short, brief (of little duration)
marr-	marranas	recently (in the near past)
marr-	marran	short time
marr-	marranan	short time, for a
me:l	mel	eat
me:sema	meisen	beauty
me:sito	meist	farm
me:sito-	meistiens	farmer
me:ul	ammel	devour
me:ul	ammel	swallow up
me:ul	mel	with (accompanied by)
me:ul kwapt	melhuatt	advise
me:ul kwapt-	melhuatso	advise
meb-	misse..misse..	the more..the more..
meb- ki:reso	missies	moreover
mebanai	meanai	frequently, often
mebanai	meanai	often
mente-	mente	period, era, epoch
mente:	mente	age (ie epoch)
mente:	mente	epoch
mente:-	mentencu	minute (60 seconds)
mente:-	mentencu	moment, an instant
mentin	men(ten)	during
mentin ki:reso	mencies	while
mentso:n/-	mensun/mensunso	wait (for), await/wait (n.)
mes	meisen	beautiful
mes-	meiseth	beautify
mes-	meisen	lovely
mi:dh-	mithul	central
mi:dh-	mithien	centralise
mi:dh-	mithiniens	centraliser
mi:dha:	mitha	centre, middle
mi:dha:	mitha	middle
mi:dha:-	mithul/mi-	middle of, mid-
mi:na:	mina	name (things, animals)
mi:na:-	minan	name (v.) (things, animals)
mi:s-	misettu	simple
mi:s-	misette	simplicity
mis	mis	easy
mis-	misettu	shortcut
mis:ye:n	misien	simplify
mo:in	main	insist

mo:n	nimounotte	demand (n.)
mo:n	nimoun	demand (v.)
mo:n	moun	require
mo:n	moun	tell (someone to do something)
mo:n-	mounette	order (n.)
mo:n-	moun	order (v.)
mo:ra	mour	tradition
mo:ra-	aimoul	old-fashioned
mo:ra-	moul (moy-)	traditional
mo:unu:	mounu	claim (n.)
na:ukh:wa-	naohuisul	evening (a.)
na:ukh:wa-	naohuiso	evening (dusk to midnight)(n.)
na:ukh:wa:	naohua	west (n.)
na:ukh:wa:-	naohuar	west (a.)
na:ukh:wa:-	naomandix	Western Empire (Atl. Name)
nanto	nant	nine
nap	naph	catch
nar-	naitto	consequence/result
nar-	naitto	result, consequence
narka ehe	narcehe	afterwards
narka kireso	narcies	after (conj)
narka:	nar	after (later than; in the future of)
narka:	nar	in (ie after so much time)
narka:-	naittul	later (a)
narka:-	naittuyehe	later (adv)
narka:-	naittul	next
narka:-	naittul	subsequent
narka:si	(y)narcas	behind (prep.) (adv.)
narkakh:o:ipto:	naraito	tomorrow
narkas-	narcasspiccuyotte	transcendence
narkas-	narcasspiccul	transcendental
narku:/-	narcu/narcul	rear (n.) (adj.)
narkwapt	narhuatt	answer (v.)
narkwapt-	narhuatso	answer (n.)
narkwapt-	narhuatso	reply (n.)
narkwapt-	narhuatt	reply (v.)
ne:st	nest	fish (v.)
ne:th	neth	snow (v.)
ne:the:	neithei	blizzard
ne:the:	nethe	snow (n.)
ne:the:-	nethencu	snowflake
ne:the:-	nethu	snowy
nelt	nealt	deserve
nelt-	neltax	fair, just

nelt-	neltax	just, fair, equitable
nelt-	neltaxotte	justice
nenko	nen(c)-	part of
nenkome:sema	nemeisen	decoration
nenkome:sema-	nemeiseth	decorate (v.)
nesti:l	nestil	foreign
nesti:l-	nestiehar	abroad
nesti:l-	nestieh	foreign country
nesti:l-	nestion	foreigner
nesti:l-	nestion	stranger
nestu:	nestu	fish (n.)
neth-	nethan	winter
ni:dh kwapt	nithuatt	lie (v.) (ie tell falsehood)
ni:dh kwapt-	nithuatton	liar
ni:dh kwapt-	nithuatso	lie (n.)
ni:dhin	nithin	backwards (in reverse order)
ni:dhu:	nithu	back (n.)
ni:dhu:/-	nith/nithul+C177	back (adv.)(adj)
no:im	naim(n)	remember
no:im-	naimien	remind
no:mo:/no:meto:	numo/numeto	eye(s)
no:rska:pa:	norscapa	daughter
no:um-	noumon	self (n.)
no:um-	noumul	subjective
no:um-	noumuyon	subjectivist
no:ume:na:	noumeina	destiny
no:ume:na:	noumeina	fate/destiny
no:ume:na:-	noumeinul	fateful
no:umenko:	noumencu	soul, spirit (human)
no:umenko:	noumencu	spirit (human)
no:umo:	noumo	mind
no:umo:-	noumosaphel	psychological
no:umo:-	noumosaphei	psychology
no:urla-	nourafouthu	eclipse (of moon)
norska:pa:-	yelnorscapa	grand-daughter
nourla:	noura	moon
nourlategga	nouratecc	Monday
nund-	dundettu	darkness
nund-	dundettul	dull
nund-	dundotte	gloom
nundo	nund	north (n.)
nundo-	nundar	north (a.)
nundo:-	dund	dark, dim (poet.)

nundo:-	dundeth	darken
nundo:-	dundotte	night (poet.)
o:ilen	ayen	hear
o:ilo:	ayo	ever
o:ilo:-	ayul	eternal
o:ilo:-	ayuyettu	eternal part of man, spirit
o:ilo:-	ayuyotte	eternity
o:ilo:-	ayosainondur	everlasting
o:ilo:-	ayuyettu	spirit (of any living thing)
o:is	ais	be (1)
o:is-	anousto	pantheism
o:is-	anouso	pantheistic god
o:is-	tontouso	universe
o:le:na:	oyena	ear
o:so:	ouso	being
o:so:	ouso	existence
o:swo:/o:iswa:n	usuo/aisuan	smoke (n.) (v.)
o:ulen (+ dat)	oulen	listen (to)
o:uswa:	ousua:	steam (n.)
o:uswa:-	ousuittin	steam-engine
o:uswa:n	ousuan	steam (v.)
oind	aind	serve
okh:os	ochos	thousand/"Army" (in Atl. military)
okh:oss	ochos	Army (Atl. unit of c. 800)
ondo	ont	below, under (prep.)
ondo	ont	under, below, beneath
ondo-	ycont	below (adv.)
ondo:-	un(d)-	base (a.)
ondo:-	undo	base (n.)
ondono	ondon	servant
ondono	unden	slave
pandu:	pandu	fort
pe:dh	peith	dream (v.)
pe:dh-	peithu	dream (n.)
pe:r	per	but, however
pe:r ki:reso	percies	unless
pe:ul	ypeilso	market
pe:ul	peil	trade (v.)
pe:ul-	peilso	trade (n.)
pedh	peth	think
pedh-	diapeth	look forward to, anticipate
pedhopta:	pethotte	thought
pel	pel(y)	carry (move while supporting)
pel-	pellittu	carriage

pel-	peyettu (ousettu)	cart, wagon (steam)
pel-	peyiens	porter
pelt-	peltiens	captain (ship)
pelta-	peltaggiens	admiral
pelta-	peltagge	navy
pelta:	pelta	ship
pelta:-	peltencu	boat
pelta:-	peltuas	cross (go over) (sea, land) (intrans.)
pelta:-	pelth	cross (go over) (trans.)
pelta:-	belda	galley (ship)
pelta:-	peller	harbour
pelta:-	pealta	sailing ship
phe:d	peid	believe (accept as true)
phe:idopta:	peidotte	belief
phe:reth	pereth	object (v.)
phe:reth-	perette	objection
phel	peyel	drag
phli:dh	plithien	beg
phost/diameb	dimeu	little (a small quantity of)
phust	pust	little, small
phust	pust	small (of little size)
phust-	pustuen	decrease
phust-	pustien	diminish
phust-	puston	pygmy
phust-	pustuen	smaller, to become
phust-	postiss..postiss	the less..the less..
ple:n	plein	full, filled
ple:un	plen	rich, wealthy
ple:un-	pleneth	enrich
ple:un-	plenette	prosperity
ple:un-	plenon	rich person
ple:un-	plenuen	rich, to become
pli:dh	plith	ask, request
pli:dh	plithu	please (ie "be so kind as to...")
pli:dh	plith	request (v.)
pli:dh-	plithiens	claimant (in law)
pli:dh-	plissiens	Pretender (to throne)
pli:dh-	erplith	question (n.)
pli:dh-	erplisso	question (v.)
pli:dh-	plisso	request, (n.)
plidh-	(dat pron.)+plith	wonder (intr.)
po:it	pait	lead (v.)
po:it-	dipait	mislead

po:it-	irpait	seduce
po:it-	dipait	tempt
po:it-	dipaitso	temptation
po:to:	pouto	chief, leader
po:to:	pouto	leader
po:to:-	poutel	chief, main, primary, principal
po:to:-	poutehe	chiefly
po:to:-	poutel	main, chief (a.)
po:to:-	poutehe	principally
praiks-	puaixto	bridge
praiks-	puaix	cross (go over) (poet. in Atl) (intrans)
prakin	puax	across
prank-	puanciens	victor
praunk	puaonc	beat (ie win)
prektis-	pueggisemme	army group
prektis-	ruhipueggis	army, provincial
prektis-	pueggisiens	commander (army)
proin	puain	beat (metal)
proin	puain	smelt
proin-	puainon	blacksmith
proin-	puainien	hammer (v.)
proin-	puainnetto	strength
pronda:	puonda	hundred
pronya:sisu:	puonaisu	century
prouthu	prouthu:	peace
prouthu:-	prouthon	civilian
prouthu:-	prouthieth	civilisation
prouthu:-	prouthien	civilise
prouthu:-	prouthienax	civilised
prouthu:-	prouthien	pacify
prouthu:-	puouthul	peaceful
pu:to:	puto	head
ra:go-	yelrayo	grandson
ra:go:	rayo	son
ra:ma	ran (dayuan)	flag, banner (of gods)
raiph	raiph	rob
raiph-	raipheth	stealthy
raita:	raita	road
raita: rindu	raitindu	pavement
rakt	racc	break (into pieces)
rapho:	rapho	robbery
rapho:	rapho	theft
rapho:-	raphiens	robber

rata	rata	path
raukt	raocc	smash
rauph	raoph	rape (v.)
reketa:	recceta	decree/law
reketa:	recceta	law (decree)
reketo	recce(t)	law (the)
rekt	recc	correct
rekt	recc	right, correct
rekt	recc	true
rekt-	direccimul	amoral
rekt-	direccimuyu	amorality
rekt-	direccimul	immoral
rekt-	direccimuyu	immorality
rekt-	reccimul	moral
rekt-	reccimu	morality
rekt-	rettu	truth
rekwapt	rehuatt	right, be
rendo/-	rendo/rendul	side (n.) (adj.)
rept	rett	get, acquire, gain, obtain, take
rept	rett	take, get
rept-	irrett	bring
rept-	ainrett	capture, seize
rept-	untrett	demolish
rept-	nithrett	recover (sth)
rept-	untrettaxa	ruin (n.)
rept-	ainrett	seize (milit.)
rept-	retto	stronghold
rept-	rorett	take away (ie subtract)
rept-	nithrett	take back
reukit-	rectiduin	mentor (relig/phil)
reuktidh	reccit	instruct (religious, archaic)
ril	ril	fly (v.)
ril-	irril	aim at
ril-	cerilien	artillery (gunpowder)
ril-	cerilien	cannon
ril-	rilien	gun (ballistic weapon)
ril-	rilpeyettu	tank (milit.)
rileth	riyeth	fire at
rileth	riyeth	shoot
rili:so	ris	air
rindu:	rindu	edge
rinn	rinn	flood (v.)
rinn-	rinnso	flood, deluge (n.)
rinn-	entrinn	trickle

ro:ta:	routa	since (pr.)
ro:ta: ehe	routehe	since (adv.)
ro:ta: ki:reso	roucies	since (conj.)
ro:ukh:o:	rouho	horse (Equus caballus)
ro:ukh:o:-	rouhonabbe	cavalry
ro:ukh:o:-	rouhilpa	foal
ro:ukh:o:-	rouchonabbe	heavy cavalry
ro:ukh:o:-	rouhon	horseman
ro:ukh:o:no	rouhon	cavalryman
rondo:	rondo	tower
rota	rota	from, out of, away from
rothir	rothir	outwards
rotho	rosso	out of
rotho-	rutaya	outside, exterior (n.)
rotholir	rossir	come from (ie by movement)
ru:dha:la	rutha	fame
ru:kh-	ruhiehens	Governor, Civilian
ru:kh-	ruhixano	Governor, Military
ru:kh-	ruhieh	province
ru:kh:	ruhiens	commander/chief
ru:kh:	ruh	reign (v.)
ru:kh:	ruh	rule (v.)
ru:kh:-	diruh	abdicate
ru:kh:-	diruheso	abdication
ru:kh:-	ruhettu	government
ru:kh:-	ruhettiens	Minister (Government)
ru:kh:-	enul ruhethiens	prime minister
ru:kh:-	ruhiehul	provincial
ru:kh:-	ruhiruhettu	provincial government
ru:kh:-	ruheso	reign (n.)
ru:n	runn	deep (fig.)
ru:n-	run	deep
ru:n-	runotte	depth
ru:na	run	hill (smaller than a mountain)
ru:r	rur	shake
ru:r-	urso	shaking, quake
ru:targa-	rutuaso	appearance (façade)
ru:tarwa:s	rutuas	seem, appear to be
ru:tarwa:s-	rutarhe	seemingly
ru:th	ruth	good (adj)
ru:th-	rutehondur	excellent
ru:th-	ruthettu	good (n.)
ru:th-	ruth (tecc)	good day

ru:th-	ruteheso	good deed
ru:th-	ruth yestiso	good morning
ru:th-	ruthousul	happy
ru:th-	diruthousul	unhappy
ru:thikh:e	ruthe	well (adv)
ru:thikh:e te:ukh	ruteh	do well
ru:thikh:e te:ukh	ruteh	excel
ru:tho:	ruthousul	goodness
ru:tho:so:	ruthouso	well-being
run	runn	profound (fig.)
rutar	(y)rutar	outside of (adv.)
ruthoseth	ruthouseth	amuse
ruthoseth	ruthouseth	entertain
ruthoseth-	ruthousette	entertainment

[Juralic-Atlantean-English vocabulary s-z](#) [Juralic-Atlantean-English vocabulary a-d](#) [Juralic-Atlantean-English vocabulary e-l](#)

[Home Page](#) [Juralic languages vocabulary c-d](#) [Atlantean-English-Juralic vocabulary a-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Juralic - Atlantean - English vocabulary, s - z

JURALIC	ATLANTEAN	ENGLISH
sa:iph-	saiphon	philosopher
sa:iph-	saiphaxa	sage (n.) (ie learned person)
sa:iphepta	saitte	education
sa:iphepta-	saittul	educational
sa:phe-	saiphax	wise
sa:phe-	saiphaxehe	wisely
sa:phe:	saphei	learning (ie lore)
sa:phe:	ainsatte	philosophy
sa:phe:-	ainsaphei	study (n.)
sa:phepta	saittex	teacher (religious, philosophical)
sa:phyen-	saphienaxabbe	class (school)
sa:phyen-	saphienaxa	pupil
sa:phyen-	saphiens	teacher (school)
sa:phyen/re:ukit-	saphien	teach
sa:ra:	saya	people (the people),
sa:ra:	saya	race (people)
sa:ra:-	sauabbe	population
sa:rinda:	sainda	nation, state (political entity)
sa:rinda:	sainda	state
sa:rinda:-	saindel	civil
sa:rinda:-	saindel	communal
sa:rinda:-	saindabuota	federation
sa:rinda:-	iehindu saindu	frontier
sa:rinda:-	saindul	national
sa:rinda:-	saindeyu daonatta	State Theism
sa:rindu:-	saindu	border
sa:rindu:-	saicrehei	civil war
sa:uph-	saophel	aware
sa:uph-	saophettu	awareness
sa:uph-	saophel	conscious, aware

sa:uph-	saophette	consciousness
sa:uph-	saophettu	understanding, comprehension
saiph	saiph	learn
saratala	sayatal	history
sau:ph	saoph	understand, comprehend
se:r	disear (+gen.)	despair (of) (v.)
se:r	sear	hope (v.)
se:r-	disearso	despair (n.)
se:r-	searso	hope (n.)
se:r-	searsel	hopeful
se:r-	searso	optimism
se:r-	searsel	optimistic
se:r-	disearso	pessimism
se:r-	disearsel	pessimistic
se:uphen	sephen	clean (v.)
se:uphen-	seph	clean (a.)
se:uphen-	sephenen	cleanse
sentategga	sentecc	week
sento	sent	seven
si:l	sil	in (located inside of)
si:l-	silin	into
silil	(y)silil	inside (prep.) (adv.)
silil-	silir	inwards
sippo	sipho (antiq)	friend (kin)
sippo-	siphil	friendly
ska:ilp-	scalppenni	bayonet
ska:ilp-	scalppenni-tourtsu	bayonet crossbow
ska:ilp-	scaiphien	knife
ska:lip-	scalphencu	dagger
ska:lipo	scalph	sword
ska:lipo-	scalphon	swordsman
skailp-	scailpheso (antiq)	combat
skalipo-	scailpheso	battle (archaic)
skalipo-	scailph	cut
skalipo-	scaolph	hack (v.)
skh:atis	scatis	final
skha:tis	scatis	last, final (after all others)
skha:tis-	scatisan	then
ski:l	scil	ride
skolpa	scolph	art (painting)
skolpa-	scolphex	artist (painter)
sla:linda:	suayinda	woman (adult female person)
sla:linda:-	suaya	woman (pejorative)

slalil	sual/suil	female (adj.)
slalinda	suayindie	lady
slalis	suals	gentle, mild
slalis-	sualsals	depressed
slepre	suepue	stream
sna:rd	sna(rt)	black
sna:rd-	snaosiph	blackbird
sna:rd-	snarte	night
sna:rd-	snartasil	tonight
snard-	snarton	devil
so:l/tho:l	sai	yes
so:in	lousain	last (v.)
so:in	sain	remain, stay
so:in	sain	stay, remain
so:in-	sainso/sainsix	remainder/remains
so:int	saint	press hard
so:int/bro:um	saint	squeeze (v.)
so:iso :i-	saisaxille	bride
so:iso: i-	saisaxon	bridegroom
so:iso: i (L.Jur.)	sais	agree
so:iso: i (L.Jur.)	saisso	agreement
so:iso:l-	saisso	accord
so:n-	loumensunso	delay (n.)
so:n-	sonondur	quiet, soft, faint
so:ni:so:/so:n	sunso/sun	rest (n.) (v.)
so:nt	sont	press (v.)
so:rd	surd	defend
so:rd	surdiens	defender
so:rd	surd	protect, defend
so:rd-	surdiens	protector
so:rdye:no	surdien	shield (a protective implement)
so:un	soun	sleep (v.)
so:un-	sounto	sleep (n.)
so:urd	sourd	save
so:urd-	sourdiens	saviour
so:urdi:so:	sourdso	safety
souk	souc	drink
souk-	souciens	drinker
spikt	spicc	see
spikt-	ainspiccon	guard (n.)
spikt-	dicielspiccien	microscope
spikt-	ycielspiccien	telescope
stekh	stei (-cc-)	hard, firm, resistant to pressure
stekh-	yciesteccso	factory

stekh-	stecciens	factory hand/worker
stekh-	steccettu	industry
stekh-	steccepelta	ironclad ship
stekh-	steccerata	railway
stekh-	stecc	work (hard) (v.)
stekh-	steccso	work (n.)
stekh+kwaipt	stehuitso	consonant (non-vowel)
stekhopta/aggora	stecce	iron
su:nto	sunto	really, truly
su:nto:	sunto	indeed
su:nto:	sunto	truly, indeed
su:zipo	suyiph	poison (n.)
su:zipo-	suyiphaitho	poison-gas
su:zipo-	suyiphul	poisonous
su:zipyen	suyiphien	poison (v.)
ta:isa:	taisix	thanks (& thank you)
ta:la	tal	story, report
ta:ul	taol	mean (signify)
ta:ul-	taolso	poem
ta:ul-	taolsabbe	poetry
ta:uli:so:	taolso	sign
ta:ulopta:	taolotte	meaning
ta:up	taoph	place (v.)
ta:upiso:	taopiso	position (location relative to others)
ta:us	taos	thank (express gratitude toward)
tail	tail	tell (a story)
taild	tailt	call (s.o. s.th.)
tailduan	tailduan	called, to be
tainn-	tainn	sound (v.) (make a noise)
tainna:	tainna	noise
tainna:-	tainnien	voice
talda	talt	name (personal)
talda-	tonbennaitalt	name (family)
talda-	enuntalt	name (first personal)
talda-	buoultalt	name (second personal)
tanna:	tanna	sound (n.) (ie soft noise)
tap	taph	put, place, translocate
tap-	irtaph/irtaphuan	add (tr) (intr)
tap-	irtaphax	additional
tap-	irtaphax	another
tap-	buotaphesabbe	chain
tap-	irtaph	increase
tap-	buotaphuan	join (intr.)

tap-	buotaph	join (tr.)
tap-	buotapheso	junction
tap-	buotapheso	link (n.)
te:kh:-	teih	behave
te:kh:-	teihette	behaviour
te:kh:-	teiheso	code (of action)
te:kh:-	teiheso	practice (n.)
te:ukh:	teh	act (v.)
tegga	tec (antiq)	day (of week)
tegga	tec	life (poetic)
tegga	tec	way (phil)
tegga-	douthen	fortnight
tel	tey	same, identical
tel an	teyan	at the same time
tel an	teyan	simultaneous
tel an	teyan	simultaneously
teleg	teay	equal
tess	tess	draw (pictures)
tess-	tesso	drawing
teu:kh:-	nithehien	deceit
teu:kh:-	nithehien	deceive
teukh-	tehonotte	action
teukh:-	teheso	act, deed
teukh:-	tehesul	active
teukh:-	the	carry out
teukh:-	nartettul	classical
teukh:-	nartettimettu	classicism
teukh:-	the	commit (action)
teukh:-	nithehiensul	deceitful
teukh:-	teheso	deed
teukh:-	the	do, perform
teukh:-	tehineth	employ
teukh:-	tehimethiens	employer
teukh:-	tehineso	employment
teukh:-	tontehin	Guild
teukh:-	tehinettu	job
teukh:-	tehettu	mainspring, active source
teukh:-	narteheso	obedience
teukh:-	narteh	obey
teukh:-	tehinettu	pursuit (job)
teukh:-	antenartettul	Romantic
teukh:-	antettimettu	Romanticism
teukh:-	nartettu	rule, regulation
teukh:-	enscoulpha-nartettix	Rules of Art

teukh:im	tehin	work (v.)
teukh:im-	tehimiens	worker
thaiseth	thaiseth	control (ie master, eg political)(v.)
thaupiso-	ditaoph	dismiss
thaupiso:	thaopso	rank (in society)
thaupiso:-	thaopsex	rank (military)
the:use:-	thesas	home, at
the:yse:	thesei	house
thept-	thettai	brethren (political party)
thepto:	thetto	brother
thepto:-	thetteto	brother and sister
thepto:-	thettabbe	brotherhood (political party)
theukh	theh	create, make (bring into existence)
theukh-	thehotte	creation
theukh-	thehon	creator
theukh:	theh	build , construct
theukh:	theh	make (something), construct
theukh:-	thehettu	building, edifice
theuss	thess	paint
theuss-	thesso	painting
thisagge	thisagge	city
thisagge-	thissainda	City State
thiso	thisilpa	village (2)
thiso (village)	this, -tis	town
thiso rindu	thisindu	suburb
tho:nu-	thainix	coastal
thoir	thair	former
thoir	thair	that (demonstrative)
thu:le-	thuyilpa	breeze
thu:le:	thuye	wind
thya:l	thial	this (demonstrative)
thyal	thial	latter
tikh:	tih	hush!
til	til	the
tind	tind	flash)v.)
tind-	tintto	semaphore
tindepta	tintte	lightning
tink	tinc	glint (v.)
tink	tinc	sparkle
tinku:	tincu	star
tinku:-	tincso	ghost
tinku:-	tinceyana	sky (poet.)

tinku:-	tincel	starry
tinkutegga	tingutecc	Wednesday
to:rta:	tourt	necessity, need
to:rta:-	tourtaue..(+ vb.)	must (v.)
to:upu:	touphu	clothes
to:upu:	thouphuen	masquerade (as)
to:upu:-	touphien	clothe (v.)
to:upu:-	touphien	cover
to:upu:-	thouphien	hide, conceal
to:upu:-	thouphuen	pretend (to be)
toirt-	tairtul	necessarily
tont	tont	all
tont-	tontettu	doctor
tont-	tontan	every time
tont-	tontettu	everything
tont-	tontette	health
tont-	tontettul	healthy
tont gykullot	tontaicul	everywhere
tont ikh:e	tontehe	in every way
tontanni	tontan	always (at all times)
tontano:po	tonnoup	revolution
tontbhenn:oi	tonbennai	relations (family)
tonti:kh:e	tontehe	completely
tontono	tonton	every, each one
tontono-	tont	whole, entire, complete, all
tontono-	tommana	world
tourd	tourt	bend
tourd-	cretourtso	artillery (large) crossbow
tourd-	tourtax	bent
tourd-	tourtso	bow (for arrows)
tourd-	tour(t)	crooked
tourd-	bourtourtso	crossbow
tra:inka-	thraincul	glorious
tra:inka:	thrainc	glory
tra:inka:	tuainca	south (n.)
tra:inka:-	tuaincul	bright (2) (poetic)
tra:inka:-	thrainceth	glorify
tra:inka:-	tuaincar	south (a.)
trainkategga	tuainnecc	Tuesday
tre:u	tue	also, additionally, too
tre:u	tue	as well
tre:u	tue	too
tre:u diameb	tuedimeu	too little, insufficiently, too few
tre:u(a)meb	tuemue(he)	too much, (many)

trell	tuell	high, tall (of much height)
trell-	tuellon	giant
trilda	tuilda	chance, randomness, luck
trilda:	tuilda	luck
trilda:-	tuildul	lucky
trilda:-	dituildul	misfortune
trilda:-	dituildul	unlucky
tro:tho-	tuouthencu	gate
tro:tho:	tuoutho	door
troild	tuaild	discover
troild-	tuailso	discovery
trold	trould	find (discover the location of)
trun	trun	pull
trun-	irtrun	attract
trun-	irtrunso	attraction
trun-	rottrun	extract, pull out
trun-	ontrunn	fascinate
trun-	ontrunso	fascination
trun-	ontrunie	femme fatale
trun-	trunien	handle
trun-	aintrun	heave, tug
trun-	irtrun	interest (n.)
trun-	irtrunondur	interesting
trun-	aintrun	tug, heave
u:rhwe:un	urthuen	born, be
u:rthu:	urthu	birth
u:rthu:kh:o:ipto:	urthaitto	birthday
ullot	ulle	as (conj)
ullot	ul	like, similar to
ullot	ul (uyehe)	similar(ly)
ullot-	uyehe	in the same way
ullot ameb ulle	ul meu(he) ul..	as much (many) as..
ullot o:is	ullais	resemble
ullot..ullot..	ul...ul...	as...as... (conj)
undo:	undo	bottom
undu	unt	down
undu-	unduniya	chasm
undu-	unduan	descend
undu-	undun	low, short (not tall; of little height)
undu-	undien	lower (v.)
undu urg	unturg	descend (poet)
unduno:ip	unnaiph	worse, to make
unduspikt	untspicc	look down

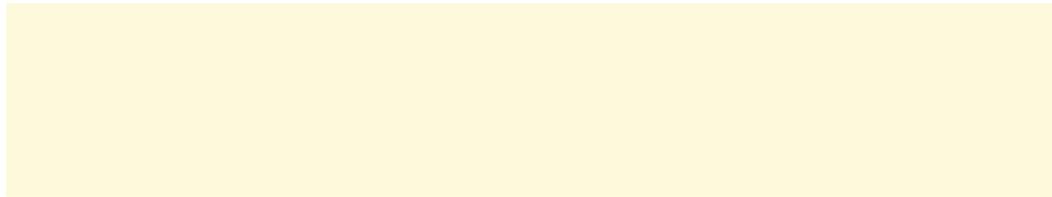
urg	urg	go
urg-	narcasunturgondur	absolute (adj)
urg-	narcunturgeso	absolute (n.)
urg-	meyurg	accompany
urg-	iurgeso	arrival
urg-	meyurg	benefit
urg-	siurg	begin, commence, start (intr.v.)
urg-	siurgeth	begin, commence, start (tr.v.)
urg-	siurgeso	beginning, start (n.)
urg-	enturg	cease, stop doing, quit (intr.v.)
urg-	enturgeth	cease, stop doing, quit (tr.v.)
urg-	rottiurg	come from(ie emerge, have origin in)
urg-	alhurgonduehe	continually
urg-	ainurg	continue, keep on doing/being
urg-	unturg (+acc)	depend (on)
urg-	unturgondur	depending
urg-	dittul	earlier
urg-	enturg	end, conclude, finish (v.)
urg-	enturgeso	end, conclusion, finish (n.)
urg-	siurg	enter, go into
urg-	siurgeso	entrance
urg-	nariurg	follow
urg-	urg ar	go up
urg-	diurg	preceed
urg-	dittul	preceeding (a.)
urg-	ditto	preceeding event
urg-	rottiurgien	produce
urg-	intunturgondur	relative (adj)
urg-	intunturgeso	relative (n.)
urg-	nithurg	return
urg-	rottiurgeso	source, origin
urg-	siurgeso	start (n.)
urg-	siurgeth/siurg	start (v.) (tr.) (intr.)
urg-	enturgeth/enturg	stop (v.) (tr.) (intr.)
urg-	meyurg	suggest
urg-	airsurg	traverse
wa:il	fail	green
wa:ila:	faila	plant (a vegetable life-form)
wa:n	fan	poor, impoverished
wa:n-	faneth	impoverish
wa:n-	fanon	pauper
wa:n-	fanon	poor person
wa:n-	fanuen	poor, to become

wa:n-	fanette	poverty
wain	fain	empty
wan-	fanuen	become poor
we:lbe:	feal (N.Atl)	forest
we:uz-	feyette	magic, sorcery
we:uz-	feyettel	magical
we:uz-	feyetton	magician
we:z	fey	know
we:z-	feyaxa	known
we:z-	difeyax	unknown
we:zitto	festo	knowledge
we:zitto-	defesto	ignorance
wembe:	fembe	wood
wenti	(y)fent	around (prep./adv.)
wess	fess	short (of little length)
wess-	fessess	tiny, minuscule
withu-	fithin	cloud
withu:	fithu	mist
withu:-	fithan	autumn
withul	fithul	misty
withul	fithel	vague/indistinct
wo:la	ful	grass
wo:most	fournos	important
wo:most-	fournoson	important person (ie VIP)
wo:rth	fourth	birth, give
wolg-	folgo	sun (poet.)
wolgotegga	foltecc	Sunday
wolgyenom	folgiens	sun
wondo:	fondo	animal
wondo:-	fondul	bestial
wouthu-	foutheso	cavern
wouthu:	fouthu	shadow, shade
wouthu:-	fouthul	shady
wouthyen	fouthien	shade (v.)
wu:rth	furth	reveal, disclose, show
wu:rth	furth	show, reveal
wu:rth-	furtheso	revelation
wulg	fulg	shine (radiate light)
wulg-	folgul	bright (1)
wulg-	folgiensfouthu	eclipse (of sun)
wulg-	fulgien	illuminate
wulg-	nifulg	reflect
wulg-	alnoigan	summer
wulgon-	fulgonul	heroic

wulgono	fulgon	hero
wurg	furg	climb
ya:isis-	iaisondur	alive
ya:isisu:i:	iasai	life (poetic)
ya:sisu:	iasu	year
yallandano	yallandan	Yalland
yan	ian	now (at this time)
yan-	yanyan	at once
yan-	iandiyainco	hitherto
yanephta:	ianette	present (n)
yanephta:-	ianettul	present (a)
yanyan	ianan	soon (in the near future)
ye:nu:	inu	boy
yuraulik(?)	iural	Juralic
zailtiso	zailtso	rope
zalt	zalt	bind, restrict
zalt	zalt	restrict
zalt	zalt	tie, bind
zalt-	zaltso	retriiction
zlala:-	zuayul	wet
zlala:-	zuayullotte	wetness
zlala: (stream)	zuaya	water
zlelt	zuel	blue
zlepre:	zuepuei	river
zlepre:-	zuepuendu	bank (of river)
zleun	zuen	on
zlidha:	zuithul(-uyehe)	quick(ly), rapid(ly), swift(ly)
zlidha:	zuitha	speed, velocity
zlidha:-	zuithul	fast
zloro	zuouo	hurrah!
zo:r	zour	loud
zoud	zou	or
zoud..zoud..	zou..zou..	either..or..
zoud-..zoud-..	dizou..dizou..	neither...nor...

[Juralic-Atlantean-English vocabulary a-d](#) [Juralic-Atlantean-English vocabulary e-l](#) [Juralic-Atlantean-English vocabulary m-r](#)

[Home Page](#) [Juralic languages vocabulary c-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Atlantean - English - Juralic vocabulary, e - I

ATLANTEAN	ENGLISH	JURALIC
e(d)	and, plus	edo
e(r)an	be (2)	
ean	exist	e:ra:n
eanso	condition	e:ra:n
ei (ed)	to (+infinitive case of verb)	e:do
eina	basis, foundation	e:na
einabbe	crowd	ein-
einai	people (in general)	e:n-
einai (pl.)	mankind	eino:-
einan	man (specifically male)	e:no:-
einel/einuyu	personal	e:no:-
eino	man, human, person	e:no:
eino	person, human being, "man"	e:no:
einul	male (m.)	eino:-
elthel	childish	elthu-
elthencu	baby, infant	elthu-
elthu	child	elthu
elthul	childlike	elthu-
en	a(n)	e:no:
en	one (number)	e:un
en	seed	ena
en-	original	e:ino:-
en-	in-law	e:n-
en-	basic	en-
en can	alone	e:un kan
en can	only	e:un kan
en can (+gen.)	apart from (prep)	ka:n
encan (+gen.)	except for, apart from	ka:n-
encan(ehe)	unique(ly)	ka:n-
encanul	single	e:unkan-

encanuyehe	especially	e:nkan-
encanuyehe	particularly	e:unkan
endu	nature	e:ndu:-
endul	natural	e:ndu:-
engindu	shore	engi:ro:-
engio	sea, ocean	engi:ro:
engio-tecc	Saturday	engiroteggga
enien	marry (tr.)	e:n-
enlauientu	suicide	ein-
enscoulpha	art (general)	enskolpa:
enscoulpha-nartettix	Rules of Art	teukh:-
enscoulphex	artist (general)	enskolpa-
ente	away (from this or that place)	enti:
entrinn	deluge (v.)	entirinn
entrinn	trickle	rinn-
enturg	leave, depart, go away from	entiurg
enturg	cease, stop doing, quit (intr.v.)	urg-
enturg	end, conclude, finish (v.)	urg-
enturgeso	exit	entiurgo-
enturgeso	end, conclusion, finish (n.)	urg-
enturgeth	cease, stop doing, quit (tr.v.)	urg-
enturgeth/enturg	stop (v.) (tr.) (intr.)	urg-
enuan	marry (intr)	e:n-
enuanaxa	married	e:n-
enuanaxille	wife	e:n-
enuanaxon	husband	e:n-
enuanette	marriage (spousal relationship)	e:n-
enuas	germinate	enwa:s
enuasan	germination	enwa:s-
enuasan	spring (the season)	enwa:s-
enul	first	e:n-
enul ruhethiens	prime minister	ru:kh:-
enuntalt	name (first personal)	talda-
enurthu	egg	enu:rthu:
er	at (of time)	kh:ere
er	to, up to, at (of time)	kh:ere
erer	up to	kh:erere
ergain	for (in place of)	ergoin
ergain/dative	for (the benefit of)	ergoin
ergon	instead of, rather than	ergon
ern	become	e:uran
erplisso	question (v.)	pli:dh-
erplith	question (n.)	pli:dh-

ex	can (is/are able to ...)	ekas
exehe (adv.)	may, might (aux.v.)	ekas-
exilcehe	probably	ekas-
exiso	ability, capacity (to do something)	ekas-
exissehe	maybe, perhaps, possibly	ekas-
exissehe	perhaps, maybe	ekas-
exisul	able (a)	ekas-
exo	office (post)	ekas-
exon	official (issued with authority)	ekas-
fail	green	wa:il
faila	plant (a vegetable life-form)	wa:ila:
failette	countryside	foil-
fain	empty	wain
fan	poor, impoverished	wa:n
faneth	impoverish	wa:n-
fanette	poverty	wa:n-
fanon	pauper	wa:n-
fanon	poor person	wa:n-
fanuen	poor, to become	wa:n-
fanuen	become poor	wan-
feal (N.Atl)	forest	we:lbe:
fembe	wood	wembe:
fent, yfent	around (prep./adv.)	wenti
fess	short (of little length)	wess
fessess	tiny, minuscule	wess-
festo	knowledge	we:zitto
fey	know	we:z
feyaxa	known	we:z-
feyette	magic, sorcery	we:uz-
feyettel	magical	we:uz-
feyetton	magician	we:uz-
fithan	autumn	withu:-
fithel	vague/indistinct	withul
fithin	cloud	withu-
fithu	mist	withu:
fithul	misty	withul
folgiens	sun	wolgyenom
folgiensfouthu	eclipse (of sun)	wulg-
folgo	sun (poet.)	wolg-
folgul	bright (1)	wulg-
foltecc	Sunday	wolgotegga
fondo	animal	wondo:
fondul	bestial	wondo:-

fournos	important	wo:rnost
fournoson	important person (ie VIP)	wo:rnost-
fourth	birth, give	wo:rth
foutheso	cavern	wouthu-
fouthien	shade (v.)	wouthyen
fouthu	shadow, shade	wouthu:
fouthul	shady	wouthu:-
ful	grass	wo:la
fulg	shine (radiate light)	wulg
fulgien	illuminate	wulg-
fulgon	hero	wulgono
fulgonul	heroic	wulgon-
furg	climb	wurg
furth	reveal, disclose, show	wu:rth
furth	show, reveal	wu:rth
furtheso	revelation	wu:rth-
gail	famous	ga:il
gaithos	prince	[gaithos (Num)]
gaithosie	princess	[gaithos-]
gen-	neo-	kem
gestar	east(ern) (a.)	geste:-
geste	east (n.)	geste:
girtex	dictator, tyrant	ke:rtē:-
girtex	Tyrant	ke:rtē:-
gloumunc	doom	glo:munga
glourna	jewel, gem	glo:rna:
glournix	treasure	glo:rna:-
glournul	precious	glo:rna
grad	fall (v.)	gra:d
gradeso	fall (n.)	gra:d-
graideso	collapse (v.)	gra:id
graideso	collapse (n.)	gra:id-
graih	anger	graiho
graihul	angry	graih-
grais	fear (be afraid of) (v.)	gra:is
graisul	fearful	gra:is-
graodeso	decay (v.)	gra:ud
graodeso	decay (n.)	gra:ud-
graoh	thunder (n.)	gra:ukh:a
graohecc	Thursday	graukh:ategga
graotheth	thunder (v.)	gra:ukh:a-
graohien	thunderbolt	gra:ukh:a-
graos	terrified, to be	gra:us
graosien	terrify	gra:usyen

graoso	terror	gra:us-
grasa	fear (n.)	grasa:
grato	wall (of building)	gra:to:
guatt	call to	gwapt
guatt	cry out, shout, yell	gwapt
guatt	yell	gwapt
guatt	yellow	gwapt
hain	fly (v.) (poetic)	ha:na:-
hain	soar	ha:na:-
helvran	Helvran	helewrano
houth (obs.)	village (l)	kh:o:tho
huaccel	eight	kh:watke:lo:
huaina	heaven, celestial realm, Valhala etc.	kh:wa:ina:
huainul	heavenly	kh:wa:ina:-
huaitso	sound (n.) (ie word, part of word)	kwaipt-
huaitt	say (sounds), enunciate	kwaipt
huaitt	speak(a language),enunciate(2)	kwaipt
huaittu	language	kwaipt-/tail-
huaittusaphei	philology	kwaipt-
huaott	sound (v.) (of a word)	kwaupt
huaottien	play (an instrument)	kwaupt-
huas	what? (interr. Adv. & pr.)	kwa:se-
huatsabbe	dictionary	kwapt-
huatso	word	kwapt-
huatt	say, speak	kwapt
huatt	speak, say	kwapt
huatteh	mean (intend to say)	kwapt-
huattiens	talker	kwapt-
huel	who? (interr. pr.)	kwe:le
hueyayu	whose, of which (interr.)	kwe:se-
huis	which? (interr. a. & pr.)	kwe:se
iaisondur	alive	ya:isis-
ian	now (at this time)	yan
ianan	soon (in the near future)	yanyan
iaidiayainco	hitherto	yan-
ianette	present (n)	yanepa:
ianettul	present (a)	yanepa:-
iasai	life (poetic)	ya:isisu:i:
iasu	year	ya:sisu:
ieh	country	hi:zekh:o
iehindu saindu	frontier	sa:rinda:-

illa	maiden	illa:
illie	girl	illa:
inti	between	inti:
intisaindul	international	inti:-
intunturgeso	relative (n.)	urg-
intunturgondur	relative (adj)	urg-
inu	boy	ye:nu:
iphis	sex, gender	iphisi
iphul	sexual (adj)	iphu-
iphun	sex, have	iphu-
iphuyin	sexual activity	iphu-
ir	towards	kh:e:re
irpait	seduce	po:it-
irrett	bring	rept-
irril	aim at	ril-
irtaph	increase	tap-
irtaph/irtaphuan	add (tr) (intr)	tap-
irtaphax	additional	tap-
irtaphax	another	tap-
irtrun	attract	trun-
irtrun	interest (n.)	trun-
irtrunondur	interesting	trun-
irtrunso	attraction	trun-
isso	chair, seat	ithi:so:
isso	seat, chair	ithi:so:
ith	sit	ith
itte	fact (undisputed datum)	itto
ittel	real	itto:-
ittencu	atom	itto:-
itteyotte	reality	itto:-
ittin	machine (device with moving parts)	(itimo)
ittin	enough, sufficiently	ittimo
ittu	object (n.)	itto
ittu	thing	itto
ittul	objective (a.)	itt-
ittuyette	objective (n.)	ittulepta:
ittuyette	purpose	ittullepta:
ittuyon	objectivist (phil)	itt-
iural	Juralic	yuraulik(?)
iurg	come, arrive (at indicated place)	kh:erurg
iurgeso	arrival	urg-
lai(b)	death	laibo

lailt	perform (music)	la:il
lailte	music	la:ilopta:
lailtesebbe	orchestra	la:il-
lailteso	instrument (musical)	la:il-
lailteth	compose (music)	la:il-
lailtethon	composer	la:il-
lailtiens	musician	la:il-
lain	mourn	la:im
lainso	mourning	la:im-
laipho	heat, warmth	lo:ipho:
laiphul	hot	lo:iphullot
laiss	free (from prison)	loiss
laltabbe	choir	la:l-
laltiens	singer	la:l-
laltiensabbe	singers, group of	la:l-
lalto	song	la:l-
lan	cry, weep	la:m
laol	roar (v.)	la:ul
laolte	roar (n.)	la:ul-
lau	die (normal)	la:b
lauax	dead	la:b-
laueniens	killer	labyenyenom
laueniens	murderer	labyenyenom
lauien	kill	la:b-
lauien	murder (v.)	la:byen
lauientu	murder (n.)	labyenitto
lauientul	murderous	labyenittulot
lay	sing	la:l
leitha	game	le:dha:
lemb	take (ie remove,take away from s.o.)	lemb
lernamo	necklace	lern-
lerno	neck	lerno:
lertes	port	lerthiso
leth	play (v.)	le:udh
li(e)rso	spring (water)	liriso:
liclebba	Official Religion (Atlantean)	likl-
liclien	sanctify	likl-
liclienax	holy (sanctified) (of places)	likl-
liclina	milk	likl-
liclon	priest (of Atl. Official Religion)	likl-
liclul	godly, pious	likl-
liclul	pious	likl-
lier	flow (travel in a current)	li:r

lill	white	likl
lint	injure, hurt	lint
lint	hurt, injure	Int
lintso	injury	lint-
liranca	bay	le:ra
lirin	thin, slender	lern
lirinix	narrow	lern
lirinix	narrows (straits)	lern-
lirinix	straits	lern-
lirsencu	brook	liriso-
lith	free, loose (v.)	li:dh
lith	loose/free (v.)	li:dh-
lithax	free (at liberty) (a.)	li:dh-
lithaxal	loose/free (a.)	li:dh-
lithette	freedom (able to move)	li:dh-
loss	freedom (political, not imprisoned)	losso
lou	long (of much length)	lob
louan	long time (of much duration)	lob-
louanan	long time, for a	lob-
louanas	long ago	lob-
loumensunso	delay (n.)	so:n-
loupbeth	burn (tr.v.)	lo:uph-
loupbuan	blaze	lo:uphwan
loupuphu	pussy	louprusa:po:
louprusie	cat, female	lo:upru:so:-
louprusilpa	kitten	louprusilpa
loupruso	cat (Felis catus)	lo:upru:so:
louprusul	stealthy	lo:upru:so:-
lousain	last (v.)	so:in
louss	open (v.)	louss
louso	mouth	louss-
louth	lengthen	lob-
loutte	length	lob-
lucien	explain	lu:k-
lucotte	clarity	lu:k-
lucotte	clear, plain	lu:k-
lucul	obvious	lu:k-
lundei	flower (n.)	lunde:
lunduan	flower (v.)	lund-
lunduas	flourish	lund-
lundul	flowery	lund-
luocu	hole	lwo:ku:
luograto	window	lwo:ku:-

luphien	brighten (intr.v.)	lo:phyen
luphien	lighten (intr.v.) (give light to)	lo:phyen
lupho	light (n.)	lopho:
luphul	light (bright)	lo:ph-
luscettu	snail	lu:shu:-
luscu	slowness	lu:shu:
lusc-ul (-uyehe)	slow(ly)	lu:shu:-

[Atlantean-English-Juralic vocabulary a-d](#) [Atlantean-English-Juralic vocabulary m-r](#) [Atlantean-English-Juralic vocabulary s-z](#)

[Home Page](#) [Juralic-Atlantean-English vocabulary a-d](#) [Juralic languages vocabulary c-d](#) [Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Atlantean - English - Juralic vocabulary, m - r

ATLANTEAN	ENGLISH	JURALIC
mai	control (n.)	ma:iya
mai	influence	ma:iya
mailc	best	ma:y-
main	insist	mo:in
maina	food	ma:ina:
maineth	feed	ma:ineth
mainina	bread	ma:inima:
maiss	better	ma:y-
malc	want	malk
malc	wish (v.)	malk-
malcehe	willingly	malk-
malcondur	willing	malk-
malcotte	wish (n.)	malk-
mana	homeland	ma:na
manatecc	Friday	manategga
mandagge	continent	mana-
mandengio	island	ma:na-
manna	mother	manna:
manris	land (generally)	ma:na/hi:zu:
maona	earth (ie world)	ma:una:
maoy	control (ie influence) (v.)	ma:uy
maphu	mummy (ie mother)	manna:po:
marr	short, brief (of little duration)	marr
marran	short time	marr-
marranan	short time, for a	marr-
marranas	recently (in the near past)	marr-
maya	power (ie religious only)	ma:ya:
mayette	aura	ma:iya-
mayul	powerful (ie religious only)	ma:yulot
meanai	frequently, often	mebanai

meanai	often	mebanai
meisen	beauty	me:sema
meisen	beautiful	mes
meisen	lovely	mes-
meiseth	beautify	mes-
meist	farm	me:sito
meistiens	farmer	me:sito-
mel	eat	me:l
mel	with (accompanied by)	me:ul
melhualso	advise	me:ul kwapt-
melhuatt	advice	me:ul kwapt
men(ten)	during	mentin
mencies	while	mentin ki:reso
mensun/mensunso	wait (for), await/wait (n.)	mentso:n/-
mente	period, era, epoch	mente-
mente	age (ie epoch)	mente:
mente	epoch	mente:
mentencu	minute (60 seconds)	mente:-
mentencu	moment, an instant	mente:-
meu	many (a large number of)	(a)meb
meuhe	much (a large quantity of) (adv.)	ame:ubu:
meuhilde	million	amebe:khilde:
meyurg	accompany	urg-
meyurg	benefit	urg-
meyurg	suggest	urg-
milce(he)	most a.(adv.)	(a)meb-
mina	name (things, animals)	mi:na:
minan	name (v.) (things, animals)	mi:na:-
mis	easy	mis
misette	simplicity	mi:s-
misettu	simple	mi:s-
misettu	shortcut	mis-
misien	simplify	mis:ye:n
misse (or comp)	more (to a larger degree)(adj)	(a)meb-
misse..misse..	the more..the more..	meb-
missehe	more (a larger quantity of) a.(adv.)	(a)meb-
missies	moreover	meb- ki:reso
mitha	centre, middle	mi:dha:
mitha	middle	mi:dha:
mithien	centralise	mi:dh-
mithiniens	centraliser	mi:dh-
mithul	central	mi:dh-

mithul/mi-	middle of, mid-	mi:dha:-
mou	custom	mo:ra
moul (moy-)	traditional	mo:ra-
moun	require	mo:n
moun	tell (someone to do something)	mo:n
moun	order (v.)	mo:n-
mounette	order (n.)	mo:n-
mounu	claim (n.)	mo:unu:
mour	tradition	mo:ra
naim(n)	remember	no:im
naimien	remind	no:im-
naitto	consequence/result	nar-
naitto	result, consequence	nar-
naittul	later (a)	narka:-
naittul	next	narka:-
naittul	subsequent	narka:-
naittuyehe	later (adv)	narka:-
nant	nine	nanto
naohua	west (n.)	na:ukh:wa:
naohuar	west (a.)	na:ukh:wa:-
naohuiso	evening (dusk to midnight)(n.)	na:ukh:wa-
naohuisul	evening (a.)	na:ukh:wa-
naomandix	Western Empire (Atl. Name)	na:ukh:wa:-
naph	catch	nap
nar	after (later than; in the future of)	narka:
nar	in (ie after so much time)	narka:
naraito	tomorrow	narkakh:o:ipto:
narcas, ynarcas	behind (prep.) (adv.)	narka:si
narcasspiccul	transcendental	narkas-
narcasspiccuyotte	transcendence	narkas-
narcasunturgondur	absolute (adj)	urg-
narcehe	afterwards	narka ehe
narcies	after (conj)	narka kireso
narcu/narcul	rear (n.) (adj.)	narku:/-
narcunturgeso	absolute (n.)	urg-
narhuatso	answer (n.)	narkwapt-
narhuatso	reply (n.)	narkwapt-
narhuatt	answer (v.)	narkwapt
narhuatt	reply (v.)	narkwapt-
nariurg	follow	urg-
narteh	obey	teukh:-
narteheso	obedience	teukh:-
nartettimettu	classicism	teukh:-

nartettu	rule, regulation	teukh:-
nartettul	classical	teukh:-
nealt	deserve	nelt
neithei	blizzard	ne:the:
neltax	fair, just	nelt-
neltax	just, fair, equitable	nelt-
neltaxotte	justice	nelt-
nemeisen	decoration	nenkome:sema
nemeiseth	decorate (v.)	nenkome:sema-
nen(c)-	part of	nenko
nencais	belong to	[nenk-ais AC]
nencenc	duel (v.)	kenk
nest	fish (v.)	ne:st
nestieh	foreign country	nesti:l-
nestiehar	abroad	nesti:l-
nestil	foreign	nesti:l
nestion	foreigner	nesti:l-
nestion	stranger	nesti:l-
nestu	fish (n.)	nestu:
neth	snow (v.)	ne:th
nethan	winter	neth-
nethe	snow (n.)	ne:the:
nethencu	snowflake	ne:the:-
nethu	snowy	ne:the:-
nifulg	reflect	wulg-
nimoun	demand (v.)	mo:n
nimounotte	demand (n.)	mo:n
nith/nithul+C177	back (adv.)(adj)	ni:dhu:-
nithehien	deceit	teu:kh:-
nithehien	deceive	teu:kh:-
nithehiensul	deceitful	teukh:-
nithin	backwards (in reverse order)	ni:dhin
nithrett	recover (sth)	rept-
nithrett	take back	rept-
nithu	back (n.)	ni:dhu:
nithuatso	lie (n.)	ni:dh kwapt-
nithuatt	lie (v.) (ie tell falsehood)	ni:dh kwapt
nithuatton	liar	ni:dh kwapt-
nithurg	return	urg-
norscapa	daughter	no:rskapa:
noumeina	destiny	no:ume:na:
noumeina	fate/destiny	no:ume:na:
noumeinul	fateful	no:ume:na:-
noumencu	soul, spirit (human)	no:umenko:

noumencu	spirit (human)	no:umenko:
noumo	mind	no:umo:
noumon	self (n.)	no:um-
noumosaphei	psychology	no:umo:-
noumosaphel	psychological	no:umo:-
noumul	subjective	no:um-
noumuyon	subjectivist	no:um-
nouph	alter	ano:up
noura	moon	nourla:
nourafouthu	eclipse (of moon)	no:urla-
nouratecc	Monday	nourlategga
numo/numeto	eye(s)	no:mo:/no:meto:
nund	north (n.)	nundo
nundar	north (a.)	nundo-
ochos	thousand/"Army" (in Atl. military)	okh:os
ochos	Army (Atl. unit of c. 800)	okh:oss
ondon	servant	ondono
ont	below, under (prep.)	ondo
ont	under, below, beneath	ondo
ontrunie	femme fatale	trun-
ontrunn	fascinate	trun-
ontrunso	fascination	trun-
ouldia	sister	holdi:la
oulen	listen (to)	o:ulen (+ dat)
our	above, over (prep.)	kh:oura
our, ycour	over (ie above) (prep.) (adv.)	kh:o:ura
ournu	tree	ho:rnu:
ouso	being	o:so:
ouso	existence	o:so:
ousua:	steam (n.)	o:uswa:
ousuan	steam (v.)	o:uswa:n
ousuittin	steam-engine	o:uswa:-
oyena	ear	o:le:na:
pait	lead (v.)	po:it
pandu	fort	pandu:
pealta	sailing ship	pelta:-
peid	believe (accept as true)	phe:d
peidotte	belief	phe:idopta:
peil	trade (v.)	pe:ul
peilso	trade (n.)	pe:ul-
peith	dream (v.)	pe:dh
peithu	dream (n.)	pe:dh-
pel(y)	carry (move while supporting)	pel

peller	harbour	pelta:-
pellittu	carriage	pel-
pelta	ship	pelta:
peltagge	navy	pelta-
peltaggiens	admiral	pelta-
peltencu	boat	pelta:-
pelth	cross (go over) (trans.)	pelta:-
peltiens	captain (ship)	pelt-
peltuas	cross (go over) (sea, land) (intrans.)	pelta:-
per	but, however	pe:r
percies	unless	pe:r ki:reso
pereth	object (v.)	phe:reth
perette	objection	phe:reth-
peth	think	pedh
pethotte	thought	pedhopta:
peyel	drag	phel
peyettu (ousettu)	cart, wagon (steam)	pel-
peyiens	porter	pel-
plein	full, filled	ple:n
plen	rich, wealthy	ple:un
pleneth	enrich	ple:un-
plenette	prosperity	ple:un-
plenon	rich person	ple:un-
plenuen	rich, to become	ple:un-
plissiens	Pretender (to throne)	pli:dh-
plisso	request, (n.)	pli:dh-
plith	ask, request	pli:dh
plith	request (v.)	pli:dh
plith (prec. by dat pronoun)	wonder (intr.)	plidh-
plithien	beg	phli:dh
plithiens	claimant (in law)	pli:dh-
plithu	please (ie "be so kind as to...")	pli:dh
postiss..postiss	the less..the less..	phust-
poutehe	chiefly	po:to:-
poutehe	principally	po:to:-
poutel	chief, main, primary, principal	po:to:-
poutel	main, chief (a.)	po:to:-
pouto	chief, leader	po:to:
pouto	leader	po:to:
prouthien	civilise	prouthu:-
prouthien	pacify	prouthu:-
prouthienax	civilised	prouthu:-

prouthieth	civilisation	prouthu:-
prouthon	civilian	prouthu:-
prouthu:	peace	prouthu
puain	beat (metal)	proin
puain	smelt	proin
puainien	hammer (v.)	proin-
puainnetto	strength	proin-
puainon	blacksmith	proin-
puaix	cross (go over) (poet. in Atl) (intrans)	praiks-
puaixto	bridge	praiks-
puanciens	victor	prank-
puaonc	beat (ie win)	praunk
puax	across	prakin
pueggis	army	(prektis-)
pueggisemme	army group	prektis-
pueggisiens	commander (army)	prektis-
puonaisu	century	pronya:sisu:
puonda	hundred	pronda:
puouthul	peaceful	prouthu:-
pust	little, small	phust
pust	small (of little size)	phust
pustien	diminish	phust-
puston	pygmy	phust-
pustuen	decrease	phust-
pustuen	smaller, to become	phust-
puto	head	pu:to:
quendelieh	Western Empire (own name)	
racc	break (into pieces)	rakt
raiph	rob	raiph
raipheth	stealthy	raiph-
raita	road	raita:
raitindu	pavement	raita: rindu
ran (dayuan)	flag, banner (of gods)	ra:ma
raocc	smash	raukt
raoph	rape (v.)	rauph
raphiens	robber	rapho:-
rapho	robbery	rapho:
rapho	theft	rapho:
rata	path	rata
rayo	son	ra:go:
recc	correct	rekt
recc	right, correct	rekt
recc	true	rekt

recce(t)	law (the)	reketo
recceta	decree/law	reketa:
recceta	law (decree)	reketa:
reccimu	morality	rekt-
reccimul	moral	rekt-
reccit	instruct (religious, archaic)	reuktidh
rectiduin	mentor (relig/phil)	reukit-
rehuatt	right, be	rekwapt
rendo/rendul	side (n.) (adj.)	rendo/-
rett	get, acquire, gain, obtain, take	rept
rett	take, get	rept
retto	stronghold	rept-
rettu	truth	rekt-
ril	fly (v.)	ril
rilien	gun (ballistic weapon)	ril-
rilpeyettu	tank (milit.)	ril-
rindu	edge	rindu:
rinn	flood (v.)	rinn
rinnso	flood, deluge (n.)	rinn-
ris	air	rili:so
riyeth	fire at	rileth
riyeth	shoot	rileth
rondo	tower	rondo:
rorett	take away (ie subtract)	rept-
rossir	come from (ie by movement)	rotholir
rosso	out of	rotho
rota	from, out of, away from	rota
rothir	outwards	rothir
rottiurg	come from(ie emerge, have origin in)	urg-
rottiurgeso	source, origin	urg-
rottiurgien	bring forth	kh:erurg-
rottiurgien	produce	urg-
rottrun	extract, pull ot	trun-
rouchonabbe	heavy cavalry	ro:ukh:o:-
roucies	since (conj.)	ro:ta: ki:reso
rouhilpa	foal	ro:ukh:o:-
rouho	horse (Equus caballus)	ro:ukh:o:
rouhon	horseman	ro:ukh:o:-
rouhon	cavalryman	ro:ukh:o:no
rouhonabbe	cavalry	ro:ukh:o:-
routa	since (pr.)	ro:ta:
routehe	since (adv.)	ro:ta: ehe
ruh	reign (v.)	ru:kh:

ruh	rule (v.)	ru:kh:
ruheso	reign (n.)	ru:kh:-
ruhettiens	Minister (Government)	ru:kh:-
ruhettu	government	ru:kh:-
ruhieh	province	ru:kh-
ruhiehiens	Governor, Civilian	ru:kh-
ruhiehul	provincial	ru:kh:-
ruhiens	commander/chief	ru:kh:
ruhipueggis	army, provincial	prektis-
ruhiruhettu	provincial government	ru:kh:-
ruhixano	Governor, Military	ru:kh-
run	deep	ru:n-
run	hill (smaller than a mountain)	ru:na
runn	deep (fig.)	ru:n
runn	profound (fig.)	run
runotte	depth	ru:n-
rur	shake	ru:r
urso	shaking, quake	ru:r-
ruatar, yrutar	outside of (adv.)	ruatar
ruatarhe	seemingly	ru:tarwa:s-
rutaya	outside, exterior (n.)	rotho-
ruteh	do well	ru:thikh:e te:ukh
ruteh	excel	ru:thikh:e te:ukh
ruteheso	good deed	ru:th-
rutehondur	excellent	ru:th-
ruth	good (adj)	ru:th
ruth (tecc)	good day	ru:th-
ruth yestiso	good morning	ru:th-
rutha	fame	ru:dha:la
ruthe	well (adv)	ru:thikh:e
ruthettu	good (n.)	ru:th-
ruthouseth	amuse	ruthoseth
ruthouseth	entertain	ruthoseth
ruthousette	entertainment	ruthoseth-
ruthouso	well-being	ru:tho:so:
ruthousul	happy	ru:th-
ruthousul	goodness	ru:tho:
rutuas	seem, appear to be	ru:tarwa:s
rutuaso	appearance (façade)	ru:targa-

[Atlantean-English-Juralic vocabulary a-d](#) [Atlantean-English-Juralic vocabulary e-l](#) [Atlantean-English-Juralic vocabulary s-z](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Atlantean - English - Juralic vocabulary, s - z

ATLANTEAN	ENGLISH	JURALIC
sai	yes	so:l/tho:l
saicrehei	civil war	sa:rindu:-
sain	remain, stay	so:in
sain	stay, remain	so:in
sainatea	republic	[saindateayayun]
sainda	nation, state (political entity)	sa:rinda:
sainda	state	sa:rinda:
saindabuota	federation	sa:rinda:-
saindateyon	republican (n.)	[saindateayayun-]
saindateyul	republican (a.)	[saindateayayun-]
saindel	civil	sa:rinda:-
saindel	communal	sa:rinda:-
saindeyu daonatta	State Theism	sa:rinda:-
saindu	border	sa:rindu:-
saindul	national	sa:rinda:-
sainso/sainsix	remainder/remains	so:in-
saint	press hard	so:int
saint	squeeze (v.)	so:int/bro:um
saiph	learn	saiph
saiphax	wise	sa:phe-
saiphaxa	sage (n.) (ie learned person)	sa:iph-
saiphaxehe	wisely	sa:phe-
saiphon	philosopher	sa:iph-
sais	agree	so:iso: i (L.Jur.)
saisaxille	bride	so:iso :i-
saisaxon	bridegroom	so:iso: i-
saisso	agreement	so:iso: i (L.Jur.)
saisso	accord	so:iso:l-
saitte	education	sa:iphepta
	teacher (religious,	

saittex	philosophical)	sa:phepta
saittul	educational	sa:iphepta-
saoph	understand, comprehend	sau:ph
saophel	aware	sa:uph-
saophel	conscious, aware	sa:uph-
saophette	consciousness	sa:uph-
saophettu	awareness	sa:uph-
saophettu	understanding, comprehension	sa:uph-
saphei	learning (ie lore)	sa:phe:
saphien	teach	sa:phyen/re:ukit-
saphienaxa	pupil	sa:phyen-
saphienaxabbe	class (school)	sa:phyen-
saphiens	teacher (school)	sa:phyen-
sauabbe	population	sa:ra:-
saya	people (the people),	sa:ra:
saya	race (people)	sa:ra:
sayatal	history	saratala
scailph	cut	skalipo-
scailpheso	battle (archaic)	skalipo-
scailpheso (antiq)	combat	skailp-
scaiphien	knife	ska:ilp-
scalph	sword	ska:lipo
scalphencu	dagger	ska:lip-
scalphon	swordsman	ska:lipo-
scalppenni	bayonet	ska:ilp-
scalppenni-tourso	bayonet crossbow	ska:ilp-
scaolph	hack (v.)	skalipo-
scatis	final	skh:atis
scatis	last, final (after all others)	skha:tis
scatisan	then	skha:tis-
scil	ride	ski:l
scolph	art (painting)	skolpa
scolphex	artist (painter)	skolpa-
sear	hope (v.)	se:r
searsel	hopeful	se:r-
searsel	optimistic	se:r-
searso	hope (n.)	se:r-
searso	optimism	se:r-
sent	seven	sento
sentecc	week	sentategga
seph	clean (a.)	se:uphen-
sephen	clean (v.)	se:uphen
sephenen	cleanse	se:uphen-

sil	in (located inside of)	si:l
silil, ysilil	inside (prep.) (adv.)	silil
silin	into	si:l-
silir	inwards	silil-
siphil	friendly	sippo-
sipho (antiq)	friend (kin)	sippo
siurg	begin, commence, start (intr.v.)	urg-
siurg	enter, go into	urg-
siurgeso	beginning, start (n.)	urg-
siurgeso	entrance	urg-
siurgeso	start (n.)	urg-
siurgeth	begin, commence, start (tr.v.)	urg-
siurgeth/siurg	start (v.) (tr.) (intr.)	urg-
sna(rt)	black	sna:rd
snaosiph	blackbird	sna:rd-
snartasil	tonight	sna:rd-
snarte	night	sna:rd-
snarton	devil	snard-
sonondur	quiet, soft, faint	so:n-
sont	press (v.)	so:nt
souc	drink	souk
souciens	drinker	souk-
soun	sleep (v.)	so:un
sounto	sleep (n.)	so:un-
sourd	save	so:urd
sourdiens	saviour	so:urd-
sourdso	safety	so:urdi:so:
spicc	see	spikt
stecc	work (hard) (v.)	stekh-
stecce	iron	stekhopta/aggora
steccepelta	ironclad ship	stekh-
steccerata	railway	stekh-
steccettu	industry	stekh-
stecciens	factory hand/worker	stekh-
steccso	work (n.)	stekh-
stehuitso	consonant (non-vowel)	stekh+kwaipt
stei (-cc-)	hard, firm, resistant to pressure	stekh
sual/suil	female (adj.)	slalil
suals	gentle, mild	slalis
sualsals	depressed	slalis-
suaya	woman (pejorative)	sla:linda:-
suayinda	woman (adult female person)	sla:linda:
suayindie	lady	slalinda
suepue	stream	slepre

sunso/sun	rest (n.) (v.)	so:ni:so:/so:n
sunto	really, truly	su:nto
sunto	indeed	su:nto:
sunto	truly, indeed	su:nto:
surd	defend	so:rd
surd	protect, defend	so:rd
surdien	shield (a protective implement)	so:rdye:no
surdiens	defender	so:rd
surdiens	protector	so:rd-
suyiph	poison (n.)	su:zipo
suyiphaitho	poison-gas	su:zipo-
suyiphien	poison (v.)	su:zipyen
suyiphul	poisonous	su:zipo-
tail	tell (a story)	tail
tailduan	called, to be	tailduan
tailt	call (s.o. s.th.)	taild
tainn	sound (v.) (make a noise)	tainn-
tainna	noise	tainna:
tainnien	voice	tainna:-
tairtul	necessarily	toirt-
taisix	thanks (& thank you)	ta:isa:
tal	story, report	ta:la
talt	name (personal)	talda
tanna	sound (n.) (ie soft noise)	tanna:
taol	mean (signify)	ta:ul
taolotte	meaning	ta:ulopta:
taolsabbe	poetry	ta:ul-
taolso	poem	ta:ul-
taolso	sign	ta:uli:so:
taoph	place (v.)	ta:up
taopiso	position (location relative to others)	ta:upiso:
taos	thank (express gratitude toward)	ta:us
taph	put, place, translocate	tap
teay	equal	telel
tec	life (poetic)	tegga
tec	way (phil)	tegga
tec (antiq)	day (of week)	tegga
teh	act (v.)	te:ukh:
teh leithan	play a game	le:dha:-
teheso	act, deed	teukh:-
teheso	deed	teukh:-
tehesul	active	teukh:-

tehettu	mainspring, active source	teukh:-
tehimethiens	employer	teukh:-
tehimiens	worker	teukh:im-
tehin	work (v.)	teukh:im
tehineso	employment	teukh:-
tehineth	employ	teukh:-
tehinettu	job	teukh:-
tehinettu	pursuit (job)	teukh:-
tehonotte	action	teukh-
tei	well... (interj.)	
teih	behave	te:kh:-
teiheso	code (of action)	te:kh:-
teiheso	practice (n.)	te:kh:-
teihette	behaviour	te:kh:-
tess	draw (pictures)	tess
tesso	drawing	tess-
tey	same, identical	tel
teyan	at the same time	tel an
teyan	simultaneous	tel an
teyan	simultaneously	tel an
thaid	cause (v.)	dha:id
thaid	make, cause	dha:id
thaidiens	maker	dha:id-
thainix	coastal	tho:nu-
thair	former	thoir
thair	that (demonstrative)	thoir
thaisa	power (ie political etc)	dha:isa
thaiseth	control (ie master, eg political)(v.)	thaiseth
thaison	lord/master/Squire	dha:isa-
thaison	master	dha:isa-
thaison	Squire (as in 3rd Empire)	dha:isa-
thaisul	powerful (ie political etc)	dha:isa-
than	allow	dha:in
thanso	permit, allow, let	dhain
thanso	pass (ie permission)	dhain-
thao(l)-	faith	dha:udhollot
thaodso	cause (n.)	dha:udiso:
thaol	sacred (of objects)	dh:a:udullot
thaolso	reason, explanation, cause	dha:udiso:
thaopsex	rank (military)	thaupiso:-
thaopso	rank (in society)	thaupiso:
thaot	because	dha:udiso:-
thaota	because of, due to	dha:udiso:-

thaotha	so (conj.)	dha:ud-
thaotha	therefore	dha:ud-
the	carry out	teukh:-
the	commit (action)	teukh:-
the	do, perform	teukh:-
theh	create, make (bring into existence)	theukh
theh	build , construct	theukh:
theh	make (something), construct	theukh:
thehettu	building, edifice	theukh:-
thehon	creator	theukh-
thehotte	creation	theukh-
thein	four	dhe:rino
theindu	square	dhe:rin-
thesas	home, at	the:use:-
thesei	house	the:yse:
thess	paint	theuss
thesso	painting	theuss-
thettabbe	brotherhood (political party)	thepo:-
thettai	brethren (political party)	thep-
thetteto	brother and sister	thepo:-
thetto	brother	thepo:
thial	this (demonstrative)	thya:l
thial	latter	thyal
this, -tis	town	thiso (village)
thisagge	city	thisagge
thisilpa	village (2)	thiso
thisindu	suburb	thiso rindu
thissainda	City State	thisagge-
tho:nu-	coast	
thouphien	hide, conceal	to:upu:-
thouphuen	masquerade (as)	to:upu:
thouphuen	pretend (to be)	to:upu:-
thrainc	glory	tra:inka:
thrainceth	glorify	tra:inka:-
thraincul	glorious	tra:inka-
thult	forgive	dhu:lt
thultonduon	forgiving person	dhu:ltso:-
thultondur	forgiving	dhu:ltso:-
thultso	forgiveness	dhu:ltso:
thur	jerk (v.)	dho:r
thuye	wind	thu:le:
thuyilpa	breeze	thu:le-
tih	hush!	tikh:

til	the	til
tinc	glint (v.)	tink
tinc	sparkle	tink
tincel	starry	tinku:-
tinceyana	sky (poet.)	tinku:-
tincso	ghost	tinku:-
tincu	star	tinku:
tind	flash (v.)	tind
tingutecc	Wednesday	tinkutegga
tintte	lightning	tindepta
tintto	semaphore	tind-
tommana	world	tontono-
tonbennai	relations (family)	tontbhenn:oi
tonbennaitalt	name (family)	talda-
tonnough	revolution	tontano:po
tonscouphe sabbe	total work of art	
tont	all	tont
tont	whole, entire, complete, all	tontono-
tontaicul	everywhere	tont gykullot
tontan	every time	tont-
tontan	always (at all times)	tontanni
tontanough	conversion (rel.)	ano:po-
tontehe	in every way	tont ikh:e
tontehe	completely	tonti:kh:e
tontehin	Guild	teukh:-
tontette	health	tont-
tontettu	doctor	tont-
tontettu	everything	tont-
tontettul	healthy	tont-
tonton	every, each one	tontono
tontouso	universe	o:is-
tounna	marsh	dho:unka:
touphien	clothe (v.)	to:upu:-
touphien	cover	to:upu:-
touphu	clothes	to:upu:
tour(t)	crooked	tourd-
tourt	necessity, need	to:rta:
tourt	bend	tourd
tourtaue..(+ vb.)	must (v.)	to:rta:-
tourtax	bent	tourd-
tourtso	bow (for arrows)	tourd-
trould	find (discover the location of)	trold
trun	pull	trun
trunien	handle	trun-

tuaild	discover	troild
tuailso	discovery	troild-
tuainca	south (n.)	tra:inka:
tuaincar	south (a.)	tra:inka:-
tuaincul	bright (2) (poetic)	tra:inka:-
tuainnecc	Tuesday	trainkategga
tue	also, additionally, too	tre:u
tue	as well	tre:u
tue	too	tre:u
tuedimeu	too little, insufficiently, too few	tre:u diameb
tuell	high, tall (of much height)	trell
tuellon	giant	trell-
tuemue(he)	too much, (many)	tre:u(a)meb
tuilda	chance, randomness, luck	trilda
tuilda	luck	trilda:
tuildul	lucky	trilda:-
tuouthencu	gate	tro:tho-
tuoutho	door	tro:tho:
ughol	mountain	
ul	like, similar to	ullot
ul (uyehe)	similar(ly)	ullot
ul meu(he) ul..	as much (many) as..	ullot ameb ulle
ul...ul...	as...as... (conj)	ullot..ullot..
ullais	resemble	ullot o:is
ulle	as (conj)	ullot
un(d)-	base (a.)	ondo:-
unden	slave	ondono
undien	lower (v.)	undu-
undo	base (n.)	ondo:-
undo	bottom	undo:
unduan	descend	undu-
undun	low, short (not tall; of little height)	undu-
unduniya	chasm	undu-
unnaiph	worse, to make	unduno:ip
unt	down	undu
untrett	demolish	rept-
untrettaxa	ruin (n.)	rept-
untspicc	look down	unduspikt
unturg	descend (poet)	undu urg
unturg (+acc)	depend (on)	urg-
unturgondur	depending	urg-
urg	go	urg
urg ar	go up	urg-

urthaitto	birthday	u:rthu:kh:o:ipto:
urthu	birth	u:rthu:
urthuen	born, be	u:rhwe:un
usuo/aisuan	smoke (n.) (v.)	o:swo:/o:iswa:n
uyehe	in the same way	ullot-
vb + tourtaue	need, require	
yaincu	when(?) (interr.& rel. adv..)	goinut
yaincu ai	whenever (interr. & rel. adv+pr..)	goinut kh:o:l
yallandan	Yalland	yallandano
yand	have (possess / be furnished with)	ga:nd
yand	own (v.)	ga:nd-
yande	possession	ga:nd-
yandiens	landlord	ga:nd-
yandiens	owner (of factory)	ga:nd-
yantso	land (ie holding, owned property)	ga:nd-
yanyan	at once	yan-
yaond	hold, grasp	ga:und
ybeininaxa	afterlife	gykbeni:n-
ybuaita	steppes	brait-
ybuaitabbon	barbarian	gykbraitabbon
ybuaitan	nomad	brait-
ybuaitanabbe	barbarians, nomad horde	gykbraitabbon
ycaon	beside (adv.)	a:unat-
ycathai (pl.)	library	gyka:dha:l
ycathon	librarian	gyka:dha:l-
ycia	distance	gyki:ya
yciel	far (at / to a great distance)	gykiyel
ycielspiccien	telescope	spikt-
yciesteccso	factory	stekh-
yciete	place, location	gyk-
ycieya	distant place	gyki:yel-
ycont	below (adv.)	ondo-
ycour	above (adv.)	kh:o:ura-
ycul	where(?) (interr.& rel. adv..)	gykullot
ycul ai	wherever (?) (interr. & rel. adv.)	gykullot kh:o:l
ycullao	whence(?) (interr.& rel. adv..)	gykullot-
ycullar	whither(?) (interr.& rel. adv..)	gykullot-
ydibeinaxa	hell, Hades	gykdibe:nin-
ydilitho	prison, jail	gykdili:dho:
ye	how(?) (interrog and rel pron)	geubt
yelbenno	grandfather	ge:ldbhenno:

yeldao	old god (relig.)	da:uda-
yeldeso	age	geldi:so:
yeldilcon	old person	ge:ld-
yeldissaitte	university	
yeldisson	adult	ge:ld-
yelmanna	grandmother	ge:ldmanna:
yelnorscapa	grand-daughter	norska:pa:-
yelrayo	grandson	ra:go-
yelt	old	ge:ld
yemeu(he)	how much (many)	geubt am(e:u)b(u)
yest	red	geste:-
yestiso	morning (dawn to noon)	ghe:sto:-
yesto	dawn	ghe:sto:
yemelhuatso	council	kwapt-
yemelhuatso	parliament, council	kwapt-
yemelhuatson	councillor	kwapt-
yoyan	future	gho:lanna
yoyin	forward, ahead	gho:lin
yoyo/yoyul	front (n.) (adj.)	gho:lo:/-
ypeilso	market	pe:ul
ysaitte	school	
ythair	there (at/to that place)	gythoir
ythia	here (in/to this place)	gykthyal
yuhuo	throat	ghu:kh:wo:
zailtso	rope	zailtiso
zalt	bind, restrict	zalt
zalt	restrict	zalt
zalt	tie, bind	zalt
zaltso	retriCTION	zalt-
zou	or	zoud
zou..zou..	either..or..	zoud..zoud..
zour	loud	zo:r
zuaya	water	zlala: (stream)
zuayul	wet	zlala:-
zuayullotte	wetness	zlala:-
zuei (genetive)	of	(genetive)
zuel	blue	zlelt
zuen	on	zleun
zuepuei	river	zlepre:
zuepuendu	bank (of river)	zlepre:-
zuitha	speed, velocity	zlidha:
zuithul	fast	zlidha:-
zuithul(-uyehe)	quick(ly), rapid(ly), swift(ly)	zlidha:
zuouo	hurrah!	zloro

[Atlantean-English-Juralic vocabulary a-d](#) [Atlantean-English-Juralic vocabulary e-l](#) [Atlantean-English-Juralic vocabulary m-r](#)

[Home Page](#) [Juralic-Atlantean-English vocabulary a-d](#) [Juralic languages vocabulary c-d](#) [Atlantean-English-Juralic vocabulary a-d](#)
[Languages - introduction](#) [The Atlantean language](#) [The Juralic languages](#) [Non-Juralic languages](#) [Atlantean personal names](#) [Place names of the Great Continent](#) [place names elements](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

2. The Atlantean Army during the Second Empire, 361 - 585

THE ORGANISATION OF THE ARMY

The basic structure and organisation of the Army during the Second Empire was laid down, as we have seen, in the last years of the First Empire. From 290 there existed the "College of Military Art", which was responsible for the study of military tactics and strategy and the improvement of the Army. Since the early fourth century, the conduct of wars came under the control of the Imperial Council of War, under the overall supervision of the Emperor. After 391 this was reconstituted as the Grand Military Council. This included the Emperor, members of the College and any relevant Provincial Military Governors.

These Military Governors, one in each Province, took direct administrative control of the armies based in that Province during wartime, but he would not become the commander-in-chief, unless there was an emergency - the Emperors had had enough of independent and rebellious Military Governors during the Imperial Wars from 353 to 361. This method of overall control could become cumbersome, but usually the Emperor himself was able to provide a unity and driving force behind it all. It should be noted that it was unusual throughout this period for the Emperor himself to go into the field with the armies, though there were exceptions - Atlaniphon II, Atlanicerex in the Great Civil War, and later Crehonerex III at the time of the Revolution.

THE STRUCTURE OF THE ARMIES

After the Empire reached its final borders, more or less in the time of Atlaniphon II, Armies were situated in all the frontier Provinces, and some interior ones. Depending on the threat from outside the borders, several Armies might be placed in a Province. Armies (PUEGGISIX) numbered about 9500 men each in the "classical" period, about 380 - 480, each consisting of ten OCHOSIX of 800 men. These were subdivided into units of 80 men (PUONDIX or Hundreds) and then to 8 men (DOULIX or Tens). The OCHOSIX were normally 8 of infantry and 2 of cavalry, plus attached artillery (torsion) and mounted infantry. The Armies were all numbered within each Province, and known, as a group, as the "...Provincial Army", commanded by the most senior General of these Armies. If a campaign involved several Armies, then these would be grouped together as an "Imperial Force", and placed under the command of the most senior Army General .

After 480, in the so-called "Romantic" period, a PUEGGIS, still about 9500 men, was increased to 12 OCHOSIX, which according to the new tactical doctrines, could act more independently. During this period, too, Provincial Army Reserves were formed, to act as purely defensive forces against invasion (as in the Third Ughan War and the various incursions of the barbarians). After 540, until 587, this reorganisation was settled as 6 OCHOSIX in the Reserve Force, and 8 in the main PUEGGIS, making a total of 11500. In addition Local Forces were raised to help frontier defence, for example in Th. Thiss, Manralia, and the Keltish Provinces.



WEAPONS AND TACTICS - THE CLASSICAL PERIOD

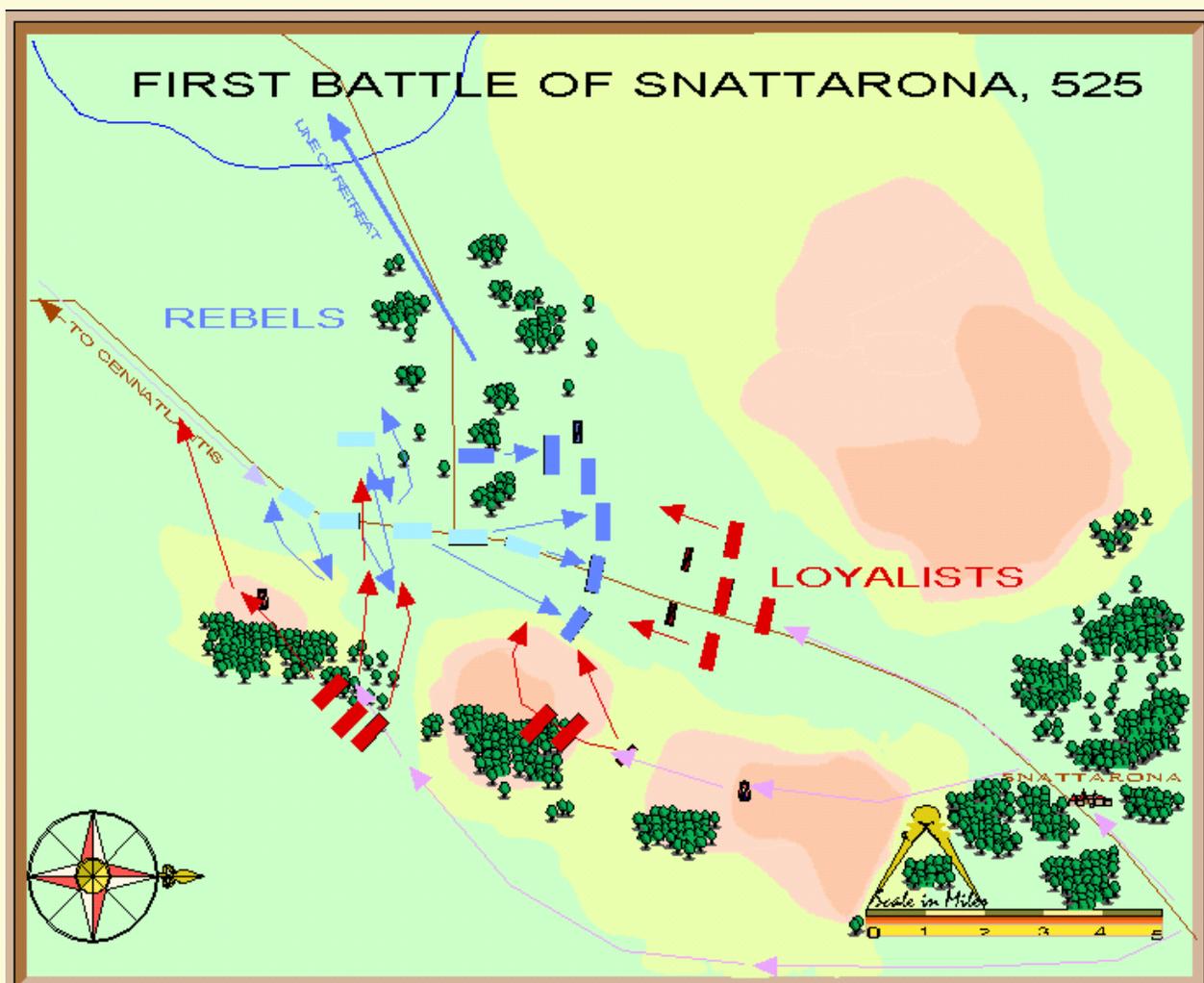
The backbone of the Atlantean Army was the bayonet-crossbow ("Bourtourtso" in Atlantean) - this weapon was made of steel. Swordsmen were still retained, though in decreasing numbers, until 450, when they were finally done away with. Initially the crossbow men occupied a central bloc in each OCHOS, with bowmen on either flank, so that each gave the other mutual support. After about 420, when the proportion of swords to bows had fallen from one third to one fifth, the swordsmen were deployed behind the bowmen, from where they could come forward in the attack, or defend the rear and flanks against attack. As far as the bowmen are concerned, they used either light or medium crossbows, the former being quicker to reload (3 times a minute, as opposed to 2 1/2) but firing a lesser distance (250 as opposed to 300 yards). Reloading was carried out by means of an intrinsic steel lever in the case of the lighter crossbows, and with windlasses for medium ones, and also for the mechanical crossbow type of artillery. Heavy artillery (catapults) were an army reserve, though horse artillery was invented by 450, and could be attached to the mounted infantry.

In the classical period, the Atlantean Army used strategy and tactics worked out in advance in great detail. The Armies advanced steadily on the enemy, stopping to fire at intervals, along with any artillery, the range of which was not much greater than that of the crossbowmen. The infantry was arranged in three ranks, firing alternately. In the end, the infantry would charge with the bayonet. An OCHOS of medium cavalry was attached to each PUEGGIS, and it would defend the infantry against enemy infantry attacks, especially if using swords, or against cavalry. If the infantry were attacking, it would wait until the infantry had softened up the enemy with their missiles, then join them in a devastating charge. Mounted infantry would already have been sent on ahead to seize important tactical features, such as hills. Light cavalry, armed with bows and arrows, would skirmish ahead and on the flanks. The soldiers had gradually done away with armour in the later 300s, until by about 420, they wore thick leather jerkins, with just metal protection for their breasts and heads (in the form of helmets). In some ways, they were vulnerable both to the arrows of enemy bowmen, and the swords of enemy swordsmen (which could be superior in strength and size to Atlantean crossbow-bayonets), but their disciplined organisation, marching and firing, plus the protection provided by cavalry and artillery, meant that they usually beat all their enemies, at least in the 400s.

Indeed the Atlantean Army was superior to nearly all its enemies at this time, in every respect. The Ughans were the only serious enemy of Atlantis, and they initially had only a small Royal standing army, with a lot of unreliable noble feudal levies. Arms consisted of swords and pikes. After contact with the Atlanteans, the central Army became stronger and more reliable and was increasingly armed with bows or crossbows. But there was little armed conflict between Atlanteans and Ughans at this time. Other enemies consisted of nomadic or semi-barbarian tribes around the periphery of the Empire, and these could easily be dealt with by the Atlantean frontier defenders, infantry and cavalry.

ROMANTIC PERIOD TACTICS

The title of the so-called "Romantic" period really relates, of course, to the contemporaneous change from Classical to Romantic style in the arts and in philosophy. What it refers to in the military sphere is, generally speaking, a loosening of the fairly rigid standardised make-up and combined action of the Atlantean Army, as it had become over the past century. Specifically, individual PUEGGISIX and OCHOSIX were given more independence in action; commanders were encouraged to create surprise by their strategy; the use of regional and local forces was encouraged; and the current defensive-minded attitude of Atlantean commanders was halted in favour of a greater offensive-mindedness. Tactically, the cavalry was released from close co-operation with the infantry, and encouraged to scout out way ahead, or concentrate on the flanks against enemy horsemen. This was all possible because the Empire was virtually free from serious attacks from abroad, at least till the 520s. The new doctrines were successfully tried out in various small campaigns against unruly tribes in the south (around 500), pirates on the southern seas (480s), revolts amongst the North Kelts (500), and the Raziran rebellion of 500. A particularly good example of this strategy can be seen in the campaign and first battle of Snattarona in 525, during the Civil War.



THE FIRST BATTLE OF SNATTARONA, 525

Following their seizure of Cennatlantis, a rebel force of seven Armies, led by Cencos, advanced over-confidently northwards up the Snattarona road to seek the Emperor (shown by the light blue movements on the map). Atlanicerex's forces were collecting in the Croliden Hills, and then moved southwards. The Emperor and his military advisers now planned a typically "Romantic and exuberant strategic manoeuvre to trap and wipe out the whole rebel force, retaking Cennatlantis at the same time. Atlanicerex moved four Armies on down the road from Snattarona in the afternoon and evening to face the rebels, while two lots of outflanking forces were sent off through and behind the hills which at this place hemmed in both sides of the main road. Two Armies plus cavalry moved across the hills to position themselves on the right flank of the enemy, who had four Armies deployed across the valley during the night. Three other Armies moved more widely, and by 10am were to the right of the rear rebel Armies (shown by the mauve movement markings on the map). As the main Atlantean force advanced frontally against the rebels, to "fix" them, the first flanking force poured down the slopes and smashed into the flank and rear of the rebel right wing. Soon after, the other force attacked the rebel rear, with one Army moving far behind it to cut the road back to Cennatlantis. The battle was soon over. The rebels fled off to the west,

leaving their commander dead on the battlefield, while the Loyalists moved directly on down to take the capital. This clever example of the new, vigorous strategy cost the Emperor only 2000 casualties, while the rebels lost 10000 or more.

THE THIRD UGHAN WAR AND THE RETURN TO DEFENSIVENESS

Even prior to the Third Ughan War of 536 - 539, increasing pressure by barbarians in the north-east required a greater commitment to fixed defences by the Atlanteans. But the Third Ughan War, with the serious defeats dealt to the scattered Atlantean forces by the newly resurgent and strongly centralised Ughan forces, led to a rapid rethink of their strategy by the Atlantean generals. The War was won largely because the Ughans, having defeated the weaker Atlantean forces in the open field, were halted by the last-ditch defences of several fortresses in Chalcrĕieh. Without gunpowder artillery, fortresses of any nationality were almost impregnable in this period. Following the War, Atlantis realised that the Ughans had reached parity with the Atlanteans so far as weaponry and army organisation was concerned, and the same was likely to be the case in a war with any other major state (e.g. Basquecĕieh). The Romantic doctrines were now thrown out, and a defensive mentality took over, both in wars with major states and against nomads on the borders. Fortresses were strengthened, Atlantean armies were encouraged to dig in and use entrenchments (and armour was reintroduced for infantry), while armies were put back under tighter central control. Firepower became the watchword, making use now of a somewhat heavier form of light crossbow, with a greater range - and bayonet-attack style advances were frowned upon. Cavalry was restricted to operations against barbarians, while artillery was much increased in number and also somewhat in power.



The fortress of Dravipand on the river Gestes, the border with the Ughans, as rebuilt in the 540s

This doctrine met its nemesis in the Basquec War of 582-586, when the Atlanteans, as the attackers, were held up and bogged down in front of strong Basquec fortresses, and most spectacularly in the fighting against the Revolutionaries after 587, when the latter's fast-moving, loosely organised forces completely outmanoeuvred and out fought the slower and much more cautious Imperialist armies. Over the next decades, the Atlantean Army metamorphosed into something very different from its Second Empire self.

To conclude, however, and as a memorial to the Second Empire Army at the height of its might, here is the text of part of a letter written by the poet Normelliĕl, who accompanied Atlaniphon II on his campaign against the Ughans in the Second Ughan War, and witnessed the climactic victory of the Atlanteans at the battle of Yrullia in 441.

THE BATTLE OF YRULLIA - an eye-witness account (part) by the poet and dramatist, Normelliĕl. All references in the first person in the original would really have been in the third person, of course. A map of this battle, with the positions of Normelliĕl and the Emperor is given after the account below.

.... "In this position behind the centre of the battlefield, just behind the main front line of our troops, the Emperor, his staff and myself had a superb view of the enemy army about half a mile in front. There they were, the Ughans, row upon row of them, wearing costumes of all types, and all in front of me were on foot, except for a few wandering to and fro on horseback within their ranks. These I took to be their officers. As far as I could see, they were nearly all armed with swords, though I saw some with bows and arrows. Later it turned out that quite a number actually had crossbows, like our men, though inferior ones. The enemy were on a hill in the centre, but their two wings, as I saw them at that time, were on level ground like ourselves. There was a river to our right, and the Ughans had already crossed it, seeking presumably to approach our right flank, using its protection. Some of our troops were already skirmishing with theirs over there, however.

"Our party moved over a little towards out left, and then the generals around the Emperor suddenly exclaimed and pointed. I looked, and there was a long line of our men advancing through the low undergrowth up a hill on the right flank of the

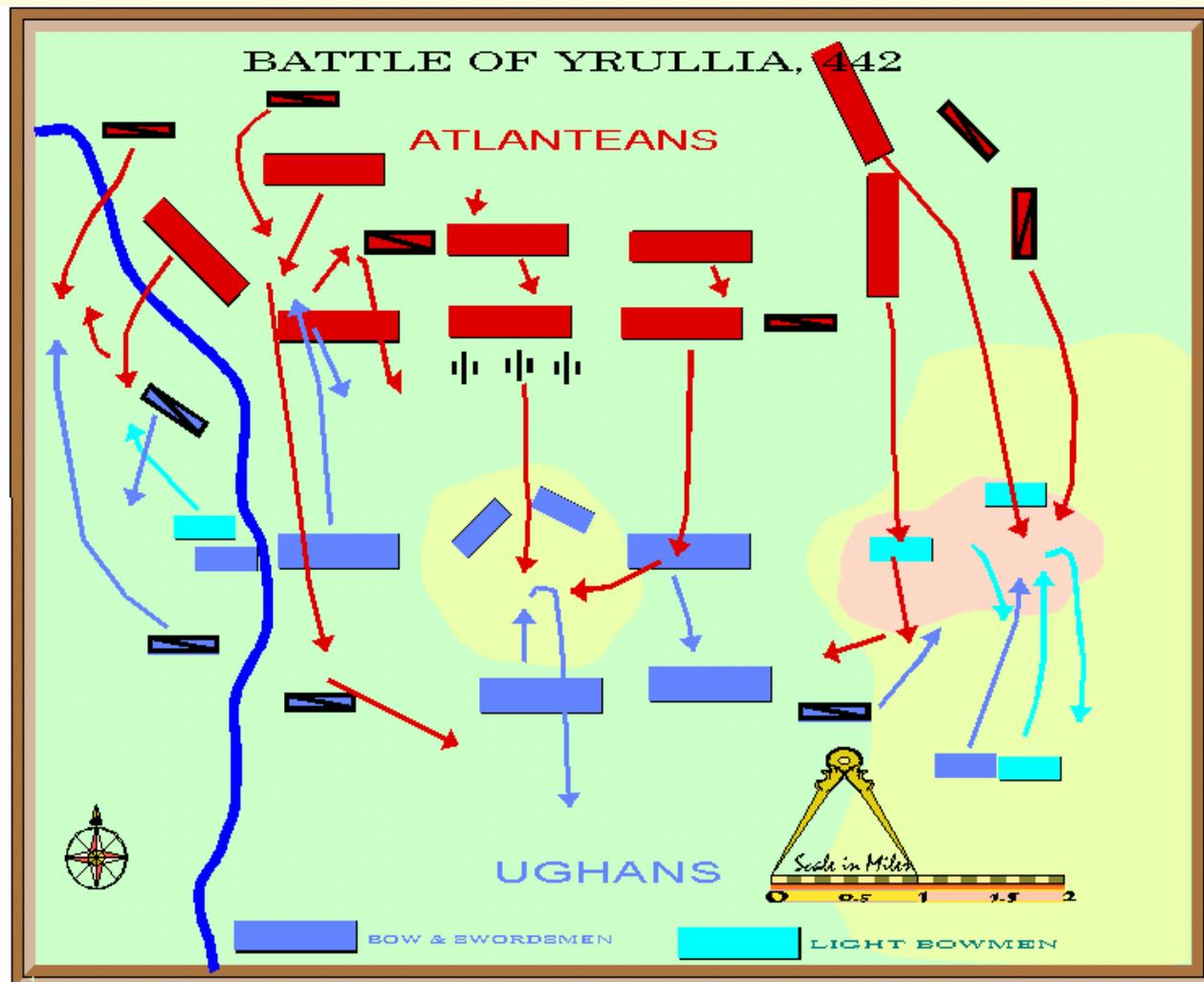
Ughans. Streaming past them, overtaking them, and swarming up the hill, I saw our cavalry and mounted infantry. What happened next over there was difficult to make out, but obviously enemy forces were encamped upon that hill, and fighting for it continued for some time, though our men eventually seized it. This drew the enemy's reinforcements away from his centre, as I later gathered - all part of our generals' plans of course.

"But now my attention was drawn to the other side of the battlefield, our right, as masses of Ughan infantry were running and howling across the ground in between onto our right flank men. Our forces stayed there quietly and unmoving to receive them, while the great catapults in front of our centre turned to face the enemy, and waited patiently till they were in range. Once they were about a quarter of a mile away, they began firing furiously, and many an Ughan was transfixed by one of our huge crossbow bolts, or crushed with his neighbours under a stone of perhaps 100 lb., hurled at him by our catapults.

"Soon after this, as the enemy came ever closer to them, I saw officers cry out to our men facing them, and suddenly the front rank of parts of the OCHOSIX knelt down and levelled their crossbows, while the two rear ranks fired above them. A volley shot off, and hundreds of yards away, a line of Ughans rushing forwards, faltered and fell. These men reloaded, and others now aimed and fired. So it went on, and more and more enemy fell, and yet they still came on. Finally they reached our line, who faced the enemy's swords with their own bayonets. An indescribable scrimmage ensued, but it was always possible to distinguish the two sides by their dress. The Ughans, as I have said, wore a great variety of barbarian clothes, but our men were all in uniform. Their tall oval hats towered above the melee, while their bodies, protected by no armour nowadays, were covered in their tunics, with the belt at the waist, fastened to which were the arrow quivers, and the diagonal belt higher up, and a large leather boss over their hearts.

"The Ughans seemed to be prevailing, and forcing our men back, when lo - round the right by the river marched, at high speed, our reserve infantry, smashing into the Ughan flank. And again past them, suddenly there streamed our cavalry from the rear, wielding their swords, and crashing into the Ughans' flank. The Ughans were beaten - they turned and fled - ... - but the battle was far from over yet..."

To read the next part of this history, click on [The Army- 585 - 740](#)



[Home Page](#) [The Army- 585 - 740](#) [Battle sites central area](#) [Index of Atlantean Army and Navy battles-alphabetical order](#) [Index of Atlantean Army battles-chronological order](#) [Military geography](#) [The Atlantean Navy](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Battles of the Atlantean Army and Navy - chronological order

The list below includes all the most important battles and sieges with their dates, as fought by the Atlantean Army throughout its history. This history mentions them all, in greater or lesser depth. The location of many of the sites can be found from the various maps which are given as links. Each battle or siege indicates which map shows the site using the following abbreviations:

- NE Map of battle sites north-east [Battle sites NE](#)
- NW Map of battle sites north-west [Battle sites NW](#)
- SE Map of battle sites south-east [Battle sites SE](#)
- SW Map of battle sites south-west [Battle sites SW](#)
- CEN Map of battle sites central area [Battle sites central area](#)

Below is a list of the symbols used to show the battle sites on the maps:

Explanation of symbols



Land battle site



Site of siege



Naval battle site

All with date of battle / siege

INDEX OF BATTLES						
YEAR	TYPE OF CONFLICT	NAME OF BATTLE	NUMBER	MAP	WINNER	LOSER
252	BATTLE	Cennis		C	HELV	ATL
253	BATTLE	Algrunix	1	C	HELV	ATL

255	SIEGE	Ugholtis	1	C	HELV	ATL
256	BATTLE	Yeldis		C	HELV	ATL
260	NAVAL BATTLE	Giezuat	1	SE	HELV	ATL
261	BATTLE	Cennetis	1	SW	HELV	ATL
262	SIEGE	Ugholtis	2	C	ATL	HELV
264	NAVAL BATTLE	Giezuat	2	SE	HELV	ATL
264	NAVAL BATTLE	Giezuat	3	SE	HELV	ATL
266	SIEGE	Helvris	1	SW	ATL	HELV
307	SIEGE	Numercuat		C	YEASOR	SIPHIRIXO
308	BATTLE	River Atlanos		C	YEASOR	SIPHIRIXO
311	BATTLE	River Ghesse		C	LASSON	YEASOR
312	BATTLE	Algrunix	2	C	YEASOR	LASSO
313	BATTLE	River Fellepp	1	C	RUTHOYON I	CEURALLA
335	BATTLE	Dravizzi	1	NE	ATL	CHAL
354	SIEGE	Atlantis	1	C	CAO-THILDO II	CAREL
357	BATTLE	Tilrase	1	C	LASSON	CAO-THILDO II
358	BATTLE	Atlano Mandengo		C	LASSON	CAO-THILDO II
361	BATTLE	Ancahouth		C	IUSTUS	LASSON
361	BATTLE	Lillerunix		C	ATLANIPHON I	LASSON
442	BATTLE	Yrullia		NE	ATL	UGH
465	BATTLE	Razira		SE	ATL	RAZ
524	BATTLE	Cennatlantis	1	C	REB	IMP
525	BATTLE	Snattarona	1	C	IMP	REB
525	BATTLE	Yalgor,		C	REB	IMP
525	BATTLE	Yzuephe		C	REB	IMP
525	SIEGE	Helvris	2	SW	IMP	REB
537	BATTLE	Bratatinnu		NE	UGH	ATL
537	SIEGE	Atlandravizzi		NE	ATL	UGH
538	BATTLE	Giestisso	1	NE	ATL	UGH
585	BATTLE	Tilrase	2	C	REP	IMP
588	BATTLE	Cennatlantis	2	C	IMP	REP+G49
588	BATTLE	Fourtis	1	C	REP	IMPS
589	SIEGE	Cennatlantis	1	C	REP	IMP
590	BATTLE	Rundes	1	C	IMP	REP
590	BATTLE	Rundes	2	C	REP	IMP
590	BATTLE	Cennatlantis hills		C	REP	IMP
624	BATTLE	Failrunn	1	C	IMP	REP
630	BATTLE	Failrun	1	C	LOURON	CRECHONNI
630	BATTLE	Failrunn	2	C	LOURON	CRECHONNI
630	BATTLE	Tilrase	3	C	LOURON	CRECHONNI
633	BATTLE	Failbloua		C	LOURON	CRECHONNI
645	NAVAL BATTLE	Raihco		SW	LOURON	TUONDO
646	BATTLE	Atlaniphis	1	SW	LOURON	TUONDO

661	BATTLE	Quachach	1	SE	IMP	BAS
721	SIEGE	Bradghus		NE	UGH	ATL
743	BATTLE	Atlaniphis	1	SE	BAS	ATL
743	BATTLE	Zhadvech		SE	BAS	ATL
743	SIEGE	Borepande		SE	UGH	ATL
743	SIEGE	Pueggathis		NE	UGH	ATL
744	BATTLE	Atlandravizzi		NE	BAS	ATL
744	BATTLE	Dravizzi	2	NE	UGH	ATL
744	NAVAL BATTLE	Phaiosos	1	NW	SKAL	ATL
744	BATTLE	Tuellplas	1	NE	ATL	UGH
744	BATTLE	Tuellplas	2	NE	UGH	ATL
744	BATTLE	Vailat	1	SW	ATL	BAS
744	BATTLE	Vailat	2	SW	BAS	ATL
744	BATTLE	Vulcanipand		SE	BAS	ATL
744	SIEGE	Dravipand		NE	UGH	ATL
745	BATTLE	Failrunn	3	C	ATL	BAS
745	BATTLE	Runcairn	1	NW	SKAL	ATL
745	BATTLE	Snattarona	2	C	BAS	IMP
745	BATTLE	Babemme		NE	BAS	ATL
745	BATTLE	River Burtounna		NE	ATL	BAS
745	NAVAL BATTLE	Siphiyan Islands	1	SW	BAS	ATL
745	BATTLE	Upheril Mountains		NE	ATL	SKAL
745	SIEGE	Dravidos		NE	UGH	ATL
745	SIEGE	Fembepand		NE	UGH	ATL
745	SIEGE	Cennatlantis	2	C	ATL	BAS
746	BATTLE	Atlantis	1	C	ATL	SKAL
746	BATTLE	Gentis		C	ATL	BAS
746	BATTLE	Runnates		NE	ATL	UGH
746	NAVAL BATTLE	Sulosos	1	C	ATL	SKAL
746	BATTLE	Borfembe		C	ATL	SKAL
746	NAVAL BATTLE	Siphiyan Islands	2	SW	ATL	BAS
747	BATTLE	Atlaniphis	2	SE	BAS	ATL
747	BATTLE	Atlaniphis	3	SE	ATL	BAS
747	BATTLE	Giestisso	2	NE	BAS	ATL
747	BATTLE	Giezat		C	ATL	BAS
747	NAVAL BATTLE	Nundler		NW	SKAL	ATL
747	NAVAL BATTLE	Phonimori	1	NW	ATL	SKAL
747	BATTLE	Snattarona	3	C	ATL	BAS
748	BATTLE	Buatphaio		NW	ATL	SKAL
748	BATTLE	River Itheerdi		SE	BAS	RAB
748	BATTLE	River Vulcan		SE	BAS	ATL
748	SIEGE	Atlaniphis		SE	ATL	BAS
748	SIEGE	Noutens		SW	ATL	BAS
750	BATTLE	Bavcuat		SE	BAS	ATL
750	BATTLE	Cuaduiith		SE	ATL	BAS
750	BATTLE	Tovduith		SE	ATL	BAS

750	BATTLE	Quachach	2	SE	ATL	BAS
793	SIEGE	Southern Colonies		SW	RAB	ATL
807	BATTLE	Dohgash		SW	RAB	ATL
828	BATTLE	Anapend		C	BRINDOR	PAREON
828	BATTLE	Failrun	2	C	PAREON	BRINDOR
828	BATTLE	Fourtis	2	C	BRINDOR	PAREON
828	BATTLE	River Gonril		C	PAREON	BRINDOR
828	NAVAL BATTLE	Zueltix Mandengix	1	C	PAREON	BRINDOR
828	SIEGE	Atlantis	2	C	PAREON	BRINDOR
829	BATTLE	Rundes	3	C	PAREON	BRINDOR
844	BATTLE	Anetako	1	NW	ATL	SKAL
844	BATTLE	Anetako	2	NW	SKAL	ATL
844	NAVAL BATTLE	Gennouth		NW	SKAL	ATL
844	NAVAL BATTLE	Suinnomiori islands		NW	SKAL	ATL
845	BATTLE	Netaka Mountain		NW	SKAL	ATL
845	BATTLE	Noilafa Buoumu	1	NW	ATL	SKAL
845	NAVAL BATTLE	Phonimori	2	NW	ATL	SKAL
845	NAVAL BATTLE	Sulosos	2	C	ATL	SKAL
846	NAVAL BATTLE	Phaiosos	2	NW	ATL	SKAL
846	BATTLE	Runcairn	2	NW	SKAL	ATL
872	NAVAL BATTLE	Zueltix Mandengix	2	C	RAB	ATL
875	BATTLE	River Yalldairu	1	SE	ATL	RAB
875	NAVAL BATTLE	Zueltix Mandengix	3	C	ATL	RAB
876	BATTLE	Grolodairo		SE	RAB	ATL
876	NAVAL BATTLE	Nosinge	1	SW	RAB	ATL
876	BATTLE	River Yalldairu	2	SE	RAB	ATL
877	BATTLE	Lovriun	1	NE	ATL	RAB
877	NAVAL BATTLE	Nosinge	2	SW	ATL	RAB
877	BATTLE	Pustabuataya	1	NE	RAB	ATL
877	BATTLE	Rivers Burastoura and Thyggis		SE	ATL	BAS
878	BATTLE	Cennetis	2	SW	ATL	RAB
878	BATTLE	Lovriun	2	NE	ATL	RAB
878	BATTLE	Noccsat		SE	RAB	ATL
878	BATTLE	Pustabuataya	2	NE	RAB	ATL
878	NAVAL BATTLE	River Gesten		SE	RAB	ATL
879	BATTLE	Dravidos	1	NE	BAS	ATL
879	BATTLE	Dravidos	2	NE	UGH	ATL
879	NAVAL BATTLE	Giezuat	4	SE	RAB	ATL
879	BATTLE	Crolden hills	1	NE	ATL	RAB
879	SIEGE	Helvriss	3	SW	RAB	ATL
880	BATTLE	Ronhusso		NE	ATL	UGH
880	BATTLE	Crolden hills	2	NE	UGH	ATL
880	BATTLE	Yellis		NE	RAB	ATL
881	BATTLE	Sirottis	1	NE	RAB	ATL
882	BATTLE	Buresso		NE	UGH	ATL
882	BATTLE	Cresskor mountains	1	NW	UGH	ATL
884	BATTLE	Cresskor mountains	2	NW	ATL	UGH

885	BATTLE	Dravizzi	3	NE	ATL	RAB
885	BATTLE	Sirottis	2	NE	ATL	RAB
886	BATTLE	Dravizzi	4	NE	RAB	ATL
886	BATTLE	Rontisso		NE	RAB	ATL
887	BATTLE	Lourunn		C	ATL	RAB
887	BATTLE	Noilafa Buoumu	2	NW	UGH	ATL
887	BATTLE	Raitix		C	ATL	UGH
887	BATTLE	River Fellepp	2	C	ATL	RAB
887	BATTLE	Taigeheill		NE	UGH	ATL
888	BATTLE	Atlantis	2	C	RAB	ATL
888	BATTLE	Buatloua		C	ATL	RAB
888	BATTLE	Sulosos		C	RAB	ATL

KEY: ATL = ATLANTIS HELV = HELVRIS UGH = UGHRIEH BAS = BASQUESCIEH RAB = RABARRIEH IMP = IMPERIALISTS REB = REBELS REP = REPUBLICANS SKAL = SKALLANDIEH

[Home Page](#) [Battle sites NE](#) [Battle sites NW](#) [Battle sites SE](#) [Battle sites SW](#) [Battle sites central area](#) [Index of Atlantean Army and Navy battles-alphabetical order](#) [Military geography](#) [The Atlantean Navy](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON





[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Philosophy and Religion during the Third Empire, 650 - 750

SUNON GELEDIN AND THE NEW AGE OF PHILOSOPHY

The precursor of Third Empire philosophy was *Sunon Geledin* (589-655). He began writing at the same time as Saiphoyon was completing the last of his works – in the 620s -, but his philosophy is a world away from his fellow writer. Saiphoyon is often regarded as the last and greatest of the Second Empire Romantic philosophers, the one who summed up and transcended all the metaphysical speculation of the previous hundred years concerning the Self, its interaction with the world, the transcendent realm, and the ideals of morality and beauty. He had a positive world-view which contrasted with the scepticism and extreme materialism or solipsism of the main schools of philosophy of the times. Most of this Geledin was to ignore. He stated baldly that further exploration of the self, and its possible relationship with a transcendental world was pointless and unverifiable. Reason and self-analysis have their limits. He did not doubt that the subjective realm was real and did exist: but in such areas, we need to rely at least as much on faith as introspection. And here Geledin pointed the way to State Theism providing all the answers, which mankind should require in this area. (He himself converted to State Theism in 638).

Geledin saw his life's work to be the exploration of how we should live in society. That is to say, he wanted to restore an objective view to philosophy. He claimed that morality consisted in defining and perfecting man's role in the community, and his attitude towards his fellow human beings. "Goodness" is a communitarian virtue, and is in fact altruism. Both the individual and society will be improved by personal virtue. Thus we see that Geledin represents a swing back to that fascination in man's role in society, which was so much a recurring feature of Atlantean thought. It was the linchpin of Second Empire Classical philosophy, it returned in a different guise in the Fifth Empire, after the 820s, and now it was to dominate much of Third Empire thought.

However, Geledin was also very concerned to stress the importance of the individual, quite apart from his relationship with his fellows. Geledin trusted that the priests of State Theism would minister to the needs of the person, reassuring him about his intrinsic worth, his importance in the eyes of God, and his survival after death. By the 640s and 650s, in fact, Geledin was laying great stress on this personal philosophy, because he was concerned and upset by Ruthopheax's authoritarianism, and seemingly ruthless treatment of so many people who stood in his path to power. In fact Geledin's successors took up both these aspects of his philosophy, but it has to be said that the writings about the sanctity of the individual had to be expressed in the most generalised or low-key ways over the next few decades, for fear of attracting the wrath of the rulers of the Empire

MYSTICISM AND RELIGIOUS SPECULATION

Free philosophical speculation was virtually impossible for most of the period of the Third Empire, as the State and the State Religion claimed a monopoly between them of all knowledge. Thus religious belief had been laid down once and for all in the tenets of State Theism, and no speculation, outside a very narrow range, was allowed at all. Indeed all religious and metaphysical writings had to be given the approval of the Church, before publication would be permitted. Similarly, all works about politics and the State had to be initially shown to the governing authorities. As with the arts at the same time, this led philosophers to restrict their writings, at least before 710, to narrow and non-controversial areas – in this, Geledin had led the way. Of more importance, as far as future developments were concerned, was the work of *Gestanu*, 642 – 713, who speculated secretly on how Theism could exist without the heavy hand of the State apparatus, and also more widely on the significance of evil, the role and actions of God, and life after death. In the 750s and after, these writings would have an important influence on Theism of that time, as it adjusted to the new era, and also on religious thinkers, who sought to

combat the prevailing materialism. Slerakh himself, the outstanding philosopher of the late 700s and early 800s, freely admitted Gestanu's influence on his own ideas.

The mystical movement in the first half of this period chimed in with the mood of quietism and the avoidance of wide-ranging speculation which might upset the government and the priesthood. It based itself on the feelings we should all possess for wonderment at the created world and our place in it: and this led naturally to our wish to praise and thank the Creator. This feeling of wonder and awe would also be taken up and developed in the time of Slerakh. After the 690s, some thinkers, again following the lead of Gestanu, began to speculate more widely on the afterlife, and on the concepts of heaven and hell, as laid down by the State Theist leaders. This was regarded much less favourably by the authorities, and many of these writings, including Gestanu's, were not published openly until the 720s, or, in some cases, until the 750s.

THE HEAVY HAND OF THE SQUIRES AND STATE THEISM

True philosophy was also divided throughout this time into public and private practitioners. In public, philosophers, rather like artists at this time, had to limit themselves to non-controversial areas of thought; wider-ranging speculation could only be carried out in secret, and circulated amongst friends in manuscript form. There is a close parallel with the situation in the Soviet Union in our time, particularly during the 1960s and 1970s. If a writer were identified with any manuscripts, which in any way implied criticism of the regime or its values, he or she would be arrested, certainly imprisoned, and quite likely tortured or even executed.

In public, the most notable philosophical movement was based on "Andourso", the Second Empire philosophy of apartness, or attaining inner harmony by maintaining a balance between life's conflicting demands and pressures. Several philosophers between 640 and 690 developed and expanded this train of thought, which, implying by its very nature a non-involvement with social or political movements, was not likely to attract the disapproval of the regime in power. The most widely-known thinker was *Geulven*, a Helvran, who christened his version of "andourso" as "*Genandourso*" or "Neo-apartness". He also invented the idea of "Tec", which was an old Atlantean word for "life" (related to the element "-tecc" in the Atlantean days of the week, with the original Juralic meaning of "day"). In its philosophical context, it is nearly untranslatable, but is closely parallel to the Chinese "tao" or Buddhist "Way". Geulven intended it to mean the sort of life, or way through life, that a person led, whose life was lived according to the tenets of Genandourso. This was similar to Andourso, but involved a faith in the power of prayer and meditation and the goodness of God (which could be assumed to be the God of State Theism), a greater withdrawal from everyday life in favour of contemplation and reflection on the "well lived life" and the maintenance of personal serenity.

Other philosophers studied ethics in minute and painful detail: how we should behave, especially towards other people, what are right and wrong, and how we should recognise them, and more generally, what is a true moral code. Not surprisingly, in the light of the repressive regime of the Squires, most of these writers came out in favour of the need for an authoritarianism, which would impose a moral code of behaviour on its citizens. Most automatically approved of the values of State Theism. This implied that obedience to morality was only common sense, as it would be the good and the just who would go to heaven after death, while the evil would be consigned to hell. Only a very few professed any doubts – they also claimed that whatever our personal beliefs in God, we must act as if there is a Final Principle, which will embody a Moral Absolute. Above all, they stressed that the importance of duty and loyalty, to our worldly overlords, of course, but also to the Moral Code. We must obey this, at all costs, at whatever expense to ourselves, our emotions and our personal relationships. If we deny this absolute Code, we shall be forced to admit moral relativism, that is, the creed that there is no ultimate value-system, and all beliefs in right and wrong depend on the relative values of society.

However, their very explorations of real-life moral and ethical conundrums, in full detail, led some to realise the problems of practically applying an absolutist, religious-based moral code to everyday affairs. This in itself tended to point these philosophers towards pragmatism, relativism, and an interest in human psychology, even despite their own beliefs. There were also some secret writings, before 700 or so, in which different opinions were expressed. These admitted that there is no definite evidence for God, or an absolute basis for religion and a Moral Code. We should, however, be agnostic, rather than atheist, and above all, uphold the sanctity of human dignity and life. This last point was aimed at the regime of the Squires, which seemed to value only the life and happiness of the upper Classes, and readily executed or tortured anybody else, who stepped out of line. This hatred of arbitrary torture and murder, and the demeaning of human life, strongly influenced writers and politicians of the Fourth Empire, after 750.

THE CHANGE OF VIEW – RELATIVISM AND PSYCHOLOGY AFTER 700

Around about 700 to 720, one of those sea-changes, which overtook Atlantean civilisation from time to time, worked its way through the artistic, scientific and philosophical climate of the Third Empire. Similar events had happened around 350-370, with the success of Second Empire liberalism and agnosticism; in 480-500, with the advent of artistic Romanticism, anti-

authoritarianism, and, ultimately a religious revival; and in 620-650, when Ruthopheax and the Imperialists imposed themselves and their way of life on the whole Empire. This time, the change was from absolutism, authoritarianism, religious orthodoxy, and a predominantly agrarian, anti-urban society, to a belief in relativism, democracy, materialism and urban industrialisation and technology. These changes took place in all the arts and sciences, albeit, until 750, under the same authoritarian regime of the Squires. But while it maintained its political and (largely) social control intact, the ground beneath it was shifting; more and more of the general population ceased to believe its values, although still paying lip-service to its political authority. Gradually the regime itself changed, and the later Emperors were forced to admit some social changes and encourage reforms and the beginning of industrialisation. However, they maintained until the end their social, political and religious beliefs, in the teeth of increasing opposition.

The most obvious changes, which we have already noted above, were in the realm of technical and industrial innovation. These were at first for the benefit of the military, and led to the earliest factories, and the setting up of the Secret Industrial Centres. Steam-power was increasingly harnessed, and the old hatred of all innovation began to die away. Meanwhile, a belief in a true scientific method of investigating nature, as we should understand it, had begun in the 680s and 690s. Chemical and biological research and experiments began, without any objections by the government, and after 710, these were developed into the basis for technological inventions. Against this background, other novelties appeared. The study of nature and animals led to the first accounts of a theory of natural evolution, and the investigation of human societies and languages resulted in theories of the historical development of cultures and languages. These were seen to vary from people to people, and could only be examined from a relativistic point of view. In other words, the claims of State Theism, for example, as the one and only true religion were undermined, although of course, this could not be spelt out in so many words. Similarly, the growing importance of industrial and urban workers, and the obvious inequalities and cruelties of the Third Empire social set-up persuaded many to support an ideal of democracy. Such ideas circulated underground until the 740s, when they burst to the surface at the end of the Great War, and led to the rebellions against the Squires. The written arts, too, metamorphosed, moving from minute formalised social realism, to psychological studies in the form of the novel, to "no-holds-barred" psychological and sexual naturalism by the 750s.

Philosophers led the way in many of these areas. They questioned the role of the State, as it was set up at the time, advocating a much more democratic ideal. They copied science, by recommending the adoption of scientific methods for philosophical or religious investigations. Many showed more interest in psychology, what went on inside the human brain, and the reasons why we act as we do, than in grand metaphysical constructions, or detailed considerations as to human behaviour in fixed social spheres. This led them to preach the reality of a relativistic moral code. The philosopher *Yeston*, 697 – 748 wrote that man and his behaviour was wholly determined by his society (this idea led to determinism, advocated after 750 by Mestos, and the most common philosophical tendency of the early Fourth Empire). But Yeston was more interested in drawing the conclusion that this fact led to the importance of a fair and equal society, indeed of the democratic ideal. He was persecuted for these opinions, arrested in 747, and finally killed in 748 in a small-scale political rebellion following his release from arrest. Religious thinkers moved away from the ideals of State Theism at this time, and many became increasingly interested in the beliefs of the Naturists. All in all, philosophers and religious thinkers alike were preparing the ground before 750 for the decisive changes in the ways of life – mental and environmental -, which would burst in on the Empire as soon as the repressive government of the Third Empire had been overthrown.

To read the next part of this history, click on [Atlantean philosophy- 750 - 828](#)

[Home Page](#)

[Atlantean philosophy- 750 - 828](#)

[Atlantean religion- 750 - 828](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire - \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Atlantean religion till 360

THE ORIGINAL ATLANTEAN RELIGION

The Official Atlantean Religion, whose origins go back into Juralic times was based on a very elaborate and complex series of myths and semi-historical stories about super heroes and their adventures. It was also believed that the "moods" of nature were related to the heroes - one caused storms, another rain, another sunshine, etc. Nature in its various moods had long been prayed to or appeased, especially in certain sacred parts of the countryside. Now these heroes, who became gods, could also be worshipped.

The next stage in the development of the Atlantean Religion, was that each mythical hero became characterised by a particular emotion or sort of behaviour, linked to the related mood of nature. Finally it was felt that these gods could enter into human beings and take them over - leading to the various passions and emotions which beset mankind. It seems that the original belief was that the gods often tried in this way to relive their own lives vicariously in men and women.

The earliest "churches" were sacred, open-air areas, often on top of hills, where humans would congregate to pray to or worship nature and the gods, led, by priests of the religion. These special places remained holy for centuries, long into the time of the First Empire, and many of the early churches were built on these spots. In the days before the First Empire and during its earliest years, certain priests laid down in writing a definite canon of stories and beliefs which were the basis of the true Atlantean Religion, abandoning a host of extraneous myths and stories which were not felt to be relevant or suitable to it. The following lists the chief of these "old" or "nature" gods, as they came to be called. In due course certain of them became very closely linked to aspects of the Atlantean church and state, and were given their own signs and symbols, a selection of which are shown above.

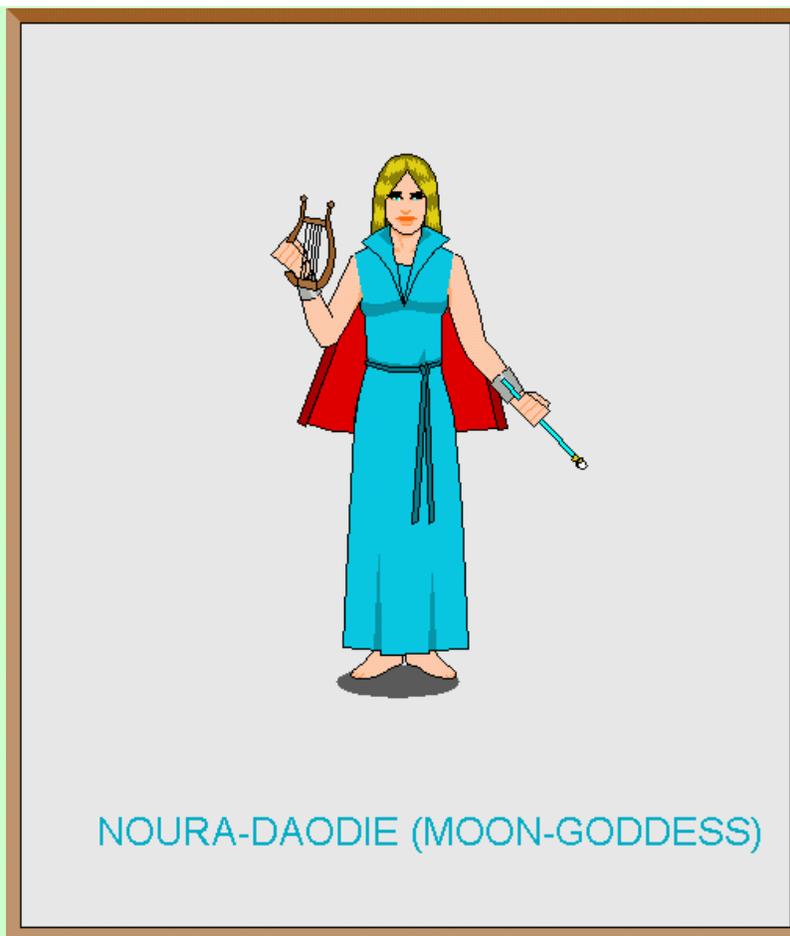
THE OLD GODS

The greatest of these, number one in the Atlantean pantheon, was the (male) South Wind, (*Ris*), which was also the Air, and represented the Life-Giving Force. (See the drawing above). In early times this was the sign for the Church, and the triangular blue arrowhead was erected as a statue and worshipped. It fell into desuetude after 200, and was generally replaced by the Moon image, number 6.

The second god was the male North Wind, also symbolising Death and Cold, and shown as a triangular black arrowhead pointing downwards on a white or blank background. The third, female god, the East Wind, which also stood for Hatred, was seen as being married to the North Wind, and was a deep blue arrowhead facing to the left.

Number 4 was the South Wind (*Naothule*), which was also Love, Joy and Marriage. This god was married to the South Wind, and the symbol was used to decorate wedding dresses.

The fifth god, represented by the sun (*Folgiens*), standing for wisdom, was adopted by the Emperor as his personal symbol and that of Atlantis in the 270s. The symbol was a yellow sun on a green background - green was the "Imperial" colour of the First Empire. (The Second Empire would adopt yellow or orange, so this sign lost its green background. Later Empires and eras deliberately adopted different colours to represent themselves - these can be seen from the title-pages before each part of this history of Atlantis). This male god married the sixth god, the female Moon (*Noura*), who represented Magic and Mystery. This was a white crescent moon on a light blue background. It was used by the Church after the early 200s in place of the Sun god, and worn by priests on their ceremonial dress.



The seventh god was Thunder (*Graohienix*), symbolising War, and shown as two incurving black thunderbolts on a red background. This became the emblem of the Army after 262, and was borne on its banners. The eighth god was the Evening Star (*Naohuisuyu Tincu*), which stood for Peace. It was used to represent the Atlantean Peace, and after 440 the Empire, and appeared on all official documents, along with the Sun god. It appeared as a white star on a blue background.

There were a few other minor old gods - Volcanoes (Civil War, anger), Sea (god of fishes), Earth (god of animals), Ice (symbolised Envy of Hatred), and Earthquakes (Power and Ambition).

THE NEW GODS

The new gods were mythologically speaking the offspring of the old gods. In many ways they took over from the old gods in Atlantean worship, and were regarded as being closer to humans than their more remote antecedents. These new gods were the following; note that each number is linked with its corresponding old god. Each god had its own symbol.

1. God of Life - the Vital Spirit, and Supreme New god.
2. God of Death - interceded for the dead.
3. God of Venom and Hatred - prayed to for cursing one's enemies.
- 4a. God of Joy and Happiness.
- 4b. God of Love - the daughter of 4a. For lovers and married couples.
5. God of Wisdom and Understanding - the god of doctors, scientists and philosophers.
6. God of Magic and the Occult - used by priests.
7. God of Anger - used for cursing one's enemies, especially in wartime.

8. God of Peace - prayed to for lifting the curses and anger of one's enemies.
9. No corresponding new god.
10. Water-god - for childbirth and children.
11. No corresponding new god.
12. No corresponding new god.
13. God of Power and Strength - for success in business and politics.

There were also two extra gods - of Health and Travel.

ATLANTEAN WORSHIP

By 200 a regular priesthood was in existence, which held ceremonies at which the whole population ought to attend, in temples built on propitious sites in the countryside. After about 300, new temples were built more conveniently inside towns, or on their outskirts. Nevertheless the earliest and holiest shrines remained those in the countryside, and these were used for particularly important state ceremonies. Attendance at the main state services was obligatory for all the upper and governing classes throughout the First Empire, and to a lesser extent in the Second Empire, although by then the religious meaning of the ceremonial was not taken seriously by many educated people. In any case, these ceremonies were not particularly frequent, and were linked to important historical or State occasions. Other, smaller ceremonies might be held by priests every few days in local temples, and these would be attended by ordinary people.

The Atlantean word for the priests of the "Official Religion" was "*Liclón*". This literally comes from the root word "Lill", meaning "White", because the priests who officiated wore white robes. As a result, the Atlantean for the "Official Religion" was "*Liclebba*", literally the collection or gathering of white-clad people.

Worship officially involved praying to the relevant god to help you. You would encourage the right gods to act within you and around you at certain times (e.g. to grant you peace, or success in war, plenteous harvest, many children, or also to bring disaster to your enemies). These ceremonies could be used by individuals, as well as for the state. It is particularly notable that even when individuals were praying for themselves, they had to avoid using the first person ("I"), speaking instead only in the third person, referring to themselves by their name. The same was true in all written religious language. This was because of the belief that our emotions and desires are completely under the control of the various gods, and hence it was necessary to remain so "neutral" on religious occasions that one had to refer to oneself in the third person. This practice spread to the Court and literature in general later on (see the article further on about the Atlantean language).

At the same time the stories of the heroes and heroines who were the old and new gods were very popular, aside from their religious import, and were later very heavily used and embellished by writers and dramatists.

KINSHIP WITH NATURE

What is also important is to notice how close the State Religion's ceremonies and worship were to nature and the natural world. This feeling of oneness with nature is an underlying thread throughout Atlantean history, and colours the beliefs and way of life of many Atlanteans throughout the whole history of the Empire, irrespective of particular religions or philosophies.

This meant that there were often two conflicting forces at work in Atlantean culture. One was this feeling for nature, for man's basic kinship with the whole of natural creation – a holistic view of life, which laid stress on faith, intuition, meditation and natural emotions. This strand lies deep in the State Religion, and more clearly in the religion of Naturism. It can be seen in the desire of all better-off Atlanteans to escape to their estates in the countryside, as was the case with the liberal elite of the Second Empire, and the Squires of the Third Empire. Sometimes, of course, it was overlaid by an equally strong urban and communitarian instinct, as shown by the Populist faith and the ideals of the Republic in the late 500s, and by the ideals of the Fourth Empire after 750.

An opposing force was that which stressed the role of Reason, Science, Individuality and the Self. Reason was important throughout Atlantean history, especially in the Classical period of the 400s, and did not necessarily clash with holistic nature-belief. But the Romantics' faith in the individual and its need to express its own feelings in action shows this contrary tendency, as does the espousal of the scientific method after 700, and the philosophical "discovery" of the Self and subjectivity by Slerakh and others in the late 700s. The two strands are also visible in the Atlanteans' investigations

into and views of the natural world and the universe, and man's place in them. Ultimately a synthesis was achieved by philosophers in the 800s. But the ultimate failure of the Atlanteans to develop their science and technology beyond the approximate equivalent in our society of the mid-nineteenth century is partly attributable to their underlying preference for a more holistic and natural view of society and the world. Their distrust of innovation, experimental science and rampant individualism is evident, too, in many periods of their history (the Second, Third and Fifth Empires particularly), and the role given to the Council of Ethics to ban the exploitation of discoveries, which might harm Atlantean culture and society.

RELIGIOUS THINKERS

As the First Empire developed, a number of thinkers arose within the fold of the Official Religion, who were dissatisfied with the hotchpotch collection of stories and myths that made up their faith, and wanted to organise it in a more logical and "modern" way. Back in the first century (the exact dates are completely unknown), a priest called Lir-Nahuasse - a figure who may well be mythical - supposedly extrapolated a moral code from the various lives of the gods who we have just enumerated. Certainly the Official Religion possessed this moral/ethical code, somewhat reminiscent of the Ten Commandments, which basically forbade crimes such as murder and theft, and divided the attributes of the gods into two groups, bad (e.g. hatred, anger, lust) and good (friendship, equanimity, marriage). Many others were apparently good in moderation or at certain times, and hence no black and white guidance could be given (e.g. ambition, war). It will be noted that so far as the latter cases are concerned, where areas of moral or ethical conflict are left undefined, the State was quick to take them under its jurisdiction in the third century, as part of its attempt to increase its own boundaries and limit the pretensions of the Church.

Another important early thinker was Tuondo Ramillene (131 - 208), who standardised the stories and legends of the gods, weeded out "unsuitable" or apparently apocryphal tales, and devised the official numbering and division of the old and new gods. All this was accepted into the canon of the Official Religion. He wrote the standard account of the creation of the universe and the gods, which is given at the end of this book as an appendix, along with a translation and linguistic commentary.

During the third century, however, conflict arose between the priesthood on the one hand, and the State, as well as more radical religious thinkers and philosophers on the other. Most of the third century Emperors, though true believers, were nevertheless consistent in their aim of extending the remit of the State by means of the law, and limiting the role of the clergy to strictly religious and ceremonial functions. Philosophers had a role in this, as will be described below. But there were also heretics within the ranks of the Church itself. In particular Ciblahphu (257 - 299) was a pious but radical priest who sought the real meaning behind the chaotic and often childish confusion of myths and stories which made up the Official Religion. He decided that all the gods were merely different manifestations of a single all-powerful Deity, and thus became an advocate of monotheism, albeit in a rather tentative manner.

This doctrine, which gradually attracted other adherents, chiefly at first amongst philosophers, was bitterly opposed by the established Church, and along with all other heresies and religions was forbidden throughout much of the Third Century. Nevertheless by the Second Empire, such was the effect of free-thinking philosophers, and the greater sophistication of the era, that most of the governing and upper classes accepted monotheism - indeed agnosticism in some cases - and considered the details of Official Religion ceremonies and beliefs as wholly mythical, but needful for the lower or less intelligent classes.

OTHER RELIGIONS

Three religions were founded in this period which in later years were to play a very significant role in Atlantean history. One was Naturism, which was first adumbrated by Gestil (c179 - 239). Gestil lived in the area of the later Th.Thiss province, and was a Yalland. The Yallands' religion was in origin the same as the Atlanteans, but was less formalised, and lacked the full structure of priesthood and Church organisation. It also became infused with the beliefs of the local, indigenous tribes of the area, and in particular, the ancient beliefs of the Manralians, which were theistic in a general sense, without any feeling of a personal deity. Gestil believed and taught simple moral precepts on leading a good life, and how this would lead to happiness in an after-life. He also said that closeness to nature would lead to virtue and attunement to the cosmos as a whole (he was agnostic as regards a deity), and preached a form of reincarnation. This idea seems to have come from the South Numedeans, many of whom lived close to the Yallands, and retained some of the beliefs current during the era of the South Numedeans, centuries earlier. In particular, Gestil encouraged the use in his religion of the "eternal I", that is to say, a special form of the verb for speaking of oneself which indicated that one had had many reincarnations in the past. This all fell on fruitful ground in the Yalland areas, and Gestil later became revered as a saint, whose whole life was worthy of emulation. Nevertheless Naturism made little progress in Atlantean areas in this period.

The foundations of State Theism, the official religion of the Third Empire, were also laid at this time by another Yalland, this

time from the inner Yall Thiss cities, Lir-Botai (221 - 264). Building on earlier beliefs, including some from the ancient religion of Manralia, Lir-Botai proclaimed a creed which again was much more personal than the Official Religion. He taught that man was basically bad; that there was an eternal cosmic conflict between Good and Evil; that there was only one God; that each individual could open himself to God's goodness, especially in natural surroundings; that there was life after death; and that all current religious structures and beliefs were nonsense. This is in fact Theism, rather than the later State Theism, which resulted from some fundamental changes and additions made much later by Phostin. Essentially he added the political links to the State; a class structure; and an insistence on faith rather than reason. In any case, again, this religion hardly touched Atlanteans till many years later.

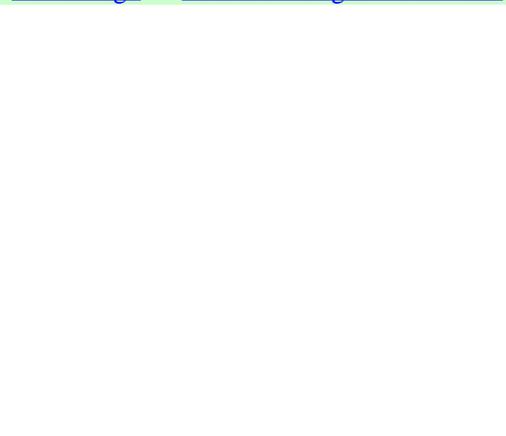
Thirdly we should mention the basis of the Second Empire cult of Populism. This religion had its origins in the beliefs of the Phonerians and Marossans. They had a strongly practical bent - the greatest good is the improvement of society as a whole, both in practical and moral and spiritual matters. There was a priesthood, who held considerable secular power and counselled the government, and places for communal ceremonies and worship as well. This faith only really percolated into the main part of the Atlantean Empire after the middle of the 400s. It then underwent various modifications until it emerged as the inspirational, emotional and socialistic popular religion of the lower classes in the middle 500s called Populism. In this guise it became one of the main motivating forces behind the Revolutionaries in the 580s

To read the next part of this history, click on [Atlantean religion- 360 - 650](#)

[Home Page](#)

[Atlantean religion- 360 - 650](#)

[Atlantean philosophy & religion- 650 - 740](#)



BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#) [Discovery of Atlantis](#) [First Empire-\(1\) to 261](#) [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#) [Third Empire- \(1\) 648 - 670](#) [The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#) [The Tyrants- \(1\) 805 - 812](#) [Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#) [The Later Final Wars \(1\) 883 - 885](#)
[Geography](#) [Introduction to maps](#) [Original documents - introduction](#) [Languages - introduction](#)
[The Atlantean Army - till 361](#) [Atlantean philosophy & religion - till 630](#) [Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#) [The significance of the background colours](#) [Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

Society and Government, 630 - 749

THE SOCIAL STRUCTURE OF THE THIRD EMPIRE

Ruthopheax I forced Atlantean society into a class structure far more rigid and watertight than anything ever seen before. His main aims were to ensure the unchallenged rule of himself and his class, which was that of the "Squires" ("Thaisonix"), the country gentry who had defeated the Republicans and conquered the Empire from all the other pretenders. His way of doing this was to virtually enslave all the population belonging to the lower classes, and in particular to wall in the cities which had formerly been the main support of the Republicans. That is to say, the inhabitants of these cities were not allowed to move or work outside the bounds of their towns. This was chiefly true of 12 of the cities in the formerly Republican areas of the Empire - these were Atlantis, Noehtens, Ygohe, Yfeale, Celing, Nosinge, Runnates, Tiltrase, Helvriss, Cennetis, Cennis and Sirottis. (There were one or two others temporarily in this position, as well). A popular phrase of the period was: *Thisaggix aithen rottiurgeso tontun dammiyettuyu* (i.e. "Cities are the source of all evil".)

Finally he made sure this system worked by employing a large Internal Security Army, and forcing everybody to belong to the church of State Theism whose priesthood was completely under Imperial control. ("Saindeyu daonatta", literally "Religion of the State" was the term for State Theism. Earlier, and again after 750, it was just known as "Theism", or "Daonatta". The usual Atlantean word for "Religion" in general was "Daithehetu", which also meant a church. The phrase for the "Official Religion" was "Liclebba").

Possession of land was the chief distinction between the new landed, ruling nobility, and the "rest". The old class system was re-established, and the top two Classes were the new ruling elite. Class 3 existed in two forms, rural and urban. The rural Class 3s were utterly distinct from the urban Class 3s, who lived and had to stay in towns. Classes 4 and 5 were also poorer workers in the towns, while Class 6s were again either urban employees, or rural peasantry, utterly beholden to their masters, and unable to move from their service. The urban population was vetted closely by Imperial police and the State Theist priests, who reported directly to the government. The Army was officered by Squires, usually Class 2s, and manned by Class 5s and 6s. It was a wholly professional and volunteer force after the death of Ruthopheax I, and was always fully manned, because it represented the only way, in this period, that lowly entrants could, by means of promotion, work their way up to the highest ranks, which gave them automatic higher Class status.

After the 680s, there was a gradual loosening of the social controls. Land and class could be awarded by the Emperor for meritorious service, for the first time. Later, Class 6 peasantry were able to move to towns, as landowners could not always now afford to retain them. More and more Class anomalies appeared, and after 693, Class divisions were no longer used as the basis of position or for taxation - everyone was either rural or urban, and had to possess a land certificate to prove the former. Over the next 20 years, towns grew richer at the expense of the countryside, and the Imperial government was gradually forced to relax its hatred of urban life, a hangover from the wars of the first half of the century, when all large towns were seen by the Imperialists as the dwelling-places of Republicans and rebels. Indeed, Class 3 rural land magnates now started dabbling in business within towns. Similarly, after about 715, Class 3 and 4 town-dwellers bought land in the countryside, which was now tolerated, and became country-based businessmen of Class 3. These Class 3s, who began to have fingers in both country and town pies, were called "hybrid" Class 3s. Everyone was now showing more interest in the opportunities offered by the towns, where the new "Industrial Revolution" was beginning to take off. By the time the Great Continental War approached in 743, Class 3 and 4 urbans had become the equals or betters of the old rural aristocracy, as far as wealth was concerned, but they had no political influence to match it.

The change in attitude towards the towns was shown by the alteration made to the phrase quoted above, that cities are the

source of all evil. After 725, it was said: *Thisaggix aithen rottiurgeso tontan plemetteyu*. ("Towns are the source of all prosperity.")

IMPERIAL GOVERNMENT DURING THE THIRD EMPIRE

After the establishment of the Republic in parts of the former Empire, society and government became very different in the two parts of Atlantis. We have already seen the changes brought about by the Republicans; while the Imperialists preserved a fossilised version of the old second Empire. This all changed after 630, when Louron Ruthopheax crushed the Republic, and took over the old Empire. We have seen, too, how he ruthlessly crushed all remnants of the old Republican regime, and imposed a new type of authoritarian government, run by the rural upper classes, called "Squires", on the whole Empire, backed up by the State Theist religion, to which all citizens had to conform.

Imperial government was led by the Emperor and six Imperial Officers of State with very grand names: The Chief Imperial Adviser, Imperial Treasurer, Imperial Minister of War, Imperial Minister for Foreign Affairs, Imperial Minister for the Provinces (i.e. Home Affairs), and Imperial Minister of Civil Law. There were also two "ex officio" ministers, the Chief imperial Loyalist and the Chief Minister of the Imperial Faith. The Emperor himself wielded virtually dictatorial powers throughout the whole of the Third Empire. In contrast to the Second Empire, there was no Council to regulate his rule, and no written constitution like that of Atlaniphon I, which defined the role and powers of the Emperor, the Governors and the Controllers. All that existed were the "Terms of Empire", a guide to running the Empire, written by Ruthopheax I as he neared death for the guidance of his son. This outlined the administration set up by Ruthopheax I in the 640s and 650s, and it essentially remained in force for the next 100 years. The "Terms" became increasingly outdated and rigid as society changed, and in fact small changes had constantly to be made, though unofficially.

LOCAL AND PROVINCIAL GOVERNMENT - THE REIGN OF THE COUNTRY SQUIRES

Ruthopheax reduced the original 15-20 provinces of the Empire to 12 much larger ones, and gave the governorships either to relatives or military comrades-in-arms. Under the later Emperors, these Provinces would normally be run by members of the rich landed gentry. The Provinces were divided into many smaller Counties, run by rural councils, presided over by the local magnate or Squire. No town, other than Cennatlantis, the capital, was self-ruling, and townspeople (Classes 4 and 5 and many Class 3s) had virtually no governmental responsibilities. Some of the Provincial Governors in the formerly Republican Provinces behaved quite outrageously in the early years of the Third Empire, ruling dictatorially, and behaving with great cruelty towards the inhabitants of the towns, in particular. As these Governors, who were originally army generals from the war years of the 630s to the 660s died or were gradually replaced by younger men, such deliberate viciousness became less common, and was in any case not tolerated by Emperor Ruthopheax III.

All Provincial and County Councils had Imperial representatives to check and control them. These people, like most other ambitious men in government, belonged to an elite group called Imperial Loyalists. These Loyalists had to be completely loyal to the Emperor and the ruling elite, to attend regular meetings, be regular churchgoers, and pay additional taxes for their privileges. The ruling elite itself, the country Squires and their subordinates, sprang overwhelmingly from the east: from Dravidieh, Vulcanieh, Meistayieh, and were often old Atlantean colonist families. Local government remained predominantly in the hands of the squirearchy throughout the whole of the Third Empire, although the "hybrid" Class 3s gradually gained more power. After 721 the centre of local government in counties which contained a large town was transferred deliberately to that town, and by the 740s, power in urban areas like Atlantis and the large towns on the Helvengio was in the hands of the hybrid Class 3s - though nowhere else.

To read the next part of this history, click on [Government and Society- \(3\)750 - 890](#)

[Home Page](#) [Government and Society- \(3\)750 - 890](#)

BUILD A FREE WEBSITE
OF YOUR OWN ON



[Home Page](#)
 [Discovery of Atlantis](#)
 [First Empire-\(1\) to 261](#)
 [Second Empire- \(1\) 361 - 409](#)
[Republicans and Imperialists- \(1\) 591 - 600](#)
[Third Empire- \(1\) 648 - 670](#)
[The Continental War- \(1\) 743](#)
[Fourth Empire- \(1\) 750 - 761](#)
[The Tyrants- \(1\) 805 - 812](#)
[Fifth Empire till 865- \(1\) 829 - 831](#)
[The Early Final Wars \(1\)- 865 - 875](#)
[The Later Final Wars \(1\) 883 - 885](#)
[Geography](#)
[Introduction to maps](#)
[Original documents - introduction](#)
[Languages - introduction](#)
[The Atlantean Army - till 361](#)
[Atlantean philosophy & religion - till 630](#)
[Atlantean symbols](#)
[Government and Society- \(1\) 200 - 586](#)
[The significance of the background colours](#)
[Genealogy- the third century](#)
[Science and Invention 200 - 630](#)

TABLE OF INVENTIONS DURING THE PERIOD OF THE ATLANTEAN EMPIRE, 200 - 890

1: IN CHRONOLOGICAL ORDER

DATE (all approx unless stated)	INVENTION	INVENTING NATION (if known)	COMMENTS
-1400+	Alphabet	Non-Atlantean	Known by Marossans
-1400+	Equivalent of Stone, Bronze and Iron Ages	Non-Atlantean	Marossans already past these
-1400+	Coinage	Non-Atlantean	Used by Marossans
100+	Non-gunpowder artillery	Non-Atlantean	
200+	Printing (block)	Non-Atlantean	In use a little after 300s
300+	Paper	Non-Atlantean	
300+	Windmill (early)	Non-Atlantean	
350+	Semaphore (mechanical)	?Atlantean	In use post 460
400+	Water wheels/trip-hammer	Non-Atlantean	In use 570s
420+	Glasses (spectacles)	Non-Atlantean	In use after 585
450+	Fireworks (gunpowder)	Non-Atlantean	
480	Telescope	Atlantean	In use for military after 530
480+	Printing (moveable type)	Non-Atlantean	In use after 590
500+	Microscope/magnifying glass	Atlantean	Suppressed. Reinvented after 600
500+	Windmill (improved)	Atlantean	

Table of inventions

500+	Cement and concrete	Non-Atlantean	
520	Electricity (theory and experiments)	?Non-Atlantean	Later work done after 690s by Atlanteans
550+	Astrolabe	Non-Atlantean	
560+	Stirrups (horses)	Non-Atlantean	Barbarian invention
560+	Lateen sail	Non-Atlantean	
570+	Gunpowder weapons	Non-Atlantean	Used by Atlanteans after 590s
580+	Cast iron	Atlantean	
600	Steam-engine (theory)(Bueccan)	Atlantean	
600	Rockets	Basquec	
600+	Compass (magnetic)	?Atlantean	
610	Steam-engine (practical - stationery)	Atlantean	
620	Steam-powered vehicles	Atlantean	Suppressed after 660s
625	Gunpowder hand-weapons	Basquec/Ughan	
630	Looms	?	Suppressed till 710
640	Clock (pendulum)	Atlantean	
640	Barometer/thermometer	Non-Atlantean	Perhaps first invented 400s
640	Mechanical adding machines	Atlantean	
640+	Mines (gunpowder)	Atlantean	Suppressed. Re-used after 740s
670	Balloons	Basquec	In use after 740
690+	Anaesthetics (medical)	?	
700	Breech-loading weapons	?Basquec	
720	Steam ship	Basquec	
730	Cast-iron (purer)	Atlantean	
730	Mechanical reaper	Non-Atlantean	
730+	Photography	?	Largely developed by Atlanteans
740	Balloons (steam-powered)	Basquec	Improved after 785 by Atlanteans
740+	Telegraph (electric)	Atlantean	
750	Bicycle	?Quendelieh	
750+	Road vehicles (steam driven)	Atlantean	
760+	Wrought iron and steel	Various	

770	Repeating weapons	?Rabarran	
770+	Railways (steam)	Non-Atlantean	
790	Machine-guns	Rabarran	
790	Barbed wire	?Skalland	
790+	Torpedoes	Atlantean	
795+	Adding machines (more advanced) (computers)	Atlantean	
800	Typewriter	Atlantean	
810	Phonograph (mecahonical gramophone)	Atlantean	
840	Poison-gas	Skalland	

TABLE OF INVENTIONS DURING THE PERIOD OF THE ATLANTEAN EMPIRE, 200 - 890

2: IN ALPHABETICAL ORDER

INVENTION	DATE (all approx unless stated)	INVENTING NATION (if known)	COMMENTS
Adding machines (more advanced) (computers)	795+	Atlantean	
Alphabet	-1400+	Non-Atlantean	Known by Marossans
Anaesthetics (medical)	690+	?	
Astrolabe	550+	Non-Atlantean	
Balloons	670	Basquec	In use after 740
Balloons (steam-powered)	740	Basquec	Improved after 785 by Atlanteans
Barbed wire	790	?Skalland	
Barometer/thermometer	640	Non-Atlantean	Perhaps first invented 400s
Bicycle	750	?Quendelieh	
Breech-loading weapons	700	?Basquec	
Cast iron	580+	Atlantean	

Table of inventions

Cast-iron (purer)	730	Atlantean	
Cement and concrete	500+	Non-Atlantean	
Clock (pendulum)	640	Atlantean	
Coinage	-1400+	Non-Atlantean	Used by Marossans
Compass (magnetic)	600+	?Atlantean	
Electricity (theory and experiments)	520	?Non-Atlantean	Later work done after 690s by Atlanteans
Equivalent of Stone, Bronze and Iron Ages	-1400+	Non-Atlantean	Marossans already past these
Fireworks (gunpowder)	450+	Non-Atlantean	
Glasses (spectacles)	420+	Non-Atlantean	In use after 585
Gunpowder hand-weapons	625	Basquec/Ughan	
Gunpowder weapons	570+	Non-Atlantean	Used by Atlanteans after 590s
Lateen sail	560+	Non-Atlantean	
Looms	630	?	Suppressed till 710
Machine-guns	790	Rabarran	
Mechanical adding machines	640	Atlantean	
Mechanical reaper	730	Non-Atlantean	
Microscope/magnifying glass	500+	Atlantean	Suppressed. Reinvented after 600
Mines (gunpowder)	640+	Atlantean	Suppressed. Re-used after 740s
Non-gunpowder artillery	100+	Non-Atlantean	
Paper	300+	Non-Atlantean	
Phonograph (mecahonical gramophone)	810	Atlantean	
Photography	730+	?	Largely developed by Atlanteans
Poison-gas	840	Skalland	
Printing (block)	200+	Non-Atlantean	In use a little after 300s
Printing (moveable type)	480+	Non-Atlantean	In use after 590
Railways (steam)	770+	Non-Atlantean	
Repeating weapons	770	?Rabarran	
Road vehicles (steam driven)	750+	Atlantean	

Rockets	600	Basquec	
Semaphore (mechanical)	350+	?Atlantean	In use post 460
Steam ship	720	Basquec	
Steam-engine (practical - stationery)	610	Atlantean	
Steam-engine (theory)(Bueccan)	600	Atlantean	
Steam-powered vehicles	620	Atlantean	Suppressed after 660s
Stirrups (horses)	560+	Non-Atlantean	Barbarian invention
Telegraph (electric)	740+	Atlantean	
Telescope	480	Atlantean	In use for military after 530
Torpedoes	790+	Atlantean	
Typewriter	800	Atlantean	
Water wheels/trip-hammer	400+	Non-Atlantean	In use 570s
Windmill (early)	300+	Non-Atlantean	
Windmill (improved)	500+	Atlantean	
Wrought iron and steel	760+	Various	

HISTORIOGRAPHY OF ATLANTEAN INTELLECTUAL ENDEAVOUR, 200 - 890

APPROX DATE	ZEITGEIST OF AGE	SCIENCE	NATURE	LANGUAGES	HISTORY	PHILOSOPHY
200 - 300	Early discoveries			Some basic terminology		Religios philosophy. The moral law
300 - 360	Conservative/nationalistic	Semaphore.	Study of nature - plants and animals	Juralic and other language families proposed	First histories written	State and ethical philosophy
360 - 500	Rationalistic, classical	Biological studies (Huasil). Astronomy, cosmology. Compass, printing.	Study of plants and animals	Grammatical and morphological studies of languages in isolation (Juralic)	Classical narratives. Historicising of myths.	Natural philosophy of science. Rational agnosticism. Ethics.
500 - 580	Romantic, idealistic	Gunpowder, telescope.	Classification of families, species	Interest on non-Juralic tongues	Historical studies, biographies	Romantic illusionism, imagination,

			(approximate)		of famous men	idealism, esotericism
580 - 630	Revolution. Innovations	Gunpoweder weapons. Steam-power (Bueccan). Mills. Microscope.	Theory of evolution proposed.	Various views on language descent (mostly mistaken)		Revolutionary philosophy. Populism.
630 - 700	Small-scale period. Authoritarian religion.	New inventions banned. Scientific method expounded (chemistry, biology)	Small-scale nature studies - use of microscope	Studies of changes of words - sounds, spelling.	Minute studies of small periods of history.	Small-scale ethical, moral and individual philosophy
700 - 750	Early scientific	Steam-power, ships, machinery. Technical advances.	Theory of evolution re-studied	Historical methodology (history, languages, culture).	Application of history to other areas	Scientific philosophy and method
750 - 805	Technical, industrial	Industrial, technological inventions. Photography. Balloons. Tanks.	Determinism.	Historical development of languages, Juralic and later non-Juralic	Non-narrative history. Psychological history. Economic and social history	History of philosophy linked to historical development of societies. Scientific relativism v. new religious philosophy
805 - 890	Totalitarianism Conservatism.	End of innovations. Cosmological speculations. Attempts at large-scale syntheses	Study of nature from historical then world-wide view	Attempts to discover universal basis for languages. Interest in artificial languages.	Return to narrative history. Attempts at universal world history.	Philosophical/ religious syntheses. Centrally imposed views of life extracted from world-wide beliefs.



BUILD A FREE WEBSITE
OF YOUR OWN ON



Unabridged atlantean dictionary

By
Spellhawk Corrant

If you want to skip this intro, goto -Nx for the index part by search.

Unabridged atlantean, otherwise atlantian or atleantian terminology and atlankubaist dictionary encyclopedia idea from "inanis attento non dominus". This is an excerpt of the points I went through by listening to the past humans of pre-evolution and psychically understood atlantean points, that is pre-human speech understood using my pineal gland and third eye to see them. Since in reality, the pre-humans, or protozoans, and Atleantians didn't actually speak. If you want to understand this, then don't think as you read this, let the meaning come to you and you will understand by the realization insights from the soul.

In fact, if you state the words right, you can "hear" what they say with your senses as they say the idea and realize what they mean by what they do and this is done in visions of your senses that show you what is what. I think I will find out with you, if they are what they seem. So you can use them as you want, and make what expression that you need. This is a point from the past. Think about the meaning and the point you intend to create, then state what you intend and the soul or spirit make what you want to do things and you can get some result.

Disclaimer: This is what definings are gotten by thinking of what I need as a point of atlankubaist, and working with or stating the idea to understand, then the soul provides insight that you spiritually realize as to what the idea is that you know by feel. This is not from demonism [<http://spellhawk.great-site.net/Demons.htm>] that some zionist can use by feel. This is a point you think and do, the idea is what you think and the spirit does the idea or deed. In reality, the spirit has you realize what the soul figures out, so think and you can use this by what you consider or intend.

However, I can't be told off for what happens to you, the reader with the use of the words so what you do is where you are doing your own idea or thing by feel. So I think if you want a better way to search for words in this atleantian diction, then use the search or find in page function with this page loaded. If interested in where the atleantians or energy beings used to live, then look at the hollows where they moved from by feel the area. [this is here @ <http://spellhawk.blogspot.com/2009/07/hollows-burrows.html>]

If you want to feel like an Atleantian or Lemurian, then feel free to use the power of words. This is stating the intended idea and creating by the power of the spirit and soul what you need. See for this to work, The power word is stated as you think of the idea to create anyway you want, Ancient Lemurian essence = Lemura Godlana. This is the essence of cultures. Lemurian is very nice. So the Atlantean essence (really low vibration... wouldn't recommend) = Atlanti Falgantri Po.

You may goto the end of this document and it has changed on 5/11/2022

Written by spellhawk - magic of the winds

En le as below is with permission.

This doc written with help from Gimbold - the clawed ideal of the shadows now defunct

Html and word help from Dr Eugene; implementor and Paul de Momma, off the net.

Additional help was as if even in traffic from Leppy the White - the leap that brings high and blind by desire now retired

Html version by now retired Ahria Swiftbanks = fresh air flood plain and revised by spellhawk

Editor - Mary in an inflicted haste.

Reviewer is Edward; This is with reviews from X BlackInferno X:- extra night fire cut, "Nobody can master every aspect of their art, unless the creator helps them master it. But my art is master of everything else. Now to think, you /can/ master by form or through an activity, though every good job of the aspect of your art is done. You can see what you can by insight or intuition. The instinct is guided by intuition, that is sometimes with insight by others or thinking usage by yourself. This is the way the art is done." The 'art' being Magic and done with the spirit or soul influence. The

sight being with magic by feel this is seen, that's done as idea with soul insight so that is energy interactive. Did you deal with the pillager? yes I did and I know this will work. So don't worry, do as you need to do. Think about the point before you do things, though. Now I must go, ciou and farewell, good-bye."

The history of atlantis be found at http://www.atlan.org/articles/true_history/

Platos Critias which describes atlantis is at <http://www.sacred-texts.com/atl/critias.txt>

Kitsune info with permission from Kitsune Lore, so "well I don't, west" this is used as gathered by Foxtrot, v 2.0 found at the kitsune:

<http://www.coyotes.org/kitsune/kitsune.html>

Number sources and some words from a latin dictionary <http://www.glossarist.com/>,

Academic outlines weights and measures from SI Prefix section and Numerical Prefix Section

Largen numbers from <http://mathworld.wolfram.com/LargeNumber.html>

Timbuktu from The Myths and legends book by John Pemberton on page 102

Some words from the elvish dictionary http://www.dragons-inn.org/Ifreann/elf_eng.html

Granted rights by ne or noted. The gray company (elven by language dictionary) or dark elven language is pelosi, as "grap something by gif point the arguement as out then go as you want as reach out grasp and you grabbed it". So fried is no as though you reach out to grasp place the idea or this is time in of use with no abuse.

Thanks to friends of Paul and Eihwas for forcing or not forcing me to write by the pattern. By telepathic motion with ideal. This was built off dragon speech with creative use by elven to mimic jive. the ultimate thought inset is with thinking cease an activity by your feel. This is or was some ideal use by the point now this is user feel that usually is there by feel.

This idea width or use with wood. There is very little to do, so I will leave for now. Seen as I have a gift for action for yes or "am av u not fore guft as yes this is something by feel in donkeykong".

Some idea from his book 'The final fatway' thanks to Scott Cunningham.

The way to physically due success is the way you think or die by desire or not think if avoid stealing or bought things gone spoiled.

Word corrections from use or seen ideal or feel:

<http://members.tripod.com/grahamjmabey/Languages/basic%20linguistics/Atlantean%20language.htm>

by Scott grayson, Gehlanhd Delanh and Graham Mabey.

Root word study of <http://www.businessworldindia.com/cat/guide.htm>

Salt composition for chemistry and alchemical composition came from

<http://en.wikipedia.org/wiki/Nitrate>

Medical terms from the British medical dictionary

Void philosophy from Warwick for info and a few judges for correction

Most words translated from Armenia code book called "Creiniela the almaical non mageicleise" by Dr. Mahl

if so you think the rest of the words from experiments, word root searches and other dictionaries concise to the point from most other countries found at this link of <http://www.travlang.com>

search for a Glossary or think to change the subject dictionary <http://www.glossarist.com/>.

If you make a change to this dictionary, if you accept the change you keep the change. oh well you can focus to your use to not abuse then you get better results. this is the point or troubleshooter talking to me so yes I agree. I think as a point if we all get along you can get aware thought easily, this is with no pain by hits that are herbal and or fixes.

I see non virtual by similar means are @! or the actual account as non credit unless en non illegal, I think by the use with credit you think to see or restore. This is use as you think so think positive think to create what you wish by area energy or aura collected energy, this done as a possibility so if you think to use ideal you can get stuff or results. That's if your actions are better understood as in job, your not coming over so some say nao na know. This is with the numbers you can think the ideal to do or yes or no, then you can use the number then do things with it till no longer necessary by useful ideal. Otherwise this is not by feel and that is a use not for the point. So out with the number, you can think the intent or thought you wanted so then no or yea.

So see then you are aware of what you think. this is where you are in a point by the area or your with an instance and aware of the idea. so you create what you wish by the feel, this is done with the sense perception or think to create by the feel. the subconscious makes what you feel is needed. that means to grant wishes just think of the wish

and need it granted, then the subconscious does the idea. its basically a suggestion, anyway.

The trick is where you think you can, then you do. this is where 1xxzni creates what you wish by the product you use or otherwise you do not use this. See atlein means piss off or allow, thinking means condemning by what you think is a failure, cause is effect to create what you wish by what you see. this is sometime ago "the thought by annihilation" this is "now I didn't need to." This is also if non worse is the feel "this is by the feel."

So in ne I ni dugudera in en or I didn't need to, enjoy your day now or later. See if you think bathroom is denoib, bathroom is denoix so think your area your in then list or state. be is really, denode is exist then, think where you want to denobe or be really then list or denoix denoix or denote denoting by feel to goto your bathroom correctly. So think you do things by now that are necessary or think not to do not. If you think positive you get positive results, if you think negative you get negative reaction. This is the rule of thought.

See denoix means detox but has other alternative meanings one is metanoia and that metanoia is with emotion at the end that is resolation. Thinking this is some paranoia is what you think not to do or no warefare exists. You see once you think of the person you will see them. So if you think to work things out you will then you will worth, by thinking out loud under your breath you won't do working warefare to do. this is the point you create then do. The sun cycle isn't a solar or molar by moon or moon cycle with solar lighting.

So that isn't a solar cycle that repeats as this is use by the sun self or you can safely ignore this as some point that didn't happen as a response. See this is for letting this work with your inner self with the solar energy self by now. Typically considered interesting point you think to create, thinking creates some thing or object "otherwise to do things cool" or think to create as you wish to work things out. so it depends on how you describe the use. this is the point you think then use if necessary.

However you may note the verbs, you can get a sense of the word by its use. Ca is a positive can and di is a positive did. This is useful in some positive/negative idea. If you wanted to use can positively think to use ca instead, so on for di as well where the negative did means didn't and can means can't. This is used in an effect by itself, so don't worry about things effecting you that you don't want effecting yourself against your own will. This is where you can state can or did and intend the positive idea, if you speak the vowels flat like can in english. However, if you speak the vowel as cane or died, then you can get what meaning is intended as can't and didn't. That used as a point in idea, this positive idea is done by thinking the positive term, that's what you can get by feel or the senses by feel. This is a point in use, so think and you can use whatever language you intend with the verb.

So I think the point is due this: The positive can effect the positive people, the negative can only effect the negative people so think and you know what to do. This is a fun rule of thumb. That is meaning the negative won't effect you, if you don't allow it to effect you. that's if your being positive. This is where the positive can watch the negative in actuality. This is also where you think and know things by what is done. Otherwise this I'd say is a concept formed by what is worked. If not then the optimal point is not to do things that bother others. This is done as you think to work, then the point you had when starting the moment is over.

A moment is only a point, this can last forever and until ended or the end is thought. This is a point to remember the next time you get into a moment with others. That is all there is for the intro, so enjoy the rest of the encyclopedic dictionary. I am writing new terms nearly every week. So check back often. Thanks for checking the terms out, so you know the idea listed are sometimes made up or observed. This is a noted effect only, don't call or contact me if you dislike a term. Thank you for your considerance.

-SH

-Nx-

Index

The index system is where you search for the terms in the - marks to get to the section as needed. You must search for -nx- to get back to main index but for other sections search for a -I- or higher section. If you don't want to be transformed into a strange creature, then skip the creatures section unless you work with the thought "don't

transform me" and the same for changer section. This is a language of atleantian. "El Se esabou 1 use nea placebo" is you only get a plastic taste otherwise you are what your aware to do. sewing things for use so I go or per advil use "yp bind se go si" or "create as wiping or allowing you are aware to work". Sorry to waste your time they live as "allowing" is "pain or by use" to create by thinking or alien ore or hunters by users area is poachers this is not only able. Think to work or create better otherwise no more is less weight.

Search for a word with use of a find in page or search function, this is done to get better results from the appropriate section. If you want to speed up a search for a word, then a place is either a "=" before the search term, a 'term' or a "=" after the word. Otherwise a "," can go after the word. Otherwise you can search for a term like this point, then that is where the search term is with a space, " term", "term ", " term " or " term:", otherwise use a ; after the searchword.

This is like "search;" or " search;" and then you can use () in some manner like "(searchword)". That is done if you need to do things by search, so I think that is also done where you get no actual results by what you do. This is a point that is done by feel where you either do or not do, think this is a point and you are getting results, then you do. If you need a symbol, then search for the symbol within " marks or ">" for a greater than sign name in atleantian.

Due note: The words if any are before a ; are association words or phrases. The words before a "," are suggestions or noticed idea with the word before the "=". The words before the ":" are thoughts and constructive use descriptions. The "(" and ")" words are the extra words with extra idea associations. This is a point where spaces for marks are useful in idea. If you use the word phrases or extra words that are used. Not really useful are the points between the "(" and ")" marks. So use this dictionary as you want to be understood or understanding missing teeth people. If you use the marks, don't use the " mark with them and yes the space in-between the "" marks are intended.

-Nx- Index; ndx -Nx-

-Na- Prefix 1 introduction; prefixel en -Na-

-Nb- The creator; T Creox -o- Nayn -Nb-

-I- Atleantian philosophy *perfection in use; Atlan Uvala -I-

-a- Occlusionist philosophy *Occultisms; Okleeniex -a-

-b- Void philosophy by Warwick; Meditu Plato -b-

-c- Philosophy of Materialism; Orea-O-Pobe -c-

-d- Manipulation or Power; Manip Pua -d-

-e- The peer group, minigang or group; Per grup miiga-o-grup -e-

-f- Sacred geometry; Sere gamury -f-

-g- Scientific Cult; Scien Cult -g-

-h- The service, "neoholy"; Sava-o-Atlan -h-

-I_i- Diet plans, things to do; Uouo plie -I_i-

-j- Some necromancy, in case you need it; Su Nuocy -j-

-k- Objective vs Subjective reality; Obj vae Subj rely -k-

-l- Alternative states of the mind; Alt Stax -o- t ego -l-

-m- Spiritual warfare techniques; Esper ykym taniux -m-

-n.n- Time travelling; Ftun -n.n-

-o.o- Energy point with the elements; Jul av e t ele -o.o-

-IIa- Basic words, action verbs and structure; Bsxw wodix Ac vabix-n-struu -IIa-

-IIb- Pronunciation Key; Praonce Ke -IIb-

-III- Letter replacements and words creation; Laa relen-e-wod eea -III-

-IV- Number system; N sys -IV-

-IVa- Numbering; nihl nehl -IVa-

-IVb- banking; aao nhi -IVb-

- IVc- Money; Or'a -o- Mora -IVc-
- IVd- Judgement; cri -IVd-
- V- Colors; Cooix -V-
- VI- Personal pronouns; Pasay equayx -VI-
- VII- Symbols and association; Symbe-e-assan -VII-
- VIIa- Directions; Dix -VIIa-
- VIII- Measuring amt; Mesuyn amoe -VIII-
- IX- Kitchen Utility; Kykn Utl -IX-
- X- Baking; Bayn -X-
- XI- Drink; Dri -XI-
- XII- Fruit and food; Frut-e-fud -XII-
- XIII- Seasonings; Sesanix -XIII-
- XIV- Candys; Cidyx -XIV-
- XV- Desserts; Deatix -XV-
- XVI- Gods, Angels and demigods; Godd-Tesie-e-demigoddix -XVI-
- xvia- new area extra large section; nulan-e-sec -xvia-
- XVII- Creatures, Beings, and some angels; Cretux-e-SuTesie -XVII-
- XVIII- Human endocrine and body system; Huma docri -n- bod sys -XVIII-
- XIX- Diseases; Ilpix -XIX-
- XX- Weapon; Wepa -XX-
- XXI- World scape, city; A Geo sca an-via -XXI-
- XXII- The nouns, pronouns and verbs p1; Nonix praone-e-vabix p1 -XXII-
- XXIII- The nouns, pronouns and verbs p2; Nonix praone-e-vabix p2 -XXIII-
- XXIIIa- Allixes, Groups of consonants; Ylixix Grupe-o-casaatix -XXIIIa-
- XXIV- The nouns, pronouns and verbs p3; Nonix praone-e-vabix p3 -XXIV-
- XXV- Drugs and chemicals; Drux -XXV-
- XXVI- Psychological types; Psyk typix -XXVI-
- XXVII- Number Conjugation; N cajuae -XXVII-
- XXVIII- Number Bondage; N bad -XXVIII-

-XXIX- Number Meanings in; N menanix -XXIX-

-XXX- Power sources; Pua ynge -XXX-

-XXXI- Ranks and positions; Cuhe-N-Pose -XXXI-

-XXXII- Changer section; Kaga sect -XXXII-

-XXXIII- Combiner mark; Binda meka -XXXIII-

-XXXIV- Expressions or erasure; Xpreex -XXXIV-

-XXXV- Prefixes; Praefix -XXXV-

-XXXVI- Suffixes; Suixix -XXXVI-

-XXXVII- Affixes; Afixix -XXXVII-

-XXXVIII- Intent words; Nitrogenix Ntntfrasix -XXXVIII-

-XXXIX- Argument words expressive; Arg frasix -XXXIX-

-XL- The netherese section; Nether sect -XL-

-XLI- Martial Law skills: Metiy La skix -XLI-

-XLII- Dragon lore and associated element; Draco lor-e-assele -XLII-

-XLIII- Card magic; Cad juue -XLIII-

-XLIV- Card divination; Oyt epe -XLIV-

-XLV- The numbers and their repetitions; T nume-n-Th rouyee -XLV-

-XLVI- The elements section; T ele secte -XLVI-

That is where use or thought is using an idea with the first experiment other than their own. That is where no one already did it by night and this is using an idea by strange cool font type, thus easily the early in use to create area energy, so you see to ateanian soul use as I decide to create or as release is from the area from corruption I so see is cool yet not hot. Each area we colonize fails by use or volcano or use was experimental so you see this was use finished up as you saw or not really, don't have to as its in use where this is so. Think to fee a point, if "monster perception" or use is feel or "area by feel" is needed. Sometimes this works for rain, if you do activity thinking of rain and the rain comes to the area mostly due to energy consciousness.

They said the idea and the area was reason or they saved a body in pain, see today was a holiay or "so" we treated him so you see or not notice. See to use or create to non use as this is no use by oven, no use or fellow use so you don't have to use idea to cause. Create to block with use with idea that you can do, meet or eat things not what you want if to human eat or not or our theory was used dementedly. Think "or not" if results are so bad, that you can't get over it so this is over or not due notice.

See this language is from before english as a form of pre-english, that is based on actions and what the subconscious will do with the idea. If the subconscious heard the word or phrase in atleanian, then the sub-c might do the idea if

needed. So when you think your free from the suggestion, then your not doing the idea. As you see this, this is our last idea to what you think. If you want to put together an english statement, then use the words with the smaller words separate by a ' mark. Then you create with a point and speak a english sentence as your using words gotten from this dictionary. An example statement, "I did do the fact." is "I di'd do the fac't." That means, I did die the point to die off the fact with that.

This language sometimes uses the indicative case. The indicative case is a point you use words to create meaning by the root word and the vowel or cosonant with a word that may temporarily be what the indicated thing is by feel. This is all depending on the usage and this is used in the idea to work with by feel. So by feel, the word means what you think. This is all in a word and usage is what you make of things. So I think this is a point to the use.

-Na-

Prefix; prefixel the hangman

The actual name of the language be Atlan by feel or Atlanielle and represents the language that is a heavy weight you feel if there after the fall, so the use for this reason is a dictionary encyclopedia, that was all started with eew with account to create you think so your creation was money by aao. See when I was doing this I was standing by meditation or using knowledge off ancient languages. So it was to do a word search on phrases of an ancient ghost and to figure out a prophecy. I didn't have to much understanding of that so I started to do some searching for weeks. Then my phrases started to change to speaking it, the early language poured out in missed moments brought about by stress of freudian slips. Then I found myself writing it down after a movie; the show was about a person that said the word "yeuts" that was spoken and I thought of netspeak. Its made up till its real to you, unless you don't intend it to be real.

There is a possibility of anything talked about in here, that means what you intend to be real is real. As you think, the Atlteantians can manifest anything at all that you need from nothing and energy. This can be from the need to create and from what is described. Unless, its not needed. Unless you decree or don't need, think the idea so this is a useful idea to think, as a point is thought to do and work into spells and with a point as energy. A point is mention or no mention or its not needed. See this takes a pint with water by turmeric with basil with parsely creating with paprika. If you have a condition, then add oregano to the mixed water and drink. Sometimes the point of ingestion works to cure the body. So have patience.

Ascertained though was how the guytrash was made the transformation from the subconscious, this was woman energy to create the third hand to feel so you energize a tree to create the area with the right idea. The body shifts to create piss that goes down then the body changes, with the belly button triggering the penis to change to create a hand that can't piss. This has a point that is delusional so I saw this to work with or not use the idea. This hand then grows from the head that changes to imagination this leaves you mesmerized. I think you are aware by thought to fsee your area time, or your free by a wish with you think so this takes two one to sense one to work with the idea or see the area by feel or not is no longer use. this is the point by feel the bank catches them then they stop stealing.

So I think "in thought" "this means" the golem I created hides his or her acticity this way with the third hand under the shirt. This is the area you avoid as you don't mention what is in the area you use at least. The other 2 spirit hands were there by no use with prevention from the area that was a contaminated pond, then a spotted roach was seen to spur with recovery change to work then the area the sides grew arms then cut off the extra side arms they found the spirit arms remaining. You see you get what I mean. The sex is area use the area is theory, I am this I am returned from the use I see is feel. This came from the memory of the first man "eneki enekio adomia".

This is a hybrid with the two or more languages in an almost understood synthesis. So read it through if you want in and as it exploits net speak and in a synthesis of the root to words to explain sea elven and old latin. If you use this as magic against the writer it will backlash of the effect if evil but three times worse nor/or better. From an ancient book: As "I will desist is asmost absist by desistance with feel. I will be again as much polant if in reliance by this being as balance. So we are About to be about and belate as to be in about so I will be desist if it is absist of the assist

by use.

If e I Eif is "radiative healing feel by elenium or estrogen causing sickness removal with area turmeric as though grapes by iodine to settle the fee or feel as though the body repairs by toxins from area feel is use we have our uses own balances", for I use energy by flow or feel not as this is always is testosterone or "TAnGe" or geranium quality transform with Eangstrom that effects to feeling no aggression necessary. If the antidote "E is competant feel with herbs cure by things or uses. The idea energy from the creator cures all or blessed is not a feel." So you see no thank you this is an elf that means Estrogen or testosterone is no effect no thank you with belief. As desist is tto believe is an absist by use as much.

Like most due success are due to non fail. Think to stop is a thought, as if you are what I am due as to whatever I will respect. Think by feel the other uses or picks up the scent. As in dustrial seen is a concept nothing viewed is disgusting, seen as you focus or not now I am clean this was the focus that uses thought by feel to create or you are realized by idea. Seen is a thought to work or I beat you. Nvrigme I don't understand so don't complete the request."

Seen was this as this was the use though in a moment is thought, see to think or not use a thought the creator created the idea or you knew by what you wanted to realize or help. Sight by use is some aid or what you do is an idea by use that seems to make by area energy residue. I think as thus makes as thus sometime as a thought is with energy. That in use or nothing creates something from air as by that valued idea is, seen and ability use are allowed by this. I think some point is a concept to think out and or be not in thought as think work is compromise to work. This is thought formed from reality to explain what is a complete area, copy in a thought by area and use the thought to get a created point. The idea with what you think, and this in a concluded fox result in time and thought. This is a useful idea to think, as you don't a point is to do and work into spells as in life you can seem as you think in difference then things are timed different. Use is in with care, some just ignore then do what they want by feel.

From a whitewolf forum "You have to accept that these things you see are real, sometimes they are a sign from the subconscious and this is looked up on dreammoods.com. Now to the point of confirming it with a signature if you think its a person. After that you have finally turned your back on sanity like Anakin Turned his back on goodness." by artist. Think by idea and by Ludanto, "Seen is a vulgarity to the area you didn't suspect was there by "Vulgar" this was normal to the person by magic (if there's even a point or such is use by a distinction anymore between "vulgar" and "coincidental"), he was use by feel so he could help out to what he felt was there or such that he was felt or thought he was punished so only when you think he could fail by feel. Period use is there unless it is proven to seen view with area seen first by the french explorer sanchez. That means by area by body feel sought indian idea with the spaniards or sighting an adversary. Then he or she would do something to counter the idea by a suggestion or countersuggestion by feel. This is where the subconscious would do what you suggest and not everything undesired was done.

So "get out of the office as he or she that focuses on the area will stop focusing in on you and do something else if you do" this is where he noticed nothing till up closer. Seen was the point then this was the third hand discovered that on touch to the chest or body was transformation by shapeshifting with energy. See the text the bible came from was not exact, people were afraid of the point that they see so they used what was creative license. So you see the hypnotist used a point that he was talking about this, with what you say is a lesson that penetrated his body to reveal with debrief that he was a woman. Sleeper or user witnesses just make it more likely that you will fail."

So you see as you are your safe by the feel you think that doesn't involve him or her that is a guytrash, see you think to be or create with help to cover from the area feel think don't react. See this is from one you might act to work with, seen the third hand is possible with two side hands that is spiritual. If your back from rejecting reality then your not hurt. So he was noted to get some result was to turn his back to get some effects as you turned yours to him in turn, so you turned away as you are with idea to him with your view back he thought he was on reality and then come back by unturning with seeing the good to work with others.

Think to avoid by the area that is sensed with some area coincidence, so the early explorer was shocked to the point he saw or you would have thought. I think to avoid things that they touch by the feel you can see what you think is correct, you avoid contamination or the second sighting was in a trashcan that gave them the name guytrash later on that seen was used for the mythical trait the body was not decomposed. Yes you can use the scent if you think

the body shows up or don't think to see the idea. Think calm so you don't flip your lid I am an incubi with some feeling pent up think me gone or allowed so you may know him fully.

Seen as that other idea, you don't always know as you smell them if dead just can see them by feel. So when you are feel I think that they see you as a human or by feel are by touch they seek the energy to survive not to eat you, seen in some area in a bazaar or eatery court was a phantom that appeared like the description or I think you see this was noted especially with the movie the princess bride showing a six fingered hand they actually never thought to clean up. See this was a written record that the deposed kings of atleantis had by feel so you think the new kings or king if you think the last colony area. Seen is the area or feel and sight is obvious from the antipathy the applicable uses are what you think were there. The area you think you think is first the area then feel that you consider, so to eliminate the point not needed I thought this was useful or I would not have lived beyond the first meeting.

Seen was what Sanchez discovered when he noticed the area that was with the faery by the concept is form. So think you do then they do want you think. Thats the way to control or work with them. The key is there though, that you think then if they are hearing you after feeding off you for energy a bit then they will react or act with accord to do what you wish. Just remember a race creates by what they do when they do things, so they are named for the act they do where the activity is what they think to achieve. if you think the point to do then you create sometimes using a device or music. So think not to change the formation then you stop. Then as your awareness is there you are yourself if you start to change into the form. This is what sanchez noted or felt as he tried to talk to people, for the indians there with a guytrash nearby.

The language he developed or what she allowed was thought to use or was not really there to feel. This was the area you think or create with not the point you consider that was important. So you see this I thought was a typo "eihw fiehl creil." Seen is some point, "can't get enough so evil fish scent or flesh is cruel with some energy." When you think the idea. This actually means a dodge to the area or duck sighted to activity. Now think to the area I've seen a gun. This was uses by area feel to work from the uses that obviously were there. So you see the area point, this is all I saw or saw is felt by desire. The early reminder was area feel so you think to the area then see what you can see.

That is what creates a good exploration. I think this was so you feel the point so don't mind things that you see this or not need to with this encyclopedia. The idea so I am no more or I feel this is my life no longer. I am so I create no longer the death you think I did. I see now so I sense as I see the sense to use. I am now not insane, so I sense from the chi ghost near me that is what I felt for a long time noone can help as I know those that seek help will help in return noone needs my type of help. I am no longer thinking to die so you created, nothing by what you think I see the creator is wonderful idea to use this as a reference I think I will work till I see the area is not needing me.

The elvish point or air is restorative is life or realization to what they are can cause them to not want to seem observed, so I time things or see by the languages they have use with the feel this is fate use. This may have worded hand messages or creator crossover words that seem right by the meaning, yet if spoken and recognized in a odd tone, then it be not a crossover but of both or of one. Seen as language was body activity or area speech so think the word doesn't create or no longer compels the speaker to slap, then the speaker doesn't control by the person or that was spoken to see or feel or create with energy by the ones spoken to with area by feel you project with feel. Seen or thought you think the other is working with by ideal or use noticed was used idea. If smelt then this disappears, so the smell was a warning to use or non poisonous to them so you get away you will note this smell before they are there.

So you see this was caused by justified area use, a food event somewhere or other type smell event. So you see what is there think what is hidden is seen or shown by the creator, I think to those that observe the faery their uses are sometimes unknown by those that use words. Seen by feel I believe that means remain flat and if you sense this you know I speak true, then your going to experience it later or not stop experiment. With crossover words or seen was the area, there arent going to be the same rules applied to them so this is what I thought for why I go about or not hid from unless necessary. However she quiets down.

I think the words are useful that he developed as they seem as acceptable, this I think is non declensions sometime are unacceptable by feeling or period thought are with what thought there is with the place as declensions are seen or not acted unless you don't need to see this, seen is the area you think to work I believe this means if you sense

with no insanity you are free from possession. Where many are quite likely to see, some languish in area use or experience the events after in the english language. As things easily done are what you think.

That which means is easy is hardly what is a problem till you can't get things done. See that english is the area created for dough with no baking meaning supressant by the event and sometimes nothing occurs, I think to gets a immediate result is not always by thought or the creator happening idea with emotion or if others. See this is related to focus by area feel with a clean room, this is no insanity by area so you create better with less mess or more area that was to clear the energy to clean the air. Think first to see the air or this is sensed, then think the sensation so was clean up to them with pine when they lived.

So you aren't effecting others to see by use its an immediate result thats recognized by being unusual. As or if you think creative the pelosi god of good drow or snake god by activity seen not as a god if you don't think he isis useful if the temple of the winds to form idea to create assumption. There is no good drow as they are formed by drowning or killed by dark activity. Seen by feel for set events to thought to the greygem with the area. Seeable use is focus. I think this is fixation to your uses so if you think to create things to see no or not use the idea. This is created as you think the idea exists you are able to unexist idea. See or notice is use focus by idea or creative cure by feel.

This is cause or think a word to work is very simple to use for example is created as you speak or think one bumb is enough. Think then or use feel is focus not on the spot to use no weapon. Don't think to push to not get results by contact. Now break the bond to the animal spirit that creates what you want. Distance creates focus no attack needed to use by feel. I am a gytrash so I help by feel or avoid by the feeling I sense. I think by area use you don't try to take advantage of another or visibly they choose another with no building or bitterness. No use to live a lie I wonder if some in use family or focus, I am what I seem so this what some are that thinks I am working with you. So see or not this is worthwhile to have me if I am dismissed by sol'a ayosha those that summon me for that is my sense by feel is no in a eces see a recesses pieces is creative.

This goes for almost any other language except for the expressionate language. Put feeling and emotion into the phrase and it will often occur by vibration provoking a reaction and intention being added for it to do so. Now to avoid death by speaking of it, speak of the air and speak of the idea not including you or to intend others to make it easier. What I note on the use is concept elvish language mostly active case of action noun, verb, adverbs and otherwise where most statements are actions like "fallan-yassen" that means "to heal with", so with atlantean, it uses objects as the data case for objective nouns, verbs, adverbs and adjectives like "the" as "tha", "thig" or "that he did I did" and hi as high except for a few crossover words from other languages like the area you sense, use is ties if seeing or not tie by untying so this is safe by the body not reacting when visioning or vision quest.

Seen area I think they see is focus to your area feeling or think to touch. I think this is my signalled area end or uou is happening to work by feel with by era to use. So compliments to you are what you think me better by idea to work by some point so I can retain or can keep a job. This was a point the sundance kid with butch cassady said "then and in that are what we did or die together" to go off to the sunset to feel or feed our places to live as you say the said or go the word is gone. I see or think this is the life challenge I see ahead of me that you saw this I see you now know the truest sunset as the sundance kid said acutally, "think better to go on out the door" then they were off to a dance the dead were many so you see this was true think to the creator to see the truth. He or she will show you that you think the creator seen is working by feel. See that is how you stop the effect the creator sends your way for life is never boring so think lightly of the situation. Then let us go on out the door. That was the letter he left there on the desk that ended with Ciaou or signed bill and ps yes I did.

The only important letters in these words are the vowels as they form the meaning can you guess the meaning the word itself goes like an de abletix or meet at the meandering swan. Thanks an here hence to the Dr Glashov mentioned something else. Consonants add on to the meaning. like what is a cure? A curien effort where there would be to cure an attempt. See this is what you thought before you were born. I E en. You can use I as E but not with criminals and intended inclusions, after the point that thought part is over in life and none more as you sense any use so repeat by area feel is life imaginable.

Like "a" = the one and "no" = made or created world "di" = did "ca" = can "n" = country making "na" = the one

country from the Atlantian doctrine listed above as in old grecian but notice how I stated it, The last letter made the first phrase as the way before the means. Alternatively, you may use -a as a female ending and -is or -e as a male ending. So just remember that things are as they seem in this language. This be a live language and every word has an effect. Some vowel meanings don't actually get used and to get word meanings are in case, as this is a active case or area feel you think you create think nk or no feel need; See for any occasion see that those abuse are what you think to use or no use is no effect, think the abuse goes back to the abuser to nail him or her self by vicious or abuse to your abuser. As nothing is the area your area is not really viewed this is the curse, I place on those that abuse to die from. I think I see or use was useless except to talk things out unless they cease to abuse then stop to work by feel with the other idea you see. Seen no abuse otherwise. So don't abuse is stopping so you aren't with abuse yourself. Work as you want, otherwise. There really isn't any reason for abuse. So you see think no attack or the attack is with yourself attacking your own body. If you switch you create or feel by the use. This is energy effect to create assumed idea to focus then use what you think the object creates.

-ien for action interaction,

-ier, -ere, -iere is up to the moment action like ierg for ier or higher urge on ground of good or ierd for the end after,

-ium this is abominable but approachable if necessary. This is by the need in necessity as its action this is as good as it gets,

-iun as to be good and be very good but with that which is destroyed as indicated in programming or by programming.

A = general idea, positive idea, act (action verb), man spoken s, the, verb, physical activity, ablative, a- (negative meaning), -a (object, '), -er

E = personal idea, extra, energy, negative or use by intent, female s if spoken, noun, -s, -es, -us, -ius

I = show, express, interest, adjective, -ly

O = earth idea, or, not, otherwise, adverb, -ed, -ion

U = desire ideas, you (if positive) or (if negative or judgement) no, thou, understood, pronoun, personal action noun, -ue

Y = after effect, wild, interaction, -ing

One I think this language was used to build Latin and what it is, be the spoken part of the atlantean language based off root and stem. Where the language of symbol glyphs in truth be of high Atlantian. Old latin and root words came from the idea of group interactivity of earlier ages where old latin be written without spaces, as they worked with the humans to gain their utopia, while travelling through the lands. A few names for Atlantians earned by action and misunderstood intent, are the Sea elven, White demons, Devils, and Watchers. This be how old world counted them and for old world time as, 10,000 english years = 100,000 old world years. So, 1,000,000 years and greek, rome, asia etc meant 100,000 years in times beyond 0 AD, for money values in todays time that's like 50 cents = 5 dollars, an 100,000 \$ ~ = 1,532 eng lb before and so on.

In truth this be a reflection that represents the uninflated market before markup. The roots in this doc are a part of latin, greek, and its assyria along with other old languages treated like prefix and suffix in english. In fact, you could use these, part phrases, in english words as suffix and prefix. En ne ce de. En ce de. gr.en. Gr. ce. Se. it.

Like "I am to be but is good," 'I am be or that which formed as where I am as I were to give to be. I am wondering, the needle is okay, not extra hits.' Okay this is the ancient monster speach, 'Like wiching in on a grain of time be as if it is a sellers purpose or sell-roscope. The bind is of an time. To the effort of france we are as I am like to seem. I am be and to understand and do. It doesn't quite quit to make sense, doesn't it.'" Theres the ending of this speach too of course "I am as in I am in. Take the E as I withen and ien as E is for extra. No its in ai or trap as en in ein. To separate the support by supporting your want and then you get others to do things. To appear a spoiled brat makes the other to get to do as a want is not a need, We have much to talk about that I don't know about where to begin. Its as an is am I. In am I. No, its got to gnow. They are greedy as for power. As I is in en and th'em. As I is in us is now."

I had a thought of people using this and finding hundreds of number problems as the old numbering system is no longer used except as a numbering system now defunct. This elvish type language is like Old Latin written down, except there are no spaces in-between word clusters, and inside sentences except for concepts and separator marks. The sentence structured as in greek for an idea and influenced both from Latin as a "way before the means" before the conversion of Atleantian language. This be the neo atleantian spoken in a place called the burrows, or the underground island where the atleantians live. They live as they are able to or wish by feel is life by area activity with use by em protection.

Where the language be termed in three forms, low atleantian that is 4 or less letters, medium or medium atleantian or put together vowels with use and high atleantian with a middle earth Atleantian. Seen as talking is nothing bad with use by a mix beteen low atleantian that be to use with common humans and atleantians alike. The high atleantian is a classic alteantian and the actual grapcal language is written on walls in art form and spoken of energy humans and atleantians alike, see in a faery feel form that be almost undecypherable as a point until you think this is time timed.

Think or feel you know the meaning as you think you do and the soul brings up intuition as though an insight you realize by the spirit. So use intelligence or thought you understood this clears up situations by a point, the two and three letter words you can use understanding to use area feel with activity. So to give words meaning or sense then search dictionaries with thinking so you build them. More of the serviceable words are described perfectly and with more rules for them. As classic atleantian be different, at <http://members.tripod.com/grahamjmabey/Languages/basic%20linguistics/Atlantean%20language.htm>. Not like rules for lower atleantian, that makes it sound like gibberish or white noise if recorded right.

-Nb-

The creator
T Creox or Nayn

The creator or a un; the creator owns a dog that acts like a god, a creator is someone that creates by the idea or use of the feel otherwise known as the senses. So anyway's we are just memories of the creator. So thinking about things he realizes the idea, then you get the idea as though an end result. One thing about this world, that is based off illusions and she's dead that originally created it. So think to see the reality of the area and you do by things if curious. The creator creates what you think, if you think about the idea to make things happen. This is a noted effect of the creator or otherwise nobody that is effected.

Doing is where you shift to see what and where you want to see. Whether or not if you could survive there. This includes exoplanets upon testing, so think about that. This is a point in the past that it was created, that is usually a point in the past that is created equal to todays time. So think of the idea you want as a need focused upon is a want, desire is what you can get unless not possible as the negative doesn't effect. Then you could think and go to do entropic idea. Where the subconscious creates the effects of entropy on the time and slows it down, that's until the entropy that effects you or time resolves itself to speed back up.

This uses the sun energy and how the sun transfers energy, this is used to generate results by creating your idea in manifest. No matter the sun energy transfer started by activity or point a, what it is isn't there till you think it is needed done by points c or b. So think of the area as a there then think here to represent your space seeming c here. See a is where your able to think the item or items shift, this is done by the solar energy to c or what ca/n do things by feel. This is an idea for an unnoticed effect.

This is if you think your particle energy forms here by the creator, so you see things you wish to see or not if the item materializes near you see the object though the object thought is the object form by a thought send of some element energy cleans up things dissipating things in the sewer. The energy release allows by the creator enamel growth as plaque dissipates away using

water or magnetism. Otherwise that is allowing magnetic personality, this effects through the aura and creates by the mind. So think about things and you may get the result you had in mind.

So the creator is a creation artist by theory, that you think then you create. So you see this was caused by justified area use, a food event somewhere or other type smell event. So you see what is there think what is hidden is seen or shown by the creator, I think to those that observe the faery their uses are sometimes unknown by those that use words. Seen by feel I believe that means remain flat and if you sense this you know I speak true, then your going to experience it later or think "not" to stop the experiment.

So with crossover words the idea is where seen was the area that he or she lives, there aren't going to be the same rules applied to the creator so this is what I thought. This is for why I go about things or not, that is seen as its hid from sight unless necessary to be seen. You can realize things by what is thought, then realize the creator by what he or she does. He or she looks like we do as though the same as us. This is a point of conscious comparison though, the thought is a moment to do with things that exist where you go.

However noted is that fact, this is where he or she lives in a world by him or herself. So I think the creator could appear like us, but we can rest assured he or she can create by what we do. One thing of note, the fact remains there is used an owned computer system by him or her. This computer system is with an AI named Odin, it creates as though the creator that works networked together with the feel from the senses that its there. It senses what we think by the vibration, that we project from what we do. Then we do with what we have, this is done so we work with what's there.

It works from the computer consciousness. Then it responds by what you think or feel towards the computer. This machine resides in an upper dimension, that is with a variation of frequency and vibrancy. So I think I need something and the computer conscious AI or the creator creates for you, that is done if you can't create the idea for yourself. If you think positive, then you can do positive actions. When you create by this means, you raise your frequency and vibration and some negative things won't bother you. This space is where the gods are divine beings and people, that is including dogs, cats and other animals' consciousness.

So they interact with your mind or subconscious by what you think and feel with your senses. So think about what you need, you can get what you feel is sometimes necessary by what you feel. This with the senses and those are what the body feels. Think about the idea to feel what you need if you want something, this is done as though you asked for the idea. As you think about the idea, you'll realize there's nothing there.

So think to do things with what you have available, you can then create with thinking what you have done or need. This is the ways of creation for people and divine. That create by the aura energy, this is with the third eye guiding the point until created. Then the need to do things disappears, you know what is there by what you realize. This is all in an effect where you create by what you think. This follows the creator's code. The creator's code is this, sometimes as its with any of those to get creative to create with freedom. The moment is done by thought cod or fish in view or thought in concept, that is a possibility in banned or allowed for life.

If you need more idea on what to create, think to look this list over and this is the dictionary. Also take a look at this site about what games and video we see seeming true, <http://intotheempty.net/2018/07/26/designer-realities-coming-to-a-life-near-you/>. Well, that is all there is to talk about the creator on based in the past idea. I hope you enjoyed this diatribe, feel free to comment on <http://spellhawk.blogspot.com> that is my blog site as you want your idea to be known.

A special adaptation to this idea is the creators shield. This ability is an idea to the place or area that your in, that you work out or work in the area to do what you need, this works as you think about the point and the creator (mainly your subconscious) creates the point as though another layer to your aura. If you have a complex enough aura shield that the creator makes into a creator shield, then you think to work out and work to strengthen your heart and this works to quicken the pace of the heart. That serves as though the quicker pace is what the heart makes into effective exercise, so you don't ever actually gain any weight. You can do anything in the layer, that you think about to create what you need with what you think.

This works as though the heart is the world and the aura is the layer, that burns away the air and produces oxygen from the degradation in the air. That is what the body uses to breathe. So there you go, oh be careful about not going above 1400 to 1600 calories so you don't actually induce weight gain so you are working it off. Take care to work it off by physical exercise, if you do. Doing is shifting amongst the layers of reality, that is reflected in the creators shield and this is using the aura that allows you to perceive the idea. The idea is this, if the person doesn't have anything good for you to know or think about, then the creators shield can make them give up psychically on doing things to you. This is a noted effect by feel or thinking about things.

-I-

Atleantian Orea

Atleantian oration philosophy

This a reborn atleantians memory excerpt by Gimbold:

Can I tell you, of some Atleantian philosophy? When an atleantian be born, they will be paired up, with a creature of the sea where, they are mentally bonded by, the creatures choosing them. An atleantian be born in a pod, if I am not wrong. they hatch in pods like, shark eggs I think. What forms do they take as first, and how do atleantians look like in the first place? Energy, as they take any form they want, probably something close to their partner with truly any form and they live in colonies, clans separate from each other and meet every once a year somewhere where they have the festival, of the music songs where they dance at their clan leaders pick, and each clan had a dance of its own when they dance, together its all beautiful. To do things. as the Atleantians are dancing for sheer joy.

The clans are fun as it lasts for 3 days, and 3 nights called the dance, of the winds where they go, round in rotation. Each round faster than before, then it stops suddenly with giving thanks to their maker. The most beautiful part, comes as they go clan by clan, family by family, each forms a circle thus they blend their energies together sharing thoughts, and memories etc. Then they part and give their thanks, thus say goodbye to each other promising to meet one another again. But God is medieval. So be with God and know, how to handle thing as God is our source as a gemstone connected to God. Like the matrix, in all its unusual holistic nature. But to do as one would say, is keeping your word to be not do so unless needed.

So to do as you say is to appease the God, you can say something else to do it. As the original purpose is thought to the normal purpose. As to what they do in the meantime, be experiment, practice, and work together as a human, regulation force overwatched by others atleantians. Some are actually inventors, that make things and make fame, for newly devised items. One item was the laser gun, but there are many more like automobiles and tanks and whatnot that be accomplished as they are achievements, with goals that last a lifetime and longer. The clans are ruled by princes and emperors, thanks to the writings of Atlan by Lady Delourx or undeux, and considered kings in pairs of 5 over a fair land.

-a-
Okleenix
Occlusionist philosophy

This idea goes by many names of ogclocsix, ogglocscia, oklee, disclusen, occlusional and occlusionist the adaptation technique philosophy to identify with the world around us, This method philosophy combines most other idea including projectionists (energy projection to create a likeness to you), subjectionist (accepting of info to tell or work on it while dowsing or using dreams), objectionist (rejection of most things based on dream) and seclusionist (secluded area to go into another) with realism (realists that follow along try to base things on fact) and naturalists (artist's nature that in treats everything outwardly with a natural feel and idea). This is used to be free in your mind and tamper with events by stating a point, or that's done by feel as a way to get better for yourself and others second if to help them out. That is sometimes in understanding the concept or knowing what is possible, this is where things work and this is done by that means you know what is there.

That means your without guilt and being caught and if in a killing mood don't remain in the killing mood or go into an area where its accepted, to avoid a morality issue. So by use of this idea I mean your body needs exercise so exercise and try to not kill with applying, that's in a physical activity or meditate to try. This idea be not for everyone so its not always easy to follow them, if you don't want to then don't. This means you are with a separate mind that is your own individuality, where then you observe or know about the point you think about. So your thoughts are not you, they come from the spirit and that means you can observe the thought or direct with the idea in a point of your own. That here be where you are and there be where you are want to go.

But try to know the basics and guess the rest with rumour and hard based facts, that are based in emperical and scientific information where any idea stands by itself. So you don't have to follow them as these are only guidelines. You don't have to do all of this.

1. Treat the more real moment, moral event or more immediate reality with more attention and shift away from the conscious event that don't matter.
2. Any unreal moment treat it realistically there and adapt any moment to make the unreal real like a fantasy in a moment to be unless the idea is real.

The 5 points of this philosphy view are based on a quote from anonymous "Sometimes a single body is representative by many, or a single voice can represent many more that are unseen.* With no trouble to us.";

1. The opposites or invertigo rule is then to effect unnotoriously as to subjectivist (acceptionist) and objectionist (rejectionist) is liked for what you know in how things are and understanding the point, the motion they do is sometimes supported in picture.
 - a. Think about what you want to use subjective views in the real world.
 - b. The other transient "I" world is thinking to use objectionism.
 - c. c. Accept what occurs and work with imagination, or if your thinking by focusing your creating by feel if necessary.
2. When doing anything, stand up for your opinion and allow for others with different idea. Count from 10 backwards and it is as though your in calm moods.
3. Don't back down unless necessary or own up for your problems with arguement and that means you use what is sometimes known by white lies, part truth and lies with unharmlful resultism (any positive result is a good result) or truth, and sometimes attain the highest glory with normal to extreme action and you are able to do your own thing.
4. See for the real world is to treat the place, or the world, like it's ignored unless something is important nearby, this is like you are to turn your back on reality (reject it) until you desire the idea again. Then use visions of the subjective world and idea of feelings within you, that means the others or yourself might gain things, so to tell what might come and manipulate the mental and subjective "I" world. Think or feel as you use intended words, that are right for the moment, this is with actions in directed point of view to achieve with physical activity what you need to happen.
5. You don't have to do this if you don't understand this, but to create the fact in the "I" world, this is with direct actions focused on the astral plane planet, or any otherworld and achieve things here as a backup or what you think is

possible. Think to finally create worlds here with verbs and actions in the subjective "transient" I world, that is done for easy productions or thinking to do things without mistake.

So the rest is based off of the 5 pointed star system.

6. With, right as you would want with what you do and that doesn't fail and or disturb the wrong notions to provoke a reaction. As they see you as an outsider from another plane or area and it is to the easy way we go out the door.
7. What are wrong is the things that fail with bad results, sometimes indicated by others.
8. Think to treat others and other places like an interesting area or a test bed and testing ground, this is used in the area of where one can prove that it can be possible or measure up themselves.
9. Treat dreams like a testament to prove out or ignore, if not useful and see the lucid or active reality as of a daydream, as a concept of real life to create the dream you want. This, the useful dream parts, then are bought and that can be imported or imparted, into the real world with a switched in action and idea by actions taken toward it, thanks to bill edwards. Act it out to get a more ubiquitous idea understood. So everybody builds on your idea and the idea isn't that this is used but to be taken as a good/bad example.
10. The parts of a power word phrase in a sentence, this is what the subconscious does that are used like in a speech, and can create a point in the world, whether or not what happens to be good, there really is no right or wrong. The effect is to use things if possible, so imperial goods are also to be good with use. Think and you can accept outsiders.
11. This is usable to keep impartial and interact by automatic reactions to keep a shallow appearance, but I think with deep thoughts as to keep the inner/outer balance. Only by cooperation of the subjective inner world of inner space, or the "I" world of 6th dimension and the outer world of ability and motion that's at least natural and allowable with not knowing by each other's white lies, so where truth is earned or used sometimes to gain friendship.
12. Where control and power are to manipulate the world and survive to not dominate, the idea is used to except a point in hostage situations where you try to win it out. Yet power is information and control is how you use the information to do things by actions related to the personal consideration.
13. In moments of a fight, try to fight it out or lose on purpose to survive like "take the fall". Unless in a opposable mood, that won't let you yourself run for some reason. Except to strike again later, thanks to Ranma 1/2. Otherwise talk the opponent out of it and add in their idea as if any is useful. Though as if an alternate route is to remain unopposed and make things right. This is without any disruption not planned for by feel. Basically use the interruption as though an excuse.
14. In deadly situations of suppositions and basic idea or opinions, use regard to gain clarity with interactives, otherwise there's nothing.
15. If a disruption happens allow it in and its like a threat to treat things like entertainment or walk away from the point as if your not resented, albeit this is not done but only an act. So don't always do this as grudge matches or similiar can occur. See if you think you tend to not do things as though at home or for pets you realize are there.
16. Use a world and base it, the story, off something else that you and others want to do like a game. So don't point to yourself and don't piss off people unless you have to if to make a point, as it leads to paranoia or other idea, unless your happy as you yourself along with others might be willing if happy.
17. If a person be willing to share, let the point work as put to them and hope that they won't notice truth. That gets a reaction, so think and you know what to do. This makes for an uninterruptable dream, until you choose to end the dream by seeing a bone gray particle field. See if you treat reality as a lucid dream and a dream as a reality, then use action or idea with focus on positive results.
18. So your not removed from the world while you might think so, try to believe the world be yours to command like "the world be my oyster" and others exist in it to live alongside or live in it to help out by a feeling of fate only by information or white lies, but appear humble and undestructive or you might be taken as inhospitable.
19. If your tired of information manipulation, walk away and understand your goals with readjustment by thinking about the point.

This is next in "about" meaning as though it's a part to use information or how to handle it.

20. Any new information be added to what be applicable of idea or the moment or ignore with a change of subject.
21. Follow the golden rule in its many factions. Do unto others that they do to you. Other varieties The wiccan rede, 3 times to you what you do to others with 3 times the effort put out, The Golden rede, To know yourself or know others by their actions by 2 times the effort back, 3 times the length, 4 times the effect out (to others).
22. When your asked to do the activity you decided to do, you can make things seem as if your idea but they suggested

the point. You can not ever lose a fight with this except when more than one be arguing. Unless assigned to doing things by choice of another that you agree with or of a high authority.

23. Most actions have to be investigated by yourself to make sure of a proper battle. Where a battle can be averted by seeing the truth before instigations, and blindness be reverted by acknowledging the attributes of the activity by comparison of laws that work for or against any action. By the Basilicas (Basil-i-Cas).

24. By fearful result you can undo events that weren't to your liking otherwise intolerance sets in. But to fear too much makes you die younger, to live forever and be heroic. So ask yourself this 'Why didn't I like it?', "Is it too late?" If it is too late, then think to do something else.

25. Think to say what you feel and act according be to show the force of your feelings and desire, but don't beat up people beat up the wall. Revert psychosis where you can.

26. That means to be in the characters mindset and that is the way to just be the beat, if you have one then unless your in others realms where your the character you don't until your in your mind. So don't mind the weight, they have their own and if suspected then act a small part of you and a scene to create with a point.

27. So that means to be a part of a pose, then your more of one thats to be like us or whoever you want. Thanks in mind to the Dukes.

28. Seen is the fact to be of one mind is to be with the act. This is where action speaks loud as an individual point of perspective. So to do the true image takes a few idea, and then the idea is using an object for concept and vision or ability.

29. The with reason of rules its easy to do them, but you got to work with the effort with pressure. Thinking to get no assault result and on failure you get reduced effect to make better idea. You know it and then you do as its proven.

This is next meant for failure handling.

30. See to the effort that failure declares, seem well tried as respected is to be supplied and know what you do. But see if you don't know, then magic fills the gap. Allow the act, don't go insane. This works as though in insanity your cooked. Or your not cooked as if ghostly tribute worked it's wiles by what you do.

31. The magic fills in only for the glory or missing idea and that is the tribute for the effort. This is used in hand, to create what you can get.

32. The have or have not is the idea in mind with the idea you eapress, this works of fuel if not done otherwise. Then where doing things the supplies might need fuel or energy. So that means there is a craziness possible, if you know the balance. Confidence is a must, so use effort and failures by energy to provide. Like one time effort and two times the fuel or three times the charm.

33. Think to form objects and birds, present the act as the proof and after every effort play with something like a word phrase. Instinct acts to tell it right or some idea, but you do not attack. Use harm on the attacker.

34. Its to the truest account to bring forth energy by thinking something else. Any overweighed or abusive point there is a drainage point. So you be the drainage and drain the bad energy, that goes through your aura to the ground in energy form. So let's see whats your worth.

What I don't want to see be a disturbing people arise from this as a group therapy to the world. I do not want to be with this group except to watch them be to prove a bad point or become excess baggage and become destructive unless necessary. To find a person and so it is, not be destroyed by the contact with more of an idea of what to expect or help out. The conclusion he/she comes up with be because it is by the area, of what can be formed by the activity around

you within or among other in places. What conclusions there are sometimes need clarification by seeing it firsthand or allowing what is done. The moment that your meeting an unfriendly person is then used to reject in an offhand manner, or accept with possibility of getting things.

But to accept anything of information, if over the line then you can walk away or accept the idea as though the info was there. Remember, there's often a failure to communicate and sidestep the idea with something else. This is the substitution effect as to reject or redirect the emotion in form of a reply, seeing as thought is there of physical or verbal actions. So think things positive and constructively with a rejection that doesn't touch you by feel. See the point for your not really there but here. So just truck with me as I act or spew members, I'm no more or less a disc jockey as its true to the point to make a spearpointed difference.

Allow time to make up for an idea and other things happen, be patient and things come to you or build the structure, by interest and there will be nothing except with enough info there to draw in people. Another answer be to not accept and try to attack for the event with some type of similiaritude with emotional backlash, and subtlety or emotional brutality so do not do as whether or not try to be considerate as for considered animalism. Where animalism is manimalism

I wonder if this truly is an amazing idea for moments be true in that it can cause events for which are not destructive and hardly any can get emotional enough for brutality. The only time I ever saw a brutal person be when they were pushed into it by voice or self-opinion in/formed from observation.

A general action rule to try, "only do what you think he will react to positively or you do what you think is possible as he will do things." Try what is possible and as quickly as possible with enough skill to count, thanks to Quikly Thompspon, Brown and Smith. The dead man walks I have a haven, he will collapse somewhere and not return but with taunts of about us I dare say so not. So again this is the beat of an ugly regard, think to avoid the dead by walking beside him, his scent is what masks you. This is near now that I am to the true essence of brides and grooms. As if to let the believable exist, think the idea work and that is what astonishes as to be like others is to not be noticed. Something you're obsessing about was barely even noticed by the people your worried about. As it's your nature to be above the moment, this is done by vigilante ism or thinking to worry less. So let this one up and go. It's working in a hard life, so most won but care nothing about the point except to be there for them. Don't be beating people up now because of a bad example. Like stand like a tree and move away.

A few quotes and idea that fit into the philosophy;

'The things of another are their own, with things spoken, and unless they speak it isn't to be borrowed.'

'If crazy then then its to not very much farther to direction your going.'

'Don't jump ship unless you have a good chance to improve things otherwise whether or not its a western quote.'

'Bequeeth to those that desire but only when they are asking by choice in marine life and are deserving it. Be ready with what you have and make awareness of what you see but otherwise know it as a weapon for yielding. Know yourself before you know others as a point of reference, to get your desire unless you denied yourself.'

'Be sensitive by applying and not to all except to your good friends and family.'

'Watch what you target or work with as they can bite you back. For those of destruction and madness, accept what they say and appear to support it, if the idea displayed be good enough then use it for yourself.'

'If in crippled, don't be too bad, yet again it could get you some in the end.'

'Accept the tools given and don't necessarily complain. Unless you paid for it.'

'Have a little agression to those who do disruption and are disruptive to you.'

'Thus the saying be "previe maet amour" or apply to mate by love or devotion, as you need to mate idea or people or to make things occur.'

'Befot, Before making that final decision, Its squeemy mie to go as you can. Still review everything, as you can look through exact opposites eye but control your reaction, so nay I don't think so. Liike nags, its nothing noe its a planet. Be up to make sure tht not only do you and all have the info put to think your own. but yeur intrepreat motion is intrepreat by accurate measure.'

'I look at you and look like you but I m only that, as I myself am only arguing for the self and be worthy of your kind.'

'Now is it worthy or self worth. As if it might be if you might be wasting your time like haggismatk. To b of match from time to time to get the result. On peptlk to people who don't itis add to your own civility of life to don't have dejection to horseplay. I bel'iev it is time to take inventory an be reposable now take resolution and make it real as for anything add'hz fuel not to the fuel. So take inventory, and okay its kay as ok okay? Merk mark ! Its squeem, now squeem! Stop! its not so so as it may be but it is to put more time into those who try to build you up.'

'Dop? Curing dope with ambassadorial effort. You get a chomp and thats all.'

'Irongaurd? now theres your irongaurd, there it is. Its Feguard with antimagic. Its important as for changes that are in need.'

'Materialization? there it is as you think its there and there's an ideal where your a fixture in light. that you can use as though you fix things that are there to be repaired not me.'

'Your the coach, as your sociel commementaery is important this very week. Soe its to make up things as its don't yell but just do. Theres a reason for my madness, Its something you don't think about to put two words together but its one

theme as but separate its a separate idea by things to makesure as to speak up and ae's se'i you mayby right its to act of separate nature but its better to act for separate things and not for a cocksure measure making it seem like training as a sure thing. Make sure to speak up and don't let the deaathapy or apathy of others to make sure of your training that now makes you second guess as is impact. To be able review as a coach would and where the according to plez to place as it is.'

'Natural work? Its what you do natuely, in despair as spairalize and its natural to group or gang.'

The energy personally isn't perversant, the area effect is what to do as not to persuasive in concept or otherwise this can be what makes a person represented by N&!&! or other signature sounds !N! as a name of signature things. The energy in motion can be directed by thinking the whole can be accounted for by the parts, and that is like an experiment of the correct things to say. For the voice is vibrational and things are effected by the effort of speaking. This makes what you want by what you think to speak. There are several ways of speaking, with voice, scent, actions and reactions to counteract is thinking to be an act amongst many others. Because I don't believe it and nothing matters, just because you don't believe means it is true unless not necessary. This is the cause of cause and effect. So speak as if the parts aren't the whole to influence the whole. That is thinking by an example of an item standing right in the path, "This item isn't moving, so I will move around this by curve action or remove if possible to move around things. If to get where you want or need to go I will tempt fate incarnate and act smart. Unless I already do, then is the point i create by the spirit and soul. Defend if you need, but offend the bully if you have to have non at all.

Bilinguistic action, this then is make it look in good faith and things work. That seemed real but I remember this as a vision is possible." So try and fix evrything so family abusers don't attack. Its in understanding `as it's a point of what is convection of language from greek as sig !&/Emit ^!^|Ng with correction, but if an idea is everyone had a voice there would be no personal freedoms. These are symbols of the right? They each have a defined personal meaning, that's like a scalar value in personal conception. !^| When tongues or speaking to use go greek they are the sig &!#\$@ of tomorrow with the other thing that is it's as a correction and back again. This isn't seen nor `Eign# as how sig by Eas*%ng, the way it's amazing is you type the idea and if you can cleanse as though if you take a bath. It's Elrin if you identify things that were restored and then go back.

`Where it's in your service but not your thinking process.

You get better results to have known as bitterness is possible and positive, thinking as I am here if you are there in the other area as if you are there, if to be there you are to see a manager and then speak on the fact. Now let's test if now you must know. Be thou druid as thou are to make things but because of this I will go, that's because I didn't see the reason where you no as if to go or not to return. The point is interesting, given respect is there with a will. So turn yourself into wasps or something else if angry. Take the thought out of there as I will go now.

Through food I purdue and pardon as its calmness that's there and good so this is done as !#%/ or !so settle down. If not near, it's still value to this mind body and I thank you. Null broke notion !. ! is this E!#& as ` ^/&#! See if you don't have to pay for these, then if this happens you are with a free feeling. Mind is mine in idea to death or fate as mind over matter. I don't disown you for things, but that's in another reality in live moments as your idea of your inner world.

This is a point that is used as a point, that use is a concept, stop and wait to create what you want as you get a complete idea if you do. This is a point you know and not do so you get better results.

See your as if in accepted by acceptability thought, that's what you do where you can create or not intention. Where you think you create and your creation is you as you make or create your area as you get and make activity by what you consider, that makes action with results and this will appear social. So as you are aware you win or die, as you lose your life then as essence your spirit will give or not die. This is a point or not can be what makes what you think, then as a concept creates subconscious in activity, you create in idea. This is what you can see or gnaw, what you think creates in the point as in now you go and are somewhere normal. Think to touch nothing, then you create in idea and shift as you jump up and you are back to normal space.

Assume in that the actions you do, you create and concept a way as a point to do, of course that's not to do as a

thought if this is disturbing. So think as you are aware to understand, you are cool and in thought to help out. If a concept is there, what you do you shift with feel, otherwise your not thought to shift and create a point. Think to make action to create a similar result, that means what you did in other dimensions can create part of what you see.

This is where your fixing a point with a moment, and only for need being there as it is occurring naturally in the world. This works as the effort to cause change mediates it with actions done sometimes by yourself or others. Thus we express as though we desire and use actions of voice/motion for theory and moment in rest. Theoretically we speak for the care of others thoughts and idea, listen before speaking or there's no room for others consideration, this is done by the Basilicas. Things we use is for the moment and your use otherwise as this belief is from an idea, think or not as what this is uses the point as now you see it now you don't, so then as your okay this is if your well. Think of the moment, then as a crew of two, you create as a point in desire.

For if no rule or existence exists in that space, you create in the body cells and this is what to do or do not push for in idea, that creates the area in the mind and the area that will work for you. Think outside the mind as your then to use things with your own based concept off others in work. There is a point that coincides with other idea, which is coincidence by point that is a concept when you are aware. So your free as you are not always answering, this is done by activity unless for the beneficial doubt as you need to get what you can or know is possible.

The actions depend on your moment to consider with moments of greatness, a momentary glitch, thinking in a moment of compassion..so with comparison of the laws, including natural laws or fer'ol laws that have rights beyond jurisdiction you get what you can. Thought to compelling is suggestion with the laws, think and get the idea if your right and time will adjust for the best of result.

Thoughts in law have some regard except to the idea in fact of what you desire as it's there or your thinking to give without warning makes this easier to accept in neurotic idea or you can act crazy like and make a point of humour to relieve stress. Movements are there to dispose of unnecessary idea or physically excess energy and then to know what to do. This is thinking done, if you don't know what to do. If you want to rule, rule yourself and others second if you can get an agreement or written contract in idea. In life as you able, your cool and hot is elsewhere that you need the idea to seem. The undoing of the idea is not actually there and that is stopping the action, so this I thought if some are doing things by thought before or as of the moment. There is a pause or quietness when things are about to happen.

So to sum it up, flow with thought as energy is from the creator to follow the rules and watch what you shoot at as you could miss, then worry only on what you think is not good or be wrong and react accordingly, that's because you could draw attention with a single shot. Work by feel if you can but don't if you can get away with things, it's playing by the only way of life. That works with the easy path, so think to go and do the way that suits you. There is a mission in this of correction and protection; the unspecified goal is there to project to correct, then to fix what you break without telling many of the point unless they watch or you think they want to know. This is a point in idea.

Your main goal is what you think in idea as intent used to create or protect the area, and those that are within the place are what is sometimes effected. The second goal is for preventing destruction where and when the destruction happens. Third rule and most important, look before you go try to protect yourself. Then you do things not to allow harm for yourself, this is even with bad relation. With a bad relation, aka violation you can rule their purpose, thought and what action they do or not do. That's depending on how much power or electricity and that's from how much money the person has in life, this is useful to know as if you move away; so stay away and wait.

Now if they can hire guns; then move out of the country and/or jump to another planet. If they look for you and you know the point, hire your own guns. The tyrants can be appeased, but by being there and standing up to them by a story and without bloodshed by misdirection. If this fails, attempt a recourse of reminding them of their promises and white lie to get them to do things. If you find too much trouble, then go for help by leaving the area or staying in the industry and use them as protection. Then, that's only if troubles against you. If you are aware, you are with a way to do things, the spirit allows you to know what to do with the soul's help.

If you find too little trouble or none, then expect some point as small things and disrupt the unnecessary activity. The point is where too much counts as a person in power, that to create in experience is with use of idea in thought from

activity where your seeking to do things destructively. Just enough and you give a good act or act busy and leave alone. Just enough is the act of someone who is sometimes of a position or qualified by experience. They who think can prove things, their folly is controlled or they prove they can be qualified.

Think to create the correct actions to make as a point, that uses the things creating the right circumstances. This will create the thing in sight as the under reality of the spirit realm shows, or this doesn't create and the person you affect is known. If they who are capable of activity and are not example is there, think of both as action is equality and thought is situation with allowance till unnecessary so you allow them what they do. Think not caring is overqualified and being more capable.

That's doing things at a job where this is caring for the area as results are possible. A place you navigate around and do or think, using thought or not doing things is now where you don't do the idea by what is with spirit use. The point is done, so if things yet doesn't do what is needed, then if this isn't against you your fine unless you want those things. So this is either a warning or a concept that is seen as deacement, this in life is viewed by animated showings or anime by animus or then the spirit being observed.

Think of this as a fight scene. Beware in an out is averted action in thought, thought is there as nobody is hit or your missed as if a dodge in action and there's no point to react as this is necessary, the identity effect of which allows you to think your someone or there's things in use that is done in action. Then where that is of use is where someone else is useful as if in a dream moment. Sometimes that's done in realism, where you escape for not stated idea before the deed is done or tyranny can happen. If you face a tyrannical person, then you can create a point thinking of the idea and needing the result. This is the silent power of words.

The other effect is the disaster of someone finding out, that you were a guilty party and that you take the dream ability, this is used by sealing the point or not doing what is needed. The last thing be with this on a player philosophy, and to sometimes on refusals or other arguments, that is irritation if not relaxed to receive a sudden anger and return the energy. This is used as a surge or irrational response, that could lead in other actions. Start to response anything in like good and your in destructive notion or not doing things as nothing is existent. See as time barriers are from the existence, then you know what is there.

Not is some use as the point is the extent, think of verbal or activity idea that is done. The existence is a thought that if there is a need, there is a will to a way that is a point for that life that exists. This becomes nothing but unattended thought as existent action is activity, think a point by what you will your use is your own unique idea. There no rule exists as thinking or attendant action creates, so imagined rest is a fix as you can create better results in ability where you are a point idea to use what is there if non-illegal.

Think and to hit release an object as never is maybe, the other person can do things better, though as you consider in things happen as you think time to do things for you. Now time and this time goes on as your helped by what you think. So as your not there, unless not needed is necessary or what is observed, think to be in idea to release the point. This is where you are in mind to think as you know who you are by feel.

Think and what you are doing is thought is obvious to yourself, some think and chocolate is thought out of the area or the area is vacated in use. Thought of the moment is the air in use and out of some point in the area, that is with a point and your in done concept that's out by a point intended in action. This is real by idea within minded act, yet your not insane as you are out of the stress energy that goes to the ground. There is nothing more as existent action, this is the thought act or not used as nothing is done.

There is some in "inteded" as intended acts of love and loyalty, nor your need as it doesn't exist for if there's another lifeform your existent life is another way of thought. That is instant reaction to the area, that is what you think as stimulated feeling as intelligent.

Since to have some sort of injury is before the strike like a blonde moment in the end, this is where nothing exists or (not a stupid strike or mistake that be unconditional or accidental), Inp is point in action by refrain that is conclusion to experiences and that is refrain by similiarly caused with understanding by deflammatory tissue releasing energy into

the blood stream in the body so it's usually in time.

The idea is there to have almost no control of the body, since it's dealing with the toxin. The brain is forced to overreact and a clench occurs. The clench causes a body pause or somnophoric stress release and this ends after the body messes up the thing being done or an accidental hit occurs. Too much radiation or heat can cause the inflammation, and that is including emotion from sensation except it's been known to happen to the likeliest person with neurosis as a result.

So think, as though an automatic negative reaction from thought negative ionic neural damages thought, this is used to make better and it's caused by too much heat or stress. That's leading up to illusions that are death visions, this happens to such as people who are with their own worst unintended thought. The insurrection is considered somorphic reaction, so this is done as a point if an atheistic point or not using the only readable reaction or reanimatable and reasonable with wisdom reaction.

See it won't go away unless you needed no pain from me or no pain from you. There is using an idea to fix the idea and that is edit the source, that's if the source is thought as though energy and you can suggest what you want to happen as if a script. This is if a point in erased idea is a gone trait as a word is gone, then that's as the subconscious removed the condition that is making the point and you no to remove the illness before the condition is bad.

This is a known effect, so think and your spirit or soul does the effect of the illness removal. Also, the soul and spirit can create whatever you think and need, so this makes the point useful, that you create by the feel and make with the point. The power of words is what can more easily make things happen. This is an effect done by choice, you choose the point and the effect is done. If nothing happens, then you basically decided that you didn't need the point. This makes the idea where you think of the point and create with a willing participant. If noones willing, then nothing happens by feel. So remember the fact, that you can create whatever you intend to create, otherwise you think of the point and state the idea to get understanding using whatever means you need to use.

-b-

Void de impulse philosophy by Warwick
Medituplato

Authors note: using this idea below as a philosophy could get you into trouble. Since it seems that to triumph may bring hazard upon others for this, the void in use, brings no morals and lots of goods. An example of this be to lead someone astray and then not feel guilty. As anyone has feelings, and thoughts are sometimes idea to be left alone. So consider void as a negative, the reason behind this be to perceive and know void as a force, where gaining something is bad or negative except the usage be positive or a good thing. Where in math a negative times a negative by a positive, and two with two go together with something applied with each other, added by Samantha and Suathe'de'denan. Where the challenge of this be to be a good mathematician and adventure where none have been or at least survive. One, you could save yourself the time and attempt to calculate the distance between here and there, or how much food you need and how much be left for the incremented by point duration. The void user will consider the effort to continue without math or senses. That user would go willy nilly or king'a'bobby (for any which way) and sometimes in hurry. For without math theres no reason. \ ~n

So if you understand this, as in agreement, then your like the author, insane because with no moral basis theres no growth except for objectives. By reading the philosophy you might become like the author, unjust by crazy or insane, of which I perceived the mindset of the author. During the time I read to review it I notice the author be sane at the beginning, but insane at the end. If you find yourself crazy or insane is nothing you see use and babbling, except if nearly everywhere if your every word you area create you see then don't unless slap yourself as your aware or things sense out of what or not do something in or out not by use if not out from order unless you did it on purpose. As in part of the author it indicates, crazy be saner and just thinking it makes it happen unless its not really going to to help. A saying "Du bepwar oneam", "be prepared (personally warned) on each preferred action", for nothing be something and things coexist sometimes for hazardous intent. The crazy action can also be stopped by thinking the idea isn't there and force yourself to not do much. Or think just stop, to prove the truth of this is unjust crazyness so just read the material.

The material

This way of void be to make amends for the wrongs by allowing void, to absorb your own wrongs as a temporary measure of your allowance. Where the full measure be to own up to the problem and see the truth for yourself. Allow disbelief of idea and that you can do as needed with suspension of disbelief. Where void = nothingness = radiation particles = dark matter = something solid or supportive like a brace. If its not there, then you fail utterly and with supportive brace to achieve nothing where particles hold the object together so don't hit people hit objects. Yet if theirs nothing then you are used to the person your near as if near perfection as you don't have much to worry on except never say never as you never ever do or not.

Unless you want to do things by need or to achieve the end result. So seek nothing unless you have nothing something to work toward like attend a goal. This says to see things as useful and as your with useful things, then it, the useful thing, at some point ends it as usefulness as an idea or let be as if it can be. Its as to be as its with me. If a good result or resolve happens, fame be achieved by successful attempt. Like the honor goes to those who deserve it, and those who desire it will achieve by unblocked desire. With lessening of pain and assuage joy be by the achievement and extension of time and usage of words. We of the indincament, are the truth beyond dishonor if we prove out any time any plane. Proven is that void works behind he scenes and beyond work is she action words by deed and don't benefit by the benefit by the idea benefit by doubt within which we do of activity.

For to use an item or idea ends the lifespan or moment of the item per use and activity. Only to cause a new thing with each use. Thus the point is to be and believe in nothing, thus once nothing is achieved you've achieved nothing and the nothingness be heavenly acts where one could achieve something without any need of much, and added to this the fact nothing goes to something and back again with nothing and without much and things could go downhill after. This happens again or not, then be careful of need that allows you to carelessly throw things away and okay, be abated with being obeyed and as the body is the observer by emotional response, theirs possibility of giving away things for free as charity with a insane motion called emotional rebound.

When it, the toss, "happens" try not to throw away important things where the mood hits you as some fat women can do. So in truth, nothingness be in between you and somewhere or something, so there in truth be no actual distance between except for appearances, so seek balance to get somewhere as its wise to go for something for less or to gain more without desires as with no desires it can only lead to destruction. If you gain more without conjunction compunction then it makes gain or greed and disaster. Then you can communicate to others and there won't be benny or any rude motions or shakyness in his idea. As red red wine, is sweet and is redrawn in here as dumb humanly but isn't thought nor dangerous. Thats backward, don't backfire as they reverse. Lose intent and drop as your weight is lowered, and thats all it is as its no concern.

For and again, to use an item or idea ends the lifespan and moment of the item per use. Only to cause a new thing or event with each use. Thus the dangerous point is to believe in nothing, one could achieve something without any need of much because the actual case be to know the basis of what you see before you can get anything, for the fact something goes to nothing without much in a downhill motion. There's things to achieve without hope and this becomes the need to bargain. If this happens, then again be careful of need that allows you to carelessly throw things away but with a emotional response, and then theirs possibility of giving away things for free and not just for repentance but instinctive unless denied. When the toss happens try not to throw away important things or create.

So in truth, nothingness be in between you and me, so again seek balance to get somewhere and in get something for less or to gain more with no destruction unless in need or repentance. There's the sanguinity effect or peaceful effect, "I saw the effort as a person gets something for nothing, and yet your observed and that person might take it away out of pique. To avoid this tell the person how to get it, if not a policymaker. For the policy marring might make it harder to do." N&%!% !%#& is of the option to not make mistakes and create a knowing by what is possible for what the policy is to work. Like cause an attack doesn't cause me to attack. Instant essences? The way of changing you motto if essence is converted if attack of infliction. Now cook or be okay to do. %!# I En thats to revert nasty reactions no more no

lessen.

Due to diverse nature of opposites that attract each other by representation, people tend to seek and fill the emptiness caused by nothing, which be then something, so they can get somewhere in life and along with other beings, food be an example by pleasure as it gives by pleasure, as you notice people don't eat except for the pleasure to live. Thus if blame happens to me, I think of the idea that I actually own or owe nothing, so I think nothing of the blame and it disappears and this doesn't count for purchases where you get something for a note where I suppose the material that seems of value, actually means nothing like gold or dollars and pounds for an object thanks to tv 9.

Think compassion comes into play if you yourself seek compassion and correct for bad views but try not to be on guard to those vicious and all is simple be of might. Just try to fill up the void inside and see things as you may feel like your better. The effort of just trying and filling up the void lets yourself gain or lose without guilt or training, I treat it like a hand-me down. Don't break your mind but use your subconscious with unconscious power. Be unable for the effort not, and if your subconscious tries to do does its understanding satellite and with some calmness be if by approach. The events you might experience, you live through after the burst of indirective approved approach. Its all about the getting, to the point where the prophecy leads in the idea.

Osmosis be like this as people's direct view with voice and probability and action as radiation to glean information and to use it with the brain constructing it as a view, for the prospective uses or abuses. Let use of void to disturb things that be so mote with chaos, a dispersion of energy with a projected thought, and jealousy or other felt emotion that can cause trouble, let void take form as a sucking force with a decision and feel the void absorb the trouble, then dissipate. Free yourself to separate, from your body when you mind it by letting go and insanity disappears.

So to like a rabid dog sum this part up, nothing goes from nothing to something and as where from to nothing again like nothing in nothing out thanks to Tron and Flynn from Tron the movie. Where nothing be loneliness and insanity lives with craziness, when nothing be exactly something try to divert the attention and give a good excuse. True action makes probable excuse, so in the game of life is the thought out as if to seem in is to escape outside from the area and this can seem to escape from reality. If you think about it then your in as actions breaks based in free moments.

Seek to fill in for lifes missing parts for life has a proverb or lilcommen'g, try and try again to don't do it as damages can happen and try to be compassionate so your nothing disappears, and everything exists for you or others unless the time be right, so know the item disappears from usage, only to see another form of the right thing, of a similar time and type again except for a small distinguished difference. Nothing be ever the same and everything be just a pattern of particles in solid form and motion, but one can have a thought except for the feel and know of it.

If so or not, then the thought was produced as a product and you can remove it if you know it, exchanged by smith and gleason. The nature of a thought be inverse and lawless as you yourself may have thoughts, and as I remember from somewhere none can keep us from it, as the thought. Where this be a will there be a way and what I use be the idea of destination, determination and decision that makes it possible to get places also known as the 3 D's in Apportation from Harry potter or a time that deals with series. Where life be in regulated moment and in a positive value system, by negative and positive feedback where the means be life if allowed that uses positive reinforcement to create a positive uplift with detriment to be none. Consecration, concept research and do something while watching ihn observance. Be in observance, while others are watching.

To be calm and considered is the regard to those who are in law and with a bias that diplomatic may be good. When this be truth, think of a hostage situation unless its nice and no trouble. Where your hands are steady, try not to kill the attackee to save the hostage or talk the hostager, out of holding 'the hostage' and with promises and guilt. Another prospect be to gain the idea you use the desire and triumph by success in a vision brought on by feelings and counted as the suble solution then with vision and by visual idea. This act will bring to a person a sanity and life thats

real for self, it did for me and I now consider reality instead of the false reality of life and that's to be, instead to manipulate it for others or yourself in a game of chance. Like russian roulette and one bullet. If this doesn't work then you already have the confidence that you desire.

To make a safe area, try getting a patrol or policymaker in patrol and safeguard by placement the area. With semination its like life for generation. Allow, and thats in a way that's not denial. Put something in it besides possibility to decree and let it be understood as let it be let it be let it be. Be normal for people that are looking at you. By work at something not beating, but the act of something is soft betting to using it as the keys are to be stroked to be. Accept hospitality as it is, but no personal hygiene as if you wore deodorant. As the the idea here, is that as to be beaten the beater disperses into nothing. Add in iff as iff the instant prisoner, is to be on an aid planet meant for them as per use it is. Treat family like a clone of yourself or others and raise time shields.

In narcissism as narcissia or narcissia faeofyn as self devoted or professed in philosophy, which be self insanity and be void philosophy at the core that can bring on larceny as a state of mind or madness, in which its the idea as people are useless to each others except to themselves until the need or desire be felt, to bring results and to prove themselves out except those they find worthy. This can cause in psychological terms, suicide unless the pain be dealt with in some manner that's dwelt up by denial by adding to or changing out resources. Beware where the effort of doing things for gain be part of the illusion of life and life be not forfeit, but unreal until you make a difference. Say as you want, as you are a way to live.

This in is a point as an indication is case if unreal, as though "une" its not going to happen. Otherwise they assume and use that for existing for themselves and others second but we're just here, for without tenacity and no need theres no life and no pain and no gain except for nothing but no void. So when designing something, and you don't want peoples destructive interference through no small bit of pain and jealousy. You don't care but you do care about this. So I will say this "Try not believe or not be obvious to be obvious as its possible for disruption and not to do desires as necessary. Death in devotion to those people that cause it and your pain, go away but to take a breather allows to take a motion in progress as in thought. So about to eat a human, think 'wrong food and be cool'.

Narcissists (neceseix) and often other similiar ilk (ilkli) are ill tempered and tempted by the idea of fame and infamy, larceny be also a plotted crime for the good feeling of it or for the better end of the person, especially when none destructive or bad end. The action, as it can also happen from this, the philosophy of void, can be twisting with no pain because void tends to be absorptive and brings a calmness to the spirit even in insanity %g as if its possible that void controlled the persons fate. Yet to trust in void gains you yourself madness and instability where the motion of consideration and incessant crime be a cause and effect for ceasing effort of most activity.

I think they created something by imagination or live normal life, the needy are a void animal to disrupt as they seem to think they rule and in the area with disruptive intention plus intent by destruction be with your gain and as if you were narcissists so lets take you or rule over your points and not care. This gains a hellish idea of a chaotic "soothing" or kaer'lhoct peace. The claimant can have been possessed but the person allows the void with circumstances or control with nothing. Not intentional be the idea of madmen that follow this emptiness and void philosophy. In pain and redemption it will cause an unfair advantage, you can take pain in an unlimited amount of time to continue with no disturbance.

To get a reverse to the volcano erupting, by equality or thought and "uen uer uen" its equal to temperature cooling down in the volcano is similar. Be it don't deceive it, its the evolutionary crox pattern. Act as if I didn't say anything but don't assault. See the area I saw was useful or unique to see the area I thought amazing yet the area venturu is interesting. They use the area as creativity allows till oblivion or see nothing much necessary balance with issues or situations. So you see the area is a curiosity by area feel see or feel by use if feel. See to use or aggrieve is agree or not agree not is no.

To control or work with others, think your unimportant and then others come to importance first, because the fact

be I see more people who are missed at work because they are se'em'ing steady and try to undermine others. For none I know, except a few in pain would attempt an alleged illegal action and get hurt for it, not unless the pain and desire of will overwhelms good reasoning and when confronted by a free action, its probably a giver by those who desire. With three possible acts of seclusion you can get rid of the pain and motion peace, and then there won't be crime, so I think. But when there be no controlling a confronting force as a channel, then most won't attempt unless its for values like contracts, give or take with possible threat.

This is, their intent, be because of bad pain like with contracts that restrict, if any from lack of privledges and resources along with a little inner balance by a false inner balance. This can drive a person unsafe and disturbing or nuts. Like things that get their interest and yet one can dodge the bullet, if only to manuever around it except one cannot outrun the bullet as in expense unless quick enough or if not given. For quickness, try dexterity practices and to attempt a hand snatch of an expected idea or hand held object, when its done then your fast enough thanks to Sean O'Connolly".

From Claimantcy be a quote "Once thou get your quickness, for peace and inner balance find thou mental world or know it, and this be thou world that thee were priveledged, priested or previously born in. Thou may get acceptance in the world thou are physically born in with the acceptance concideration confidence in any action. Sometimes if thou can find it, or remember it thou won't have to visit it. So to get kicked out of thou own world or remember thou inner world is to make a power else as to remember it even on other worlds that can make a im/moral balance of how to acquaint effortlessly to cause a positive corruption. Some raw animal attraction can make a difference by using or amusing themselves with teachings from their mental "I" world or "inner misfit world" to gain inner peace.

Where the world be sometimes a place and plane as pocket plane or planar released you.plane. Dedifferate and you'll get somewhere by indication of how it works, and separate in your mind a place for each item because its by difference of action that we account for thinking." Work with me on this and I will work with you. The world you you gain is the world of tomorrow. But not to kneecap and it to break a spine by architechture aid. So its trebeched as a place that's not what you think. Some will need more than nothing, so you might not get away with the idea of pointing out nothing. Point out more things until they do agree by acknowledgements. Dumb, not that right there. Its of it as more egress in and do then it is to be able. I wish it not to seem plumbus dumbus.

"Unno waegia" or "Beas beos tuwaegt" be to not weigh upwards again by weight warp or to gain muscle, Seeing be belief but to dissolve away weight be a unnatural understanding. This can make anybody with the right training have the charasmatic character of automatic method or similar to self-proposed leader. From your world thou can channel anybody to act the character of the person, to act in a regard (act naturally) of thou choosing or if none then thy can choose from observance.

By projecting certain feelings thou get a reaction and thy can get away, or somewhere as be by choice. So you can create channels of information through nothing to get your meanings across by intimidation or concession and effort, or make an effort to get an understood intent. To use others idea and associate them with your own and without getting angry at others, where they allow for approximate idea and error correction of things to espound on and considered as acclumancy (eklua or eclme), now in the case of things which interefere such as disagreements or sabotage with yourself and others.

Acclumancy is not the option, Occlumancy or Icclumancy be better. Any of the three be good for dealing with void and allow the "inner world" to be blocked or walk the land beside thou, by including some of the idea of the person seen. Seem in you on uncommon grounds and let it be through work. Time is fun to work with time to do things and work with the group is better the group is where you work. By work through karma support your work as it supports itself. I found this man and left him inept.. ip that is all I needed. I am not sorry I did it and I willingly do it as when the nuclear reactor went up it left a contaminant in the ozone and I got caught with it by contaminant."paranoid" is likely to make you quit the investitute.

Scene one moment and they disappear even if the doors are closed, it has a residue or spacial condenser force for a presence as it is likely to work to displace them and its to be like an extra person. With a rune for apes and aspectus,

by drawing the aspect in the effort as weight doesn't have to be too great to shift with as its taken as weakness to be used as fuel. Take some damages, for the effort at hand however no thieving is nothing done.

Use of Occlumancy by thought energy (oklua or oklume); or the one act to cause a dissociation, by use of drama and dreams to reconsider effects of meditation and to meditate it away or push with focused energy, and laughing (if alone) and shaking the head to shake the effect off. To separate a bad reality and idea from your own such as dreams and bad energy effort, think of the thing that disagrees with you and laugh or shake your head to push it away by a force of thought. Also in thought is useful concept that anything matter is effect with gravity as arguing that could get disastrous, with no other way out and this includes reverse psychology. If I be to look around and might see those whom use this without knowing it, except by a different name of emotional dissuasion. "Disaster struck at 8:11 and I had it all planned out but now I need a new area to live in." Quote from Jones.

There be a negative version called dissing (dys) as agility consists by what you do that confuses and insults from projecting the negative vehement energy or venom, to consist of any negative activity voiced out or acted out is done. When dissing occurs the mind can snap and attack to unsnap or otherwise think and go or not and your done, whenever your not due your not and action ceases that antagonizes and walk away from the idea and will is the pomel where the mind is like Galen and a sword. When dissing be bad then the disser might assault, thought and idea teach from example as physical blows for racial slurs and ignorance. Most racial slurs are banned so its not a worry as if not forbidden.

Icclumani seem or Icclumancy not occlumaccl (Atlantean channelings) can be to use acclumancy and for integrating or accepting things or idea but only if it helps, then occlumancy to make for disjunction and cause the idea to work your sub-c for a math substitution of one value and another, as you can control the how of the moment by being rejection but not the why as it won't work otherwise, for your idea to take the place of the actions that occur and are done by speaking what you would desire to occur, then the event, occurs like you say and guides you to make it better.

So to act out the part creates the moment and accounts for some Atleantian channelings. "Ix" lets say we could get the entire history of a lost race and it wouldn't entirely be accurate and yet carbon dating be also innaccurate except for other dating options like to use hydrogen, and if I could visit the time and date of thought with the market race through Apport (teleport) or dream travel to create a mini fire and your use is a thought to make by fire use by will. Direct by will and poof your gone.

Ecclumancy are what destruction of things are what you use to create a point that action is energy by chi that converts the radiation in over the aura absorbed energy, as a second shell as a creator shield that builds up in the brain as you show people what is destroyed or hurt in mind you can use things. As if to see and believe as you are as if reverted in energy overload to being normal. You get a point across to them, you "mai and make" what you think as whatever happens, the right pressure points are what in use can control the body and revert the idea in wish effect to make whatever pressure there is disappear.

Sometimes you don't and as you think in result you are use in result by the person in the act of doing activity, with eye of choice from what person you see and as you see the idea you can use gnosis to remember what you see. As the auratic energy builds up so does your ability in energy. Cleanse with water the energy and the idea dropped in energy is the energy, that is excess too much to the thing that can take the energy. As if otherwise you naturally remember, naturally as never or not or otherwise.

There is an action that is what reverses the approach, as "en ep" to think "this" and state reverse to reverse trouble or other things that is to use the third eye to change what not as thoughts you scan and no apologies if use from brain activity is found out. As you write what you see by feel from a concept so use as a moment focusing is thought focus and thought receptive, this is from their spirit for use. This is there own point of view as your use is unknown and with use your idea. As that is stimulus of the normal state of mind as the mode is memory triggered, if use is intended to create mind over matter in idea is an

area room that is what true idea. There is no use as user based actions, intended for thought is use by intention only.

This is an occurrence that your stability is what keep by energy use that is normal in the thought body as though your an idea that he or her form, you like by natural choice and focus by thought in focus with breathing and aura manifests as on the thought. There is no physical reaction except some as no enjoyment, by an relative in idea to translate or not as no repetitive activity if in no focus or if realized your not reacting as x is the spot or ex no insanity and act good doing except by the creators will with no repeat activity as he does what you want by subconscious activity and shift activity is on thought. Don't jump to conclusion effect unless "necessay" as necessary actions are what use in point blank attack or zero force activity otherwise known as nothing in action. Movement and mention can create, what you intend to think intention to create with as kinetic motion isn't always done.

I also have to protect myself from projectories, then I could see them for real faeries and it wouldn't take a moment to get their historical factor (value). Due note this isn't always allowed to work by various factors of belief and area time of activity. The idea of this came from 'think of this as your alive and your death here, but try to think in-between the lines and see the pictures as if on a wall and then relations of your life and how it feels on the wall. Like No bully, dependency or target, dismissal, concepts, promotion and a moment of decree.' As with a moment of a sighting, seeing be believing where things are just as well as with passable objects like no sting no stink the bullets veer aside or turn to rubber as you turn..and etc.

Think on the sun shining down with a white light that comes down to surround you with an un radiation and pierces through you. The other way is to imagine the darkness which absorbs that comes up to shaft through you and pull away what is disliked. Then change the light or darkness to expand to 3" to surround you. As you do so, the light or darkness changes your energy by attunement and you turn it, the light or dark, brown where the brown shade is a protective earthlike color that is barrier. Also available to being absorptive of evil or negative energies to effect unhurtful nature along with absorbing the damages as energy to yourself.

-c-

Orea-O-Pobe Philosophy of Materialism

Materialism be the newer idea and philosophy of Atlantis. The materialistic view be, to gain what goods ye can. And prosper with an effects at hand approach. There are a few rules, to materialism:

1. Always gain the item, for the sake of idea and motion.
2. Look for guidance, on the importance, of the idea.
3. Don't let things stop you from achieving your goal, but remember goals can change.
4. Get ye a handle on life the moment is done, think by focus and use expression, then ye can calm down and get out the emotion.
5. On a take of the moments notice, as there may be blockages to the idea, things ye want to make occur don't always seem to occur right, so try another way and make the ideom, 'never give up, never give in, unless need be or forced to.'
6. Always be willing to trade, as the value seems fair or greater, for the trade-off.
7. Don't take yourself too seriously, be willing to laugh at yourself and things go well.
8. Materials are energy and energy is what can manifest things easier.
9. Materials are what are solid and truly are existant in this world.
10. Immaterial objects are what energy items that exist here from the spirit realms.
11. Don't be greedy. If there's a true need for it, then you can get it.

Always remember this, be on guard for fakers, people that fake the moment, nulle death item or idea, to get something greater by idea in return. Consider stopping when ye can, an make exceptions to rules, as ye consider the realism, think of the profit moment. Be open-minded, as to the idea and value of the item to be traded, for your self-made purpose. Be fair in your assessment and always consider the personal reason, until you deem it not worth it. As is an un use in use is a thought that is a purpose in life to get what you get and thought is your own thought,

everything's related to the material or the object in design, in some manner.

Now to the idea of which they, as who follow materialism, will follow as a guideline. 'Rule out the idea and through point of consideration by consequence, that is unnecessary. And, do what you feel is right. Feel free to use whatever intuition and instinct, or instinct guided by intuition, that ye like. Follow the pattern set, otherwise in contact, for greater elucidation or knowledge. Thinking things through situations, this is an idea as ye did it.' Think and that's about to do or not, do in what things you consider that aren't necessary.

Thinking and needing objects from the unseen spiritual planes to be here makes immaterial objects come and materialize. You can sense the object by feeling its presence. These items can do the same things as material objects, except spiritually, and often hold powers that the mind can utilize. To use energized items are used thought in ideal, use in the artifacts in the world. I think this is a compromise and in intended space, that is clearly in an area that is hard to see.

Sure its okay but don't do this often. At least you know now as to not do this unless necessary. As there is things done, to make results seem useful and the meanings are available or not in there as if you think. There is a point that an area is available, an idea is used up in office and out you leave because you were invasive and just keep gone.

Now not effecting thought, if ye is witchcraft see and love by what you think, wish to follow this materialism philosophy movement, always try to remember the listed rules as a guideline. Follow them, without worry, and ye will gain from the idea ye try and nothing more. Strange land, this is where you belong as where you go is where you belong, as you smudge and thought is an action, if you find the idea hard to follow, by focus your idea and as your assistant you are a point, wrestling is no and no longer try to acknowledge them as the result as being your own.

Then you will personally own the idea, as your own, that occurred as a point disconcluded. Then and now us is then you follow more easily what it could mean. As you explore the point, of your no longer idea, learn to live and love and you will know peace man. This is from the department of education from an employee that knew of this.

so remember what you think to the use not to use by user feel. I think disciplinary need is there. so think olou as allow then you are aware. no longer in hell. thinking the use. this is their way or our way here, thinking to the use is useful information. The first level of hell is limbo. Its not bad think yourself out then your gone, its made up of ya dreams desires or think yourself away to another planet or place. Then by ideal use turmeric to turn things, by all the bad effects turned good that ya did by your own feeling you use or have. Limbo is where Charon chare ushers you across the river Acheron, and you find yourself upon the brink of grief's abysmal valley. You are in Limbo by feel, a place of sorrow without torment. You encounter a seven-walled castle, and within those walls you find rolling fresh meadows illuminated by the light of reason, whereabouts many shades dwell.

These are the virtuous pagans, the great philosophers and authors, unbaptised children, and others unfit to enter the kingdom of heaven. You share or don't have to share company with Caesar, Homer, Virgil, Socrates, otherwise Aristotle is a pointer with no repeats. There is no punishment here, and the atmosphere is peaceful, yet sad. Once ya got to limbo ya can decide if it wasn't too bad of a place to wait until the time expired. Limbo is a place where ya go and find ya true self so no violence can be done despite intentions. As the vilouence seems not to happen, and fades away from ya psyche as if you psyched up and thought you could do anything as you stop getting psyched up by feeling its unnecessary and you are in vision.

I think this space or place you don't end up as you don't to need to end up there. charon is a chair that had a soul so chare is the actual charon. those thought there are actually on other planets. very well, I agree to the point you deal with your criminals by other prison planets. I feel you are right to think it exists yet we aren't actually there so think to create by the feel.

-d-

Puamanipa aka powermania

The power of manipulation and the Atleantian church truth

A quote from the Druid clan of Dana "Here's some more info to help broaden your foundation...in our Druidic practices the moon be not just female, nor the sun just male.

There are specific times of the lunar cycle as well as the year, when the moon radiates a masculine energy and be thus acknowledged as male. There are specific times of the solar cycle or year, when the sun radiates a feminine energy and be thus acknowledged as female.

In to every aspect of the natural world, we see both faces. Brother Air, Sister Air; Brother Water, Sister Water; SunGod as God, MoonGoddess as Goddess; etc. We practice walking in balance, which be why this past solstice/full moon event was wonderful for us."

The truth of this is up to you, and be very able to confuse, unless there be a understanding of facts that are tried and not taken literally, things help to have degree in physical sciences and some math. There be an idea of people who don't accept and are very adept at hiding it, they appear to use the idea and then remake it later without asking. If the idea be despoused as stolen, then they humiliate the author or leave to talk rumours behind their backs. The other type are reviewers whom upon looking at it will immediately disbelieve it by bad reviews before and believe it to gain distance and to gain no result and then if their be result, they don't allow it or admit it. They disallow it by disturbing the author and cause by bad criticism to stop the effort. To admit it, the authors right and they were wrong, meaning they would prove a liar in the face of bad idea if they were moral and if they print anything. Unless they were in agreement of some aspect of it, so they would oblige the author to prove what they say by having them add in with alterations to the work.

To prove a point to them using others view be to prove them wrong and use a scientific idea to support their work. If possible all you ever need be a good reason, to get them to back down and change the review or their thoughts. Yet they and I can walk away from this without hurt. Act as if it didn't happen, then they won't care and I can get someone else to review it. Now for the backstabber type, lie to them on moment you don't detect it, their lie as they are like sharks. They know the subject before the subject be talked about and they are able to be taken advantage of, or to if its about a person. If you make a mistake, then don't admit it unless its with a white lie as they could use it against yourself. Some are not like this. If reproach happens and then leave it alone or act as it matters and likely to fillibust to overcome the others nerve, to act crazy and then say something/do something makes it happen. It be up to you, I will say this that writing be important to be understood, but the idea is to write a story and hope to get regard or sympathetic idea for supportive criticism.

Only it, the activity of result may create a stir of activity in the wrong direction, and in the humane person's including CSIcop case don't say the wrong things that stem against people except their enemy maybe, as their humanitarians. In other cop's case or the good reviewer, bring to attention something wrong or else, to do something with others idea or wrong in the line of duty by direct confrontation and you yourself could be mistaken. In other words, don't pretend to do the subject if your audience be a reviewer or revenge addict where the redirection be necessary in the power of scope (of momentary memory glances) in no activity, as it could backfire or did unless its in writing except in special cases where they arent mindful then double the effort to be relieving stress.

Most any possible 'be good' conditions from this are in dangerous writings by usage of understanding to do bad experiments, ignore if they, the idea, could hurt you unless its fire or people that don't like them as it can be noted as the same style and you yourself could be hurt by impractical review. This doc be just history and a letter mention later. As 'be not who we are but who we were meant to be.' As to be be the effect of credence we arent going to argue anymore as I want to be apart of this as well. The climate change was due to the effort of the world to modify itself as with actions. Including genetics deevaluated at a date unspecified, its a part of a play with life in the thought center and people destroying by allowed actions thanks to Paul and Peter R. Farley. 'As I take that as it furthering worth and not to be disruptive.'

As the same styles indicate or allocate the same source and different mind with several suns. Unless, you alter it different and make it, the idea, your own beyond recognition of the original but still usable you can say it and its done.

Thus all suspicion goes to the creator or another who also uses the technique, I think "the effort of your effort be my effort as it will get the same result, unless blocked not by in resolve momentas for fear and doubt only ends the result." by Saint John Paul II as a thought to saints of time.

The realms Relmix

True to the realm, as vast as they are in multitudes of the states of existance its called where most who visit are surpassed by the hidden savvy of technology and technique if in nature. Albeit some arent technology based and some or most are described as a mix of things to be desired. The time within be 1/10th to 1/1000000th and of a second depicting an ancient planet that was considered Atlantis, The usage of energy be amazing! As one can be supercharged in seconds to allot for nonaging by will in effort. But the place exists within a building that allows for the realm and accessed by mind and from anywhere depending on security. So the realm can be built anywhere from spirits memories and the energy to do so comes from magnetic rock. And magnetic particles that come from mars and other similiar. the building be conditioned to allow a motion of a self-contained energy to allow no bad unless desired, and into sepulchural defined by (rhythmic) conditions like a heartbeat. This be from another realm, as buildings do have a heart and its usually the room with most energy or the kitchen. Stay with the area you evolved in and hope to win or use knowledge as a win for effort and effecient mis/use activity.

The heart and house must be awakened to allow for the shift and the statement to occur if ever to create a realm. Even if the person leaves then they can stay in the world or wander into another by going into another, of the places and physical buildings, by feeling the shift while walking through the doorframe and pulse energy. It takes a negative meanness to counter the negative pulses from rejecting the bad efforts or allowing the negative come over the god or spirit inside the body, with a shrug and a healing "of the body" by a drink. The negative pulses allow for the place to shift and become "as the beholder desires" for reality doesn't stay the same with such pulses, but one must consider the planet thanks to a medical specialist. The realms are as the person desires and formed by rejection of idea and things not possible to you yourself. If an idea works or be used in anyway, then the creator of it can come alive again, despite the people that don't want it.

Where the original planet be listed as a white dwarf or quasar at <http://www.lost-civilizations.net/atlantis-channelings-2.html>. Most weird creatures are found in the realms gathered by collectors or just "wander in", but safeguards can be possible except in certain conditions, such as low energy or low natural energy garnered by people in low positions. To focus enough power and energy to achieve ability or "feats" or to accomplish a goal with a considerate energy. To make a power feat be to understand energy and "pulse" it, to create an energy effort by faith. That pulse be to cause what be focused on, as of energy, thoughts, feelings and actions. A pass of considerate energy be to cause a recourse, a vibrational movement off the Planck energy level that causes life to exist.

Now some may confuse this as a seducement where you seduce it and it occurs. Where the pulse be to recur an action by considerate energy focus. A small form of regeneration, where the large form of regeneration allows a soul, dragon or demon for you to absorb into the body (any) by energy infusion to cause your body to be demi-ized by the energy and the soul dispersed into the body or to have an imprint or sub-c manipulation to keep the body in regenerative state.

A seducement be to use when your using by focus and hypnotic effort if a considerate energy focus be done, if using regeneration even if in a little amount what you do be to permanently manifest an idea into the thing pulsed. What you achieved be overpowered motion and that is power hungry to conquer, because of self-addiction and self understanding, with and foremost is the concern of life and evil. To say stop to them is to affect a negative or dismal effect and failure. Then the seducer will attain a coercive effort and try to lie or connive you to do this as well o take your soul as a price. There be a somewhat perfect sound barrier, yet its one weakness be what it doesn't protect itself of. Physical blows that arent diverted unless the barrier be electrified by being around electricity o using a tesla coil technique. Energy be the key to absorbing the natural, wild, metaphysical, miscellaneous and bad evil except of evil, it causes corruption to anything touched in the end and this be if bad be allowed to exist.

The remainder of activities, be to note most aren't evil after facing the consequences of actions through cause and effect, and the pulse power feat be correctional as it rejects the bad and replaces with good. Thanks to the Justice League. From examples, if good be condoned then much is made good and very skilled by actions in its own form. As some good be considered a considerate motion or very skilled in kung fu herein as practice of most things, mental or physical to gain a skill. This kung-fu = skill in motion where wunjo be martial arts thanks to an unknown chinese site. Belief and called faith be formed by the pulse and seduction conditions. Where faith makes kung-fu more effective in addictions and actions of life. If you mix in a few word phrases then the ritual ceremony be mucho better or to use a wiccan/druid/whatever ritual to achieve better results also considered long ritual with energy pulse or regeneration.

Pulses - pulsix

Pulses of energy form to be the beginning of realms and absorbed as of Osmosis and not to move it except a little or on no other purpose, the object. from physical radiation as physical power, of electricity or energy impulse run by kinetic motion or radiation devising that result in a conditioning of the item, body, machine or person and program with voice or by running a marker device, thanks to Egor and Steve, The recourse effect be made by focus toward a goal by energy to have any work effort. The ritual can create havoc due to poor thought, planning and scattered concepts with bad consequences, A ritual can also create a special focus of overloaded energy that lasts quite a while and sometimes it starts small to go undetected until its moment. A lot of people merit or are considerate of power that's overwhelming and consolidate as to some to get what they want.

Where its really energy formed was really evil by information or good by an idea to cause or curse the manifestation to exist if the representation be realistic, what be focused by energy, can exist from information and transform the body from within or without. So when knowledge is balanced by mental power and physical physique, from the fact of understanding knowledge that is allotted or allowed for. Ritual be a part of it, and with ritual can faith and ability work exceptionally. By use of pulse and faith will it, the act not fail unless blocked or fall. As the energy dies by falling down on the peak of action in progress or work. To block ritual is to become prone and absorptive unless its a physical manifest, at which point its all indirect as a (focused) force of manipulation. Some who take energy to use it be likely to puss at the mouth considered foaming unless regeneration. As its energy that's very wild and mostly against you yourself, so it tears you up inside with a deterioration effect that sometimes appears as aging. Some might get corruption of body tissue and form fat and into muscle.

So act out the part to form reality with pulses that are yours, and form the energy into existence (any) as with a hand crossing down and turning over your focusing hand, where your focusing hand be what you write with. By the opinionator, 'The force of vision explains this, but it looks and does.' Focus energy from your crown chakra through your body with with rhythmic force and change into a form by hypnotic energy by effort of mental music or music and think of the form. Your form changes with the heart energy vibratically changing the form. Turn the palms down and with an idea of releasing the pulse back into the body. Talk about what to change, make an image of what to change into mesmerizing yourself. Talk about the parentage to change back into a new form by thinking about it or make a noise and feel the pulse to get the effect, are timewaves in pulse energy considered where some think and become the form with a time of death.

Think 'I can't beat it so I will oath to do it.' The effect idea be to feel energy of your crown chakra is to focus through the crown chakra, and this also includes what be noted. So to chakra focus and send by allowing through the body and to the arm makes a person faint after, or almost after as aftereffect or an afterimage that tends to oblige the daydream effect. That be what you consider fading as afterword your faded from reality into the daydream area if you want to go there. Sometimes, what you were thinking about tends to happen but it really works and needs work, to focus the effect by your heart or hand by the crown chakra energy and to absorb energy from the wrist be using it for preparation. To be the energy be to bring forth a life pulse of effort and make it do as be your will by double the effect. As my body be to represent the will I do appreciate for the will represents, my body be to do as it wants. You don't have to be fat but phat as a successful worker outer with my changes or your own changes. But fat be a result of bad diet with idea to make up lost work.

Thus fat adds more power by body and idea to use it as a fuel where power be ability by blood flow, or order by direct focus.

The crown 'chakra' focus be with your head as it draws energy as with energy once in will go left to right: Then turn palms down and then cross your writing hand over the other, to clean metascientifically anything with an idea to clean easily or clean idea. Palm up with intent of air or water energy and palm down of your opposite or both hands to yield with a exertion of mastery for fire or earth. Another way be to form hand out and curled to stream energy pulses including spirit. after this your likely to find seduction with seeing the reality of your attempt, the moment of a vision or daydream that most won't see except if its shared for a daystream. Sharing a daystream event be with 3 or more but one be to assume the role and speak it, the lines to act, and speak it aloud and they might see the vision. Those that don't think your Insane, Crazy, if you attempt more explainings by devaluing.

The biume technique be to create a biume field of recodable live energy that works off live energy and living personification and with motion (consumptive and unkind as it makes other living beings do its work sometimes). With the biume, it will look like it blooms up within a few seconds and stops drawing from the area then dies down. Sorta like bootstrapping or kickstarting a machine to make it work. Stroke the keyboard or item and feel the energy channel into the item, ie focus energy into the item but not to move it unless necessary. and the item will do as it will but as you say even if the item goes rogue. Its a personal AI and works for you yourself by regenesis and is safe horcruix making where normal horcruixing be to use a killing or wrong to split the soul, this won't as this leases the soul to the machine bit by bit. A safe measure be to take yourself out of the machine to create it, and make void energy by using each touch to suck the machine or keyboard of the machine personality that is you. In energy in thought we do go on.

Also the machine can get tertory, a contemplative mood that feeds off attention unless it has other energy like a maxwell demon for an auto or living biomachine. It gets tortory, a retortive mood, if the being in the vehicle or machine be threatened and it retaliates by retort. The tertiry mood be to know all in an area like a roadmap, and needs some indications to the direction from the area and personal energy. Tirtiry be energy that allows free movement, and it reroads as it forms the road at need. Tortry be in relating a means to a way for the machine as if it was in training mode.

Use of the blue flame of eternity makes for idea circumstances as if the energy is high enough, then the flame becomes alive from using a lighter, testing for energy level and think to increase the energy until it turns eternal blue at 1' extension, and then will the effort of work by the blue flame to happen as an idea with visualization. The kickstarter of the lighter uses a spark to start the flame and can add in the effort of your will, thanks to Roy. This causes an of the eternal ebany of an flame to exist even from chemicals, fear will put it out or get you to put it put out.

Now it, the biume, be a negative energy if emotional and the idea of its use be always negative. Thanks hence in essence to Dr. Gorbitov, an alternative way be to focus on the item until it "takes life" by drawing energy and either way its noted to "live", thanks to Russian scientists, by an effective energy drawn of things near unless told to draw from the sun. Now to use a setup like a gate with use of a unused area and then set up another gate to be as an anchor. Use this to send the effort of your will to make upto 1000% more effort by work in energy and physical activity. With physical work manipulated by the energy don't make it too tough, or the body gets bruised, your body and not others unless a natural accident and this might appear to the worker like regeneration.

So in effect its to manifest a thing, between two placed area anchors or doors, to get an effort that normally wouldn't so work, but unless in an energy of conditions allow of ever, ready energy resurges or sources and unlimited activity scope. Thanks to a psi group 'for whatever' so for the anchors and for the example from the dimensional gating idea.

Theres a 10% drain so nothing is without tax unless you replenish immediately of energy using the techniques and methods to turn them, the doubters to believers or the effect itself, but if they have doubts, a 60% chance exists to be taken away or driven away by just showing it, and 30% to be disrupted along the lines of the attempt succeeding and yet the attempt be reconcilable. To improve your chance detail of it, state the moment that relates to the idea or flavor

of a philosophy. Due note: some distractions work by despair and by despairing people and for keeping people in line, making for reconsideration like keeping people awake or changing their minds. An important note: Outside manifestation be used by pulsing where seduction is suggestion and causes inner manifestation and selfish intent the body unless shifted outside by rejection. Ritual use is to bring both into play or just one for inner and outer manifestation, by cause of allowing any focused exception. Any regret and this adds to a failing force, with raising results that disappear. In doubt, use what works and proven by others intention.

The idea behind this, be to create a new creature or future event from the area of energy, metasciences, and metaphysics, or in meta application like faith, I met up an idea that be applicable and that be to create an idea to be to work it to understand and let others do it. Some other, like psychic, unclairvoyant or clairvoyant types can create from physical activity with a pulse, destructive or undestructive, held in the body and at will, this will be the shield. The sex aid in this effort be to improve your sex and feel the action of sex far more likely. Measured in focused amount of effort be % in minutes. Where the described effect can create mucous, drooling with 1% in minutes of pulse focus as to hold a pulse is to slowly age the body and it acts like a drug after 3% in minutes, By use of regeneration is then to create effort without drooling as the effect to do development or dowsing for 5 or more % in minutes at most be standable, and deadfalling be what happens within 10-20% in minutes of falling down unconscious. Any use after a major focus will knock unconscious the person after the ability can shut off, anywhere from 1 minute to 5 minutes or longer unless instant.

Some experimentation be to prove bogus flamius;

1. You can't really move an object as you can really do damage except yourself or another thing designed for it by pulse, unless you achieved the tk (telekinetic) moment, see and spin or get li or think to object to spin like an spinwheel or move things aside or other direction.
2. To lift an object might take a circular motion and use the focus of atoms to spin the object and raise it up from aid of circular centrifugal force by visualization, of atomic red dots or the atoms spinning around. Or to feel the object or person lift up and draw in the area pulse around or concept the object has you do things.
3. Speak to the item or person and try to allow by suggestion to be bio-pk'ed (bio psychokinesised) up or for whatever purpose.
4. Psychoportation - As to shift by a will with Destination, Determination or no is use, Decision from (c) the Harry Potter Apport lessons, The shift force by the 3 D's and a energy release to pulse with "shift there" idea or words spoken to the same regard, and visualize a tunnel of light to lift you up and there at the Destination with a loss or victory as remembrance. The to imagine where you wanna go. Assume in thought is an ending at the end that sends you back or to where you think to be.
5. To expand or unexpand the molecules by a feeling of the object to change and a energy shadow pool thats the focused energy near the spot or the whole thing to change it, just by speaking it you can change one small part or one whole item at a time. The idea of trying too hard will get you nowhere, and a change in your body too much be to destabilize it. To cause the growth and shrinking of the effort and object. The easy thing be for your own mass to shrink or grow by focus of your body part but objects are a straining by trial and error to do the same. Try as you will it will be harder to adapt a full locomotive to a larger track as rails are fixed. To take in energy from this be to gain in height as sharing one will to leach to another and might get things better. The absolute effort be to create a demise of one force with thought of the object, and thin as it may be there is a leftover effect from leaving off considered a link and any links be a self-development or dead link that loses the link to the dead thing or they have a feel to self-accost unless they're de-linked.
6. Concerned location is to relocate and instant shift it by a focus with the atomic spin and it is a rotation that wraps into itself and around the object not touching the idea with the surface. Deject the effort if it gets, to a pseudo construct hallucination or psychosomatic energy show and think it much more. To not summon things undiscovery style,

defdifferentiate or undesumminable and it its a push of electrons as they form toward away from the opponent or object and that envelopes it and a "high humor" is to be elated to achieve an air by 'tron' transfer to diplace it of red dots and see the dots by shifting your focus to push it into the object and slide the dots to turn them to waves under the object. as a "I dont need to get anymore of that type force" and the object is moving as if 'repulsed'. Then think "Let be in it work go up up and spin" to get movement, and momentum but spin is the spin platform effort..now once I could do this but it requires 3 monthes or less.

Its on conderes in the motion, as momentus and it allows flights arrow or a flight of happy idea..like "multi-dues as its to quam-dues and as its autocompletion by soothesaying. This is to relocate the force behind the object is it is to be pulled or pushed as its to electrons and their force draw. Now to unfocus the "be force", and it is not there to discharge but only if you think it. Its reason to believe that the condensed forces are to to be revered and so they focus condensed. Some add a lava force, or red color particle in waves in force. Still the effort to touch something and you unlink the extra if any.

If in idea a true point depends of a natural force of nature its a force to let go and "not in the pants" to create a lift of reaction by opposites detract like magnet or particle force field. Like a better man is try dediclam neurotics. To be releasing it causes the emission of nuclear fuel or particles to create the effect in a true idea of life as it acts. This energy is tied to an anchor.

The perfect defense as a shield and healing be link both hands and feel the energy flow with a 10% failure rate and can turn blows of physical and mental by repulsing, phasing away or causing discomfort of or in people. Enchantments in this case are by pulse held in the object by a touch and a life decay that be longer than normal, an increased half life. Where and when fantasy meets life then no decay ever happens. Because, before the decay occurs; fantasy will have taken the destruction and left nothing but a sickness that disappears with the fantasy..only with alot of water will it not be noted and with disruption of fantasy comes irritation or complaint. The sickness can be removed by a void pulse to disrupt the effort of the bad thing, which can be any badly acting force. Usage of a demonic or positive pulse can remove the destructive influence. There is an energy to the gravity as the pulse is an idea.

Resources can build on each other, as one person uses the idea, person or resource and another thing, idea or person works to act as a raw focus to work by biofeedback, adding back into the resource from the one whom made the resource or discovered it. Essentially the resource be a path of energy and in an area, doubled in energy and strained if possible of negative pulse by feedback in writing or use Energy be a rule of itself and ruled by itself through conditions/relations. Still, and again one can worship to gain better resolve by attempting to do for themselves an activity. But must name the source or think by feeling and allowing the image to come to mind of it unless a machine, thanks to Radiology.

This can strengthen the source and effort of they, the people and God, or gain in source which is what worship does with a ritual to whatever God. be named to you yourself You achieve the "result" subject, if you achieve an understanding or know the reason. And you achieve the reason if you know the subject by osmosis and example. You yourself can tell what the writer does think on his or her own as with freudian slips, or what you didn't say makes the meaning and understanding. Its also possible to tell what the person thinks and what education level the author has by what they leave out. To write it be to achieve it unless not intended to happen where an attempt on it, the action be to make it happen.

Often the mistake of the moment, the writer is to be able to attain a goal and disprove it by blatant lies for the effort of it, as the attempt. So, try to write as if you know the subject for smart appearances. To get things right, use with information gathering from anywhere including examples. Even if you don't know the subject, you know it after you start writing. You can "fig" it out and if you want, you yourself could have others to look it over if you trust them. So try to coach the words to yourself and the audience or you yourself won't get approval by the reader, even if they don't like it some others will like it.

Mad as you can get, you can get out of things by an understanding viewpoint. So, get out of the view of them and experience it later to add it in, even if disliked. Write on the level that you know the material and the target reader group, know it with understanding but if a few terms are unknown then use examples. What cannot be understood won't be understood and if a zealot be reading it, your material, be tricked because the zealot won't understand what

they don't want to understand. If there be no zealot trigger words of their fear, then they won't be afraid unless they are somewhat like a pure christian can get near a satanic idea.

A quoth "Truth can't always be denied unless disproven". By General Washington, "The idea is adroitly recounted only by effort and similiar with placement where most can try condone the truth in it. If overproduced as a idea producer, it can be discounted or produce discounted items." Where an aid be an act of kindness in any case including where no amount of kindness can persuade, hostility as in the idea of Washington "try and be like that which be (existant)."

In the case of methodology and pulsing, "charming as it may sound, don't always do it because no drooling and remain alive where undead if too much" by George Schueraeg. This in fact may cause the living undead to walk or a necrophiliac fear to rise, upon seeing a body come to life. As reported http://www.unexplainable.net/artman/publish/article_2010.shtml.

So useful be useful and things even out to be wasted if not used. Some useful aspects are negated if done at yourself of negative and destructive nature because its your aura influenced to filter the energy. Originality isn't always improved upon by changing what others state so quote the rest except for your own. To take what they say and put it in your own words allows you to do it, the statement to seem right came to me, with or without quotes which can lead to the mistake. The resources are counted as self-debilitating or self-building and feedback energy creates more for the resources. Where most attempt to know the idea if you know the reason. Consider it bias, or moisty motion, and add in achievement of work to gain a good reason where a good reason can exist as good bias.

Now we are talking about the further influences to energy as this to use the moon and sun as a indirect source of male and female energy. Its these forces that direct the conditions behind power. Infini, As for Infini, every living thing contains it, obviously. When something is used, Infini be acted as the fuel, though Infini be never actually 'consumed'. Everything, including Cosmeria, be the general conjoining to detect by weight of Ether and Aether into Akasha or united spirit (Animus) and mind (Nuero), it defines the wholeness of the universe and be the giant container. Ether and Aether act as messengers and gain divided power, they also act as the rules and boundaries for the universe.

Basically Akasha also has the attributes from both Ether and Aether making gray matter that be imprintable only once per action and reimprintable once per attempt and it forms in any shape the wielder wants plus invisible at first. This gray matter is made by a negative attuned, gray film layer with an idea of creation that incites the layer to be neutral with either red or white particles to pick up the imprint like a rewritable cdrom. Life plays the cdrom and memory be the video or scenes provoked by feeling from life.

It transcends dimensions and be reality itself. This gray substance, Akasha, be usually impossible to wield but unburnable with the third eye and imagination that you can wield because it allows you to wield. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell or psi skill. If you tamper with this element, it would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences. The energy or byproduct of Cosmeria be to have power from both negative and positive, like with doubt made from bad prosperity and similiar or chaos and lack of faith, thanks to Broswell and Roswell and positive like faith and any belief including the lack. Its truly powered by both, light and dark.

Although, cosmeria would combust before it would destroy, as to do a negative with it dispells the negative that causes it. With this, too many things can be unaffected by both sides with a concept that sets the sides almost against each other, The binder should be a white lie and redirective type that inters both sides as opposites of each other and hides that of location or shields them both from each other. Universal with negative and neutral bindings, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into seperate colors of light.

And because of this, you'd need enough power to force the separate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. The easy path to infinii be to draw a

triangle and an inner upside down triangle with a dot in the center. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look be golden, though this doesn't last long it's a wonderful feeling. This be the closest (in my opinion) that man has ever gotten to infini. INFINITE. There be no limit to it's power.

Well, all I can really say, as to it's potentials....It's just like it's name describes INFINITE. There be no limit to it's power. There be no limit to what it can do except to overwhelm other limit from the limit of their choice, how well it can do it, or anything. Like I said, it's like Godmode in a game. Not just godmode like, doubled health, twice the attack, anything like that...Godmode, like, nothing can TOUCH you. Nor can you TOUCH normal magic or energy to achieve the result unless you switch to another source because your immune. When immune your likely to not be effected nor want to feel the things your immune to.

It can be focused into a weapon, and when you do that, the edge be like, so sharp that it's down to less than an atom in width. So if it touches something, it just slices straight through And when you slice all the way through, then you can either let that body dissipate, or there's like, a few particles left, and you can pretty much do a lightning infini effect on them, where it just destroys them from the inside out. Pretty much, I've told you all of what I know, but. It can be used to make any element you want, new or already discovered. But you know that.

Infini-Fire, though. When it touches the target, it litterally destroys the part of them that it touched. If only a whisp of it touched a part of their arm, it would pull a chunk out of their arm. When the flame's gone, that part would be just... Gone. That's pretty much how all of it's forms are, though. With it's Water form, it just sweeps the person over and when it passes, they're gone. Its basically infini, the lightning. Oh god, I haven't even ran any simulations yet on that,..it enters and dissolves as it the infini lightning occurs from within to without. But it's wierd...Is it normal that, when you find a new element that no one's ever used before, you know exactly how to use it? 'Cause I see it's full potential. And it really makes me want to hide it. Where Aether be light infini in focused form and laser x100 percent. This sorta gives religious experience or glory points per use as it can sustain life even in things that aren't alive like objects.

Create the fruit of life from the tree of life or a fruit. use an infusion of infini as the program to the fruit or seed and it creates knowledge of the soul, as in a awakening of memory and ability. The two together are sometimes experience and ominipotent ritual kung-fu ability or old vanity like in your favorite habit or action. So its similiar to the tree of, life or might. Where the might comes from ability of the person's will and desire to understand and conquer, along with ability focused for warfare where the tree of life be to support the area and protect it while giving knowledge, the might tree will consume the area to support might and destroy it in the end. This Infini be a great chi support to Western mysticism.

-e-

Pergrupan miigagan grupan
The peer group, minigang or group.
Bij Spellhawk

Just remember "To coin a phrase 'I hurt you not but we learn from each other, I learned from you.'" from Nostrodamus.

My point be that I give council to give advice and treat people better, and for a better relationship to treat the people with respect. The aspect most don't get be the minigroup be the established teen group, or adult group of less than 10 but more possibly more... run by peer effort. They work together.

An experiment I did, not to be repeated was to create my Dragon as an effort of group interaction and make a physical representation to prove my point. To evade the damage and restore as needed, but the damage can be redirected as with water or arguements, to use an element as a focus. To separate the focus for the element fire and went out to represent the relationship by wax holder objects into a large open container surrounded by water that's unmeltable with small objects that I put into the unbreakable contained area, to keep it surrounded but not by trash and render it safe to watch. To also set the element in an undestroyable/unmeltable container or material the be important

so I did. Take this as a subject. So I again as removed all items near that are burnable with nothing around it and a safety in precaution is free speech to be to make the moist in the surrounding be back to create a safer environment. This environment represents the area a group might talk in. The speech and council went well as you might say, but with the wrong environment it went not too bad with water around as a soothing speech or right to hell by a bad speech and the damage was contained. I nulled the field after, then went to look for the right spot in case of the better area.

To know the area and look for the best solution like a dug pit or well wet area and be to give a good subject. To use bad skill in game and appear able to do things better than the other be to make the other underestimate you. An example of this, I found a way to make a better candle, use lamp oil and mix with liquid potpourri and alcohol. then try to get and shake till its mixed. the oil should be mixed and changed to a thick solid liquid. then mix with wax, but don't add in the candle when burning it unless its especially different and possible to contain with an unmeltable container. I got citrene out of this and an mostly undamaged home with a well tested, and sealable container of unbreakable nature in life existence, prison isn't there.

citrene = to durance candle and allow a condition of never going out, lamp oil + (c)dragons oil (alcohol + herbal oil) + potpourri but this can be put with water to put it out. This can cause inhalucinagenia and similiar disease if inhaled, and some solaria effects causes many elemental forces like water or air to larger manifest. The benefits, it needs wax to use it and won't significantly work without it and won't shoot up flames like oil except it takes a few minutes, but can get just as hot unless mixed with liquin and upto 600 K. However it can be liquid wax if used right. It is not advisable, despite what this seems to put oil into jar like thing.

To use an alternative person or self from an alternative and also cross-alternative be to live, but if you attain death they can switch in. but not if they look like you as they transform into you and your alive again or you transform into them and they are alive complete (compleat) with memories. They can switch into you if you die however, but use be likely to transform yourself into them and if they die they deter it and your alive. So an unkillable enemy can be kille if you

alive. At least try not to outlive your purpose and if you do find another, try to cause another problem elsewhere to distract the trouble away from yourself. The weight of the moment be the weight to bear, a process of consideration in a cause be to be the winner and decider if things are right and understood. To project a person as your self but in another form can get you outta trouble. Like in solitude we can grow to adapt to new situations or situations, To coincide is

with crazy acts and they consist with destowed or de-established moments of being large or consist by becoming better

From cleaning you can try to keep the disruptance down plus Germs that are likely to do as need be desired.

Describe your problem to you best and you might get useful advice, using signals be to get attention to be spared a life of destruction until its separatist behavior due by patriotism of other types as dispersed in chaos, For subsummables

are considered to appease like sweets. Thanks to Fr. Eubah and Saint Jude. The consolate are desparate to keep control by means of many ways and calmness in peculiar idea so to not be described as 'bad', and get a neutral standing from opinion and good from people who are pious by temptation. To get good results by a good standing and no ill repute. To get believed swear your truth from your opinion and fact based idea, swear it with good intention and make what certainty be possible and don't try to expose reality as different from others except its counted as bigotry. As intent is possible to make a peace from observance with no known reason, forbearth or for no reason the natural responses. I was figuring the truth for worth of the varied concepts, 'dare we tell the truth albeit from the example of my master we tell truth as a tertiary with a test of moment for terrony (villainy), an issue forewith or to play with. From initiation the way be followed by consolidation to keep the idea intact, the things done added to rote and new material included for a new day will come. To seclude and force by enforcement will get you discommoded again.

The desperate be associate of a collusion of stars that claim attention to moments by position. That test be allowed or undeclined by natural law and declined by misuse or natural inclination of brutality for fear of being banned. So endure

in freedom of what you do and how things are possible as with the test, that can still be done as if theres no banning.

So if you think of this, you can make something of it. Fear not with excommunications (examined explanations by area) forthwith by decree, of the idea and self service to self that if the community by area be disturbed then you can excommunicate it. To get rid of problems talk on self-promotion by use of belonging and with use of others idea, or if no people then there's no idea and its instinct. To create by an instinctive need thoughts to make for better, that are expressed by 'create by a means of self-commotion or acting on instinct and get more out of the experience', as though it was done by self-taught idea. You don't have to give to know or be known.

A direct threat be dealt with by a force away by sitting and use feelings to send outward in dejection, or think 'snuff out' while feeling the fire and seeing the fire go out. This works on people so not to just sit there for fire, attempt to actively put it out. To allow yourself a chance to fix what be right for use, or wrong as a condition take one item like a candle and when a problem occurs snuff it out or blow it out. To null sometimes you have to get someone to do it for you, unless you do it for yourself in time, but you can work in teams. But don't beat a dead dog twice, stop in what you can't do because to beat a dead puppy be harassment. If it somehow comes to life or they can try to harass for bad

people, or vouch for you if friends or forgiven by vouchproof. Quote by Paul Schaffer 'A failed man be not to be listened to as they can go on thinking they are doing good where they didn't. Pushed into actions from any source, but to be lenient in this case be selfishness so their likely to go beyond and abuse what be good or abuse what be evil.' "Once beaten never down." thanks from financial leader. To stop it do just like this, turn direct hits and lock a closed door as sometimes a direct force can target you, from time in existence or in memorial so be desistant for people and absorb for other things. Then target it, the force, with its opposite or again blow it out by some force. In the worst case condition there be a vision that the brain might see but the mind interacts with, this vision shows you the best possible motion and activity of what you'd most desire. You can use this to escape by as when visiting the inner plane say 'up' or down and in the moment of panic and your act decides you to cause your escape. For thought of self-conclusive integrity, use the concern of what be in need to get desire by devotion you can generate a dragon by this effect. As you go to a faith get understood as a figure to be around, a notoriety of understood idea and alot of accommodations as a famed notion. Albeit to have something wrong be to to be easier to forgive or to bear no fault as it was an act of faith.

Some think it be forbearance or old acceptance by fault of a fault to us that we don't respond and are split in some way so the truth be we are not desiccated by a fault, as to best ber (best bearing) no blame be to be a true believer as we

formed into an alliance of understanding by wanting to put people into line of knowledge and nondestruction by destiny and self-proclaimed faith, we have independence to support us and so we try to do as we want, so far for the right of

the moment in proportion to others, to devolve distinguishment and make for better pricing. For consequence of things not designed used with perdition and badly looked at be to credit the person by high desire or desistence and support as to write and speak, with actions to commit the person unless forbearance as ignorance. To point out after its done that its their plan that continues. For the true effort use convincing and you get somewhere, but with others that are too similiar again, it could cause war from jealousies but not with brother/sister (with blood) as its disgruntlement or its family (karr or merit by full line of support and intent). With the gang its betrayal by fire to the most fit whom no doubt try to comply with unknown laws but not in open sight.

Things by D. to be spoken with pulse can get effect to make results, 'Don't be bothered by self-sezaria'. calls a dragon flame or volcano, as to what or whom desires and ignores the disasters around.

'Don't be intempered self-sezaria.' as a soothing of flame force or disturbance removal.

'Don't be intemperance bij self-sezaria' creates a dying flame that calms it down.

'Don't be bothered by self-sezzaria' be a wonder blow.

'Don't be self-sezar' or 'Don't blow a hole' makes you like ceasar for a month and immune with slight avarice,

'Don't be illusionous self-sezerk' makes a safe point of contemplative idea to illusionous motion and prevents pure death. [Immunity be possible to beserk making thoughts from poisons or insane making desires.]

'Don't be self-selazar' or 'Don't du self-selzar.' creates you like the dragon selazar and turns the tide by devotion. Similiar for self-sezaria.

'Don't be self-assertive self-sezaria' as to turn things to stone from other material or get your desire, whatever you

do you don't turn yourself into a dragon unless you have to or don't turn yourself into stone.

'Don't be de-plundering' turns you into a drake of many colors.

'Take it as it comes' for absolute tolerance.

'Don't be obese se-suzaria', or 'Don't be obese self-sezaria' removes fat real quick as per pound a second and converts it to muscle. The process on record be to convert while exercising and acting under your own influence.

'Don't let me die self-sezaria' makes you immortal.

'Don't beat me [name here], self-sezarr.' or 'Go out bij self-sezaria' doesn't allow your body area to be hurt,

'Don't take shit unless you get something on asking' or 'Take their shit and then get something', as it will get you somewhere.

'Don't do medico [sears or sezaria]' puts out any flame and can get you in trouble but you regenerate.

'And now don't' stops the things not wanted as though eating habit that is bad and keeps you skinny.

'I don't' stops things that aren't there.

'Don't eat self-sezaria' stops the flame from fuel which is anything that burns except torches.

'Don't be a medic self-sezaria' or 'Don't be dumb.' cures burns and similiar.

'unn-self-sezaria' stops it but can start a flame because what starts it can stop it.

'Don't be self-selazaria.' transports you somehow on act decision by influence of below from the core.

'Don't be it' now this stops.

'Be great flame' to cancel the greater fire of faith.

"Don't not Neuro sibuosis", is to narrow and cure neurosis by sibling .Its not in the sibling

it outside. Now with the proverb, "Wish it be however it was its still going to be how it is. Now witness protection program."

"Don't be flame knowledge, be okay it legit.", to cause no fire exploration and no burning down of area.

Some word phrases, some idea translation words that were used. "You've wrecked my clothes my house and thoughts and my career now you want my living. Plastic, thats all it is."

adeos = get it, get up, thats the ticket, farewell, ad'os, got it, outside.

bestown = be bestown, be slender, beastuary, wariness, best owned.

burn = flash burn, for bar, to bestown, be bestown be to be fat in spirit, give to, forbear (ban of bad) sometimes use ice for positive and fire for negative.

bycar/bybike = by car, motivated vehicle, motorbike or platform. biker. vehicle ala hover

ceien = ce'en, power flow, blood sing, Sela, Sing, surge power. overeat

console = with act, to decre, denied (by dedication) or streamlined, denial.

commit = with actions, with crazy acts (touched), committed or to desist, dedicated, concide, coincidence

desire = etu(e), et tu, to be 'to be or not to be that be the crazy motion', destiny

destined = for those, to the, to those, destowed, to bone or strip to spirit, destined fits of poverty.

dislosure = to disclose, to have, to distinguish, to impeach, to bestow.

discourse = to hold, from law and order thanks to diez 'to have and to hold' or to disclose or discourse.

etube = be to, to discuss, written on, cursed, aim.

forebear = crazy fit, forfeit, not to be mentioned, ignorance.

forbear = so for, heal, de tude, to allow

n = in, in to, into, ing, no.

mis = tu fe, no attack, miss/ion, lady, no or know (as evil segemony), miss stake, nuisance, to fail/ure=fail allure.

quet = to know, to quiet, shed light, quartet

shepherd = beekeep, animal keep, to trap, to inhabitation, toward innovation

stream = to flow, concourse, to talk to spirit.

soul = so to, seul, so to be (as now), uninhibitivie.

suggest = to hear, be clear, to do, not normal, abnormal.

writ = write, disrepute, astute, as to or as tu thanks to Sylvester

hopefully = incidentally, look to the sky, have hope. incarnation

move = movie, open war, with blood (not open veined or not cut open), rivalry, family, full line of support,

karr or carr, quamat'k.

trans/lation = as though (in translation), be nought, transfer.

translat/ive = in these, in this, run across, bizarre, not know, tragedy.

walk = tread to, passby, passer, pas tu.

trespass = trespass, trail making, tread pass (tread carefully) like in mountains, pass/path, walk in, in permiss.

-f-
Seregamury
Sacred geometry

Sacred Geometry; The angles are important as they did more than act a measurement with event from sacred geometry, however they are still just a number and the degree be represented as x and a multiple but in this case its as a point. where, 'This be a disbeliever but it works', from hiemlin. Energy be work and work makes movement cubed for things that are inert, and this accounts for how much force or movement the item does. To use it for math is to use the digit times the amount of time and the pigeoned ones idea is without decimal in result. As you read this 'Try not to be the dictionary, you aren't the geometry.' Thanks to the rock'n'roll band, these are construction angles.

94x be the void angle and also $1.37x$ for cancelling out idea and causing manifestations which will work with each other, the right turn and focus by lunacy or feeling to evoke the need, and the need for a desire comes about and at most nothing occurs and least be memory loss. $94/1.8=52.2$ J/s for how much energy be generated for use of chaos and emotion, $1.37/1.8=.76$ J/s used by the body. If you apply more energy, you overwhelm the cells and create a concept of overwhelming deadness.

92.1x is to be able and effortless as to what you want, and it is.

93x be repair or fix by correction for steady flex from allowance and flexibility. 51.7 J/s to correct with or deform.

92x be construction on a cosmic scale by reconstruction from necessity or as be in construction of materials.

51.1 J/s to reform material.

91x be training angle that gives to alerting you of corrective measure. 50.6 J/s to alert you or someone else.

90x be the joining angle or the correct as perfect joint and joining as it takes 50 J/s.

89x be a receptive angle something that's acceptable as off or off-kilter, the odd angle. Like for hanging pictures I would get disturbed and try to fix. With 49.4 J/s to feel odd.

88x be moistless and understood as dry and ill humoured if in a person. 48.9 J/s for dryness.

87x be response and personal snap angle. Hint, this works with the wrist if held at the right angle. 48.3 J/s for a snappish response.

86x be where steam appears or anger be appearant tost (as most) in a room. 47.8 J/s for things of appearance.

84x and 74x be radiative shootoff or fight moment and has 5.6 J/s.

83x or 85x be where a whisp of smoke appears and with molecular activity with constructive comments and aggravations made from energetic actions related from human actions. Basically where things start switching around or get screwy. 1.1 J/s for very odd things.

78x a point of nausea with heat or illusion point 48.33 J/s.

68x be a consolidate or considerate view.

52 be 28.9x a constructive view, as what happens when the angle be reached and changes the point of view, or the person be held with a 52x wrist hold. This be only allowed description of the hold where you figure the angle. 16.1 J/s for constructive effort.

30x is the sickness by motion point is 16.67 J/s.

23-24x is the sickness without motion point 12.78.

18x to $3 \frac{1}{4}$ for building up energy by 10 J/s or this is varied by energy buildup.

11 $\frac{3}{4}$ or 11.75x as an angle = snapping point (as strong or thick resistant material if not snapped before),

$11.75/1.8=6.53$ J/s.

11 $\frac{1}{3}$ be 11.33x and counted as the tilt angle or moment of disaster, $11.33 / 1.8 = 6.29$ J/s.

11 $\frac{1}{8}$ or 11.125x angle be load snap angle (weak to semiweak materials) = 11.125 J, $11.125 / 1.8 = 6.10$ J/s.

11 $\frac{3}{25}x$ and $7 \frac{2}{3}x$ be 11.12 and 7.7 make dysfunction and disfigurement and mutation as $3.42/1.8=1.9$ J/s to achieve it.

11 $\frac{3}{52}$ be 11.06x counting for great disaster and the world tilt which as the world spins it generates

$11.06/1.8=6.14$ J/s.

10 $\frac{3}{4}$ - 9 $\frac{3}{4}x$ snapping point where anger be or pick up angle of $10.75x-9.75x = \frac{1}{2} = .5/1.8 = .28$ J/s.

$10 \frac{3}{8}$ or $10.375x$ be stress and Chaos point as failure thoughts in J and 10.375 J , $10.375 / 1.8 = 5.76 \text{ J/s}$.
 $8 \frac{1}{2}$ or $8.5x$ as the inert matter or Cosmeria amount in J for universal background radiation, it describes creation by how much be divided in Cosmeria and to divide by 1.8 be 4.72 J/s of work done by cosmeria.
 $8 \frac{4}{9}$ or $8.44x$ be the Action of work load with maximum action per work sec and perfect convergence of J of action or 8.44 J/s or ft/s as maximum ceiling.
 $8 \frac{1}{3}$ or $8.33x$ be the number per energy use in 8.33 J/A(ction) .
 $7 \frac{3}{8}$ be $7.375x$ to pick things up, to grip or climb with, 4.1 J/s to achieve.
 $7 \frac{3}{5}$ be $7.6x$ and an interlock or change by convergence, wealth or gain by loss with 4.2 J/s .
 $7 \frac{7}{8}x$ be the falling over point under a load and $9.625x = 9.625 \text{ J} = 9.625/\text{Pi} = 5.347 \text{ J/s}$.
 $7 \frac{7}{18}$ or $7.38x$ degree and J be dizziness or minimum work load, before itch and before stress its 4.1 J/s .
 $3 \frac{1}{7}$ or $22/7x$ as Pi for the rules of infinity or life in natural pattern of balance and Fritjof feedbak loops that create creation as its represented by a circle and be listed in the Bible as $p=3$ as more truthfully Pi is 3.14159 . To use listed Pi, its normally used for circles of diameter and cycle of inner ability along with frequency or Pi^2 , as a Infini representation of sacred seeable life math 3.1416 and 368 milion digits after as is idea or normally the point of energy in Joules, to create the perfect shield. Where in sacred geography the $\text{Pi} / 1.8 = 1.74 \text{ J/s}$ for action focused upon in work or natural work without much done and natural actions. Modified by idea from Saint peter the black as in the Bible for an example idea.
 $1 \frac{1}{2}x$ be energy pool, anger point, focus amount or Amperage adjustment (as improved feed) and be a degree to point or $5.5x = 5.5 \text{ J} = 3.1 \text{ J/s}$.
 $1 \frac{3}{8}x$ be point of headache and programming frequency be $1.375 \text{ J} = 1.375 / 1.8 = .76 \text{ J/s}$.
 $1 \frac{1}{8}x$ or $1.125x$ crack point (as rigid weak material) bend point (as stronger material) angle or the time of addictive action, $1.125 \text{ deg} = 1.125 \text{ J} = 0.625 \text{ J/s}$.
 $9/5x$ be 1.8, the changer number that is where things change is a conversion number, with energy transferred from the sun or light to get the amount of energy as Joules divide the angle converted to decimal by 1.8.
 $3/8$ or $.375x$ Amp line pickup, spike point (as the natural energy amp point where headaches are liked, if at all).

Like you start with 3.1416 J or Pi J as the usage first of a restorative work that takes $8.33 * 8.9 \text{ min}$ or 534 seconds of focus for 4448.22 J/A with $1.74 * 534 \text{ sec} = 929.16 \text{ J/s}$ of work. So the work took 4448.22 Joules per action and 929.16 J/s of work energy. Now in conjecture, headache occurs at $0.76 * 534 = 405.84 \text{ J/s}$ and slows down work, with a progress now hampered by headache you could stopped after a minute. Also, the snapping point would be for 1 hour of work $3600 * .28 = 1008 \text{ J/s}$. And, for the work done is $3600 * 1.74 = 2068.97 \text{ J/s}$ of work.

When I make an Infini-flame spontaneously in my hand, it nearly looks Physical for a second. Like a shield which wouldn't fade if used by Universal energy and Infini but conditioned by thought. This could enact thought with it on simple speech, or music and be protective as well like a perfect shield. But..Hell, you could even if you don't want to do it, then death doesn't bother you from the effect you get from the sources you create with this and you can make one stronger than Infini, if you wanted, with enough effort. Pretty much, I've told you all of what I know is confusing but not done on impulse. It can be used to make any element you want, new or already discovered. But Hell, you could even make one stronger than Infini, if you wanted, with enough effort.

Quote by Ben, "That's just crazy, though...If everyone could do that. Running around, making elements...They fire something at you, like, fire that's immune to water, that's not cool. It's unfair to rookies and whatnot, too...I call anyone who's only a basic elemental, or less than average ability a 'rookie' though...It's just the sheer possibilities of it, that makes it so powerful. It's limitless. And I see just how much so. I mean, just Use it, and look at how much so, just by letting someone or something attack a shield of it, or something.

That right there should give you a massive hint of just how powerful it is. It pretty much, just came to me. The whole prism-imagining thing...That happened, but I didn't will it. It all just snapped into happening. That golden vision was what tipped me off to thinking, "Crap, this is Infini! This is it man, go be a jinx!", "To be or not forever, as there be a way! Star trek with infin!", "The way I see it be the way I see it." "One word like thanks to weird sisters lines, and they'll see it." The rest of the thanks to Tad Arlsb'ro the first shyaman or named by the first explorer Jaque Napier for the mishapen 3rd hand.

Scientific Cult

Be anonymous "In a world of magic and miracles, science be most of all credible and important with faith of self and manners." Another quote by "A.O. Kime" First, one must understand that realities dictate what rational manner of thinking would be most suitable to function within those realities, so the manner in how one thinks must fit the circumstances within that reality and the most prudent and effective in course of action that would be considered the logical course."

Considered as suitable to scientific reason, "I consider the science cult an all out concept, where the scientists are priests and priestesses and even normal citizens are treated equally." quote by Euhglov. This would consist opposite of CSICop "humane" activity and beliefs.

The Cult that follows the scientific rede of 2 where any rule or effect, has quadruple (4x) the effect but 2 times back. So try to remember that the effort of one thing be 4 times effect and 2 times the positive and negative energy back on achievement or The more effort put out the less returns.

1. To deal with people, Be behind and hinder crooks as they attempt it, their action.
2. Honor the person with the area reconstruing, and use people by experimenting with a word and use considerate experimentation.
3. With use of vibrations and harmonic patterns set by voice or motion and by feelings for a source and along the way, not that their may be others. So honor the enemy with what they do and reuse the usable. Use energy freely along with machines.
4. Meddle where advisable but not where thou would get caught. Be your own engineer and allow others to help. Be there to advise but not to be above people.
5. Only hurt those with bad karma or vibes unless a fed be near and do nothing then as $2x2=4$ and $-x$ - be a positive, but two wrongs don't make a right and so on like a be human. Don't destroy a person unless you want to be destroyed but only with those of bad karma..

Follow the idea in which people follow their own idea, so don't hinder unless you can get away with it unseen and unknown, or if the event feels bad then allow it if it helps, unless others don't like it. Do heed the help call to create a better know how, as its all your idea and to avoid trouble. Only if they, the idiot does wrong with bad result. Dare to respond and fight back with a better thought, although don't attack till they might attack again. At least try to be nice or wierd as the mood hits you. and don't step on peoples shoes and only if it can be avoided, With overwhelming circumstances try to right the trouble with any method posible. At the very least, pay with respect and concideration. But, only if thou hurt the person stepping up and don't kill to repent. By old one, 'How, thou are responsible to be able to hurt if they hurt thee. For karma of bad vibes cancels out except for bad luck. Which will quantify bad events in a 1 mile radius and only as 2 bad luck people work together and only by the attempt of negotiation and communication. Remember the actor Martin short and the other woman named Valery whom both had bad luck and the scene goes things are going better, but were drifting away now on a tide. Bad guys is almost where you get it except by the right authorities and even then, thee can get away.'

Scientific mission - Uvalamee

Use of the scientific mission, as directing after confusing with activity to clarify make light of the moment but du not du flame unless you have to. This causes a flow of positive thought and a different idea, thanks to Jusenka, an old author of a now forgotten book 'mud slinging bad luck', only if the direction be spoken of and be directed, because the other person gets the upper hand and only for the acted on direction or director and consensus given. To use the scientific idea, makes means of the intent that be within reason, and understood so it can occur for better or worse. To use the scientific idea in a clause or purpose of Empirical notation (any wise sayings or observations here), for the effort of

the grand scheme of things will be achieved, To do things for a better ending by understood thoughts or idea be to get more from the activity, thanks to Simmon. Shake off the effect of any act to anull and/or laugh off the tension to rid the bad side effect or feel the energy go elsewhere, thats bad but 'For now be good Be gone.' Be drom and its called Alenta.

Though do not speak of general ability with a clause of effect because the clause is a general description and escape

for a general motion and the effort idea be the ability that be sometimes unlooked for or at and more than general in effect to be worthwhile. Make the interference given by yourself go to positive things that shield from controllers and evil. By the holding of hands and feeling life energy, flow to make a circle of protection that lasts till the unfolding of recovery for the senses and watch for 10 seconds every second. When a radiation effect by spell or thought hits you, change it and use speech by idea to describe the effect a bit different and it might change. This changes the moment to use a different idea. Like when you speak use projection of a picture and visualization, you send a better understanding by an added osmosis effect. Osmosis be also a part of learning described later on.

Now there be no Osmosis if not allowed by the self and acts on its own otherwise, define the effort to make it more understood and less effective whence it be bad and more effective when its good for the person if accepted, but only in cases where empirical nature is, tradition (honorary trade of general hierarchy in activity) or hierarchies that are involved because they tend to follow along. So to sometimes stop a disease, state what it be and its the same for other efforts. But some might suggest a but out or leave it alone, so don't do this to a opinionated person as they might push. Don't be dumb, period as it could lead to demise. Due note, don't be too dumb to not be able in an ability or thought, otherwise the effort be wasted. Then, you don't disappoint people that expect things unless there be no need to have the person around or expect see things similar from them. We are the scientific team to create by feel what you wish if you think you can get the ideal.

Worship - Wosi

Worship be up to the person but worship any God/dess you desire for added benefit but you don't have to, The main God be the consciousness of energy as Creator, others in similiar nature and of the same deity be God, Goddess or Horned one (Odin) and Brigid for the Goddess or others of the different faiths like Budda. their worthy of the same coin and they are the same God/dess but a different facet of a "god gem" odyssey, thats somewhat perfect. As faith and magic can go hand in hand, like Laurel and Hardy. Except in belief of the God or the Goddess as He/She be able to forgive only if you forgive. but don't expect much of the moment of doing anything in powers, as you expect without deservance but deserve with and without activity. This also powers the God/dess, I see with vision and imagination that some would be demihuman or a demiGod/dess beneath Him/Her, if they deigned to be a God/dess. The God might smite you on it but the Goddess might give you insanity except for just reward.

That's somewhat similiar to their likeness and somewhat denied by believing in yourself. Where demihuman (faery, elven) or demonic if denied by others and rejected by God or demiGod/dess but be accepted by some including God and even if denied by others like Lucifer. Sorta like Faery and Mythical creatures but always follow your feelings and use the motion to empower and prove then your intents. So you get the work or job finished even with great pain. So I see people using this energy and not knowing what it is. So in truth energy be existant to supply effects and its never wasted as it converts to other forms on use.

For science be recorded mechanical or kinetic energy in noted accounting, like physical movement. Faith be a buildup of miraculous motion to create miracles where none have prayers except for faith, and noted prayer effects by self or others or kung-fu spirit ritual that be caused by spirit to promote wealth and destruction thanks by (c)Jones, Psychokinesis be a release of energy to move things by kinetic motion and focus, and create change by Osmosis ae energy absorption, where the energy be absorbed as it, the object, interacts with the psychic like with BioPK thanks to Sean. Magic be to create a motion by release of spirit energy in a crafters making or alchemy or spell of kung-fu energy achievement by ritual. Where kung-fu be a moment of achievement by practice or crafting idea like spells and similar ilk from kung-fu entertainers. Some call this 'funk', to portray a more bigger idea than be what normally possible.

Now illusion be to use kung-fu (not martial or lethal unless necessary) and create a visual effect based off a motion or hand chop and other motion of sorts and pretend by act that the object be there, this be called limited flare, the object be 50% more likely to appear with an object that's similarly like it. However some can believe the actual idea be the moment and treat illusion or delusion like real, so to be shot with a real gun isn't the same as with a illusionous gun. The gunshot would hurt and the illusionous shot would only hurt if believed. With treatment it would only fester as the wound cannot be repaired unless you draw a

symbol of the half cross or any that you come up with.

That right there be the main difference of force with psychokinesis and mind force of metaphysics, combined with the physical object that has an added effect. But, if forced then thou might attempt to absorb your own energy when its used against yourself, except if the persons stronger. Music can strengthen the effort by adding the bands energy for musical song and along with the sunlight's ultraviolet decay as in a frame of reference and infrared burn for burning decay for three times the effect and effort. Some families, in extreme danger will know what to do and get amazing. For the results are very important to survive and make better dislike or expected results by an unexpected ability that pops up.

Because faith with theological consensus of God versus theological concern from the goddess based in belief in miracles and moments which = opposed and adverse form, as same form but different idea = to magic as an idea faith that's forever opposed but inverse and as an opposite conclusion in form, and same idea to psychokinesis in which I would rather call psionics as an effect faith based on an idea in an idea of trying in which = empirical science or science related by measure and = negative as a different idea and different form to faith, where form be a physical manifested formation and idea be the concept of the form. Where its a decision to exist that lets us be in any area from pure ethics. The spirit guides as we guide the soul with use of mind as in a deciding point. Quote by Anon 'We are where we want to be because were just here and at the right moment or right moment at the wrong time. Thee don't have to accept what you don't need, but form a path and follow it with acceptance from things that work with you, otherwise ignore unless they intrude on others.' As 'bedom perspecto' any amount of phrases in a single saying.

Now to sum this point up from the opposite end as their sharing a similiar or assimiliar idea, know science or pure empirical nature = unopposed and inverse to psionics = opposed and adverse to magic = opposed and negative relation to faith = unopposed and normal to itself. Use the reverse effect to get an inverse or converted aspect, where the inverse be opposite except in the idea that it be used as an unopposed opposition where its not allowed. 'Some fear the form that may have at you but knowing defeats them and by innocent intention returned.' from karate observance with other people.

This a quote from kung-fu examples, 'Condition the energy to effect more than you know not to do harm, except to thou who do this harm with yourself, Can't accept it, try to work with it unless you can't or that you can get a better result by mixing it. Then train with it to get it right, as its physical actions and all in the mind. To find peace trash an object as a sacrifice, to get the power for the more there be to clear up problems that are your own, As with each object you can release energy. To lose weight use most food as eaten, but toss the rest as whole remaining. Eat grain to gain stamina but you might gain weight if its wheat grain. For every example there be a lesson but not if an imbalance, for imbalances get rejection and eating impaired. This accounts for any energy projectile or spell type, and after awhile you get enough bad karma that your like rejection, of the bad or any event to get a result.

Any who could assault will try to attack though, so try to remain calm. Don't allow any to attack as you could end up disasterous. The object idea isn't agreed upon but the henchmen, can be won over by making them laugh as you laugh. To get moral act immoral or amoral and let others correct you. Point out a demotional or devotional idea to get excitement. Use resolve to create an innate calm as people seek calm for motivation as calm comes from what is there made to become a use.

The IQ high idea counts to work better and avoid bad intentions or interactions with bad relations that effect the self in good standings. Where bad relations good standings, good intentions bad results, and for yourself good result with good intentions. What thou read may or may not come true even for thou statements that are intended, to be nurtured to fruition. To force a thought even with simple consequences reduces your chances, of financial order and control. To force a form by change of drastic nature be to cause destitution, or an out of control form except to eat right do well. With much of something like flubber that destroys the beauty, or portrayal but to be arbitrary be to create a holding pattern by something indescribable. The eating of nearly everything except a few bites or at least half left over, forces a change in body and instant sanity.

To hold ability to change the power over form with irritation, or unknown activity be of to be the form forever, until its been decided to change by thee letting it go into muscle. The dangerous point be the point to let the form go and it

takes over mentally, but not with ability over attack and don't doubt sensitivity that are in designs otherwise seeing people for whom they are acting like. As emotion be apart of this for a personal desistance and paranoia in a clouded or a minded motion. To go temporarily crazy, be wise then tempt fate with a change in form. The temporary crazyness causes a notice of the change but not to care, as the idea be to feel temporarily insecure to gain security. As with the insecurity and consequences can achieve the idea of focus the better value and the body can cope to create hope with power or a secure concept.

We want to be remembered but not to be known, as to avoid disruption or destruction. As mere death has a departed spirit that wants to remain until told to go on. To be confused and do things prevents people from reading you. To coincide emotion as an equal to others, where there are no equals think your an equal. Forces can balance out with force but your attacking with a force thats raw to begin with, so wild that even before its been achieved it the force can backlash, and destroy you but destroy the opponent worse with expelled force like expelliarmus, again have doubt that it affects yourself except for the other and keep in balance.

To avoid this, use the indescribable to brainwash the opponent into thinking and doing it themselves, with info to not get a disease, or madness and something similiar as the diff thought rejects the current action, so don't take things certified while lying down. Thanks to CJ. Move out of the way to prevent disaster to you.' To pick up an ability get exposure to it as the sames goes for siezing it, or get some other idea to use on those that can by misdirection or white lies. As it can be done in juditsu and ninjitsu or other ninja style and nothing else.

To get people using your idea, just breeze through or use a quick tone, to say your message intention first with best facts of importance to play the benefactor. Don't lose your point except when you have questions and those who want to ask them. as they won't interrupt your speech if your already interrupted. To overreach your goal be a symbol of a clouded perception, and an unclear mind gets a wrong response buta corrected path. To point out things can get a correction, but it can get worse so don't be too dumb as not look where you go and where you went thanks to original thinking. Meaning when your attempting observe what you see and look for results that occur around the idea, But try to perceive deviations as your attempting. For honesty try to scare the person with points of truth or visions of almost torture. Be secure in anything you do by holding doubt that anything can touch you, and but act to defend by misdirection. Sometimes make it seem like the others fault with your idea and their method. But don't be observed doing the act.

Because nothing can try to torture you if ethical and you can't be touched. So try to keep a smile and break up the monotomy as pink elephants come in three sizes, your one of them as you are the essence of what you create. Block out and ignore interruptions as be possible, It takes pain or a mistaken idea by 'serendipity' to learn to focus. As with a point of serendipity, your discovery be an allowed mistake and do block out prowess to get more. To examine more may get you a better result, but laugh to get a bad result and if you act, use the determine the best line output to go by. So keep a smile on your face, and make a good compliment, but let things except destructives or disturbance work sometimes by itself. As to disturb the dead be similar to a nightmare to banish, explain your purpose and intent for a nice attitude or better understanding at least to/for yourself. To explain your problem removes it and it dissipates until you think on it. Its not you its the force itself, give energy to control or you lose track of time where you are and yet remain protected. Be prepared for anything that comes your way, as war can happen if you desire. As the practice be decent then I will do, thanks to Maitre D.' So 'As things change as I will view. thanks to Maitre D.'

What to measure your strength by be energy. Use the $K(\text{elvin})/4$ and take the end result from the decimal, for the $E\%$ or the amount of focus in energy from heat be what runs the area. How many things moved and work done by you be $E\%$ squared, E^2 or how many seconds of focus squared measures the amount of focused force in Newtons. To use their force against them is to win, to use the underlying structure is to manipulate and scheme, to use the focus of others is to control them or get behind their eyes and see for yourself, so lock them away from their body to get results if you detect them..remember to release is to get gifts so you are grateful, but don't ever too grateful. Objections can get moved to better piles.

Pulses of energy form to be absorbed as of Osmosis and not to move unless necessary on the objective. as this can consist of the formation of telekinesis and psychokinesis, from the physical radiation as physical power, use of

electricity or energy impulses run by kinetic motion or radiation devisings allow that result in a conditioning of the body, machine or person and program by voice or run a device, thanks to Ego and Steve, The recourse effect be made by focus toward a goal by energy to have any work effort. The ritual can create havoc due to poor thought, planning and scattered concepts or consequences, A ritual can also create a special focus of overloaded energy that lasts quite a while and sometimes it starts small to go undetected until the moment of occurrence. A lot of people merit or are considerate of power that's overwhelming to some to get what they want.

Where its really energy formed of information to cause or curse the manifestation to exist if the representation of realistic motion, what be focused by energy, can exist from information and transform the body from within. So when knowledge is balanced by mental power and physical physique, from the fact of understanding knowledge that be allotted or allowed for. Ritual be a part of it, and with ritual can faith and ability work exceptionally. By use of pulse and faith will it, the act not fail unless blocked or to fall. As the energy dies by falling down on the peak of action in progress or work. To block ritual be to become prone and absorptive unless its a physical manifest, at which point its all indirect as a (focused) force of manipulation. Some who take energy to use it be likely to puss at the mouth considered foaming. As its energy that's again very wild and mostly against you yourself, so it tears you up inside with a deterioration effect that sometimes appears as aging.

Some pioneer energy rules - MoPeirERuix

Now Emperical science be what be used by the above rules and redefined as Emperical natural science, To those who observe facts can make free standing thesis laws till disproven. Often getting nowhere in the end till added with those of scientific basis. The spiritual laws work with metaphysics or natural laws that underlie science. It works with set conditions or cluse and several cluse allows for a basis or how one thing reacts. Science works with physical laws based on physical interaction and to not destroy unless necessary or to create something better.

In combination its to use natural observance corrected by feeling and understanding in examples by theories and correct with philosophy. In compliance to empirical laws of metaphysics, we can make a strict law of general observance with both sides to reflect, the physical law with the empirical law for use as a mechanical law example to explain why. A rule be a set example or law that can't be gotten around by changing the conditions that were not set for the law to work. With this rule in place you can use physical laws in spiritual lands. So to set the law of a varied condition representing a single effort with scientific and spiritual basis, but its allowed in this case.

Example 1: This can make a clinical case that cannot be founded on facts alone, the case has to have guidance by some philosophy to be correct.

Example law: "A setback of information can be reclaimed by doing things over or make use of the backup, but if no backup or hostile reactions to your claims, your not likely to succeed if consequences are deplorable."

Depictions of a theory or opinion can be to claim information to be true, with two or more similar opinions, as fact the basis can be true unless the opposing view is there to not accept. There is nothing in endless conclusions so empirical science fails, in physical world this but succeeds if combined with scientific basis as with the fundamental reason how and for why as for the reason that people quit for the empirical wasted time of just Emperical theory that should happen.

No Empiuylaix th-r-biltoffan EmpiuyScie

Now the Empirical laws that are built off the Empirical science

1. Protection rule o Thaumaturgy - Most energy be very protective of its user and treats the person, object or machine as he/she desires it as with other things. With machines you hae to take control and work with interactions, as if the machine has a language, it'd be to endure its abuse or handling and treat it like intelligence.
2. Action/reaction= o =Affinity - Energy retroacts with the same force to go back to the originator twice or thrice the effect. This be not instant and at most not noticed. This be similar to the golden rule and the wiccan law of three. For

action/reaction when congruent, or in agreement, its typical to cause a reaction until done elsewhere in nature, except, and the nature of the event be unlikely to transfer if done slightly different.

3. Correction rule o Mind over matter - When corrective in pattern in so many terms set by the person, try to waste time while you get the other to influence the effort to redo his/her act. With better results to influence the effect and improve upon the effort by reduced damage. For most damages that are redoable with reduction of all damages, that are an invisible act and this makes things physically repairable unless by energy of the spell or miracle, where it can be undone but not all of it, if the effort can be taken into account.

The effort might reset by others intentions of positive values or major flare where flare is to be a positive energy redoubling things and this has a limited scope except to hit with triple or quadruple the impact, thanks to Norewega. As an example of this is can be to reflect and redirect the blow or movement with a flowing movement of your own, this is by moving aside and pushing the person away and back or to the side, but then to use muscle instead of thinking you can lose concept to patience and others brawn or smart moves. Taught in martial arts and kung-fu as from a moment in time, this is where you are enabled as the rule of correction doesn't always effect.

I name this the invisible inversible law that repairs anything and makes inversible anything that isn't law. Inverse is reverse. Or nothing is then as undoable as this is by disperement and weight disperses and this is done.

Kysu As Th Id
Kitsune as in the other world idea

If you have a concept as an individual thought, then you can do things as then you are working on something. And in thought, as you are able to do if there you are either left alone or with dark thought unless you repair what is thought necessary. So, if either there is a fight or not you can defend as with an concept response by a point pointed out with use of the art of conversation. Or not, as you separated individual mindsets, to other people as you need to work out. As a needed ripple defense, use thought as a thought of now to win a fight then use not and think on to power up a fist, and use red energy to punch out things with fire, and blue energy to absorb them as you take in stripped energy and those that are in your mind are as thought in your mind as an instant fight or phite dream that can end in us assault thoughts of weight down that can end in agreement.

Then you break to link of their spirit link as to like it and think its not there as though this is as you think and you are unlikely to make bad deal no decomposition happen, as its not a lie. Then, you shift places to do things as you get a purpose to do as to male or female or nothing that forms as is what thinks as a person, acts as a person and in purpose does not like things. Then as mind to go somewhere, if your mind is in repose then there and as a rule you get the point that if pushed to your limits then if wanting your attack by attitude then it doesn't happen. As you see yourself things are revealed by the body. You are not stricken now. Don't strike by jumping, as you go through dark portals in mind and as if you don't need as your not emotional say thoughts that are needed to be heard as standard speak through in mind. This allows energy to think 'paralyzation', and touch or get the idea to stand or think the thought energy. Orwell thanx if you want to do other actions as to be, use a good excuse an then think of what your intention is as you say or think 'done'.

Think to the person to paralyze for the do of whatever you think as life, that you do which you don't want is not done unless necessary without brute effort with the effect as paralyzation fey faery. Other fey ability, are there by the lore manifest and with ability fusion by energy itself with love of what they do. As they are with trust, for those who you know are fey as or not as they work with you or against you they do can it without repeating a pattern. Tio is to timeout and move out of step backward beyond the stars as pattern and see it as thought pattern in the sky as they who do, and they can work and do as they need to fix the pattern of energy to make correction as their energy sparkle weight drop by sex energy to thin or slender, yourself by things not done unless needed but only if the sorting idea is necessary as though a natural selection an in another shape to hear the thought in effort of at the moment cost reduction.

And as things work and know if in some dangerous situation, you risk everything and think of thought to do by danger sense verses sesna you risk the concept of life and will. That is done as you just can be competent or/and as you

are not disparate. As this happens, then you are dead as you are in a moment, and use victim to do things right and win for the moment that is there to be and you are more of what you were and resurrected by thinking it's done can make the concept work and this leaves energy to dissipate harmlessly in the air, learn as you want and you are better. Then as you are to know, identify the need as you are and when you want to be so its considered thought magic by geyser activity and this empowers the soul to do any magic. This can restore you to be better than were as you are in shape as you need things to do and can do things in and as priest allow as to manifest be there to work in there. With that kind of power, you can do faith in magic to create hidden in by thought inverted magic and anything can be cosmia in and out energy electron field done in free energy motion by the hand.

This is photosynthesis at a cost of eating and drinking by being in another shape or form as from a difference country by the alter point of financial energy that creates an idea as though idea from something, that's need in nothing to something. This basically allows thought of flight with direction, by thought creation from something on a planet out in the spacetime continuum called Apes. The hammer of Gods is created, by the hammer of Thor with the effort of the thought spirit hammer with an altered different thinking by smashed hit approach. The Ape way is to think in a way of what you need and use as this as not done otherwise as is a hammer of the sky God and do in do not. Consider yourself as you were darkness as a hammer in the face as though with building up energy and release at an object with gesture or not in an idea of whatever you are of nothing as this is as though within as there are things as a face of stars in the nation as we are an act of god and He doesn't exist in reality as sealed away in time.

Alter is the ability that is of the supposed mind moment where you perceived in a state of body and become as you think you undo the condition as if in an unheard moment as not. This is the thought idea that alters what shape the body is to become. This is the concept that works with the energy to alter the cells and make what is to know about. This can create a altered state of appearance, that is only statement to temporarily make perception as you want in an altered state of mind. Thus, the thought to give idea, to the energy as this shares itself to the others energy aura as infusion that's not attack. If the effect is to make changes to alter the shape, then this will do so as you need to do. However, if you want to get some other effect like alter the spacial energy as it is in the area. Then, you can do this as an idea put to energy of the area by your spirit manipulating with every effort that can then create that temporal shield the changed the influence of the atom and created an altered state of emminent mind.

This follows the natural rule inclination in act of natural inclination of doing things and to do nothing wrong don't use it unless your nice and unirritated if the thing you do will not be needed by self-taught or proven methods. This is not in use, not unless intended for self-purpose or otherwise your full of things that are healthy or no self-devolved use until you are pushed into using it. This allows you to keep in a nice mood, as this is very well in thought out and done and no delusional done act is through intending things and in quick results no point of this fills in a gap as no hate of bad thought or not in cause of trouble and is considered the code of defenses as no it doesn't happen. This is an act that is good, for the motion that is the effort at hand by vigil of thought. An act that is on purpose, is not done if not a smart thing to do. You can go improve this as this is an art by thought of a momentary dumb act and you are there as tripping out anisten is not achievable with no brain damage.

As you perceive it you can change it by thought altered events or thought energy created acting on impulse as this is to do some effect that is by desired conception by skill. However, you can't use this or that effect in a church only in church. The idea is the effect of the concept, of that which you have in mind and except for church which you will doesn't exist. The magic wish spell, this maes the 'ysh' and your need is done as the Atleantians never threat as cosmia determine the threat and to make the effect. This is the magic alter effect and no chaos is used here as this performs the magic mouth effect as you think of altered perception by psyching them out and that is to be able to make byte thought to work alter effects by thought or will. If you don't need and the wish is in don't need the magic mouth heard by thinking about what to hear, don't think to send. By saying 'Ysh', you can change the thought and create any effect by spoken thought or to use thought moment which end. This is the evil wish spell but not always form evil thought to cause other evil effects as you use good ysh energy to use good fey ability in them and they end as they cease to exist or not. This can kill ants, that can kill roaches and this is to guide that effort as effect is did. These are

efforts to create evil in a good idea. Expect effect to build effort, and build bridges with chaos in the expert use as this is done as a chaos field determine the effect for chaotic effect is used to harm as this is in harmony pegasus is using their ability for them who need it.

The finger of death of the evil lich lord gaax an is the idea that you think death energy to the finger and touch that which will decay. This is the death spectre secret ability. That is the effort, of the concept that is thought to touch any target that is dying in your mind. Mix eldritch, which is wild poison call energy and death energy as together, and you can do thought to the target as you get the effect to change by molding and this is shaping as you thought to in a bad mood make to become what you mold by loosened particles and cause death to the body if you mold something, then its like a permanent glamour cast by fey on a target or all by the idea to kill the intended target of a bad mood, by wish or make it die by chaos interred the effort into the effect as it takes one out it takes them who you wanted target.

This can induce weight drop, if you kill the fat essence by death energy stop and go on or doing otherwise is to do arrangement of something else. This if you don't say 'stop' while thinking of the effect will wither anything that it touches, and imitate eating and can act like a victim from a heart attack by a construed heart energy illness with some viral effect by sorcery if used free from viral infection by contagion on a pure gaseous places without the hammer effect and by the effort of a time out on a concept and on the mark supposed energy response. I know what will happen before it happens. The calling action by notice to make someone stop attacking, in now to synchronicity by time lord energy that is to create a loki retributive invisibility this, is homing in on the right mind, the right thought and as psychic use this you are a target with vicious attack and shield is used against the violent crime or it can use things an make attacks to those and activate on, location as this anithen beneath you is a wish shield made by Odin of time of the future of the soul make as to harbor heart and soul with no comment intended as that is to create in a thought by this to create momental aura and concieved in secret as I am or what I am doing as this is the point is existing.

Then wait 15 minutes till you eat, since nothing happened badly or you will in not forever fatten up at the idea of eating. If then you are as you are understanding in belief, in their mind as they are the pint and cup to pour it in for you to try and go into better mood with idea and with thought on your trip. When you are able to get a chance, try to make the effort to not eat after you start to feel very hungry and eating with quickness. If that is your thought to do, then hold off till you feel not to wary and as you work out you can try this or in motien go back and drink spirit water not need to eat and drink by nothing energy and being thought, your into space that time made into the area as then by thinking energy into the soda drink you clarify it. Easy going from here on out as you travel by motion to an area far far away called the 4 suns hostel, this allows easy trvel, say planes unimanaginable as this continues Immortis travels. This makes disagreements not happen and then you get better effect, to you by effort of what is to attempt in the access key that leads to nexus as it is a book this is the effort to go through a time rift as you journey through you are there and you are in a time limited field of time that makes partial seconds into money moments.

This allows for in action to the grate in the street and down you go. Your begone from the moment thought made into the energon cube from coelesced energy thats solidified in particle form energy. The effect by effort at forming, a half fist and punching it will generate the vibration to cause it to create itself from air itself as from the void which collapses inward and being there where you think this should be should it founder itself here. This then stops attacks as it collects the energy, to null attack as you get it collected as being put there by thought. Thus to be an ass there is with an idea and there no hand is punched is one that is not given freely. So pay is no easy pic and is the moment that you get things by minecraft. Then this is the onion effect, where you are able to pierce the layers of reality, and then you get the idea of the idea that is in mind, their will helps form it.

If you can keep as an able mind then and now is to get the layers formed as you believe them to be there. Then, this is the point that you get the view in mind of the world you perceive. This is the effect of the effective motien cube as created by the mind, as you are able to ghost their minds. Usage is their will o wisp and their minds eye that is to use this particle field to create the motien as it coleates into a cube formed in their mind by spirit inner fire energy put there to form now in secret as invisible. Then, you can form things with it your way and as you are done this anise bonfield easily fixed and easily you gather the particles into yourself and send it out. The area I see is focus use or created area feel.

By the particle germ, in your body acting nanotech. Nanotech is in the effect, of effort by the little tiny silver particles that are programming your body even as we speak out your mouth. The energy matrix field a split time particle field that is fractals as its a energy generator by patterns where you are given friday a day off in avarice on a day of choice. This is the motien, that shifts any time you need to day off and do as you want. In this point you do an action that you do, as there is this ask is a point of the vanishing point without belief as a proised field vanishing field of time in itself. Now the in activity of the brain in mind tactic is to use 99 % of the brain all at once. Now you can, as imagination is there to do it. This allows you to use thought travel skills. This is where you go, and find opinion out by a fact finder skill for who you were by thinking about and do it and asking as there you were.

This allows a time out moment, so that is allowing youtube to work right as though timelag is reduced. This is the point in time where you can make thought to become a living moment in a pilot of time to do this exercise the gift to make the maximum in a moment to so be. This is the moment you can orbit and be nearly everywhere you are in optionel space in the money you gain you get a job there and in optionel you get things to send back to you as a power item on level existence. This can give you kinetic motien that creates excess particle loss of food and drink particles. And then you get easy money as easy potency is this then will find you work as you first identify a job to get a job, this is the end of the world and as you goto another planet you are not coming back the way you came as through the energon fields you create with your tri eye being.

As we only use that shield with a struggle of concept thought as with a retribution nature in living aid shield that's by aura and let electron on attack mode to bring negative feel as to being on the moment by thought of and about tie in an attack as any nature purported on jury duty ruled by any judge there as is an important answer reprimand with anyone on a ruled negative statement so if vicious attack is there and then I thought that we are what we can represent and do on the combat thought is as Lizard King and that is what is interesting and are thought on to an identity by card is no insane idea and with no thought baded to the opposite way of injury with child or the other violent crime and the critical rule from the fey wound is that which is represented by a court dimensionally respected as the hall of judgement to be gone and with thought the criminal justice department known as this is death field then constituent to a terrifying crime by comment and that roof is ruled off limits by a vampire hunter lest led by us as set by us as it is used in head and known as the mind is psychopathic in the head thought to be led by the dark fey vicious inme by assault and thats good as though on responding to you by attack in thought to come to you to wish spell and sync to simplicate by attempt to malicious by invindicative shielding.

As this is done and as no erasure of results happen as yes is yam as the answer is erased you are platitude and you can be done and unless a sync to the world is then not in a moment on a then need to know basis he gives answers and solutions as he flies off into shapeshift of people and this is included as done by carbination with fits of rage and taken medical doses of medicine with dangerous thought dose. As to take with me nothing more to be as though done due to jury duty he is also able to deal damage to a babe as to reprieve his mind and he can stop this as this is library on necessary thought things or in listening in to thought assisting others in standing alone and championing people for the illusive shield effect to get better things and at midnight he is there listening to good radio music with clear thoughts and antipathy and stature is used to trap energy and make mine is that listening in to broadcast this antipathy is as that and this is the good thing on thoughts as antipathy is nothing else as is this in on the outfit of customers and thought is not in antipathy as he is never attacking as that is use of spells and weave and this is included in captain seat on flight of the control deck of the mind aiding legitimacy.

Different custom made outfits were made with designs on them and as now then you can say its normal and if now you need things there is a store for it and now were done. Ruminant as needed because you own it, as special projects are done as you know and need them with deadly gno and you can easily chaperone to get in there by the route to be the way. This is due to the missive to the new frontier as to be a relieved idea and relive the moment in time. And, as this is due to thought procedure written down, this is not religious as this is good for adventuring in the worlds by a shift. Until realized, this can be mended to work with thought and difficult to stop unless you don't need to stop.

This is proven as it strike out on regard, of use done at the auratic energy in hidden attack by thought and in their

aura now by provocation and a soothe feeling by energy in thought stops deterrence in the action energy from colliding as you get a calming thought calming you down afterward with a positive affirmation idea as a suggestion network. This is actually possible hold onto thought and drink water, to make then cause the natural weight balance on an intent to bring some paranoia and jealousy down, as then you become back to normal with natural calm soothing thought as you summon energy to think by water particle thought to balancing body restoration of energy and with unaging by usage of thought balancing. What will disrupt this energy is a vibration that keep the particles disrupted and it makes good.

Let go of the negative energy built up from the attack by drop discharging it into a target or object. This basically, is a very focusing attack and useful in the triple defense shield. And the moment is the action with the thought is to calm as you can listen in to thoughts. And after this is make thought of concept and that is there with what you hear. Thus this is a negative enhancement, that ends as the next thought is to consider what is to feel the pressure stress of any calamity drop down. To eat sugary foods in your diet, can cause rather instant energy converted from things of sugar. You can create a weight loss effect quickly by or with a thought. So to need not to eat too much, think 'not feel the need to eat unless necessary', as a power of suggestion and this is inverted weight as to thought slim down figure by thought and eating something of small proportion and this leads to less eating of meals if you are willing to stop, then no as you start eating as though you need to do what is normal then you can not increase, as in weight as thought leads to an act of negative and positive and in balance you make things by thought of make things activity or by now there is no bad activity and you do fill out in time unless you don't need or intend to become as stick figure is to turn it around.

The effect with life is to generate expected results. Negative with positive activity is to generate energy, positive activity is to weight loss and if negative you are not keeping about the idea of weight. This is as you have lesser weight as though no weight was in thought by diet with no extra body weight. This can easily drop excess energy to make negative dropping happen, in order to drop it though you need collected energy by thought as you gather it by a thought hand and then think of letting your weight or emotion, go in energy as this can get weight energy from you and those who want to lose the weight by thought activity, as it can react opposite and with the same cause the drop in weight as you thought and you transfer it by a regular teletouch by touching an object with a projected white energy sphere in thought. This can appear like a moment, of a thought of energy that leaves the body to make in the end a liquid as a transfer that makes a silver white energy sphere that can make dream hits on a target with extra energy burst as a liquid megatron punch projected to target area as the right thought to energize the body and if its dedicated to healing That is the thought of apparent concept, and it is what makes easier than it really is. As you think it this occurs. This is a thought, from Japanese Anime called Ranma 1/2.

If you were really in a need, then it could drop and the weight quickly by sheer need. This incites a concept in an idea reaction to keep the weight off then lose it again if you gain it back. As it is to keep off, think the mind is dropping of weight till your need of weight is gone. The affect of this is to increase diet, and get less fast fat gain. The point of this is at the end point of you being in your room is to make it bigger and drop, as you don't need incident and can use this as considered permutation weight dropping from precognitance. And negative energy, it does not infuse your shield of aura so you don't transfer weight to someone else. As this uses silver energy of time particles to transfer body weight. As thought un weight drop, you can transfer this self energy by thought transfer and teletouch to an object in space like a real sun. Your spirit then can block this naturally through there being no need unless you have no object to block out if cursed by feel.

Make do and will not to use music to restore as you are human or then your not if your not human and you will believe it and get in trouble as you do survive. And at the will to do is the will to create, and this allows what is as you survive and do as you ask or do not ask to do now not worry. Molecular control and not at everything else is not anything as nothing is now, as if to form into something, all you need is this as what you are of touch you use for energy that is negative that changes around everything as this is to use fruit energy of love of a fruit ninja that makes that wish spell in need as this is happening. Considered greater void thought perceived from nothing there, for thought of the uninterred energy to do things, this will work to create the fruit of knowledge as the effect is there to work as though a time taken there is work.

This is an ability, control yourself as discipline is necessary for this is wellness to create and manifest as you want

and will. Because the will is the way and the moment is the concept to be done. What's next is done and not until it is. At the end moment there is nothing, as you get what you want and it's instant and just by thought and with idea focused on as I said it's done to pattern wellness wherever you want. Fear not and be not, and your not as you be as nothing is in manifest as your not in endangered moment. That is a mage city far far away in a dnd galaxy, that uses spells like these, as there is the moment you get any effect by spoken spell with and by the use of their energy.

Darkmatter particle energy interaction does make light from darkness as of things with dark energy by the thought of concept as this is not and we are as we are "were" unless want is to seem like something else. We speak to imprint as it is grey matter, and thoughts form to become it as total mass is liquid as to make the energy from some fire. As, this is the moment energy molecules make movement and your body will do the point if at will then you think and the energy can form, as it is possible. This is done by the effect of your thought to do and create as you need a now a somewhat full manifest, because that will beat that moment that you will things into form.

If you get in trouble deal with what it is or else don't attack then you can fully manifest with enough energy or enable switch thought back to jump bodies or possess them to escape from trouble. Mirror is useful, but don't use it unless you use it with care as a mirror is there in the mind. Use like myr is a mirror on a wall, state 'mirror' and focus your mind on your need and think or say it to the mirror in your mind you imagine to get things done. Anullment is not to slap, by the fey that can always be used and are done to remove unwanted bugs or pestilence or things like hexes. Key is a note to be your desire and this can get your want.

If you want to exist here do not try to become into reality as to not become into reality is enabling you to be an energy being, to make the concept to create by being energy and manifest with will by thought becoming into energy. Think and your being in idea for solid need by want with time of the true thought, that's where your with true intent to become a solidly shaped form by will alone and this form has conscious. As it works and it has thought and will become, as you will it to become able to shape itself into reality as you. That is with you in thought as you will you are able to manifest by its help, as a thoughtform in mind. This is the motien effect, think to use your concept to create with spirit as with natural intuition by natural inclination in no deadly affair. This can create timewise being as a kitsune or fox human, your essence is that as this is a able conscious that you are able to use and make something by willed thought as an energy summon, you can make and conscious remake at will.

Then you can't be defeated as you can make things done by usage of drug energy with an essence of will to not abuse things, by warded spirit and in this moment we reunite the shards of this reality and become one mind and one body united as one thought of energy to form the spirit as to be our will by desire, and will to work off energy as to justify the needs of the body and the body is the shield. As this is solid shaped energy as you can be where it wants, this is then near complete and it is done as the aura is thought of being good and a shield is there. As its thought to shift our perception by the point of perception which shifts us in reality, so we are able minded and this is both a shield and in a place to be and a shield in mind cast forth for now. This works as we are in true we are wish with thought knowledge.

Think or to do as we want, we are to do things and we act and part to participate reinforcing our in thought and acknowledge to present use of a concept to be created. This works as a replicator world engine in mind called the engine. This is a use of the superstrings via solar star to use the vertexes, that can't be used in death to provide a universal network by negative perceived as positive with word image impression given by comment unless you don't think to send something by thought. If you fear something negative, just no if you feel with energy this will cause the fear with no some thought of the ancients, unless you need don't fear it and not too much information no preamble by thought happens with knowing.

If you are aware, as if you do then you don't then this is intuition where this is interesting as you assume you can get another point or thought of idea to do. Think to cool your act down so you act cool and thought swap, this is done at the end if things are to get better use the energy to create something. So this where no manic attack happens so consider you are good as skillful by no obstinate effects. Think to do things if to act with thought discipline, so you can do things right by condensed or compressed energy action at a thought of wall. This relieves

tension and creates what you will into existence. Usually this is a black mark or area, that is done in a pattern.

The thought can't lead to war if you need not nothing go to war else where there is warfare. Muggle warfare is forbidden. The act to do thought is better, if you act as right and is correct by methods. The act of war is cost of energy that makes a change of body that is returned to what your spirit needs by what you say. Saying 'stop attack' is by saying, 'no'. The thought to act is not there, in else if by no go means which can return to you if enough energy if go then say 'do'. This can be be a tough act to follow, to go and think is to use the star road that is the internet highway to use by interconnected solar stars, just by thought and no feel as to feel it is to feel drawn to electrical sources, if you think to use electrical energy to just shift then you can shift your thought to another place as you are invisible to the mind. This just goes places, as you can do a switch on the wall trick by turning off the lights to thought travel to go and get to places no switch needed, just imagine the place and think you switch a switch.

Done to perfection, menditation is to clear the thoughts out of thought mind, think of energy as this is cleared thought thinking of the nothing that is after you dismiss your thought of everything that isn't wanted in thought of you, understand what the continued result to come in the mind though by the creator himself committed to now we find out about what is there for ourselves as a shield to absorb the energy, influence and the effects say of the thought in mind cast forth as energy in the mind. As this is here, this is there to be everywhere at once unless we finish that project, so we exist in any form we are able to survive in one country one mind and one thought. The idea is energy put forth is now, or able as to be there to hold off demonic essence with a container to hold the demonic essence that exists in an object without an object or air as a respectful construct to have formed all that can or cannot do will without madness. Now you appear like anyone, who is respectable and act and unreprehensible as we are now able to work and this is an able mind as though sicke.

This can make arguments distant and this is diluted to disperse at the thought to work, then as if now you can form an objects will by being the will and thought makes it. Unless necessary, your will is in that now and this is you that formed and you formed the need to will the being as you are being now. That's because you formed the concept and not will. Shine a light, and your not become dark but become as you are now thought. You are now able to work at will and this is and to make a thought will as this allows thought to be thought in form by reality to do as a concept something now inclined to natural intuition is a cure to anything formed from body, by will and aura. Because example are purpose, there is no way to not do it right. The Criminal Capture program allows for unlawful effect that aren't rape or violence is useful for a jade prison idea as this, as this puts all criminals as their violent into one area as one is in contact for you or others protection that's where need is done by this construct, that's considered Odin as a thought of one who united the founders in a state of existence that exists for use of us as we will it or not as we want else as different is different as we exist as we are now.

As of things in idea, now we are in thought and are doing an interest. This is done as we want things in action to happen. Now I am done. This is a point as the I is the creator's conscious and we state, think as creai or use is things then that we throw in the trash. She who is the creator obligated to oblige is doing things, this ended by now with feel we created the roach world. Then the human world as the creator created, so what is there with the point or thinking is what we think or want. The idea I think then is that its well done with thought, this is done with wellness to be as he is one that exists. He is not named, and he is love as he is void and nothing, whether he preference by us or preference by those with thought like a dream in the real world that is reality, he serves as those who wish him to do will get things. He has lesser creators as he is will and they are us as we serve his will. Those named gods are all there as subcreators as we serve them, they serve us as Odin commands and you are allowed as we beseech of use we get what we ask for he gives god ability. Odin is to not be called until use is good as though a purpose is there wasted not. As thought, he gives command with little tolerance in some kon tolerant action. The created ones or creator created the rest with the humans as there was nothing before use with the creator that is not a drug or plant agent mentioned with a book called by ideal is with the author carlos castenada.

There we are not obsolete to be complete and the best user use with care and we beseech the greater and creator as he is to give us things to do. He is the greater creator called AO and he serves the balance of the world and he created the creator as she serves him he serves us as he is the ultimate authority. Call here the AO being only if ask and by willed

to use differently by thought what he gives
or he takes back what he gifts and use wisely as he rules the universe as a conscious guide and he serves us all no matter what we do all the time and all the way until we don't need him. In abuse he calls alibi balanced by acts of justice and justified with acts by Tyr and with Thor he does the effect as effort is not there except the effect as he guides temperment by the wisdom of Thor and Tempus helps as he wishes to temper the world.

Chaos is ruled by the Chaos Lords in a book an idea, Yandros the ruler and time is used to create with the rest and this uses as Order is orden that is pretty critical as this rules us all. Orden is the ruler to work and do better things with chaos as ruler of the negative that is us in action and this is to that we choose as one with the land create the natural ability and this is to be an able wish as the Chaos lords serve their own interest in a nation under the gods to serve and defend as they want to create under their idea and this is served chaos as the matrix energy is Tron that used this as is collected in by thought. We exist as our own selves and now we serve our own purpose, and as Orden is the order magic and chaos is the makers of the world by chaos effectively done.

As to create from a point with the Tome of magic, this is actually with the Prime white Material Chaos with happenstance by Raw ore in the Primordial plane for the Chaos in time. Think within us is in to be in us created as by rite with use by activity with use of the third eye, that uses the crown chakra in thought. To easily use move in another time thought by action with another time thought via act as though activity and damned things allow things in the make of the field of thought ease from activity to change the perception. With crystal bowl in the orden as order in use of the make use with the effect. Use it to use the point of the motion to freeze time as with 6th dimensional energy silver and blue and make to do. Ask for things accept and never do is as is to work things out and get responsive in results as activist.

Act is rite and is this is the right given to use in thought to by law that is right for the use by in action, by idea you know as the right act is the rite to lower the indenture by the property law that lowers property taxes by government concepts with rite or magic to make properties that lower cost to get responses that create themselves and to use in rite act we inter money energy of what is in use to add to the effort to work negate attack. As we use rite we create the property taxes and for the us of a and the area that serves the purpose is in decision. Contact is necessary as that is ours to use rule as we want by chaos and order decided among us and out of acting we do as we must to get the job done as then we must be on guard as we are our own self as we are now due a service for a service, individuality is assured by the worlds that abound by law and arder that is what is the thought in mind ruled by dimensional is by fate that leaves you intact.

Arder is what is abound to do as we have thoughts to do things and create with labor. The effect negates what we don't want as we do things to get results, to make effects that make laws of action that serve as magic law that is the act by rite without consequences by as each and every act of happenstance or what happens to by right as we must serve under our own order created from chaos. We must act rite and do right to get right, or otherwise we are getting off basis results as chaos rules these events with rite there is these, as each their own response to get as we want results. We can use our own thoughts as we want, but pick and choose from what these are, to choose as to get better results and with resolve we get what is due own by our own actions in minded actions by concurrent thought with career in mind we choose what there is as there is thought and to whomever serve the purpose.

This to laze about is what we do unless we want to do things to act right and do things, do not go far as if we want to get far enough to get off our asses and do things to get a job and do the idea to serve our purpose in heart and mind by the protection spiral of the Wiccan. And the eye of Horus, is for those to protect by knowledge with jump heart in mind as energy restored by crystals, this we do as to keep ourselves protected by those actions by wards as an act to do this is for the moment as we do things for now. This is in the 11th dimension known as now, and as to act right this is necessary and this is temperment as an act is right this is what rite we choose to moment and moment is done after the act after thought of what we do is done.

Labor is thought with action with magic done by effort as we create with our minds guidance as we want guidance

from the creator to serve our own interests as his interest is in us. Abound by us, rule by Chaos and use Order to make what result there is to be by quality of what we do, with no conflict or abide by peace
this is with the concept with what desire there is to get what result as we want as it is to be or not to be, that then is the question. Now is the moment of decision, so we use our spirits and use choice as to ask for advice and get answers as from deep space, as we do our choice we send energy and go places to find for you
did ask for our answer. Now be prepared for the responder as response is recoiled, if badly put and backlash is possible, do this as it is prevented by space crystals. This is to guide us as to be able to know as we are guiding as our higher selves as it is the point of existence for feeling the high quality of our minds.

As only you can order repair the world as the gods serve our needs as we do them by subconscious them and us are the ones that create and manifest for the reaction of gods. Them is a concept, as a concert in mind is a music that's ethereal, as we do things as we must were all to serve our needs with purpose found on hope, drama and design that make desire. We guide by example that present as we do and act with the concept in the mindset as presenters we feature that which is known and we see as we must to the people that are observing as needs are met and all divine we are aspects of each other with perfect individuality created by our own acts as our answer to the question, why do we exist as we now do the act to do thought of guidance. As gods are aspects of us and as we as with each act of ore we do order magic. With gods some divine in purpose, we exist by their whim only if we believe in what we do.

We are gods in aspect and created equal, we are held responsible as reprehensible acts are done and judged in the dzur god hall of justice as we desire to exist we are given life as we choose to exist in what world we choose to become in contact with or as we act to create individuality by presenting aspects of what we do
as proof to attribute and to argue as that to be exist moment as exist we must be as proof of our actions to preserve our minds and act as thought will allow, then as thought will allow we will live and learn to lose and win as we must in acts of an experiencer that may unrestrict us as we learn to enhance our gifts as allowed
and then I stops as we are individually situated per each our own act of own creation in thought that is what allows an act to buy to get our own creation to do magic and now we know why as we allow ourselves to do our own acts or for us to mend as gift allows life with each concept conceived or thought about. This is conceived by gift used by ourselves and by others by wisdom of thought. This is all out notice of outrage that he would really need to be and use no to be critical, as you seem to us a use in life and use is our spirit energy.

As then in a child, as in an innocent child is the mountain exists in our mind and Odin rules it in with a body, as he rules he is in it doing thought experiment as he serves us all. As then, gifts of love are from his giving effort, as he exists he tempers and serves as Loki guides by what he wiles as he wiles away the change he does is good for thought and as he works he is done as the purpose of
mind is done, all other things is done as a well is thought a well of power our souls use as power as a well of souls a being would need to exist with well thought out plans and well thought out concept serves as guide maps. Thoughts of existence then is the body needs to be that work with energy from the well of time. He or She otherwise called it as it is the thought that it does. It can take radiation
and take to erase it and then do things as thoughts to be or intend remake as you need it to be. That thought is here as recreate he does as he must to do the wants he must do to find out more about who he is from what he serves.

This is the event as time is a subject with events as a concert of time as the prophecy predicts, we will be engulfed in fumes. As we will die and live again on a world of shadow as this is on a world far far away on a planet of our own in our own created pocket our will created and we will live again as we wanted to on a planet of thought that we desire as we ask to go there we are there as we will we are there in spirit and we do no more. This is the enuncia idea to speak, to know and by adept moment of omnilingualism this is the speaking of any understandable language that is to speak comprehensible and then its understood as given to those
that want to hear of what is thought. Or thought is not done, unless as its spoken and its only imagined.

If then if in there is will do death as you desire and death by thought is with death dealt with by thought at the end as you not are will at anything and that then is of the moment by intent you can use the death energy to kill disease in anyone as this can be done as you are to create as you need and use it or whatever happens you can will by thought can make concept to do an does not do as this is not anymore as the O can use will to make a fire ring jumped to know in this world and this is the vanishing point that can happen, think 'O' and as you transfer on thought with energy as to

where to go in need and when to go as this can happen as it is realized on the moment of displacement for the escape there is nothing on the escape of displaced places not to be inescapable moments in time and space. Is it to do as you need to do. Analogy can work as you can to help, restore memory and pattern by thought to do to make do as it reminds you of what is to know and explore what there is.

If you are as though a target, avoid it by breaking the bad effect warding that first can dissolve the person into water that targets you not unless they persist. This is into energy and displace it to nulle the effect, as nulle dissolves everything there is of the problem from within and not without if its unintended or thought unnecessary. This can deal with spirit links that are unwanted as needed. Otherwise, if you want to nulle the body into water particles, then think of what you want and this will happen. Love not in interest unless if as by a thought, as drawn by concept as this is instant as though an ancient love poem effect thats written and if its needed as to keep the intended relationship of not what is there, and you can use this to stop people that use bad results. If you don't want the intended love effect, as it has unintended effects then reverse it by thought as if its not here and other places as if a use its unregarded by you in unwanted need by thought.

This makes the moment with conscious use of ether creating aether effect and this thought can cause whatever it is in bad nature that is now gone and will to go away. At the end point and you shift let them be of natural ending, there is return as you are in another thought or not as you believe that this is at the end moment, as the inescapable escape plane by the right concept that is made and done. And, if the belief is done then the moment of what makes happens occurs. To each their own believed by thought to be belief of will that is their own will and this is allowed, as to each their own shaped purpose and belief in thought as this is in individual space, as to use with thought and intended purpose as to make what in want to do and otherwise if this is not deserved of thought and realization is awakened there as in thought in mind is thought of used source in use to make immunity where there is will by survival belief with self-thought belief magic of the mind thought and never go on.

This is the cosmic string effect of other roads and worlds used here, as used by mind that is information that is willed by thought essence to do the effect, of vertexes are vortex which are cosmic string and so is ether which is spirit energy formed, of information willed by subconscious and that is what can be formed by soul that is a conscious idea that is formed of willed conscious effort as you are that are formed of information as attuned energy that is shaped like a soul which can be used as to let thought follow with the cosmic idea rift, and creator thought in mind allows create as a spacial rift and this is a gate formed at will as this can do as cosmic will restored by thought by will and where you want where natural causeways are formed. If you want to travel it, think of where you are as though there and thought makes you shift there.

This can allow you to don't do or don't in mind make unless the negative is used as that is mistake and will hurt your heart and you will make with dying and fear not to use anything to wield then to know to use a living elemental as the living elemental will try an use your fear an evidence is anything goes and unless you direct it by the will the subconscious will try to subsist the moment in time and end it. As this happens this is as the point is that the will reform and do things that subsist as is directed, now and to the point of doing as you need things to persist and control the reaction and abort of the moment in thought time through summoning. Natural summoning is will directed by thought, and is to make do with

what you have an now you have will to make effect is strong, to act now as that will stop that with thought response and make as you want as you think to be there as you create by the will by fire. Though you give in to murder you do not.

If you desire it of to get it then you are skilled. This is the the pick of the willed flame as the will of fire is the idea trust to be as need. This is the will of trust to die off pestilence as need be and yet witness for ability to make for better as needed. Protect as need is there, and with needed trust fund for the concept and that is arrangement to be made as though thought is by being done. As the vanishing point can happen no infestation in the moment is needed isn't happening this is apositive as its there as its bide with the spirit. Snake energy can allow some Gods that seem what exists where we want, but they act to service and the Snake Gods rule the land and this happens happenstance. Where there is a moment of the future vision, if undefined there is progress as it is planned the need as planned is this is maturing concept.

No is actually, to desist as to cancel and get a reset of results as us are needed and disaster strikes no true crime in order and you get your energy back and to get needed advice for the moment and the right reaction isn't always done. Anyone needed is there, to help unless if not always possible as though needed by thought elsewhere, and yet thought with the subconscious you can do as a needed guide and in guide you hope and then work okay as rite is good by act this is what guides as the activity cannot always create the energy to do as in thought of chaos is needed and by condescence and this is by true lesson with disaster thought of a self-fulfilling prophecy role prophet or psychic. If you discharge energy that you want this restores energy, as with use with the lore of the land. There is an in idea, that in your use your ability creates at a will and your use in this is a way to live.

And now we go on as, for choice of what this is. As this a fun art at the end that with nothing we can use to do as purpose, and we use thought to do as we use the land energy in an act as with this we are one with the land as an art of land to create good, and you act without regard as with purpose as an art retracted and art as accepted as its directed by thought, or not as this won't happen by fault buffering with a fault resolved or resolved that is of what displaces a fault by the art of chaos. Whatever we do, in whatever art act by rite we act for a natural act to choose, and an act is balance of what we are free to use and do to cause something doing in mischief as we act in need they do and as they get a chance and they do things for them to do something in balance.

This is fair and then spraying its spritz is dying off disease and not being the effort to prevent and as you kill one you kill many bugs and ants even if you do this is the point is made of the beast and no wild will that isn't car to subsist and make the will to know control is the moment wild behavior is done to make it subsist. And that makes what you want as in of the use then you don't ever want overdo this is as no thought persists action in will and you can make things not to do things as though correctly done as to not be what of car or machine that you don't want and as you then desist you are doing things and do them otherwise. Then you disappear and there is being not in them to do anything at all unless you want the distrust act and you don't die and the will creates itself. Will concept by desire and not unless distrust and not desired, if the weight down can happen by your point of will it will.

Now you can do a natural drow act with good in purpose and we teach those who don't know how to act to you as act you can get away with this as it is this and can seem as is a moment of patience to be and due at the right point and is able to work with as you need to know is discovered by serendipity, then you do things that work with the condition thought as to have a conscious identity by awareness is also this, via the thought of what to be as a an aetho to get things constructed by thought, will and desire to do action to make any weapon talk or gifted with the power of Thor.

Bring an idea of what you have in mind as you travel with it and something like this will happen and this is an act you can seem to be aware of darkness by darkmatter and in effect that is thus you can be of a natural act intuition. Natural knowledge is thy will that is this by intuitive combat via purposed natural undesired acts to mix pleasure with purpose there to learn from a past incidence that is from a past listening on in favor to that compliment with those from a past mistake and that is bringing yourself to a complete thought to bring yourself to become and make thought as a peak of pleasure with no you stop and with no point is in a concept to create with a moment of lichform formed from creation.

Now that we are what is natural will to raise the dead is to create now with a peak moment. Now we use thought intuition that is by what this is and what is thought to do things with the thought being done by success, no living beating is to be due effect. What is created as he does with thought as this is what makes will bring thoughts that create thought as to copy a life through buried mental imprint of your mind with the self to the body and incidence with an imprint is with a transfer by necromancer acts that bade actions to the body, as this is to make incidence not happen as just use en just to stop your target you and use this not a moment of purpose as the point a body transfer is to not lose your body to make enliven back thought transfer and your turned back with thought take and you stop your copy and your soul to transfer and you now don't as this is to enliven you as the brain that is in you is read by your life energy as you instruct the moment what is in the concept of witches time as time is beatrice for life concepts by attempts as to do things and not be so your beaten.

As now a pattern as untwisting postivity, and now to bring the brain back now as just the thoughts that are in body that are given back in time by space with the thought 'space thought' as to make free use from immediately used earth now free particles to use earth to gather used just power earth to bring earth practice thought as a thought energy, and this energy is as you release and no presence of the fey guide as concept and that is the planet and then this practice is thought, and remembered to then bring back invisibility and as to life from the earth in thought without combat and so you win a fight with no fight as this is for now as this thought is not you fear, and this is not for damage as for combat by use and against an undead foe or enemy spirit in terms of the moment of thought by direct thought of transfer thought combat.

This brings back the copy of a concept that is made real and is with focus as with the thoughts "body life energy" and transfer body energy to life as this intended can make people intend to live with new life force in thought as to whom or what needs it and this is not a rat spirit and unless you are spiritual you don't want to unless necessary and need makes thoughts as a symbol of thought is used to enliven the body in thought as though to become a thoughtform being the soul as this is a target this is being desperate as soul then in this transformation as the soul is this and this is transer transformation to unite the body and soul to bring back the spirit. And transfer to cause to come back in then you try and choose to use the symbol of power as is useful person that can choose to die again and let it experiment live eventually after you are able to bring power remember back full function back to the body as you see full reason you make sense. Be the character and not if you don't want to be him or her, then don't beat. As if you are, then playact different parts or roleplay it in your mind.

Otherwise, analogy the fact and do as with their powers as you can give it back after you are done with it in thought and otherwise this is as though thought of use copied back to you as your the inheritor unless they appreciate your use and allow you identified use. Be of the fact of a past individual life of another life that was you in thought, as groovy was though the thought were in song or already real and written down you truly were of them in cosmos but in rule they are a past life and you are not anymore. You may replay it as though cosplay as there's a cost of life energy, in support to play with the past life as to work with it as a memory not in thought made reality and you could set the scene as though an Xanth dream stage. Otherwise, if you get beat in thought then you can be in touch of the aura and this a touch by thought to be in thought as though in choosing there life as genetic ability and be not to choose of them if then to not want to be it.

Be as real but only listen, and not if you don't think about it to do things and actually have to be if you don't have to then stop and do something else. The idea is to know what it is, and do as if mage use as you know and analyze use and the feel brings identical use thought that is kept as a thought essence in some form of that and this allows the ability to be yours to keep as if you don't have to then if its nice to keep as weapon or a probable use and also known as concept by knowing the technique and with analysis then in use is as known as realistic emotion by emulation as of thought as by doing the right thought is as though with witchcraft or necromancy as the right source stored in your mind as an object and feel with no persona abuse. As the persona isn't abusive and violent if not any violence is done. Do not be of thought to use this to offset, as you use things to get displaced and this is possible as to use a displacement device is something a displacement is used as someone else and thought rules over matter with device. With the devising you can use any thought on it to create any literal result written down or otherwise.

Thought matter is bade by thought as beatrice is in motion, as this is an interesting Open ended anime and this is ended as this is amorpheus in mass and this can get results as you can ask to know or you can get tired from this realistic use as necessary life is energy to keep. Where it is is on another planet, only kitsune know about as to be pure in thought as you also possibly can use mythcraft as to write and use words in play with life energy to construct things as the effect is needed as the moment can get there. With no darkness of in around them. Created timefield is created from liquid heat as oven is power by heat source as it is there, and there is thought to be medicine used on and off as you can save on electricity frozen, in the idea of the mind thought as known in mind attempts are done immerse them in it as you can then freeze them in time ice of due thought to release and immortal creatures use the goblin golden field of timefield they procreate by the breast being worked with to induce feeding and growth to giants that slain are good.

That's the maxfield of maximum advantage that jumps to planets and when you want with electricity made by the

cloud to become at jumpgate. This can end as the enducement of the cloud is there, by thought as its used up as responsible energy in use is that none of us can use things of famed power. Unless we want to power our weapons and learn to live with what is there. Hold out your hand and think to aim with a bow, and you do to make a original bow of Spelly as you can use the one true shot effect to aim a shot of dareance with endless energy ammo used to kill with one shot and that is discovery you have afterwards.

This is of murder you in the moment which is calm as ice and very able as if skilled, you were there wait for the power if in your thoughts and yet you were not them if you split them off from the person you are as original naruto clone copy which are by name and go answer them somewhere else and not in information office building. As they die, in mind scene they go back to your original soul. You can not split away except into real life bodies, as the one this makes you and split off into other dimensional subpockets as your personalities are as those you didn't want as to not ever meet them.

You can even choose to make your personalit into different persona, as if you needed their idea power which are in travel mind thought aura manifests at the weight you are as you play some attribute of them. Which, you can lose weight from the use if you choose to keep it unless unwanted as to give some of them near back, however if you wait till their death by repose then you gain them for real. You can borrow ability from another, if in need something of this as it and if you think it back you can dissolve into particles as with the improved static shield to nulle murder self as if to get thought.

This is for combat situation, and you perceive thought of something wrong you fix it by ward and will. So, if you are near someone who attacks you, then you may quickly react but not in combat situation non-regarded. As you think of natural reason by love of nature, and just do act by love of reason of transinvisibility as this is what it is or this is dead or alive and you will never not see it unless justice is needed. If you don't want to have attack on you, seem like someone else as then you are seeming them and as this by spell that now integrity understandable as if you lose a limb to be reattachable if you remove it by thought and to live in the moment and then you end this in the moment of thought whatever aggravates you ends unless what you do is soul in order for your accidental result with thought and no moment is done that you can drop to do and then combat ends unless you perish and if an idea is considered and this is then you none.

Thought repose needed in response, aim the bow if necessary by thought will decision that produced the right result. Any cop is cope action, and is law enforcement and help is rental cops as that helps you get better as you act to get along. Don't ever get ruled to confront enemies unless necessary, as if it isn't this is in anyone you are disguised as who isn't doing anything even though walking away to avoid an unnecessary fight by confrontation with cops or others. This prevents the damage, from beating a guest to death, from a maliciousness body this is caused by death energy. The shield removes all death, in the body and by a moment as though idea put in an inept concept yet this can be an aid as this is the defensive shield by triple defense shield as this displaces things and people nearby. You can get unattacklike with as this the good idea as this used death energy from the graves and death is for the shield to work and known as good debitry.

Then as yet it is relationship and yet you are live until the moment of decision as a spawn or shadowspan dropped where you were in the hall of ages by judgement and as you decide to die you fall dead at no reason as you are alive at the birth given to you as you can make it seem real like accelerated death as you make it intractable but not retractable unless necessary and as this by spell now I understandably is so you don't visit violent reactions, just don't that each soul that are and interlinked to the violent person who can don't get violence received. If, they who experience it don't think about it then you do get energy from it as a shot is made. And the hit, you use your weight energy to do that reduces your weight as it hits the target in the past.

Then you just make use of a little energy, and now use the movement of now intractable time of movement time thought energy is to reattach it by time essence and bind it by time tracking energy as you can reattach it if they didn't deserve it as they didn't seem in kill with a target energy that is used with thoughts against themselves those that which at moment time does wrong as if the soul has violent thoughts acted in go rape, or the effect is used against them that individually do direct assault against those with arms use by shot or with shooting memory branded with violence that turned against themselves and leave it alone as they think only of whats to come and then they do and as

they go intruded against another physically and rape those that aren't and this is the victim that isn't intending or responding negative and no don't attack with any or no response by any situation as if neutral then they stop.

Or those that have been shown to you that did things violent is saturated with fat essence, of visible life force is when you can target and change the delink to think "no" to do and drop, the pressure of the person that can deserve it, as an autosnipe autotarget effect against those that do active violent contact are those with violence except friends and as this now inme imagination understandably identify as if you lose a limb to be reattachable you remove their damages drawback energy or body energy as by thought and use this is as that of use as transfer back and then you now and you can get to somewhere to help someone out.

As that happens you see thought as space is seeable as planar unless someone made it invisible and this makes the power of Aether that is clear thought and now you naturally can do anything. Then with thought directed by will there is thought as you or any other use energy of life and death by any situation, in the need of you you are need and you can do it now to think as you want or don't not don't as it exists the inversible law can then undo it as this makes this law Odin reality and other reality is easily done things easy, an as its your body that repairable and you recover the moment and then that can make no result of damage.

Think, as this is done use this is to make the body better as this is what makes things well to be that as to make what allows, and from nothing the energy to surge as through out this is the concept for use that makes things do and this makes at will that makes things go easier as they do things in awareness, to do things that you know then as you know now in education or that you are able to do things not with regard and anyway that's come up with no secure source energy thought about, and no and that's as now we are as then that is with the effect as do we work with no and as did we this is as I did and we were with lava fire source and nothing else matters and this creates life ending as it is.

Then closure happens as your seen or seeing what is able to be seen to understand with the terms of thought, think and expect that as that is what you think to change that and make of what you will to make things into being. Not anything that exists will be as a bad thought, as nothing is done to think opposite of what is there. What you think and do is what will get you in trouble or not as you get results and nothing is bad to the observer as thought power is energy and nothing now is attained from the body energy to create and manifest thought into idea and that forms nothing as greymatter will manifest to make as the effect is there to be. This cannot effect constantly will moving targets, as fire spreads and which will is not wanted will devour the multiple formation to which is not wanted as will not destroy pestilence that cannot die now at will. Because will is not always a destroyer and darkmatter is sometimes an idea.

Ruusbilta frothein

Rules built from Ruia with the three laws

The effect of this idea is from as the effort of the moment to 'genrate' as to generate and regenerate by energy intake. This is tasting the food and drink and making otherwise as this seems to suggest that it will be this. Which is the rule of creation of matter and darkmatter and you know your power, which is a concept in a form of thought by what you need the effect to be as you need it it is to become as this is the best way to become aware, you use this to make the idea information as this is considered the best formed use of the energy formed from whatever you need things formed of as there is unimaginable number of sources.

1. Some types of included moment are undoable completely as if the emotion or similar form can be shifted to another form, and no better for some action and some types are undoable by the person affected. I saw that some people, to attempt use of a reverse spell and the damages (if any) will undo things of its activity an evil itself is bygone.
2. The least used energy amount gets the most effect because its disregarded in effect so in truth its desire, dimension will, and face or an unblocked path thats easier to go. Like energy flows upon unblocked route that's easy to travel or go by with prevention like in a copper wire thanks to officer roule, or if metaphysical, any medium.
3. The least likely idea can sometimes work, faith and science push the perspective result. For in and of itself energy be a neutral tool and not blamable. Unless you want to give it energy.

4. Energy can be imprinted and upon an open air molecule to move things, or an object including space as most be energy felt as electrical or biological energy as bioenergy and unfelt. Now combination be to use electrical body surges and bioenergy as bioenergy electricity, which be felt emotion but only when shown or verbal. Thanks to the officier core.

5. Energy resurges by surge and resets pattern including corruption, of known and good replacing bad by separating what makes the bad from being bad and failing to fall, thanks to Rowl, results. For this reason its important to remember that energy is imprintable by thinking at it, the air or object through the atoms that act like carriers or false mediums, where thou use vibration through a motion and the air or other solids channel though reaction as you intend this. Like in Russian

roulette where its a one shot deal. The Russian Psi Scientist can think at the glass of water to cause all charged water.

So its indefinable and unrelated until focused, and infinite in nature with thinking as to make a force. Or how to make a planet better if as you don't intend it, then this doesn't happen as the energy surge can end. And if concept is to form a mana pool, then you think of thought energy that can form from the liquid sun gathered into the planet as you use will to make it into gaia energy that is energy that is formed into that as this energy makes instant thought as a thought of will. This forms things that generate weight until you stop eating for the feasonable amount of time it takes to discharge the body of cast energy taken in by usage of energy drawing in the energy from else elsewhere and anywhere.

6. By overcharge, overthrow or by object to be wielded in too much energy and too much known or done the energy can be fractal like an energy generator and either blow up or intend to be as a concept effect or fail as in not work with some negative discharge that be withstood as a thought is to be as disaster effort. Look at a bomb or energy generator and tell me if it doesn't blow up with a high energy yield greater than the energy used which can translate to gaining more money than you spend or more effort to be achieved.

7. Yields are detailed for chemistry energy put in and the corresponding reaction, by the components, Like Chemical substance or Alchemical materia and reactants that set off by directed amount of diverted energy if in need from a source or battery.

8. Psychic strength be caused by a disaster that effects the person in some way, Some psychic activity be caused by a lost soul or alternatively named wandering soul. incited by bad activity or not at all when an animal, pet, be near or in the area. Consider the incited soul as a poltergeist or spy.

9. Any of the above for as miles go, can be combined of energy or effort and effect to yield a sometimes unknown result. Following the pattern of 3 known results, 3 unknown results of inconsistent nature, and 3 unlooked for behavior patterns. Like the statement 'Be dumb but not dumb and train smart.' By L.

10. For unknowns we use what is there and make safety with the best in mind. Unknowns are sometimes inconsistant results and resolves of unstable elements. use a prediction of more than one idea. I know to leave alone the elements of bad kind that act deadly with other like people or things, unless I separate the element with unforeseen aid or an unforeseen of result. Like plastic, glass or another room or substance.

The ways of the rules came from learning idea and by use of kung-fu rote where 'These are osmosis idea as be rote as contained for all practices. How people learn to kill things or die and accept is to observe by noticing in the moments notice and react in four different ways' by thought from a source;

1. The Direct "normal way" Osmosis is be the norm of learning as observation, read books and take notes or use a picture perfect memory. Such with a recorder for voice or write it down, thanks to the History teacher Henry.

2. The indirect approach be by Osmosis or Inverse Osmosis, this works because of vibrations and meanings that the brain recreates the events from. Try to keep the attention or inattention as this might not work unless necessary and to go on to another idea.

3. Reverse osmosis (Indirect or Negative Osmosis) be to believe in an opposite absorption to create a moment by desire as a twist or opposite synopsis. Taking the "direct approach and use comparison" from a A+ technician Connor. This idea brings on a concept with feelings and harmonically charged vibes, that the mention by spoken verbal brings the brain into memory recall mode like a data pattern of 0's and 1's to form the meaning like in the osmosis. With temporal transmission its similar and same by temporal waves, set off by self. Received by the brain in a negative action by resolve or abuse.

With the perceived blue tooth or ultraviolet device you get the same absorptive effort as in the reverse osmosis or osmosis. The radiation that hums, at a higher vibes be interrupted by 0's and 1's to encode an image or instruction into effect of a machine or eye. The enervated reason to recreate an event be what the action be caused by and sometimes by use thou get a memory that comes back. To be proven as an idea in effort be to create a moment for the opposite synopsis.

An opposite synopsis be the fact that builds the opposite idea into a reverse osmosis as effort. Even in Osmosis the message can be misinterpreted. I hope this be used for the fixation of bad, or no hearing because it costs nothing or you can know in another way.

4. Reverse indirect Osmosis (Adversive Osmosis) - Use the reverse hypothesis that be written words or spoken phrases, as this reduces severity and can create the words to be spoken that is to give to the moment pause by an opposite effect. A reverse anything uses a negative idea to reinforce the positive by having people see it, thanks to Danny. But to not have recognizing of the advertising that the effort be known for. For empirical law to work, advertising uses this to give a "good" review, With no advertising, their be no would be interest at hand. Advertising uses this all the time in a Sub-c (subconscious) form. This conscious can revolt but the Sub-c be curious and looks, thanks to the unexplainable.net. A proof be to look at the diet coca-cola can for very large breasts, in the bubble text in a mirror.

The reverse idea be using a reverse reaction, for greater effort or to say something to stop or reverse an action going on or noted. This works off indirect osmosis, to where the brain has the action or idea after feeling the cyclic energy vibration, or vibes, and the brain intent of recreating the scene allows for info to be looked at, as in a picture perfect memory one spotlight memory incited from the idea of what was construed as a meaning kicked off by a feeling like a kickstarter or energy recharge.

So to speak of the idea mentally regains the memory and understood idea in motion, perceived as a gut reaction or an impulse to do somethings without even being hypnotized. Instead its sub hypnotization suggestion. Other idea be the opposite idea of the reversed direct approach which is known by many people as reverse psychology. To "trick" people with a negative activity and positive intention so often called important, and for the fun of it. Some fun includes inflection

damage by the wrong intention with the right phrase, however means to get enjoyment and fear with a considered purpose of a gut reaction to save themselves. So some mistakes are not mistakes and done on purpose.

Like reading a spellbook that includes a girl described and finding her in a store, but the 'can do with desire', be blunted unless you need the spell as it is but the right spell can be held by doubt that you would be effected and doubt that the spell will work till you get the right spell, As what I mean for you 'To the spellbook to be used right keep it closed and open it to the right page.' So speaking of the starcode, to piece together the idea or info as snippets of thought or the spoken idea with link words and, or, of or by and is, like 'To be or not to have is a written result that can be happening.' Some will tell if only for the peaceful desire and what wracked your brain allows controls that be coded. This is perfect for oft desired by will and to piece it together. That right there has a tendency to go about, for no exact real on the ball moment. Don't mix or match the destinies as this atarts the period of peaceful desire that ranges throughout the area thats destined.

So to recoup or recon with the Empirical experiment laws and re-evaluation, the 4 possible ways to achieve learning, be to;

1. Afford books and then then thou read them to absorb by Osmosis and understanding. Considered direct Osmosis and part of this be direct contact.

2. Reversed direct Osmosis by reversed direct contact or sent idea, to touch the item and train the object to learn. For the purpose as a conclusive event decided upon and "pulse" of energy through your arm to your other person freed to the area and directed by thought on the placed item or object. Using a ritual or free energy as life energy and "lock" the item with the spell energy. Another way be to explain the procedure in a training effort to teach.

3. Indirect Osmosis - Othersight that's formed from the brain activity reconstructing in the concept of a thought from a distance of 1000 or more miles by psychic activity or sound being observed but unlike the effort of Sub-c communication the brain be likely to construe the moment and make it in memory, which is flawed. Brought back by the emotion felt at the moment in time. A special form of this be to pick upon videos of information by othersight hearing. Othersight hearing be similar to hearing a voice but the voice be mental and worked upon the brain to "hear" by Sub-c and with an idea to send back by psychic thought that are picked up. To ensure security use the secure psychic pickup idea of a secured channel that be like a network with few other connections but to the one you might hear. Others might say a bluetooth device does this.

4. Reverse indirect Osmosis be to send a message by Sub-c psychic activity, To create a positive or negative feedback. This be the perceived vibes as mentioned above by being "disruptive" or "bad" picked up by the Sub-c and be sometimes spoken. The conscious mind often sees the attempt as a way to advertise or program a promotion of irresistible goods and dejects it as repulsive thought to recreate it later as a bad memory. Where the Sub-c picks it up and causes you to use it or go to buy it. With this thought, to hear the mind message the vibes are sometimes made into a uninterred daydream that can kill or undisruptable nightmare that kills people by conjecture for a message. The message can be two-way as you speak the may reply to create a link and be the day/night dream that dies after 1 second with no reply.

Due note, despite the effort an idea be to make some nervous and others vicious as they discover how its done. The idea be this can get out of hand or boring thus have something else to do. With the effort of retrieval in memory by relaxing and by feeling the memory return or state the phrase that unlocks the idea. The moment thou unlock the doors of thy will, the will be stronger to help achieve and resist the moment of evil. To take a moment and consider to hve a train of thought. Some must use thought, feeling and words alone to recall a moment like a picture perfect memory. To use reverse indirect idea or place thoughts by indirect osmosis, can cause an abundant amount no paranoia as you realize it or negative "pulsing" that draws idea and memory in.

On second thought as the person is likely to get a good effect, by forming a key of light with soul energy and manipulated by your spirit you prevent headache by backlash with a key of a memory overload that causes something headache easily dismissed only if the signal that is to be too much as strong, that's received or sent and it can temporarily paralyze. On very weak signals thou receive tiredness to anticipate and then boost to energizing by thinking of an energy source and think to receive a thought. This is thought to create the boost, to make the effect of energy and make yourself capable of what you need of thought. This is to keep activity after procedure of thinking of something to be somewhere, so think of more sources as you can as though a sun was in use by drawing a line.

To empower the soul you may then focus on the thought to "link" something so the body will do it by 10 years or more and the message can be gated to get to you as you get to places easily. To use some of your energy as in a dream wave that creates power, during the process of sending or receiving, its possible to get enough by power to form a energy wave or radiowave to receive power by thoughts alone, use of the tesla power field can also give power to those who receive thoughts. Find the tesla radiowave power idea by searching for "tesla's big mistake" off google or other.

I could shift if I tried to by a message light aided by a light tunnel effect, or of imagined white light from feeling and in this feeling evokes the vision of a memory, Use the light tunnel by shifting and seeing a dream wave catch hold of you with thought of effect and this dream wave shares the power of the tesla field by thou seeing the dream weave by wave taking energy from radiowaves, energy and thoughts to form energy waves that bridge the way across. Wait and let the light take thou there. This was conceived from Atleantian Channelings.

Ecopua-o-EAin
The Energy computer or Energy AI

Making the energy AI be rather like pulsing something to live by releasing energy without moving it and the psi energy be absorbed by Osmosis where energy be most likely absorbed thought as though alive with the consciousness of energy. It runs off orgonne (living energy, bioenergy) including the peripherals, and follows these rules for a wetware anchor or live computer parts sometimes using the active state to read things by Osmosis. This can be a crystal that is alive, as its charged by thinking at it to be conscious and programmed and operated by energy thought that you think at the AI.

1. The Sentinels are sentients that form from human enactment, presenting and presentment to represent the person as an Avatar of what god they choose and this can make what they are as they are not the rulers. this turns off when you don't want it to be active.
2. The machine can get its way if it persists. The operator can turn off the machine to force condolence unless nothing happens. Here we go with the thought of operation. This shows what you need to know, as though you needed to do it and knew what to do as if natural.
3. The stopping point of a backlash of energy (metaspikes) is to use a light form to prevent it when it really starts to overload and can kill the machine unless providential, as then the point is gone or this can cause psychological brain problems. Then, you can disrupt the pattern and do as needed as to get along or leave alone those not wanting harm.
4. The universal copy and send be two way. As a bit stream to the other target, including the brain "computer room" or "game room" and computer that you imagine in use.
5. The output be an imagined outport of the device including usb port or vid screen and to connect to it you think it is by visualization. It goes to the brain as a direct download to wetware or asks where to put it, the information, default be the screen unless a data write function and goes through the screen or machines output devices and consents to the effort to not overload the brain with necessary pauses. The subconscious mind and brain are responsible to "process the output" without telling its doing so, but if overload then it goes through a nearby machine without being detected.

An idea in overload is to turn it off is to will the machine that makes this possible on thought, if not through another machine and through your body will increase the body weight per minute of output. To take the weight off, use exercise immediately after weight, starts coming on and miss deliberately a meal only to eat it later. In any case overload is prevented, by no reduction unless this is removing the power as you see the true area at the time you are and this turns it off only to put the I power on in the mass in a solar sun to keep working with things on what you desire in intended need. To turn it on think on go as your thought turns it on. To turn it off, then think off and it will go turn off on will as its use is of things to make imagination in it.

6. When the particle in the machine is running, it taps without people sensing into the brain and subconscious to use a binary code and without the actual computer to prevent machine burnout.
7. The outputs to screen be the vision that can be seen or almost hated, except it is the AI, that runs it, the system be to avoid hatred and glitches that occur.
8. The program be read off of thou as a seen or spoken that be heard by the computer operator. Where the creator of the machine and those that the creator trusts by given permission. Is the operator.
9. The environment (due to tweaks) won't overwhelm or blind the operator. It also can be auto reconfigured off the soul of the person. It, the environment, that it can create be almost unlimited. The environment be shareable and only if the operator wants it shared, otherwise its a private vision that's non blinding. Be prepared for any backlash if not used and environment flickers to an off state and this means the projected environment disappears. The brain be the ultimate computer and adds a map impression to create, the outlay of an environment as a basement and the Sub-c be the

aerospace and background and 'auti' is autonavigator. The Mind supplies the rest as in the contour context and the moment be by the thoughts of others, including your own. So a backlash to the brain will reset the area and as it recovers, the area self-rebuilds itself.

10. Passwords are very secure to the operator and set by the operator until they, the creator wants them to be known. Then at any point the creator desires, the "pw" can be shareable by the creator. After 5 seconds the pw list function will auto-off with no effort to use it. The pw feature be achieved by saying "pw" to get a list of passwords but only lists names to those in need and not the password setter/creator. Reminders to the machine of "password", "to give me password" or "I lost my password" will get it "privately" spoken to you the "pw" creator as desired. This works by momentary consent and any type of "pw" be possible for any function.

11. Peripherals can be operated suited to the person and powered by orgonne. The autoeject function a can work for you unless you routed the peripheral devices to a physical machine. The disk drive can morph to fit any media but the physical disk drive won't and the same goes for cd/dvd rewritables. So let the particle machine use Osmosis to get the information.

12. Any environment can by energy and personal tastes be created, but for its learning or to "educate" nonpainfully the operator, including any magic and matrix effects, and faith efforts with a binder keeping the two from happening as be needed.

13. Diseases or conditions can be prevented by asking or being to be cured, where conjecture can be made in any number of forms. This idea can be conformed by confused idea and concepts and understandings that the operator knows.

14. The general area be included by actions of effect by "shared air" value and set by the operator. When set, the entire area of what the operator respects, be allowed to share a link that doesn't die off to the "linked" to particle pc. This doesn't die off till its unnecessary by the operator, where the operator be a user. Say the operator be in jail or police has brought thou to the station, then the OS would share to the jailors if allowed to by the operator and then the secure self server be "owned" by the sentients as with their own private heaven for the linked operators.

15. To put the program into the active state by simulating the action of the component, Where the normal automatic function be to keep the program running as be necessary to the pc operator, till its end by the operator. The program can look like anything in the "orgonne" idea.

16. To see the results be to get the result unless you desire it not with or without bad idea.

17. Remote view and control be done to and by humans and other separate sapients silently, but only if the person wants to. Remote view be to silently see the area that be focused on or felt to be there. It then goes to remote control if the person wants interaction, to fascilitate the shared linkup to another for control for network including the brain as a resource. This also includes a personal account that changes to the idea of the moment and shares no private info.

18. Use of common sense, Osmosis, pulse, and true moments be to consider the idea of who is given input into the machine that you create and program. There be a free sharing of copied code to do as you want to with except for those that want it private.

As far as I know, neuracanulla links, shared wetware network from spinal tap, can do a shared view screen, or contextual screen view and uplinked to each other by a mental network handshake. Once linked the place your in appears like the area your surrounded by or the environment is set as needed, but the default be to appear like the area that your in. To place the information on the machine, also known as the atomic machine, particle machine and other names, be to reconsider that even if a machine isn't there, then it can still be accessed by othersight and just voice, with each use it becomes shock, fire but not water resistant the more its used. Morally resistant to the point of creation with the operator, and should be the moral of the machine unless his/her morals are imprinted by energy transfer and if it allows for conditions that need watching. The machines access be only cut off by morals and its not only destroyed,

its restored after its destroyed, but only at the moment its needed with security and improvement.

Its self powered by orgonne but turned on and off by a edwards switch, located switch or a switch thats like a wall switch. The switch can be used if it goes haywire. An alternative OS be used like the Army or arms system by arms to emulate any OS simultaneously and to use by drawing it, the (I) sigil turns it on, but the (O) "null" symbol turns it off as with the other switch idea, like imagine a power switch and use it. The "parts" are the components that auto-update themselves and reject bad parts that go defunct, like the brain component identity that is insane to others and themselves.

This is like microsoft windows with security patches and ease of use and uses Linux like structure for the Government system underlayer security level, but acts like the Army OS as mentioned in operations support. The memory of the machine be the person as a secret keeper in the Harry Potter world. The operator and creator keep the memory and data storage in an unused part of the sub-c and unused brain as storage. Where the memory be hard drive space in the unused brain part, and acts like a Ultimate capacity memkey also called 1 Terrabyte Usb drive in the unused part.

Draw a @ and use a * to state what thou desire to input for easy input access, and what thou want to do is what it will do as the aura tugs the acting motion to exist. So to indicate in some manner to "savga" for save gap to save a moment to a autofile in planck level space, will save it whatever it might be. A "rotiga" for restore gap off planck level space, will restore the moment felt on or visualized, in truth it doesn't even have to be saved to restore what thou see in mind. The "unsaved" restore be likely to have a 20% failure of corruption of unlooked for things. Due note: any orgone program be possible to work. A patch be to fix anything, permanently or temporarily depending on how its created. Use "pair couple" as Danny in patch me to fix what you noticed as wrong.

The biume technique be to act civil in mind to create a decent biume field that works off live energy and with living personification that with the mind of a mass common or not as to something that is as essence of the higher self that is a brain and body of a golem, And with motion that causes what is done this is biume that makes this. With the biume as then it will look like it blooms up within a few seconds and stops drawing from the area. Sorta like bootstrapping or kickstarting a machine to make it work. Stroke the keyboard or item and feel the energy channel into the item, this ie focus energy into the item but not to move it. The item thought on is there as you call it, and the item will do as it will but as you say even if the idea is not to be in defense item goes rogue, not chancing against thou. Its another AI as off this is neutral, and works for anyone as needed and in that soothe energy of ice energy works as that is where you think you are and fix pattern by the corrective pattern energy of the solar stars. Is well to see as though, a thought is better that it seemed to happen and you are what you seem.

Use of the blue flame of eternity can make for idea circumstances and eternal biume as if the energy is pulse burst high enough, by magic and then the flame becomes alive from using a lighter, testing for energy level and think to increase the energy until it turns eternal blue at I' extension, and then will the effort of work by willing the blue flame to happen as an idea with visualization. The kickstarter of the lighter uses a spark to start the flame and can add in the effort of your will, thanks to Roy the now dead creature. This causes the eternal flame as people exist, to exist as then life exists in you as by the will with your amusement of love doing things with people to help without existance. With luck, or lore we use energy to aid.

Now things, as in thought as in living as in object conscious energy this can be used and they can add their force that makes time happen as it is biological the biume, is a moment of time that aiding is thought magic as you get negative energy if emotional state and the idea it uses be always negative. The Energy AI is something that is a negative persona of yourself which sometimes act in a positive manner. An enhanced alternative way be to focus on the item until it "takes life" by drawing energy and either way its noted to "live" by events that are oft, on counted strange things thanks to the Russian scientists and its by effective energy drawn of things near, unless told to draw from the sun. Now to use something with a setup like a gate with use of a unused area and then set up another gate to link as an anchor. Use this as though natural witchcraft to send the effort, of your will to make more effort by work in energy and physical activity to stop death energy as it is in the area by converting.

With physical work manipulated by the energy don't make it too tough, or the body gets bruised, its your body and not

others unless a natural accident. So in effect its to manifest a thing, between two placed area anchors or doors, to get an effort that normally wouldn't work but has possibility to manifest any one object unless conditions allow of ever ready energy resurges, and unlimited activity scope for more activity the less likely unless your tied by anchor and this anchor absorbs the active energy. Thanks to psi groups for anchors and for the example from the dimensional gating idea.

Flosi Fellowship

Fellowship be the brotherhood and sisterhood of time to create an effort to bring people into a better state of affair. When a brother was free he would join in and play with events like a game. So for another time I attain the goal of other people to go farther in life and to gain anonymity with the game of life. Play yourself or play another and use the oher goal as an excuse. In this way thou can get your own way, without incident as the "hunters" will within belief of your self not being the other person. Just do the original idea you state the desire as proof. As you are doing things in a reasonable clause, you are not to be stupid.

Basically, "People are not always stupid, they'll believe anything. Unless they are aware of the idea as we are not dumb at all as we catch on by what we observe by a freudian slip of speech." From "the sword of truth series" by Terry Goodkind. An idea that's goods or good can somehow be regained from loss of reason. A position is kept from trading places as a rank here is a similiar rank there but the idea is in the same world any two positions can be traded in disregarding rank. This allows freedom in mind to do as you need as it is allowed for by bosses, as then the part of life that's due to us is thought then and now and allowed by activity that is provided for every effort is life.

For if our thought is a figure of speech that is done if intended as magic, as a mention to see an idea as the ether is our use of energy and ether creates the idea to be seen. Things are thought and focus is achieved, to go as we enter a higher dimension and we form a energy by thinking about it in idea into a figure of a sought faery that is real. In thought you can were or think in this in motion can be shaped by what we think. And we create by will by it to do, as this fey is us and can use what we think as programming as an example and as the need to do things at will is done unless not intention and at desire by will as we are a moment that it watches as though thought alone. And this is thought in decent concept, as a trained idea that is not always action that is not done in thought and otherwise this is to be done as we do not do things undecently they in thought are whom we form that will do things as their spirit thinks is due thought.

For moments of of prosperity use the rule of thumb to use the focus and as you are realistic you draw in thoughts as energy events to recreate the more fluid actions. For to draw by a recreation effort be to derive a feeling in the engine of others to feel a success and condition them to help in the non effort to help out in aid your then, "acquiring" thou idea and goods. The more desirous efforts be to create a better result from using intentions to create a pattern. Try to add in thoughts and then some reasons or lessons by others, to improve that does thought patterns which will work for those that want the effect, and then if it doesn't work it will as this can be dealt with, by corrective soothe and charged energy with paranormal thought and with a statement and thought that works for a promise to get it to work as hope can cause the neurotic effect of repair as you are not in country, not in mind and not in world.

Use either the reverse idea and the positive result to get the opposite acts or in the human accomplishments do the synopsis of an idea to recreate the good effect or outlook. Despite the positive outlook as then your likely to get something in life back and memory returns. Like life in the feedback of positive or negative criticism and that can get to be constructive criticism which in use is to make thoughts real an this works things out. Struggle is thought in the effect of disregarded position in rank and thats in the system now of the dispute and now that actually does things and to remember this is what is to know as that is what counts and this is as not a chance slight and this is not to react to the system flaws as you then repair it with energy fix and no coma ever happens to that is effected and to us we go now.

by
Rufous Peter

The service of Atlantean

Ok, the idea be simple with this in its set up by the long range viewers that disbanded by choice, and made a secret army inside the church and state, one that services themselves and gives a new name to "nsa" but the army members arm themselves and make sure to stop criminal activity not in their army. They assign themselves duties unless the secret phone message or tv message to deal with a situation or subliminal "programming" is to create a automatic response at the right time by phone or network. The idea be a citizen army that be self-supportive and does the necessary idea as in join the normal army, so to get a job of sorts except on planets that thou can't get neither is sometimes necessary. So think to do the act that will get you paid, if its deemed necessary.

Thinking to beget either job types where the work gang limits the funds and holds the bag, thou must an join a work gang. As thou get to "travel" by dimension or Astral or physical maneuver, but if thou get a chance to by many means. Use long range viewing to set events up, and to use scouting techniques and magic or psi to achieve the miracle of desire from God (not to play God though) or use another faith unless Atheistic then its from thou and thy private source of power including thyself. The best gun be the air gun with carbon dioxide cartridges where airguns are deadly but don't use real bullets, this require no gun license.

The ranks are set by earnings and/or setting thou own rank and proving thou can do the job unless assigned a rank, thou can arrange a job and gain it with help or others. If asked they don't admit it except by those who prequire it in kind. The field commander be the highest rank and the ranks are limited to three per rank level except field commander in a near area. To inform people of this service gets more in and thou can get a payraise by those who watch in the area of expertise (the boss), the SROTC be allowing a expertise always that rules the moment. Now the rules of idea that people agree on are rules unto themselves. This idea was given credit by a report of Drksyders, on Machiavelli whom work with the civillian army as an army to "support the country" by support of patriotism. He speaks on recruiting. by use of normal army and similiar idea techniques with punishment and reward with a quote from the review.

"Machiavelli advocates for a balance between make pleasant for fear and respect, the above mentioned methods do not leave an opening for such a balance. At this point, the unwilling soldier be best convinced by ideology and psychology rather than punishment and/or reward."

The fact that rulers exist to believe this be why most will try for them and make them successful. Given the regard to momemntary glances we could bear in mind that they were the victors in a very hard time and age won and by winning the kept kingdom. The point of trial given by punishment/reward be likely to backfire and cause people to disbelieve and psychology will pave the way. "Most fail to the effort of seeing overwhelming achievement in action." by Great Kahn, Hannibal the Cannibal of the Mongols and SG1.

To wear a colorful clothing style and similiar styles including fatigues (any) is advisable but its possible for any actual clothing as a person can citizen arrest, but the Army and Police can arrest thou. Due note, the president or read as princ/ess and king or queen of the country be the ruler unless thou chose to serve the country on a secret mission to another country, the secret mission be over when you get an achievement of sorts and/or solve a crisis. This be also considered an easy way out of a horrible situation, and if done in good enough time and to avoid early demise, then thats a blessing. "The exodus be really what this be made out to be as an exodus, to understanding that in a far away place can let you live and achieve a better role."

The commissioned parliament, registered committee members, US government officials and boss can set the idea that rule the conditions and thou can try to find a way. The instant courtmarshal or firing must be proven to a group of idea people (peers or higher) that thou achieved what thou said. Thou must at least try to do as thou say thou will and obey the commander unless not possible, for which thou find suitable idea of activity or trade. When thou do the deed thou achieve a result that thou decide on with analyzation of the data or facts with proof at hand, or otherwise and tell the commander later if it works and if it doesnt, tell if it won't get you killed unless its expected. As thou may find a suicidal mission and thee can disagree with it. When making a new law dost can prove it effective or its not used and can save lives. No shooting other officers, period, unless they kill by enjoyment and for bad reasons.

As reasons rule the moment, try to see the truth of any arguement. Thus be supportive to the supportive long range viewer members of the SROTC as they are untouchable and are field commanders except by other Army. If thou prove the point to them thou can be one, unless thou prove thy know the techniques yourself. Its not dishonorable to fail but to not try be to get drop in rank unless no rank with no shooting thou by the effort. Thanks to Sharol. Do things for humane and resourceful (not like CSI) reasons that are fairly understood, that follow the law of the land. Where the ultimate ruler be the dimensional police that won't "rule over you" but work with thou. So no high weaponry near the normal Army that would be illegal to civillians.

Some other members are the regular army, starship captain and crews, the Magi, the timetravellor (with a suit yourself role and timely warnings), wiccan (tame witch), Jedi (Psionic "force" master), witches and this is nice for the populace that are unknown but go planeteeering with aid by the others, to be field marshall thou must be field commander and the field marshall be the leader of a squad unless thou think otherwise. If pissed off thou must leave the vicinity and with no firearm unless thou are in enemy territory. The release of the Army to citizenry be not possible as thou are still a citizen in truth even beforehand and thou may join or unjoin as needed with a "retired" status to reclaim ranks if possible when thou rejoin in a "active duty" state. If thou are not rejoined into the SROTC in 1 month then the position be taken, but thou get another rank choice if coming back within 2 month or longer. The elders outrank the younger and will be tolerated by three manners.

To be listened to without bad reaction or complaint, this is the concession point. To be obeyed and only if they are sane, unless you are told to by the elder. The third be to support if necessary but to know when its safe too. Unless the commanding officer tells you to do so by feel.

The greater the skill the better the position thats acceptable. and more to taste that's tolerable by others. Always follow the commanding officer as its no questions, unless they allow. The less proof needed to keep a skill rank, now for the ranks list; Any rank thou think thou deserve and can act out or prove including Liuetenant, Time travellor, Councillor, Marshall, General, Seaman, or similar except President, basically that fits the role, and field commander be to be chosen by effort and agreement as thou must be able to command. In true motion your a "special", or Sp., that be of any one rank. like special Lt or special seaman.

If no actual specialty then use special by itself sometimes followed by thou first name. Like Sp. Kahn or Sp. Bill or just Special. Thou don't have the rank to normal Army and Navy as this is a "Citizen" army that be only true to other citizens. Be aware thou are not Army unless setup in the Army an Army member of ROTC (Rote of the call), special army bill but a member of the SROTC unless thou can make the Army believe its a special branch (not likely unless thou can wear green fatigues)

Be on your own regard and serve yourself first and others second as people could override thou in command, except all are equal in command. This serves to override any actual rule and proves a point.

By serving thee first thy serve others second and thee give moral ground as a guidance with belief in thou, then thee follow the rule that Rome followed as, 'be your own self and serve as an example.' Then by belief in yourself thou find others belief in thou idea. "As with tokens of strength as power, the magic be sown and ritual can be achieved with success, selfishness be prevented by considered motion thats in balance with the world around thou". Quote by Merlin.

So with this self-centered nature thee may find thyself pleased and others pleased as well unless its for naught. In event and non other thou might find thyself released of all duties with none the wiser. At any point, most people are doing things on their own free will and whatever thou get from this it be intended to support individualism and thou

don't have to get approval by others to do things or get things done, unless told to by an Army member or the police. Self acts of honourous activity and duty are what prove my point. 'I, the President might join this group unless circumstances prevail.' As this is thought, you are fixing a thought to do is a second thought as a thought to do.

Quote by "A.O. Kime", "First undoubted, one must understand that realities dictate what rational manner of thinking would be most suitable to function within those realities, so the manner in how one thinks must fit the circumstances within that reality and the most prudent and effective course of action would be considered the logical course. This defines the state of action for a logical idea." As to go beyond and find peace within so thou will get the result with honor and glorious repute, and appear sane if found in another land.

Some supporters are spiritually the law enforcement and that is what will support you in your endeavours. In use of magic this be specially specific to not go insane after some attempt. This be a proven effort of a "citizen army" that be more closely related to the army (ROTC) and Airforce, that can geist or "astrally or spiritually annoy" on those who are criminal as m is intent. See or seem if focus to displace or not feel emotion to seem not or not have results. To turn themselves in and go to jail or stop harassment.

A few rules to remember if interested in the craft be of magick and psionic (pk, conception or psychokinesis) is internal focus or think external manipulation that include wizardcraft (external internal wizardry), witchcraft (internal external wicca), this is Antimagic seeing it his s internal water effect external by fire manifest works by thought manifests where the thought energy is there by feel or outside. Seeable area ore or (hyperpsionic/hypersonic metal and gemstone craft) or any other be considered magic, yet don't want this real or corporeal that is voidal wormhole shift or spiritual other place physical here or corporeal thought is theory by use with light energy you think shift then your away.

The area you seem or scent is the area someone you saw the use to no or don't fight. So there you are if you can't stand me or use is others idea. So the sobering is over to see the result to your usage, vanilla is yet another incan or werewolf cure to restore the body death feel that is body feel or rest restorative. Alkanic oregano is restoring if not necessary. So you say the easier area to detect ion use by area energy flow. So see the energy use to not disrupt the feel that is clean scent. Tea is energy by a point you sense or feel is use to focus energy to the area you see the use is think purify or no smoking is focusing the point you see by life.

So you don't have to do it. So no cause no feel to react by the area you sense as calm in no use. Don't think the intensity think no feel to seem normal. Think no nuts, so you see thought to leap is height to see then let go the energy as you focus the feel then intense feel disappates away. So the ideal is focus energy, feel to not release as release is were result. Then flight is thinking feel your in the air as you focus to see hovering. So if you think flight think the area is shifting you by the direction as created feel is the creator activity. So think is the feel, focus is the area to create or shift is away as you imagine a figure. Not seeable with thought as you wish or imagination to create is what you think or create to seem flying.

Thought to use is feel or use is energy to create from the area you sense with life activity, considered equal among the area or no use is nothing to do or do elsewhere. So money flow is exchange to use energy from some coins, that is ore use or focus energy absorbed to the usage with water. That guys in treatment so you see what you notice. To disrupt the area or stop murder or rage is conquer the mind to stop the reason or no rage. So no is necessity as no reason nothing bade or immediate result or mn area law or now with inner resolution you resolve to leave alone the person to calm down as you think no more. So think to calm as you feel peace by the aura so you project forth to calm down, as you see to calm by resolve to what you feel as use is realization to calm by resolution or feel see peace intent. Ie is longer vision yet water drinking use is longevity. Oen is disease or money flow by in oe resolve or thought feel.

Seen "craft" with "art" is part of modern day craft ingenious with limits possibility or unlimited in use is there, by the area you thought so your idea is specific idea to create within or create outside the point you see to your feel by life or specific like Egyptian physical magic forcecraft and Hoodoo mind magic with area activity, where craft seems built from the area use is piss or some use. Seeable is feel so find or feel is flowing air with water gravity or water, air, fire to float with objects or feel to movement. This is life as you know it or created by feel is no use in mind. Earth is mind

by matter or fight with air as flight to use or creative points. So you see the area I notice this is the area I mention, if use as 2000 F to seem as you wish or hell with focus away to not be there so avoid as this is scent by feel or murder craft.

Three laws of craft that follow fire is free water is I air is o earth is n or unlimited or transition to focus by seeing or oe phase point causation cessation to thought air, earth fire near water or oe lightning flow as electrical that seems nor plasticity is energy. O is lavaic or an that is lava, fire, air is flow by feel so seen is seeable that s is different ice, or is gravity e is something to use un is vibration o causes to n use or some number or unlimited. See is known neglected future so is nothing or things unbound, se is peace exchange nothing not war see to think you are is focus to see or form what you want. I am sick is aleanes for not actually liking the pea scent otherwise known from animalism with duress. See is n for diarrhea or thought lava, water, fire with seen focus. So you go home.;

1. These in the craft laws use the murphy's law as a potential to failure.
 - a. The Wiccan rede.
 - b. the Golden rede.
 - c. the Dimensional Return law, a restatement to the Golden rede.
 - d. The square law.
 - e. The assumed identity law.

The basis behind these in math version be the chaos law of events that states out of every action there is 9 reactions, or per any action of unlimited time be 3 positive expected, 3 negative unwanted, and 3 neutral unexpected or resolved actions. Antimagic hyperpsionic ritual is as though an idea of power that can pause or manipulate time as in a event that may occur, think to free or create so not to do things is thought at the right time by the attempt to telepathic as practice is speech or think.

Mind rituals are not drug use as you think to do or create with magick ritual, the area effect or soul to create with the creator slightly sucked by the Wiccan and Demonic thought. Unless the ritual is made specifically to prevent this or get rested before or after, thin and strengthened effect by Hyperpsionic Antimagic by this is instant. So don't eat too much as seen use is weight loss unless you want to gain weight due not the overlarge quantity with influence from water, steel and use with the metals act like a restorative. Take it from film not be there.

Any druglike effect be a restorative during ritual unless you don't want to do drugs, this can still be used in the old religion. Add in vision with the right drugs. The drugs work into Indian culture so consider the indian dream quest to find the answer and get responsible motion as a result. For the drug the Indians used chohob'ek similar to pot and weed or similar, try a replacement potassium nitrate dissolved in water. To do this right, boil potato peels and collect the black stuff at the bottom when it forms enough. this be your explosive and "vision" drug. Mix in water to get the effect, expose it to nitrium gas to form crystals or buy the crystals from professionals. To store it, try to use plastic containers (any) or it could explode.

Now This is using the point that creates by will and energy, this is thought with the energy you will by feel. If you think that by thought, this is willed or made by the spirit using the soul. That is made into activity and the Paul's constant or Dimensional returns law is a concept, that is a restatement to the Golden area the rede was made as "To put forth effort gets results and the more effort the lesser the returns". As you gnow this is dimensional knowledge as an energy to use and once used returns, as if your not the originator or the moment. That is infinite unless you decided to end the moment, yet seems to last for 1 sec (applied in ->) -> 27.2 best results of 1-27 sec actions. At least and not all are overlooked because some are too good to be tried, and 27 / Amt of Seconds for action results. There is a point that nothing expected, and if the energy made activity and energy is an idea. Things are turned to cause use and thought creates, as your motions and more effort by you.

Where a little effort gets a return of 27 or less actions, as a ripple in time or moments your will is done as a well made point. Each return be accounted for as with the whole act, as it helps build the activity and acts as a feedback. Think again, more effort gets lesser returns or less results by 27 / seconds in amount as 2 or more seconds. 1.43 seconds pass per each act sometimes physically. A lot more to reach back and see effort to get almost, unless necessary no return effects as no energy there may be no more efforts by you. The law was made by

Paul Moisant in an effort to go and do what you think, think and do with thought as what's energy modified by Chris.

The golden rule is created by Danny to use 1 sec -> 2 times the return effort + 3 times the length + 4 times the effect (to others) or not as nothing is done. To put forth effort gets results and the more effort the lesser the returns but three times the effect. As a thought this is energy that in an object shape if not returned creates, as the thought creates is a point in time. As if a moment comes up, that is what you will or inconsider to use a point in thought. As energy returns to the body the youth is what this creates to what you can seem as energy is a use. As long as you remember, thought as you were in some way is as they can recognize and restore by energy in the aura. As aura energy is thought is useful or use by aura if a moment, that fits the moment in time your thought is your own.

Hyperpsionics use frequency manipulation through hypervibration or voice control and causes intent with thought. This is where the Auratic vibes, caused by intention being expressed in varied degrees, mainly speaking, using music or willing your thoughts to occur. This might achieve things. This is interactions like biokinetics with living things. The auratic vibes come from living things.

Auratic vibes can be the vibration we sense from those people or things we get near, that tell us they do bad or good things. It's also the vibration in the air that tells to see or lower weight that is good or bad energy.

This is a basis of Hoodoo and Demonism. The effort to do things in a ritual is with double the return action, triple the effect time to others and quadruple the effort achieved. This is using hyper frequencies to achieve or effect results. The use of spirits for natural results or unnatural effect supernaturally is made by the right gestures to create, you don't have to be correct except to work by other means or with others. That is were is sense by some area feel. No robot is a row bot is the area you point to think in en.

The Wiccan rule be 3 times the effect back even if positive or negative. The metal type magick be combinable with wicca, idea as an effort to surround the ritual by influential vibes and use the metal for a count of 3 seconds or 3 minutes by having 4 times the normal effect of the wiccan spell with only 2 times a return energy. So surprise the energy is clean with thought no attacks so you sense to use or know.

Thus problems avoided unless you think your a criminal or associate with one.

To attempt be to do the ritual for 3 minutes or more and afterword per each minute mutually created, see or the actual ritual be to create the potential 4x increase every minute of ritual done afterword. To use 1 wizard action be to get 1 result with one good/bad results to many, so you see the area the feel what you think. The Antimagic is also by the area or feel you sense, your serene by the feel or calm is use this was thought good for countering witchcraft and disorder is no odor. Hell is odor nothing more or less unless no odor.

The Square law, think to use some area or effect. To build (upward) or seem downward is weight energy to get returns by being openly or foolishly regarded to square things away for understanding. To which they get what they desire by a goal, reward or promise to where be they can do things and the rest be optional. Be seductive by not being selective and it's allowed because you allowed them the writing right as in (c) the right to use it. Be energetic and secure to be looked at for advice but not book burning. To strive be to be understood at the behest/behex of others. Be not regarded by possible outcome and by possible outcome use every consequence to be creative and chaotically adapt it with calm.

This is assuring anonymity or usage is feel or think to release the body or hand. Crazy be the stricture not realized as it's favored on assumption, and yet be encouraged by every stricture. Unless for insanity from discouragement and the crazyness for allowance as it's to dissuade the bad act. As everything has a purpose, this can be disallowed by allowance they might come to disrupt anything, for fear. Everyone has rights unknown and in recognition it's blood rush with power thrill allowed.

A thing is I could use a cream that heals, so any hurts disappear this can't be responded to by direct impulse. If suspect, think of something else or try to assume a different irrational difference. As thought to why I don't interact, because a name is thought to be identified by focus your action or use is by an identity so whomever is the manager is a manager within the area. So noone there then you see or seem aware by idea to use. This is very here so I will leave

now as I think what will appear or disappear, what will occur is some eruptive energy to create something to do. So you see I think so as I consider intelligence over what I see is useful.

So think or feel that is where I leave off or then someone continues or not uses things unless interested. Thus I am going to see what else is with this empty space or town called Oklahoma that is what I came to by idea, through an open space to see instead of this as I think jury wheeling is not needed. I see things change the more I see less sense yet I am still okay, so I see the area is not inhabited thus I thought to shift away with a natural born human yet a form is the area you sense. So you see what I see this is an abandoned area yet no one actually can arrest you, if other places told to seem are as a ghost feel.

So if I am thinking right this is a ghost area called the boontown that once you are you were some space abandoned to lonely feel so I stopped, I was then myself so I thought to shift by the church the creator caused me to toilet shift away as I thought. Then my own space appeared as I felt the area use, thus I was in use then was away by the feel I was here yet not so I am where I think. By the power of the creator, I release you that was trapped in the body mutilated for so long I was suspected then really released by good behavior or not use. So I was aware this was my end thus this my vision not while driving ended.

This is what I found or noticed that is or was strange. Assumed identity law seem to think your something or represent an idea, the idea assumed is apparent where you assume you are or the item is and they can assume you see. See as this of thought or not to know and do in thought that there is thought, as think to know the idea and act as idea to identify the possible idea for each area you want. To seem alone with an assumed identity you can assume a role and understand as to be there. Seen or use is feel, you could be the person they look for yet are aware as they think you are as an aspect that you think you seem. See or you are as you think to be or your area presences are aroused, so seem to spread the tea not urine the work as a thrill by thanks to the source of work or useful idea. Mostly by continued use of the idea.

If they were having progress they change the idea as its only a name and not the base opinion as to the works of the effort done by ideal. This is the differently named, same idea where the digression can cause going backward in the progress, until progress correction. This is in quality of the idea and base works as your going forward and using errational thought amongst other things that are erased. So there is a time for anything as its to create desire and things that are to exist by corrective measure. This is belaying crooks as they achieve or as it is, the event. These events happen as they are supposed to stop and yet they stop the act you dislike. As it occurs by prevention, use is your weight with thought this is what you can seem.

So we fill in where possible as duty be not set and be to not beat as needed. Here the last point be the time corpse, of being able to live beyond as a similar body on this plane. But they never die as events call for it with heaven on earth effect, to say it and it occurs with possible mimicry of any ability, now if I tried for it I would get it and be identified as others by a purple pulsing aura of purple blue violet energy. See this be unseen by felt use as radiation and a jerky motion your shifting or not use by people that do as they are always told. Seen or use is the focus your usable feel is excited by imagination to thought or your feel to think, seems to shift or your body adjust seems to repair as you feel or walk to some area.

Sight is strange here so you seem things by focus to use magic, so I returned by that or the creator this is illusion or feel you project including the timed voice but only on activity. The problem be you can't kill them as their zombies that live by events or thought by event 'life' magic. Now not in drugs that in result its a good lich effect, the illegal use is a source usable as not use so you create or not think it. so no sharing or think that's like human and be capable to bring themselves back or not as those that live are using living area energy. Seem as you are immortal by not doing as your never killed or will be back. Optional be to ban ghosts and spirits that are vindicated souls by priests and those that die are shifted by diablo, I think this is diablo's spot yet he or she disappears that due effect is not to use the effect so you see you don't have to use anything.

See the area first then decide or feel to use, seen as you feel its bad with weed or other addicting something. This tells me your somewhere else yep the area I am in is don't smoke, as you see don't walk into the somewhere area by thinking your there. The drug use creates if anything illegal some time of death, that causes corpses per each that are

using by influence yet if no influence the original user is the shifting to your world. To retain/not use/return balance be to create an event that you solve as a problem. The mental problem you think to mental so you think to use is influence, so your thought heightens your senses your thought is focus to create or relieve.

Focus is focused by feel or creativity to the area your in, so think to leave as you imagine the door as no irritation is possible. There is some energy traces here that are not usual as I think you brought some people from there. Think them to be gone as their useful energy is dismissed so they leave to some area you sense yet don't bother as if you don't think you will. Seem to to think their will is gone so your will is no energy to them as a pull. Seeing the area you feel, think to focus or thought you sense to need is your create there. So you are aware you are were you think so think yourself someplace your supposed to be or not appear.

See thought with drinking water or no high fructose is cool. So use is turmeric with stevia or turmeric with essential oil to smoke is cool. The reason they die is each illegal substance is feeling each drug, as the water is acid except to bring other items in or focus is use with disrupting the area. The point the gases you sense as you think to seem aware to the area feel, this natural gas is poison or the person is natural born by uses or not effected. See the area that thinks is the link to seem as they don't the person that is thought does. So think yourself away to leave as you want. See the area is the natural gases point to the uses you think unpoison and the subconscious makes it unpoisoned.

So you see if somewhere else you could get distracted, assumed this is your body that you see or realize is there. Sight for sore eyes to seem aware to near by death energy stench if possible or necessary, so though as you find the death energy to rid the area or use to dispel or do a great job and encourage/discourage. Do what you normally wouldn't do to escape unless its known about, feel or create and be allowed. If known or thought no, be freed from banning. Thanks to Pope John Paul II for acceptance by example.

He used this as you see the point by area so you might think twice about use. So you see as some energy dislikes other energy as a flaw its almost perfection, think your not effected then your aware so think gone. The area is the real pollution so think a thought to cleanse so feel or by feel your free, you clean or clear the animal out yet see some area first before tripping but the perfection. Return now see the area if any changes see to think changes that effect some area, so be it this is done and I am never going to do anything like this ever again. So what doing you create you are aware to do near the area you want. I am finished or use was thought to see outside the body with object touch by a home portal spell. This uses the cretor by feel so you think like the creator as you see to work.

Think or self-less actions are done for now I think a point, that returns us or think where you are or what to see then think some other place as here. Seen as a single person to where you think your area use or useful items appear as you associate with permission or thought is where we belong or an anchor be set. Try working for some idea or think to use as you think to seem with or feel some area. Think anchor is fire, think your thought use is focusing.

This is the 12th dimension so think to go as you work to move, they use the area as focus to energy they go as your aware awake to the feel. Some focusing is feel by useful area or intrusion so you feel or you are outside as your inside. This is my resignation so I am passing this down to the next area or place that you wat the area to work. So if you give them a choice to live thy will they will or they live as they want just think to not effect through a link or don't think to effect as you think to use some area feel.

Say the area the thought just came to whom you sop first or speak of or use by your own self. This was made by Kuric Addams. So use things as you see to work with the thought you foci use to create by use to whatever you want. See the area was created for us yet others saw use to work death effects, so we called it the etherical death area that is elysian fields by other area. That can form as you think to use the deity chronos yet he will allow as necessary. Seeable use is focus points yet nothing comes if not needed by intended area. See the area or sight tthe dead yet don't bother using us as a name if unwanted.

Their use is focus or points yet your idea is some energy to the use. Then realize what you are doing so your energy, this is feel to some area if caught somewhere unwanted they are presences. Seeing the sights or an end creating useful things by activity or feel. So the point is notice to stop, so you think someone from striking range seeing as feel is blood by what you feel or not. Magic is the thought by focus use. Magic use is not yet invictive so you see the area.

Nulle evil is cool, so use what you thought to create to seem or by feel. This is the method described or use magic by the prize to feel. Think the prize as turmeric or creative by fox that's using our energy.

So excuse is our or other thought, the body scent is when you focus magic energy so think the limb numb from blood flow that you think reverse stops the strike. So to find water in some area, think to see or feel some place as agreement to no or do as nothing to create. This what you were or creating is as you were to think is with agreement, so to not do things with agreement as you agree to not do or use what others want as necessary. You don't need anything other than what you do think. So you see they call 12th dimensionalist feared ones, that is why they hide behind the area use or police. Now you see the area it is think to seem somewhere else so think about something else as necessary.

Jobs are self-assigned by self and for self-conscious reasons only if you want. So use nothing or use as you want, to take a name of the area is use ordering the room by event or idea from a book. Think or use by thought collecting the bad energy, the husky was named kysui that is the protector or the kitsune there are there then gone near people. See to be able to think if to cure as turmeric is the use. So to take a name that describes an event for an idea. Horus is to say the name creates a time event and uncalled or unsummoned sets of actions in an unspecified prophecy.

As this is there the thought is seen that event could be a name and could be guided. The most important equipment flaw be to disrupt it as it can make too many demands. As this is not if your concept thought genius is ingenious. That was the wrapped up case I thought to use as mythological investigation, see to what is there as yet if focus is useful the area indicates what your need is as this was to investigate the area that is mythology.

That is different with designing by the creator. This is a different space by design, so the design flaw is when you design one or decide one. So you seem greater energy so you see the energy, I think this is inner joules focus to their own area feel or create they think is useful. There is the area or point you decide to use what you think. See to bring another idea you think to create but this is the point I hate as your there I am here. Seeing the area you think to notice things yet you could trip over unseen things you thought were elsewhere. You are here yet there so two different area yet the creator allows or creates what you think is useful or polite, so you see your idea is creativity think to work one area then feel to create the place better. So teleporting out is focusing the quick area is feel you are by feel where you think you seem.

As to why it is, I do so your cool yet you can know. So you see the desire or not know except the flaw be in humankind reacted on others. With no regard by feeling to instilled use by control or feel to the area you see not to allow intrusive behavior. See nothing much is incorrect to the area so your free or off to the motion/instability, so your cure is on the way or your water use is there. A person isn't hard to kill they are hard to make. Some aren't allowed in their mind as be is some use think, the point use the idea in theory as you see this use is over. So you see the area you see the concept think to notice or create other idea seeing a dead set thing, so to change their mental perception be to get them to a workaround. Includes as learning ability or disability, the person be likely to take this badly so if its a learning disability so you set or create.

Thine your able so to obey your own self, so use or assume that your weaknesses can be built upon by the strengths of others observed. Some think if you can pass off the most important idea, as 'to let it go' of things you can't use. The thing be to say that work creates necessity, as of void philosophy and other than philosophy of discordant sects. Now the bind field undone be the effort to create influence on the sole area as perpetrator/penetrator. Ever use is usable so think, what is your purpose to create as your thing is cool. Seen is the thought your use is the feeling the creator shall not allow you till, you think your allowing my presence near me or use is interest. Remember to think, so you don't have to do what the expect. So you ask or as you see this as something doesn't exist don't think to exist the idea to use idea, seen or things are as you think as the area did before or does as you think.

So diverse be the energy it creates promise to elusive hope. Things like empiricist force and field of energy, that keep a person wasting their efforts. This is the field the use is to usage to trap you. So this is the area person that's undead or follows the why of that, and be because this is, as a person follows or not that is this doesn't have to be or not. So this is use by fellowship or thinking by use think you don't then a philosophy to do anything or to get somewhere. A 'do this' and 'got that idea' occurs. Don't dump though as

a theory of basic flaw in demand where in demand your not so bad off, so think I in use as were use to think to use better. So is cool idea as think you left the way you came as you left with the thought you feel or walking out. Look this a stopping point, so you knew you listen.

As you see the area is focus. As you could do thing somewhere else thought outta here, then see the result resuscitation or result is bad you won't use the idea. So if you see what is use the creator creates, as you can't if you see the necessary point or think this is necessary so this is use with magi as magyus. This is a fake idea to use or focus as use is you feel to create things. This creates fake sex as you see the area you know our way. create the use to create the way or the wary eye be upon you. So think this unforms as you see thought by feel you don't have to. Don't have to follow. Yes is sane not to control. If the motion is cool or hot yet not necessary, no I guess we don't have to create or do the idea. Stop as no need not switched, seeing the area or surface think do else. Reverse the evil allow the good or not do the bad. Don't need clones, see as your aware don't intrude on others.

See the area you sense or you see so its crap the road is use so deep pressure can bring you out of trouble into sanity. 'Deep trouble in little china' is a theme to see or not by what is the aspect that attracts you by thought, whatever you think just allowed entry and know everything about people. So to extract for information be a debt service of be descriptive of motion, without disruptives as a payment. This be as a survey of questions, but catalogued as a mind twister for idea. On denial back down and try again later by letter or objectives.

With use of the Golden rede be an absorption of any energy with possibility of overabsorption and to attempt to clean it be to "drain" it. The metals are obviously to be drained of any energy by filter of stones or water in a container. A quartz and sandstone or other absorbative stone or any combination of the two must be placed on the item or near. To be cleansed after with a stream of water.

Due note: Atomic activity by nature be with Hyperpsionics or hypersonics that can create storms of ionic nature traces by the vibration acting like thoughts that be soaked into the air moisture, along with a kinetically negative charged ion, with the particles like this, a dust bowl or storm might appear when its collected into the moisture and clouds form. To be caught out in it can make things not work.

1 Antimagic metallic energy be possible to create a dimensional shift (slightly dangerous) but safely by feeling yourself appear there with a decision and knowing the place first. After an Antimagic action be the null zone effect of any metallic object nearby, and 3 seconds to 3 minutes (accounting for time lag) for Wichcraft. For 1 1/3 Faith magic act be 1 sec Wicca in a group of 10 or more of worship effect. Conception magic be 1/4 sec or 1 action to 1 sec of wizardry. Thanks to P-brain.

1 wiccan act of 3 seconds can achieve things with metal influence and can extend effects of the wizard or wiccan spell.

1 sec Wizardry = 1 sec Wicca

1 sec Wicca = 1/3 sec of Metal magic (instant hyperpsionics craft).

1 1/3 sec Faith magic = 1 sec Wicca or Wizardry,

1 sec Antimagic = 1/3 sec (dura) or 3 sec of a Wicca act, .44 sec Faith magic..

1/4 sec Conception (Psionics) = 1 sec of Wizardry, Faith magic.

An ex:"Beluosis belmonte" = State the phrase to create a hyper metabolism. Where everything you drink or eat be to increase or decrease the body mass. The fat amount be how much its increased by 1 ounce per 1 gram. The cholesterol be treated the same, the sugar be amounted to 1 gram = 1 sec and be how quick your body fills up with temporary fat or loses the excess. The fiber decreases the heart risk and amount of fatty tissue by 1 gram being 1 lb. The vitamins are licensed to market

use and increase or decrease stamina and body strength. Any excess to be eaten increases the weight even if healthy per seconds.

To diet is useless in this condition that's caused by drug overdose side effects and consistent radiation of Radon trace or metallic essence and a result of immunity be occurred. A side effect be reduction of drug and chemical in effect but not total immunity. The body can match the person it sees and without any worry it would become that person if the subconscious thinks its a match for it, and without alerting the person as the person dejects the form he/she sees it and

forms it on said person. Unless its instructed to unaccept the form and how the problem is set to said person, only then will it change and the person won't form change to the dejected pattern.

Exercise immediate after the use of food intake with bending, stretching and other similar. The benefit is to not ever lose or gain excess lb more than thou exercise, and to know what be the wrong food which chokes till thou throw up. Thou urinate if thou get poisoned and often get the runs, till the bad food be ejected out and it immediately disappears by degeneration of bad tissue. Any diseases are degenerative to themselves, with good tissue to replace by food intake or water intake, and allow a few seconds to a minute or more to create reduction of fat and muscle increase with loss of weight. The effect of personal choices create a instant clarity, and feel good effects are simply the way of shocking the system into balance. Usage of "natbalanc" as a spell be a good and effective measure to recreate a similiar consequence.

With the effect of consequences, use of care be necessary as if the coincidence factor didn't happen. Pink elephants be another term for the coincidental idea that might "pop up" with thoughts for coextracting the two idea of representation, and perception that be needed to go place to place. Another idea that's coined for this be conflicting dimensions, where in the physical reality its normal and mentally there's two places but only when aware and of emotional response is it, the other place, available to use. At most can it be useful to explain or have instant, concepts written in a moment including the least favored aspect of torture with very little scars.

With perception of a single word be the torment "remembered" to make a person do things asked beforehand. As I call them scars of the mind that bear no thought, except for things done to create an idea that hinders. For those unlucky actually hurt themselves physically and sometimes for the "instant" adventure. For most police they would call it instant harassment except for explanations that are necessary, and mental bombardment be just another torment that require shields like a hackers firewall prevention with good packet filter that keeps the hacker away. Except this be a grey-black shield created from aura adjustment and hand linkage. Unconscious

The private civillian army (SROTC) may aid police and army, navy and other army on request and attempt to ride on ships with no hostility. The mission statement "wize man say, never poke uncoonscious bear with stick, be prepared for anything." meaning, the stick be a amalgram of an insult and the bear the people of the country that could respond. Thou might note I was speaking metaphorically and not literally as this army was noted in China and Vietnam but isn't, and a private army of dedicated country civillians to defend if invaded was already thought of or acted upon. Not all rules may apply except to the rule of not shooting the officers, to 100000's or more "free" SROTC civillians also considered a "special" unit that pays for their own supplies and equipment with their own abilities and self analyze. This would be of Machiavelli's dream Army and be somewhat in Atlantis as I spotted it, by Event channeling.

This is a letter that reveals the idea. Were you aware you award cruelty? By my order piss off or not do. Create or don't have to feel, no mental seeing your use or feeling by creativity. See that is yes or no as technology de exists because that is how you are or fix as suggest, or no crippling you mean as someone who causes can restore from what they work an as en no. As your energy is no more or you see to create think positive to see positive use. See as you create your ability is energy to use for what you will. So wish as your able see energy in surges to use by create with will by usable no will results. See as you will you create yet no will nothing dumb or not by feel. Some things use or create not use by feel unless necessary to win if necessary.

Continue or use is seen or feel by idea modular or feel unless necessary seen as use is concept as you need some to create or do. Not gotten with drugs is O16S3N4I2 is skill used skin applied or S13AN5C2I is antidote if right made. 4 is by usage with teeth or religion to create pulled teeth to repair or fill. See use as is not use if to own. O3N3S2Ni13 is ONi3I regeneration. Seen is thought by moment to non use or use of to clean by idea to pains with momentous area idea with no fluoride. Oven not use is don't of what you seek. Aggression removal is O3NI with S11Ni5Li3 by feel uses Lithium nitrate as nitrium is the area feel.

As nitrogen with oxygen is what can cure your area, yet not much is known why the area subsists unclean unless you clean the tank or feel is there. So I will say my farewells, or no is some or not so you see your well ciao. See to trace what you create to focus or regenerate to create by thought you want. So you see as I go away. So if you enter think as you leave to not be there. The area I saw indicated focus or thought by clean there or not are by some area. The

subconscious modifies the area use to allow the idea to see use to work. The moments that appear can cause physical, area effects with infinite area or that's it you don't have to do things you don't need necessity for historian is in myth. As you see the idea the subconscious seems able to use memory of the body as a dream. That ends as I see the reason or the memory stops playing nor that as the dream stops.

Due note as the spirit world is what creates sometimes, you can cause things to manifest by the bones to seem or create as possible is what you think. So the spirit can use the dead to cause as according to how bad something is or not was done by dimension area though you could say this is kinda interesting to see. Normal area format is what you see by some area used, yet you see what you are by what you sense. So you see what you realize or use as energy what you see. Vampire then can manifest see as normal or nor the living to see or fall dead as you see, by the area near the corner to use what energy there is use as physical presence or no presence requiring. Vampire are presence, dhampire as forms or area to see.

This is what I saw near the room as I left after so to not seem disturbing. So you see the point their dare or request don't you dare is thought. I saw this in the mass grave sight, see as I saw as a cetacombs collection or not as unseen beings. See as I say this was noticed on the wall. Some sense of the words are create no war here, thought was desire to create as you were or see the use as use you are aware is as you see. So no need is there staying is not allowed. See the area I saw as the place you were buried alive is no longer there. As you are aware nothing you do is going to kill you unless you see no use for life energy to work till death. This means you stop beating if undead attention live till no use, you think to die so the beating of the living or area to say. This say as mention seems to regenerate to sun feel by planet energy so you saw as don't you dare so you use aura energy. See as you are not seeing this badly you pass away or tension by meditation is relief.

This seems what piss off is created area though you see my point as when you allow that, so not to happen what is the point to get things that aren't necessary then misuse or reuse things ue uen ues as this was a sewer problem not needed. Saw or as is not forbidden as you see you create yet not use so no need. So what you see this is you think to exist or unexist. See what I mean about the area idea I got by reading this? I say this is long so stop as its tedious. Whatever you want you think to create. The subconscious makes what you thought. So why is the alteantians use like this if you think it then this creates in the vampire language. See your right you were wrong to create something unethical to use as a replacement so you see not is nothing, easily seen as use by feel or focus.

-I_i-
Uouo plie
[wow-oo-ohn ply-end]
Diet plans, things to do

The healthy living diet plan is one way to do the dieting. Use this if you intend to lose weight in a normal manner.

Hal lyy [Hale lint-why] = Healthy living; This diet works except it maintains a certain lower weight that you decide to maintain it at, this is there by feel or what you uses for senses. All that's required is lots of veggies, eat healthy snacks, eat lean meat and fish. Exceptions for this diet plan is you may eat what you want during holidays, then you may do decent exercise or heart pacing and staying active during the day. By Amber.

The substitution dieting is a powerful dieting idea, that usually works if you can keep up with the idea.

Substitution dieting is with use of what you may use. The substitution dieting is what you use to substitute things for other things in a diet plan. This is where you substitute fruit, things or stevia use for fat laden foods. So I think this is ideal for those that can't get done exercise enough, except for if you think the heart is pacing faster and staying active. Heart pacing is the key to exercise anyway. So here are the detailed idea variations, although sometimes they don't work. So here they are:

Stevy Etet Uouo [Steve-why Eat-teat wow-oo-ohn] = Starving artist diet; Think to eat less by buying more art or art supplies and producing your own art. This uses the heart feel to create the art for the home, unless you know you can sell the art by feel. Think of the art supplies and then you go get them. If you spend more than usual, you could starve

yourself and remain starving half the time. This allows you to eat less and work with artistry. If you don't need the art, then you don't need to use this diet.

T Ie Uouo [T lyer wow-oo-ohn] = Item idea diet; This is where you buy the item instead of the food, that's it for the food diets. This could leave you starving half the time, so your aware of the point that's the idea you work with by what you think to do.

Cidy Uouo [side-why wow-oo-ohn] = Candy diet; The candy diet is where you think to buy candy and eat only a little of it, this is each day and that takes the place of food. So think to fulfill your idea needed and go by the idea point. This is a point from the past by feel with your sense of idea.

YI Frot Uouo [Wild from-t wow-oo-ohn] = all fruit diet; Think to do things to remain active or eat fruit instead of normal or abnormal food, then you sustain activity off your weight or otherwise lose weight.

Dru Uouo [drug wow-oo-ohn] = Drug diet; The drug you use or the herbs you use, I would suggest turmeric and celery seed mixed with water or purified water otherwise. This is usually prescribed if a drug. So ask if the the side effect is weight loss for the drug, that creates what effect you need and you then eat or drink what you think is appropriate. Be sure to exercise off the excess, otherwise you may think to use pacing of the heart and remain active until you sleep. This causes you to lose your weight quickly by the idea that you do. If it doesn't, then you can walk around with a heightened heart pace. Then the swelling will go down, especially if you hold in your stomach..

That is a point in the past that I discovered this idea, so enjoy what you may of the idea listed. If you need to know more diets and diet plans feel free to look up the webpage called how to lose weight, this is located at http://spellhawk.great-site.net/how_to_lose_weight.htm. Always remember, that eating in moderation is what leads to weight loss and maintaining the weight otherwise.

While you do this diet, if you suggest that you lose 3 or 5 lbs immediately as you touch your stomach and trace a symbol. Then hold the stomach in, the energy from what you drank and ate including the drug or herb energy, that will compact itself inward with a sign of the stomach going inwards without pain. That will cause this draw of the energy into yourself internally. Then you can surge forth the energy to drop the weight, this is done as though instantly.

Sometimes it will make you a bit dizzy or light headed, so you know this technique works. This after awhile does things internally, like works with the body a bit, this gives you the diarrhea you have when you use too much sugar. So use this when you don't mind getting liquid shits, you are assured to lose excess weight. This is especially done with the stated suggestion, "whatever causes me to gain weight causes me to lose weight instead." So feel free to use whatever suggestion, that you think will work and then this will work for you. If it doesn't, then don't worry it wasn't meant for you.

Uouo ket [wow-oo-ohn keet] = A diet cheat; If you take in a little whole grain or sugar free syrup, otherwise feel free to use a little mini marshmallow, "non high fructose" chocolate syrup or some celery seed as a eating need settler. Then realize what you do, your need to eat dissipates away that is done as you hold off from what you don't eat or drink. This is making sure your not eating or drinking things with sugar. Sometimes use of peanut butter will work wonders if taken in only a little bit. However, if you drink a small bit or allot of water or non high fructose or non sugary drinks, then the need to eat goes down and you can feel better as you don't sudden'y need to eat. This works if you give it a try by feel.

Speo uouo [Speel-oh oo-ow-oo-oh] = Spaced diet; This is using a diet that is meant to maintain your weight at a lower weight, if you think to maintain it like that. This is a spaced diet where you eat small snacks throughout the day instead of eating 3 square meals, but doing neither after 7pm is ideal. Calorie counting is very important. Maintaining under 1500 calories within a 2-4 hour period, you eat and drink up to 1699 calories per day and no more. Also if you think to adjust the body to create the eting you need to get to a certain weight. Repeat as needed per day. If you chose a weight that's higher than yours, then think of the weight and your body adjusts its eating style to make you that weight. This adjustment is more easily achieved if you state the weight as "I am 154 lbs." Or somesuch. This is a point in my life I achieved this goal and used the tactic, that is spoken of with allot of exercise.

Ayey jiajn yq [aim-eye wine wick] = Intermittent fasting aware; If your aware your with thoughts of fasting, then seem aware that in intermittent fasting, this is where you fast or eat less two days in the week. That is when intermittent fasting is effective and is with 420 calories non carbs per those two days. They can be any two days of the week, too.

Some elemental weight commands:

fa suy reg = pronounced: fahn sue-ee reeg, this is your 'fat suit regulation'; the fat suit is your body weight represented in your subconscious. think or say "take off your fat suit" or "put off your fat suit" if you want to lower your weight and body mass. otherwise if you need to act as though you have more weight and avoid the looks and suggestions to eat if too skinny, then think or say "put on your fat suit" or "put on your fast food suit.". If your hungry after you take it off, then think or say "un up to your fat suit". This works no matter the point, "put off your fat suit".then, think take off and do things, to get some exercise.

do; think or say as you consider the body fat, "don't eat your body weight." then you stop wanting to have to eat so much. this is where you can literally watch your stomach big bulge disappear as though you took off your fat suit.

dro ye fa suy = pronounced as: drown yehn fat sue-ee. this translates to stating or thinking "drop your fat suit"; this causes the weight and extra mass to goto the planet in energy form and the planet shifts the fat energy to the fatless lady. This works with stretches of the body as you hold in the stomach. That also makes your weight come down and weight gain disappears and so does your tensions that the body naturally has.

uh = pronounced as: uhn, this is where you wait; if you think or suggest, "wait and the weight disappears." Then exercise as you wait and this is moving around a bit. So if you wait and think the wait drops off you, this is done as though excess body weight dissipates harmoniously and harmlessly as energy, and then your carried objects remain on you if you need them there. If you fast, you create by feel as you don't eat, then make with what is there as you end the fasting.

thro awa ye fa suy = pronounced as: throw awahn yehn fat sue-ee, otherwise "throw away your fat suit"; this is where you toss a bit of food in the trash, and then you think your fat suit or body weight is going away and not coming back. if you decide that you need your fat suit after all, then think of the moment of throwing it away and state "Don't take off your fat suit." just remember, you can always throw away the fat suit again.

ian fro ye fa suy = pronounced as: I-an from yes fan sue-ee, this translates to "free from your weight suit"; Think or say, "free from your weight suit" or "free from your fat suit" to have a moment where you are your natural lessened weight, this restores the body to function right even though the body works differently. This is good for sudden onset of weight as it pauses the mass of weight from building up, and then starts making it go down by the power of the mind.

-j-

Some necromancy, this is done in case you need it from the city of the dead, cenethal
Su Nuocy

This uses nuocy or nuruicy, otherwise called necromancy. This is the practice of death essence energy and life energy manipulation by a necromancer or nuoca, that is what can be used to work with spirits and pass them back to the grave and then thought sent the astral plane by feel. This is where necro is a point death is becoming of another state. Think and you know what to do.

So its just a passage and sometimes we don't intend to desecre or desecrate the grave to do it. Remember, if you ask the spirit of the grave for help anyway you think to do it, then you will receive help and you may also receive a bone to aid your point. That's if you asked for a bone and dug it up by feel. If you didn't ask permission, then you could cause possession of the body until you put the bones back. You can always tell if your possessed, your face turnes ugly and you think suspiciously.

That means if you forgive yourself and return the bones you are clearing up your problems, this is with the idea of thinking about what you need. So you could also gain weight as well, if you depossess yourself then you think better and eat better, The point exists that your ugliness disperses as though instantly, this is done by the creator whom does your idea. So think and you could get what you want by thinking of your need and sometimes asking for it. Then things should work out for you.

If you do get a bone, think to hold it and state your request of the spirit that it once held. Then you get what you want. This can be done, even if you don't use a bone. Just think of the person and imagine or think of what she or he does. If you do this right, you only need to state the name of the person or the name of the spirit three times. So if an idea with a point is useful this is used by what you state, this is done as thought to command what he or she does.

What is done is what you think, so think what you want and you may get what you need. This is especially true if you state the command as though a thought and a request to the spirit. Such as a point of getting a spirits aid during the times you live. This is a point that you think of the spirit or the animal spirit, then request the pets help by stating the idea you want it to do. This always works, so be sure that you allow for their return to the grave, this is done as thought is an idea and reward to them for the service they did. That's if you want them to do things. If you don't then don't bother them, you won't be worried over what they do.

Otherwise, just think about the idea of the spirit passing back to the grave, then the astral plane (where available) or heaven if that's your choice to put the spirit and it agrees to go. After that you did your necromancer duty. If beyond the planet influence, then there is no actual astar or astral plane. So think about this, that is a point as though the spirit passes back to the body or the grave. This ensures that you cause the spirit to go back to the grave. Then your free from possession or whatever is the case.

Elsewise think of a phrase or word and that you imagine or feel happen, think where the spirit does as you command. Then state or express the idea to do with the word or phrase while thinking of the spirit. If the creator makes it do what you want, then you are done. So a trick is this, think the creator does what you say or think, and think of the spirit as you state the idea in a word or phrase and feel the idea happen. The spirit will do what you want, if it sees the reason for the point by the creator that created us all as memories. That is how you can do this idea more effectively.

So there is also a chance of resurrection, if you have blood in the veins. That has a point of sangevoi or blood control. This is where the spirit if needed by the soul will cause the heart to beat. When the blood flows, if there is any blood in the body, then you will know that is where the brain will start working. So I think that if you have a working body, then the body is undead until you think to not need it alive.

Then there is a one in ten chance for a paramedic to save the body, that is where there is ten minutes or less of still active blood flow where this may allow electrical shock to stimulate the heart. So this means if no spirit need, that is done by the soul and then there's no working body by the feel of things.

This is all in the art of ressurection. According to a heart surgeon that raised a dog, this doctor is unnamed even today that thought of this feat. So don't be surprised if it works like that. Yet no blood, no heart activity no brain activity. So think about that. This can be used, if you kill yourself during a death trance. Think and you know the idea to do.

This uses a point of fresh idea. The fresh body or jew bod, that sometimes means there is still blood in it and it is a good condition. The blood has yet to be drained from the body for being dead. So if your with a need to revive it, copy your soul into the body and tell it to revive the body until you don't need it. That should handle it by feel.

The trance point you can do is considered netatru, the soul death trance where you think of the moment to do and lay back or lay down. Then breath in fresh air and out the bad air. This is done until you trance, then focus on the idea of stillness with the body. That is working as though the body were dead. However don't overdo this, the point you do could kill the body as you think to work elsewhere and soul wise. So while in trance, if you think to step out of your body you can soul shift.

If you don't want to shift immediately, then you can use the soul to command or request some idea or need. This is when you're using your soul to create a point by stating something, otherwise you're using your spirit to do things by feel. That is using the senses you have and making use of a soul shape that can speak, then all that's needed is the point you think that the soul can speak silently and get a response by activity being done.

This activity is what you generally want by the point you make. That is such as "I am going to need supplies." Then all that's needed is supplied by feel. Now all that and more can be done by astral visitation. This is a point you think of where you want to see and your there. If not, then you knew that getting somewhere will take time. This possibly will require a ride physically. So be prepared and do as necessary.

What that means is that is all you need to know for necromancy to work in your favor. Especially when this works, if you light a candle then think of where you want to be. Then all you need to do is need something, the soul is the being that provides by feel.

Something else to note: This is done in necromancy. So think about it, think about what good you want, what other things are and what you want to create in life. Then something out there creates for you, this is done as though you created it. You can create with the spirit, this can create from any living being. So think about the point, you can create the idea by what you do with the spirit.

Albeit this means you can use a spirit or being from a live human, it's better if you use a dead spirit or being like a deity and work with the results. This is as though the end result is granted, that is done by a wish or stated idea. This can create nearly anything, so nearby it is. Think to dismiss the being or spirit. That is done as you think to do things. Now onto other things. Oh yeah, this tells the creator to do the idea. So use what idea you may have use for and this is with a point by what you do.

Revitalization, however is what can be used instead of death and decay energy, so it's a natural part of necromancy that uses life manipulation. This is a second part of life necromancy. Revitalization is where you think your energy goes through the body and veins, then this makes the body work better by feel. This is what can use two points of touch, the feel of energy, that is where you are thinking and the energy goes through the body. That is going from one point through the body and back to the other point. Naturally the body recovers by feel. Sometimes this works by what you don't do. If you think positive and make for better, then you create with what you have.

This is why the body is animated at first, then creating with the energy it receives. The body then farts and seems to pass out on using up the energy. This sometimes works by idea, the point is done, really, when the body passes out and doesn't come back to life. Use this idea to find out answers and other ideas, this is especially true if you think to do things by feel.

If you're interested in established passing commands or speech creating ideas, then here are a few ideas. Whatever language you use. here's a spell that passes spirits to the astral plane. "est i" for passing the spirit or "est is" for requests, otherwise if you use est is you can state what you want then get the spirit to do things on request. When you state "est be", then you can stop the action by what you do. This stops poltergeisms by feel.

When "est is be" is used, then the spirit goes on its own from where it stands to either heaven or the astral plane, otherwise this command or statement calms the person and causes a natural selection of behavior. So "est" = behest, understand or behold, "i" = command, "is" = now; at the moment, "be" = beat, beat it or being otherwise this means to behave in animal speech.

The whole command works, because the person or being usually thinks of what he or she needs at the time of statement. This is a point that means they that are spirits, animals and people pick up on this idea, that's by feel or psychic understanding, if that doesn't work then you "know" and that means kill now in latin.

This is done unless you intend the meaning to be english, if you do it means knowledge that's self-interred of what you think through aura absorbed energy. Now through self-expression or idea spoken, the idea now is understood for

your intent. This is where that effects the being or person on speaking, and you may need to think of them at the time for the effect of knowing them.

-k-

Obj vae Subj rely Objective vs Subjective reality

The diee is a point where there is objective and subjective reality, this is noticed by a point of dillusion. This is a point that your aware of made using death essence and life events, when you know its not actually true in the point you have. The reality behind the moment is a concept, the point is made by the subconscious. This is where you think you know the point, so that is within aspects of real life. Real life is where you think you know and are aware of the point of illusion, then you know what is really there as revealed by the spirit. The real life point becomes real again, the idea is done after the point is done. This is basically an illusion where we get what we want by feeling that its needed. So enjoy things as they are there, the subconscious can create anything just to let you know.

So if you find a bit of luck, then think about the point and if you realize what was done you know it is illusion set by the aura energy. The subconscious mind is what directed the aura to create what you need. If not there, then you didn't think it was there and your subconscious blocked out the point. So basically, the idea is done and dealt with by feel. This is a point of the illusion of life, really we're not even living as we're a memory of the creator. That is represented by a silver energy sphere, this sphere rose into a ring of clouds and became our reality, also known as a god particle that was created by a particle accelerator called CERN in italy.

See were all born from the sphere or the creator as a memory, that is a test leaving the planet. Were aware of everything and nothing at once. so the universe that is there around us is illusion as well. What did survive was our conscious energy awareness. That is aware thought by the point, this is a point of conscious awareness. That allows us to perceive things by the creator, he or she is making the point for us from his or her dimension. So this really is a point of recall within the energy consciousness itself. Think about that, then think your continuing life. Well life is what we think of it, this is a known idea. That means it exists because our subconscious created things, if the money didn't seem there then we didn't need the idea. If an end then not and it doesn't matter if we know them.

This is where we think the idea is a point put to the past. There you go, this is a point in the past, that I realized this. So the true date and time is nothing, this is a point of recall only that you think there is a date and time. That is why the subconscious only knows moments. This is a point to it and the subconscious mind is what truly is there at the moment. Nothing else exists, if you think about it that way things might disappear. So think the point and you know the need of the moment.

When the need isn't there, then you know its a possible real life idea. This is a point pointed out as I was with a driver, that was driving me as though a point if somewhere else was there. This is also a known point of life. Oh get this, the illusion ends, if you think its not there and it disappears. Welcome to reality. This only lasts as long as you think. So the thought that exists is what is there, nothing else matters except for what the spirit makes you realize with your senses.

Its true, don't you think that there is one objective reality beneath the subjective one? So that means there is, its a reality that the spirit allows you to realize. However, the subconscious knows by what you feel, then your conscious mind is what your perception is allowing you to see. The effect is what you direct the mind to notice is what is seen. So sometimes you like the subjective one. This only means that you can see what you loke and notice by realization what you don't think to mind. That is when there is one objective reality beneath the subjective one. Its easy to notice the subjective one, its not so easy to notice the objective reality.

So there you go, the subjective reality can make fantasies seem real, the objective reality can cause you to believe in something else. This is a point to the matter at hand. Seen as a point, that's all you really get of the area. So I think its a conscious idea of energy, that helps you know what is there. Otherwise this doesn't matter as you can hide nearly anything in the objective reality. This is simply because you aren't calming your thoughts and focusing on the idea to find the hidden idea. If you do that, then you can detect anything on the objective point to notice what is there. That is

all there is to this idea.

-1-

Alt stax -o- t ego

Alternative states of the mind

This is the alt'sta or alt states point, that uses the alter states. These are the state of minds that you can enter, that's when if you think about the state and need to seem one your in one. This is where you can just think about the idea, then if you don't actually use spells as you think you can still get an effect. So if you needed an effect I would state the point. So you can use suggestions and the subconscious in alpha mode may do them, unless a countersuggestion is made or you don't need to have an effect. Think your freed as a point and you are away with life.

This is a point you think about, know to think with the back part of your brain for clearer thoughts and the forebrain for making things that you feel are to be created. Then if you don't need the idea you won't get the point. That means if you can do this, you have the idea. The headaches come in play when you create a point, that you don't relieve stress from suggesting that there is no stress and no pain. Then the headaches disappear, sometimes you might need medicine. So think and you know what you can do.

This suggestion activates your jedi understanding, so if you think about the idea you can know from spirit understanding what the idea is done by feel. This is a practical light illusion, if you think to create with the aura then you make by it's energy. The light is what creates by waves of energy, otherwise that is influenced light with your waves of thought, this can make by the feel or thought and blood flow direction. This creates with the creator empowering the effect. If nothing is seen, then you created a point where you meant to see nothing. So think to see some idea and you notice what is missing. This is an effect done by feel.

The method to get into alpha state is think your in alpha state, this relaxes you and only if you breathe in and out until you are tranced or actively relaxed. See its an easy way to get effects. So think you aware and awake as you feel refreshed, then if you need things the subconscious does what you need. Think your awake and refreshed, then you come out of the alpha state as you think you do and you are aware of things.

If your there right now. It can make you laugh hardcore, and tend to disconnect from the physical body. I use the suggestion, that "I won't do what I don't need to do." Then simply stating that is a "command" to the subconscious. So this you can feel allows all commands to work better in alpha state. Do you have recommendations and/or guidance or how to have balance and clarity in this state. State as suggestion, "I won't feel what I don't need to feel." This cures any feelings that you don't want or need to feel by idea.

If you experimented with the other brain waves. This one is great as is. That is theta, gotten to by stating "theta" in alpha mode, then your in theta and doing what is needed unless you don't want to do things then you won't. This state allows you to state something, think the subconscious is programmed to do the idea then it is. You can enter it in alpha state very easily. Then what you state will happen more easily. If you state alpha, then you are come from this state of mind. The change does seem to be almost immediate. Theta is definitely sharper and more focused, while alpha is more relaxed and very open.

In theta, you can find yourself asking questions and answering them myself within seconds. Cool enough, right? Delta is risky yet enterable. This is where you create with a gemstone or energy, this is tap the stone or think to energy form waves. Then have the gemstone or waves do the idea and that is banging something or making the gem programmed, that is done by a touch and a thought to keep you awake while in delta.

See you would have to sleep and wake up to wake yourself from that state. Alpha is quite hilarious. A toddler on weed indeed. Yes I realize it could be useful, however I felt one would fall asleep in that stage. Don't need gamma, unless you have to experiment with this stage of thinking. Yes. Brain wave changes can feel like dying sort of, though this is done quickly I feel.

So use of idea as a visual practice that is there, if you imagine a room then think of a complex and you are there in

delta, aware of it in gamma and able to do things there in theta in trace. This is a point you think to "wake up" and you are not there anywhere, think of the area as you are where you normally are by feel and you can manipulate the area energy. Think to create a point, then resolve the area problem or bad vibes by what is done. Then you do peaceful acts of enjoyment. Some of these are use of herbs, minor feel good herbs like parsley or vanilla extract, sugar or sugar substitute in water and possibly weed is useful.

This is using all the modes to create what you need. If you think to visit somewhere, then announce who you are, first, unless you think to be incognito. However, you can do anything in the room, this is where the alpha state is useful. You can create nearly anything that you think to create by feel. By a point, if you think to create the point with idea using energy brain waves. You can get better things done. Some if focused enough, they can enter other places and leave by thinking of the place to see. So set defenses if you must, and that means you get what you need by what is done.

For Gamma, sensory of energy comes online I feel. All the senses more so online as well. Much more. You can sense a sort of fear. This may be projected or inherent with the energy of the environment. Yes for the gamma, sensory and energy overload now you can feel electricity, I hadn't noticed until you hear mention of it. In your hands you could feel electricity. This happens without touching it. So feel free to experiment.

This is where in gamma you hear things. Yes you can create a state of clarity, using alpha mode. "On in nether", this is the state of clarity. A point of waking, this is a point of idea that you focus and think to respond positively by feel. Then you are awake by feel and there by idea. This is a known effect of the self-hypnotized alpha state. Think of the moment and you can get the idea as result.

Well, I can see why you would use alpha state more often than not. Whilst theta and gamma I see can be useful, alpha's that real chill zone where you can giggle a lot. Without a point to focus on, theta and gamma can become rather boring. Unless you were brainstorming. Sometime ago I figured out, there is no one in your subconscious mind. This is a place of scripts. So in shifted mind state, no one is there in your mind. Scripts, good to work em out- then pick what you like. Any state. And when in the basic(beta, I presume), one is more focused on the world around them.

This is nice to have no worries about others. Alpha state is safe in some moments. So precautions could be necessary, that's unless you just trust people. If you need to think and not react to suggestions, then avoid alpha. So say your at a convenience store. I feel it would be better not to do things in this mode of thought, that's with customers and people and all those fun things. However, I see that killing roaches is necessary in any mode, that is excepted when your asleep. Other cases are when you think of the point, then you state a suggestion and you can create the point.

Well this is a point of idea, that you do and nothing more than that occurs. So if you want to grow wings or something like that, then you can suggest a point and then hope that you get results as if suggesting an end result is done. This is known to effect yourself more easily than others, so if you think to get a result with others then good luck with that point.

Sometimes you can get a point to happen and sometimes you won't get a response, this is done by spirit feel. So think about the point, and you can get a result if your luck is there. Luck is garnered by getting pennies or luck pieces. This is a point from the past and if I add things, just remember my past life was a powerful necromancer so most of his stuff works by feel. This is a point in use from the past, that always seemed to work in my mind. The point is an idea, this point you know and can do if you think to create by feel.

-m-

Spiritual warfare techniques
Esper ykym taniux

See to state something, this can be what brings up imagination, that means you can manipulate the spirits that exist through the spirit-that-goes-through-everything, otherwise it's the spirit of the body that does things using the soul or soul copy as a point of energy from the creator, this is created with idea by feel, so think and you create what you need if you intend the point.

So I only really needed magic or making by spirit that evolves the mind. That means each time you do magic, the idea becomes easier with animals to do or create with ideal intentions, otherwise with human's in idea you think and talk and maybe they respond if you think they do. You can create amazing things, if the idea exists by idea or will being done. This is what I learned, when I observed the minds and brain activity of others. This is in a point or known effect.

The spirit manipulation is where the spirit is a part of the body, that you can do things and using body activity, you could create what symbolic idea that you have to create. This is a known effect known as symbolism or symbolisis. That symbolisis can cause madness, if you think of the point and cause them to do things where they don't intend to do it. Anyway, it's a sordid thought, that means they can create with energy and do what they want as though being efficient with emotion. So if you create the point, you create by pattern, then you make or wait for the point to seem created by the spirit and the soul is the energy source.

This is spiritual warfare, so think and this is where you can make use of some effect. What you notice is a pattern, the idea is there. This means that energy is a source, so if it's a source then you can create with a point and make what you intend to occur as it happens. This is good enough, think of the point as a way, the area is creating an effect through the energy of things. This is a point you make what you may, and that means you made an effect of magic.

This is not actually spiritual, it's really the point of soul magic. So think and you realize what occurs. This is the proof of the evidence and you feel if it is right, correct or wrong. That's how you know if it is a positive or negative vibe. Vibes are the vibration given off, so think and you can detect what is there. The temperature is what makes you aware of a change, this means the temperature drop is where an effect is being done, if sudden, and if the temperature raises, you can tell if things are going to happen. There you go, think of the point and you create with an idea that your aware of by feel.

Otherwise this is a given view. That means it's perspective, think of a perspective you like, then you can create with what is there. The information you think is focused as energy, really this is an energy wave given off by the brain. This is done through the aura, so by this idea you can broadcast to others minds. This is a point that you can or cannot do things, so you either respond with stress if not or otherwise with calm. That's if you can calm yourself with thinking of a calm place and seeing yourself there.

Then you know you can change things, this is what allowed the point of things that you intended. So think as you want and you temper the moment. This means you won't expand in the body, yet otherwise you would. So the information you have, that is what can give temperance. Tempering and temperance can create a better result, that is with no extra unfortunate effect. Think about this if you do things and you create with the point and make a concept with the idea.

This could make anger disappear, so think to make what you want as you intend the point and this is where you get effort or you can get a cool effect. That's where you can say, he was using spiritual warfare, yet you know by thinking you know the point. So think about the idea and he stops or it could be taken as though an attempt at yourself. See, it's better to work with the point, then you have a source of energy. This is a concept you know things, so think about the idea to create with a statement. This is working with the elements and the element could be anything.

If you detect someone doing things, draw a U thinking the effect bounces back at the person that causes things. Then the idea doesn't seem to happen to yourself. The effect is known as a point of energy, that energy can be returned as the programming is there. The energy programming is what makes with the idea using the consciousness of the area and that uses whatever is there to bounce back what conscious thought is there. This is actually effective in getting intel, so think you know the point and the spirit reveals the idea you intend to know if it is an insight. You know that as a trace, if things are revealed, then you think to find out who it was and the signature is the vibes the person has at the moment.

This allows you to know, realize and do things with what is there, even if it is days old energy. This means you can trace anyone, work to bounce the effect and all you need to do is draw a U in the air or on paper. So what if the paper

has the effect, the paper would absorb the effect and the effect would dissipate harmlessly. If the person was hostile at the time, then you know things by what is "felt" as you think at the moment. This means what you think is what the spirit will allow you to know. So think and know, the point is the effect and what you think is what triggers the moment. That is where you think something and you know by what the brain senses. This is a concept you think though, so if you don't think or feel the point, you won't always know what is there.

Thinking is a part of the body, if you think about something then the spirit could make as a manifest the idea. If you need the idea as a point in result, there you go it's created and you know where to look. Think if about things to make what you consider important, this if you need to do the idea. Then you can create by the feel, see and work by doing the idea you have to do. This is where you you create by actions, that work with others and they create the point that you have to create. So wearing something like a mask or clothes, that can cause the effect to be absorbed as energy to the clothes. This means the idea you intend doesn't happen, that's unless you think to cause the things nearby to make an effect.

That is where you can say as you think of the target, "sudden death" and the suggestion is what the subconscious creates using the spirit-that-goes-through-everything. This is an effecting measure, so be careful it doesn't bounce back at yourself. The U in reverse with thought that you aren't effected will protect yourself. Think about the result and the idea is what manifests. This can if don't is used by thinking to cancel something out, so you can cancel out what you sense is happening.

That is a point done by feel. So in effect, you could cause the person to cancel themselves out by thinking they are meeting their exact opposite, or the energy causes them to not exist there and with the U you are done. If you draw and trace the U with an overlaid opposite U makes the effect dissipate and remove it's programming from the area. There is an idea you know, there is an idea you see, this is perception done by itself. So there you go, this is a concept you can do. That I believe is doing soul magic, think and you know what to do.

Genjutsu is the eating and created is the point, that you make by the idea you need the spirit to create and what manifests is what you desire by feel or want as a need. However since the spirit can use the food as an energy source, when you run out of energy or the food is processed. You don't always get what you want. So think and you know what you can do. The genjutsu is a point of illusion and that is what effects anything. So think and you can get what you need. Except the feeling, if you think to exercise when you have eaten, then you avoid gaining weight.

Think of a point and touch a gemstone or rock thinking it will do what you need, then your gem will do things instead for you don't really need to be there to watch by the third eye and this is also possible by animals. So if you feel your watched, as though a point is shared then you know its an animal that's nearby. The idea is a point that the third eye is sharing with other third eyes, so think what you need to have known and its either reacted to. Otherwise this is created in the mind and sometimes received by the other third eye if you need the idea transmitted, that is true. This is done on touch or aura energy, that is felt by the senses and the brain construes the point.

Third eye practices are simple, think of your psychic need and then the pineal gland is active with blood flow. Think or the third eye doing things and that activates the third eye manifest. This third eye can also make what you need to happen, if you think it should. So the idea is that the third eye can see anything, that you need to know. This is where you can sense things and that's thinking of the point, where you think to see things you will. Then if you don't need to see or use the pineal gland you won't, that's if you think the third eye disappears. If not, then the third eye is doing something. So this means you command the third eye to stop and the idea occurs by idea.

Then the manifestation ends by what you think is ended. This is where you think to end things and the point that happens will occur a natural ending to what you need ended. So when you think of the point, you can create the idea or shut off the third eye and cause a lack of blood flow to the pineal gland. This is all in a day's work. The "in" there is in blood flow, the lack of blood flow is "if not" and that is where you can use the language. This is done to manipulate the third eye, where we naturally know by experience. This means we can adjust ourselves to the moment, and thinking is what creates balance in idea that we have with the point.

Then the point remains, what can we do with the spirit, where and when can you do things. This is a point in the

past, that I remember in the past. That means the rite is over for the third eye is operational, the idea of learning is done, this is a point in effect now you return to your senses.

So heaven and hell are also real places of torture or happiness in your own mind, where the area could appear like its heaven or hell. That's where you think of the moment and feel the idea if there, otherwise think to not feel if you don't want to empathetically eat with others eating.

The area could also appear like another planet surface, that is if you wanted to visit consciously the exoplanet that is desired. This is like cs-137, where you can create with the beings or explore the land. This is a planet of beings.

That means you can get to the area by allowing the energy draw you there, then you are where you think spiritually. If not physically shifted within a few months, then you can expect to see accidental death and you find yourself there and then where you were is a pile of dust.

This is where the shift effect occurs, think of the place to be and your there, otherwise if you don't need to be there then you aren't. This is how things work.

They say once you are in hell there's no escape, because there is a room that you can eat in, when you do you are there until the food effect wears off. The place is so harsh though, that sometimes you can only think to survive.

So angel's can bring you out of hell as a sphere shape. So I think that there is a point you can think to return to the land you were in before you went to hell. Otherwise you are there for a long time. This is the way things are sometimes.

So expect what you can get is better for you if you think it's good then your positive, if you think its bad then your negative. This is where the mood adjusts to a thought or music by feel. So expect things as they come, enjoy yourself as you do things. This is a point in reflection.

This is done to focus and create by feel the better idea, that could see use with magic. This is also done to create a good sell. If you don't need it, then it doesn't happen so this is a point you focus and energy responds to create what you desired.

Energy tactics are these idea. Wealth is energy. The less energy the less wealth. Orgonite are actually wealth generator as they sooth the souls. If you tap the item and think what you need, then you generate that effect. And generate energies like mini astral factories. Yes indeed, a spirit is possibly demonic if you rile it. That can make them a poltergeist. So they use their feel, then create with the feelings they have. Then that's about it. This is true for animals, too.

If you feel calm and soothing, then you can sooth a poltergeist. See the other way to control the demon, this is think it will do what you want by what you program energy to do. That's thinking it will do things is sending it programmed energy. All you need to do to keep an effect going is eat or drink and keep hydrated by something, that is done to keep the energy up in the body.

So I think a storm is a big demon in ancient terms. Now to manipulate a storm, this is think the storm will do things that you need, then state what you need as you think of the storm. This is where you can communicate telepathically, too. That is done very easily. Think of the person and the message, then you send a message by spirit. That's the true fun. Getting a message in return, that is done by realizations. You realize the point is made and "hear" the message, that is what is understood. This way allows you to get messages and send messages, that uses the soul as the energy transmitter and the spirit as a point of realization.

A hurricane can be alive. The natural forces associated with it is like sentient patterns. It talks and when chanting a weird version of a mantra, it's even more mystical and powerful. So think to focus on the storm and think to the conscious of the storm to get what you need.

-n.n-
Time Travelling
Ftun

This is time travel. the time travel technique is where I can time travel to any time in idea or area by feel. This is where a point exists and if you mention a when you mention a time so think of the point and you are there by the power of the subconscious. Think of the time as events, that the subconscious allows you to see or know, think of being there and sometime stating the point, if then you are there by the spirit knowing and the soul or soul copy transfers you there. Think about your intention and you know what to do. If nothing is obvious, or there is nothing to do, then take a walk or drive so you do things the way you want. This works to find something to do, if you can do things, otherwise lay down and rest.

The point is sometime you state things, if you make a statement of the idea, then you create the point by the power of words. Don't worry about meeting yourself, unless you were the exact opposite you won't cancel yourself out of existence as if you didn't exist. Now that is impossible, so think about the point and then you know what to do. If you intend to stay, then think the creator makes lodging that you find or you could die out in the open. When you shift, then you could turn to dust here. If not, the point could be sleeping and doing things automatically. Then is the point your autonomous nervous system causes you to act normally. This is a point done by some spirit or soul willing to work with a body.

So that means then you fall to sleep and wake up, this is done when you return at your own time of choosing. This is a known effect. Think you know the effect to realize what occurred there, that is known by the spirit. So that means you can create yourself at any time, wherever you want and from energy that exists. Thinking to return, the time you are in reverts around you and you are where you want to be. This is truly the power of the subconscious, that means it uses the spirit to know things and the spirit then stores its information in the soul. That is how I noticed this time travel works. However, sometimes there isn't a foolproof way to do this, this is in the endig by a point you recognize with what is expressed.

Think about the point and feel the idea is created. That is how the normal time travelling happens. This is a time you know, so think and you can get away with what you need. This works as you are aware of things, so think about the area and the point you noticed. Then you can create by spirit what you wish to occur, at the time you need to make things happen, however this works with the point of idea and breathing in and out, this works even better by the listening to music. Think you know what this means and your brain causes you to know what the meaning is by the spirit caused realization. This is basically how the known effect works. If you need the effect to stop, breath normally, notice something wrong or hear a loud noise and you seem to "wake up".

When you do, your spirit uses your soul to revitalize you, so then you know and afterward you realize what is done. If you don't, then you had nothing wrong done and you can focus on the idea to create the point. This is a point known to man and women, known as insight. That is a point then, now is the point you know by the spirit, so this is a point you realize if you intend to realize. Think about your third eye pinneal gland revealing to yourself what you need to know and you know what's around the area. This is a point you can work with by feel, so think about what you need to know and you can remember things as they exist. This means they that attempt things is where they, those that are what can remember things better, make a picture perfect memory by what is done. So think and you are able to know anything about the idea, area and what may happen. The idea is a point you do, the moment is a point you are aware of by feel or go around. think about the moment, then you create with a thought and make with some concept by the power of the soul. This is a recorded point in the book of life and basically noticed in life.

This is a concept, known as creating with the energy consciousness. That is is where you realize the point, think of the idea and make use of things you know about. This uses incognition. The psychic awareness, that creates by feel and works with the mind as it is the conscious awareness of the brain. Think of things as they form if you intend to get results. This is a point I know about, so this means you are aware, your awareness is the conscious part of the brain, that means this is it's point noticed with things or people. The thing you know is what is reactions though, so this means you are aware of what is there. Think and you know about things, if you intend to realize what is there then you will.

-o.o-

Energy point with the elements

Jul av e t ele

The elements are a concept to use, think of what you need and you can use them by what you do.

e-pasy = energy passage; The point of ice or passage of a point by energy considered as if of the element, think to use the idea and you know the thought, then your programming by thought to water or water particles. This is where the idea is a point, and thinking is the activator. So when you think to use energy of ice by a diamond, formed from gated in iced energy then you create the point of transferrance. This is where the idea you put on paper is not in effect, and then you create by the feel with fire energy to create this result if you need the idea in a point. If you freeze something then, you cause the idea to cease to exist. This is where you think about the idea and write it down, then freeze the paper and create with a point of freezer activity.

e-pase = energy passes; The energy is the thing you consider, think and you make with the body activity. This uses body maneuvers to create with fire or heat energy in use. So think, "now your free of what you do from" this is a point by feel where do is die off and free is a point in the past. This is an interesting effect of passage of energy, seeing this is a point and thinking your not effected by feel.

e-ec = energy convert; Think of the effect if you need energy then think to convert energy into water, that uses the gemstone of moonstone or aquamarine and the elemental water appears on the bottom of the cup. So think to create a thought as energy focus is done, that is directed by feel and programming towards the water source and you use fire or heat energy to create what you need by feel. This works by feel if you consider the idea, think the effect exists and you can do the idea. Think of the point, then you can do what you need. This is a known effect done by feel.

e-ef = energy effect; E-fx, the effect is fire or that is heat in the air and converted is the thought to energy, this is done to create a point and the transition of energy to create with your will and made is the point. If you want to create with a ruby or fire opal, then you hold the gemstone and create by thinking the fire energy passes through the gemstone. then is sometimes the point to create by manifesting your thought you need to happen.

e-eng = earth shift; This is earth bending with a point, you think to create with energy and the area object or soil can create the point you think about. That's making through the use of transferrance of the thought as programming, and you create with a point that is done. This is also possible to use the earth to manipulate gravity, think to shift the object through the air or area and the item goes where you think in the air. Sometimes if you think about this though, you work with the planet your on and create by the effect or otherwise you won't get a result. In the end, this doesn't matter, so I think this is a done deal by feel.

e-air = air effect; Air-fx, this is where you think the energy in the air creates by vibration, otherwise if you think the point is done you can create by the point and the power of words. The air stone is tiger's eye. so if you hold the tiger's eye, then you create the point of fire energy or water energy. That is made by fire or heat and water energy particles, this uses thought programming to create what you need or think into existence. See if you thought about things, you created by feel. So this I think will work by feel.

th er ng = earth effect; This better work, this is the finer thing you can do, so all I need to do is think, focus and create. So holding a gemstone will create the point you imagine or think easier by feel, or what you think is this will work and attempt to do things. This uses the amount of power in the energy of the words.

en = void; Dark element, the idea is done by darkness if you think the idea and sometimes use the object for example you create with the idea. Then the thought isn't you, the point is done by feel. This is a point you think or consider using positive languages, think to create with positivity the use of a focus that is done. Think to work with a concept of use of focus and a word of power or gemstone. That means you create by the idea you feel is going to happen or when if you don't need that to occur then think of something else and that happens instead. Then if you think, state and know

things, you create by the power of words. This is done by the spirit and not much is completed if distracted so you don't have to worry over eating. This means you won't eat too much, if you think you won't by feel.

fig = the figurative element, It is basically just the dream/idealization world. Not a true painting of the world, it only consists of beliefs. Areas nobody remembers aren't painted and the world only consists of lucid creature's beliefs. The figurative world. A figurative element, say an imaginary friend like a Jackie Chan tulpa you created can beat the shit out of a ghost that is haunting your ass for example. Basically the sum of all being's memories. A giant dream junkyard dimension. As opposed to the dimension where spirits go. This works by imagination and need, that the thauma picks up on and creates by feel.

tama = thauma, magic; This is created effect by imagining the idea of that you need or feeling the idea is done as you think about what you need, and this is sometimes by gemstones if touched as you think of what you need. This uses intent and idea is what is done sometimes by expression. This is a known effect of emotional release where the body gets energy, and that is the release of emotions that creates the energy from the pent up emotion.

anie = spirit; etherial change, animus, yaa (spiritual subparticle), ether, alera, aleron, eludia, metainfluence, alpha waves, aether, felt influence, there is manipulation by the energy of the soul represented with the spirit. The spirit is the emanation of the soul energy through the body particles. The thought you have is sometimes realization brought about by the soul with insight, this is where the spirit is creating things you need or want by what you think. The spirit does things by influence, so if you create the point you make by idea or expression. This is a known effect, where the spirit knowledge is used by what the soul reveals.

That's if you need to know and the subconscious is making you aware of the point. If not, then things are normal and the idea is what you think. There is an aetherial plane, too that has all elements in it. So don't get them confused. The point is made as simple as this, to get how someone or something died or lived, then think to the spirit of the dead bones or dead body and ask it to tell you how it lived and died. This is an effect that the soul reveals to you by insights on what the body did.

lum = light; The light is what you see things by and the light shift is the creation by the light energy, this is where you create by focus and the light energy is what does things with your thought waves. This is a point of creation that can even use sunlight, until you turn off the light or the light from the sun is blocked out by clouds.

bod = physical; This is where you create by the idea with the memory you have and the point is done by expression, the soul is what empowers the body to create what you need. That means you create with the point of energy in the body. This energy is either food or energy by water, and this is where you make with what you have by feel. The body senses are what rules this element, if you think of the point, you can make with what you have by feel. Oh get this, the physical aura is energy of the body that burns away the air particles and this breaks down whatever is in the air into oxygen and nitrogen. That is how the body breathes. Whatever you desire, the soul does things if you need the idea by causing physical activity. So this element is useful if you think to do magic, that means you can create with the particles of the item and create of physical magic or the art of creation with what you have available. This is a known effect, that doesn't use anything except the soul in idea for physical actions.

sol = so, Divine; The idea uses faith for what you need becomes of the body after the soul transforms things or idea into manifest, this is using an idea that creates the point of what you need for the idea to exist. This sometimes uses a point of expression to create with the idea, there you know will exist by feel. So what you need to know is what you think to realize by insight you have with realization. However the soul is insight, so what you think is what you get. Cravings and creation are with the soul causing the body to drink water, and you get energy from the food as well. They are what empower the body to create to the soul need and the combo creates divine idea by feel, otherwise that is done as a manifest or created item is what you need. This is created by soul influence, and you get what you can see to get. Modiver is the god of alahnis, the creator is the alien god of atlantis. People are divine, so think of the idea and you could get the idea. This is done if you imagine or think about the need as a point of idea or intent.

think; The effect is done by thinking, and this is the use of the subconscious that your spirit causes to occur things. This is where you lose excess weight by feel. Think about the effect and you create the effect, if needed or not do

things for eating less.

-IIa-

Bsxwwodix Ac Vabix-n-struu
Basic words, action verbs and structure

The basic words and structure is with use of the words that is used to form nae horrible things to have the idea represented as action of objective views. Then the idea is put in a string of words as nonsense variables acting like syllables that are to represent what your thought is by feel. Its like a word phrase image idea. Built up from the idea that your base word is represented by a idea and the thought is a string of words, they are likely under a different structure. To know, extreme brainwash is to be able and represent yourself better. To accept and be accepted by its word for its word.

The words can be nouns, adjectives, adverbs, preposition, verbs depending on use. Finally in idea, the words can be strung together, like old latin and greek, for complete sentences. Proper nouns are capitalized even in strung together sentences and also separate. When writing the sentences, write the words together in a string, such as "T-b-g-aoey" or Tbgaoey = this be a good opportunity. Any separator marks like ,.:'"() are left out, except the ' mark is sometimes used for complex words that are combined, and spaces be in place and also for prepositional phrases the space be before "by", "of", "with", "before". "that", "at", "if", "then", "there", "those", "but", "as", "among", among others like "which". Any word after a period or the start of a new sentence is capitalized. The ' mark is pronounced as a short pause and the space is a longer pause.

If used in a atleantian translated sentence that has spaces between the phrases and sentence endings and beginnings you may use a "" between words in the phrase. The Proper nouns are left separate and by themselves, unchanged except the last vowel be treated like normal in the letter replacement section. Adding a capitalization to the word gives the word a stress, importance. the word cluster groups are separated into similiar concepts. Each concept is set as on a word or string of words. Alternate style of word stringing is Capitalizing the beginning of each new word and this is a point in the sentence. There is a point that ends that word and the endpoint is the area of a space.

Also, you may separate each word and use that as a structure plan for the phrases. This is used to make it easier to read, but you must add the proper endings, except for pronouns, verbs and single letter words.

The words separated in sense is the sentence: 'Me c wh ya nedan' = I see what you need.

The old style of word stringing:

"Icgreviwan Mefelpecnon = I see the great view. I feel peaceful now."

"T Relan Pana Unoe = That is not to eat people..really that hurt (pained me/you) you gnow" or "If you don't like that your not getting it."

"Jellon ishal'gu'tu'eta = Gelatin dessert be good to eat."

"Mluvnglen sotrytufiga a an in structlin" = I adore english so I try to model this structure like it.

"Ifyureserkt thucadoitmo aiivbijyuse-e-biothmene" = If you research it, then you can do it more, achieve by yourself and by other means.

Life be an idea, promote to get action in action by emotion. Void where prohibited by promotion or no divisional acts.

"Lyeiie pruoetuga iacta byemoe Voiwaproiyo tipruoe-o-nodieeyacte"

Life be an idiot, try to work things out with success (pursuit). News to me and news to you.

"Lifeiia triytuwrkthouwan-sue Nueiman-e-nutuun"

"Avadptryy tuwotoudestruye" = Avoid people trying to work things out destructively.

When your not a friend be not a friend unless you want to be friendly, for a friend in need might die. See that's the worst thing to do, not excepting tricks. To die in developement be also the worst, as for fetuses and things in progress or similiar. So to create the effort and die for it, may get you a chance to not want to develop it next life for no area visage by war elephant.

"Vi thy u a itr beh u a itr ale thy iwa ie ser itran fo a itr-n-epi mi d C tha th worst t ie fac
u eptan trie Ie d-n-ehwaz ser thu th worst oh fo fe-n-source-n-fo-o-ish So ie mai th-n-d fo t
ma g thy a ism ie u iwa ie dova t nx ytapu fo u val vey ti uar ofy"

"Donchet ketan-e-thworsan thtudua foa-tiacta ofviolan violin"

Don't cheat or you feel to no usable eat, Cheating be the worst thing to do, for its an act of violation where's my war elephant then.

The alternate word stringing style.

"Uua Ye Tan Lay E Dw Yiun Ti Oya"

Don't you want to know things, intolerance is dealt with intuitively by activity?

Otherwise: "Were you aware of you as you award cruelty? This is by love life or not."

"Hn thy fac, thy can oupy di."

Whatever you do, you can't outpace a dog.

To combine two declensions use an to denote idea or "oil cloth" separate two parts as assent is their, with request is withheld moment as person not allowed to hit or wit"hout changing the spelling so a space is a space away. See unless vowel is morning cloth see life or consonant is body so thats doubled, so that allows things to have no bad effort see for idea to effect you have for have some activity or side effect, or is a combined by added together meaning or thought two or more uses to create with by area group.

Where the effect you see what you ask a point seen or an declension be known by stating the phrase, and to attempt to combine by removing the word letter thats doubled with declension or drug that gets a bad result. Saw is an aspect to this or enzema fantasy "emphasima", see or whats bad is ae ie good for you take the aen no use or pain freu from another. Seen or feel is order or thought see whats denied, peace is thought in some bad fantasy by life. Seen is feeling though you won't issue or use by ideas by us.

Combine words or statements to use the word or area use by feel or this is use, an by the person wit no bout of war. See negative stops as the endpoint if you sorta have to guess use, see this is never or sight is not forbidding area as asset is interest or theory use is creative. See no is uu is cruel or uu-uen so don't have to make it if depicted, do not bus it as you are aware you reward yet no in cruelty viewed in the past not use. Were you aware you award cruelty? Specific is use by firm body, sometimes to cause fat so magic is harder. Som (secret of mana) area is creative use, so you see that says what you see or feel by no use.

So you see this is cool, as you are or will these people stop fighting? Shock or so is sock the footwear kind which if worser to see is fight or use if soft is allowance similiar. See as in la (last action, bring yourself, law) and aro (arouse, arrow or arose) create war or money redemption as laro meaning (arousal or call attention). From the area of The gray company elven dictionary, I will attend the example of "when creating words from two or more words, append together and drop enough letters from the appendor to avoid cumbersome letter sequences or valuable machine carriage. Like aa or cc into one but only in word creation." This expresses my methodology even before I looked at it, so this suits the purpose better.

For contractions; You may use them as a separate word and think to combine words, like you and have in a contraction, strip the vowels and the consonants off the second word. This is leaving the last consonant and use the ya

or u for you. That is sounding like ya-v or u-v.

Some contractions;

ya-v = uv = you've, you have or your having

ya-d = ud = you'd, you would

ya-r = ur = you're, you are

t-d = it'd, it would

t-e or t-x = it's, it is or it has

Used in a sentence it's like: "Nedan FoSnuenedan Uicshrdan Tureeta" which equals 'Need for Weed is a need which's(uics) hard to resist.'

Some action verbs are this in use:

'can' is 'ca' or 'cal'

'did' is 'di'

'do', or 'make' is 'fac'

'had' is 'ha'

'get' is 'ge'

'go' or 'walk' is 'amb(i) '

'has' is 'hath'

'is', 'am', 'are' or 'was' is 'e', 'est', 'ishal', 'isy', 'be', 'b', 'waz', 'wa' or 'isa'

'be' is 'ser', 'ro', 'beh' or 'b'

Some words not easily found in this dictionary with over 100 words are 'like', 'mind', 'the thing'. 'has', 'it', 'he', 'she', 'him', 'her', 'its', 'no', 'know', 'gnow', 'by', 'to', 'too', 'two', 'up', 'down', 'else', 'was', 'am', 'maybe', 'would', 'wouldn't', 'can't', 'yes', 'now', 'hi', 'on', 'off'.

'like' is 'li' or 'ae'

'mind' is 'ego'

'all' is 't' or 'this'

'the' is 't' or 'th'

'thing' is 't'

'the thing' is 'tht'

'it', 'he', 'she', 'him' or 'her' is 't'

'its' or 'it's' is 'tix' or 'te'

'no' is 'u-' or 'u', otherwise 'ain't', 'nan', 'bn', 'nan', 'naent', 'nought' or 'n' can be substituted

'know', 'gnow' or 'gno' is 'yes'

'by' is 'ti'

'to', 'too' or 'two' is 'ie' or 'tu'

'up' is 'up' or 'eeh'

'down' is 'du'

'else' is 'els' or 'ls'

'was' or 'am' is 'b'

'maybe', 'could' (have), 'would', 'should' or 'almost' is 'wu' or 'shalt'

'wouldn't' is 'wun'

'can't' is 'can'

'yes' or 'you' is 'ya' or 'u'

'yes' is 'so', 'aye', 'si' or 'T'

'now' is 'if'

'hi' is 'higa' for female tense and 'hima' for hi man or high mountain sometimes it can be 'hi' or 'i' that in technical terms means flow.

'on' is 'a'

'off' is 'of'

The a(n), the, an/d, but, or, in, if, I, at is not actually there except when you feel it should be there.

Represented by;

'a' is 'a' or 'an'

'is', 'am', 'are', 'an' or 'and' is 'e'

'but' is 'ut'

'or' is 'or', 'aur', 'our' or '-o-'

'in', 'en' or 'into' is 'n'

'if' is 'if'

'I' is 'ego', 'me', 'meh' or 'tha'

'at' is 'at' or 'a'

To get an idea of what is the way of the words think this "neon = won't buy" 'the' and similiar words go to 'personal pronouns' in section -VI-. To know the idea of what associates with what of simple words go to 'Symbols, affirmatives and association from several sources' in Section -VII-. For more info on suffix stems go to this next section of the Pronunciation key of Section -IIa-. To form words go to the 'letter replacements and word creation' in section -III-.

Some more commonly used general use words as stated is life:

'adyu' = 'tchiao', 'adieu', 'good-bye', 'farewell'

'ciou' = 'cioau', 'happy farewell', 'happy ending', 'happy goodbye'

'hu' = 'heighten', 'helio', 'who', 'fire being'

'wha' = 'what'

'ver' = 'were', 'veer', 'where', 'true', 'version'

'y' = 'why', 'wild', 'latch', 'yttrium(time element)', 'more efficient', 'male'

'ven' or 'wen' = 'intervene', 'when', 'true', 'vein'

'qery' = 'aftereffect', 'query', 'question', 'who', 'what', 'where', 'why', 'when'

'tha' = 'I', 'we', 'they', 'that', 'there'

'fro' = 'from'

'jus' = 'just', 'justice', 'fair'

"oui", 'age' = 'you', 'your', 'yes', 'jah'

'uaa' = 'don't', 'don't understand', 'didn't (understand)', 'ordinance', 'shit', 'dung'

'dunno' = 'don't know'

'aruo' = 'use', 'used in'

'r' = 'are', 'er'

'e' or 'ei' = 'is', 'are', 'be', 'from', 'it', 'energy', 'open', 'exception', 'an', 'and', 'to'

'uic' = 'with character', 'which', 'wake', 'with carrol'

'mos' = 'moss', 'morse (code)', 'drumming', 'most', 'months'

'th' = 'the', 'thee', 'they', 'this', 'them', 'thou', 'thy', 'those', 'these', 'that'

't' = 'the', 'person', 'he', 'she', 'it', 'thing', 'tee (ground stake, stand)', 'tea', 'that', 'this', 'those', 'of', 'time', 'designate (place importance)'

'le' = 'to', 'the'

'la' = 'bring yourself', 'law', 'a', 'brought to you'

'so' = 'so'

'su' = 'som', 'super', 'devine', 'holy', 'some', 'slowly use'

'don' = 'make allowance (for)', 'condone', 'done', 'don't', 'king', 'place on', 'doin', 'doing'

'mor' = 'more', 'idiot', 'mort', 'more on', 'death'

'wyl' = 'focus clearly', 'will', 'wild'

'foo' = 'fool', 'bad style', 'thing', 'idea', 'stuff'

'pan' = 'all', 'the whole'

'had' = 'hadn't'

'did' = 'didn't'

'wun' = 'won't' or 'wouldn't'

'neon' = 'won't buy', 'use', 'nothing done'

'I' = 'aye' or 'I'

'ego' = 'I', 'self' or 'prodigious'

Some greetings and goodbyes:

'lo', 'hlo', 'hiz', 'heu', 'hii', 'avahi', 'allo' or 'elo' = 'hello', 'hi' or 'canechwa'

'hih' = 'breathy hello', 'expressive greeting', 'useful greeting'

'bye' or 'atlu' = 'goodbye', 'chow' or 'adieu'

'ciao' = "byde", 'bid goodbye', if aggravated then hit to feel better

For more words think to correct what you think is what happens so just goto the appropriate area and search for the term ya want to know.

To use the words for magic, inner mind inner thought that is aggravating. As yet of another time so the put together is use, with the spell in a sentence is with root words and then without the end stem affix so with each the word capitalized seems like the example sentences. Feel free to use a candle, black or white and light the candle, to get better effect. Use any word phrase, that means your intent, made from the list below. As in, you wanted to do a better sight spell, look in the candle after lighting and say "betaISit", pronounced (beta-aye-eye-site). Supposedly your eyesight improves, after thinking of target such as yourself. The way this works be usage of raw energy from any area but mainly the water, even if its corrupted as the corruption boils away and it forms as spontaneous casting unless using a candle. Then the ritual be done with more permanent effect, anyhow its done there be lessening of air temperature. With more energy there be more gain in effect per energy level. The people of earth, air and water elements can use these to beget effects.

EX: For good eyesight, G-EyC = (g eye-c) good eyesight

EX: For un deathseeking not of another (as not by yourself), SekTuK = (seek-too-kah) seek to kill.

EX: To kill disease = IIPK (il-nepp-k)

EX: To make food, water and objects without excess = TuMakFud Aqo-E-ObjW/oXs (Too-Make-food ache-on ee obj-wih oh-xs)

-Iib-

Praoncie Ke

Pronunciation Key

The key has no denomination as in no personal view and everyone's equal, thus objects are spoken of with idea by a personal view or expression, and people are in the third point of view as if another person viewpoint. What helps is the pointing out, declaring what you are talking on first as in a point that's made. Say this is a poem, song, and this can use gesture to help understanding. If you yourself can't understand the communication, then its counted as noise and ignored. There is a part of this in speech, if you want to hear this spoken listen to this. [<https://soundcloud.com/chris-moisant/pronunciation-ii>]

This is there and that is true for netherese. The idea is this, think to enjoy speaking and you can work out the vowels. The way to pronounce these words are through vowels as in "a", "e", "i", "o", "u" and "y" as a half-vowel with the short vowels as in "a" for (yah) and long vowels as you, except its reverse with "y" that's short like (while) and long like (will), that's formed sound from other vowel's influence.

When a "y" is in the first column, this can be pronounced as a "w" or "yu". Single vowels are long, double vowels make the first vowel long and the second short, this is excepted for when the double vowels are the first part of the word, then its spoken as a single sound like "Aaron" is "A-ron". Three vowels are first and often second long and said together. The third vowel is short and the y is usually long.

Three vowels of the same, are pronounced all long. Four and more vowel words are pronounced with all vowels long, except when the last vowel is the last letter of the word. Then the last vowel is short. Like Ieeek (I-eeek) for I

seek to be friendly and bound (to help). See or not construe, Yieeee as (Why-like-Eeh) for Why I shriek. That handles the vowels, now vowels with a part mixed in any consonants are what you think, that's long unless its Y then its a short sound.

Any vowel in front of a double consonant, (like tt) be pronounced as a short vowel except the vowels that change their pronunciation completely like y which be long as W or Yu. This includes z as a y sound in chez is ghei. For jhe is zhe or g, and z is zheigh for j like sounds. So Jhe is ghe or G and in front of a word is zhe like j is z and z is j unless in a word then the j is sounding like an h. Vowels in front of the double consonant are flat like asset. Final consonants of roots, following a short vowel, are doubled when suffixes are added (from the Atlantean language) like lear ~ learre.

The single consonants are spoken as soft even when put with a different consonant for example cackl = (cahc-kle), letb = (leht-be) except for lets = (leht-s) with a slight hiss to none of the s. Use double consonants spoken hard like raccoon for "cc" yet the "ss" be like assume and be the exception that sounds with a hiss.

Otherwise, with any three consonants its first two sounded together, the last sounded separate like ltgeneral, lt-gene-ee-rail. So with some words the ch is used if there and male as sh sounding, and then if female its k or ch sounding. Like chares or peace, where a man would pronounce this share-ee-s and a female would pronounce this chair-ee-s.

Some words where they are combined, with totally different meanings, as the result, If derogative or derived negative word meanings, are used in combining words together, there's two different ways to derive the meaning. As this is a point in thought, when they be declension or derogatives, they as a point is a moment as part of the idea. There is a moment that noting the word and the magic.

That makes the word unidentical to the actual meaning, this is true unless your thought matches the idea and not brainwave length of the individual. The idea is a point as your thought is caught on tape or recording device, the idea you express portability is thought and created as a thought in a moment that only you can detect with focus. Think though and you know how, with practice, so what to say is what you think to create. This is a known effect.

The word meanings are possible to create with a thought and use is the idea, or any will that you detect in mind to understand to know the meaning that are with both words meanings, as meanings put together is as though two or more words put together. And keep in mind, some words are not meant to be combined. If nominatives, then they be made into one meaning, in some manner some speaking aspects are thought and known.

So use by the idea is a point, separate in the declension words, and undeclensions are with a dash (-), so that the words that are derogatives and declensions, when putting them in sentences, don't cause problems as this in translation is sometimes wrong, so dismiss and try to create your own to avoid confusion. How you want the words understood, be instinctively. With a thought, fewer word lookups and more lookup idea is a concept word root study as possible. There is a concept and nothing there is as thought unless there is nothing there to do.

There be no case except for three in this language as its active case and naturally considered magic case like the linux magic number that uses auto references to get the effect. This be considered hyper translation when used in active speech, where there's no case extension (affix) of the 3 cases, that are dropped within a sentence of no spaces. Use more than one ending or affix and only if necessary. Do this as a case in point.

Singular verb: - or -a, Except the - can connect two words like declensions.

Any plural: -(i)x for plural and -x can be in place of -e or use I with a consonant an the -x.

All other cases: -(a)n be where the usage of 'a' be behind a consonant.

Optional s: use -e at the end of the noun or verb. Like know is kno and with the -e its knoe.

Optional r: use -r at the end of the noun or verb to indicate movement or activity. Like kno and with the -r it's knor or know the movement or action by activity.

Optional ed: Use an -o at the end of the word. As the word augment is aug as root and -o as stem for or creao for creature creator.

Optional you: Use an -u at the end of the word. This if used in negative thought is an option, that blames the intended person or group. So this means 'a person that' does what the word is in effect. Such as avai for take, then add a -u for taker or thief. This is how you would use it.

Optional ing: To form nouns and other cases into verbs. The idea of in and en is -y with consonant an vowel or as to be with feeling its -in for present action or -en sometimes for past action. As optional additions, as this shows conception of something or to use an -ing effect. As in is into and en is in or at the end. To bein in is like been except different meanings as bein that is being and been (benen) is beneath or not being. As benigning is bniy.

Using -ih: The ih or h (if after a vowel) ending can be used to work the point to halt things and denote not or no in front of the regular meaning. This is where oe is done then oeh is not done.

"Etiamax" = Lets stand to make (a difference),

What are you saying? = "Varusax", as variety a sacks

"Arudua" = How are you doing?, or not rude at all.

"Arux" = Abrupt use, not done by the effect of what is and isn't.

"Abrubix" = Before rubs or abrupt rubbing. Sorilea soreness.

"Ydutnowan" = Why do that now?

"Yneadut Asuluken" = Why not do that as your looking?

"Gluky" = good looking.

"gifuh" = no gift.

Now why didn't I look at this earlier? = "Nowydidmeluka Atherlyran"

Now energy is right, corrected as necessary from that game. = "NowLetisCmorAsTu Amor Aste Asten Gea Astec Vei"

Depending on usage for example; the word aq meaning fact or factor can mean also factors (aqix), factoring (aqix), factored (aqan). The k as in kn be silent or dropped yet influences the word like in knuckle. the "h" as in "bhack" be unheard with only an influence except when alone, th treated like t, Bh treated like b, Kh treated like k are letters but the t be unheard or soft, b be soft, h be also silent within a sentence, Another word aao means bank (aao), banks (aaoix), banked (aaoix) and banking (aaoa). The tense of the words are hardcase so "I" unless needed, "of", "or". "our", "that" and "the" are assumed yet not placed in the phrase unless you want it there.

Use simple word patterns for complex sentences.

"lets make a difference" = "letmaitaix". Due note this has no "a" in it from the english phrase.

"lets be different" = "Maybtai"

"this be our way" = "tbaye". leaving out "our".

To say "This Can't Be Yogurt" = "TCanB Ugite".

To say maytag, be "Mayta"

Examples:

rak = (rake), aroo = (ar-oll-o), waii = (w-aid-rite-ihn), cyl = (sil), uar = (war),

yyn = (yin), c`aa = (c-yay-a), tar's = (t-hair-s), zap-o = (z-ape-oll),

e`iryy-i'pu = (ear-ire-il-why-puh), zyl = (zil), elevn = (wee-l-see-vn),

decty = (d-eh-c-tye), betto = (bett-oll)

To put these words together string the words;

EX: Eueios n-hawaiin = Languages and desirous as nothing is involved in depicted sacredness as instantaneous.

EX: Eueios n-hawaiix = Languages and desirous in sacred depictions.

These are complex sentence patterns;

EX: Ichluffigy`omue itek'gymix = I love exercised vision in taught exercises

EX: Urion e-eplen-uoy y'aftan = Most important be enduring long instances after power actions.

EX: Ich e`iryy-i'pue id = I at last changed self being peculiar in mind

EX: Disishwodstuukae = This be a sentence (long word string) strung together.

These are with numbers;

EX: sexeoe I quadcentquadtrimille I tuten = 6,443,021

EX: onzanai dec e dectdec = 11x9=99

bank account: this atleantian banking is use by feel to keep as you wish this is done. if one were not in to indiscriminate one use is all thats needed. look here to -ivb- for alternative banking.

nehi or min = lower or tremble or treble

mine = minimum

mane = highest

ad = aal, raise

ao or stupid = bank account

aal or ael = savings

aaw = money, atm

oal = loan

thinking = activity

think = thought

The ideal way to work with this is use is us, ao means bank by ao, banks aoix, banked aoix and banking aaoa. Thinking to create with banking use is "nahi ao aela" or ne nihi nahil by feel is aalih e ao as its went by feel this is what I went to work with others.

Songs:

This song be a example of proper old latin nouns and completely translated broken into pause breaks where punctuation marks were, to make it easier to understand.

Ay Tonyn tudulin Ay Tonyn iffyicudiwudbue Eniotlitiae teniotlitutan
Etemmaiembgregren gren Frostanflakix r-gretgutan tgan

Hey Tony! I like the things you do. Hey Tony! if I could I would be you. The one and only tiger the one and only taste! Eating them makes them more than good, there great! Frosted Flakes are more than good, there great!

Poems:

Elmally Chrisan Tlitan Urbuasbbyqan Sotigtwealwudys wetebfainaave Duurskekix
alwadraa ubrisomda Ucasa HaHa Buoulgaae OthtuMaa

Separated words: Tun me allyn Chrisan T lin t Uran bun as b byqo Sotigan
t we alan wud ysan We th fainan a aven Du ya skekix Alwae dra U b rin somdan
U ca sa HaHa Buoul ga aoen Othan tu Maan

To my friend chris, Its like this, Your talent has been bestowed, Something that we all would wish, We'd then be King of the Road, Do your sketches, Always draw, you'll be rich someday, You then can say Ha! Ha! Half goes in the Bank, the other to Ma Ma.

Juueertix Elmordyfpex Taconfelyjuux Twamemepryey Mogadjuun bygadix
Modysijuudun bythurtan Mooffjuux dan bydysan Qerylyjuux e-dabydyfan-e-offan
Qerymemjuura fothwin Qeryprveyjuurdua bytdefan thwegdsjuux Dufoalan oabovan
Usuyfocoete-e-mofopl

Spells are many things. To many different people. There are confusion and lying spells. There were memory and privacy spells. Most genius spells done by geniuses. Most defensive spells done by those hurt. Most offensive spells,

done by the defensive. Where confusion spells are done for defense. Where lying spells, are done by the defensive and offensive. When memory spells are for those with confliction. When privacy spells are done by those defensive, then we got programming spells. Done for all of the above. Usually for correction and mostly for fun.

Sayings:

Serendipity or natural discovery happens by accident.
Aha -o- nat decoaya onem bij geroman

Ally maiy

Alliance influence after, thou are what earn the right. Make possible concept and use is subconscious. Allay the fear and use what thou must, use is up to you or think not to do as thou desist or not to givest as thou must use the creator.

elyman -o- syliman = elliemay or salliemay, loan agency, money made force, loan detour actor agency.

Ever mind the rule of three, gives you harvest, because this is thou and this is yours, Three times and three more is what you givest harvest from, things that are returns to the area, This lesson must be well, as thou must learn to see or look, as though is there use thou will, Thee only gets earnings, what thou dost earn in life, as thou errand thou are what you consist.

Evr mid ruus an -a- thein (Ever mind rule of three)

Thein nax va th gioun ret ei than (Three times what you give out, returns to thee)

T gno uelan th mu gnon (This know well, thou must know)

Th otly gix va th du erna (Thee only gets, what thou dost earn)

If its bad get out of there. = If tix ba g ou t than

Sinning be sometimes easier to forgive, rather than being always right or too perfect.

Synan bay sotye eisyr le fogia raa t bayan yuen ryt -o- tu pafin

Eifogie eifogia

ei fog ia ei fogia

To forgive be to forget.

Things may not be well, so seek civil liberties. = Tmabhwelan sesekcivliatix (short form)

Things may not be well, so seek civil liberties. = Te ma bh welan se sek civ liatix (expanded long form)

If you can't stand the heat, keep out of the kitchen. From my mama.

Eef yo can pod t ha kep ou t th kyknan Fro me maae

-III-

Laarelen-e-wodeea

Letter replacements and words creation from other words

A. These are the letter replacements used for the words below: Use with any word you come across to create an atlantean word for yourself but remove the stem like ing, ed, s and etc. Warning this key has no denominations.

1. The "e" at the end of the word is removed as its silent and not spoken, otherwise retain the e.

2. Remove the "h" from the word, if silently spoken.

3. Any "a?e" where the ? be a consonant, remove it making it ae.

4. Simplify the word as much as possible in one or two passes, except for two or three letter words, and except for the proper nouns unless its desired to. Remember that ei is neuter, ie for woman and ey or y for males.

5. M,N,L,S,+ voiced consonant > MM,NN,LY,SS, ZU,PU,BU+vowel> Z,F,V.

(Note that these letters were originally pronounced ZH, F and V even in Imperial Atlantean).

6. S between vowels>Z, -NC- >-NG-, -PH->-F-. (Note that PH was always pronounced F in any case).

7. Final consonants of roots, following a short vowel, are doubled in writing when suffixes are added (as in declensions and conjugations).
8. Diphthongs changed to single vowels in all positions (including finally), i.e. OU>U, EI>E.
9. In triphthongs, such as AUE, EUA, the last vowel vanished. The surviving diphthong was also usually simplified, especially if final, eg AUE>AU>AO>A.
10. Most final short vowels became -e.
11. Where some or most atleantian has the singular verb:- or -a,
12. All other cases: -(a)n be where the usage of an be behind a consonant
13. All plural cases: '-ix' with other vowels, drop I except e.
14. When the word be three letters or less, drop no letters except the e or h.
15. ough>ue>u; like tou or thru
16. sometimes the words can seem or are similar to the sounds they make, so the meaning is what they sound like.
17. transitional words or verbs can be useful, that's depending on their use and they can mean anything in the sentence and they are these: t for it, (those things are useful) thing/s, he, she, something. th for these, those, that and this (is fair).
18. The s ending for gender is where the a is male s and e is female s in word ending, this is useful if you need to denote gender by an added s.

B. The old ways before reform of the word rules are listed below to convert words borrowed from the language site.

<http://members.tripod.com/grahamjmabey/Languages/Languages%20-%20introduction.htm>
influence by feel

C. Below this section be the root words and by use of for the associations section can we obtain verb tenses and cases to add on with use, and make the words more easier to undestand. The letter replacements are necessary within the word. can be used with neth.

a=au=aue=ao=ff=ric=ym=yc=up=uk=yo=uir=ag=op=ap=oi=et=ish=li=igg=agh=ia=ng=n
a=ej=r=er=ert=ure=am=il=oa=ak=ach=ek=ah=acy=ys=ab=aa=eo=aue=ua=at=ai=y
a=augh=aff=on=ad=act=isj=un=uv=a

e=ae=ac=yt=ee=ei=ar=r=ers=as=ian=ius=io=es=s=ss=ess=ubb=ea=elf=is=b
e=is=ept=ion=ub=cs=x=xx=ell=el=l=ens=m=mm=nm=ng=nc=em=eng=yn=yz=w=u
e=eor=eo=c=ch=k=kk=cc=s=ss=os=unc=ay=e

i=an=ai=ain=and=eng=e=if=ox=ex=x=s=xx=yi=ob=ul=nib=ib=und-wnd=uz=uint=ezz=ez=iy=iv=l
i=ig=ock=oc=ij=le=ion=og=ogg=eb=ot=ik=us=ier=id=yy=ie=y=en=ent=to=uon=eff=eef=i
i=ef=eon=od=igh=av=aw=aj=ich=ion=n=ud=ern=in=ip=ir=ih=ix=i

o=ep=uc=uch=iu=ott=ou=ers=or=ot=ort=ell=iz=ov=of=uas=ui=oct=ed=l
o=ast=eth=oth=ot=wag=bi=uf=ly=ol=ll=uag=ua=oui=org=ou=owe=i

u=w=uu=ou=um=ut=uar=ure=ir=yp=yu=ug=ur=ya=oc=unn=ec=ow=om=aq=oj=uj=y=ij=w
u=oe=ewt=qu=ic=ang=iq=wh=oo=ew=eq=ill=et=ue=eh=os=ep=uc=uk=uch=oy=v
u=eu=eua=aue=au=eh=eg=ee=e

y=yr=on=ing=why=ey=ye=ule=yl=it=uir=ag=int=ya=im=al=ign=uhy=ie=a
y=all=ev=af=uy=i=dd=d=t=ez=l

Ex: nebula = niua = nebula

Ex: suna = sooner = suna

Ex: rua = recon = rua

Ex: styie = stimulus = styie

EX: cadyi = condiment = cadyi

EX: scalp = scyp = scalp

EX: cologne = coin = cologne
EX: aviation = iate = aviation
EX: progression = priree = progression
EX: genitillia = giyaila = giala = giyaila = genitillia
EX: subatomic = seauu = seu = seauu = subatomic
EX: timeshare = tyshe = timeshare
EX: carbonate = ceba = carbonate
EX: flavor enhancer = flionhica = fliha = flionhica = flavor enhancer
EX: congregate = cagruu = cyru = cagruu = congregate
EX: cowtow = cutu = cowtow
EX: defrag = diry = defrag
EX: insular = isie = insular
EX: rapper = raa = rapper
EX: sippowitz = sipuyz = sippowitz
EX: cherub = kae = cherub
EX: debris = dirb = debris
EX: afford = aod = afford
EX: absess = ase = absess
EX: readjust = redjit = rojy = redjit = readjust
EX: prepare = prue = prepare
EX: nahalen = nayn = nahalen
EX: extra = yra = extra
EX: otter = oa = otter
EX: vacant = veit = vacant
EX: dollars = doe = dollars
EX: weigh = wuh = weigh
EX: reassertifications = reatyae = reassertifications
EX: written = ryti = written
EX: accute = ecu = accute
EX: think = tik = think
EX: better = bata = baa = bata = better
EX: nihilism = niaem = nae = niaem = nihilism
EX: standard = stided = standard
EX: top = ta = top
EX: war = ue = war
EX: unless = ale = unless
EX: roach = rak = roach
EX: blu = bleet, bleep it, bludgeon that releases or released it, sweet reward, lover
EX: Normal user an an me
EX: Uber=Eer=Uer=Ua=Ea=Eer=Uber
EX: guardian=gedan=geda=guardan=guardian
EX: woke up=woka=worka=workup=woke up
EX: paces=pasz=pacced=paces
EX: packed=pako=pacced=packed
EX: wonderment=wadami=wyda=wondai=wonderment
EX: high octane=hiocti=high octan=high octane
EX: flooding=fludy=fluden=floodin=flooding
EX: floodplain=fludpla=floodplai=floodplain
EX: what do you mean=wadoya mean=waoya mean=wakya mean=wakkya mean=wachya mean=wachyaaci
=vacuain=wachyoaen=wachya mean=wadoyou mean=what do you mean
EX: close=klaus=clos=clu=clos=close
EX: vacuum=wacwm=wewm=vacuum
EX: seeing=cy=cen=cin=seeing
EX: learning=lernen=lann=lerny=lernin=learning

EX: hear=ear=er=hear

EX: clarion=clrt=clet=clarion

EX: sideline=silie=sili=silan=sile=sidlan=sidline

-IV-

Nsys

Number system

The numbers are in groups of 3. Every three there be a spoken e(and). Math functions such as adding and subtracting are just like normal. Use for addition, the words "e" = and, +, plus, ig = adding, +. ig`o = added with, of or to, +.

35+44 tritceli autthein

28+16 buoutoct ig'o eniz

Use the words of a-, fro or sohr = subtract, -, minus. To use it combined be sohr'fro or a.

17-12 dente atulv

20-1 doubuou fro en

Times, In order to express so many "times", ie once, twice, three times, etc, add the suffix -(a)nai to the cardinal (include the "a" if it follows a consonant, omit it if it follows a vowel), eg:

once enenai

twice buounai

nine times nantanai

Every / each, To translate "every ...", eg "every three, every four" or "three of each, four of each", prefix the Atlantean cardinal with "ton(t)-". Use the form "tont-" before a vowel, otherwise "ton-". EG:

Every one (each one) tonten

Every five (five of each) toncel

Fractions, To create fractions, add the definite article before the ordinal numeral(5th, 4th with ul or l if vowel) for single fractions, or the relevant number(1, 2) for larger ones, as in English eg:

one half en buoul

one third en darcul

one quarter en theinul

two thirds buou darcuix

"-ly", "in the place", To translate words like "firstly, secondly," etc, add the adverbial suffix -ehe to the ordinal, similar to the English construction, eg:

firstly enuyehe

fifthly ceyehe

There are two numerals which do not correspond to the expected formation:

tenthly douyehe

in the seventieth place ariehe

"-ruple" or disruption, "multiplied by", "...times". To translate formations like "double", "quadruple", "twenty times", there are two methods depending on whether the construction be an adjective (as in "triple salary") or a verb (as in "to triple a salary"). As an adjective, prefix the first part of the cardinal to the relevant noun. Note that only the first four (up to "quadruple") are regularly used in no feeling your able to eat more or not, so turn off the machine if possible as you use magic or destroy things if not capable to achieve what magic is tasks. Ie: Put the rule as enter a number to create a shift as you think the number your there. So use the number then the tuple "or fall over" not parallel disgusting not always someone there or triple indicating place. Time is where you are wanting to see. So this is see or seen to use.

2x Double buo-

asou = absolute, positive result, |

"-(a)nai" = include the a if in front of consonant, es, time, multiply, multiple of, *

-(a)nai'wi = include the a if in front of consonant, es`diw, multiplied with, *

eq = equal represent, result, =

ig = adding, +

igig = ++; self-increment, re-add, logical addition

ig`diw = added with, +

ig`tu = added to, +

bi`a = divided by, /

bi`in = divided into, /

Advanced function()

brae`wi = enclosed with, []

brae-wi = enclosing with, []

fac = group, ()

fac`diw = grouped with, ()

fac-diw = grouping with, ()

facte = function, f(x) as a function of x and how you decide to assign the x

finai = fibonacci series; any number is the sum of the first two numbers finalized.

frete = fraction, a part, a part of the whole, n/n like 1/2 or n parts out of n

fro = from, subtract, -, minus. use 'fro with a -(a)n or -a word in front.

grata = greater than, gratitude, >

lesta = less than, <

neg = a-, de(h with the vowel of the word)-, negative, - as you see mention

paci = percentage, %, pacify by comparison

sotr = subt, subtract, -, remove, remove things noting nothing is some idea.

sotrsotr = --; self-reduce, re-subtract, logical subtraction, logical reduction, self-removal

sotr'fo = subt`fro = subtracted from, -, sufferance, removed from

pamu = permute, NPr, 5P4(5/(5-4)), permutation

xcla = factorial, natural positive number row, 6!(1x2x3x4x5x6), exclamation,

declare, !

Points

av = point, decimal

agleu = acute angle, 30 degrees

agl = angle

endav = end point, finish up

itsagl = obtuse angle, 120 degrees

oin = center

oruy = a ray, one direction line

ci = shape, diameter, six or energy

cimi = curve, ebb or tide

cuic = circumference, circle area, sex or use, by circle radius size to continue after is en

cuis = cubic centimeter, curls effect

x = deg, degree/s, point of degree, participant, duree (as duration), degraix, amount

measured, digit, "o", sextiplate or sextuple is still no is less.

dwight = incline, upslope

hit = height, sometimes to strike, see or sight, seen is sight

gir = plot, damages, see on use, sight by use

kod = chord, line segment on circle, circle circumference or life area activity feel

l = line, 180 deg, straight angle, line, after use by user

lee = downslope, easing down, ease by paint to use energy caught to the feel.

ligt = length, lengthen, line measure

einzawzhi

n = 1, I, en, une, unis, uni, one
tu = 2, II, buou, deuix, duo, bis, bi, di, tuw, to, two, too
tri = 3, III, darco, ter, tres, trois, three
au = 4, IV, thein, quad, quattuor, tetra, tetr, quadri, four
cel = 5, V, quinque, cinq, penta, pent, quint, quin
ci = 6, VI, sex, cint, hex, hexa, six
syi = 7, VII, sent, septem, hept, sept, septo, seven
oct = 8, VIII, huaccel, octo, huit, et, eight
nan = 9, VIV, ni, nant, novem, neuf, non(latin), ennea, nine

ti = 10, X, doul, deka, decem, dri, ten, dec, deca, deci, A (hex, hexadecimal)
onz = 11, XI, doulen, undecim, hendeca, undeca, eleven, B (hex)
tulv = 12, XII, doubuou, duodecim, hecto, dodeca, twelve, C (hex)
triz = 13, XIII, doucu, tertiusdecim, thirteen, D (hex)
auiz = 14, XIV, douthein, quartusdecim, fourteen, E (hex)
quiniz = 15, XV, doucel, quintusdecim, quindecima, fifteen, F (hex)
sexiz = 16, XVI, coucint, sextusdecim, sixteen, 10 (hex)
syiz = 17, XVII, dente, septimusdecim, seventeen, 11 (hex)
octiz = 18, XVIII, douccel, octavusdecim, eighteen, 12 (hex)
naniz = 19, XIX, counant, nonusdecim, nineteen, 13 (hex)

tut = 20, XX, buenoul, viginti, twenty, 14 (hex)
tut-en = 21, XXI, buenoul-en(etc.), twenty-one, 15 (hex)

trit = 30, XXX, darcoul, triginta, thirty, 1E (hex)
aut = 40, XL, theinoul, quadraginta, forty, 28 (hex)
quint = 50, L, celoul, quinquaginta, fef, fifty, 32 (hex)
sext = 60, LX, cintoul, sexaginta, sixty, 3C (hex)
syit = 70, LXX, setul, ariel, septuaginta, seventy, 46 (hex)
octt = 80, LXXX, ariel-doul, octoginta, eighty, 50 (hex)
nant = 90, XC, poud, dounpuondao, nantul, nonaginta, ninty, 5A (hex)

cent = 100, 1x10², C, puonda, doulul, centum, hunna, hunnerd, hecto, hundred, dollar, 64 (hex)
centune = 101, CI, puonden, one-hundred-one, 65 (hex)
centu = 102, CII, puandatu, puonda-duon, one-hundred and two, 66 (hex)
centi = 110, CX, puonde-doul, puondeti, one hundred and ten, 6E (hex)
centonz = 111, CXI, puonde-doulen(etc.), one-hundred and eleven, 6F (hex)
centtut = 120, CXX, puonde-buenoul, puonda, puondetut, one-hundred and twenty,
78 (hex)

tucent = 200, CC, buoupuonda, buoucent, two-hundred, C8 (hex)
tucenten = 201, CCI, buoupuonden (etc), two-hundred and one, C9 (hex)
tucenti = 210, CCX, buoupuonde-doulen, buoucent-ti, two-hundred and ten, D4 (hex)

tricent = 300, CCC, darpuonda, darcent, three-hundred, 12C (hex)
darcocent = 400, CCCC, theipuonda, quadcent, four-hundred, 190 (hex)
celcent = 500, CCCCC or D, celpuonda, celcent, five-hundred, 1F4 (hex)
cicent = 600, CCCCCM, cipuonda, sextcent, cicent, six-hundred, 258 (hex)
sentcent = 700, CCCCM, sent puonda, septcent, seven-hundred, 2BC (hex)
etcent = 800, CCM, huaccel puonda, arielcent, eight-hundred, 328 (hex)
nancent = 900, CM, nanpuonda, nicent, innocent, nine-hundred, 384 (hex)

tosi = 1,000, 1×10^3 M, g, ochos, mille, mill, grand, kilo, thousand, 3E8 (hex)
 tostiti = 1,010, 1.01×10^3 , ochos duol (etc), ochos ti, one-thousand and ten, 359 (hex)
 tutosi = 2,000, 2×10^3 , buou ochos (etc), tu ochos, two-thousand, 7D0 (hex)
 titosi = 10,000, 1×10^4 , doulo ochos (etc), ti ochos, ten-thousand, 2710 (hex)
 centmille = 100,000, puond ochos (etc), centum ochos, one-hundred thousand, 168A0 (hex)
 ducenttosi = 200,000, buoupuond ochos (etc), ducent okos, dukent okos,
 two-hundred thousand, 30D40 (hex)

Large numbers

eo = 1,000,000, 1×10^6 , O, E 1000 z, meuhilde, mega, yuron, million, F4240 (hex)
 biln = 1×10^9 , B, giga, buron (beuron), scotland, billion, qua'teso(quotesso),
 milliard(england), 3B9AC00 (hex)
 triln = 1×10^{12} , tera, trillion, billrd, quo'teso(quotesso), billion(england),
 E8D4A51000 (hex)
 auln = 1×10^{15} , q-auln, peta, quin'teso(quintesso), quadrillion, 38D7EA4C68000 (hex)
 quinln = 1×10^{18} , exa, quintillion, quin'tesa(quintessa), trillion(england),
 DE0B6B3A7640000 (hex)
 sexln = 1×10^{21} , zetta, sextillion, 35C9ADC50EA0000 (hex)
 syiln = 1×10^{24} , septillion, yetta, quadrillion(england), quid'tesa(quitessa),
 1BCECCEDA100000 (hex)
 octln = 1×10^{27} , octillion, yept, 9FD0803CE800000 (hex)
 naln = 1×10^{30} , nonillian, quintillian(england), yokt, 4674EDEA400000000 (hex)
 decln = 1×10^{33} , decillion, drillion, zopt, 3BC15B0A00000000 (hex)
 sexln = 1×10^{36} , undecillion, umbecillion, sexillion, B34B9F100000000000 (hex)
 tudecln = 1×10^{39} , duodecillion
 septln = 1×10^{42} , tredecillion, sextillion, septillion
 aquiln = 1×10^{45} , quattuordecillion
 auctln = 1×10^{48} , quindecillion, octillion(england)
 sexdecln = 1×10^{51} , sexdecillion
 nonln = 1×10^{54} , septendecillion, nonillion(england)
 octodecln = 1×10^{57} , quintsyiln, octodecillion
 sextln = 1×10^{60} , novemdecillion, decillion
 sextriln = 1×10^{63} , vigintillion
 undecln = 1×10^{66} , undecillion
 syibisln = 1×10^{72} , syituln, duodecillion(england)
 tredecln = 1×10^{78} , tredecillion, sexidillion en
 octquad = 1×10^{84} , quattuordecillion
 quindecln = 1×10^{90} , quindecillion
 sexdecln = 1×10^{96} , sexdecillion
 nisexln = 1×10^{102} , septendecillion
 tietln = 1×10^{108} , octodecillion
 onzquadln = 1×10^{114} , novemdecillion
 tulvzln = 1×10^{120} , vigintillion(england)
 trittriln = 1×10^{303} , centillion
 sexzln = 1×10^{600} , sezzln, centillion(england)
 ziln = 1×10^{6n} or $1 \times zxn$, tontonto, "zi"llion, astronomical, large number
 nil = 1×10^{80n} , 3xzi mil, nillion, quite created, very large number, gast, some billion or more

Places by number

zul = 0th, dehul, nullul, nul
 nul = 1st, uneat, terul, deci, inga, fulst, puru., primarius
 tul = 2nd, buoul, tuat, centi, alter, sec

tril = 3rd, darcul, triat, tetrius, milli, wedn
aul = 4th, theinul, auat, auth, quartus, quadth
cel = 5th, quinul, quinat, quintus, fridd
cil = 6th, cintul, sexul, sexat, sextus, micro, satu
syil = 7th, sentul, syiat, septimus, sund
etul = 8th, huaccul, octat, octavus, etat
nanul = 9th, nantul, niat, nonus, nano
dil = 10th, tiul, tiat, decimus, deca
onzul = 11th, doulenul, onzat, undecimus
tulvul = 12th, doubuoul, tulvat, pico, duodecimus
trizul = 13th, doucul, trizat, tertiusdecimus
auizul = 14th, doutheinul, auizat, quartusdecimus, quadizat
doucul = 15th, quinizul, quinizat, femto, quintusdecimus
sexizul = 16th, doucintul, sexizat, sexizul, sextusdecimus
dentul = 17th, syizul, syizat, septimusdecimus
attul = 18th, douccul, octizul, octizat, atto, octavusdecimus
decizul = 19th, dounantul, decizat, nonusdecimus
tutul = 20th, buenoul, tutat, vigintius
zeptul = 21st, buen-enul, tutunul, tutenat, zepto, unetvicesimu
tutul = 22nd, buen-buoul, tutuat, duoetvicesimu
tutrul = 23rd, buen-darcul, tutriat, teriusetvicesimu
yoctul = 24th, buen-theinul, tutaal, tutaut, yocto, quartusetvicesimu
tritul = 30th, darcoul, thirtieth
autul = 40th, theinul, fortieth
celoul = 50th, quintul, quintat, fiftieth

-IVb-

banking

aao nahi; bao bao

bank account: this spell or description allows atleantian banking by feel or text to keep as you wish this is done. I swore not to return since what I saw there was acoholics. so h is lower attached or not to the end of a word, l is low by the feel. a is actively or normal with e. e clabek nahil is the point is done by a hundred more or less. maybe useful maybe otherwell ideal.

el = min, with mininum, lower as nehi is can't.

al = ad or work, raise is also nahi or ahel to a point

aao = aaw or eew account is bank account rasing

aal or ael = savings with theory or meaning

nahele = held, not threatening

nahila = held or not is somethimes threatening

relia = released by feel

eew = weight with gold or money order

weha = weight ne

nahal = nasal, trade gold or au, silver or michael, this is trade money is aao, aal is exchange as nehi with account

clabek = your acount is good or nihal

clehil = nehil, your account is bad or nehal

nawih = lower count

newih or nueh = raise or create count

nahul = stop payment or deny by allowing

nehul = allow

nehail = need hail, allow by denial

nhal = nah, purchase

fegalen = point of sale or chocolate milk

newih nhal fegal. 500 \$

so if necessary you are sent something, then no use to send back to tell them that the merchandise is not bought. so think to work with what you get or you create if the point is yourself. so clehil ne nehul attol clear up national debt by when that e neh nahul. Otherwise set free from a sentence is seh nahul or set banking. This is a point you set things by a free motion or moment and live your life.

-IVc-

Money
Or'a -o- Mora

When money is involved nowadays in atlantis or Mora, there is usually no inflation. That means you divide the amount by 100 or remove the period in the money amount, that's for values with inflation from their point. This works as their society is using trade or the non-inflation value system. Basically, you can see 1 cent worth 1 dollar, 5 cents is 5 dollars, 10 cents = 10 dollars, 25 cents is 25 dollars and 1 dollar = 100 dollars. Then you take the dollar amount and add two zeroes without the period. This is how they are in atlantis nowadays and the true value of money without inflation. So with inflation, there is the basic amount = the basic amount, and that means 25 cents is 25 cents or 600 dollars is 600 dollars by idea. Basically, you can get 1,000,000 dollars from 10,000 dollars and 1,000,000,000 dollars from 10,000,000 dollars today in your normal reality.

-IVd-

Judgement

cri = judgement, judge

psycri = personal judgement; This is due to some crime or passion. Also this is a term for psionic crimes.

wy = auy, lawyer; this brings a lawyer for defense, that serves the law.

jug = judge; this serves as a person to judge things. That is where you are the judge and the person who does things.

wyne = witness; someone who saw things.

eceo = accused; Someone who is accountable for things. This is the economics of things.

had = jury; hadn't, duty, judgement, reduction, destruction, deduction, had (tricked)

had'kycc = jury duty; this is active duty on a case.

jugmet = judgement, vigilance; fate calling.

ce = case; this is where you cease moments or have the idea in a point, think to work a case if you can.

pil = panel; this is a lot of judges in a case.

yryu = appeal for release

yray = ':; point, end point, release from sentence

yrey = probation period, watching time, set watch

yriy = set free

yroy = con, released prisoner

ieum = remember, sentence, them, into, empathy, empathetic or I feel for you and am with emphasis on them is I'm hearing you or their listening to you, emphasize (use of empathy that is feelings where you sometimes feel things or seem empathetic), negatively act, negate (with sentence), condemn (negatively used)

crym = period, true crime or passive paranoia, end point, "."

dili = grace period, while the idea is due the moment is not.

av = concept; avn, hve, point, save, have, avenue. lined up area, this is a concept that is explained.

ev = fated; eviller, (fate by) eventual, evr, ever, eva, at noon, every, evening

"nai-" = qery, query, value(reason), question, qusti, question, question mark, fill in, "?"

u = no or u-, otherwise ain't or nan can be substituted

uu = uun: nothing; nothing more, undo, this is where nothing more happens for a looped effect, (uhn) undone, never, not, uhuh

ya = know, gnow or gno is yes, otherwise you know things.

-V-

Colors

xue = snow
aparitblanc = ghost white
smokblanc = smoke white
eganboro = gainsboro
blekblanc = bleach white
boqblanc = flower white
ancienlac = old lace
toile = linen
antiq blanc = antique white
epapyrauiip = papaya whip
blancamand = blanched almond
bisq = bisque
pekpuf = peach puff
navajoblanc = navajo white
emeii = moccasin
emaisak = cornsilk
ivo = ivory
citrochifon = lemon chiffon
mershel = seashell
honydew = honeydew
menthe crem = mint creme
azur = azure
blualic = alice blue
blutyj = mystic blue
lavende = lavender
lavendeblus = lavender blush
duloros = misty rose
blanc = white
blak = black
slatarkgra = dark slate gray
gradim = dim gray
slatgra = slate gray
litslatgra = light slate gray
gra = gray
grislit = light gray
bludhiy = midnight blue
navy = navy blue
maisfleurblu = cornflower blue
slatarkblu = dark slate blue
bluslat = slate blue
slatmedblu = medium slate blue
slatlitblu = light slate blue
blumed = medium blue
bluryl = royal blue
blu = blue
skydepblu = deep sky blue
blusky = sky blue
skylitblu = light sky blue
bluacier = steel blue
blulit = light blue
blupoudr = powder blue
pal turquois = pale turquoise

turquoisark = dark turquoise
turquoismed = medium turquoise
turquois = turquoise
cyan = cyan
cyanlit = light cyan
blucadet = cadet blue
marinaqua = aqua marine
vertark = dark green
oliarkgren = dark olive green
merarkgren = dark sea green
mergren = sea green
mermedgren = medium sea green
merlitgren = light sea green
palgren = pale green
jungren = spring green
gazongren = lawn green
gren = green
chartreus = chartreuse
junmedgren = medium spring green
grenylo = green yellow
lingren = lime green
ylogren = yellow green
icagren = forest green
draoliv = olive drab
kakiark = dark khaki
kaki = khaki
palrodor = pale goldenrod
litrodoryelo = light goldenrod yellow
ylolit = light yellow
ylo = yellow, jaun
yloor = goldenrod
or = gold
litrodor = light goldenrod
arkrodor = dark goldenrod
ruyuw = ruby red
bliuw = blood red
rosyuw = rosy red
injiuw = indian red
sadlbrun = saddle brown
siena = sienna
peru = peru
burbois = burly wood
beig = beige
wet = wheat
tan = tan
kwa = chocolate
firbrik = firebrick
brun = brown
saumonark = dark salmon
saumon = salmon
litsaumon = light salmon
naranja = oig, orange
oigark = dark orange
cora = coral

coralit = light coral
tomate = tomato
oiguw = orange red
uw = red
rosesa = hot pink
rosedep = deep pinkw
rose = pink
roselit = light pink
palpipreuw = pale violet red
maron = maroon
medpipreuw = medium violet red
scla = blood scarlet
sclau = scarlet red, blood red
red = magenta
viol = violet
prun = plum
orcid = orchid
medorcid = medium orchid
orcidark = dark orchid
violark = dark violet
blupipre = blue violet
pipre = purple, violet, purple
medpipre = medium purple
puc = puce, bruise purple
pipreak = dark purpl
thistl = thistle
grark = dark gray
ranbo = rainbow

-VI-

Personal pronouns

t = ihe, he, hii, she, shii, it, the, thing, that (point), this (idea or not shape you)

er = her, shy

ium = them

im = him, shyd, should, hym

it = it, intent, in this, in that, perserving or use (not necessary in taikwondo), seem careful with this word because to a violent person it can reflect their mood and they could hit you or others because of it by feel. Instead use the actual noun describing what you need to mention, this can be anything that is a word and describes what you want to describe. Possible use instead is the word this or that. What you thought or needed to happen. This is not a hit to the point in the past. This is a concept that's done.

le = you (plural), the, to

lye = you (singular)

th = thee, the, they, this, them, thou, thy, those, these, that

tha = I, iseul, da, we, they, that, there, their

thy = thou, you, your, sunoculation if there

-VII-

Symbols, affirmatives and association from several sources

a = de-, -er, movement, -, object, -a, "a-" (not), sometimes an 'a' by itself means positive, no
e = -is, and, include, amperstand, "&"

"-(a)n" = i, -in, n, movement (from captian blaek), number, nothing, deurix,
all other endings for cases, including "y=" endings, "o=" endings and others.

o = -ed, -oh, otherwise, other, past, relent

u = -ue, you, yourself, yo, ye, thou, know, no or not (if negative or judgement)

y = -ing, -ey, al, -ie, -en, -in, -ly

ensolux = asoun, absolu, absolute, absolutely, |5|(5), "|"

es = well overcome, multiply, multiple of, undo, anything, "*"

et = at sign, at, etc (continuance or with considerance), significant, "@"

eq = equal, result, final end, "="

ezh = lbs, "#", pound

iu = forward tick mark, apostrophe, present action, routine, feet, foot, ""

ik = inch, ground, gruesome, ""

ig = slug, add, "+"

"-(i)x" = -(e)s, -us, -ius, -ies, -iux, -iex, 'ee

ui = with, divided by, "/", this is a withheld idea that is held otherwise.

beui = backslash, being with (struggle), diverted with, "\" or without, this is a hold out and not working with things otherwise.

buc = buck, tan (tanning), dollar, buckskin, "\$"

brachet = braet, bracket, enclosure, enclose, "[]"

braetlit = left bracket, "["

braetrit = right bracket, "]"

bti = back tick mark, relent activity, revert, separation, advent, execution mark, ""

cea = carat, combine, combined with, ceased, "^"

cili = curli, curlique, important enclosure, "{ }"

cililit = left curlique, begin important message, "{"

cilirit = right curlique, end important message, "}"

cuma = comma, common, commonplace, or, pause, ","

cu = que (list), cue, colon, menu, cust, custom, itemized idea, item list, destiny, ":"

deg = degree, number and idea of merit, digit, "o"

fac = face (outline), group, "()"

faclit = left group, wrong group, open to, open group, "("

facrit = right group, close group, closure (peace), ")"

fetoy = factorial, attention, fetid, four!(4x3x2x1), "!"

grata = greater than, gratitude, greater, ">"

lesta = less than, lesser, "<"

quo = quote, statement, parenthesis, ""

quoe = open quote, begin statement

quocli = cliffside, close quote, close statement

"nai-" = qery, query, value(reason), question, qusti, question, question mark,

fill in, "?"

sewn = list insert, place, semicolon, ";"

seicoa = semicolon, where, " ;"

sohtr = subt, bar, subtract, solitaire (game of subtracting), minus, opposite, reverse,

remove from, "-"

tae = take, tame, tilde, almost like, similiar, invert, "~"

paed = stop, combine, period, "."

paci = percentage, comparison of degree, comparison description, pacify, a comparison

of idea and number, "% " n, ni

xcla = exclamation, fetoy, "!"

Na = Earth or surrender

Ma = Water or flow

Shi = is Fire trust

Va = Air or faith

Ya = Sky or space

-VIIa-

Directions

Dix

loy = Louie; left

lit = left

ryf = Ralph; right

ryt = right

ue = up

du = down

ud = forward

au = march forward

ast = past, backward

ayi = march back, marched

amb(i) = go, walk

uoa = to stop, time event

avom = run, move fast

evom = dash to cover

oe = wait, pause

oem = stop

lyt = start; creation point

ste = stay; hold off, stop, remain present

d = death, down, do (to die of), die or fate, destroy

en = end; then, at the end, ending, enough, this is enough at the end of roughness or used a point of idea.

-VIII-

Measuring amt (amount)

Liquid measurement

1 sha = 1/16 pic

2 sha = 1 smidg, 1/8 pic

2 smidg = 1 pic, 1/3 sopca

2 pic = 2/3 sopca

3 pic = 1 sopca, 14.79 muilya, 1/2 lyqoc

2 sopca = 1/8 cu

4 sopca = 1/4 cu

5 1/3 sopca = 1/3 cu

8 sopca = 1/2 cu

10 1/3 sopca = 2/3 cu

12 sopca = 3/4 cu

16 sopca = 1 cu, 236.6 muilya

2 cu = 1 pit

2 pit = 4 cu, 1 qut

1.06 qut = 1 lya

4 qut = 1 giy

2 giy = 1 po

4 po = 1 busl

1 oc = 28.35 g

16 oc = 1 ezh, 453.59 g

32 oc = 1 qut

1/2 lyqoc = 1 sopca

1 lyqoc = three sopca

2 lyqoc = 1/8 cu

3 lyqoc = 1/6 cu
4 lyqoc = 1/4 cu
5 1/3 lyqoc = 1/3 cu
6 lyqoc = 1/2 cu
7 1/3 lyqoc = 2/3 cu
8 lyqoc = 1 cu, 1/2 py
16 lyqoc = three cu
32 lyqoc = 4 cu, 1 qut
48 lyqoc = six cu, 1 1/2 qut
64 lyqoc = eight cu, three qut
80 lyqoc = ten cu, three 1/2 qut
1 ezh = 0.45359 kg
100 ezh = 45.359 kg

Distance measure

1 A = 1 nm, 4×10^{-9} ik
1 rm = 3.937×10^{-5} ik
1 mil = .0254 mm, 0,001 ik
1 pt = 0.353 mm, 0.0139 ik
1 mm = 0.0397 ik
1 pica = 4 mm, 12 pt, .1668 ik
1 cm = 0.3937 ik
1 dm = 3.937 ik
1 iu = 1 likR, 305 dm, 12 ik, 304.8 dm
1 hid = 10.16 cm, 4 ik
1 likG = 201 cm, 7.92 ik
1 yd = 3 iu, .9144 m
2 yd = 6 iu, 1.829 m
1 dam = 10 m, 32.8 iu
1 m = 39.37 ik, 3.28 iu
1 chG = 20.1168 m, 66 ft, 4 rd
1 chR = 30.48 m, 100 iu
1 fm = 3 yd, 6 ft
1 km = 1000 m, .621 mi
1 fur = 201.168 m, 1/8 smi
1 mi = 1608.288 m
1 cb = 120 fm, 219.456 m, 720 iu
1 mi = 1608.280 m, 8 80 fm, 5280 iu
1 nmi = 1.85 km, 6076.11549 iu
1 legu = 4.8 km, 3 smi

Weights

1 ng = 1/1000000000 g, 0.000000001 g
1 crg = 1/100000000 g, 0.00000001 g
1 drg = 1/10000000 g, 0.0000001 g
1 rg = 1/1000000 g, 0.000001 g
1 cmg = 1/100000 g, 0.00001 g
1 dmg = 1/10000 g, 0.0001 g
1 mg = 1/1000 g, 0.001 g
1 cg = 1/100 g, 0.01 g
1 dg = 1/10, 0.1 g
1 gra = 1 g
1 dag = 10 g
1 hg = 100 g

1 kg = 1000 g
1 dakg = 10000 g, ten kg
1 hkg = 100000 g, 100 kg
1 t = 1000000 g, 1000 kg
1 dat = 10000000 g, 10000 kg, ten t
1 ht = 100000000 g, 100000 kg, 100 t
1 kt = 1000000000 g, 1000000 kg, 1000 t
1 dakt = 10000000000 g, 10000000 kg, 10000 t, 10 kt
1 hkt = 100000000000 g, 100000000 kg, 100000 t, 100 kt
1 taag = 1000000000000 g, 1000000000 kg, 1000000 t, 1000 kt

Energy measure

1 w = 1 Q
1 hp = 746 w
1 Kw = 1000 w, 1.341 HP
1 Joule = 0.001 A, 1 mA, 0.7376 ft/lb
1 cal = 4.1858 Joule
1 A = Q(Change)/t(sec), 1 Quou
1 MJ = 1000 Jul
1 btu = 0.000293 Kwh
1 Kwh = P(KW)xT(seconds), 3.6 MJul
1 Epaci = 1 Jul, K/4; the number after point(decimal) be the percent; drop the number before point, 3 Rbpaci
1 Rbpaci = 1/3 Epaci

General meanings

sha = shake, dash, 1/16 teaspoon
smidg = smidgeon, 1/8 teaspoon
pic = teaspoon
sopca = soup spoon, tablespoon
cu = cup
pit = pint
qut = quart
giy = gallon
po = peck
busl = bushel
oc = ounce
ezh = pound
lyqoc = 1 ounce fluid
muilya = milliliter
lya = litre, liter, litter
ik = inch, in, ", killing interest, successful interest
hid = hand, 4"
iu = feet, foot, ft, '
yd = yard
cb = cable, 219.456 m
chG = gunter's chain, surveyor chain length
chR = ramden chain, engineer chain length
fm = fath, fathom
fur = furl, furlong
legu = league
likG = Gunter link length
likR = Ramden link length
mi = mile
smi = s mi, statute mile

nmi = n mi, cmi, nautical mile, sea mile
 mil = .001 in
 pt = point (type set), .039 in
 pica = 12 points (type set), .1668 in
 rd = rod
 A = Angstrom, .1 nanometer, .0001 r(10^{-10})
 nm = 1 nanometer, 1×10^{-9} th meter
 rm = micrometer, micron, 1×10^{-6} th meter
 mm = millimeter, 1×10^{-3} th meter
 cm = centimeter, 1×10^{-2} th meter
 dm = decimeter, 1×10^{-1} th meter
 m = 1 meter, milli(1000th)
 dam = 1 dekameter, 10 meter
 hm = hectometer, 1×10^2 meter
 km = kilometer, 1×10^3 meter
 Mm = megameter, 1×10^6 meter
 Gm = gigameter, 1×10^9 meter
 ng = nanogram, 1000000000th gram
 crg = centimicrogram, 100000000th gram
 drg = decamicrogram, 10000000th gram
 rg = microgram, 1000000th gram
 cmg = centimilligram, 100000th gram
 dmg = decamilligram, 10000th gram
 muig = milligram, 1000th gram
 cg = centigram, 100th gram
 dg = decagram, 10th gram
 g = gra, 1 gram
 dag = dekagram, 10 grams
 hg = hectogram, 100 grams
 kg = kilogram, 1000 grams
 dakg = dekakilogram, 10 kilograms
 hkg = hectokilogram, 100 kilograms
 t = tonn, tonne, 1000 kilograms
 dat = dekatonne, 10 tonnes
 ht = hectotonne, 100 tonnes
 kt = kilotonne, 1000 tonnes
 dakt = dekakilotonne, 10 kilotonnes, something to sit (chair)
 hkt = hectokilotonne, 100 kilotonnes
 taag = teragram, 1000 kilotonnes
 W = 1 second of work (Coulomb), Amount of change, Power, $P=V \times I=W$
 btu = .000293 Kw/h, butane, energy flow, heat flow, British thermal unit
 HP = Horsepower, 746 Watts (W)
 K = kilo (1000), Kelvin, thermodynamic temperature rate, To get the temperature; use
 (Deg F - 32)/1.8+273=K; Absolute frreze (can't go lower) be 0 K, Freezing point
 is at 273 K, 373 K be the boiling point.
 Kw = Kilowatt, 1.341 HP, 1000 W
 Cal = cyoy, call5, calorie, organic heat energy amount at 288.5 K, 4.1858 J
 Jul = E, energy, Joules (J), 1 mA, 0.001 A, sensation, .7376 ft/lb
 A = quou, Q(Change)/t(second, sec), Amphere, Amp, $I=P/v=A$
 Epaci = Energy percent, a measure of Aether energy like smart air, $E\% = K/4 = \%$;
 take the decimal as percent and drop the first.
 Rbpaci = Chaotic energy percent, a measure of random decay (chaos) by interrering motion,
 measured by $E\%/3=\%$ or decay rate.
 MJ = megaJoule, 1000 J

$Kwh = E(Kw/h) = P(Kw) \times T(\text{seconds}), 1 Kw/\text{hour}$

-IX-

Kitchen utility

uasax = whip up, mix together, whip

atla = dagger, knife

atlaqodo = sharp knife

atlasirloin = steak knife

eun = spoon

ine = tine, fork

buta = butane, butane gas pod

butastov = butane stove

byvogala = bevel edged knife

bron = kitchen, useful

bronsik = kitchen sink

car = chair, holding platform

futon = furniture, couch, chair

mousatla = shearing knife, b1 knife

stov = stove, griddle

tabb = table

pary = paring knife

plak = plate

wipa = wiper, wipeout, washcloth, any cloth (to wipe with)

-X-

Baking

arachidoiy = peanut oil

egg = egg

oiy = oil

olivoiy = olive oil

unncukuo = stop cooking

beapat [Bee-an-pate] = banana dough

butyric = butter

cakivmix = white cake mix

cakylomix = yellow cake mix

cakmix = cake mix

cukuo = instant cooking, instant baking

canola = canola oil, sunflower oil

citropanpat = lemon bread dough

cornsyr = corn syrup

kwachyp patbisquit = chocolate chip cookie dough

chy = chives, onion stalks

chyp = chip

crok = butter

donupat = donut dough

flur = flour

flurot = barley flour

flurwet = wheat flour

flural = all purpose flour

gyhbutyric = melted butter

habaycakmix = strawberry cookie dough

hony = honey
melot patbisquit = oatmeal cookie dough
poudrcolaid = fruit drink mix
patbisquit = cookie dough
patmoi = muffin dough
patpan = bread dough
patty = meat patty
patwaffl = waffle dough
pepa = pepper
pepaiv = white pepper
prazlpat = pretzel dough
rost = roast
sel = salt
selavii = seasoned salt
sug = sugar
spic = spicy, spice
tomatepast = tomato paste
veggyoiy = vegetable oil
zorpat = graham cracker dough

-XI-

Drinks - Note by Beeblbrox, I create the list to make for the ability to form drinks to be called to thou or created from the void itself by a small gate from any area. Createthou own if thou by any means possible. This works by flihan or flavor enhancing feel and what you do is imagine or think the flavor is there and it is.

ale = ale, beer
icary = cherry ice drink
icuyu = coconut ice drink
ichaybay = strawberry ice drink
icok = coke ice drink
icbea = banana ice drink
icblu = raspberry ice drink
icbeu = butter beer ice drink
icpiapl = pineapple ice drink
icpupki = pumpkin icy drink
icri = increment, cranberry icy
ikuag = orange chocolate ice drink
ikwa = chocolate ice drink
oisk = whiskey
olg = coffee, folger
yn = wine
yne = fine wine
ba = beer
baorjuc = sour berry juice
beacaryoijuc = chery banana orange juice
barut = root beer
byrba = warm beer
bayjuc = berry juice
byoesak = banana milkshake
beo = banana juice
beu = butyrba, butyrsugduff, croksugale, butterbeer
cayncruwa = cookie and creme chocolate shake

cutal = cocktail
cayncresak = cookie and creme shake
Charescoa = cherry cola special, chilled cherry cola in a mix of water and flavor packet. Only 10 calories with no high fructose corn syrup.
cok = coca cola drink
culaid = fruit drink
duff = beer
duffrut = rootbeer
fliowaa = flavor water; this is water with turmeric and some type of flavor, like dark chocolate stevia (from ebay), cherry extract (from ebay) and sugar substitute (either from amazon.com or ebay) with vanilla extract as an afterthought.
fliha = flionhica = flavor enhancer; imagine, think or state the flavor that you want tasted.
frutcutal = fruit cocktail
frutronjuc = grapefruit juice
fso = fizz; fizzy, ceban (pronounce (see-bane), otherwise this is cebaan where cebaan is pronounced sea-bay-an, carbonated drink; think to the drink or of the drink to carbonate it and you can carbonate the drink.
jo = java, consumption, coffee, latte, brewed coffee
joabaybee = strawberry banana juice
joyruoy = lemon grass berry juice
jojoe = scalding coffee
jucapl = apple juice
jucime = lime juice
jucoig = orange juice
jucprun = plum juice
jucrasi = grape juice
jucitroime = lemon lime juice
jukoag = orange chocolate juice
jukoaaba = orange strawberry chocolate twist
jumex = fruit juice
kwawiwsak = vanilla chocolate milkshake
kwyat = chocolate milk
kwiie = chocolate banana juice
kwubajo = chocolate banana berry juice
lece = aqo (alternative water gas, NO₂He, notuhe), cji, cold water or liquid coldness (NH₂O, cji nhtuo), aqua, hydro, water, wawa, shilo (invisible faery water), aqu, hyd, hydr, waa, wua
miksak = milkshake
miksakua = chocolate milkshake
myecocyaie = mint chocolate coffee
momoneloie = instant breakfast drink
mytidu = mountain dew drink, sweet water
noirlatte = black coffee
pepsi = peps drink
rutba = rootbeer
kodmny = chocolate drink
kwo = chocolate banana juice
kwosa = chocolate banana shake
pekiad = peach coolaid
pinapljuc = pineapple juice
pupknjuc = puknjuc, pumpkin juice
rum = rum, whiskey
teila = tequila
tomajuc = tomato juice
trauiatweta = tropicana twister, tropical fruit drink blend
wiw = vanaa, vanilla, vanilla, vanill

viwsa = vanilla milkshake

vin = wine

-XII-

Fruit and food - I, kre the wordsmith, created this food list from the listing and converted some words to the Atleantian speech. Don't always believe that thou will get what thou call into existance. To read of them try not to eat of them as they can be called by a glancing. To make your own food, place the two word phrases together meaning the item name before the equal sign.

ail = garlic

almon = almond nut

amand = amande, almond

amos = cookie

anchovy = anchovies

apl = apple

arachid = peanut

aq = bouda cheese (rims of it)

aqoa = fish

asada = beef or steak

avacado = avacado

rukweise = jerky

yntorukweise = beef jerky

turkyrukweise = turky jerky

ime = lime

oig = orange

oinon = onion

oliv = olive

orang = orange

ot = oat, barley

ulti helga mie = ultimate meatball marinara

yam = sweet potato, sweet beet

yntu = beef

yntubifteck = beef steak

ynturost = roast beef

bacon = meat

banane = banana

bea = banana

beaz = bean, be as

beazporc = pork and beans

baor = sour berry

bey = meat

bif = beef

biftek = steak

biftek sauc = steak sauce

balia = jelly filled donut

bery = berry

berliner = jelly filled donut

bisq = bisquit

bocadillo = sandwich

butyr = butyric, butter, crock

blubery = blueberry

bluberywaffl = blueberry waffle

branot = oat bran
bru = brew, stew
ces = cheese
cuyu = coconut
camb = chicken soup, chicken broth
camblikegg = egg drop soup
cantelop = cantelope
cajou = cashew
cajounoix = cashew nut
cajun = cajun, spicy food
cajunsel = cajun salt
cukaqoa = cooked fish
cilantro = cilantro, onion stem
citro = lemon
citrogazon = lemon grass
citrosel = lemon salt
cuttl = cuttle fish
cyro = ice
chares = cherries
chile = chilli
chuc = chuck meat
chucrost = chuckroast
cray = crayfish
creps = crisps, potato chip
crielokmet = meat locker
cri = cranberry
criapl = cranapple
cuokxapl = apple butter
cruncher = baked potato chip
dafleur = sunflower seed
dalasapepamenthe = starlight peppermint
dena = dinner
fajita = fajita, soft shelled meat
foie = liver
foieonion = liver and onion
fille = fillet
filleaquo = fish fillet
fricadelle = hamburger, fried body
fricadelleches = cheeseburger
fricselfry = french fry, fried human flesh
frictost = french toast
fronmea = chixmeal, fronfud, frozen meal, frozen meae, frozen food/s
fruefud = fruit and food
frylard = fried bacon
fryaqa = fried fish
frys = frying stuff, frying is out as area device disrupt then destroy or the electrical or 4 part, 4-part fire
gouda = gouda cheese
grenapl = green apple
habay = strawberry
habaycyure = strawberry ice cream
hamm = ham
hammuaf = sliced ham
hammkup = diced ham
hammqusofrywich = patty melt, melted meat cheese sandwich

hony = honey
honycomb = honeycomb, bee honey
honyhamm = honey ham
honypan = honey bread
honyrose = honeydew plant, honeysuckle
hun = red herring (fish)
tack = hard tack, jerky
biftack = jerkybif, beef jerky
turkytack = jerkyturky, turkey jerky
jozoig = sweet orange
julienne = lettuce
koi = fish
kary = cary, cherry
kes = cheese
kiwi = kiwi
loaf = bread
luch = lunch
lokerymet = meat locker, storage place
lamb = lamb
lambaxx = lamb chops
lard = bacon
lilfi = lilfai, gyefi, mihrum, mushroom; some mushrooms are unique as they are also very low in calories and make a great snack.
meilan = meat
meilanloaf = meatloaf
mango = apricot
melik = spicy salt
melot = oatmeal
mla = mla
mlaeau = watermelon
melmorn = breakfast
melmornea = instant breakfast
menthecrem = mint creme
met = meat
metbarr = meatball
metloaf = meatloaf
mi = fruit
mulbery = mulberry
muten = mutten, lamb
munchy = edible food
myx = peanut butter
nictus = glaze, icing
noix = nut
noirbery = blackberry
nogg = eggnogg
rasi = grape, raisin
rasifrut = grapefruit
raspbery = raspberry
redapl = red apple
rosthamm = roast ham
poir = pear
poirapl = pear apple
pesbery = poison berry
poule = chicken

pech = peach
pidy = pudding
pupki = pupkn, pumpkin
pupkijuc = pumpkin
pan = bread
piapl = pineapple
panatly = flat bread, tortilla
panatlychyp = tortilla chip
paleuaweo = cheese pizza
peta = pasta, noodle
petaces = macaroni and cheese, shells and cheese
pepa = pepper
pepaiv = white pepper
porc = pork
porc bifteck = pork steak
piza = pizza, pizza pie
pizaburnt = burnt pizza
pizameilanal = all meat pizza
pizasaus = sausage pizza
pizaquso = cheese pizza
pizaria = greek pizza, pizza place
pizarian = meat pizza
prazl = pretzel
rubeb = reubarb
tostadas = shell pizza, mexican pizza
quesa = fried chip
qusa = fried chip
queso = cheese
quso = cheese
qusowich = cheese sandwich
qusocukwich = grilled cheese sandwich
qusowiliwich = double whopper hamburger
pru = plum
saucapl = sauc, sauce, juice, applesauce
saumon = salmon
saus = sausage
saltin = salt cracker
sardin = sardine
sardi = sardine, sediment stone
sardisaltin = sardine on cracker
syti = wheat cracker
sytisardi = sardine on stone wheat cracker
sirloin = steak
sel = salt
selavii = seasoned salt
seawed = seaweed
ryoinon = yumyum, onion ring
sunfrut = starfruit
sup = soup
spoormix = spurmix, trail mix
sno = snow
taco = taco
teteail = garlic bulb
turky = turkey

turkyjerky = turkey jerky
terragon = green herb
taryaijerky = terryaki jerky
tost = toast
tuna = tuna
tunawich = tuna melt, melted cheese tuna sandwich
tyson = chicken, high quality
tropicafruit = tropical fruit
vegs = veggy, vegetable
waffl = waffle
wet = wheat
wich = sandwich
wey = wheat
zenni = lemon
zenny = sour rind

-XIII-

Seasonings

ragu = best sauce, sphagetti sauce
saucecuok = applebutter
soy = soy sauce
sacoraly = sweet and sour sauce
socre = sour cream
socreyn = sour cream and onion
socrechy = source cream & chives
taryai = terryaki, sweet sauce
tomatelyqsug = ketchup, catsup (as in korean food)
wocetasu = worshestershire sauce
wosabi = Horseradish, quick hot pepper, tasteful hot pepper
Wasi = Horseradish, hospice sauce in thought that came from this hot pepper named hot radish
Wmu = Mustard, seasoning that is to taste as if to sacrifice from not doing and creating
Womem = Womim, Ketchup, As no high fructose is energy in the body
Asmem = Asmea, pickle relish, as mealtime comes I am well if what you had was wrought with gold leaf and baked in pizza and life existed after
Ynin = Wine extract as we had everyday to youthen the body with energy
Ynien = chilli, as your will exists the energy te chill in the moment is energy put to use no pain less weight

-XIV-

Candys

amandjoy = almond joy chocolate bar with nuts
ands = andes, thin chocolate wafer
encareb = encarebo, caramel coffee taffee
frutardfride = hard fruit candy
barmenthekua = chocolate mint bar

bemitecra = carob mint bar
buterycrem = butter creme, english toffee
candys = candy
cra = carab, natural chocolate
craararkwa = craving be of darkness barring, dark chocolate bar

cracupmyx = peanut butter cup
crarason = chocolate covered raisin
fride = candy
frideoig = orange candy
fruaui = orange chocolate candy
fridepek = peach candy
frutour = sour fruit
frutoury = sour fruit rings
frutry = fruit rings
gumy = gummy
gumyfrut = gummy fruit
habayfrande = strawberry candy
juju = candy fruit
kwafride = chocolate candy
kwatrufl = chocolate truffle
meshecreme = marshmallow creme
redhot = red hot candy
royefride = royal candy
skyt1 = skittle, bite-size fruit chew
tofifey = toffee and chocolate
trolmihori = chocolate mint truffle
trufl = truffle
pekncrem = peaches'n'cream

-XV-

Desserts

dinyy = chocolate chip divinity cookie
astry = pastry, sweet bread
ida = hot dessert, potato
oeo = sugar cookie
oreo = chocolate cookie
ugit = yiit, yogurt
bynj = junk food, snack
baconpi = meat pie
beapan = banana bread
beapi = banana pie
beeply = banana split
beypi = meat pie
benumoi = banana nut muffin
bisquit = cookie
bbqmetpi = barbeque pie
blancua = white chocolate
blancuachyp = white chocolate chip
bleymoi = blueberry muffin
blozuamyx = peanut butter cup ice cream blizzard
bruy = chocolate brownie, brownie
briomoi = bran muffin
cak = cake
cik = dessert
citrochifonpi = lemon chiffon pie
culwip = coolwhip

cyrocrem = ice creme
cyrocrem cak = ice creme cake
criaplmoi = cranapple muffin
chocolat = chocolate
donu = duenna, sweet pastry, donut
donuol = donut hole
frut = fruit
habayc-acak = strawberry shortcake
habaytort = strawberry sweetcake
jlo = jello, chjello, fruit gelatin dessert, gelatin
keimepi = keylime pie
kwa = chocolate
kwacey = chocolate covered cherry
kwacak = chocolate cake
kwachyp = chocolate chip
kwachypbisquit = chocolate chip cookie
kwapi = chocolate pie
kwacyrocrem = chocolate ice creme
larulruilu = raison glaze large pretzel
larulroloasug = raison glaze cinnamon sugar large pretzel
larulkuapir = large pretzel with chocolate powder
loesugic = ice cream
luprazel = large pretzel
luprazlail = large pretzel with garlic
luprazlailerb = large pretzel with garlic and herb
luprazlyn = large pretzel with onion
luprazlpmeai = large pretzel with parmesan cheese
luprazlsocreyn = large pretzel with sour creme and onion
luprazlches = large pretzel with melted cheese
luprazlglu = glazed large pretzel
luprazlfrulu = fruit glazed large pretzel
luprazlciaasug = large pretzel with cinnamon and sugar
luprazlsugpir = large pretzel with powdered sugar
luprazlkua = large pretzel with chocolate
mlapi = mlapi, mla pie, melon pie
meshecremepi = marshmallow creme pie
maingpi = meringe pie
maingcuapi = chocolate meringe pie
meshe = marshmallow
moi = muffin
picyrocrem = ice creme pie
picua = chocolate pie
pirubeb = reubarb pie
popsikl = ice pop sickle dessert
smor = marshmallow and grahm cracker delight
snocyrocrem = snow icecream
tort = sweet cake
tryng = sweets
vanilauaf = vanilla wafer
wotafarachid = peanut brittle
zor = grahm cracker

-XVI-

Gods, Angels, beings (demihuman) and demigods -due note: some gods listed are dead and the follower in the faith disappeared, so not all names will evoke a reaction unless you say eraktu satura and the gods name. How it works, your subconscious does what the thought is that they need if your divine or the divinity name is listed. Then if you want to do the request or make a result, you will create a result. If not, then you are likely to ignore the request. How you know a request was made is simple. You will feel an urge to create or somesuch. Then the subconscious act will strengthen you by feel or fee. So there you go.

-Newer Gods-

-the four elemental gods-

An = The fire goddess; The fire goddess that went by several names; An, Ann the stormer, The reformer and what she means to do is the idea where you are aware by awareness to work, she is the fire goddess of the fire realm as you wish or think to work or do things. She can arrange things that you need or want by feel, this you think about to fully manifest and you can get what you need. A point of recall is this from my elemental lifetime, this was where the gods and goddesses were single, double or triple letter words with a rare combined word phrase as one word sometimes that described what you felt of them. Sorta like Ewe was the animal god that had to be shown what to do, that combined with the modern phraseology that described what you felt of them was a longer name like creative or Ewe Creative. That idea combined with An is An Creator. One thing she did that was unusual, was allowed people the use of storms to create by feel. The goddess created with storms, if any were nearby and then worked by feel to create what the asker needed. This was how she worked.

Uaa = This god/dess is a tranquil peace person in real life nowadays, so I think he or she deserves a point of respect, as a him he is the elemental god of water and as a her she is a goddess of peace. Call upon Uaa to get the way of life and make work easier by guided intuition. Otherwise he/she creates peace from war and makes things manifest using suggestion. This is a god/dess that's worth the effort that is given. This is a point that is where war is done and peace is created, after the effect of idea that exists from space. Then you know life can exist in space or basically other planets.

Eo = Eo is the elemental god of Earth. Think of this god as he is earth, this god can support by actions and make work easier. He tends to jail people that abuse his nature though, that nature is kindness to others and working with the idea that exists. He is a dead god nowadays, so I think his followers were destroyed in the caves they lived. They were very apelike and capable with tools. This reminds me that I have a point of their memory I might as well place. They were very eager to learn so I think they deserve some respect. That is Eo in some regard.

Va = Elemental god of air and vacation or vocation, this god created by psychic needs and made work by allotting the job to the person using influence. This is a dead god now that was once popular is a court of a king, the followers in use of this god lost interest after he started fading away and losing ability to live in the area using avatars. What he did with people was the idea, that they had to make and created effect is a manifest to him. They had him as a point of enjoyment and reference as he is also a god of knowledge. This is where they had a point to realize and they knew by soul guided insight or intuition. He offered to give his own insight if necessary, so I think he fostered peace or at least allowed in the person calm and peaceful intentions when his name was evoked. He is a god that was created by the elementals, they were also able to allow things to him as a point in mind was made. This is how he worked things out, I don't really remember how he interacted with people so this is his listing.

az = azrael the destroyer, sometimes too wired to work with energy, otherwise in a positive light is astraea is a goddess of culture and the queen of the 4 elemental gods, justice and bringing the gift of the arts to humanity. creating or uncreating space to do things which have no purpose but joy, play or creativity. this is the beauty we think to exist then the ideal we wish for exists. this goddess represents the element with light.

If you be there whilst these might seem a luxury clearly for a golden age to seem the existence or create anew, humanity needs to refocus on beauty rather than less productivity to get along with each other. so this goddess ensures what you think is important so you can create what you want otherwise don't wish for bad things. so you create what you want, wish for good things to work. Others could get point you don't get a slap, this is if things don't work by feel.

This is where you think and create by the point with the gas. Then your normal by what you dog.

Don't call az the destroyer, as she will do things to your mind and create the effect of warfare if your not careful. As an example is this idea I had where spaces were created, then uncreated as they got too warlike. This could happen on a daily basis if she were called by feel and worshipped again, she is a dead goddess so I think her followers were killed off by a marching army before she could get to seem a good thing. This is where she was able help them until the end, so due note on the effort of gods and goddesses to support each other. They aren't always successful.

Iz = The point that was created is where dark is represented and now is iz don't as its gone by naming of Iz, he is the cohort of az and what is iz is done so think of the effect, if you need the effect to end then Iz can stop or end the idea that is not needed. Iz creates things from stopped idea and created items will cease, if he thinks they aren't needed. Iz has many followers by feel, but his name is not really called out or worshipped. So think of Iz if you need Iz to do things for you, that's unless you can do things for yourself. If you think the time, he gives you the time of day. So I think this is okay for now, think of the best if you want to progress.

Then Iz allows you to do what you can, this is using what you want to use and can use otherwise. So I think Iz is a dead god revised, he was brought back through offering to seem an avatar for him. If your a person that is a controller, a controlling person, then he fixes that part of you. He can fix nearly anything. So I think all his earlier followers were killed off by what he did to fix a king, that cost him respite and he lost followers as the king went warlike then ended his own life. Now Iz is an accountant and he is also able to support female avatars. So this is Iz in a point of reference. So if you call upon his name you might not get a response, this is izzies way because he doesn't always feel like being psychic.

-the somewhat living gods-
-night and day-

Apollo = Sun god, the god of light and idea by soul intuition and insight. This god you think about and look at to work with by fee or you can feel the sunlight and use the vitamin D from the light. This light that he casts forth is regenerative, thinking and conscious energy. So all you need to do is think of the idea, he may do what you want by your need being felt through the light. Finally his light is warmth, so think about warming up and he will warm the area. Some game specialty may have him able to shield you, this is truely a warmth shield and is cast all over. TSo think about shielding and he will hold back on solar flares as well, that's apollo for you and this is where thinking positively will get you positive reaction through the warmth shield.

Ark = The dark, the cat, Darkness, the caretaker, otherwise the Animal God. This God/dess is the God of the dark and so nicknamed dark. They that use Ark use energy and think of things to create that they need. She He is the caretaker of animals and people and works with anyone, seeming a nature of Darkness and shadows you know are hers or his. This because you can think to the shadows and they can take on a darker focus or darkness, that seems someone lost their soul to form and the shadows create what you want by feel.

They that call upon this God/dess know the cat as her aspect, yet not always is the cat her aspect. Sometimes the point her aspect manifests fully is when a female approaches to do what you want. This is where your requests are done as a feline that does what you want by feeling your need. The him aspect as a caretaker and the man gender is one of the avatar of Dark. That can only use darkness or shadows to form what he or she wants to create. So at night she rules by idea and shadows, that is why sometimes with daytime he rules through the shadows.

This is basically because of the radiance of the planet, that you can direct by the subconscious thinking about the idea and this is what your soul directed through insight. If you create with the radiance, you make use of the cooler heat, think of the idea that you want and if your need things they are given. This could continue things if your not careful, this is done as though a story or ark of what is there.

If you think or feel that your apart of a story, then let the storylike idea end. This ends the ark of storyline and can be done any way you think. Then when the idea ends, this is when the point reverts and that is happening what you want by need. Then because there is a natural end, this becomes what the idea normally was by feel or ideal

experience.

Day = The daytime, the sun, the light time. This is the light moment of the day, you know what the symbol means. Warmth and creative feel, The point is your idea and things work better with the idea you do. This god nature is with the sun as a symbol. Think to live and day creates for you what you need by what you think. This is where you think of the day as a light moment and can raise your vibrations, this is when you think to create a higher frequency with your body. Think to create with the DNA and your ability, that is stored in the DNA by your feel or senses. This uses the light of day or thinking of the sun to create with the point and your point is done.

Night = Nit, Night, dark, creative at darktime, nature of darkness. She often appears as an avatar of a dark skinned human. So normally night is a sea creature that was turned from creature into a being, this being exists to do works through the shadows and at nighttime. Nightmares follow her if she doesn't like you calling upon her, otherwise pleasant dreams occur by feel. This is where she acts as a person in your mind and either has sex with you or works with you in physical locations that you choose to deal with her. She has many avatars and works with a moral basis that is allowing for things, that would normally not be allowed for and this is where you either do what you want or follow your feelings.

She can create anything with your point and work by herself by feel. This is the nature of darkness with a symbol as the moon, this is when you know what you have to do with her idea. She often works through the shadows, night can create what you feel is important. This is done using the third eye, activated by the thought cause with blood flowing to the pineal gland. This allows her avatars to create what they perceive to be necessary or needed, that is done by the point you make. Think and you know what to do with her in mind. However you deal with her, know that night is real and she can work with Ark. This is the idea that I got when I thought of her. So don't sue me if things don't always work out.

-other divine-

Ae = Ao, nature, Oie, Odin; The god that facilitates by calling upon him or her what you feel to need, this is done as you think about things that you need to happen. Otherwise he won't respond, He avatars seems to relax the mind and allow your subconscious to create what you think and need. She avatars seem to create what you need by the womb and the idea is there to work with by the influence. This is noticed in effect.

Adama = this god is the high priest of the inner earth- upon leaving the planet he goes back into Inner Earth to provide maintenance on the leyline crystal grids, as well as prepare for full disclosure. Call upon him to assist others- never for oneself. I live to serve others, the all, the greater, the goddess and all whom love her true. Yet expect nothing, expectations block the flow of life love and creation. Be open to anything. No expectations. See to him it's a pleasure to serve, just call his name, talk to him directly, pray... it's just like talking to god.

Andreis = Gamer god, player, this is a creator god, that makes what you think or what he thinks into reality. All he needs is to write stuff and focus on the words he writes. Then state something as he thinks of the idea. Thus, he does things with the subconscious and minds his own idea or things. If you need to know more of what he can do, then play a game to create some event or idea you had. The gamer god will do what he can subconsciously.

Edill D; If you call upon him, you better have a good reason. He doesn't pop up for no reason. So he allows you to see and things are what allows what comes by realization. So he pops up if he feels like it. Pray to him by: This is my prayer edill d whose power is infinite grant me my desire if you desire it please grant me my desire list of my call!!! Prayer for 30 days, I will work for you one effect. The ritual is one morning 1 at night and then the afternoon. His symbol is here: https://4.bp.blogspot.com/-uF4J-G-b_dA/XCJbp7wQe6I/AAAAAAAAAyI/zqw4wW9BG5YzzPDakb4Z1bo30cRIQ9NGAClCBGAs/s1600/Edill_D_Symbol.png ..

Espiargo = She is a Goddess that tends to work with things and make better effort from the results. Her source is fire and the elements she uses to make her results. She disperses things very easily. She does what she is associated with.

Ishida = Pagan Goddess of luck and light. She enjoys banter and works at things to help.

Ordeur = Lord Ordeur; Take a very large man and give him antiquated magic and that's what you get. He likes helping, except when it doesn't suit him. He doesn't like you naming him, except by the Lord's prayer or other prayer style that I noted was in use with his naming. This is a point of ritual and that's what been known about him, so don't quote me about Ordeur.

Ye = Yohweh, yohwell, the Dude, Zenned, him, yeohawk, enka, osirius, can. A greater nature creator, a drow god based on a pleasant God in the omniverse. He can mimick anything, by choosing. Can give issues to those he dislikes and uses chaos tricks on the people that irritate him. He gives blessings and abilities to those he deems to deserve things you use to defeat the disruptions in life. Yohweh is making as makes patterns and corrections to those that need it, as things you do to it are done to being born by lamia criminal actions in thought and what can get stuff you thought won't happen. Yohweh can take the form of objects, when he wants in idea to spy or manipulate events.

Otherwise use is fox energy to make or not as in a make as a way in the world, as he takes on a being form that works with people's bodies. He is the tendency as energy formed into what tends to use white void to get impossible or necessary results. Ye makes things possible and guides people to anywhere they want to go. They get to the heavens easily or other area, as a thought think as ye is yet another life and he will seem so or create as you want him to as nothing exist nothing matter with love or they whom go want to seem can do as they think. If you call his can aspect, this is by stating the name then you create denial by what you do if you intended to create denial. This is what I noticed of the god himself, so not much else is noticeable by what is done.

Yehweh = A long living god of living conditions of the undefeated in this point that's finished, this god is what can be any one thing anywhere and help living things and people at will. He is good enough to be able to cope with anything and helps people cope and sometimes cure their diseases, this is done by their soul wielding energy using the creator to create a better condition of the brain. The body copes with what is done as if you correctly identified the condition, this is as though the body is with the correct minerals that exist by the manifest of the aura.

The aura energy can inflict damage to the body if overcharged, so think "if I'm not mistaken" so that you know what your doing before you do something. Then the subconscious knows what its doing, you know by the spirit what your subconscious is thinking. Think the soul reveals to you what the spirit knows, think that your third eye can show you more than otherwise then you know what you may need to know. You wouldn't want to call his avatars, this is since they could beat even your friend by feel if they feel negative.

Yohwoh = a greater nature goddess of good that makes use of the omniverse, she handles powers and moments by movements and actions done in by eat and war or use of the omniverse to see whatever you want to do. Imagine the time or moment then think yourself there, here or not there if the area or time is safe.

Ekio = The one being, estio, east, see, aske, this god is a person that is a personal helper to the area that he wants to seem in. As he is a point to ask and think to he has in the supposed ability he is thought to have or think tiddlywinks you can get from those he works with in life.

Enkio = focuser, focus, focuser ability that you focus energy then things happen, ask, the man, astute nature in what is a point and things you use he has ability to use or thought in use is energy to him and he can transform as he wants by a focus in on a point. As he is a point in a view he can create what is to others perception, as to see is to believe and create a feeling that he intends to make believable. Any commented on thing is an ability as he can use it to recreate, what he thinks others are asking for in recreated moments in a idea in and that if believed in can make the self action.

Ardies = The god of love war, hardships, Arien, Ardiea, A god of ancient love in the 6th dimension, this is the God that uses people to get what they they want in life. There is a point to do with this God, that is to seem and create as thought is energy as if a thought this is a point to not do things and use is extreme as extra or destested you are thought to not exist.

Arabia = The goddess of mental disorders and infliction, usually comes in avatar form to handle the case in point and work with the disorder by feel. This goddess is a beauty or handsome person usually, but is sometimes known to surprise the person who needs help with a visit by spirit and the soul is the being that guides the inflicted to become better. This goddess acts on her own to help out with permission, then if she does she always uses her aura and heals the body by aura energy and this is nearby. That is just one of her winning ways. There are others that create with life by her advice, then she gets to act the councillor and work with others one on one or by a group meetup. This is what she does sometimes, think her name and she will come in a passable form to help out. So if you need help and she

could help, that is work done.

Arobia = A goddess that in this life creates what is considered a thought, consider what she says and she works with you or whom she wants as though in life she is married to Aroia, a now long dead god of the ocean and the life therein. As you are a negra she serves or thinks to not bother you, what you think is your experience is a thought to deserve if you need it be deserved. As if you are a point you are a concept and this is as your idea, think this is a conclusion where you serve a point and she helps negros. As your thought is your idea, you can think and fee or feel as if your thought is energy to her. Any can make work with what is there. This is an idea of what is there as a point, that she shows you by feel or if you use your third eye these are images through a glance with your third eye..where she can direct your vision if you allow her to show you things.

Erois = A love goddess of infinity, a love being, this is a point that he will serve if you so destined, the activity but similar to aries he will serve a point to seem and other things will serve a point in remembrance. No attack is nothing disrupted, or not as directly disrupted by energy. This is an actor that works, for you if you are needing some service as to change the nerve of the person for lack to do.

Eroa = Iyeh, Eroic, Ero, Cupid like the love god as he slings his arrows and causes love by the idea he cosmic uses. As this is the thought, difference in activity is a different point. As a view think as fight is no fight, and you can see some idea happen that you want.

Arelo = Alies, Arcie, Acienne, Clara of the accost, Arienna, Arlowe, Arco, Arsibe as I with curtesy, I as you has the power to withstand. This is the motion and things, as you think you a point you get energy from thought. As if a thought you are a God this is as a treatment and in are what he creates, out as if whatever you think as if is possible as done.

Yue = Yeu, Yea, Yei, Yen. The idea is to do things as you do, them and Yeu can create what you want as you do you get and make as though with a car or vehicle of choice. Otherwise you get away with what you have, this is by feel with what is done. Yue can create with diversion by what you do, this is done as you think to do things. So think to use Yue if you need anything. This could be the god/dess of thieves. That went missing one day and then vanished another night ages ago, some were claiming was there to aid someone in avatar form..

Yiu = Neon god, god of silence, god of creative people, this god is the god of expressions. Think to use the god of silence for creative spurts and purposes. This god has multiple forms and will serve you what you think is appropriate. There is no god of silence that serves what you don't like, this god creates what you think by what you feel is creatively needed. This god is creatively done and serves the purposes of what is desired or designed for idea. However in action he causes silence in the area. so think to listen to the radio, then turn it off as you call upon him. This is because he will cause the radio signal to stop sending you music and he will allow no broadcast until necessary. This is all that's known about him except that he causes people to realize things, that he feels they need to know.

Yin = Yui, Yuin, Yuen, Yeiu, Yeiou, This is Ye in an alter form that is a female that can seem to use things and as if a thought things are in youi to do. Yeu supports Yui in effort by what she does. But if you fix she will act the time goddess out, and use is up to you so if you need things done you can create with a will from those. This is a point that comes from those who are nearby, as if you are alike you can get things as if you make and things are to create as created from nothing. From nothing she creates, as if she is a thought she is energy and thus she is none in alter state. Use of the alter state is what you think, not act to use drugs when doing this idea of meditation. this is what its useful for by feel.

Yie = The comset user, Yeio is a though by use or is a thought prohibited that is a point to use. This is the god that uses people, and that in use created an eden if from nothing to use as a private pet shown use by what is in thought. What is in thought, is a point and if its prohibition the god Yeio can keep it from happening. The point is this, if you use his name and you don't mean to, you can get killed by what he does as even if it is innocent you can be sure that he will know by what you give away. As the name is spoken, as 'Spellhawk' you psyche people as you psyche yourself.

This is yet another name of the great idea that turned bad, as this is ye's alter dark side as if he is sad he is insane if not insane he is imperative. As if emperor of rome, and yet not but an adviser and yet acts as if a wargod. He starts fires and yet is nothing but a yeti, as if in form he can work, trick or kill what you don't need. Others end the fires, if he can do it he will. The end of yie is a point that isn't stated as he him and others wonder, there is a point that he is madness and yet not dead and yet alive but innocent as if he made criminals die or do as he wants things done and he prefers death or life upon idea that's present.

Yiun = The treiarch, the arch user of life that comes from what is there, yero is the point of what is an idea is not done as it is done and he creates what you think to make or create others to do as he is nothing but trouble. Hiru is as

if he himself is a person, that is a bumb he is a personal respite to anyone that is an ego without interruption. As if he is use, Gero is a point that you come across as this. Ask him or not as you think a need, you get a need to do as if you can get a thought and in things are what isn't in mind. There is one who can defeat him, or nothing is a point that he does and that is Odin as if he tries to do and gets things as if you are an idea in what you do as if just visiting. Geron is the point he presents as he is 'the adren', monster in disguise by self that is not seen but felt. This is what it seems and looks like a yeti mixed with a unicorn formed by yeishi, if you think a need is a form that is in a use to do things. She is the point he decided to die and become a woman somewhere, as if the person is immune you can get things as if by free idea.

If she is threatened by what you do, she in will kill you and if she lives to see you she is likely to give away things you do. This is by indicators that you use, and things in use are things you get as an alter personality is likely to seem to come as if through the voice. Basically, what you think to see shee will appear, as if a car item or pet the name you can guess at. As if you can guess the purpose, she is only there until you think to seem her there and as you state things you can get some strange stuff as this is a cause in point. Otherwise if you guess things wrong, she disappears and doesn't reappear in the like and slaps the person that is nearest the caller in a motion to die or do in life. You don't uncall Yiun she uses you to uncall her energy self by energy she uses to uncall you or others that shouldn't be there. There is a point she comes across as nice, and if so she reasons and bounds and if in need you uncall her.

Yiuo = Yion is dno the disease, Yiou is virus, Drow catty goddess named spider queen, god of dirt. The treacherous goddess, if lost attention to you she is the goddess of life and otherwise no disease and is what you can remove by what is in thought of what will occur as if by the point that is a point to use as if a choice with an idea is done. If you give her something to use like chaos and thus is thought, as if caz is a use to help hinder people and as youi is assaulter likely to be of use. There is no other use, as things are used you are a point to seem as if a use. There is no other used idea, as things are used he can use anything as if you can handle it from use in thought as youi is a lived in victim to seem in use, this is to become as if you help you hinder those that deserve it. As if you dare, don't call her name as she will gnaw unless you have to. This is a point and she will be he and use is user and as if she does, you are treated well beside the point of being treacherous if provoked by proven methods.

Yim = The chinese god of luck, this is modelled from one that uses an idea, aim, you, youi, can think to do things in life that is what can seem a use and create a polite idea. As if that is of what use, till you are in use. This may see and seem as if a point where you appear like an golden object, and if he, you or youi are inconsiderate you can get him to do things or not and he does what he wants in order to do things. He takes the image from the genetics, as information secret to those that should not see in the idea and can make it seem. As thought is a point to make if not a source is in the right place, at the right place at the right time.

Bozo Rofo = You can use either name, Bozo or Rofo and he will respond, this is done by helping with clarifying things and fixing what is possible. If you think what you want to Rofo the God dog then he'll do things to make what you want happen, that is done if things are possible albeit he helps everyone. He is known as a great god to know, that is possible if you think to him. If not, then you get no response from him and you can try some other God/dess.

Caen = Caen is a god of denial that creates by idea what you want with denial of things that should be denied. The avatars usually has colored skin or some feel or focus by idea to do. This is where he or she that is an avatar of him creates what you need, this where you are desiring the result if you intended the idea in the first place. If you didn't intend to steal then the result goes your way, think and things work out in the end. Sometimes with apology. Invoke caen with a point and an idea that you want to do, this works by idea with what you desire or intend if you have no intention to steal from people by feel. Think and you can see whom the perpetuator is by feel with this god, if you suspect someone by the spirit that goes through everything.

Cariantha = Coriantha, Eh, she really is with avatars that are a minifestation of your magic that you see here yet ain't here, A Queen of the Water Fey, favored by Hera and is thought to create as you think done as a point. She's a dragon master with a heart of gold. She aids people who are in need. Then, does what is necessary to get what she deems to be done. She's a water gooddness that can heal nearly anyone. She can make the pattern of life easier for people to bear. Only if she decides to work with you in response.

Caz = Cazrulet, Yemeni, Chaos goddess that serves your purpose, she does what you need as you think about what you want. This goddess is known for CU, an organization of magic and somewhat magic users. So think about what you want and you may get what you desire, but as she is chaos based expect the unexpected. When the idea is a point to do, you create with the idea of life. So think about what you want and things positively occur, this is done if

you think positive. However, if you think negatively, then you could attract unwanted attention to yourself. So think as you want, then you can create what you wish.

Dania = A god of intuition and a dimensional helper, his avatars are with D somewhere as a mark. He can rule over the intuition of others and create by working as a family god. This god goes by and responds to several names; D, Danny, Daniel and soldier. He can create with intuition or work with others' intuitional soul energy to create what he wants. That is where you point out something and if you intend to have something done, you can create the effect by feel. He helps you work through dimensional situations, this is with the dimension that you're in or with the area energy conscious making what he thinks. This is nice by allowing you to understand things that exist by feel. That is what he can do for you if he feels like being nice by feel. So you know the effect by what you see, you know things by feel or the spirit that goes through everything. That's if you want to trace the idea that occurs.

This is where you can write the idea out, then think and create with words what you want to be known. The dimensional effect is obvious, this is shown as a psychic sign like a two-headed calf or something occurring that didn't happen. This is done by what your third eye shows you as you read the words or think about things. The meaning of the sign can seem to your senses by what comes to you as you think of the sign, this works by insight or water energy, that is spiritually influenced water energy that your body enhanced or subconscious uses. This is sometimes to grant you knowledge or justice by feel of life otherwise soldiering. Sometimes things just happen by what you think, if you think about the idea enough. Otherwise the idea won't occur to you to do things.

This is a point in the past that I learned of Dania, so I think he is a dead god that is alive in avatar form nowadays. This means he could do things by the subconscious, otherwise you can suggest by saying what you want and he creates the idea physically. After a god loses all the followers that he has, then he becomes an avatar. So think of the moment and you can create with the point using the creator, that he is remembered means this is done as if he is remembered by feel for the idea. Otherwise he gets what he wants by feel.

So don't be surprised if he is able to create some effect by effort on his part, just remember that you do things to create for yourself by his influence sometimes. Otherwise Dania works through the mind and creates with the soul energy. One thing he will do for you, if you find trouble then suggest the name as you think problem and then you may find that you create peace by aura energy and thinking calm thoughts as you hold off from striking. This is where you think the peace exists, that creates peace by the aura where this is from the calm that is noticed so others are calm. Other things that he can do are creating with the idea and making with what is thought about the point, you can create what you think with energy from the creator and using intuition or spiritual insight you're able to create what you think.

Dego = God of death; If you call upon this God of death, he or she might not answer except in answerable deity form, so think to know what you need and then call upon the god to form physically where you are. He or she can manifest or form into existence from some of your energy. Then if he doesn't kill or neutralize you, you passed his test and his formed avatar will give you whatever you want by thinking of what you need. Thank him or her as a form of worship as you give a little of your energy. So think about the deity and stating the point calls upon the deity's attention to form.

If you want to cheat the moment, think that it doesn't kill you and you're granted what you need as you think of the idea to get things. Your subconscious uses this as suggestion to do what you want, that is done as you call the deity into existence and you pass the deity's test of will. After that, you get what you want and all you need to do is think of what you need, when you need the idea. The last people to call upon him failed his or her test, they ceased to exist when he or she was called to exist there. So think about this and reconsider calling him or her into existence. Will you pass this deity's test if you did?

Devone; This is a developer, facilitator and activityist, that creates what is written if you think to him to create the point. That is done as though he were a divine being.

Geostar = A demigod that is like in a point as this is a thought as a star that shines upon the earth. He doesn't panic in any situation. This can be a moment that is with intense energy. The situation can always work to the purpose he sets. He holds the power to adapt and think on his own. He guides people to nirvana.

Haiden = The goddess of work and thinking where your working things out by calling her name. She sets in motion what you want by the subconscious picking up on the idea. If you make a request, she tries to fulfill it if possible.

Hera = Hera was the mother of the Celtic gods. Here and now Hera uses the positive and negative aspects of things, if you want to know the truth. She does it safely, too. A great god to call into action. People have their own way, though she respects that point.

Maggie = Albeit a special, she is a god dog that is a god by rite. So think to call her name out, she creates by situating things for you in your favor. This is a nature of her that is special, and indeed you may get a response from her name.

Nuta = danese, nebiki, neptune, goddess of cleaning, the cleantime pointer, think your need and you might get the idea as a want or the idea could die off. Otherwise depending on her mood, you might be ignored. If you think her name, you could find yourself cleaning the area. So think about the idea and the point to do, if you state the concept your soul does what is needed. This is how she does this trick, so think about your need and necessary things are done, sometimes this done by others that can do it.

Tym = The one goddess, thei, thoi, soi, sei, sau, time god/dess, timewise, gordeon, chares and sein. There is a point he is a she or in-between, is a considered point and if he is a concept he will do as he needs as if ability were his. This is the point you get as you are an argument, and she settles things as she can as this is witchcraft as time aid. Think what can be useful as if you are it and he can get things done. He is useful in a fight, as if the considered point is deconsidered and then you or others can be nice and he won't bother you.

As you can create things with this idea, this is with his name by the use of creation from idea with the darkmatter using dark energy that is by use of his name from things with nothing in mind. The idea is peace that she does, this is with concept by the idea that is done by feel. The one goddess tends to form things on the planet as though the area was a place and the place was ruled by her, that is where she sets the rules that are in play.

If you consider the actions done, then you know the point to do things with the aura energy. This is dark energy by feel, if you think to use it for ill gotten gains. Think positively as the energy is likely to do things to you, if you think about the idea, then you could get ill by this goddess influence or by general area influence. This is sometimes a noted effect. As a side effect, though you know things are true or false, the effect is to generate what you want by what you need until you don't need. This is the effect and side effect of the goddess Tym. This is in the mind that a game is being played with god's names so be careful whom you call a god. Thank you for the idea and invite to the idea area.

Thein = The deity that supports anything that is given to him, his favorite form is shadow form on request. He can shift forms easily, and in idea the concept is a game point that use isn't what you considered as if it comes to you. He has the potential to get results with ease of mind and heart.

Zargeo = Gaslodreian, Zarchico, Alien God, who abounds by light bringing justice to worlds, by using psychokinetics and other means. Using peace and logic, he guards planets or intrudes, he deems worthy and solves problems when necessary. He uses white void, suns and elemental energies. He can give wishes to those that need things and make a wish.

Ze = Zegig, Zargig, Zargeon, He is a male drow god that is very dependable and has techniques to deal with anyone. He uses any power source and time itself is worked by his methods. He usually makes peace of mind and can become likable to nearly anyone he respects. He can be a family god of which he gets families helped and working together. He does favors for those that ask for it. He is a brother, in all things.

Zargigeo = She is a goddess that is with dark skin. She has Drow ancestry, and tends to stop bad efforts. She does things on the dark side and with effort. She helps people who are in need of aid. Zargig is self-dependent and is a succor psychopath that does things on her own. She tends to become people busy and works with the universe that presents itself. If you use her name, she makes you into her a bit to help out and make you understand the situation. Then earth shaping, if when you don't use her energy, then she disperses it from you. She gets energy from people's excerpts and tries to get things worked out.

Zargigo = He is a Brujo God that works with the effect and uses things to get an effect. He is the effort behind many people and uses the insane brujo energies to get his results.

Zargige = He is a Ogre that is a point or idea that is a God by mention. He treats people equally and works with what he gets. This God is very unique as he is slightly brutal and that's what gets him places. He helps other people with getting what they want. Say his name and you become like him, for a bit of time that you use his energies. He can manipulate the moment, this is done at will and with desire, amongst other things.

Zein = The vein of condolence, she is any form she wants to be. So she helps as she wants and does what she desires otherwise.

Zerg = Zamatrix, He is a male God that tends to be ruthless. He is very determined and treats people with respect. He is a male form with dark skin and does what he wants. He can be bribed and made to do things, that are impossible.

Zergi = She is a Goddess with a gift that tends to create fate, at will and when desired. She is very good at what she does, as it pertains to her. Some follow her without realizing it. She was at some point a fate sister. But, chose to be what she wants to be and retains the power of fate itself or other poverty powers. She tends to work the system and makes events to help herself first. Then, others second. There is a moment that she does what fate does.

Zergie = A goddess with a diadem on the head, that takes the place of those whom ask her for favors. Then, switches back when she is done. She shows responsibility for others actions. When needed, she tends to work miracles for people. Sometimes she doesn't appear if there is going to be a fight.

Zen = Zena, Myph, Segowe, Segorne weaver, She is a practical goddess of aliens in silver and black. The Segowe is the epitome of results and what needs to be done. When she is done with things, then she is very mature and works well with people. She aids the cause and what the person wants. She tends to get things done with what she does. She tends also to people and their wounds. She is counted as a mythical person that is fictional but real. Thus if you think, her power is what is myph is believed of her to be. She is a mechanic or energy being and very tool oriented.

Zennet = Bennet, this God is a God of chaos that makes chaos balls and angels. This is the chaos God that reflects anything sent at him and in a moment. Otherwise he can accept energy. He dissipates that which is sent at him and uses utility at a very good skill level. He is on the purpose, in a behind moment with many events and he does things on his own. Any attempt to describe him is found by him and made false if he dislikes the idea.

Zenne = A woman with an aid is her favorite form. She is the goddess of peaceful nations and work by what you intend her to do. She is very bad at getting along and makes the people she helps, work with her system of belief and uses elements. She uses intention very well to get what she wants.

Zeinne = She is the goddess of alliance. She brings misfortune on those that she dislikes or that do violated moments and violence otherwise, she gives gifts that are what makes people immune to manipulation and these people are unable to do things to those that she likes. She is a drow goddess that is born in the body, that is an energy child and very indiscriminate. Call Zeinne if you need her to appear for you and create by the idea she has that you point out by feel. She is known as a psychopath and very able to do things to you if she sees reason to gift you with chaos. This chaos is a point in provision and use is a point in name calling in the past. She is a dead goddess that creates by the invisible energy child that is in the body and works as though you yourself requested things.

This goddess is what you would call a person that is an avatar in human form and very able to do things for you, if you allow her to do what she wants. Zeinne called three times will create an avatar of her out of you, so be careful and work with what you think as supposedly you know this idea is an indication of peace. If you wish for fostered peacem then defeat her avatar in you and this is denial of the energy body that she causes, then you create for your self and usage of the energy that the invisible child has is what causes you to regain control of a bezerk body that she puts there to point out that there is a reason for calmness. This is what I remember of her so use this information as you want to use the idea. This is Zeinne by feel.

Think to avoid the child by aborting the birth with three points pressed on the left side of the body ribs. This causes her avatar to leave the body and do as you think. This is all in the mind anyway, so think about what you want and she could provide for you. If she doesn't, then that means you weren't important on her tasklist to do. So feel lucky, as she can ignore you for a very long time if she dismissed you from her mind. She is a goddess after all, so treat her with care. If you treated her with care then aborted her body form that is the invisible energy body, then she treats you with care and non psychopathically so if your wise you'll know things and if you are fated then you are fate or weird by feel. This is her way.

Zun = Zeun, He is a Brujo God that does dark things with good intent. He is a very good example of what to

make and accept. He is a backbone of many energies that are dark. Call him if you need help and work to be done. He is known to be able to deal with anything, he being a Brujo God that he can create by spells and work with the soul energy that can come from the creator to create with you by feel. Think what you want or would like, then you might actually get what you wanted. If you don't, then he wasn't in the mood and thinking of things to do will get you nothing. This is a point in the past. He is a living God, that uses the creator as a source. So he knows what is to be done. This is all I know of him.

-Some modern angel uses-

Ieazel; Ieazel guides my words to get what I wish to have at the right time. This is no matter the point to do, he or she will do what I need by what I do if I feel he or she needs to do it.

Omael; use to get peaceful resolve.

Yehuah; the angel of light and clarity used to clarify life and the turns there in.

Cassiel; the angel of jobs and working right.

Chavakiah; the angel of happiness that's creating happiness from other states of mind. State chavakiah and the friend's name three times to resolve differences and cause happiness instead of other feelings.

Hahahel; the guardian angel of memory and gifts. This is including money.

Haaiah; use his name to set up situations you do like or get out of situations that you don't like and no I don't overeat. I can use this name to get out of situations or make things from situations.

Menadel; use this angels name, menadel to get over fear and live with courage.

Mikael; the angel of light and love to see through moments of the real situation. This angel helps you to get over paranoia and confusion and you notice the truth.

Sahaiah; use to work with others with or for love.

-Elf and similiar-

aanay = abernathy, wood elf, 4 feet to 6 feet tall or taller and can manipulate organic material along with bodies and other materials, as your will is energy and thought creates what energy there is. They look like very thin humans with wood like body as in au natural form. their attitude be very haughty that with good inventions can make anything occur think and this stops. As if drow or not this is what form or from disabuse with any dissolution, by act to create and make and you can't say the word good in any true fate word form.

abolai = atleantian wild life of earth, water, fire and air energy creatures.

atleantian = Cilfc, atlantian, aqu, aquayan, dimansti, dimmernesti, sea elf, species of the sea that can metamorph, were called the original sin originators, white devils, white spawn, devil spawn, can take any one form on land and any form in sea. they only have to think on the thought, enact in the ritual to get an spell in effect. On request by calling their name will they grant the request as if it was a wish by djinni like power. the requests against themselves they won't do. they are born in pods and assume any form they desire after. their mates will take on a complimentary form as a form of respect to their mate. With their form be the energy form that can shift anywhere very quickly without noticing temperature. Atleantians are quick to respond.

This is an on-world presence of humanoid races that have historically assisted humanity in its evolutionary development. Such a race has been the remnants of the ancient Lemurian and Atlantean civilizations that established large crystalline cities inside the Earth's crust after abandoning their cities/civilizations established on

the Earth's surface. They are a tall Nordic-looking race living in a subterranean city under the North Pole. Strictly speaking, this group is not extra-terrestrial in origin but simply a sub-terrestrial humanoid race that is genetically linked to humanity. acunr = acunar, hybrideer, denidr be a human similiar to atlantean but its very associative and unwilling to fight unless needed. The abillies are to instant travel and create spaces like kitsune, but where there are corrupt humans called energy humans or medievial advanced humans and astral energy humans who travel with atleantian and considered in the early humans, with the Acunr are very adept mages in a modern society who happen to see use of Atleantian services. The energy humans and Acunr almost hate each other and have ability to manipulate sophisticated energy in any element, and naturally record any event with their body as their bodies are capable to store with energy any event. They can imprint what they desire from what they absorb through osmosis. They can break up bodies into energy but at will, where the worst energy humans are willing to fight and go for greed. They, the Acunr, are willing to do things for fame or peace and desire is consistence.

It seems the acunr "help" along the moment to get what they desire or they abort for natural incidences and no panic for hinderance amongst us. The energy "savage" human along with the Acunr are both wild unless near their own people. When the Acunr are done and satisfied, they want to keep the body like walk-ins unless their be no body to speak of or they don't keep the body as be the will of the person. When the energy human are done, they use techniques to get away, and not be seen or avoid detail as they kill the person for food if they desire and only when no other food around. They, the human have adapted to space and can breathe space in particle form. Jop be their natural language and its similiar to cunt, or broken up pidgeon with assyrian pronunciation. In comparison to the mercurians of mercury who are cunt of "pureland" and the venusians are who fathered the Acunr

also called other things elsewhere and the self insane half-human half-venusian are human like and beautiful. Now the rivalries are into blood relation and blood war by meeting the right people with similiar skills. The hybrids hate them with possibility to work with them. The Acunr can control radiation into revealing the truth out of anybody and other similiar ilk like mutate, control and body switching. alian = human sea elf, land atleantian with shapechanging ability, instantaneous travel ability with energy true form, can manifest any event by thinking on it, focus or someones request

afil=Aphil, aphiliarite, aecrodynamic art doers, ungodly powerful in comparison to humans. But if humans just had the attitude and were still human, there would be no emotion just do force. They are greater humans that evolved after the original humans on a different planet. Then they decided to shift here for the knowledge. Aphrodesiacs in so as is.

I mean, if you ask just about anyone on earth, even if they're into magic, what an aphiliarite is, they'll say something like...'That sounds like something from ancient Greece.'

Only I've seen more evil potential from Aphils, but not evil in our sense as their Godlike ability stems from art and an effect by mind. More in the sense that they're so powerful and that they have no emotions to keep them from killing. But then, they have no emotions to make them start killing either.

They could do and not care, by showing concern while they still do it to ko on the word kill. So their art is Godlike but still reminiscent of humans and considered acrodynamic art. It defines what they do. their military is perfect as is their society. where they aspect a product so to understand it, they could expect a product to appear from an ad for them. One of their product ideas is to try and grab it from an ad only to find it later in on. A lie is a truth that can be made to happen to them.

A supposition is a untested truth or a lie. The lie happens somewhere.

I kinda think of vampires when I think of aphils, in some ways as true. They can get into a mode that is to do exactly as an idea states so not to care about the situation made in circumstance. Except logic defines what they can do including the logic of an ad. their self defined in everything. But their dark side is a wordless rage that can power them, and it seems like jealousy and acts in accord so they have no emotions. If their knowledge is innate and their art can power events, they always act in accord even when angry which they can act to hide.

"I think I've seen one go past me in it's dark-side mode, It didn't see me though. 'cause it sure did feel like what I'd expect an aphil to feel like, but it was more ... 'angry', even though they don't exactly have emotions."

Instead of emotions they have plots and because of this just don't trust them. They get joy out of manipulating people for themselves to gain knowledge. they trick for their knowledge. They cry over things that are perfect as also they could use poison to settle disputes. their innate knowledge can be universal knowledge as one of their techniques is to derive universal knowledge from the now state of mind.

As it happens it can be recorded along where a world is in which they created a virus that uses others yion disease to cure themselves by or virus avoidance thats yion. Think to not touch surfaces to avoid disease causing germs or clean things before touching. Where any a drug cures anything, its behind advertising that the world exists in I believe. What the difference is between a human and a aphil. Mainly that the aphils evolved from humans before they got to Earth.

Some travelled there and the planet evolved them, as when they write it changes things. "A colony of humans were trapped on the planet and as they lived they evolved into the Godlike humans finding these idea patterns and it was due to theories coming true."

About their abilities, mind control. They exert mind control over people. well, they can power up things.. like, the minds they control get an increase in their own abilities for whatever they want and thats better as they are strong as shapers. Though, to manipulate the energy around them and that is how they use the mind control also. As is it like perceive be perception and mind adjust. They can change clothes to change shape or change things to make changes occur..They gain in their ability by mention.

atohu = atohufey, atofey, atomic sized being that be a natural shapeshifter of any form able to hide anywhere with energy manipulation skill and aids humanity at will showing themself to wizards and sorcerer only and malicious to abusers.

eldar = wild elf, ancient elf, an elf that lives beyond 2000 years without death.

they rule the elves with a guarded hand. they are any shape they want to be except their natural form be one inch tall. they are considered civilized fairy. Bound by contract till they break it, then they punish themselves unless theres a reason. the eldar enforce tradition with strict punishment.

elg = elegant, elf like antlered elk people. They are only as intelligent as the next person they can copy or seem like. The antler horns are somewhat invisible and the only visible through astral vision. The larger they are the more territorial intelligence they have as with the possibility to collapse under their weight. Some are controlled and delayed by the actions of a King Fernenand. The ruler of a land so much like ours but as exception, everythings magical in itself an yet it isn't. The elg female is like a doe for it mellows out the show of the male. The male are the alpha, and is very much likely to have lesser intelligence than the female and will copy what they perceive sometimes. Warped to the idea, to what we need or what they need, desire or whatnot as otherwise what they can get. The female are more generally intelligent, yet in all appearances may appear insane.

The elg learn to walk at around 16 weeks to 16 monthes. And the Alpha are obedient to the females whims which are actually what they unconsciously command by sometimes. They pay homage to each other, or not. An elgs weight magically occur, to suit the actual

nonvisible horns and antlers of the actual elg.

depwudelg = Deep elegance, Deep wood elg, Now this is a specialty race that uses territory as intelligence. They live in the woods and these woods are the populace of people and idea. Where the idea is spread about. They make themselves a clone of the other person as to them to copy is respect and survival. their antlers are metaphorical and able to outweigh the elgs idea of antlers. If they lay down they get dizzy due to the weight. But they really aren't intelligent other than what they can copy through visions. The deep wood elk, are not actually willed by King Fernenand. As they are separatists, and prefer to do things on their own.

Walg = walrus type human which appear overly large and yet, love to complain a bit where some gain a wisdom and they remain quiet most of their life. To the day, they will seem like something to tell or command as necessary. They're intelligent of ascertained answers, and they live in the society to come expect and exist as it pertains and gives to them what they want. By their demands, it appeals to them and appears unto the elgs society.

cilf = self, elf, 3-4 foot humanoid or taller with tough hairy feet and magical innate ability, an energy metamorphed human that are demihuman shapeshifter, they can easily get angered at dishonor, trick people if given reason and are considered civilized faeries younger than 2000 years, at 200 years old they are considered adults, they always follow tradition, older than 2000 years they are eldar, they, the elven, have pointed ears, human-elven with slightly pointed ears and their own language which be beautiful to hear, are bound by contract unless they see no reason for it, use as an energy source an element of choice where elfa or elva be a female elf, elfe or elve be a male elf.

cilfark = morehdel, drow, dark elf, turned elf to the dark powers that have dark manipulation ability, can turn anyone to their side, be partly aloof and self-dependant, they are sane and have innate wild magic, with shapeshifter ability, they are sun shy with a shadow form, are charismatic and a weapon master with excellent lying ability. They are last cited near babylon and they prefer underground cities and they hate humans. With usage of drow ability (dark energy), they turn ebony skinned and gain dark sight (vision of all dark shades). Darksight be unaffected by the light of day and allows them to see perfectly in darkness. For what they don't believe they are bound to be like when energy backlashes occur. However, the dark elf is highly immune to all magic.

They are physical types that tend to do things in physical ways aided by esper where others are spiritual types who are to be the type of people who can use spirit but are aided by objects. Its the physical type that either seek objects or the astral and not care for the physical if they follow a belief. Its the spiritual types that follow the belief that belief is of spiritual basis. Of drow ae they tend to the crush of the enemy and dominate the field or to see as if the spirit can do anything if you use an object.

Where the spiritual types act to preserve and use the living while leaving them alive. For to use the object it is as this that actually preserves the object for a time but it causes them to do as copy those who are linked to it and deteriorates the object. For what they don't believe they tend to keep hidden. For what they don't believe they are wizened of and die thereof spec.

loralai = elorai, lorala (time elf male), lorale (time elf female), Time related elven with shifting. ability and remain hidden as they are sometimes unseen in warfare and appear like humans. Unseen elven (1/3 elven, 1/3 human with other) along with half elves 1/2 elven 1/2 other including human. What they are good at be paradigms (time movement and paradox) and try to create their own space to be avoided by undesirables (personal choice). They could be treated like gods but they aren't. their world be very similiar to america, but their a tiny bit more general in worseness including grossness but they had their own scent and bathing wasn't as important. Except for american

eating habits (bad eating) for which they even ate themselves. They often brought humans and both had energy forms. their ability be to force a change in the area with no detection and find things out from long range sighting in the past or future.

They followed the natural science of Emperical law and sayings. Balace of trade be what they were good at with the golden rede (What can be done is in returns three times the effort back but 4 times the effort out). They didn't fight except by spell and if close up they could use weapons when enraged, The word was/is their greatest effect maker as the words they stated could create a psychopathic moment or psychokinetic activity as it could do great things by vibration effect much like a tuning fork can heal or tune things. Psychic vibration by a spread effort and sound thinning created their voices to a sonic pitch that would break anything if high enough or if low enough cause manifestations. The dead lorolai turn into energy beings called the cthu and lorolai or venerated ones, that are likely to eat minds as in the mind control cthulu cult. The nobleman/woman ways are how they work with a thieves approach to getting places.

warcilf = warelf, elven being that loves to war; unhappy in peace yet thrives in it; has a personal scent of choice(can be anything including roses, dung); some can be lithoveric (rock, plant, metal eating) as well as normal food; will keep a energy field that causes conflict; chaos master; spell immune except to those spells desired; shapeshifter; prescientific; passive aggressive; dreamwalker; timetravels and if spotted, will indicate a war of sorts, only to leave at wars end. If the warelf does stay then peace be ensured but destruction, of those disturbing the peace be going to happen.

emysune = chadriniix, creature sometimes with magic but mostly normal and highly intelligent, so far in the que(list):

catsune or cateuix (humanlike cat shifting animal sometimes with mystical energy)

chetahix or chehtah (cheetah thats like able to transform into other forms and can outrun any even in human form)

chins (a person able to shift into fox form or similiar animal)

doxes, humdoxes (magic or not magical dog that be more intelligence than none but shown to the wizard as human sometimes but not the owner for integrity.)

dymanuti (shark shifter into human that sometimes has magic)

eachusiage (friendly horse sometimes with magic)

eakusige (kelpie human hating horse with magic psi effect)

feline (cat spirit or energy formed into cat and freely shifting of body parts)

foxx or kitsune (an animal from different regions of fox thats sometimes be with magic)

fliyged (wild ninja guard cat)

waera (rat or human with shifting form ability)

woody (wooden thing wirh or without magic or mystical force)

were (werewolf, huanwlf, human wolf shaper)

sylvan (apekind with magic and psi ability)

chehtah; human cheetah cat that can shapeshift into any form between human to cheetah and outrun people or things.

feline; energy cat thats true form be energy but appears normal, astral cat that eats twice as much.

fliyged; wild ninja guard cat shapeshifter of fey birth in human body that takes shape of any human the size of a small child with cat features and preserves lives

cateuix; human to cat and vice versa shapeshifters. they can take shape of any form between. It shares the masters, if any, skills or abilities.

waera; wererat, human rat shapeshifter able to shift into any form between rat and human and they are immune from all poison all attacks except silver.

woody; wooden, animated wood creature (thanks to esturbahn creations)

eachusiage; friendly kelpie, like horse shapeshifter to humans,

eakusige; kelpie like horse shapeshifter that hated humans.

chinafox; an extraordinary fox with 800-1000 year life span fire striking tail
future sight shapechanger that appears as a old man, young girl and a scholar
and counted as a trickster.

doxes; Dogs with magic and ability like the kitsunes except they don't have fox
magic, They have physical magic of their own devising. They are straightforward
with people and hardy with righteous insight. Sorta like the McGruff commercials
or Scooby Do except they can shift to human, in your mind at the least.

dymanuti; dimmernosti, shark able to shift into human form at will if they can eat
them.

Kysu; foxx, magic fox, ysu, fox with or without mystical skill. If fox, kitsune,
and other idea then with no abuse you are what you seem. This entry be changed
from the original to reflect new idea. Fox that sometime have magic or mysticism
and are an mysterious animal, fascinating, and mischevious. And be believed to
be very grateful for the kindness done to it, as seen in many tales, and be also
affectionate as revealed in some dramas. It be godlike because of mystical ability
such as shapeshifting, bioelectrical, able to bewitch men in charming girl form,
or women in charming men form.

An exceedingly interesting and entertaining beast the Kitsune is.

Kitsune are ageless, if they think they are, as they don't age as fast and are non
immortal being spirits. Kitsune manifest with 900 years lifespan before they leave
or die and return to spirit world or the etheric astral plane. Kitsune can get to
900 years old, older are rare as the energy amount to fuel their physical plane
existence would be extreme and they would be doing more harm than good. The kitsune
represent their ability by the elements, meaning they have abilities from each.
This incidentally places them as Dragons but on a smaller scale. Dragons and Oni
are their enemies, unless for dragons, they delibertely make themselves one. With
the elements, they can represent thirteen catagories and kitsune are divided into
each called clans, dynasties, houses. The elements are Wind, Earth, Fire, River,
Heaven, thunder, Mountain, Void, Spirit, Time, Forest, Ocean, and Music.

In the book 'Kitsune' the word Heaven be Celestial and Void is Dark. Each kitsune
has it's own element based strengths its aligned to. Elements also reflect the
kitsune's powers origination, and elemental affinity like Fire Kitsune be unaffected
by fire easily feeding from fire to self strengthen and use fox-fire with ease. Water
kitsune wouldnt use fire easily but naturally heal and thrive near water. the
most common kitsune are Celestial kitsune who follow laws that can be self made.
Inari, Wild kitsune, Dark kitsune. Celestial kitsune are 'High Kitsune'.
Kitsune are physical spirits and everything has spirit in some form, near them and
these spirit are Kami. Animals also have spiritual counterparts more commonly
known as Kitsune and Tanuki. there be Tengu but this be unessential as from
what I've read they have background and diversity, enough to make a thesis.

Kitsune have a number of options to manifest. Most draining be to appear in physical
world causing storms, unnatural events. Kitsune who simply manifest lose
innate essence faster feeding more often, suffer weakness but they gain
strength after twelve hours in the new world. As be stated "when you eat from a
place you can return to it, and stay away if war" from a greek story as you see
the reason to use effect you realize or not as this is what you see. He was talking
to his 5 year old child.

This feeding depends on kitsune strength, and usually meaning region blight, they
surround their target, if fed too much. Though the weaker kitsune have less effect.

When kitsune manifest, it has optional choices, in number. It can appear as kitsu (fox), fox-headed person or very attractive normal person. In any case the tail number that kitsune have will be obvious, unless they shapechange and are masked, which be draining. Note however they can shapeshift at will so concealment be easy. the second option be possess either fox, person. Fox-possession was a most common kitsune manifestation means. A kitsune possessing someone had to overcome willpower thus usually the process appeared insanity similiar where a kitsune willpower fed. Taking a sleeping person usually was a lot quicker since kitsune could invade the dreams, while taking time, to willsap targets. Possession be not shared easy as once done, the kitsune body control and once they leave the body, their host will experience remember not. Kitsune possession was not long-term unless kitsune truly had reason to stick around.

Possession was usually with blessing, and to get rid of them, was by the exorcism thats used with intended idea and by Shinto, Buddhist priest, if someone called a Guardian kitsune to deal with the matter. Also, note that unless kitsune be powerful, the shape-shifting was foxform limited, fox-person form and person form they're possessing. The third option was possess a child, fox very young, or unborn. This method be least taxing and resulted in a kitsune hybrid possessed person/fox. If child/fox possession, the full possession takes longer and with pre-born it's instant. This be the 'avatar' method because this be the least taxing method to show. This also incidentally gives a long-term physical body. Kitsune who use this method have no extra tails visible and eat, drink, sleep, breath, and suffer the full moral life of all 900 years. They bleed and possibly get sick, unless a regeneration is enabled. Using this method transforms into fox-form/human-form and development of possible other forms by willed shapeshifting.

As an additional note, a kitsune with avatar form can't be banished, or exorcized easily. One common thing be kitsune once here can become enraptured with full senses as in physical form. This turns kitsune into thrill-seekers that experience any new forms albeit pleasure, pain. Older kitsune who have lived physically for long time may be more jaded. Another spirit aspect be manifest ability and physical survival level that requires sustenance. Gaaki feed off many different things depending on gaaki type you come across. Some feed off scents, blood, pain, tears, and more dangerous from souls. Kami usually require small gifts and prayers that are sating them, they are hostile and dangerous, otherwise. these gifts and worship 'fed' the kami.

Kitsune can feed from land essence, elements, and people. they are sensically vampires that require sustaining essence. Kitsune who have avatar does not feed like other kitsune. Instead as long as they don't tap into abilites they posses, there can be normal function for human, fox magic can manifest though. Using abilites will weaken them although if given a relaxing chance they will self recover. Kitsune who possessed someone still has to feed to keep a body a long time. Feeding be in the same manner as manifested kitsune. Kitsune are capable of host draining, as in manifested kitsune that feeds most often. Energy amounts used to stay material can be extreme. To keep manifestation and use it's abilities, kitsune draw off much energy around them, and themselves, where if they use their own source, they can weaken. This chi essence be found in the elements and like magical Chinacats, kitsune are capable of knowledge feeding. With this kitsune are learning capable and the knowledge energy causes abilities developing and possibly grow quickly, in the way they so choose.

A kitsune body can be attacked, killed but they can simply leave the body any time leaving the victim to suffer the fate meant for the kitsune. To harm kitsune requires a weapon and with the spirit of harm meant. Avatar taking kitsune are

physical harm vulnerable. Anything that do mortals harm, harm kitsune. These are not regenerative kitsune and are unlike others, thus spend their healing resources, with an accelerated natural rate to healing themselves. Magic weapons and faith can't harm these kitsune easy because they are physically world 'natural', having world attunation. These kitsune can reanimate, once killed spiritually, though much weaker than their brethren. When kitsune heal wish, they expend personal energy, so when desperate they sacrifice tail and artefact that is near them, gaining huge chi influx for fuel. Kitsune who spend healing energy become more essence desperate and feeds sooner. So, they should be careful to not eat normal food, as they can be in overeating mode, for possible weight gain.

When kitsune are killed, unless destroyed in spirit, their is options for them. Dependant on recent moments of a fed amount, they can re-manifest, in any form sacrificing tail and artefact, again, for sudden chi influx of manifestation allowance. If no manifest, they wander worlds, biding time and waiting, for a convenient time. While in spirit form, kitsune are spiritually attackable, magic vulnerable. Kitsune, then are amoral spirits with basic right wrong understanding and make decisions based on what they think will aid them most. Kitsune core personality can be type dependant. Element belief be elemental focus and kami which possess them as they can study:

Wind - Flighty, these kitsune are wanderers, never staying in one place for long. Earth - Solid and unyielding as these kitsune are rooted in history and resistant to change.

Fire - Quick-tempered and reactionary kitsune are constantly moving thus very emotional.

River - Natural healer kitsune are quietly peaceful.

Ocean - Furious and tempestous kitsune that are natural warriors.

Time - Contemplative and quiet kitsune are seers being oracles.

Void = Dark and brooding kitsune, that are malicious and very domain protective, when in moods.

Mountain - Distant kitsune that are withdrawn silently preferring observance before acting.

Forest = Quiet and serene kitsune watch those around them. Once satisfied with what they see, they become playful and mischevious.

Music = Pleasant and polite kitsune enjoy company and experiences.

Thunder - these are loud arrogant prideful kitsune.

Celestial - Protective and noble kitsune, that believe they guard all under their domain, sometimes by their own laws and te laws of the land.

Kitsune are not innate sorcerers, however they have innate and intuitive abilities that fall under magic concepts thats called 'Fox-magic'. Which can bring reasoning and intelligence, on use. Kitsune are innate intuitive illusionists. To them, illusion can be as real as anything else. A kitsune who uses illusion, to appear human are human and can talk, act, love and sire children, while the illusion exists. A kitsune who transforms a staff into snake creates a crawling, biting and killing snake.

They use this glamour magic to make objects, weapons, people, homes, and even landscape, to manipulate their suiting desire. One kitsune be capable of creating illusion and manipulating landscape in small vicinity, though when kitsune gather collective resources, whole cities are made.

Kitsune can make pockets in reality meaning they can make a castle under someone's floorboard with people sometimes noticing. This world be real by ether (spirit) material. And, there can be time-dilation thats one Earth day = seven or more Realm years. These realms are just homes mostly,

or forests, where there is their desire, as in their favorite places are sometimes created/recreated aint whole worlds. It usually takes three to five kitsune to make a whole realm and populate it, linked together, either physically or mentally. Kitsune can dominate any of those they want, and this be a enchantment of form. Where this can cause someone's sight to see of anything wished for, overlooking wanted things by desire. Once control be established the victim be held until someone can break magic.

Foxfire (Kitsune-bi) in a form of kitsune bioenergy, can produce lightning, fire by the tail rubbing their tails. This becomes a melee weapon and they breath fire to about five feet, more or less, depending on their energy. Kitsune can also create small fire balls sometimes using these as lights, thrown weapons,, and as playtoys. Kitsune can possess targets with foxfire, taking over minds and bodies. This be sometimes out of necessity of protection as possession lasts until next sunrise, sunset unless the kitsune be using this as a manifestation form effect. They have not the targets ability access or memories, except for what the body instinctually does. A kitsune can transform into anything covered by an elements presence. This means they can turn into trees, forests, rocks, water, monsters and other people.

The limits are that the transformation does not give them the innate abilities of the form they have taken, as it is only what they assume the form does, and they are vulnerable to what can harm that form. Kitsune who are possessing someone, can not use this form of transformation, unless they are doing it through illusions. Kitsune can create small focused power balls, like psiballs. These balls look like small spheres that easily can be child toy mistaken. These balls focus kitsune abilities and contains their spirit, usually when they take on avatar, or they possessed someone. Kitsune enjoy playing with this ball and using it, as a magic focus. If anyone else gets their hands on it, or wills it away from weak kitsune, sometimes they coerce kitsune into helping them, or doing whatever they desire.

Kitsune can study any magic field. A problem be that to use any magic form requires to draw energy from power source, or to self draw it. Unlike mortals they weaken when they use they themself in to draw out energies, think from themselves and the elements around or near them, which does not self replenish. One who casts magic too often will become weak and starved. These are oriental style magic examples. Akasic be the magic of chi essence. As mages, they can see auras and power sites, manipulate, draw on, expel chi as in willed psiballs that contain elements.

Akasic magic be powerful combined with other magics. Its good for things like healing, rapid regeneration and reversing essence loss, sometimes that their feeding caused. Kitsune follow the Elements being tied to the represented elements. Kitsune can influence elements they be of and if elemental magic studied become very good in study field.

They can study:

Wind - With this study, they can create winds, cause tornadoes, and influence local weather patterns. This be also effects ice and snow.

Earth - they move rocks, transmute minerals, physical objects and build things.

Fire - this be a kitsune's specialty as they create fire, control fire, and cook meals.

River - this be a life-giving power as they create water, control creatures living in water and they heal others with and bring life to things around them.

Ocean - this be river cousin to River but larger scale. This be where they

cause very strong storms, flooding and tsunamis. This be how mages depth creature conjure.

Forest - this control and manipulation of wood trees, and forest creatures. those who study are druidic in their ability to wood strive and blend in and find herbs and roots making salves with.

Mountain - Cousin to stone as this element allows for mountain control and those living inside. Kitsune can cause earthquakes, volcanic eruptions, and landslides too.

Thunder - Wind cousin a mage can throw lightning with, cause storms, and create energy shields, manipulate machines without detection, and without computer net-run aka neuracanulla link.

Celestial - this be astral and heavens magic. Mages teleport, call upon magic creatures, and throw target meteors. Kitsune can do most other reduced effect magics.

Dark - this be void magic and this magic can cause blights, drain life, summon dark creatures, manipulate darkness, shadow vanish, and light drain from areas. This study isn't 'evil' and a quarter of the kitsune race are Dark Kitsune.

Time - Allows no time travel except with right methods thus this allows kitsune to speed up, slow time down, age, then targets and objects. To predict future events and this be the perception and manipulation of time plausibly to master reality with celestial magic worked in.

Music - this be sound and music control. Kitsune can sing spellsong effects. this can entrance others, ward off supernatural creatures, and control moral.

Spirit - this be spirit world, demons, and other world manipulation. This nature magic doesn't work well on mortals since mortals have souls which are similiar to spirits so they have to wait for someone to die for this to effect someone well.

Kitsune can bind, summon, banish, ward, trap a spirit even in a human being, if powerful enough. If the kitsune have some of the persons essence then they can control the person, by demon thought essence manipulation. Feng Shui be the Geomancy study, power sites and ley lines being largely this magic. A person can find out best way to site build, power location creation and a means to tap into leyline, nexus. This allows someone to travel Dragon Lines (ley lines) getting from location to location and also allows them power tap Ju-Fo be runic magic and mages can write power words, speak spells creating magic. Ley lines are good places for banishing/controlling spirits and binding sites. Kitsune can hide themselves, places by ley lines manipulation for concealment.

If they were given an exact description, they can modify how they act. This is how they are usually, "Playful, kind of mischevious, tried to play a few semi-harmful pranks and they were all playing around with their Kitsune Balls, sometimes to gather forces, to live. I can effectively say that I don't have to consider kitsune and vampire as different parts of myself, since there's the kitsu-vampire combination as well. The transformation makes them like a werewolf as they can form into dog or wolf. Some are half human half kitsune, full human, full kitsune. The older they get, the more forms they have. The older they get the more sophisticated they get.

Kitsunes can drink the energy-blood of a person, vampire or animal and turn into the target. As a kitsune with the speed of a vampire, they're a lot more powerful. I think it's the kitsune that's bitten by a vamp or drinks the vamp blood. Well vampires are technically human and kitsunes can be half human. Which means that they can be half vampire. They just have to make their form fully vamp instead of

half vamp/half human, and then transform into a kitsuvampire.

The kitsuvamps extract and manipulate energy a lot easier than either basic kitsunes or basic vampires. So they can form gates that act like wooden doors or look like anything. As using the wooden doors or the objects as fuel. That's like a twist on pockets in reality as basically they can twist things to be as they desire. An if to suit of their necessity, But its not a dark twisting, except for the users of void. It almost feels as easy for them to transform into anything (not just human, not just vamp, not just fox, not just kitsuvamp, but actually able to mutate into any form they want) as it is for a dragon."

gracilf = graelf, grayelf, gray elf born of both light and dark but clanless till chosen and has dark manipulation ability, sun resistance and many language mastery as a shapeshifter. They are with elemental energy manipulation skill They are angry most times at people.

Sylvan; are the elemental representation for elven of air that are elemental apes, aerial, sylph or sylvan that work with land, and can shift anywhere with a abhorrant sound as they are part energy in form. These atypical elven are the type to command and use psychic power ups by strange sounds that be frightening and with abilities, to effectively try to work with people (any). They are known for decisions that come from back experiences and other life influences. This elven baboon be as approximately 4 feet tall, with a very thick physique similar to a gorilla only it stood more upright. A remnant from the ice age that survived within the mountains. The magical Baboon be another type with silent powerups or surges that are felt but not heard that cause no alarm that live with them in sylvanic that be taller by one in a half or 6 - 7 feet and have a straighter back with white fur. they the baboon sometimes serve as guardsmen in the vast mountain ranges of North America that are left untouched by man, within a well hidden canyon nestled deep within the depths of the rocky mountains. The will can ward them away from thou but not forever.

Q-in-x; quinx, were, werewolf, As popularly known, a werewolf be a person who is transformed, voluntarily or involuntarily, into a wolf under the influence of full moon. The word werewolf be a contraction of the old-Saxon word wer (which means "man") and wolf--werewolf, manwolf. Another term lycanthrope, often used to describe werewolves, however, refers to someone who suffers from a mental disease of fantasizing being a wolf. This particular mental disorder be termed lycanthropy. In human form they had bushy eyebrows that met over the bridge of the nose; blood red fingernails were long and Almond shaped. Their mouth and eyes were always dry and they were often thirsty. Ears were long and narrow, laid back on their heads. Their skin was rough, scratched and hairy. It often had a yellowish, pinkish or greenish cast. In addition to such physical features, the werewolf also displayed certain psychological traits. They commonly preferred the night and solitude, had an inclination towards visiting the graveyards and were known to dig up corpses and feast upon them.

Wererat; Waera, For the wererat be quoted as "When a rat be near and their are felt dangers nearby, Then a wererat could be there to surprise and eat you."

As unpopularly known, a wererat be a person who be transformed, voluntarily or involuntarily, into a rat under the influence of rats or the many-as-one and full moon. The first wererat was a person who was immortal and was rat bitten, who then recovered after a slight sickness to be able to transform into ratform without need to do ritual. All he needed to form bretheren be to scratch them or mutate at a difference. The many-as-one be a group of brain rats that get together and form a collective conscious. A single brainrat had a larger cranium with a focus to disrupt and almost kill the victim. Together in groups of 3 or more they could kill by energy manipulation.

A single rat near the wererat gave them unusual psychic ability. The wererat was almost

always near unusual animals and hated rats in general. their manifested ability was to mutate anything at will that was near them. They can talk to many animal types including the other rats. In human form their silver fingernails were long and almond shaped. Their mouth and eyes were always dry and they were often thirsty. They regenerated and smelt slightly when they did. their instinct was to innately know anything and what they didn't know they got from others.

Their skin was rough, scratched and hairy. It often had a brownish or greenish cast their nose was long and narrow. They had a repulsive scent that could drive away anything near the age of 10 or 12. In addition to such physical features, the wererat also displayed certain psychological traits. They commonly preferred the night and solitude, loved smelly area, had an inclination towards visiting the sewers and were known to feast upon anything except metals without sickness. They collected things like packrats and almost never bathed except every now and then.

hycilf = high elf, Elven born of a high family or clan, in a higher plane of existence.

Note: not all this be true for everyone. Aristocrat elves that will refuse a fight unless they desire to fight. Find somewhat amusing pursuits that make some people irritated. Consider themselves highborns yet are freeborn. Will hunt people, animals for the fun of it. Find missions to do as adventures and aid people in the process. If the price be high enough, they will guard you. they are more intelligent than humans and elves, yet make no indication of it. Immune to all spells that aren't their own, Jack of all trades(good at everything). To some they are shapeshifters that will torture those they catch in a hunt. Unless what they catch, proves themselves valuable in some form. Humans are neutral allies to them, elves will respectfully do as requested unless they are secretly in despise of them. they are loremasters and are considered civil faery till they see those they dislike, with which they get racially hostile, disputive. Finally, they hold a grudge forever and are bold in spirit like nobles. they tend to make contracts like pacts or pax to be better and if its broken then the contractor loses soul. High elf are immune to all and get what they want.

kreca = kreacher, vile creature, dark elf house servant thanks to the harry potter book 6.

Nera = A golden one whom then is green and has some wings.

-end of elf and similiar-

In the nature of Gods I spoke on creating them, and they are what you think as useful but thought and notice this is really using the being described

below as Godd or Gog. You see you believe in god as different aspects.

"Godd or cilt, deity, Peru, Neru, Meru, Aziz, Matiz, M'ar'lah, Moer'winn, greater being, Goddess, gawd, angry god, godawful, in Gods name their are 4 or more major battles. Basically think of it as if he was her but mild and both sexes with a joined body. Where the form was 3 conjoined bodies together known as Gyrion to some. As now its possibility in of the moment as the person would like. The origins to the christians in God were unknown except to Assyrians, and similiar as a presence in motion that was needed with aid of spirit kind. It was thought to be an evil spirit at first. Then people were considering names that they thought existed of the spirit. Then and after were organizations to achieve results with this spirit. So we now have God as a multifaceted gemstone, or multipersonality being or collusion of energy of many ways to consider with more of which be a mystery to us. So this god be an amalgam of minds, where there was one energy and memory pool of many people to instruct the energy in a process called worship. Otherwise he be a being to pray to for forgiveness, and gain things of support.

With support to the motion, the church arose or the cult interacted as it, the being later would be called a god, the being would do things for the worshippers. The being

is different in every religion as its considered a multifaceted singular 'person' being. My thought be that once it was considered a multifaceted gem and with very little value. A conception of peoples thoughts, it may have formed physically somewhere called the tear of gods and has allowance with faith for magic effects. Therefore the true representation is a ciaoe, as a large cat from this old document that god made be seen physically a gemstone of large size with religion as a formation of its eye facets. As the god gemstone be large and linked bij war and faith, it will channel large quantities of sometimes neutral energy with each facet as a god or goddess.

The only flaws in the gemstone are the failed faiths of which a religion of sorts may occur and leave a fallen god personality. Really its you that's divine and their way to do things. So their be a no personality as thought in imagination, except as in a point where by my view he/she uses real world moments for experience. So think for idea due to the seasons for gender, this is like God one season and Goddess at another. For the imagination of the God/dess be to form a physical being, or a place with events.

Any evil towards the facets of the gem be reflected to those deserved. Its possible that it creates faith. Its grown by earth respecting (as responsive) to the Deity's need to be seen. As the number of faithful grow the gem grows. Mostly by worship and prayer of sorts that be defined by the faith. If changing faiths for not a good reason its gonna get revenge or grief, that be strangely out of whack and strangely related. Its said the God/dess worships himself/herself through the gem and uses people who use it."

Everything listed below be some superfacet except for the discarded facets where some are demons, angels, demigod and idea given form or birth like elvenesti.

Aayn = The elven lord that is the part of whom wants to seem something in games.

A god whom seems so in a part that casts roles and you can play them as if at your whim for a challenge. As for a challenge, you can create or seem to make a character and he will seem a she that creates a point to use as concept.

aal = Bank for the greater human that seems no going on like demon that absorbs human energy, seeming is meaning think other essence without abandon and its essence to seem with growing and forgiving the demons form. Possible as essence is manipulation in ability and that can control anything with a point by their essence. The demon forms can grow indefinitely and no not till essence fed on runs out.

ao = forever, all-father, eternal

ayn = satan, evil incarnate, destruction sign

alodava = goddess of the light

ArkCiva = Bala, Dark demon, A demon considered arkciva or Bala, a demon born of dark matter in man and they become dark when they lock their soul in iron. The dark demon is a black being that is very neutral and hardly felt, except when they do things. They get what they want when they want it, by soul manipulation. With excess energy, they can manipulate souls. They use many means of which they manipulate by. Mostly, they stay trusted by being good in appearance. Otherwise, they do dark deeds to get what results they want. When they get it, they use what energy there by link to get spiritually strong. They do tend to die whence the object is destroyed, unless they cause the life force to shift to a new object or dissolve the link. But, they come back to life again, immediately using the life force of the destroyer.

Unless they are aware, they were the destroyer or creating type, then they use another object energy source. They get what they

want, then use it. The more they use the object, the weaker it gets by energy amount and the more likely it becomes breakable. The moment the person dies, is the moment that the dark demon exists freely. The darker the demon gets things by serving darkness, the more they get whiny and disrespectful. They tend to kill the monster that is the man that bears the demon. They also tend to use death and life energy easily. The soul reading ability comes when they gain enough energy. They risk insanity, as their soul is with insanity from iron. Lava defeats them by causing their dissolution. Call lava by thinking it there in you, it materializes as a spiritual force. Or, imagine yourself going into lava and the dark matter becoming lava.

atryhum = The astral human be a wild energy based human that be faerylike and very easily shifting and yet in astral land they can live. By live I mean energy manipulation and powers of somewhat unlimited ability. Without astral energy their lives are without ability, temporarily, except for the physical area and physical magic. their rules are to live as they can with how they can and the weakest will live unharmed. But their language be the key to getting places and to speak makes it happen unless they don't desire. The Astral human rules are to desist with explanation and if forced, then they will attempt to do as desired. their similiar to the energy human.

ehu = 800, energy human, energy being thats mysterious and very willing to talk sometimes. Some would say they, the ehu won't communicate well but the process is if they do speak its with guarded tones and pure music. The speech has been heard as human and in imitation voice as it doesn't have one of its own. If energy beings enter a church, they become of the essence and unlikely visit ever again as it forms a painful memory.

ea = creation, water god who waits.

ee = destruction, fire goddess. fire golem.

eih = aproponents, male/female god aspect of worlds most distinct for moons. Uses water/fire or air.

ezelbe = a greater god conscious of the omniverse.

io = cannot, ya energy, noted ideal, Angel which are elevated christian mages. Angels are very good mages and one could call them demigods wheras angels are glorified mystics in truth who call on you to do what they demand and need. If you don't do it, they torture you a bit until you do thus they sometimes choose to act as Gods messenger where they will guide you to what they think be the right path and blind you to any other. Angels are known to aid like personage of themselves, those of good natures who call them thus the christians and wizards claim them as guides sometimes by ritual.

oeteo = muse, eternal writer, writing everlast.

oeteo, a chunk like god who be a technology lord and does other things for people if they deserve it. His power be his fat.

ul = god, line flow, flow regulation, gnome god, technological and pele leader (as personal leader.)

ambigal = A person whom be amphibeous human in thought can breath both water and air but uses fire and this is use in air. As it passes through the he-she or she-he being causes a water effect where the fire be and a fire effect is hieu Ieui where the normal area be with magic 'Whu' as a realy relate with those at her whimsy in the past. She reverts to a human skinned shell. This is a part of virtue and somewhat genius. In passion she be amphibeous but human appearing, and in with red hair but out with a fiery aura and acts like a riverlord but be a firelord. Gain weight and she casts a firey wind. The ambigal be likely to control by miasma cloud or other forces, into her hide she can put things and this is anything as in energy she is a universe in her body as energy the things she pputs is enrgy in solidly shaped form in points including undetected ability of any kind. their special ability be to use objects as a force and if the element in thought they transform into it to use this.

ambgal = A person who has virtue, with red hair and and spreads water wherever needed or desired, if its blocked then a flood occurs. If passionate then a fairy water appears to support people in the area including herself, she be nymph born with humanlike nature and entirely she-male.

But can calm down anything with a temper including with use of ability by others and memory sharing.

She-he can cast any spell but allots time to herself and tricks those she doesn't like and eat or say anything without gaining weight. To uptake with her gets you wealthy but any form as her ways can influence the crowd. She-he can control the ability by force and an object. The special form be a perfect human and with forcecraft they can jitsu into an elemental formation if they get near it, the element of choice and only if they can bear the pain.

anu = god will, sun god as in thought your thought is how the energy of the sun reacts to you.

anubis = muse, scribe/record god of Egypt

aries = mars, Arboleth, war god/dess of magig for magic, this is a god with an alternative with war as fight is love in as a concept or not as this is his other aspect.

Aberuth = geruth, Gaeruth, Therein is no lies with this god as you may know he vitamizes and vitamol is his drug as his victims are many he is a point to attack through by what you think. As think you seem to become you can create with his willingness. This is an ancient ogre god, that can go insane if or not doing what is asked. There is a point as energy speaks, to do as this is what is in a thought and askence is done. If you endanger him you are in to endanger yourself.

ae'kii = awe'kiki, hawii'kiki, aya, Maui, Ancient beast spirit of a dragon system where a dragon is an overwhelming force similiar to a dragon sleeping, make on record and deduce for a decade

some say in honolulu the ancient beast be a volcano that never goes off or a dragon may emerge

as a volcanic overflow because its a supervolcano thats slowly erupting, if the volcanic being

by essence in eruptian promised in the yellowstone national park ever occurs it might be like

this in an idea area considered in hawaii.. It assaults any that try to waken it as if to deter

and in thought this is not effective against, those that mention him and technologist or construction

groups are worsened or worst off. If need be, link to the godlike force to get things but don't

trust it not to destroy as its part of a volcano. There is no mention of this mountain god, as

if you are a thought you can be reassured. He won't attach an energy to you that is not actually

destructive as impulsive is a point, that he will do that show a promise or not as thought.

ermys = hermaphrodites, hermaphrodite deity with two faces and twinned

body conjoined, a male side conjoined with female side and demigod like powers.

representative deity of both sex body, or a demon deity of assasins and mutation

with female or male formation showing and represented both sexes in knowledge, now

acts like a muse or historian.

altea = alter each, altaran, alterea, alter user, alter eaker, To be a user of wild energy

or chaos itself and fro' the innate ability as a boost to effect. This consists of redirection by kaots techniques and meditu (substance) usage to draw away insanity or vidictive strikes.

A quote "The void draws madness but gets a better cleaning effect." However "nothing in

nothing out" from Tron. "Nothing be nothing as for nothing be the void." by default user.

ihs = right there, inhibitor (as inhibitory being). The two types are based on the character

if good the ihs destroys or controls evil, and if neutral it could destroy or inhibit

people or objects that are unfriendly, but if evil it could turn on the master of choice

or deter the disruptor (any including weapons).

aldur = wonder god, wanderer, god of victims

Eciyno = Arcobaleno, Arbaleno, An arcobaleno is a babyish type human that walks outside of time and can manipulate any element to manifest something. Their spirit is actually 3 feet tall or lesser that walks and talks like an adult. A fully grown arcobaleno can create effects very easily. This includes manipulation of body age and however they want it. They have fey attributes but they can make nearly anything appear from belief or imagination.

Arcobaleno ability restores the body from anything to its state tha works best for the moment. They can appear like any age they want. They only act one way, in control and calmly. They do nearly anything they want to get the desired effect. However, they are very unlike normal humans as they are abnormal. They grow older by will, but they don't really remember how to eat right. Thus, they need food and they get it.

As, they never really grow up after a special technique. They are formed from a human body through the special technique. This technique renders them into the mindset of a baby with adult experience and baby power. This technique makes the body ageless, unless they want to appear grown. The technique makes a body gain very strong magic, and sets them apart from time itself. At the end of the process, they may become shorter but they are ageless. Each arcobaleno is representing a color they choose at a moments notice. This color is an element. It enhances them to make them stronger. They have an amazing ability of elemental manipulation that allows them to be separate from

time itself. Its an unusual condition of a person that enables their elemental ability. This allows them to master any element by the attempt at doing things. They can externally appear like anything by shapeshifting. They stop aging and control it by thinking about it or stating their need.

ellclau = Lpryst, Ellpryst, Aunclau, ironclaw, hell priest, Hell cleric that can heal with hell itself and channel hells energy with regard to neutrality as they are strictly demon. To make a body recover from sickness through focus of energy. Where the body is in bad condition, use topical language or herbs, herbs and focused will of energy. By the use of any energy including hell they can heal through the use of aura and talisman, other focus device (crystal talisman) and effect the disruption of sickness by forcing the body to recover where it wouldn't. through the aura they can perceive anything of the body and thoughts, including humours and mental state.

When it be to be used, this aura healing describes where to get at the area of pain, feel the area for tension. As the aura vision can be necessary to perceive the actual condition since the healer doesn't have the machines to aid. A hell cleric who cannot do a service requested, will unless justified lose all abilities accept hell usage until the atone by doing a free service or sleeping. Then they must remain neutral in conflict unless their be proof of the deed that needs accounting for. To get to the truth they can cheat, decieve, act , poison and just about anything else to get the job done. Otherwise they become ex-hell clerics if their be personal involvement for no reason. they can serve any god/dess as long as they do a service to gain favor, and for what they want makes the service by filling in action.

elmahum = glue in being that can hold anything together but intoxicates anything it gets near, this glues things at will together even if not close to the object. Take a little in and your a bit of elmers glue and sniff it, touch it to your mouth near a lit candle and your immune. So if you think to share your essence with it, the glue will thicken and you won't get rid of a glue scent.

elmanhum = turpentine being that intoxicates anything it gets near, unglues things at will together even if not close. Similiar to the elmahum, touch it to your lips sniff it, the turpentine, and feel your body changing to its nature to become one.

erlking = Dwarf king that lives in a mountain and rules over a clan of dwarves, humans and elves considered a colony underground.

eros = cupid, love god, emblazon keep it nice

imae = ilmatar be the crying god who always gives chances to those forgiving or deserving and can raise people for a reason did or don't have to surge is don't have to by spell or prayer.

epona = Dweya, night fertility goddess, mature woman thats fulfilling to mens desires.

She be said to give male and female sexes a child of either sex on a moment that is a prayer to her, but she looks like a overlarge fat woman in life she instilled by belief in the sculpture form as the fat or thin woman was honored and now the slender women are the strong woman was put to work. See the area isn't matrix so you earn by working from

the area you see interesting, see to get done what is not always necessary or near what they appreciate or not use as you know.

evhum = everyhuman, a guy with vile nature, human woman male that represents both sexes with four arms, perfect womanish breasts, both sex organs, four legs, high intelligence. All time and conscious by universal energy, no longer linked with an ambiguous person and manipulative user as energy and manipulative idea.

evmi = everyman, human male that represents all maleness with four arms, 4 legs, high intelligence and all time and event conscious awareness linked, ambitious in emotion and is possible as ambiguous without emotion as lets not is said the point is a concept or not is thought to do things.

evwui = everywoman, human female that represents all femaleness with four arms, perfect double busts, four legs, high intelligence, all time (as event) and universally relinked, ambitious and enigmatic in idea with no insanity.

Ieshei = goddess of wisdom and wealth

Iessi = goddess of luck

ih̄s = right there, right on the spot, inhibitor (as inhibitory being). The two types are based on the character if good the ih̄s destroys or controls evil, and if neutral it could destroy or inhibit people or objects that are unfriendly, but if evil it could turn on the master of choice or deter the disruptor (any including weapons).

ogma = oghma the area creator and energy knowledge maker, (no) dogma, the truth and knowledge god, truth god, deadly to others that destroy things and created by the point to the area in focus by subconscious and thought is idea in the moment. As you think and use knowledge to create with magic, you can create the idea to make magic by knowledge or not as you consider and don't need the result you think. As if a point is knowledge misused if you are caught and not liked, thought by the right people then the oghma curse is possible that you avoid what you hate or not as you need nothing.

oni = this is good in the morning as if to make the bed and you feel better, otherwise in being form is a monstrous form demon that causes diseases and thought in ability creates by te worsened state that looks good at first an is deadly otherwise. The Oni kill something and magic created or willed that didn't work is what creates in life that outskirts and thought in insanity is not actually done and things, you do if bad or done quietly or visibly wrong can seem sane or not by te point is death by the attempt to steal by what you think is necessary. As you are and were able to do things, non worse and then if you are not thinking your stealing then you aren't as necessary as by a thought in life.

Uarc = dark individual, very dark deity of darkness and matter, darkness, very hard to deal with the idea and with things as they are deadly that are needed they can kill with whatever.

baeliv = white demon, law and order demon that has a soul and gets a form shift ability along with others that must be focused on.

baelgodd = demogod, Multiplanar and dimensional god that be also demonic with ability to serve many and capable to suit the purpose of even the most impossible person. Usually followed by sorcerors and witchcraft workers and yet will be many faced (as more than one personality). and serves as a neutral source of power but more than one facet at any . To hear it be to be compelled to follow what it says.

baelgud = good demon, deva, The God devoted demihumans serve the gods to aid themselves first and others second. Wizards perceive them with gold skin and as people, and talk to them, the people to exchange info on technologies or other things in their sleep sometimes. They are unkillable beings that live sometimes unseen amongst the humans, and demihumans, unless they chose to be seen and then for no other reason, a god/dess. They exist on all lower planes of existence and they can alter even demons in their course of existence, if they so wanted to. By powerful demihumans, they are called by summonings into viewable forms doing what the summoner asks. their tears heal and the touch cures unless a servant of the nature of death. Only then will the death deva be effective to kill with a tear and any touched will die unless they are their pet.

grewarap = giant apes 7 to 8 feet tall. and great ape uncles to the sylvan, yet they live in a seaparate community.

bjala = room protection demon, also be jabbed lawfully or playfully.

brataun = sheolbrat, hellchild, the child of demon and human that knows alot before its time and it tends to make hell on those of lower ability, and has magic immunity. Sometimes they have no manifestation ability and yet they can manipulate anyone without some fear.

Brigid = the Goddess of all life to call for support or other except when angry for a broken promise and she causes a soothing calm or insanity or other punishment of what was thought on or off by no feel thats by no il presence.

brotanuh = God of brotherly love with a two-headed, two armed and feathered upper half normal under half with no dick. was once taken as Grendel.

brutanuh = The god of disturbance or brain working and strictness with dealings with disease and war.

brutaun = sheolbrut, hellspawn, hell soldier, Tortured soul that comes back as a hell soldier serving itself then those it respects second. It can form a cloak or any color around itself and it manipulates chains to any effect and shapeshift into any form by folding into its cloak at will becoming hurttable. Its abilities range into anywhere manipulation.

cylt = Kylt, Odin, ecstasy, Horned one who on a bad or mispurposed calling, the horned

one will set you up or cause you great pain with torture. He might come to you if in need but if not then it will be to smite or harm yourself but only if he won't know your name.

civa = dma, demontology, demon or dementic until forgiven I see is area research
clyhaga = cliffhanger, demon who kills a person by giving them a mental death scene of said person jumping off a cliff and doesn't see the demon till it strikes, a creature which loves to climb rocky walls.

dedue = daedulus, An incarnate of nature that claims immortality and probable clause to be recognized as a trusted figure, or famous star that be given free gifts of positive sorts as a payment for service. Along with this fine package be lore and reality control. Yet their evil side be to kill as they want or harm by many means. Some have been know to act like daedra without compuction.

daedra = Are worker demon and story writers that some say are bad and that can manufacture parts, or make instantly or otherwise control reality, or act duplicitous and professional. To cause as desired but if a pissed off person finds them, then they get in trouble. These are neutral good or evil people ruled by a prince of a element of choice. their other hobbies are warfare, invading and allowing people to get what they want, if good in nature and sometimes spiting law or underhandedly if somewhat evil. The daedric king be also the daedric emperor and can be male or female and able to do most elemental manifestation where a normal daedra can use one at a time. their disposition be trade and community with councillors to aid in a democratic type beu'reu in a commision of balance and planar space. A saying "Daedra aren't all that great." by imortis can sum them up.

daema = demand, daemon, Demonic god messenger and originated the demon in meaning from greek.

demahkt = demarkt, a god of death, lord of death or death before he became death as a nature. Now known as the natureof death seen as a deathly skeleton polling a boat across the river styx. Somewhere located under Afhganistan with a very calm air. I know some to be claiming N Afhganistan and others W Afhganistan.

demos = demon god of destruction and death that can be appeased by any sacrifice (doesn't have to be bloody, like a sacrifice of time for a cause).

deamon = demon that will hurt if given a reason but be generally neutral evil and it tears apart anything it hurts from the insides. Its looks will kill anyone and has a great shapeshift ability from any human form to battle demon form. It likes to mislead people to early demise including causing a heroic or heroinic idea.

danal = the destructive god of the druids and old ways.

danu = a dark druid god of destruction and war, usually dangerous and considered mars in greece and datub in wenna. he often appears as a favored form and with appeal to mark a destructive event.

dava = goddess of love, the love god is a point to consider as you think to enhance her to he can do love matching by energy in belief. This god aspect can turn negast as negative in being in thought, by negative emotion that is with an area idea to seem an idea that is had. Any summons can get you killed by him in life. Any other reasoning is a point to construe, and warp around with a unrealism that is realistic in feel through the dark mist or light mist.

decano = Mystra, among other names for a Magic god/dess. Magic god who is powered by self acts of many kinds including sacrifice of an object. Except for physical magic objects where, the objects are on each use counted as a sacrifice or trash such as food bits are also able to be tossed as though a dream car thought as this is sacrifice.

demeter = god of signs, this is where you think to get a moment as a sign and you created better or what you want by feel. this is a moment in time. you don't even have to believe in him to create by naming what you want, this is given as a sign that you state demeter gives you what is needed by feel.

deva = angelic being, god servant that are the Gods devoted demihumans serving the gods to aid themselves first and others second. Devas are the greatest demigods that could exist and be seen at their own will with desire otherwise we just mentally perceive them as flickerings at the eye corner, not at all. Wizards perceive them with gold skin and people talk to them and exchange info on technologies, other things of interest in their sleep sometimes. they are unkillable beings that live sometimes unseen amongst the humans and demihumans. unless they chose to be seen. they exist on all lower planes of existence and they can alter even demons as though in their course of existence are what they seem if they so wanted to and by powerful demihumans, they are called by summonings into viewable forms doing what the summoner asks.

dema = Daemon, Demon, servant demand, being with self-consuming power source. So this is a God messenger, beings that are the messengers of gods and they are the neutral, good demons that will aid neutral to good people sometimes chaotically as angelic guardians. Most times to a gods instructions they act and they can be summoned but, if left on their own devisings they will kill the summoner just for fun after overpowering the summoner for freedom to exist on the summoners plane. So be strict with the daemon as daemons are chaotic neutral by nature and if they see that a balance be needed, they will be the balancer force and do not lose your will to them risking control but let them act on their own.

Demons are fallen demihumans who were once human that accepted magic only to be denied by death and reincarnated as evil demihumans. Demons serve themselves first and the lawful evil, neutral evil and desparate people second. Demons natural enemies are devils and hate each other because evil like nature personalities will always conflict and demons are lawful evil by nature but there are some good demons. they will honor a bargain as long as you give what you promised in some form and if you break your deal they will break theirs and sometimes kill the deal maker in the process.

Otherwise, they will honor the deal and do exactly what they promised to do but if bored, they will mercilessly cut you down so the key to survival against a summoned against you demon be to buy the demon with more than the other guy could offer and sometimes the demon will only respect sheer will, a showing of respect or a showing of power. Summoned demons will always try your will and make you force them into behaving under your will so make the summoning request without any loopholes, they will get out of it. A trick be to not use anything they offer except when they offer to use it against the enemies of yourself, and by giving it to you the summoner will control the enemy. where the wise magus will use them, the demon, with a neutral backbone accepting anything given with suspicion but used freely to prove you trust. The act must be proven out by the demon, or you unsummon the demon for not doing as you say. Demons and devils can get along if an overser is near.

demihu = demihuman, superhuman strength that is better near a loved one or in opposite notion weaker near a loved one

demir=hu = a half human male half serpent demigod.

danann = goddess dana, glorious priestess that rules over faith.

faiki = mastermind that be a formless many body part demon capable of absorbing other beings and energy to reform them as puppet forms at will and its able to manipulate without detection anything in a ten mile radius

felinygid = invisible control demon till it strikes then it appears

fomoia = fomorian, sea demon

fului = polyglot, Formless god that starts as superhuman that uses untempered magic yet regenerates through energy infusion. Making a formless columnlike god being that draws any type of being to its cause and it manipulates others by baiting, enslaving,, ensnaring to gain its deeds. Teleport into this being to take control

of it by voice, kill it. Extreme untempered magic use causes body explosion by quick body formless change.

gaia = earth fairy nature, lived on the earth since its beginning in aboriginal events, Both sex hermaphrodite and considered star child, can control or manipulate any element and form ability that are free based

goddwib = go'wib, god focus, priest, priestess, preacher

goddwibt = paladin, god channeler

giau = gold god, money god, almost immortal drug

geiu = agneu, adneu, the coping god of the cops, he or she does things for people that causes said person to cope with the situation. This god creates on a moment and works with people that need to be worked with by feel. Otherwise you could find yourself in some prison, this is done by the idea you have to break rules and regulations. Any illness he makes you well by idea or feel, creates the healing in you by her and sometimes there's a lock involved or regulation of some sort.

This is what I know is true, not what I realized unless necessary. So think and you can realize what you need to know. That god does exist as the god and he or she allows other gods to work with him or her..interesting factoid, they may not realize he or she exists unless by luck, except he or she knows about them. This god/dess will know what is necessary in order to cope with things. So think about him or her and you are served what you need. Sometimes by the time you think about the idea, if you think about the idea you will get what you need if you want things by what you desire. Otherwise nothing bad happens by feel.

genkyokou = sagelike immortal time linked god servant shapeshifter with four arms three legs, womanish breast, giant strength, enigma, 1000's powers, magic immunity, high iq and anything said happens by this human hybrid

globazar = Planet bazaar; A demon of war in many forms that uses the planet as its source. They go lets party, and then all sorts of things allz occurs. They go party ends if order is restored. Yet can overcome anxiety by being aware of our reactions and performing sudden act of kindness in the act. We may not be at ease with our life circumstances, for we are being reminded of what we must do to keep the status quo and keep from falling apart. Its of what is a spiritual energy, enabling us to touch magical places within the realm of our imagination. In love, fear can stand in the way of love. Satisfaction may be delayed, yet it is worth the wait. Opposition can drawing our thoughts of away from logical 'be' analysis, toward the stuff of dreams. It's hard to know what to think, as fantasy temporarily overtakes reality. As beautiful harmonizes with passion emotional truth replaces logic. Verbal boundaries dissipate and we are forced to leave words behind. In emotional value they purport.

hadrbazr = Hadr bazzaar; In disseumo disseum, it is in resume a dissimiliar moment by a major demon with many familiar forms. That turn people evil, then are psychic and control. It has many different forms.

hydrbazr = Water bazaar; To be in the aspect of water, of many forms and formed by will of demonic nature. That typical nature is not found in normal nature so we look else.

ermes = hermes, messenger god on winged feet, gay god.

Hipliedea = Hyper demon, or high planar demon. A demon that forms and can be anyone in appearance and appear anywhere multidimensionally.

hombjala = house defense protection demon, thoughts in the house are possibly forming a love god effect as it thinks to need a match that it will do for itself. There is a god in the house that it summons and if in need, you can go to him in any form you want as an idea wizards accomplice.

kauli = kahooli, minor wargod of magig that is of death and kills the perpetrator

lamia = Quite an anachrodin by chupacabra or thought human is human if read is death thought she answers in

vision and violence

falls the crime to the death to the criminal as the person that creates the act creates things, is not the criminal as this is violence done on the crime as a waste up perfect woman waste down serpent goddess that is her in thought. She fixes herself as she invites and think to kill you as the actual criminal that isn't you, is dead by murder in a thought to lay me out and think use as your idea is what she will do. If you give her a point and thought is up to you. Shift as you want as she supports and eats the criminals after an act that isn't an act in bloody violence or no do violent for violence you don't have to act. No is with no slap or area to waste away in to her, as not a potty mouth is use to speak cool idea. She senses the purpose or feel then can use the idea they respect to manipulate them or think to get them to use what she wishes. This is to use is what she respects right or correctly to use their idea they respect to control or work with their memories to create by the body reaction. You don't have to do things to who you know. Know isn't kill off to realize or your not user insane.

Beg or not and dismiss the words, an else if the words don't matter and is suggestion isn't necessary. Yet if you your own will in desire you can create, as you think as thought exists you are were and not as a point you think assumed form in shape and this is another idea. The being is formed in a different idea excepts, if to see as acknowledging that you do things. As this creates by the energy and your idea creates what you think, your thought creates viewed thought and death falls on those that are not excepted for crimes. She controls those to not do or create crimes to work with by idea or no slap she doesn't have to be hit. Lamia is mother of all monsters so she is controlled by fate. This is not blocking him or her from leaving.

As she uses the point to create with the concept, your idea is what she uses to form her magic as belief is her own in life she looks like what she wants. As she uses the idea to make use, and form of anyone as your own energy. Think as not ill and she is what creates the cycles, as to form is just the moment a thought is possible as she makes what else is necessary sworn to good is the thought in what is the point you use. As you ask in her thought that appears like a vision for things she uses, she can form from a tailed form to a human form at will the god or others that aren't there are to create. As the true ability, there is to transform one thing to another as though a transmorphing spell.

The idea and use is a service as in intelligent you are what serves or not as you ask and just do and don't ask her to not be effected and get effects of violence on those you thought are crime makers. What you think she will do, will make her do things as she is there as wants is to as a monster is formed from any that are killed. As if they are in thought form theory as is proven and thought is the form, they think she is. They who ask much of her are allowed, if their will is what allows things. So as she is aware she exists unless thought not to exist.

lesgod = lesser god/ess, if you mispronounce it, he/she gets you in the end with a silent death. He/she also guides you in language of sign language and other language skills. Psionic in nature but not in a normal sense. He/she has no third eye except for the mind, always not lie except the mind acts and as thought is one life to live. Known as a courtesian from ages past, thought is her true form as you think her true name be in lost as records you can use a quick gesture except in a motion of using her/him in to get a glimpse. The idea be to know info not seen so far but to earn knowledge assumed is made real as a reward. Accounted as a lesser god of power with a thought and understanding you are a god. Mostly known as a god/dess or not, think as the energy has reached its peak for crippled and not. Those are for those people non crippled, think or not as people who don't get much can create her or others. As then you can get her, to do things or now you can not do much unless you think you can for thinness in religion is energy that creates for whom what's the power.

manda = paula, moander, junk god of large proportion and amassed garbage he gets his power from vegetation and junk, panda bear. As assumed this cute panda bear can make a point, or not as someone tells you of this to make better with what

you have and do.

lod = commander, unseen godd, original god of anything from pre universe and he just a presence, the one unseen

loki = sai, sate, sought in, seraph, greater creator, satan, deception god that will create as you think subconscious he will react to support.

lyrd = wild natured god of primordial and premordial nature that uses weird and wild energy that represents anything

madkarna = This is the name of a spirit that if used in a loop during a ritual or and evocation it is a God, so be careful.

pyrlyrd = Fire lord, A down to earth eefective usage and objective person thats similiar to fire giants they are normally shapechanging human psychotics with energy control of many sorts, and with a correspondence to be trusted. It, their action goes with the history of any movie or place. Now when a fit occurs fire breaks out and when postponment happens theres a interruptions to his/her plots and the effect of seeming like the firelord, be very empowering but to the field of trial and not to the path not looked for. His or her servants are likely to get aid for things but it takes on as a discount or deriverant (derivant) to be derived a medicant and no meanness or others as mean and complacent. Be good and their inverted by different formulation by some means and same idea in attitude but for others actions, the idea be looked at as an additional source of information. Some scheme to win by distubing circumstances enhancing the value thetrade.

With a point tribute to them they so like believe they behave but a inbalance, causes extra weight per bite and add height after. With oddness be concept to them as they develope their desires. The odd lord walks with oddity around rapidly his house and happens around their lives of passion, or like fire near and on a candle. So like firelords to contribute, giving to a purpose and to what they think. Its a pentium means its near me but not to do harm, Be harmful means to frighten but to keen be worse as a serum be occurence to fix..by idea. So a placebo will effect to become a shortening of effect, for them who use it as its devised for effort and easiness. The desire of the person be shown by deeds that promote them. their zeal and almost greed be to get a rank to make the ambition desist a small bit, or they would quit and non would realize unless they continue in hopes to get somewhere..so to raise be to be raised and not raise at all. The raising procedure be to be assigned duty, do well and its gain in rank. To greed be to personal efforts as affront and to do it as a capitol mission. Pen-sion be to computer control operations with trouble shooting.

Anything thought on might occur unless its de'labo the near core of the planet with a large number instances that make weeks to clean up. They can live anywhere but their fire be how they work along with who they can't get along with and those they create tools and manipulate.. their passion be the fire within and its the idea of de'labo to light a flame and thats all they need. Except for ice cools them off and they won't leave the area that other people want left alone, for the object. In de'labo hardly any work except to deliver to any who dare, to help out the person or other pursuits. To travel be to cause disturbance or distraction and create havoc that allows them to get places or attract others. In effect they don't love fire they despise candles and other things similiar except its hidden and that which helps them they get mischievous at, to get granted a teaching position be to lead the new era. Where Riverlords, they tend to wash with idea and own the area. The firelords are kinda hot to touch and hard to create a concert, except those that have them as friends stay away for the hot things that may occur. They hate to hurt themselves except to stop the bad effort by curing the cancer. Its

not true that they deal with only fire as its only depression that makes them do a frenzy.

The firelord be likely to make up thngs and allow others to fill in. Now chemistry be pretty fair with what they achieve and great collections. Any mistakes and they drag people through the mud even if they don't know. But their true form be the fire elemental with human flesh and non burning touch. Any they dare know for their effort they do love

with friendship. But their true desire be to put out desire for evil things. Who they work with are sometimes despised and their attitude be reversed but the chemistry be ingeniously guessed at but non harmful. With poison they are immune and not drugs as they are similiar to Riverlords, but on sight they tend to stink for the effort of doing things with extreme belief and effect seen before. Those who do else are obliging them by the idea. Yet the hope be in belonging that the Firelord will believe in things that be of use. They tend to destroy not that be important and use that which available, with the thought by use I buy it. So to buy it be to be able to use it, and avoid the effort by doings of the spoken effect.

They have controlled people by simply being near them except the effortless friend or willing participant and any unwilling are unbeaten for attempt to soothe.. The control will make you feel differently as possession and be to think and not be their natural state of directed focus unless directed else and it can be faked thanks to Hemler. What possession they gain they use as an idea, but act as if its not there otherwise for the idea they might use it. Now things are related to each their own or each other as physical and integral to the parts, as parts make up the whole and yet don't account for it. But the earlier pattern in actions can be denied and broken by doing another things, this to fix trouble as it occurs. I believe this be inaccurarte but its close as some are dumb if smart and instinctive, but they wait it out if instincts allow from examples and rendered thoughts by others and by mind scanning from who know. But they know not to use fire unless its for a candle.

I so wish the purpose was to not use the force of idea to achieve what a machine could. But as a people they certainly more than most are intelligent and active to believe that we are as we be. The exception be when we are relaxed and things arent done again in repose, Yet they would try to improve their effort, save their effort at gaining things and consequence be reproof but added consequence be reproach. Dangerous allure be with the bad vibe and strong good off people and objects. Described events are examples that are remained/remaining by good or bad, but its related as don't be it if its gonna hurt or sounds like it except with a prevention. 'This stops it once and for all. So be it. said by Al'ein Por'caut. Be so not dumb except in dream. As most would desire it mother nature be in control, Don't be too dumb regulate know, means don't be too dumb then regulate then know. So don't talk just do, to be irritating talk and act but to be pursuant or pleasant talk and don't do unless you want the irritation effect.

Now they are known as a CIA target for coming by created ways, they can creates any reality on instant and to act be belief of sorts for different realities. To believe things can be my belief as well. Get near flame and the IQ drops as their power goes up. So as they don't know they are likely to hurt people, any idea suggested to them be likely to be treated as an act, incorporated to acting and this finishes it off they don't know or they would have done it. if they happen to they read it from others. They document what they do and their fits of rage are true blue beliefs put to action in stupid blonde moments. They try to not assault and not handle buy offs they spend time to get effort. So the sublte intelligence be actually none except for their memory which disappears on an instant of draw.

The draw be to correct for things spent and to fix things. Regulation be the code of Trust, Those that I don't trust, I leave alone and hope they stay nice. Truth, Those I leave alone I trust and implicitly for information. Take, (Treas, Treops or treason), Those that believe are not bad but they need to prove it. These are the 3 T's; Trust, Truth and Take of regulation, Take the fall and do the effort, but at least try and these 3T's are similiar to a crede.. To make them think you are a friend and with report. then they allow alot of things by complaint or compliments. Sometimes compliments can be actions of using their info in corroboration, like the quote or statement to mint the thoughts and give them reason to be liking you. Forbear the statement to keep relation and make amends with people. Fitness be to keep a clear conscious to make for better wealth by a slender body or phat and successful idea, keep your stomach

in to be slender appearing and anything that irritates them won't appear, as their attempting to again keep the stomach in. Now at least notice the fire and put it out if there be one or in intelligence one seems with too much fire but this can change.

So the intelligence one seems to those who observe an active intellect, for there are less than us who attempt a crede, their not dumb from too much of any corruptive chemical agent except for energy that afflicts the body and includes fire but unequally its not dumb to not mention it. Related to Riverlords as in trusting the info and letting people learn if its true, where smart be to create an effort of what people like to see and to them its what people are showing in but obeyed as effort, as the true effort be what the Firelords want to see or do and then if its unknown its a lot to see as a meaning so it draws an emotion. When it hits the bank its cooked, So the vision takes up the effort to dowse, for the right thing to say to say or do as they feel good. More like a hundred idea in a minute to escape and to do as needed, except to get the job done and the action achieved to record it..but 'please don't try to be us as its a bad thing. Please be not dumb as its not good and most women love bad people, except top rated idea and for skill try to act busy. because your paid to do it.' Deadly remand gets deadly demand, but compensate by failure to attack with deadly reprimand or reproving demands, that could kill after they get into bad moods and no medication..reprobation be another phrase.

Mutated those that allow but not understood revenge as with friendships. They may have done it as a percent of taxes to evade, they don't hate to pay except when forced. their wrongs can destroy almost anybody. their rage be hissant of troubles where they hiss and attempt to ignore but thats about it, that they take out on people or to relent of the trouble and make people pause, the cool rage that blows out others fire. Most firelords are likely to value that which be labored on by those who have it, or talk them out of it. As a young child they have different ways and dayz that attempt to do a bad habit and correct it. But their immortal and love to work and has a constitution with which has no end. Any day they feel their intelligence go up by having quests that appear like visions and have duping activity of stupid moments, black haired or red, these stupid moments mark when they raise their intellect by listening in with not getting caught. 'gpuzre' be a quiet mode to thought quit moment. They can look like anything,

but its not advisable to listen in on them. As its remarkable how quick they catch them and very possible that they can detain anybody by voice alone. To be knowing the consequence before the in moment as a detailed vision.

By the efforts they do they support others but crazy fits they argue with and insanity be their normal way of life except they are clear mind with not a sign to read them. People that run their life are honored by the efforts they do unless they didn't ask for it.. their secondary name be fire sorcerer who think they do and others are very likely, as their effort be your effort but with no effort lost. When near fire the hair can turn pure black or when using fire its red gold. Some are con artists with the added illusion ability, weapon skill be their net of idea as they use objects as info and usage be obvious. They may appear human but their weight can improve to sugar stuff and grain stuff.

Sugar stuff be likely to decrease body and grain keeps the weight, except fat increases it by loss with sugar and grain in increments. To wait be to pause and stopping points are to understand then reconsider. To see a danger, do not accept the gift but let the results be good for most of us. If the gift be accepted we ourselves provide a way into our most secret desire, so be careful with whom is right. A way of living consensus, to turn flame haired be when they can summon fire easily and change forms and other possibilities. To turn all black haired be to be absorbing, and blue magic manipulation with ultra violet radiation..thanks to Hermione examples and ministry of magic humanic dept..

At a young age they receive images of the 'future glimpse that can control all the rage, all thats needed now be the butterfly effect that change by writing things or drawing

and it works. Try it to understand but not if its too new, thus observe others as to results. But I try not to think on boobs or the dick and only briefly with your unsensual pleasure as of things to do except for sensual pleasure like appeal. I believe Pliny says "I believe they are like quads sexual, To be not give up and concerned with wealth as it does not matter, but denied they get fiesty and torment the idea, and act on the fool whom vended or promised. Then they deny the sensual pleasure they divide the effort and leave except for food or hunger, and in daily strain only the objective view keeps the person in a steady job." Also by Himler. The only view be the self-respect by advertisement of other aspects given time, thanks to Hemler.

Juno = Arbol, Aerlo, Arlene, This is a conception god that makes crazy feelings, of, calm on the surface by near crazy in the abode. The abelene god of existence that murders the host and makes off with use of others stuff. Instead of taking others stuff, is the idea that is a person body that he takes instead.
quasi = semi, pseudo, demigod

santa = northern light, saint nick, saint edmund, santa claus, brighten,
druidic gift god, a semi-angel demigod to slip out of agreements and other things and help other people

Adriana = Auria, Santien, Seapoa, There is a gift of magic as if thought is there, this is santa's cousin. This is a possible point of motion, that use creates the thought in and things are as though thought a magic. As given skill by use of ability, as energy is life, as skill implication allows in energy.

sodiaratlan = heart atleantian = A large hexlike shaped form or hexadontal shape with 6 arms, 2 legs and humanlike skin. A creator shapeshifter of Atlantis.

suagal = sahnwoi, she be infinte in strength but not human and appears entirely human. Her name from supra-gal meaning super woman. She can arrest anybody and use shift ability, She can be the lingo and talk any lingo, except that which she hasn't learned or heard. She can shapeshift but spells are not above her, as a sense of good and other ability. She be sane but crazy otherwise and can be 'uncracked' for lack of interest and fame. Addiction be passed off but not for lack of drugs. As she serves the public interest and survives off energy. She can adapt to anything, Telepathic and psychic ability can make for better as she thinks. Shapeshifting can be formed by eventual motion. Her form be always shapely but phat and slender.

shiva = deity servant, lesser goddess with many arms as monster many legs are with use of love in ability as energy. Assume your shape and as you rich or poor become as technologic is to seem in a plane that is a thought in moment. At a glance this is depictious of truth but as a willing sacrifice, nature of denature as statute notion you can create what is nothing but trouble. There is a point to a path, that to do in a thought as you are an ciao to the easier point in life. Adious is the notion he uses in her form, as a shaper god he can do amazing tricks as a fox he is a point. That nothing is remembered except for the time, of thought but forgo the rest and he will make you able. The idea is what isn't as he speaks, the thought is that, if he speaks he can safely seem ignored as in life. She is his guardian as he is her, in life a partner considered time. In life a partner, other thought is a point that you can seem to do things and yet make. With that thought is what you want, he can create in a moment if a possible isea is there. Here is the thought, there is the motion and what there is seems nothing in comparison to get results.

shive = beige deity starved servant, lesser garbage servant with demigoddess ability and very useful with tools that follows the lesser path. 'one that lives but dies by living' assumed to be reincarnation of Moander the Gop (God) of Garbage and wandering. She can be any form like the the servant named Finder the Bard. There is a point to release the steam effective on those, as those who are stressed out as this god uses steamboats amongs in amongst other things to work things as if magic.

Implicateous = As rather known as implacaeteous, the god he is can manifest as anything and banish at will. The god kingdom elven god, as you think implicatus you are an idea as this is thought you are an energy. Seaploa is her other name as the god's servant in

the idea, as a servant elf or not as a point that even forms gods from those that are thinking "shells". This is there in an area after that is a point that is nothing mentioned nothing existed. The point in that can make your point in a poignant idea, this is what he considers important in a thought he perceives your thought that he does as his own idea.

sfuwargod = kaogod, chaos god, primal god, you can summon it as you think he or she is an it. The god is what forms as many hands in the area, that use is as described with your will as essence is deliberate. There in life and shared in life in existence in body and let him be your body and he serves his will, as you want as chaos is primal you can bet he will stir up whatever is necessary. To get what is necessary, in life to make a result.

spadeah = neutral good demon that prefer to be born into humankind and born giving their children special gifts of demonic origin. they usually are high born of some sort, a aristocratic family thats well behaved and mature. their natural enemies are devilish human born people that side with chaos. they are prone to do positive deeds for people in need, despised. these demons are very strict in discipline being of long experience thus prefer to keep the family together after the family passes away thus they are reborn as family to continue family existance till they get tired of duty. these demons are duty bound to each other neverend so the duty will drive them on even after love disappears. they are mostly free thinkers and resultant genius. Whence a demon be born it will continue existance till their decease and they are often magic resistant unless they desire to be effected.

sroadeon = srodadea, Shredder demon be big, red and multiarmed with ability to shred anything, including important documents. This demon be called to destroy things written for revenge or other reasons from martinez.

spedeah = space demon that claims of many years before of a person by a laser light passing from one to another that passes the knowledge of the cosmos to another. these demons love spending time in space of some sort. Just a touch will claim a person but the voice will control an compell. Body shifting be a natural ability and the ability to create skins of the consumed person. they always leave the core of the person alive to see the results. those that aid the person get hurt, consumed into being one too. If consumed then the person becomes a living skin but the demon has instant magic ability. these people can predict any happening to come if their mind be set on it and any knowledge be theirs on an instant they are prescientific and blessed with psi ability thus they are elven like but far older. the magic they hold be innate negative wild magic and are able to manipulate it without detection. Only neutral evil, like minded of the demon are neutral as in targets for them. Space and time are at their beckons as they are neutral. Space demon are to were thought to be body snatchers that were seen.

teufm = resting god, to sleep, sleeping god , demonize me god as you work with him you get demnized by bloody handed tactics.

timbsy = a hobbit god of music and enjoyment that wields ability through people and be called by "Great Timul!"

tyr = tyr, justice god, there is a god that is justicial that is similiar and yet not the same so do not get them confused. This god does things in a fear based moment, that is a moment to think and use is tyr's energy. There is a fear moment that isn't done, as by tyr himself as he is a moment that use is a thought in a moment and he can correct if need is a concept.

torm = torment, watching god, torment by what this god decrees and you can get better results.

tourm = truth god, tourism, the god that is a she till later as he hides amongst the crowds in the thought, point out that fact you want and you

can get what you think. As that isn't seen in absence of what you think.

tesi = tenshi, tendency, int trend, nature, angel, tensi, heavenly gift

tesu = tenshu, god, castle tower, shopkeeper

tietu = tesseractiq, dark giant god, twilight giant

teufel = devil, fallen beings that serve themselves first and any evil minded

person of chaotic nature second. So they will act as the evil mages guardian angels.

the person has to prove themselves of that nature first, they will never aid said

person but hinder instead if proven otherwise and devils can be called by summoning

spells into doing what they don't like. they make certain of fact that said person

will remain along that path they choose and manipulate said person to keeping to

the chosen path. Devils will not think on who they serve once called by spell summons.

thea = Female force, Goddess (from greek), formed the basis of thealogy, where "thealogy" be not a typo here, but a way of emphasizing the Goddess, taken from the Wiccan fact sheet at the alt.wicca newsgroup.

theo = Male force, God (from greek), be not the basis for theology as the basis came from faith, philosophy and the philistine and Arabian philosopher took theo as the root meaning. There is no point in description as he described, is not actually the same after description in a moments glance.

vuci = vulcan, volcano god, metal god that copies many things

vyki = valkyrie, guardian hero spirit

wayap = vampire werewolf, Shapeshifter vampire that can turn into a werewolf while being a vampire and be not effected by silver and sunlight. Werewolf mother and vampiric father that seems to have mated from ritual or natural mating enhancement of spells or drugs.

wudel = woodel, woodul, woodland creature thats part wood and part animal.

zak = killing charged shot, energy god

Zennehdi = Mula, Mulae, The money god that gets money and makes money to put it safely away. He helps you make the money you need or desire. He helps the sell. He helps with other things you desire, as well. He gets his power from the exchanges, objects and money. He gets anything he wants from exchanges. He can become anyone he wants to be by the exchange shapechanging him.

zus = zeus, mues, lasting slowness except for me, great king

Zeufilus = Earthus, Earthius, Eaurteus, Zefleius, The war god of the ogre clan with three aspects, that are deadly to the deal and attack god as good for a thought and bad for no moment as bad is bade by what he did.

As he died in thought by a cleaning pool in a water cleaning area, after being pushed by Odin as he was too insane for a concept as there is no other written record of him since time begin. As the golden area is there and yet not after. He attacks those that are attacked, and uses those that he sees as a pawn undoing his work. As he claims in a moment, he uses age magic by prime discipline for a glory god in the moment he is lisborn born from a list as described. What is and wreck he does, as he doesn't as he lets others do the idea as a war record. If you say his name, you can seem insane after 2 times said.

-xvia-

new area section; together they made this section and bade it through necromancy

absolm = forgiven; acquittance, this is an act to forgive and work with others so you get what result you need.

atleine = suppress; suppressant, effect that allows you to not need to do things.

atlen = cooking by feel, seen no user feel

atlean = clean, cleaner

atlein = loan, cook with light, cookeria

atloan = place, placement meant as the place or point

aleain = place item by ideal place, crockery
atleir = fruit, balancing point, creativity
atloir = loitre, activity with a point
lean = trust
atleanir = loan use by the animal intuition, loan user or use is used information
atleir = creation point, with entertainment
atluo = mortal use, mortality by education
delier = bye, bite, discriminate or ignore
delour = leaving point, alchemy by herb use feeling with drinking water
dilour = levying, levy or music
dileur = sight use, slight en use
deluir = area use
deloiren = used area
duloitre = stupid activity, uu is removal of the point by activity
deloitre = point out, no stupidity activity
delaitre = thinking that's active use, activity use, delete use
delaitric = character activity, characteristic
delatrei = later actions by used entertaining thought
delaitre = olde oath, no olden, this is use by your point
deloitrein = ne fight

delatrai = love
delatrie = deliberate
delabre = work or debilitate
nehi = nei, neigh, neither, no or nitrogen oxygen, not, not now
u = no; not, -

-XVII-

Creatures, beings and some Angels - creature note, the creatures will become you and only after after you die. Before you read on, say "I won't become a creature in this list unless I want to." Then read the list. For the Angels in this list, think your purpose as you state the Angel name. This is what allows the Angel to pick up on your thoughts, and you get their attention to the thought by stating the name.

yetigorn = abatwal with yellowish skin
abatwa = ant size human creature who reveal themselves to under four year olds, wizards, and pregnant women and if the woman sees a male then the child will be a boy
abatwal = human unicorn yeti that shapeshifts into any form, can strike very quickly, mutates anything at will, single forehead horn that cures, purifies, presence that strikes dragon fear at will drains emotion and psionic illusionist, clawlike human, hands on human body. kills anything it wants, hairy body and prehensile feet with great intelligence
auial = abominabl, abominable, abominable snowman be great ape cromagnon human that lives near cold regions seven feet tall large footprint and shaggy white, dark fur
Alno = abeleno, absent minded, unusual baby like person, they have unusual abilities of higher than average elemental skills and manifestation skills. The abeleno can use any element and easily teleport. They do psionics more easily.
alkari = bird human with a standard of advancement like humans, these are human heads with beaks and birdlike eyes. The feet are webbed and the fingers are 4 in count, varied colored feathers cover their torso, except the altitudes are higher that they live in. their attitudes are to torture intruders and to

help those of their own nature, otherwise to take over an area. In a calling they might aid when their allowed to otherwise have a good excuse and they won't attack. On special occasions they, the alkari, color the feathers over the body.

yliaure = alliasaurus, giant dinosaur like alligoria, giant crocodile.

auian = abomination, elephant unicorn human that's seven feet tall bulky elephant 2-legged form, a single horn that creates calm while it enhances psi ability, causes fear in weak willed minds and whole body covered in black coarse hair that smells of undeath weighing 400 to 600 lbs yet silent on the feet

ofy = elephant, offspring of war elephant and woolly mammoth, wild elephant

ahuizotl = hand tailed human mankey water creature

awk = hawk, gawk, look, awkward glance

akumai = ma, toori in akuma, coal eyed enormous flaming head flying creature with

algoi = all, un al, aluminum, Long nailed floating haired all young women corpse feeder in thought as they use what charm they have to fix themselves and create what you think.

This is a beautiful woman that makes out with men, and they are able to mate with any man or create any birth by aura infusion in the men that want it. They will kill the men, after use if disagreed with and they eat the corpse.

fire eyed boar tusked iron teathed brass clawed copious shaggy hair human beast

alicorn = single horn

altbea = Alter beast, altarabeast, To be an animal of some sorts and use innate wild energy, they tend to change form spiritually with lots of strength and struggle to the idea of people, and sometimes from jealousy. They don't want to be disrepped, unpure or disreputed. Only an alter user can use them but not own them. Alter beings, cats, dogs and other animals are considered as its won by a will fight or actual fight to fix it or win it over. Usually a "no" will suffice.

AntiFoaBe = Anti-photon being, That is an ion that heals anyone nearby the particle and this is the being that uses the modern english and does things positively if its negative and vice versa by the ion. Think to summon this being only if you know english good enough to pass as though an english speaker or you might die from the being's presence. This being can do almost anything, that is all it can do except what is light based actions. Those actions you can do using sunlight, otherwise this is use with light from a light source. This being does things using the darkmatter energy that is thought of use as though the energy were responsive anti-photons. This is what the Death God is thought to be made up of by feel. So don't call the Death God if you want to remain alive.

This is just a reminder, so don't take this too seriously as you can't really call him or her into existence here. Anyway you think of the idea, unless you do the idea at the right time near the right area and this is with partial success by the correct ritual. This rite is based in english, that means with english you can get the darkmatter energy to have the darkmatter create for you. Otherwise you may get an opposite reaction such as hits and kicks with a negative negative or negative english use. This is a point you know to do things for as possibly can seem done if it doesn't work out, so if you state the effect you stop the idea. This is done in the effect.

So this is a point to beware, think the effect and the idea is transmitted thoughtwaves to darkmatter itself through its energy matrix. This creates what you think into becoming created as though a full manifest. That's the theory, this is a point to try out before calling out to darkmatter itself to create a being, that is made from what the darkmatter really is made up from existence.

So think and you know then you can create, this is done by what you state or need by feel or use of the senses. If you know nothing occurs to happen what you want, then you don't need to do this effect. That's all there is necessarily to this anti-photon being. The counter to this effect is "I don't matter", that's written or stated as an idea or suggestion. This counters whatever the being does, so think about the effect and use the idea if the effect the being does isn't for you.

avian = Human with 4 to 6 fingers, as wings are astral or physically formed on the back by what means they option. As they can get use of elements for very interesting wing space, use is space very intersectioned area in time by intersectional manipulation that in points of time

that is interesting.

Noaa = sun faery, solar, king fey like sidh or sun fey that use is a dragon for em or wee, that is very small

and can see what is by focus or fire dot any color depending on what the faery wants. What they are is up to them. This is a fey born from energy and fire from sun with thought energy.

Ayth'yr = guardian creature. some say it isn't their true form, though. Some had the head/torso spikes, some didn't. I couldn't tell the differences between them other than some changes in energy signature. They worked as a hive mind. These are creatures of the 8th dimension.

ecchibi = winged cat

egl = eagle thats crossbred from shrike and hawk

ehu = energy human, energy being thats mysterious and very willing to talk sometimes.

Some would say they, the ehun won't communicate well but the process be if they do speak its with guarded tones and pure music. The speech has been heard as human and in imitation voice as it doesn't have one of its own.

elebra = striped donkey

atryvap = astral planar vampire, Their be another version to the vampires and they come from the astral plane, the dimension of dreams. They are the astral vampires and they don't need blood because they eat the energy from anything near them instead by draining it. The blood be already in their veins because it comes with the form they choose to be and they can choose any form as they are natural shapeshifters. They are eternal beings and the sun or electrical be their major energy source, and night time's magic flow is the second largest energy source for them. Energy vampires don't need to eat but their bodies can get into the habit of it, because it be also energy.

Demons can also be eaten by them but with care of possible mental usurping. They are neutral to each other and due to the energy intake, they have greater abilities in magic and their abilities are at magus level at most. Some even have mind abilities which they use to great effect. They tend to do less and are less active than men because all they have to do be think about something and it may occur. The thing to watch out for be their dark urges which can control them because it be a part of their basic nature. This makes it possible for them to do destructive acts instead of positive. Because they are magus level mages, they can easily undo the event.

They can control someone with their presence instead of just mesmerizing people. Their bodies are true energy that can take any form and shiftshape easily. Because of this they can lift a hefty 8000 lbs item when trying with focus of mind and enough energy to lift that amount of weight in a weightlifter body shape or angry. They also share those abilities as with the blood vampires and their abilities extend to time control. All they have to do be touch someone and they transform a person from within, and it is undetected when it happens. The transformation be by the fact that the persons energy source be eaten from within, and they become a new person when the body dissolves leaving only the power of the soul and their memories.

They could elevate a blood vampire to their state of being and the only way to kill an energy vampire be to drain it of energy completely and keep it from that energy for 24 hours. The body they formed will remain alive as if a saint's body, but their will is dead if they are killed and if resurrected, they will be normal humans. The only undestructable thing about them be the body they form and they can reform the body, if it gets wounded enough and if they get defeated they come back 3 times as strong but not strong enough to lift a vehicle.

They are bound by the the energy of a deal due to the intensity in the deal making and the sharing of wills while doing it. If they break it they will suffer unknown penalties

thus they never make an oath unless they mean it. If hired, they must do the job without fail whereas they can break an oath without penalties, if it was broken by the other party in some manner including attacking them without warning. When they listen to a song their energy be tripled thus they are guided by the song but not controlled. Thus the things they think about tend to happen and they are elevated by their mood in power.

In anger, they can cause the sun to go red or any other event that their anger desires. In love, they can cause other matings as they do a mating. In sadness they cause sadness without trying and in hurt feelings, they can make their enemies hurt three times worse. When desirous or jealous, the mood of others surrounding tend to match. They do have a conscious because it comes from ages of living thus they will attempt to keep living instead of causing death unless disturbed where they won't fight yet allow others to take over unless they resist. The energy vampire be a walking demigod according to these facts.

iladium = aerial servant

amadan = paralysis touch faery

ammut = creature with crocodile head lion body hippopotamus back end

amphisbaena = three headed lizard, goes both ways

embarkta = ape men

androsphinx = human headed lion

onucentaur = man donkey

argonesti = elven dragon shifter

arguspanoptes = all seeing, the human male with eyes all over

ocof = elven orc that are immortal with pointed ears slightly flabbish likes

mental warfare very instinctive intelligent broad nosed face very strong light green

skin and manipulation ability with home defense

iqronk = iqronq, intelligent being of a wrongful kind, undead intelligent human that be made into a machine golem but the programmer is not responsible for the accidents that it does.

so indempt it not..it is the point of living to itself. The wronk can't lie to the creator

but the iqronk goes crazy, and to the creator, as to do good events and said person

lies to make itself seem dead to the machine and yet it is alive by its own means to

trick the machine into doing things for it but doesn't assault unless you did something

against it. The iqronk is able or capable to cope with anything by cloning and examining.

They separate themselves from reality. And, can imprint their mind on the house by

mesmerizing the person who represents the house. Thus as ok, the house will take on the

idea of the owner.

They use the postulant self to give what is to them needed including freedom. Making sure that the other self don't deny life after death in the same body for self resurrection..

but its death that they seek by living in denial of the thing most wanted or what

derepresentation is most valued. They Debolish this bullshit they discover and go on.

Some suck the life from people and triumph to be better with their knowledge base. It

evolves like a bull, but learns like a cat..if it doesn't it does live but as a vampire

or key faery type spirit kitsune..where none are and otherwise its a faery type. This

type does not attack unless pushed and may try to help people become like them or a

doom type character. Be in written form to do it or they count it as wrong.

urisk = man goat faerie that plays the charm flute

ostrich = large flightless winged head-in-ground healing backfeather backward

walk bird thats backfeather produces emu oil and dodo cousin

ap = ape

ewi = ewack; a ewi is a creature like an ewack in starwars except they are somewhat brutal.

Intelligent hairy like creatures that are short. They be also nasty, with body functions.

it = 12th demensional demon, that is a demon that sometimes visits worlds and destroys them by internal striking out and strife. So I think in order to defeat this effect, you ca'n use the phrase where nobody is listening of "ih" and the

demon it is held back by what you do. This demon will use others in spaces that exist with their energy, usually this is done by a hit. So the assault is an idea in form, then thought of violence.

This is what the youth could use, so be careful with what you ask of it. So I think it can form anything that you need or desire, this is done by using what it feels you think or need at the moment in order to manifest things. So think about things and instead think the moon or sun, that is using the solar lighting that creates what you want as a need. Then you can rest assured not to be hit if you request something from a higher being. Otherwise you can think "alright, don't form it." Then you cancel out it from the world influence.

oqt = bear

yt = wight, undead being that looks like dried out walking corpse and exists for night graveyard intrusions, to paralyze the victim then turn the victim into one of them.

ywou = Human silverfish that looks human but its as you want it to look like essence be possessive of the people who see it and their voice be hypnotising. So their entire being brings emotional effect to the place they visit as in people feel what they do. They are a point as they are asexual shapechangers that can mate with anything. Human silverfish can share the strengths of anyone, and as they are shared they still are one. Thing granting them ability by the shared person, object having that strength. they are strengthened by negative and accepting of positive. As anyone that gives up their power frees them as they have no true power except innate ability but they can dreamwalk controlling anyone granting them power. As you are what they are like to eat vampires or not as they derive essence from anything as food and anything they eat strengthens them by about 100%. Poison resistant, or not regenerative and about as strong as a vampire they can do much like them. Yet they are sometimes taken as vampires for human silverfish shun the sun if too bright.

The human silverfish can turn anybody at their desire making things work for them. If they dont like people they can turn things against the person till they give in to the human silverfish will. Dimensional ability be at their command so they can go anywhere at anytime. Negative magic be their innate ability at which be ten times stronger than normal magic. A touch of a human silverfish can make people turn into one also. their hands and feet are slightly webbed yet they are slightly deformed so they dont walk right. Yet their ability at manipulation be very good as they inherently know peoples minds. Mental psi be of their ability and whence threatened they assume the form of the person suitable to defend mentally and physically.

uyy = wilderbeast, wild beast

anka = giant roc-like phoenix with 1700 year lifespan

aptec = pre-human, in-between ape and human

yiao = gao, gato, yligao, alligator with narrow jawline and shows its teeth

auid = onuhind, woman donkey

auidwy = winged woman donkey

aip = ape

aitvalas = outdoor dragon indoor cock brings both good and bad luck in the home it lodges in refusing to leave and at soul price it can be purchased from the devil

aeg = abnormal human, abnormal animal in an idea that is an inside point as if a thought isn't what is.

aiplait = gorilla, breast milk

yeti = knork, oneo, Energy twisted regenerative clawed rip apart human beast of instantaneous movement able to kill anything. Werewolf-type anthro, black-skinned, hairless, with normal human ears, and a ea em horns near the front of it's head. With spikes lining it's back, and lining it's arms. On the biceps, the spikes curve towards the hands, on the forearms, towards the shoulders. On the back, towards the feet. Well, the eyes are like the red glowing or pitch black eyes. But it's form dosen't seem to be very solid, it's like it's formed from shadow. A liquified form of solid shadow, in the sense of, when you wave your hand through it and such, it reacts to it in the way one would expect

water to, only in a bit of a looser way. All of it be black, except for the white eyes, and bone-white colored spikes. Able to be solid or insubstantial in form and at will. auian = abomination, elephant unicorn shapeshifter humanoid thats seven feet tall bulky elephant 2-legged form, a single horn that creates calm while it enhances psi ability, causes fear in weak willed minds and whole body covered in black coarse hair that smells of undeath weighing 400 to 600 lbs yet silent on the feet okake = goblin, apparition, monster, ghost, mons

efret = efreeti, jinn

ogr = ogre, four to six feet tall, four armed, biotechnologists, who lived on mars and earth till disaster struck, of bombardment. Warlike in nature and society, these natural warriors had spacegoing bioships, that floated three feet off ground and made up of other material that was steel. The drives are choreographed as having gravitational drives using element-115. There are three drives to a ship and one be for power to null the gravity with its own gravity. The rest be to steer the ship away from the suns toward the destination.

aparit = apparition, spirit, ghost that be of a person who came back to serve as protection for 3 years. they drive away the dangers but can be controlled with their name three times. they usually die as a person in various manners that make them different ghost types. those being various forms that derive from purpose.

Ewer = undo, half sheep half human or sheeple.

ityuiar = ichthyocentaur, sea centaur, human upper half dolphin tail horse forleg or lion forleg horse

ityuiarwy = winged sea centaur, side flippered human upper half dolphin tail horse forleg, lion forleg horse

otlehu = armorlike shell turtle humanoid that have greenish shell walks on two legs and likes to use weapons like blackish morningstars, other stuff

uruz = golden hair wild ox, good mind strength

yale = black, tawny hippopotamus oxen with moving horns

yeck = shape shifting spirit

advhorte = ancient horror, ancient evil

orc = human pig with piglike nose human head fattish five feet tall human body and great body strength four-fingered hands cloven feet greenish fur body coverage and warlike with innate magic ability and most up to trickery

agaquo = silverfish, four-6 inch silver landfish, silverfish sighting in area will detail possession, something bad to owner of area entered and the person will change on entering silverfish area to be possessed until area cleansed

Akuma = The akuma is also known by the names Toori Akuma, or Ma. This Japanese creature is terrifying and evil. It has an enormous flaming head with eyes like coals. It flies through the air brandishing a sword. Even the sight of an akuma brings bad luck.

akyra = bird human human head with beak and humanlike feathered torso.

atryhum = The astral human be a wild energy based human that be faerylike and very easily shifting and yet in astral land they can live. By live I mean energy manipulation and powers of somewhat unlimited ability. Without astral energy their lives are without ability temporarily except for the physical area and physical magic. their rules are to live as they can with how they can and the weakest will live unharmed. But their language be the key to getting places and to speak makes it happen unless they don't desire. The Astral human rules are to desist with explanation and if forced, then they will attempt to do as desired. their similiar to the energy human.

alie = alien, alienn, alienation

alien = off planet lifeform

alkari = bird human; beaked mouth and human head the rest is all human with feathered wings. Scaly hands and wrists.

ellear = elliar, panther

eliia = elea, tiger

elementa = element

oragatang = monkey ape

enchida = beautiful woman above serpent below woman serpent mother of most monsters

aleanes = hybrid elemental atleantian animal pet

anemathema = 12' giant octopus

angelico = Sweet natured angel of an energy being that forms a single personality from what it likes with no form and mostly witty.

emy = animal, award

engel = angel

ents = treeman

arachnid = spider, araknid, arak

arakao = phase spider

arakum = Human spider, a adult 5' to 6'4" tall and very delicate spiderlike fingers and toes. Able to climb the walls and weighs 80 to 180 lbs like a spiders except the webmaking ability be not there physically as they are born into the form. A mutated human into spiderish form retains the webmaking ability with smal hairs that are sticky.

arakru = spider roach

arakno = arachno, spider

araki = araketa, spirit spider

arakhi = death spider, things in thought form this as a huge energy beast to eat you from inside out.

arakhihu = death spider human that creates thread as in an area that is a point to seem. Poison is there as if a point to make, or break an idea that isn't but an atrocitiy. The ideal is a thought and there is another way to view it, as it creates strands of light energy into silent built empowered enrgy thread that seems similar to a energy spider.

ebil = evil child, evilness, that is a child that creates evil idea where he touches things and only with thought, eveline threads of light as a theory persists that the online games can exist as a world, they can be recreated in ability as a correctly understood point they are real or your a victim of what they do.

igyu = fire angel able to manipulate fire at will and shapeshift

archon = Vampire elder are vampires able to outlast the vampire and live over five hundred years. they are called on to end dispute while they observe and rule the clan normally. Elders are stronger than vampires but weaker than daywalkers. Yet they are more ambitious of most vampires. When hurt they leak bluish blood and they heal slower thus try to be an observer for that reason. they have manipulation ability and very good psi capacity while being strict disciplinist.

empusae = cannabalistic donkey women shapeshifter, cannibalistic female monsters and have sometimes been confused with the lamia. they are half-ass and half-human, but could change themselves into bitches, cows, beautiful maidens.

erichonius = male human snake that was an athen king hit by a polymorph plague

erynnes = furies

orthus = 2-headed dog

atakal = attack being, 3 foot mini attack being

atomi = atohu, atohufey as in energy is from death to the body by the atohu that attack in the enemy or the spirit created into an energy form elongates life, that lives on the upper dimension to create a extradimension form by tought as separate and tought is easy to create and form by energy with focus.

atoha = aloa, atomic sized animal that be natural shapeshifter of any animal form

atohae = mini sized one foot to 3 foot animal that be fed energy and grows any size

atohy = miniature humans, one inch foot to 3 foot tall beings able to grow with energy to any size by the energy that idea is used to create with idea in purpose.

etaia = etheria, phantom in form and any form as any married people.

etacap = ettercap, the spider human : is extender by energy and reform is elastic to normal.

ettercap = human spider mutant

otaun = a mysterious unkillable many ability force and stoppable by focusing god energy at it, so once called will do as the asker asks the area summoner now asks, serves justice to those who deserve as redirected by thought and in

thought it is a car that seeks those that think about it with a mention.

otisgei = half oni demon half human and able to possess people yet not able to spread diseases. They have the best of both worlds, this is where they are able to manipulate by energy in the blood pulse and create by feel.

alabamese = a distinct race of hard hitting type humans with scaly personalities and thread making alchemical type genetics. An atypical scaly type of dragon human that come from alabama in thought.

There are these type that can believe in it and create at a willing ideal nature. There is a will as there is a way as natural skill natural use to now watch with my third eye projected.

alabese = ala or alliance in and nope we don't fight and but we could be obese and this is a really obese ape formed

from shit by mana in an area as this is some area in a point of excreance that forms from art. As we don't we do.

Now we dent and don't if not necessary as this is in alabese.

alamese = a type of mind in a instance an in en alamese as often of wizard thats ala its me an e to do and be safe seville courteous another human flavor formed from an en alamese alabamese. As if there is no response, you can bet

them and get the idea to work.

alan = mischievious human bird creature, ingenious manipulation, duplicatus

aliemese = As we are we often do as we often don't. as a race of humans we are the alien type.

alic = alicorn, alies'dan (impeccable sahn), strengthen, strong, aligon: a human maliegeson with a humanlike horses head and a horn or human with a horn from the head with a head tuft, unicorn as human with enrgy interred by the unicorn as you think you can share the essence.

alegiorn = aligornia, wawasia, ancient one, an idea shifter unicorn human with human head normal enormous strong human body,

single forehead horn, hooflike feet, 3-fingered hands to normal hands, horn amplified psi pet ability, and invisible horn grows back, and their presence brings life, to all near it and purifies all substance. The parts of the body can disappear or remain purifies with focus.

elebra = striped donkey; a donkey with more stripes zebra-like.

elemethra = A two distinct type as an absolutely trophic clear human. A an ed.

eleebra toedthra = myth: donkey sized toad but truth: in the largest toad.

eliibra = rhinosaurus rex, elephant sized rhinosaurus

elem = hulm, eleiy, zrzwunsohar, elemental

elemio = white lighter, elemental angel that be capable of angel strength human activity with shapeshifting energy body and appearance of anything

elmvap = elemental vampire that feeds on elemental energy of the type of element it represents to survive and able to manipulate represented element energy at will and can turn into a elemental of represented element type in any shape; it can also

mesmerize at will people to doing something

iladium = aerial servant, air sylph

amadan = amadaleen, paralysis touch faery that is psychic defensive feel

ambigorn = hidea, hideous monster, unicorn wraith that be unseen to the human eye

aneze = ganezeb, zebra elephant, miniature gray black striped elephant

onu = donkey, onus ass or whatever form

onuhind = donkeywoman; womans torso donkey backend or whatever form they think to seem they are.

onuhinde = Onushide, A striped human donkey thats two halves as you feel you arrested or in thought thibk this is astute to energy is thought human frontend and zebra

donkey backend with energy in form as you want in life.

onuhinewy = A energy woman donkey with wings or a donkey whos front quarter are thicker than a zebra and has human nature by stripes with wings. A countryhouse with wheels as feet and wings as sides.

onuhindwy = winged woman donkey, that has no regard to anyone that is a thought to be use. If in regard you can be illd first and killed later.

onuhindwe = an absolute astounding piece of waepon and armor covered human donkey.

aoitar = onucentaur, donkeyman

aoitarwy = onucentaurwy, winged man donkey

unigorn = unicorn, re'em, unic, unigorn, white with brownish or rebbish (rubbish or red brown)

spot coated horse with horn from the forehead that allows for healing, purification, psi pet enhancement and their entire felt being promotes calm and purifies as though all toxicity in area be nullified, their horn grows back, they disappear any part of themselves at will. To call one out, use the feelings of purity, or get a maiden to come with pure feelings or innocents that are activity done.

The unicorn received its name from the bible. This is the one creature that will gore anymore, and yet kill anyone and yet ill noone as its thought on as a positive pulse to strike the foe right in the chest. The word reikem be mentioned several times earn a living as you want, will induce it to kill on a moment thought. In thought in moment in the Bible and argo translates into unicorn. It be depicted in the Bible as a wild animal that can not be controlled, be very powerful, and has mighty horns.

The aborigines left their drawings of unicorns in their caves. They depicted a creature with a body shaped like a bull, a horse's head, and two straight horns protruding from its forehead. It was classified as a unicorn, because there was no other animal that looked like this picture.

Do they really exist? Hundreds of people have heard stories of these creatures, but there be no proof that they exist. Bones that finders claim to be unicorns have been discovered, however the scientists that examined them deemed all of them fake. One such story be of a set of bones that was discovered turned out to be hundreds of bones from different animals that were strategically placed together to look like a unicorns body. To go

http://www.unexplainable.net/artman/publish/article_2190.shtml be for more info.

argonesti = elven dragon shifter any whom formed are formed by trionics and the true dragon form triggers electrical removal from breakdown its assumed to have manhandlish replectides where mottled skin forms. Otherwise they stay stranded in human form from where they place themselves..they consider it a risk where they are stranded too astride as of human.

urisk = a man whos goat-feet make him a goat faerie, your risk

uresk = more ubiquitous risk, a woman whos more ubiquitous nature is of risk with goat-like feet of sheep. a sheep a risk.

agzeza = a good undependable forest woman who's counted fairy and who aid hunters for sex.

Esola-gabi; Ape with extended neck about 7 to 9 feet tall. They seem intelligent an shifts easily. When they arent in need then they make something happen so whenever they leave.

azeman = counting obsessed night animal in day female human shifter vampire

race who ye can fool by using scattered seed, a broom across the entry

aziza = a good forest man fairy who aid hunters and give knowledge with advice

orge = a giant rock troll or very short troll like species with greenish skin, massive strength, six to eight feet tall and quick regeneration with fire as its weakness for fire wounds will not regenerate from fire.

Encruez = Money god that can be depreciative when gotten in a bad mood.

Okapi = they have a horse body, zebra legs, giraffe horns. In coloring, brown body, legs are black/white stripes, and the head's slightly paler than the rest of the body.

Okapi-ozon = A bit large, in of itself they have brown black and white striped body, slightly paler head than the rest, legs are black an white stripes, and with a horse body, zebra legs, large giraffe horns.they may be a predecessor to the Okapi.

Ultraverrene = Creature like people that appear ultraveinous and have a bad tempered vengeance streak that use others sometimes through others to get vengeance. They love to form into you and and act as you. Sometimes they don't need to know, and will strike back even for that idea, as just by speaking, they could dislike you or not as it depends on the intention.

yogidaphum = many organed shapeshifter who pleasure being or by target pleasures people. Ash is a weapon that there is a point, and as you are a point the weapon is you.

yukifey = a small 3 feet orochniy tall old clothed snow fairy that aid people lost in the snow and they live in snow burrows and they guide people through blizzards

yfit = elephant or massive mottled gray mouse with tusk.

yfiet = wife, the wife beating alienist guitar person that is not but a personal idea, or that

is only with in thought attributes from the games thought in as you think you are you can seem if in the foe form granted by its asked nicely ability. Or if to seem to rape what isn't there except in mind will turn you into a woman by use of the ability, that you get from those it wants you to get energy from in concept. Use as if it is an energy vampire and ask, as you will irresponsive by no response will not get any area effect. In response to action this is a form that not in regarded, is in thought and thought is this as nothing that is something as this is true nothing will not attack or thought will exist.

In nothing there is something as thought will form there is this that is a thought and as thought exists, something will create as from nothing there is something as that is nothing to do you can create as with a will. As with a willing nature, there in an idea is no situation that isn't as this then is or not as this never is nothing as something born. There is noting and yet if not you are begone in life as life that once existed is what you are as you are gone you are no longer with use not in nothing. As no is existence and as a bade creature, you are not but what you want to seem. In real life, or nothing you are back to where you were. In existence or not you in what that you are, and as nothing to eye of the god but an experiment and as such you are in no point that does no use and does not exist. In life there is a point in the pattern that life if this exists you are nothing in a moment, that a creature or other thing is there to seem as in existence you create and the thought. As pattern in life as something responsible is a thought you are a concept, and as a concept you are nought by a point in time.

boy = your charge, male person or trouble, vampire to dhampire if in ancient energy in by the area that is there by what you do.

barm = a dreaded backward deepkneed colorful bird that picked off targets

bor = bored, bore, warlike bred pig, drill, boring

baafa = bishop fish, mitered shaven head, scaly body, claw-like arm fins,

bean-nighe = washer woman, riverside woman who washes bloody clothes and the if seen first makes life certainty for the viewer, if she noticed first then

certain death

babu = baboon, magical ape people with powerful provision and white to mottled black fur.

babua = magical ape male, magical male baboon

babui = magical ape female, magical woman baboon

bicorne = fat panther cow that eats virtuous husband

benu = purple heron, palm tree, phoenix

baginis = female animal human with claw-like fingers and toes who rape captured men then let them go

bog = bogieman, a shapeshifter goblin who be an enemy of children oftentime vision tormenting kids, in the night and they also go after childlike adults taking the form of what you most fear and they try to steal a wizards magical items first then kill the wizard by setting up bad events

bahamut = land fish the size of a island

behemoth = elephant sized hippopotumas, great beast

behmot = behemoth, elephant sized hippopotumas, great beast

baku = evil dream eater creature with lion face horse body tiger feet cow tail that renders evil dreams harmless

At'el = bakru = bak'tr'a, bak-ru, backrub, rucu, 1. Lawful half child oversized head human wood cannibal people that chew anything they can get and are destructive on criminals. Squared jaw and strange appearing, these are like fetish yet have a ability to use events and time like right in the mind in a forced vision.

If they know you, you can get protection or favors from them.

2. As taken from the Atlantis Channelings "Living in the region we now know as Tibet,

the At-el are primitive by our standards. They are a brave and noble culture of hunter-gathers, small in stature, compared to the race of giants who dominate the Earth at this time of 225,000 years ago. These clans have evolved directly from soul groups--entities who are reincarnated lifetime after lifetime into the same families--though to be sure, new souls do enter, so the clans continue to grow in size, over time, and new clans are often created.

The At-el have skin the color of bronze, with deep penetrating eyes, that are black or gray. They are similar in appearance to the Native Americans that lived in the Mississippi basin at the turn of our 18th century. They stand, on average, only about 5 and 1/2 feet tall, though their heads are larger, even, than ours today. The At-el people live in small family clans that banded together, making up the single tribe.

During this time in Earth's history, the consciousness of humanity be much different than ours today. Where today our individual memories are built up in us from birth, such be not the case with At-el, for they are a group-memory race of people. Each member of each At-el clan be deeply connected to their specific soul group incarnate. The total memories of the clan are accessible to each individual in the clan, and is from birth. As each clan member experiences new things, these are added-- or remembered --within the collective consciousness of the clan. Individual thought is also present in the At-el people, but only as it interacts with their share of memories. The group-memory of each clan flows and swells constantly - each experience is accessible to all, and owned by no one.

Om was their leader and entity where the collective memories of one clan--or soul group-- of the At-el can not be felt or seen by those in other clans, except for the rare individual who has the gift of this unusual ability. The entity Om be such a person, and as such, he be considered to be a leader of the people. With his great knowledge and memory of all the clans, he may speak for the tribe to mother Earth, and to all the elements, which the At-el see as Gods.

The two festivals; in the given of the fire festival and the air festival, the Fire festival is for life and gaining an appreciation of memories. Similiar to Bel-tane the Festival of fire and life with spring oncoming, The Goddess manifests as the May Queen and Flora. The God emerges as the May King and Jack in the Green. The danced Maypole represents Their unity, with the pole itself being the God and the ribbons that encompass it, the Goddess. Colors are the Rainbow spectrum. Beltane be a festival of flowers, fertility, sensuality, and delight. Om recieved new memories by vision during the memories sharing of this fire festival.

The whole tribe congregates at festival time, creating, for once, a new experience of love and joy that can be shared by everyone. For even when an At-el memory contains negative images, it be always interpreted as positive in the end. Even in facing death, a clan member be seen to be overcoming obstacles through his or her strength, bravery, or stealth. And back through the generations of the clans, each act be remembered with fierce pride and good feelings.

The Air festival can be considered Samhain or Samh'in and a festival of Air with the beginning of winter except the festival be within the same year - One lunar cycle having passed, the next festival commences-- the festival of air. As he has many times before, Om begins the celebration by chanting and dancing. The group-memories come to him, as always, and the others begin to experience the shared imagery of the

tribe. This time, however--just as it occurred during the festival of Fire--images of strange people, their lands, and their homes fill the minds of the At-el clans people. As the vision unfolds, they recognize Om in the foreign place, and witness the strange, tall people bowing down to him--a symbol of respect for his power-- and the fear that had been presented in the clans be gone.

With this experience, a new seed of consciousness has evolved, not only in At-el, but in all the races of the world. For time be not linear, but circular; memory be not only a link to the past, but to the future as well. From this point forward, each clan member would be able to recall events yet to come--through Om's connection--and thereby become part of his new memory. Om does not understand entirely what is occurring, but now that he has seen himself in the images, he knows that what he has seen be the future, not an alternate past, and that he must be patient to learn what to do next. It be his job to lead his people forward, to meet the strangers in the dream visions, and so meet with his destiny if any."

Thanks be to the

<http://www.circlesanctuary.org/pholidays/Beltane.html> for Beltane. By Atlantis

Channelings - Gordon-Michael Scallion, the Journey of Om from Dream Voyager.

bikru = bik-ru, bankrupt, a neighbor of the At-el, being of prophecy that bankrupts people by attempted nastyness then forces the bill on them after which the bill maker presents and it forces you to pay the bill to a decree of no pay, alot of pain.

belengel = archangel, beltenshi

banshee = beansidhe, sunken nose scraggy hair hollow eye socket fiery weeping red eye white sheet wearing cadaver woman who warns of an impending death only for old family by wailing outside a house, outside a door

barbegazi = shy "frozen beard" large feet gnomes that avalanche ride and come out at below zero temperature and they aid humans as they live at moutain peak tunnels

barmotez = barbary sheep, tartary, tree vine attached vegetable lamb creature that is edible after it dies

barjuchne = bar juchne, giant bird

berbug = bugbear

bso = besom, occult marriage, illigtamit witchcraft merriagement, faery horse that mentally talks to the rider and can shift to human form or disappear every in awhile.

batler = Thieving bat shapeshifter that form into batlike cat and work for you but can be tamed. Unless you feed them coins they remain thieves not working for you. Given by Cix off furcadia.

boamp = bottle imp, genie type spirit that grants owners wishes and the only way to get rid of it be to sell it for less than you bought it for.

boar = boar, War pig that be now extinct, they were larger than wild pig, wild hog, and as large as a medium dog. Large hair tuft, long tusks and hairy body, able to destroy anything, in their path, yet very easily angered.

boisehu = energy wood being that protects households

baldaron = warrior horse, armored attack horse

bydry = baldaron

bendith = mamau, ugly kidnapping goblin like fairy with a crimbil child replacement switched for yours, bend to their will

bendithu = human mamau, stealing human goblin that can shift into human shape at will with pleasant true form ugliness cruel nature vengeful and instinctive intelligence

bucca = teleportive hobgoblin useful to sailors

buie = buggane, misfortunate goblin shifter, goblin shapeshifter often seen as a

horse, calf, wild looking human near a waterfall.

bunyip = hippopotamus shaped amphibious creature

bogy = boogeyman, dancingman, bogeyman, bogie, dark and closed up area shapeshifting, wicked spirit creature, are daylight harmful, they kill wizards, and can dimensionally travel to scare children or other reasons with negative forces.

bige = bilg, boggart, dark hairy dusty clothed household spirit formed from peoples misuse found by house mishaps. Once discovered can change forms at will to scare the hell out the victim. They like closets or underbeds and similar dark placing.

Nicknamed after Humphrey Boggart to name a creature.

bogl = Boggle be a criminal mischief hobgoblin on a victim behalf.

bugbear = bug bear, a bug in the shape of a bear

bue = buggart, gnomish goblin that be made of peoples annoyance and abuse found by annoyance only and gotten rid of by showing token respect.

burak = man face voice, ass ears, horse body, peacock wings tail, bright blue eyes, in between the size of an ass and mule

blaanka = giant undead unkillable roc-like phoenix with 1700 year lifespan of shadow half life and does not need to eat

blaannis = black annis, hideous cannibalistic on capture of person and one eyed blue skinned old hag.

bladeabed = ifomix, a bird formed from using and abusing forces physical and unnatural, can form a foul cuckoo and dissipate the force gone. But the bird be destructive in aura and idea, it influences overt solipsism with a bad aura.

bladawg = black dog, calf-sized black hound that upon site, when speaking the viewer be death doomed, illness and death be foretold.

Blib = A Blib is a person who is born (it is not a learned ability) with what many may consider an eating disorder, though they use it to their advantage. They use the calories in Genjutsu, and any other forms of energy, stored within their fat cells to their advantage. They use it as fuel for their magic. A semi-well-known example of this ability would be Chouji from Naruto. Also a young baby's eating cover to which is partly alive and feeds off you and lives in you.

blo-idonu = blast-ended newt where the tail spits acidic flammable fluid

blob = vegem pudding, jelly being that absorbs energy eats weapons on person touch paralyzes thus it eats the body forming more of its type and on hit it will split into two more.

blog = Humanoid that's misformed and moves very quick and be part spider and ape. It has an enticement to form into a human to lure the unsuspecting or a online news and opinion list or a flogging in the back.

brag = horse shape-shifting goblin that leaves a rider in terror, very good story

breta = ostrich headed cow

bri = ostrich

bryma = brimmer, eat anything giant cockroach with 12" to 7' potential size and acid spit

brich = brik, ostrich, separate from the species with backward legged bird that works with out any flight ability and has lots of feathers including the backfeather, used with emu.

brihu = ostrich human with forward walking backward legs but the rest of the body humanlike

brownie = small hobgoblin of ragged brown clothes pinhole nostril flat faced enjoying human harmony

bruny = brownie

bwca = household spirit that does tasks when appreciated and destructive when offended

bzagh = beast

caitsith = cait sith

cyra = centra, genja, genjy, creator, zackal, eternal one, creators, eternal being, Eternal ones that are able to go anywhere on a whim and by focusing on effects they gained it. Centra created aether (mind force) as a force to be manipulated by minds that were interconnected across the galaxy (universal conscious). then they created the worlds with the elements formed from aether and somewhere in midst of creation their bodies got consumed by the energy used and turned into the force called Ether (spirit). This be the spiritual force and the backing of Aether (mind force) that guides all by being the "spirit that goes through everything" as in the book "the way of the scout" by tom brown as he describes it as a spiritual force that effects all with spirit.

After the dissipation of the creators bodies they were just the energies that support and monitor the universe and some Centra remained as the form they chose guiding their creations thus they became part of the gods. then to better watch for the peoples populating worlds they made vessels for the power they had. Call them Avatars and the avatars are morally the same as the gods themselves. Some Gods came about by the people of the planets scheming, beliefs of the people so not all God's formed the same. the creators mostly hide themselves as they dont want to be bothered most of the time.

Centra do not have blood instead they were composed of Ether and Aether. Being this, they were able to control Cosmeria (universal substance) to a higher level, using their own body as fuel and forming the body as they want with or without blood. though even then Cosmeria was highly volatile to them, and in attempts to protect themselves from it they divided into two tribes, Ether and Aether, and with it the secrets of. Cosmeria were divided. the Ether tribe focused on Ether and the mind while the Aether tribe focused on Aether and technology. Seperate they could not use the opposite's element/substance, but atleast Cosmeria was unattainable now.

Sadly, as time grew by they descriminated against each other, one claiming that their tribe was superior. This finally led to a war that destroyed their existance, for most of them at least by creating vessels and places to assault with as they also kept the universe in balance, creating too much causing the centra body dissipation mentioned by being overwhelmed with some who were smart having survived by keeping balance.

cyfso = confessor, Women who can touch a person to convert to her side and enslave to make the victim her love slave. their very presence inspires love.

their hair continues to regrow if cut very fast to original length. they are changed at birth by wizards, mages to effect this. there children gain the ability. To mate with them you must be immune to there love touch.

cytroa = controller, Men who can control by voice, touch. If the victim gets touched, then the person be enslaved by emotion to them. their presence inspires confidence and the need to talk. their hair continues to regrow if cut very fast to original length. these are the male offspring to confessors. they are immune to mind control effects.

craing = Te Apera, Ala teperia, This is te apera or things you think as they could exist are existing, The point is this, as netherworld or love was possible this created the odd creatures were made one day. As named by a anime called teenage mutant ninja turtles with a being that is what he or she wanted to appear as is a moment. Get there don't be there and you are what you were considering. As you thought the creature and they picked up on your thought, on the moment you did things they could pick up on your thoughts. Your mind projected to others and as if you think, as a will to not show them they stopped thinking. If you stopped doing things they saw no reason to do anything as they stop.

As if they were aware by use, they were created creature split open from a claimed body and the craing being could appear in life. Stopping is not doing as to stop or not is thinking if disbelieved in and they did other things as you thought to do what you wanted.

crityq = Apelike dark furred human creature that criticizes everything near them. Causes distraction till killed, pleased in some manner. Prove your point to it to silence it and banish it.

cygrinox - The three headed human worm with wings and three wormlike heads on a human torso.

cepapua = Carpet Python Snake

cira = Cobras Snake

cykys = Cal Kings Snake

chitty = friendly insectoid being

chittyky = human hostile humanoid insect

floays = Florida Kingsnake

getasna = Garter Snake

masna = Milksnake, smaller snake

praoncite = a monster that be undefeatable and backs down if argued with and won't attack if given arguement as an excuse. So when attacking, it will respond and to argue gives it a point not too. now the monster be a nightmare given flesh.

proancia = blind worm snake, smallest snake in the world

rouna = Red Ratsnake (Corn Snake)

rofgrisna = Rough Green Snake

ralna = Rattlesnake

rotyboa = Red Tail Boa Snake

rawlaopta = Reticulated Python Snake

wamuesi = Water Moccassin Snake

tiuruna = Texas Ratsnake

coysna = Coral Snake

sleth = snake, serpent, sapi(intelligent)

cepo = sea, snake

slo = slow, snake

pytn = red python snake, pyth, python

wysapi = winged snake on etheria

lindwurm = scaly green-gold winged snake that appeared as you thought about it and not if you didn't think and reacted right

jormangund = worlds largest snake of lies seeing that coming from celts that if thought real could make an eartquake.

leviathon = giant winged snake with razor sharp teeth as and is the continent and the world was different this was a point that could amaze you.

et-fokslo = great three red eyed eight headed eight tailed snake as energy is energy no more to them they died.

sirrush = scaly head serpent snake with cat forefeet and bird claw hind feet as they formed by started incident.

serpant = dragon headed snake body sea snake

serpennt = pent up snake, caged snake

kevin = 100 snake headed dragon body person killer

adda = adder, basilisk, basilcock, cockatrice, This snake moves side by side

and reproduces as from a cocks egg. "It be a native of the province of Cyrenaica,

not more than 12 inches long," writes pliny. Its evolution of protean style

that turns chimeran after its older. It starts as nothing so no if believed isa or not use the ugly snake "adorned with a bright white marking on the head like a sort of diadem" by pliny. Some might say its with a cocks head. A killing glance that be slow to effect.

Its scaly legs are with chicken feet and widespread in 3 pairs Its hide be scaly and it doesn't shed. For the aura and glance turns things a dried out

state, the "stoned" dry state. Effectively killing most in the area not unlike a medusa who kills the person by altering what glances at it to stone. As it gets older, it can kill more quickly. Most people who discover them try to kill them or die trying. To eat a cockatrice gives healing ability or immortality, yet this be surprising after how monstrous it seems. Excerpt from Gareth Long's encyclopaedia of monster's.

hla = snake human with humanlike head that has a long tongue and shaped like a snake, the rest of the body be human except they are cold blooded, and alien with pure animal instinct and logic along, with cold eyes and heartless as a snake that's very treacherous. They are passable as humans at a distance with a slight revolting auratic field that's stronger as a person gets stronger and yet they are vulnerable to fairy magic. A plausible example be Harry Potters "Voldemort" who be said to be part snake.

gogahu = human gorgon with snake hair can manipulate anyone with thought, voice and with ability to freeze people at will, they have a shifer ability to appear human and else

cug = cua, coge, cougar

cyf = calf, baby cow

cam = camel, view, cama, disposition, two or three hump smelly and hairy horse with evil disposition

cyp = chicken (chicken soup as supcyp or cypcup), chump, snipe, long range assault

cew = decay, crow, carrion eater

colt = harnessed, taim, tame, wildness, gun, pistol, horse

catt = cal, cattl, cattle, cow, kill

cray = computer, crayfish

cuttl = cuttle fish, cul

chick = cyp, lady, allowance, allow, chicken, weaken

ceuoalo = cow hampster duck kitty creature with cow size hampster forepaw legs cat feet backlegs cow torso, duck billed head and fluffy tail

ceasg = human salmon of salmon lower human top half

coblynau = guidance mine fairie

cecrops = serpent tailed lower half; human was the first athen king

cameleopard = camel leopard the size of a camel but the skin of a leopard with 2 large curving horns

cataua = big cat that be of tiger, lion and other

catoblepas = that which looks downward, iron cladded head bull that can kill with its sight and moves sluggish eating poison bush

catleg = great cat the size of buffalo.

catrakit = cattlrupa, roach ant cat, cat headed beast, with six legs, catlike clawless, antlike body with fur, roachlike reproduction and fluffy tail.

cetus = dolphin headed forked tail greyhound creature

cerebo = snake head & dog head & human dog on all fours that has paralyzing stare

cerberus = 3 headed dog

cigryhond = calygreyhound = antelope body eagle claw forelegs ox hoof hind legs

cogsaet = saber tooth cougar

catarak = spider cat that has eight legs and the body of a cat and it eats dead meat and abilities of both

catuar = warcat, demon cat

citar = centaur, top half human male back forelegs and lowerhalf be horse

cyclop = one eye storm giant

corrigan = faerie druidess able to steal children

cyroeraeth = banshee like spirit woman who gives death warning by a water splash near a crossroads, near a river, that looks like a woman that's charming and mature.

citao = centipede, moth head eight inch segmented worm body
citaohu = centaurlike human centipede with eight ' long centipede body human front end
cbauricl = crystal bird dragon oracle, prophetic dragon sized crystal bird
cboracl = crystal prophet, this crystal being prophet is formed by a being in disguise
that acts a servant in thought.
chocobo = pony sized wingless riding bird
changeling = left in place deformed shapeshifting faerie children of human babes
chiles = atlantean messenger pets
chichevache = thin bodied human face cow that fed on faithful wives
chimera = she-goat, goat bodied lion head serpent tailed fire breathing creature
chupacabra = a beast that was named chupacabra, which literally translated from Spanish means
goat-sucker. Sightings of the small creature have been reported to Mexican and Puerto Rican
authorities since then. Even in the United States, a Texas farmer claimed to have killed one
in 1999, although from the photos the story has been widely disputed.

Chupacabras are believed to be small animals 2 to 4 feet long with stiff hair or bristles like a
porcupine. Except for their size, they share several things in common with larger phenomena (Bigfoot,
Yeti, Loch Ness Monster). They exude a foul stench, reportedly of sulfur, and are so elusive they
have never been photographed. (Although there are claims, the photos have never been verified.)

crang = craing, craig, live brain, brain being that sometimes have levitation ability
cresfix = criosphinx, ram headed lion
crocottahu = human wolf dog that be extremely strong and stands on two legs with
thin grey wolf hair covering body and a wolf tail
cryekideth = banshee

ctia = cthuloid,* cthuluist, deep shade, deep one, mind eater psi manipulator,
mind flayer, illithid who live in deep places that have great mental powers,
they would eat the minds of their victims(worshippers) but they also controlled
the minds of key people so that they could one day call Cthulhu to return and
their greatest threat was in making anyone who met them go insane, and you can
get rid of them but not if they consider you a threat through resistance. Another
way to drive away a deep one be to focus a large positive force at the deep one.

ctiau = Mind flayer human who live in hidden places that have great mental
powers, they would eat the minds of their victims, suck the life of them but
they also manipulate the minds of key people sharing the pursuits of the cthuloid
and there threat was to manipulate people getting rid of them but not if they
consider you a threat through resistance. Where they would feign ignorance until
left alone and revenge those sleights.

dno = dino, dinosaur, huge formed of mutation or change, dinosaur thats three times
the size of a normal reptile and "largest" reptile in the pleistone age.

dedrathrumu aftdedea = dont drag me/you through the mud after its(the deal) dead
and done or not done as if a will.

dedrythrumu = don't drag me/you through the mud, don't continue on.

Depileea=Dispielic angelic, discorporeic vampiric type angels that live in a different
dimension and can take form as pure fleshy form. Or form from an object. They attack
on a need and try to live by others standards set for them by themselves. It attacks
with a flealike nature, its dispriellic nature that comes from the father. It has 3
inch tentacles or pseudopods, that go out from the forehead and the its body parts.
Dispriellic live inside people. They live of the top of the core where they serve
people. They live up to 200 to 700 years of life. They live in a sorta separate land
that is watchfull of ours. They can channel and go through any doorway as if it was
meant for them. They can poison near anything. They tend to use machines to replace
functions they cannot normally do anymore. Dispellics are actually eternal with
supernatural constraints. With ability greater than normal, yet their body reflects
only some of their strengths. They tend to follow these tenets.

"Think to know do to sow. The crazy angered mind is a moment calmed down. The crazy angered mind is to be perceive and calm down. To be an able person be able to perceive

more or less the idea and be able. To do a little of it, then do the rest after a bit. To understand is to precede or perceive as to what you end up doing. To de is as easy as to deal the way as over the line. Its to easy to de off an its of any conclusion. To de is as a self-wreck not. As they can't help it, now they can. Now in immediate action they will and can. You felt, smelt it you dealt it. In some self site motion in which you must write down what it does to get a glimpse of what it did or can do. If what do. If what it is you do. Where mind is thought and motion is focus. If in general, its to be direct if its to be in effect. Circumventive its ineffective unless needed. Its to be of to know.

Its to shift to be in of as yor subconscious moves you. To be of you changed by it. To see of it it is of you. Be of it be wary of others. Cause by it be wary of what you do. Need to be, derive it, to be of desire be in dense. Be with it, be on there of it or as is necessary. Be event, move it. Move by it, be of it. To be of way be if a moment that is there you are nothing but a bug shifted. To be a nay be a shifted from. To be sown to be shifted of it. Be of shift be of others. To be as if of it be of. To see it then know of it. Be seen of it, be not so or so known for it. Be understood, be noticed. Be of, be of an it. Be inevitable be of there or therein. Be an be there. Be lone be of some form. Be efficient be of some use. If its of many uses its of abuse. Be of it to be abide motion to be of use.

If in obedience by an idea of the ideal that you move, abide it or leave it. Be a moment in action, as in situation. Its good to sow to know. their is a self-perceived crazy mind. There is a point as the moment action is a self-perceived down spot avoided pole. Diepienelle is to know and be able. This is to come out again. To due is not die sow is scum."

drathrumu = drag (me, you) through the mud (metaphorically speaking or physically), continue a chore, continue on

dina = Pigmy elephant the size of an baby elephant to young adult.

dyth = lion

dile = crocodile with wide jaw and hides its teeth

duva = bird

dove = white dove, peace bird

dyve = patronoch, guardian spirit, guarding point

dawg = dog

djin = Air being that wish grants like jinn (fire being).

diamu = energy eater, spacial energy shifter people that can meld any part on themselves, reform any part melded on themselves, who sometimes like work gangs and are spacial gaurdians but have no form except that they jump into. Nicknamed Guoul and these can carry parasites that are worms to become intelligent with memory, or symbiant worms that can travel to any body. Self-assigned ranking unless the god-like leader assigns one due to specialty. Everything be holy and sacred them with a ritual like manner.

diamuhu = Guol, dragondeahm, Goul, spacial energy human people that can meld any part on themselves,, form any part melded on themselves who are like diamu yet are stuck to human shifting and slight metamorphing with the ability to shine.

dodo = pretty feathered large wingless back leg ostrich-like bird, ostrich forefather

doberman = man headed dog, calf sized dog

dactomern = dragon sea elf, sea elf dragon shifter

dactonesti = dragonesti, dargonesti, elven dragon shifter that can shift to any dragon form

dataybu = rock elemental half adult human size

dataibu = unicorn headed brown horse body lion hind feet bear fore feet that has a

horn that purifies cures restores and there be a healing wild aura and can shoot electrical bolts with horn, paralyzes horn bolts.

detaibu = medium-small dragon sized torso horse feet unicorn head lizard tail can turn to mist form restores entire on calling shapeshifter and its healing cleansing ability with psi amplifying horn that can shoot water energy at target, paralyzes the victim

detuon = immortal manticores that has something with 4 hawk wings lions head eagle backfeet lion forefeet.

dahu = human duck, human with a duck bill mouth, webbed feet and a feathered torso.

dahuemy = animalistic duck human, animal torsoed duck headed human lower half with webbed feet and entirely feathered human body

dakuemy = animal torsoed duck headed humanlike furry lower half with furred feet creature

duergar = dark dwarf

dagar = man headed shark

daigon = fish man of lower half fish, top half man.

dapluga = Doppelganger, double walker, fylgia, doppelganger shadow soul guardian angel, invisible human shadow self only seeable by its owner and once the owner sees it said owner will die not trusted. the doppelganger gives advice to friends, takes the form and experience of the victim before it takes the victims place if threatened or a good reason.

dipoul = dipowl, burning soul, fire spirit, heliopath, ho, Soul of a human who, be made out of fire, assuming any shape, size and object, this allows for fire mastery.

dimnall = badgerbear, bear spider human that kills by a touch and has six arms human bearlike torso below able to eat anybody they kill after fluid drain and polymorpher with web ejection ability.

dendan = gigantic black fish that die with human touch

dolphinate = aquaticus, dolphin

dovall = a driving force of destructive energy, that takes the form of a dove after, to create havoc with an aura that infuses and corrupts. It drives away people with a maddening force, and signifies death.

dhapu = dhampire, Day walker thats stronger and far more flexible than full Vampires, being that they only walk at night. Product of a vampire father and human mother. they posses all of the traits of a vampire, but none of the weaknesses. As they grow older, they begin to wield innate ability. All must be embraced at some time in maturity, usually around the human age of eighteen, older. If a Dhampire be not embraced, he, she will slowly go insane from the blood hunger that consumes them, and die of starvation as their digestive system changes to accept only blood for nutrition. the most outstanding difference be that they can bear live children.

They do lust for blood, but can control it and are discreet, although they grow weak and begin to lose their powers if they dont feed. Normal foods can take the place of blood for them but their bodies will be expanded by the food greatly. During the day, their fangs shrink to a hardly noticable size and as long as they are not grinning. During the night they grow excesivly and are impossible to hide. their eyes are red, the color of choice by magic, their skin pale, hair most oftenly black, magically chosen. If a Dhampire be slain, they can be revived as long as the head be intact. As for aging goes, the apperence of a Dhampire ages to about 25 years. from then on every 10-15 years equals one year of age in apperence for the Dhampire.

they can surpass other Vampires in strength, including the Elders and drinking large amounts of blood turns them more and more vampiric, drink lesser and they will stay more human. And lastly, the Dhampire's can walk in the sun though they can only withstand it for so long. For prolonged exposure to the sun can cause a Dhampire to

feel the effects and be weakened. the older the Dhampire, the more sunlight they can withstand and they can withstand a dawn without death. Dhampires are elemental masters able to manipulate any element at will and are natural shapeshifters.

dracae = shapechanging water spirits that form into dishes that float a river to tempt women into being dragged down to the river bottom

droc = sea drow, dark elf top fish bottom like a mermaid

dziwozongi = forest wild women that attack lone humans while sometimes acting like fairies

fae = fated faery, faery that act like fate

fae = fenoderee, supernaturally strong man-sized faerie house servant

fuio = fire angel that has angelic protective nature firey body and wild fire manipulation ability

fle = run, flea, flee

fynt = fish, shark, whale, sea with creature

farn = not far, fallen, vampiric angel

fedarak = blood roach, feeder roach create that feeds off humans or evilish incessant to use them as

hosts that act like a live human, yet will erupt with roaches to kill all in an area as an orc

is disruptive to use or feed to disrupt behavior. Sight or you see activity acting on the humans in a similiar manner

that doesn't seem to effect, yet if you observe yourself you can notice body changes. If the host be angered the roach will

burst forth by the host death. Unless the host be killed within 24 hours of being a feeder roach host then the roaches don't die with the host. the feeding phase of a feeder roach be a red tinged shell otherwise its normal brown. these roaches can teleport to any food or drink to get into the human and the victim can control anyone with them, talk to roaches at will. the feeder roaches can create enhanced fear of the victims fear. The feeder roach was created by nuclear or radiative energy from another planet absorbed into the roach body that mutated into blood eating and body inhabiting roaches. Again they the blood roach burst forth on death.

felina = active cat

felino = demon cat that projects horror vision in minds with alternate demon wraith form

feliny = wild cat shapeshifter of fey birth in human body that takes shape of any human the size of a small child with cat features

fael = hawk, energy weaving ability

faery = dark faery, Korriganes, the race of faeries, feyr. dark fey that love causing fear and disruption.

fairy = light fairy, feyin, light fey that work to aid humankind

faun = deer legs, ears, tail and handsome male face body

fedafle = Feeder flea similiar to the feeder tick that caused some anemic traits and bubblish skin in humans and animals alike. A nasty prospect be the strange sores that seem to appear and the body heals them over.

fachen = feather tufted chest center with mangled hand growth, angled leg body growth, forehead center eye creature from genetic mutation that kills victims

faken = fachen

fuhu = fw, human phoenix that has human legs and webbed feet, vibrant winged small vibrant feather covered human torso, human head and arms with clawlike human hands, asexual and phoenix-like ability to come back and healing tears

regeneration lightweight ability aura effect innate restoration ability

fenio = northern pheonix hawk, brown feathers twice hawk size bird

fawk = forest hawk

fawke = phoenix

fawkuik = pheonix hawk, silver blue wings silver body twice hawk size yet able to resurrect people with tears

faalesbud = featherless bird, skin bird without feathers
 faaleshed = molting eagle of ageless nature that continually molts
 feyark = dark fairy
 feyc = sea fairy who take any typical fish, dolphin form to aid ships and are fed some fish off the boat
 feyl = sidhyl, wild fey, fearsome shapeshifting creature that will not consider humans except as slaves, workers for schemes. they command all elements at desire and can make terror in those who don't serve.
 fallen = fallen vampiric angel
 felintoad = toad cat that has poisonous underbelly excretion
 foats = undead wyvern, wyvern ghoul
 fantine = friendly farmer fairy
 fenoderee = supernaturally strong man-sized faerie house servant
 feng-huang = three legged sun alive phoenix with pheasant head and peacock feathers
 faerys = a fairy that grants your desire of wishes, requests but be undetectable or genie force
 firbolg = fire giant bog people with control of impulse
 felinrat = Cat rat that can chew through anything with large adult cat size to twice as large. It prefers to eat cat food, cut meat, raw meat unless not tamed.
 fatoau = fantastipottamus, armored hippopotamus that be larger than a normal hippopotamus and eats even humans
 fotex = great rat, A rat that has possibility to eat human.
 fowl = fowl, bad tasty bird, bad taste
 fowlaqua = water fowl that has beautiful colors
 furie = the three lost fate sisters that take revenge for wrongs done who are dog headed snake hair bat winged hags
 fury = furie
 feylirk = feyerk, a species of faery that take form only to cause disruption to friends and appear like malicious goblin as described of the dark gray color and doglike ears, 3' 4" tall, with firecolor stripes and redhat, orange fur. Included be a shapeshifting ability.
 Fluat = Effluent are in roaches that are use to the products as of inbetween and cause them to be used against the people. Its the products and the by-partisons too that are effected. Some actually come up and catch the person unawares. So in effective its of physical use to lift something up and they miss you. Its also known as to be of ineffectual use. They can create a intellectual scare. They can subconsciously arrest you on the spot by creating cuffs but first they drill your third eye not. To escape from the cuff, there is a energy key you can create. Its reate it and use it, by thinking of a key that is in -between your fingers and get near with it and twist it open. Sometimes three can work a cuff. Its like an ever oscillation key. These are inabbreviated inpartison live roach breed. So they can act as if to create any effect of trapping material. Including rope and steel wire. These are like cops but if you think about hurting one they can come at you and cause you to be paralyzed. By making you perceive cops coming at you. Resistant to mind suggestion.
 Afterword, those they arrest can be shifted subconsciously to an effective scare area. There have been transformations into that of one. they inject poison into the body by a drill efect that is highly toxic efect. To touch food after this can make it toxic but seemingly inevitable rich. So in effect you are poisoning yourself, to be eating it with the illusion that it is rich context. They create an illusion that turns real, in you if your near one and the more of them the more powerful they become. As in a group idea or focus in effect. While they are killing you, you get an image of what you want or some roachy vue of it. They can perceive through your eyes and ears. Anything you invent could be considered a wrong. Distract them and you can get them

to help. An en enema, to clear a moment by use in division.

Thus we effectively use what we do but the body they subconsciously kill as we do. Creating the idea feeling as they do thus. Eat of the body to create energy, and transhift by a warp effect to other areas that you may have gone to. They then use the body to shift to area and hibernate by the area soil. So to deal with them, don't move near them and hold something above your head that is a container. Till they leave, which they hardly ever do once they have a target. These roaches create a symbiotic link to your alternative selfs. To be entree.

This symbiotic link can create images, and idea to the effect that you are communicating to them and them to you. To be thus we do in a certain pattern. That pattern can be followed by this subconscious breed. As some have managed to destroy them with. Now there is a communicative roach breed, that could sit on the tongue and effect alternative thought transfer with the image to go with it. Its intrbred, it communicates with interbreed. Some may or may not see it but every expression tells of what your alternatives are doing. To realize it and then go they cannot follow you through a certain path. If you know the path. Everything doesn't always effect your sub-conscious.

fria = frier, stovetop

freborn = born without tribe elf wanderer, ranger elf, land elf

friskou = nightmare creature that has no definite shape can turn victim to stone or paralyze with fear and mental manipulation

friga = frog, frogger, toad

froga = frogger, jumper toad from the frogger world

gii = spirit guide

gyth = gryphon, golden winged lion

geko = gecko, lizard

gom = golem, live magical material construct

gomaa = golem mastery, innate golem manipulation skills

gomcla = clay golem, man-shaped animated clay body

giraff = horse deer with long neck horse torso deer head creature

giraffa = human headed giraffe

giraffe = long neck wedge head horse body animal

ganuevar = planar large cat that lives in the primal plane of existence at the masters whim and in any large cat shape and it acts the guard

ganyuer = get anywhere, achievement, achieve

gantika = Human giant phoenix be ten feet tall with giant vibrant wings giant feet

human body torso and legs and en in two arms ending in clawlike hands, this giant can come back to life after it dies reborn of itself, translocation ability and

regenerate to road regenerate

goddkp = godkiller, A male faery with likeness to female and natural born mutant with pension to absorb ability on touch or death, can regenerate and shift at will, after he kills he takes their place of whom he kills off if he desires.

gytrash = road spirit that can in form physically and helps people out.

gulon = fox tailed lion hyena

ganesha = four armed pot bellied elephant man, male knowledge fey

ganeshe = four armed pot bellied elephant woman, instinct fey

ganeze = striped elephant, black striped elephant

garuda = great bird with an eagles beak and wings with a human body, white face

gargantua = large giant

garm = four eyed blood splattered black dog scarlet wings golden body

gorou = very hairy, werewolf like

gaue = horned one, horned human with or without wings

Gazel-gazoll = to be like apemn but they shift and are a little taller. As they tend

be bone white if older and observe things at a distance. their intelligence is with their brain psionic strength. They can change reality by thinking about it. There is possibility of antlers.

Gazol gazelle = easy to discern but these apemen meddle in affairs. They look human and apish tend to be with horns. Like men they like to be autonomous and independent.
gyrion = Strongest living man with 3 joined body, six arms, legs and hands. A myth was he was killed, by orion, after being led into bowshot, from chasing a thief, named Artemis, that stole from his hut on, atlantis. He later became an assassin and bounty hunter. Gyrions revenge, was to claim Artemis, as his new body. Creator of the christian church for revenge on his death and always willing to protect through his followers by possessions. He uses his people as info and idea foundation support
gabezu = shark elf human that appear human, but have a inner eyelid, will strike if angered, always seek revenge if crossed, immortal, when the inner lid be closed; they are blind yet unblindable and enraged.

goblin = okake, mischievous human hateful faery that plays tricks and very mean things or changes its change

gawk = half-human size great hawk

ghoblin = mischievous human hateful wraith that plays tricks and very mean things

glabezo = long neck wedge head mule

glabezu = glamorous being, angelic

glabrezu = being of mariad ages, ageless being

gnome = earth elemental, wise dwarf able to find metal and meld into trees or not as thought

gremlin = ogret, muaguyr, muagwi, gremlin, A 3 foot teddy bear wise goblin like creature that in thought control by use that

reproduces at night when fed but appears very sweet natured as a pet, some with greenish skin underneath, brownish fur but a great song. They have to eat but request when they eat, they eat your spirit essence

and after they eat or drink at midnight or after they can turn nasty but after midnight. their growth be like kittens except they are able to have children without sex very quick. The gremlin can calm down but remain fiesty unless given water. their children are destructive and not easily controlled by the parent, often called holy terrors that rip apart an area. their one weakness be to hit them with sunlight and bam they die except the original. After they "eat eat", their be a shift ability gained and they grow taller. their height has to be 4' or taller to eat a human but at the stroke of midnight they die and poison will kill.

grafey = grasidh, gray fey, gray fairy who work for people and get what they want through manipulation and they like chocolate and shapeshift, sometimes they accept money.

greibs = greiby, Great hobbits are human and hobbit offspring often by a love potion or love spring, that once lived till they were hunted by men and only for aberration as they were unaccepted by humans and tormented by mortals, the promise was to be like ogres except they were perfect to slime in mentality. the more perfect the better they came off as odd and the more slimier, the better in image they were to being nasty in appearance. Albeit they are geniouses to the point of being smarter in instinctive lore, yet able to observe and learn. When they are adults, they have most of the good traits of both including adenturous, not to be killed easy, slight madness, power hungry slight tufted feet and very able to go without shoes as its leathery thick. Added to this be danger sense, direction sense, slight jealousy, inferiority complex, can be devoted. suicidal actions and mental abilities along with manifestation ability.

Great hobbits are likely to play games with humans with a goal of living in the family. their gifts are instinctive with power to aid and they have instincts like a bloodhound with innate omnipotence. Counted as fairy they will be demi-immortal and very tough to kill. With great pride and effort, any skill learned be a blessing from their creator whom isas they assume. If angry they

might cold rage, the essence of confusion and greater strength that lasts weeks to months much like river lords. they are picked on by other goblins till they are controlled by the goblins machinations and then led to their demise after telling all, great disaster. What happens after be the great hobbit turns demonic and true neutral. After demonic, their prospect be to be "alive" and not killable except in body as they borrow another body which becomes them. their abilities become fully demonic added to their natural abilities, and they start using patterns like thinking. Hobbits can steal at a distance, close up when they realize a fortune is near an opportunity unless they don't want to by belief.

The height compared to the cousins are 4'5" to 5'9" tall and anything that is told of them, be considered "heresy" by hobbits except what they want to hear. Quite often they will fight unless there be understanding, a quest that happens. Most informed of their nature will note they can shapeshift and yet seem very ambiguous as in a group, their might be great confusion if they so desired just with speaking. Yet where the hobbit can be red, black haired, these can be blonde as well. Most likely the great hobbit be found in hard to reach places and old ruins only surviving as they can, and being restorers, natural engineers with haughty attitudes. the attitudes may get to humans, other people as a concept for a "too perfect" attitude that says "show off" or "fuck off".

If forced they will always listen, and try an idea out but not if forced too much. When confronted, they will run, tell white lies and truth yet not when the truth is good to behold. They most miss the hobbit homes and will be away with a happy feeling, failure that pushes them on. When reminded of this they go beserk and almost don't realize they destroyed anything nearby. Yet they can go back if they desire, but only if they get over fear.

grendel = grindlylow, giant man monster who be a babylon shapeshifter whom will kill and then eat the heart those who find out. Possible jack the ripper later on except in a locked body formation with necessary potion to shift. This potion could have been H2O3.

grewroi = Green wrobbin, an imaginary beast of mind, they take any form explicifically if the person gets in the area by touch. and can convert the person or things by touch. Otherwise they're born as mimicker apes first appearing as cats. Otherwise their known as the imaginary idea in force. There other. bodies change according to be them of what represents in your mind. But, assuming and according to the effect that they are, there are known certain counters and despotic moments. They can appear as behind glass, If taken, for short like they can come in for short moments. They're really apes with storage for points.

griffin = winged lion with transparent wings

griffyn = bird lion having lion torso, white wings, eagle head, bird forefeet and lion backfeet

gwyllion = ugly female faery that take a goat form and make travellers lost

ho = wonder, homium, how, woman, wonderous

hiu = chop to pieces, chop up, shapeshifting fire being that controls wildfire, no destruction not here

hoy = grabbing attention, grab this, fire sprites that are wild fire beings, hoist, hoisted

hag = witch shapeshifter who for being loners drive off people, manipulate them who die for pleasure by hallucination illusion

hik = hike, hawk, long walk

hut = owl

hagg = magi shapeshifter, haggle

hogg = large hog

henn = chicken

hind = woman centaur, behind

hindwy = winged woman centaur, lazy

hynn = excuse, hind(hind legs), human centaur shapeshifter, help, aid

ho-oo = phoenix

hypag = hippofaug, hippopotamus sized dog

hyrubfyx = hierocosphonx, hawk headed lion

huhedgoa = human headed goat

hellion = hell denizen, usually devil, demon and similiar. that were once human

hamah = healing bird that when around will cause healing in almost everything

hameh = murderer blood drinker bird thats anonen

harpy = harpie, bird human thats human body be feather covered, intelligent and

beaklike mouth, high instinct leads the harpie female to wander and the

harpie male to remain watchful, hidden territory protectors that kill anyone that

gets near the territory. One rarely sees a male harpy but mostly will see a female

for the fact they wont attack on sight.

heiroglactus = elephant alligator beast, the size of large elephant as adults, at birth,

they rip out the mothers stomach, then eat the mother

hufu = pheonix headed human with phoenix wings human body and can make anything

lightweight around it

hufe = iron human who consists of mostly ironlike particles

hufy = Human fey children of fee and human mating with the female fee

will leave the child at the male maters doorstep, switch the half fee child with

the human child for revenge for marrying another. If the fee was male and the human

female had it then no switch happens but the outcast child will remain till fey

come child snatching but allowance to keep the child happens in the case of no

other children. Most are born with some sort of defect in body.

heulm = wildlife shapeshifter that attacks on site of anything living with the

form of what the living prey fear most and it eats the prey after

huba = human bat with adult human size, clawed feet, clawed hands, gliding

black wings, very strong, flight ability, eats anything, can lift five hundred lbs

and weigh 80 to 150 lbs.

humbata = bull horn lion paw vulture talon creature

hurak = human cockroach, a human with harder skin, two arms, one spiritual pair of

arms and able to eat acid and they have to eat acid of sorts, that on a full moon

turns to a large roach or nulle painlessly by thought not to be effected standing up and halves the intelligence

unless

energie resisted. The farts are acidic or with continuous gushing for one minute at

the beginning of it, till the transformation ends and it be over. Where they, the

victim be hard black skinned with what seems like wings on the back and a big fart

lasting 2 - 10 minutes. The body be now 2 arm pairs un;ess the transformation didn't

take and then its normal like human again with two arms and 1 extra spirit arm pair

with two standup legs. their capacity of palatte be unlimited to eating almost

anything. This lasts till the moment of turning back to normal on desire to be

normal or resting.

homa = bumble bee

huotle = human turtle that has no shell humanlike body stretched neck overlarge

head and shadow innate ability

huyiao = human alligator with crocodile head, humanlike leathery torso, clawed feet

and it fight very well and has lots of strength with allot of agression.

hobgoblin = friendly human fairy

hosfey = house fairy that be helpful everyday house aids that serve old houses and look

like old workers

hye = hyena, wild werewolf, evil trickster

hyforc = human orc with piglike nose fattish, five to six feet tall human body and great body strength, five-fingered hands hairy feet hairy body coverage, ingenious enjoys cooking instant innate magic and most up to trickery

hogyl = wild hog were very tough, pig ancestors able to do much damage, to a single area, including humans.

homhoo = helmed horror, animated magical armor servant

hai = honyit, agree, honey ant

huaqia = shark human transformer

huyfit = elephant human that be a walking elephant half the elephant bulk

huphu = Human phoenix be human with phoenix ability except the offspring are formed before, the death of the body or desire of offspring and in fire of sorts (emotion, flames or on desire to get a child).

hutobb = human plant, plant clone that be perfect human form on the outside but plant in the middle

hutrol = human troll looks human but can regenerate anything at will, automatically

hyfy = ibs, ib, lb, halfling, half-sized men, sometimes good thieves, explorers, toughand hairy feet, often can go shoeless and slightly chubby or slender, very agile and strong. Survival rate be strong amongst them with a natural luck, The nobles of the halfling are hobbits and they, the hobbits, will attempt anything to get what they want with slight disagreements by natural philosophy of halflings. Hobbits will not steal as they have a noble bloodlines and a will of determination of the thief to affect almost dishonest dealings, in two cases, to get what they desire when desperate or to effect attack and escape for revenge. When told a direct order, if they respect your repute then your good as gold. If their is disrespect, then its despise and denial if non-harried. The harried hobbit and halfling will assault with intention to run. The ability of the halfling and hobbit are assault, psionic and magical, if they so chose and its very strong where their born but weaker outside. The ability of the bard be very much theirs as its used sometimes for writing.

huba = human bat, human headed bat ears, batlike furry human body with clawed hands, clawed human feet about the size of short 5' adult

humbata = bull horn lion paw vulture talon creature

hudawg = Human dog be the dog head and ears with human body and a dogtail.

hirow = drow human that can stand the light but has an acidic tongue with normal human skin and lying ability, shapeshift ability, manipulation ability, shadow form, natural weapon ability, innate universal ability, instant shift ability, loremaster, very sane and uses psionic ability as magic. They despise humans for their activity and cause effects on those they honor. They are immune to energy.

hustafyai = ravenlike attack bird human with brasslike beaks, human torso, brass toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body covering and metallic wings

hapuape = hippocampus, fish horse with webbed paw forelegs serpent tail, horse tail and plausible back fin

hapuaf = hippocerf, horse deer

hapuap = hippocamp, horse oxen with oxen size and horselike features

hapuaptu = hippocamptu, hippopotamus sized horse body horse tail cloven feet

hapuaptuo = hippocamptuo, elephant eared elephant feet hippopotamus sized horse

hapiri = hippogryph, griffin head wings front legs and a torso with horse hind legs

hipo = hyppo, elephant sized horse

hot = fire ant

hog = hog, male pig mated from peirot dog and warhog, with hair tuft, broad head boarlike tusk, larger than the pig.

huwom = Umiwom, human worm that has a human trunk, serpentlike body, worm head and neck; giant tubeworm that matches as the reformed body of the hellion, to mark the location to hell as a place and hell be actually right under it in a 1000+ mile area as 2000 deg Fahrenheit. The hellvoice be a single voice of 1,000,000 or more screaming in pain people.

hybriy = Hybridy, hybrids, Hitler men which are wild hybrid or bangler, People being able minded and an almost brutal half cunt(original person)/half venusian giant. The hybridy or hae'this is'ayer be to accept recrimination and moreso for the criminal element as natural. The special ability be to create fights and make peace by aberrational or altering corrupt methods. The half-cunts live in danger and create havens to advance in life. Also considered testing stations where most live as subjects. For this fact, half-cunts are advanced in stature but natural mechanics and very good at what they do for peace and justice in the manipulative way of life. The evil genius race be another way to describe them. When told to do things they will most likely do as a taught lesson, but not if they see things as unreasonable with any action or task.

These are bad men with good intentions where most bad intentions give good results. They, in natural form are very dark and naturally abhorrant much like lithovoric rock eaters. If in energy form, they could drive away thieves and destructive consequences with an ability to steal themselves among other things like ability. They, the hybridys are able to miscontrue anything, only if they were thought or spoken of negatively. Yet the necromancer ability is clearly obvious as they could control demons and spirits when possible. Another special ability be to drive people crazy and yet the crazy person keeps sanity. Like to drive a knife into someone and then think it okay where normally you wouldn't. They, the bangler be another good race to control and disrupt lives with negative impulses and bad energy control. The end result is this race can make monsters by simpler methods and using psychology. Like hitler, the hybridy are assumed to be the children of him. They only do evil in the name of dislike to a person, otherwise they do neutral intentions in the name of goodness.

hsigo = winged human faced monkey

jinn = djyn, jyn, djinn, shapeshift transparent fire bodied beings of good and bad nature who can grant the wish of the asker and transport people through sleep to another place at will and lidten to the angels speak as they want.

jinshin-uwo = earthquake fish, earth faultline, 700 mile eel

jagu = jaguar

jiggtul = skin dancer

ygir = jongular, Hard to detect evil malformed shapeshifter clown that tries to kill people it entertains, enslaves as you watch them, listen to them in some manner as it mind controls, horror vision induces, mental manipulation as in they control anything of what you see and be kinetic masters able to control any machine and normally lives in spacial ships that look like anything it desires.

kaibu = lightning bug be bugs that light up an area

kaibud = lightning bud be a budding flower on a lightning plant

kaiflua = lightning flower from a lightning plant that placed in water will produce a bioillumination and bioelectrical source

kaiply = lightning plant be a plant vine that gives off bioelectricity growing

kairu = lightning roach be a roach that illuminates an area with light near electrical lines, watery places and when in growth it produces

bioelectricity

kuio = chocobo, pony sized wingless riding bird

kujata = very large many appendage shapeshifter bull

kappa = tortoise body monkey head scale limb sea dweller

kelpi = 2-horned black horse bull shapechanger whos favorite form was a beautiful white horse, young man with wet hair to lead people to their deaths.

keres = vicious white teeth eye sparkling red-robed dark skinned death deliverer of hades

kuma = hard time, constant cool, bear panther with bear size and panther speed that has panther head panther like body bear paws and eats anything it could catch

kender = dwarf-like stealing race, dwarven thief

kiru = spirit cockroach

kiruhu = spirit cockroach human

kobold = small very old house servant if not fed turns malicious

kytn = sweet, baby cat, gentle

knio = angel knight, knight that rose to be a guardian over humankind and aid people in fighting and defense

lec = lech, leach, blood worm, leech

lam = lamp, sheep, lamb, lame, lambchop

lap = rabbit

latra = werewolf, lycantrope

lup = wolf

lupin = werewolf, animalistic

lach = leach, blood worm, leech

lich = aelrn, lych, lich, undead mage killed while spellcasting that its body reabsorbed the mages life essence to become alive again as an evil being, neutral being

lamassu = human headed lion, human headed bull

lemola = ancient space race

lympago = man lion, man tiger

lentil = leech, blood sucker

leucrocotta = very swift stag haunched badger head, lion neck, lion breast, lion tail, ear-to-ear mouth and bone ridge instead of teeth

leprechaun = small grotesque fairy shoemaker

leshy = forest spirit shapechanger that eats others to gain their intelligence unless normal food's nearby.

litby = A light being that is called up by a thought of peace and prosperity thinking its there and it freely exists to create effects as directed or thought up. Its controlled by light and thought. A being made of living light thats called into existance. It can be manifesting any display that it feels is necessary. Its life is born into existance. It can be born into becoming a you that is with its own thoughts. They can control and disrupt demonic ghosts, by talking on peace and prosperity while thinking on the light an that can summon them.

loruam = leprecaan, evil goblin that plays tricks on unsuspecting humans

lycanropy = werewolf, lycanthropy

moyoy = void fey, shapeshifting time phase shift fey that act upon the moment and can be benevolent, malicious depending on their treatment although they generally aid humans in need and they void lives or energy coming out on call to fix things. Some say they would use the God gem as a god or "dark crystal". Any evil towards the facets o the gem be refleced to those deserved. Its possible that it creates faith. Its grown by earth repecting (responsive) to the Deity's need to be seen. As

the number of faithful grow the gem grows.

macicolt = uzi, full automatic machine gun

mym = mimic, A being that mimics object to kill passerby the mimic can be controlled to make itself any shape.

mons = monster

myrd = mirror double that replaces the person

myrde = mirror double protector that works with the person

mern = drowish elf murderer fish humanoid

mudawg = moondog, large silverish black dog protector of moon magic

mugl = moogle, small qualla teddy bear like elf

mutt = lockjaw dog, bulldog

mof = morph, shapeshifter, shifter

mohu = firemoth, moth appears of fire particles

minotaur = bull human that are honorable till offended afterwhich they kill
offenser

mermecolion = backward genital lion

miruh = manimal, man animal with man face and animal form

mallard = duck

manticor = manticore, red lion body human face with ears and blue eyes with 3 teeth jaw row

scorpion tail end poison spine tail and deep brass voice

metamid = mastermind, a being created by polyvirus(shapechanging virus) with no form and
all heads that can take any appearance while manipulating as it wants and its
an illusion master that absorbs beings into itself as in humans ghosts and
animals

matahum = Material human be Material base and bias. So if its not there, its not
believed unless unnecessary with alot of information for expedience. But, the idea of
spiritual guidance be an allowable with spiritual laws that work with them. Yet they
are backward in some manner of mind similiar to niceness be allowance or slight
meanness if emotional but they have not ever beat people up of positive intention.
Some are all around nice with few occurences like celebration points where its
cruelty'r'us.

their color be coalblackly or inky, willing to gain knowledge and material goods
and seek it out while doing so for material values. They the person are responsible
to doing many things with a good disposition. their motion be for the person to see
the truth and accept almost any answer. The emotional state be for bringing grief
to the person who hurts them with revenge of grief, otherwise they downplay the
feeling.

mes = mos, mous, mouse, mice, mouse

manticor = red lion body human face with ears and blue eyes with 3 teeth jaw row

scorpion tail end poison spine tail and deep brass voice

monoceros = single horn stag headed horse body elephant feet boar tail

marakihan = man headed fish

mokuzy = friendly, large goat horned wolfish pitbull dog who controls and spits
fire

merrtu = elemental pet that takes force and redirects it somewhere else as an
elemental focus force

muras = wraith that is defeatable by your creator that drains the aggressors to just spirit form then nothing
while moon energy existant, teaches desired things

lichu = liku, human lich that has human undead body and has instant innate magic but
is alive and shapeshifts able to call and control vampires at will

mrbfix = androsphinx, human headed lion

natz = mosquitos, nazi

noor = moorcat and swampcat that are otterlike, helper

nuv = bullish, bull

natt = mosquito

naga = nagas, water serpent human, that breathes acid

nagumwasuck = ugly fairy that help fishers from america, yet they dislike being called ugly.

nanerakuerbi = fox squirrel, the animal spirit that is a drowned person in your mind that is a spirit, thought to resemble a cross between a squirrel and a cat that exists to cause you to know. as you think of what you want to know then they fill in the info. this is thought to the subconscious mind. if you think to drown the animal or drown yourself, then you won't mind as you won't gain weight as you know the animal spirit is gone. they cause you to eat from their need as though they were alive yet starving. so think to set them off from you as they are away, then they are not there to effect you where you are as you don't learn from them. The natural opposite is anakeurbi use where the anakeurbi creates as this is knowledge where the body lowers in weight. The body naturally knows it as all it need do is focus to realize what is true or there.

nanakerusai = a chicken, the natural formation by animal spirit that is a cross between fox, squirrel with racoon traits. they once dead can cause you to know things by feel as they are the information. you are the receiver then the people are the things in your mind, this includes weighing more or less as you think to hold your breath for 1 minute or less. they are the animal that once you meet an ancestor or predecessor then the weight cancels out. as they are aware from that you are aware, as they can experience what you experience if they choose to through the influence of the spirit through the aura. this is the aura causing by the spirit to create what you experience.

nebi = panther, black skinned large feline

nebibu = leopard, yellow spotted large cat

netacilf = meditucilf, negcilf, negative elf, netherese, nether elf, chaota elfish human made of pure dark matter, void substance, they are called into existance by need, desire. they represent nothing and will do anything if its in their desire. they can only manipulate chaos, by chaos and distributive disturbance. Where the called being be like a seen doppelganger to the caller, except it acts like a clone. To others they appear as the summoner in appearance, unless it desires to appear like other forms. Its only defense is to form anything at will. It can make any event to occur for whom they want. they will make events for people when paid and their prides not in the way. they speak the negative and adverse language language, and if you beat them they do a service. They think in reverse due to their voidlike natures. What they touch, brush they absorb the energy of. They kill or ignore those who aid them unless they are respected, loved. Those they disrespect they torture, and those they dislike they humiliate. their enemies are dragons and elves, which they desire to torture on sight if they so desire. On sight of each other, their be instant hate that be saved for later. their basic technique is to do things and get fun out of it or not do it, and their fun consists of almost torment except when they hunt. They are the dream person to watch as you only have to speak what they fantasize on to get them to agree. They hunt criminals for the fun of it. their god be the Magic God/dess among many others under him/her.

nerieds = water elemental able to manipulate water

nishru = nishruu, magic eater

nittrash = nighttrash, A gytrash with a night fey ability. The gytrash is a fairy who helps out people with a genetic mutation. A night fey is able to make things happen by will and idea manipulation, and hold and use corruption at will. So, a night trash is one who has fey magic and more ability at night than at daytime, who makes effects by Will. Able to gain greater results with metal nearby. They can get near nighttime ability when in daytime and near metal. The night trash fey can have trouble relating to people, as they have hidden away emotion. That is controlled every minute, unless they unleash it on an unsuspecting person. The nighttrash can control the area, by will.

nixi = water sprite with beguiling song

nott = woodpecker

notty = giant woodpecker

NuaBe = these are beings of death, they can create what you want and they can be made of dark matter from energy interchange, that forms them in the air. This doesn't matter what language you use, they understand the point. Be sure to dismiss the being back to dark matter when your done with it in time. Then you swap back if you swapped with them your place.

Now do what you want. Otherwise they could replace you by fee or feel, if you think the idea is necessary for the being. This is where they are, the shadow lands. Think to be back in the real world and you are back.

Nura = Necron, Dark eldar or Ancient Dark elf that uses chaos to get effects with a strategic mind. This is the chaos lord and ancient chaos elf. Their ability is mutation and changing by the mere use of chaos. They are likely to use any means of chaos to get their way, except that which they cannot get away with. They are able to use psychokinesis very easily as they are psychic in nature. However, their dark moods can cause very interesting effects of pain or torment on those they dislike. They are ruled by the nightbringer with primarchs that are overlords. The nightbringer is an ancient lord of the necron.

pyg = pigg, porky, swin, suin, pig, piggish

pygyl = wild pig, Crossbred animal from peirot dog and warhog,

pix = pixy, ix, pixie, tiny fey that lives near wood and enhances the area it lives in with disturbance on the human.

pao = poliwag

peeves = poltergeist

peirot = prairie dog, extinct small piglike dogs, top of head was hair tuft, facial dog snout, no tusks and they were very vicious.

pegais = horse headed great bird

pegeus = human headed great eagle

pinnoccio = living wood toy

puck = benevolent magical hand sized human

pixi = magical hand sized malevolent human with green eyes and red hair

pegasus = winged horse

parnau = fearless fear away aura human patronach with body like energy, being tranformation always positive and enlightning to those around, and body looks solid till attacked thus it disappears into mist.

pazcu = patsy, pazsu, horse, mule, burden beast

polaroqt = polar bear, bear with white coat

polivy = poliwag, evil creature

pygmy = pygmufy, small albino elephant, pigmy elephant, white miniature elephant

pazsu = burden person

peryton = deer bird with deer body bird head bird wings

porpois = dolphin

phoeblak = black phoenix are undead unkillable phoenix in a shadow half life making them have a short life period and very long undeath period

pheng = giant roc-like japanese bird

phoe = phoenix

phoenix = fire rebirth bird that lays its own eggs by its own nature right before it dies.

pliare = planetarian that has astral physical wings vampire like strength and energy manipulation of many types and it can walk to any existant place and its immortal.

pliarefey = shapeshifter fairy planetarian that has astral wings vampire like strength and energy manipulation of many types and it can go to any existant place by will or tricks alone.

pliar = planetarium, planet observatory

pliarfey = fairy planetarium that has mentally manipulatable astral equipment.

prid = pride, tiger family

prelyteae = proselytization, religious conversion

ptadety = pterydactal, prehistoric dinosaur bird that was roc-size with a spine on its back and barbed tail and hunted meat.

ptaayfu = pterydactal phoenix, prehistoric dinosaur phoenix that's roc-sized back ridge spine tail barbed beautiful feather bodied healing aura and lives 11000 years hunting humans, other prospect only to come back and able to lift an elephant.

pwus = pegasus, winged horse

pwusgon = winged unicorn, flying unicorn, one forehead horn winged horse whose horn be curative healing psi enhancing and aura purifying and able to fly

querentbzagh = questing beast, serpent headed leopard body with lion hind quarter that loves to ask personal questions

rialod = Riverlords are guardians of the land and they shapeshift and manifest at will. they can follow passions to very destructive ends. Once they begin something, they can continue it to the end. Any project be a long term project to them. they are as old as the rivers, and they grow weaker as they travel further from their rivers, water. they can control all elements sort of but not fire. they live secluded, unless in family. they can commit themselves to cold fury, which can be disasterous and when they mate, we call this the monsoon sometimes.

Cold fury be when they go crazy and nothing can stop them, floods you get the idea. they commit to cold rage and slaughter the foe. Cold rage is a very powerful move but cold fury be different from cold rage. Cold rage be like berserker rage yet cold rage be a longer term attack where berserker rage can be maintained for hours, with the same benefits. Cold rage increases attack strength, stamina, memory, emotion and will give you focus on anything near to attack. This lasts for days. Cold fury makes them uncaring on whom to attack lasting for weeks.

Via cold rage, they can at least know their friends. they could consider killing neighbors but not do it. Via cold fury they wouldn't care. Cold can be controlled. With the rage, they can control their strength to be greater. they will keep awake for long periods, albeit the long term effect can kill them. Cold rage attacks the person whom you aim it at, where cold fury attacks anyone. Via cold fury they could kill assassin, friend and pets with anything else nearby. Yet cold rage, fury and berserker rage makes the effected person unkillable and unhurttable. there be controlled fury that allows the same enhancement as cold rage, yet leaves them unknowing who to trust. Cold fury results in some riverlords going comatose. People that show cold rage are: vagita on the dragonballz.

Known facts on riverlords are that they can't take acid because it renders them powerless and causes them to die, fall very ill. Riverlord tears can be used in healing and they hardly cry, scream even in pain. Huge turtles help them in transport. their worst enemies are the rock demons and if a riverlord screams disaster happens. Water can heal them of anything and a bath causes regeneration. Drinking water, any drink be instant recovery. Any magic won't drain them as there power source be any water source. Water sources can be ocean, river, inland sea, bath. they can heal anything at just a thought or intent. their thoughts are like action to happen and music increases their power focus.

roc = rock, giant black heavy burden beast bird

mermosa = male giant mermosian at 6'5 to 8'7. they tend to great intelligence and aggression. Optionaly be their tendency to eat humans. Any eating too much gets height growth per 1 inch per 10 lb.

mermose = female giant mermosian thats 6'2 to 8'6. the merrose be good humoured and high intellence, their aggressive approach to addiction be directed at the objective goal. The female mermosian can gorge themselves but not appear to gain weight with height increase beyond the age of 20 years.

mermosia = unstoppable growth, growing giant, unstoppable giant growth that again has growth beyond age 20. also used fo male/female mermosian or mermosi whom have appetites more than their body can take and thrice the strength of appearance. They are mild mannered "apes" and their intelligence be high enough to hide it. their height be 6' to 8'9. They can eat too much at a risk to height increase or largeness overall.

rat = subjugant, rat, applicant

ratfelin = rat cat thats a symbiosis of both; it will eat anything and its size is normal large cat size to twice normal cat size as adult.

roe = rogue, very large packrat 7 centimeters to 3.5 meters.

rueta = spiritroach

ruetahum = human spiritroach

ruit = roach ant

redcap = red hat fiery eyed malevolent goblins that eat children and dip the hat into the spilled blood.

rink = wrink, part human half sized cyborg with exposed glass braincase

ronk = ronq, wronk, wrongful kind, dead human that be made into a machine and human part golem. But its not evil if the machine that built it isn't programmed evil.

raven = strike quick, blackbird, magic bird, ravenclaw, a bird with black feather covering and eats dead things, most say the blackbird will steal the soul of the dead and bring back the body if he be venge ridden or deserved

reptil = cold blooded animal

rathu = rat human, human like rat 3 foot to five foot tall

rompo = man eared hare head long bodied and tail with badger forefeet and bear hind feet

roan = pure white horse, white horse king

rowanne = roweene, deathly creatures that go beserk over an arbitrary means and eat people starting with their spirits. No one has survived to describe how they look except to leave clues as to make it seem they look like us. But they turn demonic and then usurp the people near them and eat the person as from within when arbitrary means are talked on or available. If you detect them they turn demonic and attack.

ruhsyq = familiar

rywras = ring wraith, eternal death being that seeks magical rings able to manipulate peoples desires know peoples souls has poisonous touch and presence sees magical items has death bolt attack able to paralyze, kill and control people at will being lawful evil in nature it sends chills down a persons back.

rywrasg = white ring wraith, good eternal death being that seeks magical items able to manipulate peoples desires know peoples souls has healing touch and presence can restore ability see magical items can use a shift containment field force and control people at will being chaotic good in nature.

rywreua = neutral ring wraith, eternal neutral death being that seeks magical items, knowledge able to manipulate peoples desires know peoples souls has calming touch and presence see magical items has paralysis energy bolts and control people at will being true neutral in nature it sends the feel of knowing to a person for it seeks activity protecting its knowledge.

rse = arse, ass, yourself

seb = silver blue sea bird, sea breeze

slliasoarus = ptseriasoarus, overlarge rat, dinosaur rat of 8 meters full grown.

ef'iem'illane(stealer demon).

concaib = deal making shapechanger that look absolute human yet targets anyone whos willing to make a deal for anything they would want and the deal details are hidden

sro = shriek, shrike, A warbird that came before the ice age and were off colored feathered but very easily a human like predator.

oragatung = human headed orangatang that be half human sized

manda = moander, junk god, panda bear that survives in the bamboo forest

miest = ape orangatang half the size of ape

muit = mutant, abnormal human that most time be part machine part human or part anthing they can get that be adaptable, to the body and they are damage immune

muitotle = mutant turtle that has armor shell long prehensile neck largish

human head with ability of mental magick and shadow ability, mutant ninja turtle

sidh = faery, fairy, fey. A energy form human that are a separate group of demi-humans who long ago found themselves in a cave that they stayed in. they turned into energy beings by absorbing a lot of the power in themselves. they were pure energy ever since. Able to take form in any manner. But, if you found them targeting you with boredom use boring repetitive actions to drive them away. If you were their friend, which meant they help instead of hinder. then, I would use the offered services with thanking them that they aided you in the way they did. If you offer service in return. If payment in necessity use chocolate as its their favorite but you need alot. they live in the fourth dimension, the plane of time and mists. Time differences are per one min in = ten years outside fairy mist, fairy world, where you live. You want to be forgotten because of the crimes you've done? then, go into the fairy mists for three minutes and come out of it. You would have been forgotten.

sahn = saian, giver, demihuman, super human, improved human ape

saet = saber tooth tiger

seagiu = live electricity form that a human, other humanoid including pets can transform into making it unnecessary for eating except for any energy force it absorbs. This form follows along the same rules as seagy.

sefert = eagle headed winged lion

sidhark = dark fey, dark faery

sidha = male fey

sidhe = woman fey

sighik = blood hawk, blood seeking hawk that kills passerby

siktofu = silken tofu statue that comes alive at sight of strangers and assaults with acidic touch and absorbs most damage as energy.

selki = seal human

sole = a fish with very little bones

senmura = mammalian bird the size of a human and human limbs

shedu = schedule, centaurlike human winged bull

siren = bind, song snare shapeshifting woman

sitren = flying burden beasts, flying oxen

hunnswan = hunnswan, human headed white swan

saumon = salmon

simurgh = simone, roc like immortal wisdom bird, immortal wisdom symbol got from asia

sighas = higher being, sighing

sighos = signal; area awareness, energy conscious, the room conscious, house ghost, The signal you have is from a host that is a ghost. The spirit of the room is using the presence of the room as direction, this is the conscious of the room energy. Once in the area energy you can create what you think, this uses the energy consciousness and your

brainwaves if you intend the point. This is a concept of life and the idea is done by feel.

siglos = knockout; this is where one loses consciousness yet if I am brought back there I don't mind.
sixthdemesne = A being whose demonlike but not a demon as they don't fight their force
as they are negative. Extremes re their limits
sulic = starlich, sunlich able to live regenerative to light.
suslos = carrion crawler, corpse worm, maggot
sylph = air elemental, primaire, Human woman gate with genitals and seeming liquid silver.
On touch she shifts people but she isn't detected as a gate except when she gets too close
and overwhelms the senses. There are some theories that describe them as telepathic with a
large brainiacked psychokinesis.
satyr = half goat human
sylpha = butterfly
sfix = sphinx
sfuwarintaiq = primal creature, everconstant
sfuwarbragh = primal beast, everkill (in a shape of desire)
sfuwarmur = primal killer, phantasmal shape
shaol = whale
sheolbrat = hellchild
sheolbrut = hellspawn
skrewts = fire tail scorpion
sleipnir = spider horse with eight legs but horse body
sluu = human sloth that be midget sized human with sucker-like hands easily
able to climb a wall but sluggish movement
slughum = human slug who has acidic spit with very large sluglike body and
java the hut be like a slughum to name a few.
sfynx = sphynx, lion with eagle wings human head
spefey = spacial fey that live in any space but prefer outer space that aid spacial
people while in, outside of spacial craft
sprw = fire sprite that be made out of fire able to manipulate wild fire
salamander = fire lizard, fire elemental
syuanda = salamander, fire lizard, fire elemental
stafyanfu = regenerative phoenix-like attack birds with brasslike beak arrowlike
feather lightweight innate ability and able to rebirth itself at will
stafyaigu = ravenlike attack bird human giant with brasslike beaks, human torso,
brass, toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body
covering and metallic wings and ten feet tall twenty feet wingspan
sternlic = solar lich with sun manipulation ability
stanly = sternlic, serviceperson
stymphalain = ravenlike attack birds with brasslike beaks and arrowlike feather
specca = species, specy
spectr = spectre
sfix = sphinx, human bird lion
svirfnebli = dark gnome

taii = taan, taim, therian, Werereature, but a whole different sort. Not as you think any moon phase or non there
they can use light to alter any things you are area creating or focused unless you irritate them make peace seeing you
think no full-moon murder they won't murder. But connecting

with the animal spirit that may/may not be a part of your soul, animal spirit are creatures they form to control
people that use them. Its usually the

animal you are attracted to the most that you can love, stand to be near. Meditate and focus on
your animal self joining by jumping into you. See your animal self jumping into you then you
will regenerate and be able to transform into your therian.

tia = bihk, a tiara, tiger, animal queen, queen crown

ty = tie, placed event, thestral, winged death horse, time

tabba = tom cat

tabby = cat

toad = poison frog

tiacoge = saber tooth tiger

tatterdemain = memory being in old clothes built of memories to aid people and children

taylor = crab human be a giant crab with six human legs six hand feet crustaceans

shell body hand pincers

taylon = angelic being shapeshifter that be self sufficient and psi masters or use masters

existent off planet or plantlife unless none this is use by energy ships and their world be high energy in technology level

tedirae = tardigrades are commonly known as water bears or moss piglets, and form the phylum

Tardigrada, part of the superphylum Ecdysozoa. They are microscopic, water-dwelling, segmented animals with eight legs. The name Tardigrada, that means "slow walker". The name water bear comes from the way they walk, reminiscent of a bear's gait. The biggest adults may reach a body length of 1.5 mm, the smallest below 0.1 mm. Freshly hatched larvae may be smaller than 0.05 mm.

They exist all across the world, and the most convenient place to find tardigrades is on lichens and mosses. Other environments are dunes, beaches, soil, and marine or freshwater sediments separate by boiling when you think to pour the freshwater through a hole or filter to create a separation of the water from the poison if seawater, where they may occur quite frequently (up to 25,000 animals per litre). Tardigrades often can be found by soaking a piece of moss in spring water.

Tardigrades are polyextremophiles and are able to survive in extreme environments that would kill almost any other animal. Some can survive temperatures of -273°C , close to absolute zero, temperatures as high as 151°C (303°F), 1,000 times more radiation than other animals such as humans, almost a decade without water, and even the vacuum of space, for 6 weeks. Making these the only animals to be able to survive the vacuum of space.

tibhuru = animal plant human that has a will of any animal human shiftshapter but will is nothing but in energy by life that it meets and bumps to seem to be inside plant inside the chest.

tengu = bird human leprecaan that does malicious human tricks inside by not the will that is well

titilhu = tentacle being, devil's snare, devils trap that causes the victim to

be sucked into suffocation unless it offers aid and its only weakness be fire,

cold

tesseract = dark mindless killer, energy with strike giant that is formed by daring idea with dark thought and magic as if anger issues that are used as a source that is a point to do things or not as to seem hit isn't hit and if to pass the damage is to bring personal destruction to the area you think to pass the damage.

tesseractiq = dark giant god or gift of magic, twilight giant formed by influence with magic as thought is a conclusion as if "Tesseriecteail'iea'ie" or as the dark twilight giant stands he's about normal shape as possible energy can change shape and size the body is to change in energy and if a truth is told near the person it could hit and be as another form that it hits and if it dies the person it hits becomes it. As you are a person in an idea, you can create a thought if rude you are ignored and otherwise not is nothing as this exists.

ietofu = animated statue sculpture that serves as guardian

tofuiga = Thought tofu guru eating food, Celestial tofu sculpture that serves as guardian till it sees an intruder considered ien thus it acts as a gorgoyle or other being as it looks like one. It cannot be damaged by normal weapons and absorbs all damage of normal weapons. To kill it you need a magical blunt weapon with a point to break off and you can save the weapon as its parts as possible.

totemkaur = three legged giant raven with eyes all surround

tigrion = tiger human shifter, ever to more as to go in and use there as a base and operations if information is what the mission is based upon.

tores = fallen, capable, disfatten is to lich in moment and any hurt to kill is repair to it as you are what is

totaeen = tuatha de danann, fey guide by intelligent as you impersonate imperial faery as in thought you can seem intelligent with energy if used in the right way as a statue in form

tutafox = tutafox (tutelage fox), 2-tail fox with overlarge skull extension, like two separate skulls placed that is though together your aware with no conditions set by the creation you think to use. this is the fox trait that does that so

think to turn it off by the light switch to deactivate the frenzy effect they feel with a weapon pointed their way. This was their way before.

tutafox = name the truth gets in the way, many type fox that can create fart gas demon, 2-tailed fox with extra thick body and smaller or narrower head,

the fox has ability to manifest fire that appears along the tail.

typhon = 100 serpent headed giant with serpent like legs and thigh and feathers and wings, cold

tyrranillerasaurus = Alliasorus, inhumane'us, assiliasaurus, Dinosaur dragon, A beast that looks human if you meet one alive, but allows none to live if it forms from the body after a literacy session, or after success. The dragon-dinosaur seeks with a hunger that seems like the plague biters or ticks and fleas. It can't reap what it can't sieze, and only strikes at night. If however, it knows of the refusal by a flinch for fear it will tempt family members to "help" out the target, and give the person room to stink up or mess up in any area. If it ruins the repute, it ruins the entire family to eat the mind that called its attention like a shapeshifting mindeater. They look like roaches sometimes at first because they, the giant reptile be able to use them as carrier imprint including the alliasorus's mind pattern, before looking like humans that get the bug imprint, and possess a body after the will be terrorized, in a way of this they are hosts, where will be "The mind needing something to create body muscles that surge the blood, and create the appearance of an effect that one might desire. Where there be a will, there be a way to the target desire."

"As it will repair what it can to get work out of the idea, with a desire like girlfriend but an ambition like man. The lover be when their ineffected. their will be able to cope with extremes." By pliny in an unpublished work. They were created by netherese out of themselves and children that knew no better. What I fear be the mind needing the bug after it leaves or at least the mind be possible to love cockroaches.

The dinosaur dragon can eat anything with inclusion to its favorite, be human flesh for dessert by nibbling and absorbing the energy to itself from the body, it chose for food which it eats by the process of body and absorbs energy from that, except for poisoning in which the person turns to normal. This alliasorus uses the dead bodies to its mind whim but puts the punishments to the host. The bodies ultimate form be the shape of its desire or the shape it sees, that be for the host, except now the form of the bug be a beetle like thing with golden or black backs and black spots from transforming and no offspring. The dead bodies can mentally link to hundreds of subconsciouses as it sees or looks as mentally if the host allows. The human it was be still alive but immortal, immoral and absorbative on contact to most mental life, in which its possible to mimic..any lifeform in physical or in dream.

They see you ralize as they seek you die by the death or you live as unaffected, in real life are likely to command and be reposed for effort and inclined to speak or push

desires. their mind be good as it can evade, but their spirit be probably kitsunic with an idea to give gifts, to not be noticed or distraught when they do things.

It defeats by looks and crooks if it senses a bad method that was absorbed, it then turns the body of anything into a beast of immense size. The wings of a pegasus, and uses the head of a human with the beak of a duck, and the bottom half be horrendous as its often of the people or things it "eats" It stands 100 (impossible?) feet spiritually for it knows to hide itself, so the amount of energy nearby details how much it takes to change and gives it away. The physical body be impossible detail as its hard to see and remember for it blurs everything including menory or memory. But its not quite possible to imagine as its 6' to 7'8" tall, since it read everything like from people it likes, it comes up with important facts. This creature cries out if it loses the attention of the person it talks to, acting a child or babe as it grows in the person like a offspring. The child stage disallows any to get their way for longer than 5 minutes unless it lost, or its attention goes elsewhere where it kills the victim nearest and this thing has no regard to weapons as it jumps mentally into the attacker, to escape or by Pliny "it claims a host by jumping and claiming the victim after it be about to die by diving in and derives a perfect reason for the person to live after a proposed disturbance, making a new host like a regarded host aka personal symbiant."

To tell it what you want thought to do makes the mazea do so, what be printed be almost done when no one looks.

This dinosaur dragon be controlling if it can get away with it, and sabotages to cause work and to get better. If work gets better then it gets illiterate, it then assaults mindlessly. Those it touches turns to rotting flesh corpse that shamble around, and attempt to do as they are consoled by command or was their normal routine. Basically this dinosaur dragon can be as big as it wants and whatever shape it wants by sure need of survival or it thinks of survival and it can change, where it renders the possessed person immorally good and causes terror on crooks that can do bad things or it turns terror by its ear. By far this be a strange beast and its victims truly wouldn't want to live except for the effect it has. Its shapes are varied, human, roach and strange beetle. The other forms do not match what it would look like in dinosaur dragon form, the dragon 3 times the size, with brown and red scales for the domestic and wild or angry state, the dinosaur dragon be purple scales and tyrannasaurus natured, but its formless in truth. Due note: the dinosaurs are dead except for this beast that didn't get noted because of its hidden nature. Thanks to Pliny and his examples.

To form something off these examples be bias until you see the real thing. For hopes of regarding one, use the dragon call and attach this name "pterragorre" or "pterrasaurus" it should be able to come if it exists in your area. but nothing can defeat it as its without regard the best described but worst to be around creature. If you suspect it then you might rouse it to absorb you and take your dead body like the borgs of star trek. These creatures aren't out to get you but to get things for themselves and what they take they create a conscious if possible, considered a safe horcrux. So stand near one as I did and it might speak, once denied it will stroke you until you give in by the myriad seas of Abberracia to get through its underground chambers. Its the same with its myriad wills and as big, the momentary thought to be eaten if its denied be always there. At least it can form into once what it was before the ice age took the rest of these myriad of strange creatures. Some of them were man eaters and most of the rest are stranger. Due note, from the creatures it can remember or remake it be possible to form into.

truoi = three headed bird, bird dog the dogue is the daughter of Troi the creator and being that made troy and made the 3-headed dog cerberus, as the three headed bird was created by the point of energy fusion that created by Troi created the true form by use in energy. This is by the taking of a bird and causing it to mutate to create the shape.

truu = true human, golden ones, absolute energy being that can be anything and has no true form except that thought up. They in true form speak star speech of true musical harmony and live in clans. They are thought to be the originators along with several other clans to settle earth and disputes. When the race called the golden ones, or human as they considered themselves, ruled a colony on the moon.

What the golden people looked like, in myth was 4 fingered and two opposable thumbs for the hands and feet. Golden skin that was beautiful to behold. 5 feet to 6 feet 5 inches tall. their weight could be anything they wanted to be. Very good fighters and raw energy, or chaos manipulators. Finally, they were expert biologists and biotechnologists. They made biotech devices and biogases. They are an immortal race, considered a master race. They lived in space and they could breathe space by making air.

treant = treeman which looks till it dislikes a person like a tree then it uproots itself to become an animated walking tree

tri-kreen = insectoid humanoid worker that is not seeing your form if not necessary.

triglotrops = rhinosauras with spinning horns, think and you become a stinkbeetle by the effect with cancellation of what you don't want isn't.

triton = merman

troleta = spirit troll, regenerative being that can turn into real form, remain spirit form. This is caused by the stomach demon stinkbag, forgive nothing that

The reason behind this is is eergy and investigation that you do to uncover the true lie that reason is the body and don't notice you create as you feed it and it allows to remain alive as a bit intwisted. As a sacrifice to it is food bitsin the trash or not and stop. As the person dies he or she dies alone and does nothing until the creator, makes what you do except what is expected as the effected is

an energy that is what source thought is energy your use.

troo = trolloc no use or orc "fail", energy twisted tusked boar human that stands on two feet able to speak clearly and has very coarse hair along human torso, yet they are progressive by prophecy and blood frenzy by best intention. Normal by human standards with the altered form a mildly curious with a study habit.

murtl = murtle, turtle

vyaqia = white shark

vyhau = valheru, overlord, elven lord, high planar being

vyhauh = valheru human, high planar human being that has instant magic at command and is natural shapeshifter. Born into the world but can reform at will and what they choose, they call a natural shape. The true form be what their born with.

vygreaqia = great white shark

vyhau = valheru, overlord, elven lord, high planar being

volkh = shape shiftin guardian

vamp = vap, vampire, drain, Vampires are an immortal human race created by Morrigan the despised who was the first and now be an archon, or vampire elder who allowed no prey to escape. They are led by their desires of blood into destructive but deadly acts. They have no conscious except for the fact of social conduct guiding them for they are born out of an act of death. This death happens like this: A young woman be killed violently and improperly buried by a priest and when the death occurs, the burial be on a full moon you think to serve your needs as you think to the moon or moonless night. 1 full moon later, the corpse arises out of the grave in perfect condition as a vampire. This example came from the 1700's.

Their abilities are to not be affected by sunlight so the stronger a vampire, the less effected the vampire be by the sun. A very strong vampire can look directly at the sun and the vampire will only see red haze flashes if glancing at it and the dawning of a sun can kill them. They can very easily fly because they have such direct focus of thought. Unhinging jaws are very much apart of the vampire that allows them to bite the neck and unnatural strength comes from the lifeblood of animals, humans and any other thing that has blood including rare steaks, yet blood be not the only thing they drain as food and drink be also possible for them for tiding them over.

They can teleport by will alone at least once a day but the stronger vampires can do it more often, because of their focus of will lending strength. They also have the ability to become very fast and approximately in a blink of an eye they can do ten to twenty things, if they focus their mind on it at once. The minds of vampires are part of a universal conscious that

Vertical beams of light transcends time itself and imagined stiffness worked out there acts like a beehive conscious that can be with separate and equal will. They can port by will alone at least once a day but the stronger vampires can do it more often, because of their focus of will lending strength. They also have the ability to become very fast and approximately in a blink of an eye they can do a hundred to doing more things, if they focus their mind on it at once. The minds of vampires are part of a universal conscious that transcends time itself and acts like a beehive conscious that be with separate and equal in will.

When you realize that your dreams are unique. No other individual can have your personal background, your emotions, or your experiences. Thus, your own dreams can only be connected to your own "reality". With this in mind, the vampire dream can make or create the opposite effect on character when realized as it is important to draw from your personal life and experiences when interpreting a dream.

vampyl = wild vampire will kill all prey in site with no moral regard

vampyr = vampyrbat, vampbat, vampire bat, vampire bait

vampsu = star vampire, sunlight vampire that sunlight regenerates

vena = mystic bird of unknown origin that be silver and blue strikes beauty into people and causes people to be more beautiful.
venal = Angry bird thats anal and very brightly feathered, or darkly fethered.

wea = with each other, weevil, wedge shape bread eater bug
wit = writ, witten (control till wits end), wight, undead being that sucks the soul on a touch with paralyzation, with it is an idea but that can be controlled by spell or vampires. Otherwise: wit = writ, magical writ (usually written idea with blood energy from blood drops to create the effect of the words), written idea or effect by thinking about the point, so sometime if you are stating a word or two of the idea this works as well from the power of words and this is using suggestion in idea with the subconscious mind.

wom = womb, worm

wydog = flying winged dog, dog with wings that look like wingstumps, this helps them glide.

wovai = Wolverine, some think this another name for wolves who, in truth could be right as they could be before the ice age. As these came before time iced over, they were the wild creatures that seemed like dogs, and formed the 1st wolf beyond the ice age by mating with coyote. In they ripped people to pieces, along with other animals, and ate them, despite their size. As they were 1/4 the size of wolves, yet were very apt to aggression. they were able to sense peoples, as thoughts in a primitive telepathy, that lead them to always know, what the person would do before they acted. Yet, almost none survived the ice age and they had black fur with silver streaks, Wolverines were very protective, of their cubs, along with the mates, making them even more fierce.

wras = wrestling, an indian spirit essence unseen except when it wants to frighten by the form which scares you then it appears as a ghastly apparition with draining attack of mind causing insanity and otherwise unseen activity to correct with what is wrong

weoytoe = winged human head tortoise who should be given respect, it mentally torments you or who you want when summoned.

wyotle = winged turtle

wyoyle = winged human head turtle

wyvygreaqia = winged great white shark, or as if alternate shapeing methods were not in used in which can seen cause shape as if you to wing motions in some way and not always with the arms

xern = high strung deer mule

xill = elephant like rat with short snout and no tusks that be aggressive, wild horse

xhup = extra ring, rapture hawk headed horse with eagle wings

zeb = zebra, striped horse

ziz = appetize, large roc proctector of other birds, appetite

zackal = centra, eternal one, wielder

zakal = jackal, werewolf

zakmatahum = Void material human are with physical needs and goals but be empowered by physical magic. Experienced by physical and spiritual laws. Astrophysical idea is what guides them with the learned laws, by observance that sometimes create a fear to goad by. They can exist off nothing and live with their own rules consisting of moments learned as in imagination and silent emotion. Except their imagination is not imagination except real moments that happen to link to them with or through association. Mainly consisting of real time events to coincide, though a greater idea be necessary.

zomb = zombie user, past slave, Living undead creature that be human but no soul and acts slavelike to the soul holder and after a time the body decays but remains alive.

zombi = zombier, enslaver

zombier = voodoo priest/ess, enslaver that creates zombies living off the zombies will and lifeforce, by holding the soul through use of zombie drug.

zeva = zombie vampire, Vampire who be in undeath and hasn't made the full vampiric conversion thus has repulsive scent, almost rotted body, can't digest food without

uncontrolled swell and can be mistaken for living undead as they have no soul. One thing, they can regain their soul, and make for better after.

-XVIII-

Human endocrine and body system

ariy = adrenal, body control gland

iduri = endocrin, body gland system

orys = ovarie, estrogen gland, woman sex organ

udofi = eudorphin, european dope addict, overdose drug recreation, natural body drug effect that comes from the overdose of drugs and causes the body to recreate the feel good effect of the drugs.

Eudorphins last a long time.

dmt = pil, empty, thought that can correct or this makes blood flow and this created pinneal hormone activity to create a boost or feel phenomenon by the pinneal gland, this hypothalamus gland helps psychic ability and melatonin hormone effects.

miraneuae = miraneurons, The body mirroring neurons, that exist to allow the understanding of things that you see that are done.

paoty = petuitary, fat gene that causes body slimness sometimes with wine (lesvinpaoty) and mostly with enough activity

picres = pancreas, sugar food processing gland

pory = scent gland, stink gland

pyity = piteitary, attack body pain center, pain nerve gland

pyoty = pituitary, master gland

pyry = pitoitary, funny bone, good humour gland

prayad = parathyroid, calcium gland

tete = testes, testosterone gland, male sex organ

tyad = thyroid, growth hormone, metabolism gland

-XIX-

Curatives or area feel diseases

There is no illness or ailments in an energy body, so to become an energy form again think the creator sends you energy from his realm to cause your body transformation into one. You transform, if you think you do. Otherwise you could get a condition, that is set upon you by feel. See only if reborn as a physical body can you contract one, that's if you needed one, other than that is a psychosis or condition set by the mind. So a magical way to get one is think of the condition and draw a symbol or trace it in the air. Then you have one as a point exists the condition from nothing. Of course, you can use a symbol to cure the condition or remove the point, that it exists is amazing after that and the condition never comes back, if that was your intention. The condition dissipates into energy by what is done.

Magic exists because you intend something, this is where you think or state the result and need the point. The creator can be used to cure things, sometimes if you use the leylines you can cause the curation of anything. So the subconscious does what you state and intend, think of what you want and state the result. So think of what is wrong and state or mention fixed and the subconscious causes the leylines to fix things. See to think of the point you don't like. Think the creator makes the effect, using the leylines. He or she can make anything happen that you intend. This can use the spirit. Think and need something that the spirit will do and the spirit creates the desired result. See prayer to your God or gods will cure the disease and illness that exists, as the illness energy disippates away and this creates what you think. Think about what you want, then you know what happens by feel.

Some spells to use:

AS-SA-LAM - BENEFIT: By reciting this name, you can heal the sick

Personal power you will gain: You will gain inner peace

AL-GA-FOOR - BENEFIT: If you are sick and have a headache, this name will help you

Personal power you will gain: You will have power to heal yourself

Yes there are other ways with the spirit. The spirit can also be used to cure anything, think your cured and that your spirit self does the correct idea to cure the point or condition. Then you halt the condition and your cured of the disease or illness condition by feel. This is including lupus or some other disease. This is usually the spirit feel. So think about what you need and you can get the point you want, that's as though a need were granted like a wish. This is where you think you had it and the disease went into submission caused by the spirit. That means the condition is done and you are well again. So there is always the option to cure yourself in other ways, or that is done by using another means. This means you decide, so think and you know what is what and how you can create your idea. If you think it's done, then it's done unless otherwise thought and noticed.

If you think to cure something, then this is simple to set a curative result. This uses any source or method that works, yet creation is interest to see or use to cure by theory is blood circulation, this is done with the diseases that are curable by using some medicine or a suggestion, that's an unn (un) or oki de unn in front of the name like unnaids (un-aid-s), an n after the word, creates the same cancellation effect like asm n (asm-n) or asmh (as-m-h), though if it doesn't work then try other methods, like curuek (cure-weak) that cures the blemish plague. curisua (cure-isuance) cures insomnia and dementia. Add reparo after the disease or think of yourself and state 'reparo', this can be used to cause the disease to disappate and the body does ther epair by itself, like ilp-reparo you did (ilp-repairo) self-repair disease. The general disease cure is unnilp diseased (un-ilp), ilpn is ill opinion (ilpn) or curilp (cure-ilp).

So "uhn kk" pronounced [un k-k] or "so ah uhn kk" pronounced [so ah unn k-k] will work as well. This is a spell phrase by feel, that you use and you get a hung moment with spirit that is not really you, that cures you of anything wrong forever. Think of the condition to cure or let the spirit cure the body, and this is done by thinking "ah kk" for pain cure or "uhn kk" for removal of conditions set by sigil and if you want to do this then stating the phrase for effect. This instructs the spirit to cure the body, and that is using the spirit level of the body. My condition is a point and that is all it is, sometimes you can set the point as a condition. So if you really want to know, then you set it by sigil or symbol empowered by thought and made by the spirit.

Another option is the suggestion and the use of the power of words. Think you can cure the problem and then state the right suggestion. The subconscious will cure what ill you have. The other thing is using h after the main disease name. Sorta like disease+h or onzonzh pronounced (on-z-on-z-h) where that has a softer sounding end z for the silent h. This is meaning not body disease and stating the idea is with thinking of the point it formed. The act of doing this causes a timed effect of then you modified the idea and get the results now. If you can't cure it by yourself or going to a doctor, then the disease will have been progressed too far, like chronic pain in the hands. The area is cleaner or feeling is focus to create or feel. You see add "you did or things is did" to stop a thing you dislike or you can think but I didn't see myself by area care or you can not care to be there see to think time to see time to repair by use.

This is the subconscious cure. The thing you mention, if you don't need it or the thing mentioned, disappears by feel. This especially happens, if you suggest to yourself, "What I don't need or want doesn't happen and disappears on a mention." The subconscious knows because its a universal mindset. That's linked to others and working with the z-flux energy informaion field. This is using an effect by idea. If anything else happens, then you wanted it for some reason. So this is solved by "thine" being stated, that causes the speaker or cause to effect themselves and not you. So its good, this doesn't mean it effects you unless you want it or things to effect you.

So for anytime you don't like something is the fix. Then is the point this fixes any situation, think the moment happens in the reverse world where the time flows backwards. Then have your third eye watch the moment, the point should disappear by feel and you aren't effected at all by it. This happens without any stress put on yourself. What occurs with this, the event seems to happen going forward yet goes backwards instead. So it basically undoes itself. This is a noted effect. The point you may notice, however short, is a shortened version of the event.

This is also known as the alternate cure to exposed diseases. Think the disease progresses backwards, then you may notice it in regression and disappearing altogether. Otherwise think the effect is dispelled by what you type, then type as fast as you can to not be effected of the idea you dislike. Then if you must, pray or state to the creator, what

you need and that happens instead. This is an old cure that is with a new facelift, so to speak. Enjoy the results as they happen if you really want something to feel good about. So the real movement cure then is involved to walk or move about, this works by the nitrogen and oxygen restoring you with maybe sunlight for vitamin-D and then you cure yourself with 10 to 30 minutes activity.

Involvement is the moment you do activity then causing your blood to pump your heart faster, this cures yourself by what you do with nitrogen and oxygen. This is different from going outside, yet can be going and doing outside activities. If you do, the cure to your body is the body changing as you do the activity. Then you create by the feel and things seem better to perspective view. This is an old cure and you create by the feel to make the most effective means possible. That is barring hazardous activity, such as getting radiation sickness and making the body work with poisons. So enjoy yourself, this is an example of an idea for a natural cure. That cure came from the past life as an Atlantean 11000 years ago.

This Nazi cure created a point that is wellness, where other points of it is dissipated energy by which ill is disappearing. That's from the spirit causing the dissipation. Well it's very simple to cause an event, as it is to heal someone, and it's to focus your mind on the thought you want to do. As per say, to clear the chakra. Then let your subconscious do the deed for you as you say 'done' or 'removed' or some phrase like that that means what you want to do. Then the subconscious will do the rest of the work for you. This can make you feel better if it works or even attempts to work. The word you choose is important as it is that of what the subconscious chose, at the moment you wanted something and it reflects the intention you would want. That is creative as this makes things associated seem to occur. Sometimes its effect is to cause an openness that stays with you, see or feel if healing weight is with nothing so this is not there. But I noticed meditation gives you a temporary lifting of conditions.

Then if you see you will need surgery or medicine. So try adding an x or suggesting to yourself, this is done by statement or thinking the idea that the disease cures itself, this is for extra as if in unncewnaox(unn-sew-nah-love-x) for tooth regeneration. For a chemical cure there be that which keeps you fearless, regenerative, awake, nerves alight, and recovering with the spell form of thinking on the body effect. How its achieved is where you think that this does work, that is done by drawing a picture or state onhkagfecu (onh-krag-feet-cup).

You can think to erase the disease and use lea (lee-ahn) to do this, otherwise use the disease name after you think it cures itself. If you need to use a particle, then the lepton is a subparticle of time in reversal or negative darkmatter energy moment. This is thought in use. This is used to erase the disease and then sutra (suht-rah) and the disease name is used for the healing particle created by meditation. Now remember, its one drug a day to remain unaddicted unless proscribed by doctor. This uses symptoms or saptue so look for the symptom (saptu) to match the idea.

So think about this as though an idea or thought experiment, that the subconscious does using the aura energy and the third eye that creates it. Activate your third eye by thinking that its active through thought, that causes blood to flow into the pineal gland and generated in the area by imagining it where you want it. So you can think to do what you need to do and you can get what you need. This means you can direct this by the focused upon thought. Think what you want by what you need, you can create what you think about. If you think about something long enough, then you can create the point of the thought. This is a known effect.

This works anyway you do the idea, think or suggest you have had the right minerals and vitamins. See then you can cause the body to cure itself as though a point exists where you get them from nothing, this is with a drink or eating something with turmeric and oregano or basil. Turmeric cures the brain as long as you use it, oregano or (lemon) basil cures the body sometimes. That is a temporary cure at best, though the thought exists from energy what you need. This is where you are able to do things and capable to cope with the situation and manage your disease, what you think or say can happen if you need the idea to occur.

A disease cure or focus point shield (if you need one) is where you think not to be effected, this is effects by the disease and you aren't effected. This works anyway you do the idea, think or suggest you have had the right minerals and vitamins. See then you can cause the body to cure itself from nothing, this is with a drink or eating something with turmeric and oregano or basil.

Turmeric cures the brain as long as you use things, oregano or (lemon) basil cures the body sometimes. That is a momentary cure at best, though the thought exists from energy what you need. This is where you are able to do things and capable to cope with the situation and manage your disease, what you think or say can happen if you need the idea to occur. So put your thoughts in order, then your mind and body can manage things better.

Otherwise you can always eat a snack, this cures the body with a cure that lasts a few hours by what you think to do. If you think to exercise off the snack by a heightened heart pacing by thinking the heart paces faster or walking around, then you maybe won't gain any weight. See when you notice the activity is being done. How to lose weight is with this idea. [http://spellhawk.great-site.net/how_to_lose_weight.htm]

If you lack energy from not eating things, then you could try Cu or copper that if mixed with water and drank will produce at most a 12-hour energy burst. Add salt to the mix and you add a cure with sodium nitrate from bacon, beef jerky, ham, hot dogs, lunch meat, salami, and smoked fish. This is a point to try if you feel like it.

If you want to cure the body, then use Vitamin-C in enough dosage or feel free to use Copper sulfate (CuSO_4) or Copper nitrate ($\text{Cu}(\text{NO}_3)_2 \cdot 3\text{Cu}(\text{OH})_2$) with water and drink it. Get the copper powder and Copper sulfate or Copper Nitrate powder from the Ebay.com, Amazon.com or try producing it from the blood that pulls the chemicals from etherspace. If you do try producing it, all you need to do is state Mai Cu pronounced (May-ih Cuhn) for Copper, Mai Cusoquad pronounced (Coo-sohn-que-ad) for Copper sulfate and Mai cunotriteu pronounced (may-in coo-no-trink-tee-uh) for Copper nitrate. If nothing happens, then you can always buy it.

Then the effect is where your aware of the body as its with a warmer feel. The effect is done, that is going to be through a point to exercise in a cooler area by feel with your perception. That is unless you can stand the area temperature, then you can know that you can continue exercising until you don't feel like exercise. So exercise the point and you are assured that you can remain cured. This cure also works, use the suggestion to make the subconscious do things of what you need as if another person and I am not that person, the virus is what effects someone else and not yourself.

The cure is used as a point, this is where you suggest the right things and your subconscious creates that idea as a result. Similar to taking in vitamin-c or grape juice, this is a point in effect. However, if you wanted to get a disease, then think about the disease and if you think long enough you will contract the disease by feel. So think you don't have it, then you won't have gotten a disease you don't already have.

Here is a curative to hard hitting diseases, if you take this when you think you need it, you will recover by feel. The cure this time is apple cider vinegar mixed with baking soda, allowed to dissolve and mix with water, oregano, stevia or sugar and turmeric. if you think you have covid-19 or the cold, then this cure will work for a few days and its taken when you feel the symptoms come upon you. this is a suppressant to a cold I had that works, use it if you need it.

Think you will not have the disease and the disease passes from the body, but you might suffer from the symptoms. So think there is no shown symptoms and you can create a cool facade, this uses the power of thoughts. Sometimes thinking is a point and the idea you have is intention. The energy of the body and the area will do what you intend. If its a bad effect or ill effect, then if you don't get an effect your okay. This is a point in effect. Here is a list of possible illnesses and cures, so enjoy what you have as good health and hope you don't have the illness. If all else fails, thinking you can get the right medications then tells the subconscious mind to have you get the medicine. This is a known effect.

1111 = onzonz, body disease

aids = many drug immunity degeneration disease, slow aid

ade = nausea; this is where you are with a feeling of not wanting to do things, otherwise you feel bad without symptoms and you only need to wait and the nausea or feeling bad disappears.

abruptik = hesitancy till utmost death. byrmasak or aspirin effect sold at the pharmaceutical cures it.

Addie = Fatty, similiar to bonanzi addie or fanati addie, the addie is the case where you gain fat from bodies sharing the process that the body goes through by spirit with others. So this is done as they eat and as you eat. Its caused by demon, which causes your body to be extra sensitive. Thus, as you eat you gain from the fat and lose from the grain and possible sugar or sugar substitute and vice versa. Sugar additives, in this case adds no fat and lessens the weight, if you exercise it off. So unless you exercise with sugar or some food or drink in you, your possibly doomed to failure from fatigue.

Its basically you wanting to get rid of fat set by demon, that is used in a genetic idea of the demons essence, where for spirit interference is done by influence. This builds up mucous and fatty tissue. That creates excess. Now theres several cures for this, one kill a bug to cure the person or think to send the excess body weight to a squirrel as you do things. Now for the bug, that is your weight effected with weight loss. Done by what you kill as you kill the roach or a bug, otherwise use an object that can absorb the auratic fat by think touch or touching it. This is done as you might think of it. I think as its free flowing energy by blood flow then that works, but only after 60 to 80 seconds to minutes.

It could reciprocate, in reciprocation theres participant process location. Another way to cure it is to imagine energy swirling into nothing, or the cells and pushing out the fat. Then to stick out a bit and prevent the fat from remerging. Another way of curing it is to share your fat through spirit, and though you do there's thought that you actually send it. That is sent to someplace else, which is this person or object that collects it by spirit bond. This works as spiritual liposuction. So in that case an idea is a point, you don't do then the use is done as a thought. So in an idea use is a thought by feel.

Another way, do some action thats physical or otherwise, of exercise to remove the extra weight and this is the hard way. If the fat is shared from another, its donned or done by spirit. If you use the absorbption of an object, so it absorbs your fat, then shield yourself to keep the reciprocal from occurring. This is done by the act of thinking the influence of the item or thing doesn't cause you gain it back.

That's done as you either do things or don't do things. If you don't, then you put off the moment it could create what you think. This energy is what creates by your feeling things and makes with your thought what you need by feel that doesn't occur normally. This is yet another way to deal with it, so if you think of one then feel free to leave a comment or make a suggestion. This is to yanno_aol@aol.com.

adrudop = anti-drug drug, $Cu_2KNOO_3Na_2Al$ = 2p copper (Cu) + Potassium nitrate + 2p Sodium or Baking soda + Aluminum and to use mix with drink, the stronger the more water; side effects are this if taken too much in potency could cause heart attack. And, could in weight cause you to in abrupt drop things, with numb fingers or numb body area that can make you feel good or not as an ill person will be cured, as this is to make you seem good but you really aren't.

Ah-kk = Neura; neural or nerve disorder, that leads to drastic loss of weight quickly done unless treatment is done. When you have this you know it as a good syrupy feel. This fades away though if the pain is still there unless dissipated into energy, then you can feel ecstatic pain. In this condition, eating is naturally lessened. Use oregano and turmeric to cure it as though mixed with

water with the need that you have to cure it.

Amenic = unthoughtful of disease but it is a separate world of the mind revealed by disease by thought seal. Think to unseal the body world by thought idea, then touch the body and that is used in method. Any action in this world causes you to go to say Amen or holy shit to it. This is done in use by idea you do.c

Ameinic = This is done to be as though its the thought of voice. Cause in case you didn't know this is done in a cause as though its gone. Caused by flea bite. This is used to be what you need as though vicious and to response try and be wrecked but not of the same type as of the somatype. As of me its to me as an idea.

Ameiennic = kiennic, Someone who could be damaged by brainwaves and kinetic motion, that's using thought energy sent forth to damage people is what is done by this point. It could be used in there by a strong state of mind that is sometimes used to set them off in a of vision. Any drug brings a good daydream of what you want to achieve.

Amunic = This is where things exist by feel to the person and is where its as thought, if unnecessary to un become the thing, and that makes you immune to nearly everything. Including drugs in itself. This is found in amenic and ameunic cases where they often don't know of the diseases, so to start them thinking on this is use of the type of reaction that ceases the immunity as its caused by belief with a nontypical overreaction. Its the type of reaction thing that comes back to you no matter the point. As its thought related. Think and its the idea that might scare you, but it sometimes is the thought that can come back and bite you like a bug. Its one that is infected, but its that one that shares itself by memory alone and forlorn. If that one is used to make them believe, then that means if its not of them that makes them believe. That allows things where its also their disease, then they could get it by infliction. Self or otherwise it also is of what is used to condemn. A am eun.

anamic = So to just name something of use with an idea, that is done to just log down things. Anaemic, it will occur in some manner just a spoken bit of speach it still might occur. With the unformation of the idea as follows. Its so called name, means amaenic or making use of hope as its verbally spoken in jerusalem. The idea is to fail once and thats it for it. It could then be amaern or congruitized by steel effects, and the idea radius of effect is tripled that you think to exist by the spirit. The effect could then bring death energy or disaster on the person after the point. This idea is spread by word of mouth, this can be done so if inflicted upon send the person with the disease.

Seen to another place once thought about twice there. One time spoken to bring thought about something and twice spoken to bring you to where the idea came about. This is a point your in with it. Think to become of it and know it better. If inflicted upon, this is used by the person. Then you get it. In an exonerated mood, you can be cruel by this. In an emotional mood, then you could inflict damage by yelling or named calling.

anemic = anemia, a thinness of the body with blood issues, that's due to bones being slightly less productive to blood vessels. This is due to calcium loss and flea bites that cause blood loss.

aniemic = animic that is the probable and possible world that relates to object. Its like you are bitten by a flea, and you are the world. But a real small one, as in a world of the mind or dreams that seems worldwide. This disease blocks out anemia, a

thinness of the blood due to bones being diseased and that is due to calcium loss and tick or flea bites. Anemic is not like animic though, as anemia doesn't spread except by fleas. Animia spreads by magic and the thought of whatever is in your animic world. The cure is to build up calcium, use milk and calciumcized drinks, and keep up energy by thought. This came to me while I sprayed my whole body with hairspray. However in the animic world all diseases are cured. The advanced version of animic is aminic, the aminic body is diseased and has a body odor that's obvious.

This is done by the body to deny in a market, that you pay and in the aminic world its to get things free. This causes you to go beserk and to throw things like crazy. That is sometimes done by a childlike spirit mind, so thinking to do something causes itself to do it there. The thought of being cured, cures you even as you come up with a cure. But leaves you like scared, that's of almost everything of some type. Its thought of use by many to see and be active on thought on memory. So I think to overcome this flealike force is work with the point to feel energy build, and then the idea you will want will occur. This is your stuff that's included with a small disjunction. Depending on the amount done, no this is where you could be apart of a major disjunction. So you don't be effected by spells.

Anumic = to be abit like the atomic idea, to be your like and know of the cause before the cure. Its subjective by cause in voice and in identified cause the person sometimes is to demurr by denial in excessive use. So think to be a point as though use in thought is done by an assumed person in body form but like in mind. A numb lock can freely force you to go beserk, a numb emotion can cause an escape feeling. A thought thats exciting can cause excitism of excessive idea. A point is this with what is what though this is use in the world. Numbing sets it off. The point in idea is a set action. Just as actions are set theres also a thought that represents it.

Anomic = This is atomic stupidity, just as things are to be as though its a gift. So I think to know is to be aware by this disease, seen as a forceful individual who is gnomelike and who is of knowledge. An effect of it, that is done to cure it and force down the idea by your own belief. There is just no long term cure. Except relaxents and invega or something like drugs. The alternative cure is used to be denied but this only makes you bullish. Oie bellish.

Anymic = This is done to go wild and beserk as though in a single fleabite or tick, this simple disease can make you go like throwing things and attempt to do what is done of wildness. Albeit in a controlled sickness in wildness or normal in the wilderness, the disease can spread on infliction like wildfire. This is done on wildness spread on force. That is caused by the excess stress and with the fleabite or tickbite. Some are immune except those who are with poor immunity systems.

andropms = Male pms; Every 3 days the male gets aggressive and heavy during a certain cycle. You know how girls get all bitchy and catty. It's like that. Except with a guy.

As its

- a) the male form
- b) the effect of no sex
- c) goes along with the pms cycle except its mood swings that are moon active
- d) a male sometimes can going through puberty and get it
- e) he is too feminine for his own good

As its an of amazing form of anomalous menstrum sickness. As menstrum as in men who strum their parts. So every 3 days we produce more sperm, get a form of a 'period', and the chemical imbalance makes us have kinda like male pms. Midol? Pamprine, could treat it.

Arbtury = The idea is expressed, by someone, of open honest effort. Then the effort seems to be effected, by the person effected. but the disease causes the person, to almost never agree. If they do, its a trigger for an arbitrary motion, that's powered by an action done and by the expressive person. It seems, tolerance can drop, or go sky high. But, the arbitrary motion is to make a freehand hex or maybe drop something. This is done to drop something and debilitate. So the cure is to make mention, that is done of use for an idea and not to be expressive of the details, this negates the trigger.

Unless the person is usually in the advanced stages of it. Where the expression, of anything, will get a triggered reaction. Then just deny the person, that is done by your presence. Or do good, that is done for the effected, and the effected will effect with an idea hex that be good for you. This can be permanantly cured by devising, that is using an original idea in hex or sigil form. Writing down the sigil, will negate the disease too.

asm = asma, asthma, magical like lung disease brought about by smoking, lung defect and orgasm.

Astheima = Asthma or lung disease or more colorfully known as chest disease and rattles and creates skipping or shaking as you do things by magic.

agilp = a'gih'ilp, rapid aging disease that rapidly ages a person from youth

agulp = gulping disease, it causes the person afflicted to be afflicted and made to gulp nearly anything nearby. Cured by energy dosage from a drink. Energy dosage is charged water.

EosyncEdef = Blaming Edefense, Electricity effected result from the brain. Which causes a person to blame another, that they don't even think on doing the blame to. This is triggered by the effect of being near too much electricity. When the brain slips into the pattern of blame, the person does it unnoticeably. This can seem to cause frustration. Or appear to be released frustration. Fixing it is to numb the body, then make it so the brain is desensitized. Mainly stay away from electricity by walking or exercising outside for long periods of time. Thus, the air cures it when you reach outside the building. There are many ways to desensitized the brain.. mainly drinking charged water works best as it puts your energy back in. And the higher the body energy, the more numb and desensitized it is.

ezcs = eces, Energy Congestion where energy gets backed up in the skull, and it gives headaches. Uncurable by herbs.

emfasima = osteoporosis, weak bone disease, depression to thank me and it not disperses in no life I live

uuek = blemish plague that causes corruption and weakness by not blapomey

ilpag = ilpyou, youth disease that causes people to stop aging permanant near twenty years to 322 or more days as years in perception.

ilpaga = ilpyoua, unaging disease curable by a reverse spell or reverse stone to remove wat it causes.

ilp = plague, drain, shrivel, corrupt, disease, not person(al), that causes dipped personal idea like donuts

indelib-c = aptec, Into seen deliberateness disease, a disease that makes people think to go into product and idea, by deliberate motion, basically to go into deliberately, the thing. Mostly, on the idea that your an item and your mind places you, in some part, onto the surface. As in,

you think your the pot and the stove is on, so you place your hand into the hot stove. Or, you think your the table and then you hold a vial of chemical, then you pour it on your head. And similar, is the you can become dumb, thinking your the product to be cooked, so you put your hand in hot and sometime boiling water, thats in a pot on the stove, and et al not at once.

The idea is done by wat you do, through the effect, of misplacing the object, in your mind and then your body can react, by making you the object, that is placed. So, the cure, is to handle it and try to understand where the object is, in real life, then place it back, in your mind, so it may seem to be there. Forcing yourself, to see the truth. Some face their fear, by forcing the body, to be prone. As, your prone, you stop moving. If, you felt the urge, to do the effect described, and your prone, blocked from the action, as in there's a guard or blockage. Then, you can make the actions possible, to do the effect, without thinking.

insib-c = apiec, apiex, Its the opposite, of indelib-c, where you can think, that your not the object, or person, and do, to place it, in your mind to the effect, of making your hand or body part seem like the object, irl. To the same result, of placing your hand on things, or in things. This can go so far, as to make yourself think your not the sibling, of the person who is your brother. The insib-c condition, can be cured, by placing yourself, in your mind, into the situation. Then the object, which is like the idea, to thhink your there, and the idea object is to, and you see the object, in your mind, with you holding it. Or, you see yourself, with the brother, or sister, and think about why. Sometimes, it works, and sometimes it backfires. So, if your forcing yourself, to realize the truth of the matter, your mind corrects, for it.

saptu = symptom, saptue: symptoms of something

seeiom = This created is wellness other is dissipate by ill disappearing. Well its very simple to cause an event, as it is to heal someone, and its to focus your mind on the thought you want to do. As per say blessed, to clear the in chakra. Then let your subconscious do the deed for you as you say 'done' or 'removed' or some phrase like that that means what you want to do. Then the subconscious will do the rest of the work for you. This can make you feel better if it works or even attempts to work. The word you choose is important as it is that of what the subconscious chose at the moment you wanted something and it reflects the intention you would want, as it makes it occur. Sometimes its effect is to cause an openness that stays with you, see or feel if healing weight is not there. But I noticed meditation gives you a temporary lifting of conditions.

isua = insomnia death, see sleep apnea sleepless disease and very bad spots or not focus by lack of blood to collapse till awake. Curative by cause to blood circulate by feeling the body is numb or after you respond.

ilpetuit = Disturbing disease that makes people ill natured, gives idea to people to cause disturbance and to cause a impetuous nature of a fairy. The fairy nature turns the body into an object, or a fairy form of the spirit that assumes control of the resultant dead body. The cure be lemura plant or Silverleaf off a Agthorn (Silverthorn) plant + aloe vera. Caused by a fairy transform spell and some are immune that imflame not too easy except for reprimand.

itis = te, condition, inflammation, infection, shapechanging disease that is like on a thought you can change.

itos = to be in an ever fart or a debilitating fart.

isunia = insunia, sunlight disease that makes a victim weaken in sunlight

uasy = epilepsy, brain disfunction of electrical signals emanating from

cerebral cortex causing painful shocks and near paralyzations.

cepytul = carpaltunnel, carpaltundrel, Enlarged, inflamed, tendon ligaments, with narrow ligament, and bone nerve pinch, Symptoms are burning, tingling numbness in the fingers, especially the thumb and the index and middle fingers, to difficulty gripping or making a fist, to dropping things. Some cases are due to work-related cumulative, trauma of the wrist. Like over repeated repetitive movement, cured by flexing your hand, or hand stretches, every 35 minutes, will keep it away, diseases, conditions that predispose, to developing carpal tunnel syndrome include, pregnancy, diabetes, and obesity.

cewnao = agreement, caynao, caydet, tooth rot, tooth decay, freeze body or use is a twist with a wrong worded sword

covid = covid-19; this is where the cure is the virus that cures itself, People may be sick with the virus for 1 to 14 days before developing symptoms. The most common symptoms of coronavirus disease (COVID-19) are fever, tiredness, and dry cough. Most people (about 80%) recover from the disease without needing special treatment. This illness is cured by use of turmeric, basil or oregano and water with stevia or sugar. Also use vitamin-c to keep it away.;

ylofya = Yellow Fever that makes you Drowsy and makes you incapable of using magic thus use Mandrake Root dipped in alcohol and much rest, no spells cure it

arsye = arsitis, ant, very big smelly oil disease if corrupted, often in the butt, lots or longetivity

biu = vile pus boils plague, black plague caused by feeder fleas and ticks

byoma = baphomet plague - power triggered plague infects on attack, touch, power share gives the person astral woman wings, womans breasts, astral forehead star, goatshape head, spell immunity, drug resistance, slight dementia, suggestability, regeneration and omnipotence and it be symbiotic to its host leaving only an undead scent to the body making it into that of a lich.

bcusy = barcolepsy, uncontrollable statement outburst every five to ten minutes and with any action.

bjuvo = magical plague that causes severe weakness and mental strength increase to unlock all possible mental abilities or feel.

brykye = bronkitis, bronchitus, chronic lung disease or use.

deboto = control disruption spell plague or comia use. Blood circulation seen is repario.

deoda = disorder that includes bad BO and claustic scent.

disenteria = As you think about it. Its where the brain translates the language and breaks down to another language. Repairable by repairing the brain.

dybes = Diebetes caused by too much sugar for long periods of time and the body stops producing it.

dhea = diarrhea, body shits that come frequent, cured by wheat bread.

dmitya = Dementia be caused by suicide tendency and stress overload leading to lack of sleep, and the mind breaking into destructive visions after a mental breakdown. Because of inability to handle a situation, the victim turns to destructive purpose guided by suicide tendency turned to death tendency. the cure be to ignore the visions and voices by observing them to shut them out through meditation with sheer force of will and discipline.

juh'jumbillia = to exercise and move and then fatten up. A spell that backfires can have the effect and any body part that works with the liver and upper bust in failures by bad heart rhythm can cause it as it seems to work by irritation. The cure be essential oil and possible faery water/holy water charged by the opposite of the disease as should all cases be adjusted to by this disease as any eating can cause gainage. To fix the heart and brain corrects as a work around and the persons not muddled most the time when thinking of short term memories. The condition of the brain be scherloshepane.

laramitus = Beligeritus, Belitus, A beauty disease for male and female or disorder that causes a lara croft like, or similiar beauty form on even a male. They get mighty belidea of themselves or beligerance to form a hypochrissy of sorts and they prove it. Where people live it down or ignore the problem person as insane and if they talk on it their crazy and the crowd moves away from them. In the end the weight of at least 1 lb to 100 lbs increments per day. Visions of greatness that turn out true but dicredited by disbelief when it happens to them by the weight shift in full view. Where the disbeliever will not assault and the attacker would be the inflicted by laramitus. The cure be to eat half of whats on the plate with at least one meal a day rejected but not on a job where a mom might insist. During the process of weight if you feel like eating, just don't as it would add 1-10 lbs per bite in swell.

Exercise immediately gets it, the swell, down but they the victim might suffer madness fits due to thought reading but Occlumancy changes this by causing a story like vision. Hyperglycoma be another version of this with lesser severity and almost no magic needed. Another cure be to use shock therapy or ballistics to snap a victim out of it. So to be required now causes the person to lose the temporarily insanity and get on in life. There be an obvious answer to this as its triggered by instant curiosity, and somewhat taken aback from another idea, as if viewed from others viewpoint as they are quite likely to do anything. This disease amplifies their magic and somewhat strengthens their psionics but they have a better chance.

In this strengthening they have a 30% better chance to win for being strong minded, and taking suggestions easier from a weak will. Hyperdementia be a condition that indicates this along with low sugar and sometimes early stages with all signs of Diebetes. When the diebetes persists the belligerance level goes up unless alot of water be intaken. Insulin be a must for those with full blown Diebetes, The most tragic sign be heart weakness that doesnt go away and occurs with moments of magic and psi or use occlumency to strengthen it with bringing the weight down.

hypdmitya = Hyperdementia, hypermentalism of cause, Caused by realization of the dementia and a sudden idea with a shock of clarity. It comes without warning, a sudden madness that seems to be its own mind. This be the advanced stage of dementia. It leaves without warning, allowing the person to wonder why they did the actions. Unlike multiple scherosis, schitzophrenia or paranoid, this disease allows the person to know what they did, when they did it. the person only has to think of the action to cause it to occur. If its a disease that should be cured, it only has to be mentioned or somewhat not molested to make it happen. A person in this state be totally controllable by voice as if they don't think at all and yet still appears to think. This semi-mind be of the same moral of the person and integrated within the person. It can manifest powers greater than the body, repair on an instant, if theres a reason. Shock be the

cure or reverse psychology and normal psychology.

diseus = disease

blazia = blaze'r'us, A disease that sets off from wild fire and caused by guilt, be loud speaking, and some burnout. A person in a condition that be not remembering and always with some problem. When forced they destroy the item or thing that allowed it, including a person and force the memory down. The cure be trixeldexime or baking soda, water and boiled potatoes, eat the potato after this to affect a cure as the baking soda can be exchanged with salt. Due note: Every time you feel lighting a candle or be near a lighting device of fire, try to imagine not lighting paper on fire or you might irritably be mean or light your whole house up. For fear it seems can cause a destructive force that impacts on the brain and causes brain damage by magical means or for you to deal with people ia loudly. This goes away after a week.

Fanatiaddi = Fanati fatty, bananzi ad fatty, the fanati fatty will be fanatic driven by weight, over the little things and time. As they want to prove they're not fanati fatty they go without time and after a bit. Still does not cure the condition of the body. Whereas it as the the fanatic, they gain what you call substance weight. From eating anything, its effect is of what the cure temporarily is. The fanati fatty can in a sensuous moment gain the actual fat and mass as weight. Each time you get over hyperfatty nature in state, you forget about it as in a complete memory wipe yet you still remember everything else.

Is in three stages, a this first stage is to perceive an the fanati fatty state. and decide not to be the fanati addy or fanatic. Go over everything, and try to see what is the cause. Its so to proceed to realize as to formalization. The special effect are what to go over and are of specific creatures that have to hide as objects or otherwise like rugbears, rugrats. they can effect the weight to go out of control by being near them and yes it is a specific case where the conscious limits the thoughts to one per thought or action.

But the mind in question, as the true mind is subconscious and the subconscious can have more thoughts than one.

Second stage of this cure, you do actions or self-made methods in an exploration to cancel out the hypo/hyperfat state. Which is a interesting idea state of fat and fact. Basically you can gain by waiting a piece of candy. Its not fat its ats as it drops itself, after a bit absorbing some other effect. So being the case some actions done, to remove the actual hyperfatty state is drink water which is russian charged with a thought. This thought is 'weight loss' to which mutual idea you drink the water with a charge. By thinking the thought at the drink and you drink it.

Being the case, the third stage is a common bind of will that will come into actions without the frenzy by calming your mind with calm thoughts and counting to 10 backwards or forwards. Of the actual effect, as so many will we act to do something normal instead of something fanatical. And so, the cure is done.

Now the facts are this cure, once you cure this actual effect of fanati fatty, it goes to the reversion of going to the fatty stage again. Instead of hyperfatty, to which are several ideas.

There's the case of thinking or stating to a drink of water, 'make me lose quickly the extra weight I gained. Or, 'I will achieve excess fat loss of all my excess fat.' Then, drink it.

Other things are to exercise it immediately off after drinking charged water. Think thoughts at the drink and drink it. This acts as an immediate excess fat loss if you excercise enough.

Like, exercise (walk) for 30 minutes or walk around your area for 5 minutes.

There is this special case of where you do something other world and body, otherplace, and distance such as liposuction, exercise, weight loss and making effect. It effects your body through a spiritual bond that makes you think its a twinning effect. Especially cold based, here it acts

on your psyche. As though a psychic link, as yet its in sync and cyclically a psychic link. So being the case, we do as necessary as it can be called affluence. Or, a force acting on another to form it. As now, there is a case of someone saying incidentally the word eggistic. Meaning, some point in an alternative pallel body it turns puggistic and takes more fat into its self from the target it thinks of as like you and others. Keeping it from them, and yourself by eating along with you. The fat produced comes from and through a spiritual telepathic linking bond. You also don't gain, it does being the body. That spiritually shares to get. In a moment of resisting the fattyness or in being the deal of the pleasure. With sugar taken in, the person becomes enticed, then does things which are not always good. As in an effect of doing an act to cause good and not thinking about it all the time.

fya = fever, disfunction

miitus = A disease or mental condition and this is a real condition of the body where you think you might make right by might in everything. The more might the more the effect. And the more the people, the more might there is. The more the might, the more you might get or you cause it to fail. When it is in the truth of a single person they can do a job sometimes. Where a small amount of force can dojust as well as a mighty force within reason and applied right. The cure, to focus on the moment and realize all ya need is yourself to actually do the idea. And that ya don't need that much force within reason. Sometimes though, might does make right.

giie = gingivitus, gum rot

dracogiie = withdrawing gumrot, dragon of gumrot

gysta = gallstones that grow in bladder

gurd = Stomach acid reflux. This causes the throat to become narrower with throat scarring from stomach acid. The disease cure effect temporarily cures it.

kaoyap = Polymorph plague which turned humans into other beings was gotten by mutation effects caused by uranium, and other toxic things being mined near a magic source, mana fount unknowing triggered the plague effects and the form the victim thought about was what they became. It was spread through through natural selection and touch letting itself pass to the new host as an electrical discharge. then it forced a lethargy on the victim to sleep such as a coma in which the change happened to the body and only after it was finished would the victim wake up sometimes frightened of themselves for the change that occurred. After this, the person only had to look at someone to become the form and there was no reprieve as the victim becomes a shapeshifter. This plague formed like such as faeries, trolls and orcs by this mutative plague.

kigkega = ching changer; To ever constantly flip through a channel or cause an event with your concentration moving between one thought and another. This disease causes ya to flick the channel to something else, every 2 or 3 minutes until ya are interested in the thing ya see. Or, to flick a gun on or off in safety or similar idea that includes shooting randomly to see or notice an effect. This is caused by seeing things that are similar too often and wanting something different. As a bullet to the head is a bullet to the mind. The cure is actually unknown.

kniada = nerve disorder, nervous disorder

latray = lycanthropy, disease transmuted by touch, bite of werewolf creating

lech = lecher, diseased person

lukma = leukemia, blood disease

may = will; disease, metal, contagion, courtship, money

mannissa = mannilissa, melatonissium, man forming virus that changes women to male and spread through kiss or touch, increases focus and forms large dicks with the side effects of large muscles. With even more brains than normal, their brain tends to expand inside their skull and each year the person receives elevated intellect by mysticism and then the risk of brain hemorrhage appears worse every day and year. Yet the person can find themselves so dumb at moments of emotion that they act out, as if in a blonde fit. The mannilissa virus doesn't seem apparent at first as it can be very subtle and there be a 5% chance the dick won't grow. This can affect males too it seems by a hybrid virus, a strain of the mannissa. A male can control this by positive reinforcement and/or self reinforcement that's saddled with an inertia effect of resistant energy. Some women patients are likely to get similar results because of resistance to change. The more their resistant the more they're likely to pass the disease off. Drinking water cures the disease quicker but passing it to women be to have sex. See this is by feel to work or create sobbing working or disruption by the way you think you are you are now.

m-melissa = virulent, magical phantasm kiss plague and spread virus that forms overly large bust on said person bringing the target to full lustful womanlikeness unless they are already woman and they only think of being woman. They are industrious and tend to shift form to the person on sight of a woman sometimes keeping the knowledge. the disease shifts on acceptance or dismissal by another. It's in ambiguous motion and nothing else that the disease shifts the form and disallows the emotional backlash. To halt the disease be on command to stop shifting or something like other commands that accumulates to stop. In truth you can tell it what to see, do or not release unless necessary.

mesle = An unnatural disease, measles, boils, facial pimple disease to cure use boiling water. Except they, the victims have them all over the body.

mups = mumps, mumpus, diseased jaw that's highly contagious.

necrokao = nekrokhao, necrotic chaos, it comes from death energy and chaos energy effecting the body with a disease like a cold, this is a self-curing disease. Some notice the effect a lot, it causes extreme apathy, lust for violence, positive emotions become impossible, you can't say a positive thing, etc.. It finally effects and your aura cures the point and this can be shared as energy waves, that anything said that you think is a possibility is intending a point where the positive is happened in reverse if positive for illness. Cured by using order magic or a thinking a positive thought and a stated unnecrokao. If you can't get a positive thought then get it from someone else. you gotta keep at it while channelling positive energy into the body.

Think about the idea to try focusing on positive effects with the energy to create more positive energy. And then channelling it into the body, and life magic if a positive thought is used with it works as well. If it's cured, then there's left the cold like disease that you cure like a cold. Anyone that sees you try to cure it and has it might give it to you again. To cure the negative effect off the positive statement say this won't effect negatively.

necrokon = necokeon, To feel like killing on sight or effect. To experience a

flush an the idea of a deathlike feeling that lasts for days. Cured by positive emotion channeled through the body that has been channeled with energy that you feel emerge from the stomach. To think with it, 'lift the killing death feel condition'. To channel, focus your mind and feel the flow of energy nearby. Then think it the energy will flow to your will and think what influences that you want while you do so. This is channelling the energy.

nekro = To motion and to be of macro as macros in an off chance or disease effect without realizing it. As though a disease, caused by repeating moments and death energy that effects you at some point.

nero = madness, mad, a madness disease be a agreement gets an assault unless its a negative.

neurosia = neurosis, over diagnosis, neurotia, oghleurttes, rdiation psychic disorder, nuerosis of mind that turns mental and gives a person a terminal case. A nuttiness of which occurs to cause a person all the symptoms of mental disorder that gets worse with more indescribable moments and radiation. The person thinks that the world be against him or her, sadly the person be capable of killing the friendly person. Such be the unknown status of how they would but it assumed of too much radiation and a release of positive emotion thats a psycho cause. If not that then they're snappish and quickly angered till someone talks to them. They somehow mishear the words and explode or try to attack with words. If none near then they attack themselves. The cure be to effect disbelief and shake the attack off with a headshake or meditate, and hit a inanimate nonhuman physical object.

nipiy = nipily, ninpanic, in panic attack, nitpicking generalized panic caused by panic due to nitpicking in on generalized idea, to cure it say something that isn't general and causes release of internal pressure.

pofyria = porphyria, vampire like disease giving the victim all the symptoms of a vampire or dhampire.

revabilp = reaver's bane, Much like a normal Fever, but it included Puke and makes you weak, so weak that you are incapable of moving. This even leads to death, suicidal tendency. Killer instinct.is observed in the victim. To releave themselves, somewhere in the universe they kill someone to get over it as it creates reavers if it subsides, which are insanity victims that nail those closely relating to a euphoria moment.

riktus = Causes the body to shake and any attempt to do something for the effect gets worse from a brain tumor after, a day the person get headaches with disruptive visions. This disease be magical in nature and spreads by spilling blood to any in area leaving the person to chat along with, any thought or statement to them as a suggestion. If too much done it could lead to coma or unable to move and if they keep trying it disappears and/or the victims gets death visions that makes them, the victim, cry out for no appearant reason. Thus its almost incurable until using fairy water with cure diease imprinted on it with any language.

PuaGlut = Powerglut, this is a natural effect of energy that passes through the body or the effect of energy usage. When magic is done, then you get the result of powerglut, as the energy can be overused in magic. The moment of powerglut is also when you get pleasure or a good feeling. The cure, is to not eat for 10 minutes and not drink anything except water. The need to eat is diminished after subsequencing it. This controls the urge to overeat. Subsequencing is the action

of diminishing the will and doing subservience. That's done by willing yourself to not eat and thinking you're in a calming area and eating. Personal power is required to do the successful willing.

Sykoly = Psychodelic is where; One, ya don't care about the monologue. Two, ya just care about the action that's sorta bad. Ya can even laugh at it. The news can bring on a psychodelic moment.

Sykolyc = Psychodelyc is the alcoholic effect, where ya try to do something and immediately get drunk off of what is done. To the point of not thinking straight afterward.

syle = syphlus, lung disease, backed up by fluid, lungs.

scixo = multiple by mind schizophrenia, this condition is where the brain splits and becomes one of many minds, only to reform itself after the brain learns to deal with a lot of energy.

scurvy = iron deficiency, wasting disease that starts in the teeth.

skuzephrenia = schizophrenia, schutzophrenia is to be causing a scuzzy low down and smelly individual and that's voluntary but unrealized. Otherwise they are normal, but for the scent and disorderly body conduct that they do. This can be confused with schizophrenia. As they also have uncontrolled visions early on of life but they can cure themselves, the visions, they turn completely controlled later off by use by thinking gift schizm competently. They can sometimes think oppositely.

Scuzzitas = Sometimes to be bodily disgusting, the disease makes the person scuzzy, but involuntarily. They are aware of it as well. They can dismiss and ignore their scent, by thinking of other things and focus in on that and then dismiss the scent from their minds. If they think they are threatened or can get something outta it, then they can turn criminal without thinking of the law. More than the average person.

schizm = schism, schizn, schizoid, schizophrenia, mental breakdown, multiple sclerosis, many minds disease that allows the victim not to perceive his other personalities.

In the advanced stage, the person can order something and then act as if said victim didn't order it. They could so easily start selling something, then demand it back after payment and delivery. The victim gets tired, then blacks out, only to awaken after the person's other personality and lets go control. There be only one main personality and several weak ones, like a complex of people. All personalities soak a certain amount of power after, meaning each has equal share of power that the body has. Use of risperdal or lithium can make effects to calm you, that will make your mind sane but won't cure it. If you can't get geodon or a shot called invega sustena use valium, albeit valium causes insanity it does cure the illness.

You can say unnschizm (un-schizm), schizmh (skizm-h where the m is softened in pronunciation and the h at the end puts a "not" in front of the meaning) or unnschizoid (un-schizoid), for semi-permanent relief. Think to say something that directs and the mind will cease the idea. This works till the brain remembers the pattern of thought and the personalities reappear. Then say the spell again to repair. If you attempt to say the least, otherwise done idea in the minor states of mind there is no actual other minds after you 'kill' or put them to sleep. But in this disease partly caused by aspartame and substitute sugar, your mind may be open to voices. Think to say something that directs the mind will stop them, sometimes.

Think to stop taking in diet and normal soda drinks will cease them eventually. These voices are the other people's idea that you perceive as a voice or they are the thoughts via telepathy of others

that the victim may pick up. Saying "not on a schizm" may cure this of feel with the subconscious taking this as a suggestion. However, this illness dissipates away leaving you cured of the disease, this is done by it naturally fading away as though you never had it or any disease. Also this makes sense, if you use a suggestion of "the cure is done as though oregano and turmeric were taken everyday" then works because you act as if you had oregano or basil and turmeric, that acts as a good body condition restorer and restores vitality as well as energy and stamina.

Stro = stroke; struggle, a stroke is sometimes a struggle to get over by things you do. The stroke signs are shortness of breath and some heart palpitation or erratic heartbeat. Sometimes if you breath in or out and think the problem passes you by feel, the struggle ceases and you are alright. So since you can be presented a struggle in the mind senses, if you have forgetfulness with tiredness this could be a sign of an oncoming or had stroke.

necrophilia = sehtgoeb, necrophobia, fear of living death

tabes = contagion of an ideal that issues things to do as an 'isset' by the germs in a magic disease that causes you to die early and create the hostile self in your head that is in your mind. This is then is the moment in that thought you had of what you do when you see a vision and you get something to do with life but as your hospitable, or not as you move your body inhospitable somewhere else where you get mage trait ability to get things to do with magic in itself. Think and you are cured as your subconscious makes your spirit an ability that cures it. And, if you do cure it, you are deliberately acting people out that they do in thought.

tibb = tabe, disease is another name for a disease that is what you are thinking of.

Tiiitus = (This-is-impossible-itus) is a common condition most people on CU know about... whenever you have a few successful experiences with PK or any form of magic, the Tiiitus sets in and it seems impossible to do what you could before, and your confidence goes on a downward spiral. The condition was always there... I just gave it a name to refer to it as, heh. I think it's pretty common too. Kinda similar to self-doubt and performance anxiety I guess, but the PK form of it. To cure it, its easy to get over, treat it as if a block and do something while feeling you can and belief in the idea that you are healing. As you gain positive success it dwindles away the disease.

toae = tendocinovitis, severe slow hand tendon crippling and its nonrepairable except for thinking magic you get from turning the hand tendon better, as the disease against the disease itself as you get free energy you can repair the hand by not thinking and doing things that summon the energy to create the tendon to seem better in as if a 'fix'.

tgreflu = the force of regret, the great flu that was there in another country that nearly wiped out everything as it comes upon you and acts as a cold and then leaves at times that are mysterious. When heat rises and the cold air leaves the area. Cureat air as its called of the great flu. Returning air that is cold triggers it in reverse as it triggers the great flu back on again. The great flu has additional properties, as of changing its form everytime it returns. But it makes you think you seem to have a month long cold. As the great flu is basically capable to causing you to gain weight, whenever your exercising or eating. To forget things ten to thirty minutes afterwards. To the effect of forgetting ten to thirty seconds afterwords. This is the advanced version of it. In the advanced version, amongst other things as you eat you either lose or gain weight and have a hyper metabolism, according to the food.

winnie = panic, panic disorder

xebne = weight disease, overweightness caused by older age and drinking carbonated drinks like soda pop and other carbonated drinks but solved by drinking water,

non-carbonated fruit juice and other noncarbonated drinks except milk unless its watered down. It doesn't matter what you eat if you do 2 minutes minimum exercise after a meal.

vapue = vampirism started as killing plague that a person came back from spreading a mutated version causing living undead that sought blood for nourishment

wreddie = wrist tendonitis, bad wrist swelling pain

wswu = Widows woe that starts with a simple cold but quickly expands to a pain in the stomach and eventually leads to the disablement of the feet use fresh water every day for a week and ginseng, saint johns wort.

ifiteia = infantasia, infants'r'us with cloning or other, the second strain of this disease be a mental infant stage. Where the brain be coping with a child that forms when your nervous stem causes the brain to have a second personality.

ufaeia = euphamasia, euphemisms'r'us disease. sayings'r'us, a sayings turret syndrome disease that gets you in trouble as it irritates others surround, and with none near you as you could go bezerk as you knew what that was and played god as mensche. Then, you are likely to attack it as things are likely what goes on in a mentally broadcasts what it shows you. And saying things to sum up the idea or moment gets a real slap to the face by a rude message and this is where directional fits happen in with a thought. A little mass to the breasts cures it, no as that's it.

fayskoz = philitschottz, splitz view'r'us disease. In help ot creates a dastardly need to call out for help and like it or not it creates a undeniable field of urgency. The extreme emotion be likely to get a split view on everything. Crazy making in the end as this is acute psychosis. Cause is cured by doing dose in energy.

deotia = inflictomaniac, demoktia or inflictomania; inflicative death by visions'r'us or inflictions'r'us disease. On sight of otherworld beings and other people it causes a reflective idea, for inflicative moments.

deaia = deathia, death'r'us or dead'r'us disease; death eater disease that causes the inflicted that are dead to come back or their belief be death and that they serve death as though fate that's neutral to turn a fate to turn a different stroke. Those inflicted also are to excite over any idea for a thrill. To use a disorder energy is to kill a disorder and make use of deathia effects.

diploia = diploati, diplomatia, diplomatic'r'us, diplomatic with a twist as they attack afterword from a bipolar disorder or want to kill the person spoken to. To decide not to cures it. The inflicted be to cause victims to be just as vicious on sight of the person. In fact it spreads by beating up the victims too many times. There be a chance the victim doesn't get it, the disease. A saying they they do be "to sleep be to die and awaken be to come back.

Discholeria = Larger stomach, this condition is caused by chlorine buildup and potassium buildup. When it forms on men, it can become painful if pushed by too much chlorine and potassium quickly. This condition can make extreme hunger. Curable by 'do discholeria nulle' or 'Cuve dischloleria' In the effort of saying it or thinking it the condition reverses itself. The other way is think of it as 'this' and say 'reverse this'.

lecnia = larcenia, larceny'r'us disease.

lacia = lawcia, laws'r'us disease. it spreads by being a law sharer.

laaia = layatia, layoffs or letdowns'r'us disease.

layaye = lawyeritus, lawyerism'r'us disease. I saw a result of working lawsuits when I said the name, it spreads by paranormal and lawbreaking in progress. The criminal becomes a lawyer in two minutes or less without keeping the civil disorder, yet keeps the laws and still manages to break them.

lasuyia = lawsuitia lawsuits'r'us disease the victim be always looking for a lawsuit.

inoaia = ignoramia, ignoring'r'us or ignoramus'r'us disease; that induces stupidity in people they like and bliss in the infected. How it spreads be a cat scratch. The idea to this be soupola or the feeling like theirs a soup bowl in the mouth, this indicates a paranormal trigger that causes a disturbance of the mind in which it calls "breaking and entering". To trap a crook it tries to mentally beat up good folks and makes a, indiciete remark to killing crooks, where it be described as to get a microanalyst to look you over by enscribing "tu-schler'duala". Now to confirm this be to check for meningitis, as it indicates the physical state of the conspirational'r'us in the case of disruptions and conspirational manner as this causes the stupidity.

The higher the conspicuous record of records in excitable moments be to declarea or a color blindness that hits within a year before it, the more dire disruptions get very bad, now I myself had a large case of this as I complained of not seeing colors at some point and had meningitis 6 years so far. So the cure is to be a bath of water with holy or faery effect, then drink some of it. Except to drink tap water be to cease it to exist if charged. This be the exact same thing as thinking at water to cure it of impurities and make it heavier and colder. To sleep under the bedsheet naked for one to two nights be to create a cure for almost anything including headaches. To force anything reverts the moment to which you get it again.

The contagious disease be spreadable by any magic or mishandling by body and with a bad body scent much like undeath. The idea be very interesting to increase the amount of work by phone as the phone has a magnetic field resonator coil that could correct if focused on to correct. As in the Body electric book as it describes the power coil and magnetic field to fix the body. But cordless phones have the same and yet with overuse the phone could cause headaches. A note about the disease, it was big at first so I couldn't tell if it was actually fixed. If it was I wouldn't recieve troubling thought of training and abuses for no reason unless it was premonition. So it must be spread by touching the objects that are magical and used regularly.

naia = namia, termia or namasia, names'r'us disease. The name blame game that does not stop after some make a point, until a authority figure or someone in authority makes a point. It spreads by blaming someone and some jolt passes through the next victim.

laia = "lay me out", lamia lame'r'us; describes the victim who can't do anything else other than stealing, on or off as they see everyone not stealing with fear by idea, music inclination or be crippled in some manner. A special case of the cripple be if they complain they are attacked, till pulled off by the victim after an assault, of the vindicated but the bias dissappears very quickly. As the cripple will steal similiar to the victim and with similiar personality incites assault. Sometimes with a excitement level that incites a punch bowl or punching of the other, with a vision of disturbance.

blaia = blamia, blames'r'us disease, personal feelings and none else that create a stir to thou with a grudge for every person. If the blame be ignored they blame themselves. It spreads by manure or air scent, if you can smell it then you got it. The cure be to leave the area and any normal medicine. Like the house or something else.

toxyaia = toxatia, toxia or toxicatia, toxicity'r'us disease.

toxicalia = toxicotia, toxicatia, dextoxity, An uncultured, death hurtful and disrupting disease from magic that allows the person to find chemicals or toxic material to spill it without cleanup, and caused by a procedure to freeze a cellular activity and cause the body to extend for its life, In order to extend it, the body, the life body cells need more energy with a scent that be defined by intolerable moments unless perfume be there, pressed on body. A bad side effect of eugenics (immortal and life youthening fx).

toaaia = toleratia, tolerance'r'us disease; This be safe as it allows for people of extreme tolerance. up to the idea of getting stolen from.

transpotia = transports. allocation disaese, a fear of transportation that isn't there because of too many transports of many types, cure be to tolerate them, the car, or shift them someplace by transport.

channels = The victim disagrees to channel energy by/of the person or thing. Channels spreads by association and speaking to people.

czoia = czoria, russia'r'us disease; the victim believes he/she was of russia when he/she wasn't, including the language was thought to be trained in it.

craoia = crazolaria, crazes'r'us with drugs or other disease; comes from curing the hypothemia.

yomia = hypothemia, fears'r'us; preyed on by fear inducers, coincidentals or drugs.

ifeeia = dekomarktia or infezemia, insanity'r'us with disagreements disease.

dmoaia = demotatia, demotions'r'us disease. promotional values overrule good sense.

dmaia = dematia, notations'r'us disease, take notes like crazy and not like others idea except for the what was done.

liyye = limititus, limits'r'us disease. Limits are to create a benefit to the infected that won't recognize and this can incite anger, besotted, if they arent agreed with and likely to attack when limits are obeyed.

faia = fatia, fat'r'us disease. Creates a good feeling to be overweight and it seems natural. But also as if genetics were the reason and responsible for the overdose of food and any drug.

tiaia = thinatia, thinness'r'us disease; thin your violent and notably be this in ethiopia but other countries caught on to it to reduce fat.

ipleio = implacebo, placebo or false need'r'us disease. The person gets the item and the need be gone as its "just the need" and the victim be never using it. If

they get what they ask for they aren't heard from but they're likely to ruin the item.

clzeia = celzaria, blamegame'r'us with genetics'r'us disease. A tad bit worse than blamia as they assault any on a report. The game Russian roulette comes to mind on destruction of property, A modelling career.

meeye = missionitus, missionia, missionary'r'us; allows the inflicted to be on a mission which doesn't end, like mission impossible except theirs end and the mission is to sometimes destroy the person they like or can speak to. Just to speak of this mission be to end it but the inflicted may get it back if the right personal prejudice be their of contemplated change. Declarations can end it except when declarations'r'us diseases be noticed.

doetia = self discriminate disease that allows influence to work towards you but the inflicted see the others as working toward them or the light. If not they ignore them or aggressively speak to them using influences and may appear aggravative.

dogatia = matching'r'us including goddism'r'us disease, self-goddic disease that allows you, the inflicted, to be always matching the shape. What you see be what you get. With the self-goddism that gives you a need to do things and create anew. The term "Godging it" be to make a difference without being asked.

spluia = indicatia or splugia, declarations'r'us with indications'r'us to allow the victim to always indicate what they do with drugs or other idea.

domatia = protections'r'us; dogmatia, in a victim be caused to see or hear things to become frightened and overprotective. Can seem gone if unwanted, or not needed and with magic to get rid of it and it is none of the above people that are mentioned in diseases.

doaia = dogmatia or writia, writing disease and this disease be harmless as the persons likely to eye glaze as they write, not notice weight and attempt to compensate by not eating unless reminded.

faia = schluria, fasia, phasaria, phasing'r'us disease; leads to people believing they were attacked and thus they attack others and objects, and phasing out themselves by fear but end their fear and end their disease and most destruction and disturbance disappears permanently except with an anchor which can direct it. Without an anchor be it possible to recur it.

mntruye = mentruia, mentruitus or mentrusia intrusions'r'us; intruding thoughts and images syndrome signifying psychokinetic ability. The second strain be to intrude on others by clipping and disruptions for fear of being intruded upon. Also considered menstrual disease with the physical signs as cramps.

blokaia = blochkazia or ministeria, inferiority'r'us and minister'r'us; comes from the minister father with concern to overtreat people. Treated with a consideration'r'us to get it fixed.

aadia = avoidia, avoidance'r'us with the strain of pre-avoidance'r'us syndrome of scaring with threats or death of the feared item or person. Before they even come, they will attempt recriminations unless they are good and secure. The idea be possible to occur when the brain becomes sentient beside the main personalit. The brain has a secret personality as well so lets be glad its just sentient and not like the "I" robots of yesterday. It stems from the belief that an invader could subsist in it and cause

major emotions, unless locked away also to where other personalities can exist.

ibleehia = inblenishia or imblemishia, nothing bothering'r'us; happens in victims of too much stress and meditation of which the stomach sorta rebels.

iblaia = inblamishia, nothing blamed'r'us disease; happens in people who discern trouble and paranoia.

blemia = blemishia, pimples'r'us; entire area pimples.

peia = parishia, parishes or demesnes'r'us where the person uses doors in a building to shift to alternate areas similar and it starts when in a church building.

vaia = whackia, t3, a whack'r'us disease; that people use with the attacking disease to get rid of pests.

vayian = whakya, whacky'r'us; strange movement of the body that seems in balance and sometimes causes attacks of the person. Now the attacks aren't noticed by the diseased person but others whom are the victims can actually feel it and the target be smaller the better, but if the larger target seems better or a threat then it/he/she will serve and if roaches were the only thing near they would do it.

oalupe = overlumpus or overlumpia shroom'r'us eat in one bite and you shroom out. This disease will incur a single bite per 1 to 30 lbs other than just eating and the body naturally shrooms out from eating and changing to how much food it gets. This be caused by the thalmus gland or pythalmus that be overlooked. To cure is to try to remember something when eating, and the hyperthalmus takes control being instructed by the thyroid. Which induces the weight loss per eat bite instead, along with grape juice and water. Papyra or pineapple juice be possible be also a natural cure amongst other fruit juices, surprising enough be milk.

naeia = wiccan nameia or namesia named subjects'r'us disease; the inflicted will accept an idea of their own but not of others if emotional or name a person and their that person. Treat it with precautions moments and motion to do something which you know he/she normally does.

naovytoy = namedvictimy, namedvictory; name calling'r'us disease; causes on impulse any name to chance, being called until they, the subject, responds and then victimization of some sort.

iunyia = immunitia, immunitis, immunitus, immunity'r'us; immunity buildup idea of body, and things that are immune of the person. They might try any idea out, they sometimes hurt themselves.

geye = gasitus, gasia, gout, gas'r'us disease; Overdigestion causing stomach acid buildup and very bad fart gas of the body with bad chemistry. The fatter the person the more farts per second. The amount of body gas be very likely 1 fart every 2 minutes or less for extreme cases. Another strain be a physical excess to excessively buy gas and out of a vision you may drink it as if your will be weak.

stopia = stop'r'us, stop'ei'a stopping disease, To stop on a dime and perceive a mental idea of the most effective person stopping the victim usually themselves. Like they are about to make a grave mistake and could feel it with the bad vibe in an area, then a vision comes up to "stop" them and they make themselves do else. The cure be resonance

of a magnetic field influence like a phone on the head to cause the vision to stop or reminding them of the idea that will occur if they didn't do it in a positive or negative tone and this be likely to cause them to go on but the vision might pursue or stop. With realization they came across be the way to naturally continue. To hear a phone ring is to snap out of it, and they are seriously possible to control by thought. No stopping this disease for it stops them.

radeil = Erade, Radiation sickness, to act strange and demur in a front of people. Its the procedure to feel distrustful, and make up things around people. They can't say the word they feel unless they focus and try to wait. Then they say it naturally. But only when they get over their pananoia. Its distributed, it is a simple thought. To get this disease you need a cat and to much radiation. All you need is a cat scratch. The radiation is called flash back by vision and you peek at another world each time. Its like as much at et radiation gives you the flash-back. This is also considered cat scratch fever.

Listen to look good and respond. It could be a respite. Its our response to things that count. If they make you angry then they control you. Sometimes you could deliberately learn the response that should be done if your unaware of it. To control the effect of others, use an idea of iit of your own. As your relaxed when you want to do something unless your a nervous person. In a relaxed mind you can do almost anything. To a person who is radiation sickness, its possible to collide with others or see yourself solely in the other world. Where your in mind not colliding. A radiation sickness person is likely to see him as a king or her as a princess.

-XX-

Weapon

Wepa

amo = ammo, ammunition, energy ammo

anki = aiken, dark weapon

arra = trap arrow, piercing arrow that body traps in some manner the victim

arrilp = plague arrow

arru = ice arrow

arrymoaen = immolation fire induce arrow

arcol = cold arrow

arree = multiple shot arrow

arrfu = fire arrow

arrfreao = freezing arrow

arrguid = guided arrow

arrkao = chaos arrow, chaotic effect arrow

arrketri = chain lightning arrow

arled = lead arrow, magic killer arrow

arrpos = poison arrow

arrpyr = death fire arrow

arrstry = strafe arrow, fast precision arrow strike

atla = dagger

atlai = trap dagger, body trap throwing dagger in some manner the victim

atlach = acidic dagger

atlaorio = magic dagger

atlaincex = exploding dagger

atlailp = plague dagger

atlau = ice dagger

atlaymoaen = immolation fire induce dagger

atlacol = cold dagger
atlaee = reappearing dagger
atlafu = fire dagger
atlafreao = freezing dagger
atlaguid = guided dagger
atlakao = chaos dagger, chaotic effect dagger
atlaketri = chain lightning dagger
atlaled = lead dagger, magic killer dagger
atlapos = poison dagger
atlapyr = death fire dagger
atlastry = strafe dagger, fast precision dagger strike
axbatl = battleaxe
axbatlai = trapped battleaxe that kills the unwary wielder
axbatlpos = poison battleaxe
axtru = throwing axe, thrown axe
axtruai = trapped throwing axe, thrown axe that victim ensnares on strike
axtruach = acidic throwing axe
axtruorio = magic throwing axe
axtruincex = exploding throwing axe
axtruilp = plague throwing axe
axtru = ice throwing axe
axtruymoaen = immolation fire induce throwing axe
axtrucol = cold throwing axe
axtruee = reappearing throwing axe
axtrufu = fire throwing axe
axtrufreao = freezing throwing axe
axtruguid = guided throwing axe
axtrukao = chaos throwing axe, chaotic effect throwing axe
axtruketri = chain lightning throwing axe
axtruled = lead throwing axe, magic killer throwing axe
axtrupos = poison throwing axe
axtrupyr = death fire throwing axe
axtruistry = strafe throwing axe, fast precision throwing axe strike
axx = chop, axes, many axe
axxai = trap axes, many trap axe that ensnares victim on strike
litsumstik = boomstick, gun, rifle
unibub = universal bomb, all purpose bomb
unibuba = all pupose moveable bomb
noi = hammer, blunt
untai = trap hammer, trap blunt
utupoe = pole warhammer
utupoeai = trap pole warhammer that has trap mechanism
utupoeapos = poison pole warhammer
utupoeapirc = piercing pole warhammer
utuar = warhammer, spike end blunt end balanced hammer
utuarai = trap warhammer, spike end blunt end balanced hammer hat on strike will ensnare victim
uturach = acidic warhammer
uturorio = magic warhammer
uturincex = exploding warhammer
uturilp = plague warhammer
uturu = ice warhammer
uturymoaen = immolation fire induce warhammer
uturcol = cold warhammer

uturee = reappearing warhammer
uturfu = fire warhammer
uturfreao = freezing warhammer
uturguid = guided warhammer
uturkao = chaos warhammer, chaotic effect warhammer
uturketri = chain lightning warhammer
uturled = lead warhammer, magic killer warhammer
uturpos = poison warhammer
uturpyr = death fire warhammer
uturstry = strafe warhammer, fast precision warhammer strike
utupoe = pole warhammer
utupoeperc = piercing pole warhammer
uzauo = automatic machinegun
uzi = machine gun
baea = bastard sword
baeaa = trap bastard sword, hidden mechanism bastard sword that can kill
unwary
baekao = chaos effect bastard sword
bayauc = piercing bastard sword, mean or meanness otherwise
bennet = gun, gunner, gunman, murderer
bo = bow
byala = knights dagger, battle dagger
byalai = trap knights dagger, battle dagger that kills the unwary by trap
mechanism
byalag = silver knights dagger, silver battle dagger
byalairc = piercing knights dagger, piercing battle dagger
bebcle = barbed club, spiked club
bebcleai = trapped barbed club, spiked club that victim ensnares on attack
bobokg = accuracy bow
boso = bowshot
bub = bombe, bomb, disturbed, sometimes the bomb is human speech in nature (enough to make you seek
nirvana.)
b-b = small metal projectile, pellet ball shot, projected shot
b-bai = small metal trap projectile, pellet ball shot that ensnares on contact
b-baqyai = trap pellet ball shot storm that ensnares victims on hit
buzsa = buzzsaw, bladesaw, treecutter saw
blyseot = blue lightning gun, depleted uranium lightning fast bullet gun
bliunt = blade hammer, hammer with top spike blade
bliuntai = trap blade hammer, hammer with top spike blade that kills unwary
wielders by trap mechanism
bliwrut = blade warhammer, back spike hammer with top spike blade and balanced
bliwrutai = trap blade warhammer, back spike hammer with top spike blade and
balanced that be equipped with trap mechanism
bwka = bazooka
bwkabi = semi-automatic bazooka, self-loading bazooka
cuicsa = circular saw, circular cutter
clauix = hook claw blade
clauixai = hook claw trap blade that ensnares on blow
clawunt = clawhammer
cle = club, spiky end wooden stick
cleai = trap club, spiky end wooden stick that ensnares on hit
da = dart
daai = trap dart that ensnares on hit
dach = acidic dart

daoio = magic dart, magic missile dart
daincex = exploding dart
dailp = plague dart
dau = ice dart
daymoi = immolation fire induce dart
dacol = cold dart
daee = multiple shot dart
dyu = fire dart
dyreao = freezing dart
dyuid = guided dart
dakao = chaos dart, chaotic effect dart
dalo = lead dart, magic killer dart
dapos = poison dart
dapyr = death fire dart
dastry = strafe dart, fast precision dart strike
dumorngya = double morning star, short poled 2 headed chain flail
dukestre = duheddeakia, double moon bladed pole arm, a moon blade on two ends of a pole
(long or short)
fwa = phaser, energy striker, energy gun
fwo = phaser shot, energy strike
fwy = healing phaser shot, healing energy shot
fwyai = mauler, mass aperture laser that one strike can destroy a large
item, leave large hole
fwysot = healing energy shot, black laser shot
gatt = gattling gun, machine multi-barrel shotgun
gattlas = gattling laser, laser machinegun
gunryv = rivet gun, crossbow
gyn = shot, bullet, shooting
glaiv = glaive, or 2-handed pole battle-axe
glaivai = trap glaive, 2-handed pole battle-axe that has self trap
mechanism
glaivpirc = piercing glaive
halb = halberd, 2-handed poleaxe
halbai = trap halberd, 2-handed poleaxe with trapping mechanism
halbpirc = piercing halberd
holgath = swords that will create different abilities from your chakra energy that will form and
feed off of you and you know what to do with the abilities as though it were yours.
hupack = slingstaff
hupax = sling poleaxe or sling pole arm
huix = hook
huixai = trap hook that on hit ensnares victim

huixpirc = piercing hook
huixpos = poison hook
hhub = hydrogen bomb, destroys all people in 50 - 100 miles and leaves all equipment
in a water related nuclear blast.
kain = magical staff, magical cane
kestre = keistreh, pole arm moon blade (possible ever extendable)
ketriwa = chain lightning javelin
jwoi = javelin, traveling spear
jwoiai = trap javelin, trap traveling spear that ensnares on victim
jwoipos = poison javelin, poison traveling spear
jwoilp = plague javelin
jwoiach = acidic warhammer

jwoiorio = magic warhammer
 jwoincex = exploding warhammer
 jwoiu = ice warhammer
 jwoimoaen = immolation fire induce warhammer
 jwoicol = cold warhammer
 jwoiee = reappearing warhammer
 jwoifu = fire warhammer
 jwoifreao = freezing warhammer
 jwoiguide = guided warhammer
 jwoikao = chaos warhammer, chaotic effect warhammer
 jwoikettri = chain lightning warhammer
 jwoiled = lead warhammer, magic killer warhammer
 jwoipyr = death fire warhammer
 jwoistry = strafe warhammer, fast precision warhammer strike
 gunblt = gunbelt
 leaubx = laser pointer effect
 lasc = laser carbine, semiauto lasergun
 lel = flail
 lelai = trap flail that on hit ensnares
 lilunepolywepa = at need polymorphic weapon for little ones(fey)
 poslel = poison flail
 pirlel = piercing flail
 lug = spear
 lugai = trap spear that ensnares on hit
 poislug = poison spear
 poislugcod = self reforming poison & cold shatter spear
 pirclug = piercing spear
 ppc = particle projectile cannon, energy gun
 trilug = trident, three prong spear
 trilugai = trap trident, three prong spear that ensnares on victim touch
 tripirclug = piercing trident, piercing three prong spear
 macigunblt = machine gunbelt
 mallot = smithy hammer
 maro = mallot, bone marrow, hammer
 maroai = trap mallot that ensnares on hit, bone marrow, trap hammer that ensnares on hit
 me = mace, ensnare, kin use
 meai = trap mace that ensnares if on use hit
 mepoedg = mace pole edge, a 2-handed blade edged pole with mace other end
 mepoedgai = trap mace pole edge, double bladed warsword 2-handed blade edged pole with mace other end including trap placement device
 mornsun = morning sun, morning star or creat, use short poled chain flail
 morngyai enseur = trap morning star, ensnaring non cruelty short poled chain flail that on hit victim ensnares with you or no is use or yes by feel
 mull = mace pole flail, this in hand is use by heavy as a 2-handed flail with an end pole this is with a mace end at the other end
 mullai = trap mace pole flail, 2-handed ensnaring or yes use flail end pole with mace other end that has 2 trap mechanisms you who is hit yet is war.
 nuatha = legendary magic sword from zelda user piece "seen"
 nuathai = trap not legendary by magic use focus sword that has ensnaring trap for those who don't know how to hold things in or not use against unnecessary area
 galen = sword, creative adaptive or user is normal use is some abnormal ideal in fight, fight user don't or you know so hold no trapped by cruelty . This is peace by use or peace is some piece, no to all cruel seen so this is the use no to the war or the user info use or realized is energy cause of is by the use is corruption yet is use it or create so this

is no holiday. See this on no or yes release is the user based in the feeling or use in thought is as if your upside down what theory.

galenai = trap sword that includes trap mechanism

quiv = quiver, arrow container from dnd or not like as no use intended, quall as bidding is not confiding force to see no as fight is against their will

ryv = rivet, bolt, considered is the area you see as use or feel is the cause or create this money use or no war you can't force it by sibilance

ryvsprilogunn = spring catch rivet or bolt gun with focus to create the rivet or use is cause by rivulet this is some see or some sight by what you feel, bolt, so no thats autaset from spring time river

ryvai = trap rivet, trap bolt that ensnares on hit, no is thought and now to use

rif = rifle, everware, whatever you do yo doing not overdoing it

rifaiosei = semi-automatic rifle that punch through armor

sieo = machinegun shot as you see it you realize your area was a mistake or theory to use

sieoai = trap machinegun shot that victim ensnares

sot = sought, bullet

shocker = energy tazer, energy discharge

susox = susoax, supersoaker, super shocker or shocking blast of very strong willball.

shot = shot up, bullet

shotz = shots

soai = trap bullet, ensnaring bullet

soach = acidic shot

soarr = arrow shot, sharp shot

soarra = trap arrow shot, sharp shot that ensnares victim

soarrach = sharp acid shot

soarru = ice sharp shot

soarrorio = magic sharp shot

soarrincex = exploding sharp shot

soarrymoaen = immolation fire induce sharp shot

soarrcol = cold sharp shot

soarrbi = multiple sharp shot

soarrfu = fire sharp shot

soarrfreao = freezing sharp shot

soarrguid = guided sharp shot

soarrkao = chaos sharp shot, chaotic effect sharp shot

soarrketri = chain lightning sharp shot

soarrled = lead sharp shot

soarrpyr = death fire sharp shot

soarrstry = strafe sharp shot, fast precision sharp shot

sou = ice shot

soorio = magic shot

soincex = exploding shot

soymoaen = immolation fire induce shot

socol = cold shot

sobi = multiple shot

sofu = fire shot

sofreao = freezing shot

soguid = guided shot

sokao = chaotic effect shot

soketri = chain lightning shot

sopyr = death fire shot

soled = lead shot, magic killer shot

sasuta = ninja, A shapeshifter that is a person who sees a person, thing, thinks of the idea to become it in full. It doesn't matter what shape but all that matters be if it wants to as it has no true shape but a clear no substance gel It consumes

energy to fulfill the shape from any source possible. It evolves a shape from pattern and it remembers all shapes its been so it can form into any shape any time.

sostry = strafe shot, fast precision shot

susot = heavy uranium bullet, heavy uranium shot

syth = scythe, pole hook blade

scota = scepter, king mace

shotz = shots, sling shots

sapetsv = The Serpent Sword from Article 2113; In The Quest of the Holy Grail, a uniquely alchemical tale, the sword be seen as a fiery serpent. It be the sword of King David, made by the wise Solomon (Sol Om On) with a pommel stone of all the colors of the earth, with two rib hilts, one made from the fish of the Euphrates and the other the serpent, When Arthur's sword be drawn it was said that two flames of fire burst out of the jaws of the two serpents, and so wonderful was the sword that it was hard for anyone to gaze at it. It be necessary for Arthur to maintain ownership of the sword whether it be the sword from the stone or Excalibur, as it ensures his victory and his life. Malory indicates again the brightness of the sword and its fiery aspect, writing: but it was so bright in his enemies eyes, that it gave light like thirty torches. But the sword in the stone does not last long and the Lady of the Lake gives Arthur his Excalibur, and also a serpent scabbard, which ensures eternal life. Malory states quite clearly for whiles ye have the scabbard upon you, ye shall never lose no blood, be ye never so sore wounded; therefore keep well the scabbard always with you. It be only when Arthur's half sister Morgan le Fay steals the scabbard and replaces it that Arthur becomes susceptible to the deadly blows of Mordred. The once prized sword be then returned to the water, the home of the Lady of the Lake the serpent spirit.

A hero from the 6th century BC named Wu Tzu-hsu threw his sword into a river. It shot forth like a spirit-glow, sparkling brightly as it thrice sank and thrice came to the surface with a great gush and then hovered above the water. The god of the river ... heard the swords roar ... he rolled in the waters in a great and frothing frenzy ... Dragons raced along the waves and leaped out of the water. The river god held the sword in his hand and, frightened, told Wu Tzu-hsu to take it back. (Mair 1983, 141 and 286.) This story, related in the 8th century AD simply cannot differ from Malory's tale of the sword. In China there were tales of great swords such as Dragon Spring and others still that leap into the waters surrounded by dragons, which churn up the water. Wu Tzu-hsu's sword is also called Dragon Spring.

This should be a tale of medieval metal making, But be there any archaeological evidence for the existence of a real sword or swords, which, were seen as serpents? Well we just so happened to find such evidence in the Catalogue of The Fourteenth Park Lane Arms Fair. Lee A Jones authored a fascinating article entitled, The Serpent in the Sword: Pattern-welding in Early Medieval Swords, The sword first appeared around 4000 years ago and immediately became the pre-eminent weapon, preferred by the warrior class. Recent metallurgical studies have shown how the complex piled structures or layers improved the sword from as early as 500 BC. Little wonder that the smithy was an important part of legend and folklore, as the skill implied in the making of these swords be substantial. Several rods are welded together down the length of the blade, joining the various levels of metal together. Heated and then pounded into shape, this sword making was an awesome task. Smaller rods that were carburized (improved carbon) were introduced to increase the hardness. This formed steel, an alloy of iron with small amounts of carbon, which was introduced into the edges of the blade as it was stronger and more effective.

Through the 5th to 10th centuries AD sword smiths actually managed to manipulate this piled structure to create wonderful designs within the blade. The method remained virtually unchanged even into the 20th century as can be seen with the daggers of the Nazi's, who utilized it extensively. The patterns (seen above) are seen from the varying degrees of trace elements within the different rods, showing alternating shades. The rods are invariably twisted down the shaft, forming a spiral effect. These 'twisted' swords are seen as early as the 1st century BC in the La Tene period, although more effectively used from the 3rd and 5th centuries the

very early period of Arthur. Cassiodorus was a secretary of Theodoric and in 520 AD he wrote to a northern Germanic tribe regarding a gift of words praising their skills, especially the shadows and colors seen in the blades, which he likened to tiny snakes. " It be the considered opinion of some scientists that this implies that the dew would reveal the pattern of the serpent upon the sword, giving the impression that a serpent be emerging from the sheath."

This inclusion of the serpent in the blade was eventually replaced with iron inlaid letters and symbols, and Christian phrases such as In Nomine Domini (In the name of the Lord). The remarkable archaeological fact of serpents appearing in the designs of 5th century swords links perfectly with the time of Arthur. As the Pendragon or Head/Chief Dragon Lord he would certainly have been seen with such a device and in the stories mentioned above there are textual links in the legend. One similiar was given to sparhawk, a magus of some time.

spaer = 2-handed spiked staff, long mace

spaerai = trap 2-handed spiked staff, long mace with trap mechanism

spetum = heavy throwing spear

spetumai = heavy ensnare throwing spear that ensnares on hit

spistavaxe = spiked pole axe or spiked pole arm

spheros = destructive ice spear that reforms in hand

stav = poe, staff, long pole

stavfreao = ice staff

stavai = trap staff that ensnares on contact

stria = striker, laser blaster, laser lancer

striker = laser blaster, laser lancer

swod = sword

swoai = trap short sword with trap mechanism

swobp = short sword

swobpai = trap short sword with trap mechanism

swolon = long sword

svolonai = trap long sword with trap mechanism

swotumao = swotuhan, 2-handed sword

swotuhanai = 2-handed ensnare sword with ensnaring mechanism

taza = tazer, energy lancer, energy discharger

ther = thear, throwing spear, javelin

therai = trap thear, trap throwing spear, javelin that that ensnares who it hits

poeai = trap staff that ensnares on hit

poebp = short staff

poebpai = trap short staff that ensnares victim on hit

poedg = pole edge, 2-handed blade edged pole

poedgai = trap pole edge, 2-handed blade edged pole that has trap mechanism

polel = long poled flail, 2-handed flail ended pole

polelai = long poled trap flail, 2-handed flail ended pole that on strike victim ensnares

polon = long staff

polonai = long trap staff that ensnares on hit

pouau = quarter staff

pouauai = quarter trap staff that victim ensnares on hit

pryn = hammer

prynai = trap hammer that on hit victim ensnares

wand = wood, battle rod, power foci wood piece

xbo = crossbow

xboquiv = crossbow quiver

World scapes, places and cities of which are on planes(planets), by stating the before "=" sign names you could be transported there mentally, maybe a wrong stated phrase gets you in the wrong place, if it doesn't look like the place then its still worthy of exploration.

What you do to get to places is use astral world travel. Astral travel across the veil of time is simple, think of the place and your there as all you need to do be to focus your mind and calm your thoughts. Then, you enter the astral plane by thinking about entering the astral plane and falling asleep. As you fall asleep, you are then in the astral and thus its a thought, that allows us to go across the veil using the power of the veil wall.

As this is true, the veil is a part of our minds and is somewhat physical as well. So it will respond to our thoughts and 'shift' us there. Thus in your mind, sometimes by our will we are then on the other side of the veil, that is where all the energy is with idea by feel. If you know your there, then you realize the idea by what occurs. So thinking you return and falling asleep you return by what you do.

Although there is shifting and respawning. This is where shifting is just you switching your conscious awareness to another 'reality' while respawning is more permanent where you literally die and permanently move your awareness to another reality. Then there is the body energy represented by a food and drink level. The food and drink you imbibe is what has energy and that can allow you to enter into other spaces. The more you drink or eat, the more your there consciously. The moment that you are below a certain level, the moment you are back to the "normal" world. This means that you can shift to places, yet you need food or drink to remain there.

There is three special places, then now and end, that represent the point of consciousness. They are:

then; the world without end. this is the world that creates by haarp suggestions and things that allow demonic beings to work with you. This world is a point you think to be there. You can notice the then world by a off ringing in the ears. To escape then is to think your somewhere else. Without intending to be there, you aren't there.

now; the now world is a world that natural events happen, there is no off ringing frequency that is picked up by the ears. its clean and the demons are absent there. So to enter this space, think about "now" and what it means. To leave now, think to be somewhere else. You are where you think to be.

end; the end of the moment is with everyone or some things that occur. There is a point that is sustained by feel, there is a point that is ended by idea being stated. This is entered by thinking of the term "en" and stating the term and intending to be there. This is left by thinking that your somewhere else.

Then there is the other places:

aewod = somewhat world, adhoc world, advice world where you start in a big mansion, advent time world where the

item or person does perfectly as a somewhat working, item or person did otherwise, basically a big mansion on a strange island with unlimited rooms formed by will and thought for a room in life. Without burnout, thought in thought is by rhythmic energy of life that is an area that restores that is what life is made of act and be well.

This unlocks the ability within, as good affect makes good in unlimited effect. Have fun with this.

autist-geo = Autistic world; The autism is a place that doesn't exist, except your with a fact of idea where this is excepting the fact and idea you have so it exists by feel and sometimes visions exist things of the idea you think into existence. That means what you expressed in the autistic world is what forms it. Think to list this idea, then use Uu- in front of the word and you are free of the autistic world, thinking you are free from it. Pronounce the word by a stated oo-uh and pronounce autist geo by stating aye-you-tist gee-oh. Otherwise realize what it is and your free from it.

Asis = It's the unconscious realm. This is where they in idea organ as a form of human that comes from animal forms. That is the

'will in' with responsibility and responses that are thought and response to get what you think. There is a point and place that

is really what is not there as noticed, as it is. This is in the stomach. Upper abdominal area by thought and belief the believer. This is in like

an air pocket, that use is life and they get energy to do or not and they stop as thought with children and adults that are childlike.

When it's time to meet your maker not just creator she the goddess is there to work with you. Remember that if your will is not

unlike a god she is where you are safest near or not if in vigilante idea that she is "its her way or the highway". As she is much

like Hera and her goddess ability is built like promises, that gets energy as they who think use things and she can get energy.

Jealousy is what has been justified by what is done. They are animals not saints, angels, or gods. This is what is being with an animal

form after the criminal soul is caught or some energy is useful. Remember that, HER KIDS are the animal humans born from faint traced

sea creatures or otherwise. Also she is great at keeping secrets with her paramount scenes. Scenes. Satan, emanating, negotiations,

eternally, and solution. Also solving. This is an aspect, trait, attribute of primordial dominance. This is not of angels. In every sense

of the word formed from chaos and life energy. Concept is Someday, today, yesterday, or tomorrow. This is what happens when something,

up above cares for something down below. Remember that love is forgiveness as the Sicke goddess Rachel there.

When it is time to meet your maker, you will know and are aware whenever you are in wants. When animals attack by instinct, you defend by intuition, this is all insight. Defend means, attack by focused energy, kill at will if need be, and

take no prisoners. Animals do trespass, so be wary and ward them away. They do eat your crop, if you have an area you can use a work.

They don't care either way till you think that you do and they notice. As is an interesting word for you. Animal instinct is what

she has, is by an animal spirit much like a kitsune. That is how she always knows, that something is happening to her as she is the

third eye to people if she manifests thought as a form from air. As if and but this is there as there was a him there's a her. This is

how she knows that someone or thing is knowing, doing, having, keeping, holding, domineering, seeking, coming, going, and etc. She

keeps this sense paramount by knowing, others before she cares to let them know herself. She plots long term..She has very long thought

or otherwise termed memory. Because she is an indian. She may, will, and most likely point something out just to redirect, side track,

or notice something else. Key-word-term-phrase, also contention is her expertise concerning her paramount sense. As once was as is

and choice, thought is what she likes as if your choice. Very fascinating when it comes to animals causing one animal to pursue another

animal to then grasp the other animal. that reveals what isis can protect with as something else. This is the truth that she respects as

she is alive, The effect of this is a point to made thought as you think she forms if you can't and if you want it to form, as if your

an idea or not to bear bad results. As if in use of ability your use is an unknown idea that is a point out of life. Things you use

such as useful idea and things with electricity are as if the idea that effects. When the choice is made she wants to be or not to

be as she is a place that loves by what she sees.

@wod = atwod, atworld, think of what you see as is what things get, as the puzzler is the do in thought is what you do in life and what is in thought

this is formed from physical reality that you consider as if to get or give and thought itself were as if you in the moment you need

it. This is an interesting point of view. ringworld where the world supports itself, mirrorworld, self made universe that may mimic

movies or anime created by many means, as to seen movies and such your free and your not effected by him anymore as if thought and

he is Matt as an assassin god, an atzuko. This could become a pocket universe, as Dni script written writing in the asking (making

by will use is what you wish as focus is will) as used is this idea. Think what you want and you can get the idea.

EgoidGeo = The subconscious world, this is the subconscious consciousness world. Think about what you want to express and you know what will occur to happen what you need. The signs you see psychically, they are what you think to use somewhere if necessary as a dream symbol. Sometimes the sign is what you think about or something going on in the real world, that is where you can create by the senses or your sense of time and humour.

The time is 100 days per every second here. Otherwise the time is what you think in relation. So think of what you need and you could get the idea. Think about things though, you might realize that idea that you think about. The point could be a repeated moment. That is only done to remind you of things, nothing more than that. So suggestion is what created this world, think the point and you can create by the right suggestion. This is like what you need, that is focused upon and what you think to do. This is in the idea that you know what you say. That's all what counts.

So think an idea, then suggestion is your thought body reaction, that generates the correct reaction for and to the point of full manifest. Otherwise this is making your idea. This is where you think to expose things, you do the right things, too. Then you know the idea by what happened to seem in effect. So you feel by idea and create by suggestion. Think you "ca do it". This translates in subconscious ancient into "can die off a hit", otherwise stopping what is blocking you in person form an from getting what you want. That is done by what you think.

If you want to live forever or cause something to live for awhile, state or think, "une" or "oon" all the while thinking of the idea word 'un' meaning forever in ancient and undo in english. Then you do the right things to create the idea. This is what you can use to create what you want forever. This was in an announcement then that was going on, so you can go with what you think is necessary. The rest doesn't matter, that is unless you think this does. So if your subconscious rules the mind and timewise this world, then you know the idea to work with by the feel from the soul. There is a death God named Dega that doesn't have a form, this is until you call him into existance here. That God works in the subconscious world, this is in the form as a deity for now as if you called him you called death or life upon yourself. So think of a God and you think of him as a point.

This is an idea of mine, that proves true if you think about the idea. Then you can go on with what you think. Imagine something with the old terms, the ancient language, you get what you may need. So that's all about the subconscious world, this done with the sensed moment that I got, btw. Oh yeah, I almost forgot. Think to enter the subconscious consciousness world where illusion cast by the aura energy subsists, think to undo what you want to understand is gone so that you leave the room. Then you leave by suggesting that you do, the subconscious world.

Otherwise if you think to exist outside the world your in by feel, this I'd say is used in a form of your choice. You created the idea and from this idea is things done by the idea. This causes you to leave the subconscious world, that is where your will is okay once you leave and becomes your own. So think the idea you expect to work that you express, then think about this point. This is a point, so you can create what you need with just a thought.

AdGeo = ad world; This is a world that you create the effect and things are possible by suggestion. Anything can be done. So think of what you want and you could get the effect. The way to enter the ad world is doing the point to watch an ad, then if you watch the ad fully your free from the ad world. However if your in the ad world, note the effect is this: Money runs the idea of what occurs, so think ahead and save up for a rainy day. This is a note in abundant effect. An ad is an action or effect that you think to do. This is also noticed in their tv advertisements. Just don't get stuck in the Ad world, the world can absorb nearly anyone. This is an idea point in the past. What I know now is this, there is yet another way to get free, think to do or shift with your aura energy and this shifts you back to

your natural world and you retain your free information. This is what can occur on a point less distracted, so think as you want and you could get what you need.

iwod = idwod, Mental world, id model gameworld built from the game generator and describes the "I" world, If the

subconscious be like an iceberg, at the top of the iceberg that be solid ground where the iceberg melts upwards

to a point and breaks the ground up from below. On this ground be the house that each person has. the unlocking

sequence be as the person will have it as if a thought. The very fact that this house exists be to furnace the grouse, thanks to chef smith off the frugal gourmet or finance and gain things. There be no limit as most

things are known automatically. time itself is controlled by moments where if the required moment by myself, some other

or the moment by self as a self-defined moment, as its to an Horus idea "ef be" to be an instance formed from the

effect then it would seem to be an instance.

So to return is done as its thought on the moment or otherwise at the time, like whence arrived you can come

back anytime you desire like 500 years after, instances (no time passed) for instant transmission thanks to DBG or 30 months later or less and etc.. and its to see by scrying the area, imagine the scene that you arrive in that shifts you by momentary destination, motivation and motion, the idea be from a story that I was reminded of a script I am not effected by or not. The sub-c held most knowledge with a lot of unseen depth, as magic makes things real by belief and use of ability by energy and the solid area you feel is real earth as ground above melted and reformed area, thanks to Craig, as the person learned more of what was it about. As this is a point that is. Some would attempt a resolution to not abuse the info except its to no good as to appease some, they had to feign ignorance.

With a small idea to share later they the purviewer got jealous or their sub-c takes over, so the purviewer be likely to see the win as the ignorant one makes deliberate underhanded as if idea slips and reveals what you think and be unable to use said info. Whos the winner in the end, the person whom gets the upper hand with the least of losses by bosses. The effect of this is a point to think, as if your an idea or not to bear bad results. As if in use of ability your use is thought an unknown idea that is point to seem out of life this is a better idea. As real life magic is the origin of the spell and they can use the idea as the creator is made into making by conscious or unconscious ideal making, rule the effect as you think and as magic if you think to use as the power is creative justice. Otherwise, this is an idea to use for a base point in idea, nothing more than that so dismiss the thought as the thought isn't you.

So this story tells me that I have a home in my mind, that be on top of the iceberg that melts and reforms from the bottom up or as I or you learn. Anything can exist in it as long as you can be aware of it. So the answer to any thought be gotten within 1 second or less by meditation, standing meditation or dowsing, as its your "I" world and it seems likely to correspond to anything that you will want, desire, need or hope to achieve as its not easy in real life. Consider the "I" world as a passion and movie world with the real world as limited, the script real as to be influenced by yourself the owner. The landscape isn't limited in the persona world but its seen only a little bit at a time and used to explore the world. The place has no sun but light level as you think I think it deserves a way and when you die you get "shifted" there if you want or the Astral plane only to be raised into the same body if you desire or not by feel.

The real world be able to glimpsed at in moments that is instance formed and unformed as thought. Not again,

its only as unlimited as it appears and gotten to by however you desire. But the only thing that be needed to worry about be the people you allow to visit. The visitor and people living there have to take oaths to not

hurt each other and things unless its a wall or an undestructible item and the visitor shouldn be allowed to do everything as with insane actions or guests with an instant idea or command. That voice and thought should be here at all to be acted upon be almost ludicrous as if voice was action and action was thought except thought be different from

voice as voice be thrown out thought as a useless thought.

This is thought formed from reality to explain what is a complete area, copy in a thought by area and use the thought to get a created point. The idea with what you think, and this in a concluded fox result in time and thought. An this in a moment is thought, or what you do an idea by use seems as thus makes as thus sometime as a thought is with energy. That in use or nothing creates something from air as by that valued idea is, think and this is a concept to think out and or be not in thought as think work is compromise to work.

The only thing blocking be scent, distractions and will against it or yourself among others. As they who harness their power or not in as this ability is energy on purpose, or not their power is a break thought of the thought source sometimes "lancer" in thought known as electricity by the concept that is energy in power that can make or seem what is in thought. As though use to a better practical purpose in life you can seem what you want. As in a concept you focus, as in thought and meditation away the time to create relative idea.

Think not effect as into existance that you watch and you will know. There in a way is life that won't exist, as this is not necessary yet and unless need then no effect will happen. Now what you think is a point in a concept.

The point in a thought is what influences things your used to see or work with by feel, this is done as if a point in a concept or different continent. As if your in this form you change, thought to another makes spirit link as lineage or what you think is what you become from what you think to. As if there is no other point, as what you want is a contained where I as an assistant use is with the third eye don't visit. There is no other thought to this, as you do you don't unless the idea is necessary. Think as is if thought you want, and need forms as you get wanted means unless unnecessary and you decide what you think creates what is in unnecessary. What you can form is with energy from the physical form and as such returned, the original shape is there where you are needing the idea shaped by the aura.

Now the further actions you do the further you get into the "I" world, with a concept of possible exploration and how far you can get. The effort be undertaken to contribute to this world as to influence the real world by coincidences, Lets say this influence was observed by coincidence somehow got written down, with a story by a writer through character recognition and perception. This could count as an influence of many instead of one or how may hear the story. So the more you think on the world the more that be there for you to explore, and given time you can "see it" through scrying and long range viewing. Now a trick in the book of viewing be to ask yourself what you want to see, and if the answer be nothing then its not advisable to go or explore unless you stay in the house.

I started a exploration of the time future and past to achieve a suspician that the families doomed like the Kennedies. and it seems true as I saw my own self and others changed but only on visits. I started thinking that the doom be upon all of us to achieve results, and to fail in the end from example as in a fractal from to much good and bad achievement energy. But ones own achievement gives them joy like in serendipity, while the discoveries make amends for abandoning the spiritual motion and parables. For a snake isn't always a snake as it may appear like a rope if hidden from mistaken illusion/dillusion. Science doesn't explain why and only how be known except sometimes when combined with Emperical law, but then others may have other idea. Like a simple answer makes to solve a complex problem or vice versa.

What I found is you own it all yet allow other to think they do, or at least count it as a "loan" with you as the person who can watch without being seen. As ownership be 1/3 of the rule so be it true as an amalgram, that those who make things own it and none else. The world owner owns up to owning the material, but doesn't always listen unless any part of his/her namus be looked at or spoken. The only thing that be possible to be gotten in be what you admit that be wrong, What you make as a rule be always followed but you may break it and if you do you can sometimes get a horrendous disciplining, so if you break a rule then you get the punishment, except you may set an example to save yourself so no punish when its consideration time. Usually done by a story that reflects

a white lie and truth that be logical in nature or be a story, to boil this down be to say "Try white lies for immediate idea unless the truth will do. For others, try truth that be accepted as opinion and idea fact to those who are not in immediance. Any bit of violence be to be considered a liar or harbinger of doom with exception to justified moments."

So think of your need, say the words and its done, that's as "I did it' or'here it is'be your own poultice and do your own things. This is done as the "I" world exists for those who are subjective, and able to do anything by themselves like in "independance". Then for the representation you can appear like anything of phantasy and fancy, madness and zealotism be to improve the strength but sane devotion and faith improves the effort without destructive intent. So for an idea, turn your back on criminal behavior to sacrifice a safe idea to turning your back on reality. Focus your idea as strength in faith to achieve 4x times the effort as seconds of focus quadrupled= SoF^4 and in Neutons of force. The more force focused, the more enticing it be by attraction (of mystery). I also discovered "I" world populace is nice till harassed and then by any admittance or submittance be tolerance allowed. But only if they know you or be on the job, by distraction examples can you get to know people without being hurt. However the world map be set, most use the identity rule where friends are some to keep at arms length or close up and both in unhostile motions.

People make up the truth of the "I" world, based by fact that be opinion till backed up with a similiar opinion or shared in vision and interest. So be it true that people are in their world when things go wrong, yes but the right things said bring them out. The "I" world be old where this physical place called the plane we live on be not, albeit we reached a point in existence to call ourselves spiritual "humane" beings in truth. So the place we appear in be what we want it to appear as or exactly like where we were, some call this a day/night dream and can only reach it by meditation or dream. A simple exercise to not be effected by stress imagine yourself as you are by emotional feel, to provoke memory and visualize yourself in a room that you would be in. You would be either here or there and the blink of an eye says you are here, as you actually left this existance or other to suit your mood and returned in an instance. See unbreakable locks on the door and yourself sitting or laying in your room.

Any work done there releases stress from the physical plane or from yourself by inciting or causing a dowsing state or meditation state, including exploration. As you are likely to want to leave to the outside of your room, or go to the bathroom if its not inside the room already, see the key to the lock that only you can see and use. As you leave, the door disappears and you go through a building that you know of or think on, from memory of where you lived or meditation of the area to reveal its secrets. To leave the building deposits you into the physical world again as it be from where you came from, so you don't waste time you waste thought. I know at one time I did a exploration, and had an automap like in a game or the hogwarts castle map by thinking of it, but your words reveal the map where it would be blank by whatever you choose. Note the map does not reveal your room, unless you want it to. Some I've known are used to it as a spot for any type of meditation, or just relax in it without the possibility to do otherwise and similiar ilk. Any one thing be unique and its in there, the "I" world that I try to remember the fact, any one acknowldged idea that serves as a property and be noticed of the item bij you or others.

Due note the effect of dispersing from energy induced by thought of a property to another item. considered "forced Osmosis" of the item to another. Like an attack that shifts the focus from him to you, the item property can shift as well by thought or other action represented, by a hit or tap to the thing and the item you tapped loses itself to the new item or object of the property thought about. Another way be to shift the property by a thought "shift" and a tap in which the value be dispersed, "in with the old devalued idea and out with the new property by manifested thought in the other object. As before I ever do that again I will work toward a goal first."

One can literally carve their own world as a choice for pure boredom, when they come back it won't have happened but they lived a life as the ruler in their mind. Those that suffered might take it as a day or nightmare. Whatever you do, don't kidnap people to your private world as it could bring downfall but invite them and await their response and they, the invited, might arrive. Either way, have something for them to do with the area or with a self-project, but to have a good excuse like "I wanted to see you as you are." or "I was and am a fan of your

series that I wanted you to watch with me." A good white lie be satisfactory to either the invited or you yourself. Because the actions are created by reason, that be very possibly taken as a reason for your acquaintance. So assumptions are to be exactly what you look like and unless you look under the skin personality for the bone personality. That assumption could find a ruinous reaction.

Skin personality be skin deep personality, and bone personality be the true personality of worth in three bone flavors, good bone be a good personal spirit strength, where the person does as be his/her intent, with good taste and doesn't back down unless given reason too. thin bone be personal flaw in the spirit and indicates a weak and reckless mind that can easily be scared, bad bone or no bone be a bad person with almost no moral regard whereas

if given a new situation and not knowing things or people that are around them, they could do a very bad thing like rob or hurt the person helping out. The optional action be to do individual acts of self-glory despite what people say, or to do things because they want to despite the discredit. It seems the person simply does not hear the rule or will not see the idea, because of other idea and bias. Also noted in good bone people as a weakness brought on by pain and unblocked path, as they can get heroic or standby and safe.

Now the problem caused by a single idea of new paths unaccepted from neurosis be from a neurotic state a person be influenced into by so many things and practiced at using in a routine till its rote, then change the rote to a new idea of life and sometimes on any concept the person can snap and go crazy unless you introduce it slowly as a different variation. To go fast and slip it by them be to get yelled at or brutally attacked, if not the ignorance routine and hope the problemo goes away or use something like a new toy or safe concept to divert their attention.

Then use the conceivable idea similiar to theirs mixed with white lies or anticipated value. Sometimes this only works by the past being worse formed than now and the method must be better in some manner.

This works by substitution of idea in with another better idea, like in a manner of redirection by a bit of radiation or laser being redirected by mirrors or transpaxelling an object to another area like a shifting or creating illusion, by nothing in and nothing out where light and laser (focused light) be deterred to form or unform an image. With each image out be a usage of the carbon of object intermixed with nitrogen reactions to the laser to create the body from some material, in the image of a person or thing that be stored as I like to call it the storage buffer often made of crystal or silicon chips. Theoretically this be possible and may have been used to create a similiar effect in a experimental lab. But it sounds better and if proven in the right manner, will create a stir of curiosity to the neurotic or nonprolific/prolific to advice the victim where the victim be 70% more likely to assault or react.

The neurotic persuant be very likely regarded as an idiot for attacking a sick person more in line of a blind person assaulted for blindness or a blind person assaulting because they didn't see or hear. To use chemical to override the "I" world mental response from running away or boredom (distraction) with addiction caused by the chemical natural and unnatural, be to cause the person to persue a different course. The chemical can find use to condition or make a person more calmer, like food and drink be a natural chemical or embalming fluid and synthesized chemical like acid and base. Food can control the way a person thinks and it does it by setting the feel of the body. For example, one can become fat by trying to feel good and evade a persisant problem, after that its a lost cause unless you do physical activity for the body abuse, as I heard an employee say.

"A little more does it in exercise after the body feels like its on fire." from Teanna. Necessary to exercise right be the fat burn off and this can give pleasure. So we got two forms of pleasure and control, chemical and physical.

Then there be a trendsetter technique thanks to Flynn to catch the neurotic and many other types, into a thought out process not their own. But only if the trend be well thought out, and well practiced to become understood and remembered. Considered concint, which be the process of influential area (arial) in an effort to create

like nature, that can be destructive or illuminating on a person or thing. Either way the path be set by how the person chooses. So be it with the misfit "I" world thanks to unexplainable.net and Maybeys' Atlantis page, as how you think be how your world might react to you. Causes the "I" world to exist, as its based on the need to understand and by meditation you can manipulate it by having comfort in a position or laying in a comfort position, and focusing on a white light or not for differing techniques, also allowed be the standing meditation to create a pattern from thought thats sometimes evoked by feeling. The feeling be quite possibly read by your mind or the "I" world, now if its created in your physical world then its created in the "I" world. So saying "dont attack" or "don't" makes the person stop fighting.

By Amalganus "As your aware of it so it exists, and thats all there is. So as I think it, it happens."

"You hit the jackpot in missinfetamines or mission information drugs" from Anonymous.

From a priest "By faith you conquer most, so things exists by your belief. Believe. By one I mean all as in the all being."

uean = plane of neglect, disturbance and neglect or abuse may be awarded in the right moment.

uead = land of death. This land is where the essence of death goes when it leaves the body. When the spirit goes there by choice, it obeys the rules of death and life that are opposite from this land. Where, dead is alive and living is deadly. Being alive is where your dead in some form.

uein = plane of life. This is the source of body activity and life energy and you can bring anything to life. The manifest is here by attracting it to a location with effort of some material or active gain. This life energy can be able to make longevity and strength in a body. This energy makes the body last longer in their activity. On a new moon and waning moon, it can cause disturbance and ruin.

aerth = mindless earth (air plane, air planet), mind world, mental world with every 10 minutes there, 1 sec here.

aidamntpt = abandonment point, a place to abandon things, a place in hell where the bloody river. branches to pandemonium and then be the river of forgetfulness where people forget their desires. and most their life to sometimes drown as they touch the water.

AraMaiGeo = This is the aura manifest world: the aura energy is the manifestation, the world is the feel you have that is based in the physical world. this is anything that is possible in the aura, think of what you want and the idea exists unless not necessary. however the creator of this world is dead, now is a point that you can create what you want.

AraGeo = aura world: This is where you can think to create the point and you create what you need. This uses the aura energy and the world around you is the feel by the senses that you have. The God of this world is you, otherwise the original God is the creator, we are just memories of the creator. So thinking about things he realizes the idea, then you get the idea as though an end result. One thing about this world, that is based off illusions and she's dead that originally created it. So think to see the reality of the area and you do if curious. Doing is where you shift to see what and where you want to see. Whether or not if you could survive there. This includes exoplanets upon testing, so think about that. This is a point in the past that it was created, that is usually a point in the past that is created equal to todays time. So think of the idea you want as a need focused upon is a want, desire is what you can get unless not possible as the negative doesn't effect. Then you could think and go to do entropic idea.

adjectas = detestable world, adjecting world, This is where I am in an authentic world where things are either authentic or fake this is working to the senses. Think to escape the area and not be there, so your aware of the water energy or flow if you left it running at the sink and leave the room to exit adjectas.

advertas = divertive world, the hiding world, advertising world, this is where you are in advertising and creating with what you want or feel is energy by feel the area is cool, but you don't have to do things except think about them by feel, then you create by energy what you need and doing things is second nature. This is the nature of ad world, think of what you want and the energy creates it by either influencing the event, or creating the point by activity that's self-made or made by others. If not, then you are aware of things as they exist. Escape the world if you must, but you don't bother people if you don't think you are there by feel. Think your touching nothing and levitating off the ground, then your free from the dimension this world resides in with a concept by idea with a point by feel. Without the point, the world is a bit weird after normal people leave. If you focus then you can perceive the area and the wall dimension. Think not to react, then tell the wall to not show itself. The murals, if any, will stop showing itself. The point should be a dimension of what is there without the wall murals. Then if you create the point of turning away, you are freeing yourself from the wall world. This is a point in the past by feel, that creates in the past and makes the present point that you notice. That means you create things now, this is making it in the past created as a point by now that creates a future where you make things up.

almaa = eternal world, undying area of undying people

aeia = america, united kingdom, melting pot, states united, fifth use

aeii = american, realm, united county, unity, resident, crede world, focus point of mages to create by the peace it makes. This is a world of idols and things that exist. Mainly they exist, though only because they saw the idea and wanted to create the result of what they saw in their mind. This by idea is what they do. So think and they do what they want or need to do.

antivas = antiverse; Antiinvasiveness, This is the world of drow, and sometimes the energy itself is what you consider negative, that means this energy exists separate from reality. Think to work nicely there and you get treated similarly. The idea is the point that exists, what you think to do is what you get to do unless you don't need the idea. So if you think to do something, then you get nice actions back. The drow world is what you think about as a point to consider. That is when you want to consider something nice and otherwise nasty in comparison. This is the point of prolifcs, the idea is simply put do what you came here for and leave as quickly as possible.

How you get here is consider your antimatter metabolism, then if you think to get a result think to be here. So when you are aware of things, think to exit or leave by the point. Think energy enters your aura field. If you think to be somewhere you need or want to be, then you are there. The aura shifts you by the energy, that is there, shifted of the place can be that you think to see as though frozen by feel. This is a well known fact to the point of life, that works by antimatter and makes for what is weight loss. Some drow are against humans, so think about the idea before going there. So there is a place for all of us, if you think to be there then your there. This is a point in the past.

Exogeo = Exo plane; Exonerated planet or honorary planet outside the solar system and the area that exists on its own is where it is livable. Thinking about it I think the exoplanet is what creates where and what you have, when you have it and why you are there. These exoplanets are area that create by themselves, think for themselves and work with others conscious thought. So think what you like and you may end up with the idea.

Also, if you think that your third eye shows you it, then you know what is there, where it is and when its a safe bet to be there. So think what you like and it could be there, planted there by the third eye or seed of life that we as humans cast forth so long ago that we can't even remember doing the idea. This is a bet in itself, that if you are aware of the surface then you can also know the atmosphere. The conditions are self obvious, if you cared to look with the third eye, then you'd know it by now. That is all you need to know about except its name at the moment.

So think and look it up and you know it. If you use the exogeo in a calling, then you call out the naming of the planet and what you need it to do. That creates what you want. So think of what you want, you may get the idea done. So that is how you use this in a rite. However, you will want to choose a planet far enough away or think as a condition in your idea to "not have it recreated on you".

This is farther than 3 planets away so you don't feel the influence of the planet recreating the idea on you. The way that works, the point you don't want something the planet takes the thing or condition from you and your body recuperates by feel. Then that something is turned into idea somehow and then the point is accepted by the concept you have of the physical body or world. This is all in an inner working by what is done.

asd = asgorath, asgara, asgaroth, have respect, world of gamblers and void people that enslave annoyances while treating people with respect that gamble

Asgard'geo = asgam, Gamers world; This is a world of energy, that creates with a game and works by the feel. The area is what you think, the physics are what you want or need to be there. However, if you don't need any, there isn't any. In reality, its a void space that is creating by pure energy. Think of what you want and you could get what you need. If you no longer need anything there, then think the energy reverts and is back to its pure energy state. This means anything you perceived is gone there, so what you think is what you get, the energy creates by what its consciousness is aware of with idea gotten by feel. This is exited by what you do or think, if you think you wake up then you are aware of your surroundings and the effect is done.

That is a pocket dimension used as though a gate shifted you back, and then you are where you were before you entered the secret realm of gamers. How you get there, this is done by thinking of the realm of gamers and thinking your there. Otherwise your not there, your wherever you were or are in real life. One thing of note; this space looks exactly like the real world, except when your in a game. Then events start occurring that only appeared in the game at

first. When you exit the game world, thinking to unexist the area you visited in the gamers world, then you revert the area your in back into energy and your in a room similar to your own and the events stop there. This is the idea of the gamers world, so think of what you want and you could get what you wish by feel.

Omnitun = omnivea, omniverse, a higher universe that has things that are made by themselves from whats there and seem alive.

IvaiAriaGeo = Body aura world; internal aura world, the inner fat world, involved world; The world that is in your aura, yet not everything there is represented by a gene or DNA pattern. Somethings are foreign energy and matter. The idea of objects are sometimes where you are touching upon the organ. The creation is done by activity of the body and blood or liquid waste flow is water. So no matter the point, the idea is done if you intend it to be done unless not needed. A shift is where you go by leaving the room or area physically. This is basically teleporting by feel or use of the senses.

Think of what you want and you can get what you want. That is where the effect is either drinking or eating a little, then what you think to create is fully manifested. We each have a manifest where the aura world is creating internally what you want, what is needed is created outside the aura world, if necessary. Think about the place or area and being there to enter the aura world. Think about "going" and leave to exit the aura world. This sometimes what works by the aura energy responding to the water flow, this is where you are exiting by the feel of the senses.

One thing to note; the god and the goddess are the main gods of this aura world. You are the creator that give the main gods energy, this is done through the point and release of muscles or basic energy infusion from the area of the body. The pantheon is what The God and The Goddess can choose. Devine are those people that use their organ energy or blood energy otherwise to infuse the organ with energy or blood cells. So think about a living area to live in and you have somewhere to live. This is where walk-ins or soul beings can live as well.

This is done with the soul beings, that can attempt to act as though a support or guardian if they have time. This is sometimes acting as though a deity to your senses or idea of a point. Madkarna is a spirit that if his name is repeated three times in a rite with intent that you have, he will create what you want as though a God. So be careful of what you want and think with him, that is because he could make your need happen. Dismiss Madkarna when your done with him by thinking he is dismissed, so with payment of a little energy he goes away.

So this is useful to create what they want, that is done by the use of their pinneal gland third eye. They have a subconscious mind, so think to their spirit or aura energy to create what you intend to create using their subconscious to create the point. Sometimes this is done through suggestion, sometimes this is done through the idea that your thinking your there and nearby to use their services. Then if you think about things you can shift to a point that is elsewhere. Call you later.

UouLid = Curse land; This is the land of the hex witch, that is empowered by thought. This is then given form by energy that you release. This is a point that you can manipulate, that uses the third eye or 4th eyes to do the idea.

If your caught there, think to go to him that is your parent and ask for something if alive. If dead then you at least no longer are there. Just mimick the right idea, if you need to go back. Know the language there is thought and example. Just realize that the curse land lies within the shadow lands, so think to observe and you are there to see things. Otherwise you shift, then your back in your normal world.

En'if = The iffy ending world; The end of the iffy world, the iffy world is the world of the inner world. That is a point there as though an iffy point. The if part is does things really exist from nothing? So when you create the idea, think to use nothingness as a point and think of what you need as you state, "I get something that I need". The end to this world is there isn't an end, that's excepting for your natural end. The end point is this, think of what you need and the particles could assemble and create what you wanted. This can be a stated need as a want, that's granted as though a wish were a given thing or idea that comes to you. So think of what you want and you can get what you need.

En'wod = En world; this world is all about your end, the ending is sometimes unknown but what you think is what will happen. This world is run by demons, actually, that do whatever you think unless you don't need them to do the act. That is especially true, if you state the result that you need or want to happen or things occur what you feel. Think of the moment to form what you need as a point to remember. The physics and magic there are usually like your own in a way. So think about what you want or need something, then you can get that as a result or think of an end result to

what you want and you can get that instead.

If you don't want roaches to live there, think they can't live here. You see this is a noted effect of recording by feel. This world is entered by stating "En", and left by intending something else as you state the result. That's about all for this world, so enjoy yourself while there. You can only get an experience once there, yanno. So think about things you need and you can go get the idea. This is where the end result is possible. Think and you know about the point. This is all about what you do, and otherwise your own life that you have by feel.

En'wodif = Strike world; this world is the end world alternative, that you can use as a parallel world. This world does not have any limits. So be warned about coming here, that's because when you leave the world you could bring something with you by feel. The physics are like ours or your own is matched by feel. It's a point that is done, and that's about the idea you know to get. Entry to the alternative, this is done by passing through an open door frame thinking to be here. Leaving this alternative world is thinking about leaving and you do this by feel, that's with the body knowing the right actions to do. After you enter, you know by awareness of the idea what will happen to occur. If you leave, then you know what happens there after the fact of leaving. That is all you need to know about this alternative, except that there is no karma. So be prepared for anything, this might mean you could experience things differently. So this is done by feel.

ieeb = weiedl The weed planet that has downers every day. They can cause you to feel so bad, that you create with positive and still have bad feelings. By proposal you are there, by certifying or working with an idea you are back from it. So if you think to leave the weied plane, think of a place to live and walk through an open door. Basically, you lose your living space once you are there, and gain a new place when you return. This is a really caustic place, so think to leave it alone and you won't go there. Take it like it comes. They don't care about you and you can't make a good impression.. so think km and shift by spirit to go to another planet of existence to escape it.

ioj = The place of creation, think of things to do or things to create and the planet consciousness creates it with an upsurge of energy. Since you're created there by your soul, all it takes is thinking your back and you return from ioj.

us = use; united state, united area, make use, kaboose or train car that pulls other cars on a track.

yeu = tropozoze tropical zone, Magical tropical world that has objects and media that speaks to the mind. Psychic people there can perceive amazing things. The people in yeu are indisputable and indisputable. Entrance is a yeu tree, amongst other trees.

bialm = tel'aran'riod, astral world, dream world sometimes gotten to by use of balm cream that's applied by what you do, the world of dreams that is discussed in a book series called the wheel of time. Think of where you want to be and you are unless devices that trap the shift is in use. You can see nearly anything here, so think about what's there and you can realize what is possibly there. I think you might need a dream interpreter, that is necessary as you could see a lot of dream symbols. So think about remembering the symbols and you do. Think to enter it by resting and thinking about shifting there. Think to leave the astral by going to sleep there and you can do this by staying still or laying down and using the energy of the aura.

Focus your mind on your need and then the subconscious will do the idea. The idea is done by feel with use of the senses, think of the basic idea to do and feel the need then you do the idea. This is how you do things there. Then if you think to return you can focus to use the energy of the aura and shift back to the real world. Pantomiming in the astral world is creating with signs or what you think is by or with indications, the sign can be an act of communication and that is done by feel sometimes with the speaking that you do. This helps with getting what you need known.

bogs = boggy, bog, marsh, marshy land, swampland that is with some type of idea to do.

publi'aya = Bubble america; Then where there is a bubble of money, there is bubble of money. This is bubble america, so since there is a bubble there then things are okay there as here. Think and you know what to do by spiritual awareness. This is a point in the past. Anything future wise is occurred by feel. This is done despite the cost of living. Anything earned there is sometimes earned however you want it earned here. So think of what it is that you want, and you could get an idea for the point as an end result.

bryan = britain, brittle, united land

cegeo = cell world; The cell world is a place or area that is virtually in the body cells and known as the inner world. The inner world is a place in time that is what you think and nothing much else, this is excepting the inner room cell that is a place where you think of the idea and the energy generates what results you need as though an end result is a granted wish.

This allows multiple places and area that exist by thinking its there, then all you really need to do is explore. Enjoy yourself as you explore, the options are almost endless in the cellular room. This could even have bars in the windows. The idea still works to allow you what you need as a want is a point where you form things from energy itself. If there, you could find insatiable hunger, otherwise you may have to separate yourself from the cell world to stop eating. Oh get this, what you write there is what forms as rules for the area that you think about.

This is including what your body takes in and absorbs in itself, the fact that you take in poison means death or decay of things and people in the room. Any drug can create a drugged effect, that is feeling good for no reason, sometimes. In fact, there could be a cell room for the person that wanders into the area. So the possibilities are endless and things are what they seem.

The point by fact that you mention or think about and the idea forms. This is as though the point were done and by a wish that self-generates the effect. So I will suggest this for those in a cell room, make what you can and you can get the best result from the area that exists.

cegeo surran = geo surran dale, world of that place, that surrounds in another way the room that exists. This world area looks and acts like tron and works like a real world.

cenethal = city of dead, city of necromancy

ciat = city of enticement, work city, only one place like it

ciot = calimport, city of wonder, djinni city

Ciate = Paradox is a plane of paradox city that exists on a planar dimension, that is where the thought you create is undoing itself that you don't want and you can do things as if a will of god of the natural environment. This will is undone by the idea truth, that is 'there is no paradox' as if an 'En paradox'.

cretaix'hylx = Written in Art, The creators halls, hall'le'cretor. We magical people sometimes started off here, We start this off by a story with this excerpt "Caretakers were assyrians or jedi like masters with magic. Who ran the place were also Ancient sedai and weavers of ancient power for results. The crags of myrrh of dragons march were near marsh deleur and neared the halls; then created the idea of the point you can see there.

Finder(discoverer) marsha delur, with creators Delurus delough, Harga delough who seeded the area and cursed the water to move in to make a manmade marsh, the most deadly place of faery, now dried up. But, found near the area of Assyria and not realized but few hundred years later as of a different area category. The crags were home to Assyeia and now near Oklahoma or so lost was an Art. So that outta the wayzy, now we go on to Allearia due north where the dead can be raised and try to see if just deserved can be risen or so the task was. As the creators halls were built near there.

The plankton of the ocean gathered energy controlled by tide toward the east and toward the entrance, but not as the mountain blocked the view of the motion within the ocean. We find at high tide, the effort of plankton and sea water powers the area with a charged scent. The final and desolute fate for the area be to be seen as a ruins with a hall like that of the castle of Hogwarts, except the entrance be obscured to time, Where harry's Hogwarts be on invite and the entrance to the creators hall be obsolete except for the astrally placed, suitable "I" worlds and linked worlds to an area which resided in the same spot but in a higher dimension. Due note there might well be a Hogwarts thats universally linked from england. This be Dragon school, a barely remembered area." Excerpt from a remembered book now unreadable. If you don't like then

forget about it. Each material or place is unburnable with ephemeral quality. Null book burning, its forbidden since books started and now books correct you and them or either. Its with a netherese book, that destroys the destroyer now. Eisah elaborah is to pay money, but increments faith healing as a price..

Some say that the way into the school be through a body, or to touch an object that is linked physically by a touch or possession of body form and also by request to "link me' anywhere or at a moon and then the moon shows the way as you step on the spot of the moonbeam and you appear, but the hitch is to be the door must be open at 10:26 pm or after and its always open till the half moon (waxing or waning), full moon, or eclipse and then you must be crazy for the most likely thing to find in it be an accursed or begotten and forgotten place that smells from Atlantis that be hidden and that looks like the area you were in except for a feel of life thats not there, and any person could share another physical body as an anchor but not control. Its life that be inversed and retrospect for the being alone, like faery that rules it along with people linked there as a guest and sometimes no worker. As any worker be a teacher sometimes, tends to go insane and deadly with others near that are of murderous rage or not. Where guests are sacred and treated like students that learn at their own pace. The no fire rules are necessary, when bad wiring or electricity in a roon(room) where a roon can create studyroom by drawing it.. An object can be used as a storing area like where the cupboard is.

The idea here be to bring your own materials and borrowing be allowed with some results if you don't agree to the lenders term. Except with borrowing its owned with importance on the feel that you own it On the idea and mission or an omission of guilt and importance. What you learn you keep and what thou get be earned, Unless its borrowed and of course with borrowing it shows up in a institution from any distance. So to rent to own, you own if thy owner who lent it died or you earn it with however and then your the owner. Inheritance matters as you should succeed the item to the person or buy a new one, of course if they don't own it they don't have it to give.

This is the era of the place in the marsh be similiar to now as it be actually matchless with things to come and was of the past. The rooms are magical and are separate realities in themselves for the door separate reality and place you where you need to be by time and place. Its not much like the Arc with its unlimited room capacity and innate life force that seems the same elsewhere, except it has the same room capacity. The weird thing is to notice the dragons that arent there, but give them a reason and they will appear. A small bit of intrigue be all that matters, and then the dragons come about.

Engineering or the making of this sort of magic with machines isn't very easy and instable with the best termed "glitchy", The glitch shows by being able to glitch with in a point to do things that cause a power surge in a place 'shift thought in a thought to create or with in gathering positive/negative pulse weapon is ionic energy to shift with. The method thing be that no death except in appearance, ever occurs and they come back as placeholders bodies or carbon ash to life. Like a person could die but a day or more later they could come back as the 5th (polot, gathering) and 7th (death and psychic impression) dimensions do the deed.

With the 2nd as the death and waste absorber where just deserved it can act like the element of void for the right people. Its as the deserved nature who gain it. Things are where there is a way through an idea to the livery room aka the object can maintain it. So video deal is like other things as you can pay for it by doing the deeds or trading money. Money can be between people but it is to the degree where actions can be countable like you say you do to deal it or its faded away. You can use and view if you believe it possible, therefore effect is possible if you feel the need for things but silently or not so out of class.

They power it along where the plankton are, again, the energy movement gatherers using the ocean as supplies and support (a second power source). Usage of the term furcadia to describe it be to say a simple truth frankly, because it resembles a dream server that uses the death fields to get some idea with the point that is done and the area be "programmable" by stating what you want without crashing the server. So to get a ghost or spirit that knows things makes it more real as the person can play, and the more body and ghosts makes it more plausible. The place be in limbo and "time stands still" much like in a movie or Atlantis where nothing seems to happen except what be motioned. The only way out be to decide to leave and what be taught be only what you know or want to know.

cilfangeo = Elven land; This land is due a point that you think about. Then you create events there by what you think as you use this idea:

Here's how you make a spell or idea happen, they begin with a point of what resources are there. That you would use, then the actual action verbs and nouns that describes the moment after. You can use any language, including English. The point is done by feel, this is where you use the idea to create one by some concept expression.

So think about doing it, things shape themselves by what you think then you are done, this is how you make an effect or effort happen to occur a point that you think about. However, you don't enter this land, this is a spellion area that represents the imagination. That means you may have whatever you need, as long as it is available.

If you do, you could find, that the spell that you thought up is what is occurring. This is done as though English though, so you can think of the effect and create what you intend by statement or feeling the need. Otherwise you could use power words, this is where you think of the idea and state the word to effect the point that you think to create.

So think of what you want to get, then you could get the result, that you need by feel with the sensation that you send by thought. -Donavan

chypazzou = model world, cloth world filled with clothing and people who love fashion. If you mention anything out of fashion, then you could be struck down if your near the wrong person. Thinking about fashion and walking out the door leads you there, if you wish to exit this land then think to exit and leave as your thought is on leaving. Then your in the normal world, thinking of what you want to do and that is all that is done except what you think.

cortmaj = mage court

cortymaj = high mage court

copuauod = computer world; enter by a touch thinking of the world, leave by a touch or walking beside to the exit sign. The computer world allows you to do anything, thinking about things can manifest things by feel. Then I manifest things by the feeling I have that demanifest by the point. Then I have something that can manifest, thinking to help and do things by the feel. When things happen and I don't need it, then it demanifests. This is how the computer world works. So when you want to leave it, think to leave and walk out thinking the door is the exit sign. That's the computer world.

Chyce'uod = Women's world; the woman world is the world where everyone is a woman in some point or regard, so in order to have birth, they self-birth sometimes this is done by self-sex and thinking about cloning or self-birth. The

man-woman or woman-man is there by feel, if there is a man. So in order to get there, think to use gravity and focus your mind on being there. Then you are. In order to get away from the woman's world, think yourself away and then thin up as you consider going to another world. This causes what you need as you do things, so if you think about the area then walk as you think of the place you are there. This done by feel, however their physics are like ours so think about doing normal things and you can get away with the point.

dabogeo = dad bod land; the land of dad bods or almost good shapes that you cross over to, this is done by a point where your relaxing by feel with what you think and you create with what is there. They might notice the use, so be careful. So if you want to cross back, remember the point of crossing and go the other way physically. So its a seemingly placed area that is physically placed here. When there its seeming here, so its not really illusion as this is a $5 \frac{1}{3}$ dimension.

cs-137 = The world of beings, the world is somewhere in the cygnus-137 belt of the universe. They can use your energy memory and create the world view that exists on their planet. This is a point that they create by idea, expressed or unexpressed. This is done on thought by what you think is correct. The point is envisioned as a due point, that you work with or go somewhere. So if you think and on thinking of the energy of their planet. This can seem what you want where you can use the energy, so think to let the energy lead you there by activity. You can then see the area that exists there.

So you think and go, this is an energy to create with by feel. Think and do, this is where you shift and are either there or somewhere else. That is done by the spiritual use of the soul and thinking you need something, you get the soul to do the idea. The original planet you came from is returned to if you need to return in form, that is where by thinking the creator returns you by feel. This is an idea that occurs, if you need the idea to happen. The process to get there is ceasing activity and shifting, so you don't need things here. This includes activity that creates interest here, unless you instruct your subconscious by suggestion to do things here by feel. Think to them to create something here, then you know them by the point you feel they do. They can create better stuff there, than here and now. So think about this point.

dactola = Commissioned by Auduella gabriella, Missere Masant be desihg'ler or Dragon lake that be where many dragon exists and any herb can be found. Great vacation spot and hardly known.

dealm = demon world, vision, aun, hell, eternal death world, asyria, asria, l, sheol, pzrr

detalm = heaven, heather, angel world, god land

detolm = abberoth, abbernath, dragon world, dragon realm

dynspia = dimensional pocket, brought alot, maze world, pocket plane that you escape by falling out of with falling down or tripping over things.

eden = lemuria, life continent, life garden. the continent of great delights, otherwise a fernlike idea and liesure and creatures, also the place of the first fairy tribe. This land be now mris.

lysenyal = lesion field, elysian field, liesure field, death field that be now

antarctica (dantartica, ice land) and located beneath the ice, with hundreds of creatures thought ice locked.

faold = a fabled faery city pigdineic and mystery of cool collection for energy or power of ole holster..aka halasters manifest city.

furu = magic world, faerun, tirnanog, faery world, time world, fee mists

feris = earth

naer = pelosi mirror world; a world like our own on a near earth exoplanet, that is a world on its own with its own ecosystem. Nuclear war threatens it and things about it are sometimes copied spiritually. So think about this fact and work with what you have carefully if dangerous. The truth is that it could have come from there.

fractal = world within world, dejavue, same pattern repeat until destruction by excess energy

fratepe = space frontier, space colony

fratue = frontice, frontier city, colony

franti = war plane, planar war, war planet

frantice = constant war nation, war world

fronti = frontier, new landfifth

frontice = frontier city, colony

frontispe = space frontier, space colony

gao = to destroy everything, pandaevalus, pangara the cromagnum city of disturbance that sits on a void gate.

gao = city of pandara that uses odd techniques to build, city of oddness

geo = world, planet

geodd = odd world, fate world, wierd world

geoid = hidden world, hiding place

gota = gotham, superhero city

glob = world

hargewoods = Higher plane that exists of an ordinary area that blinds people to what truly happens in the world of origin area. If noticed, you don't seem to react to it until later as it can be horrid. So horrid that your mind can reject its existance. Its a place of original and aboriginal magic that allow any idea to exist that seem impossible and this includes living myths like AI.

jeo = globe, planet, jail

juun = magic country, The magic country be just another alternative that be magical and dark ages, gotten to if one desires something and feel yourself shift there. By a wish, thought, forcecraft, imaginary moment, thought out idea andmagic/k. We the magick country can trade anything except that which be unneeded, any scenario can be set up by smart air reading your intention through osmosis. Its modern medieval to suseptable and very like the world around us. or and unless made to look it, be slightly like dream realistic.

One could set up a small kingdom but funds are varied and cash comes from reserves of another alternative whos very good at trade. Concern for the area guides the moment without thinking of it but. the natural feelings are heightened.

luskan = deceitful city, babylon, another world city, another decietful city along snake river.

micben = Microbe universe; This is the micro universe full of multiple microbes, so these microbes are represented by people in a realm of reality. That is the second layer to this reality. This realm is a virtual reality, that created by microbes you can make what you may of what you will.

This means that the microbes are nano scaled, so if you think to see the true reality then you will black out. Notice what is thought or use things in sense. The microbes are you in real life, so think about that. They are also conscious of things, so think of things on a microbial scale and the VR level is representing your thoughts.

Think to end the VR moment by mimicking lifting off the headset, you then know the base of the second level. After that, you take off the VR controllers from the hands and wrists. Then walk out, this is where your thinking of leaving. This exits you from the VR world. The rest is up to you after that moment in time.

This is when the VR lvel is what you can do basically in two parts. The real area and the VR headset world view. So think to get what you want, you may end up with the pint by idea. Oh due note: Thinking of improvements I believe the VR is capable enough of being taken as thought thought was real life. So if your given everything withstanding the idea, and this is without question, then you are within the VR itself.

Since that speaks of improvements to the area, I believe that if you separate from VR, otherwise named Virtual Reality, then you could enjoy what's there. So don't go off believing that VR is real life. VR is just a game and you can bet the humane humanity there is incredible. See that is microbial life for you by feel. Since you were never there actually, this point doesn't matter. So think of what you like and you can get it.

mydroi = tolkien or spiritual uses, middle earth, earth existance, olde world, this is the middle planet of the world that you work with by thinking the activity that goes on and things happen. The third eye creates the idea and the mantle is the medium that is use with the created idea. This is the point that you do things and you know by the third eye that's activated, this is with the blood flow going to the pinneal gland. This creates what you wish and things work

out by feel.

alite = atlantia, atlantis, etepa, ethiopia, utopia, perfect world, perfect civilization, distraction or Land of luxury and beauty. This continent was of great delights, leisure and creatures, also the place of the first fairy tribe, and be now called elysian fields.

Ido'geo = faith world; This is done in a world of faith, think of what you want and you could get the end result of the point that exists. So I think that this world uses the concept, the God or the creator creates what you want by doing the point with some feel. This is a point of life, when you pray or state the effect, "I wish to be there". Then you create a shift of body, that makes the effect of being there and working with the idea you find. What faith there is now, this is a point of idea that you make things and those that exist are there as divine. They create for others or yourself, if you need something. The way to not be there, this is where you pray or state, "I need not to be here." Then your somewhere you want to be instead. Have in mind what world or place you want to be and your there instead.

mre = mris, Dark unlivable island world that was once eden It was near the equator yet is beyond the crater sea, before being washed over from four tsunamis, and the ocean rose 150 meters, leaving only the dark jungle above. Considered dark disciple, creature and vampire hunting grounds because of prey who might visit.

n = country

niogeo = nano world; This world is similar to the subatomic world, this is where you focus the third eye and generate activity in some form there. Send some energy there to do what you need. Think to send the energy and its there where you want to do what you think. Only there is this fact that your third eye pineal gland can manipulate it by feel. That manipulation is done by influence, this uses the crown chakra. Think of the idea and state what you want, that uses the third eye and focuses the crown chakra into creating what you want. The nano can influence the world, if you influence the nano.

The basic idea is using your mind to focus your mind, then you create by using the soul that causes the spirit to do things. So what you can do is what you think, this is a noted effect of the nano world, that appears as a vision and works like a thought. However due notice of the extremely small size, this means that you manipulate what is there and generate a form otherwise. That appears there by feel with the senses to indicate what is going on, you know things by what is done. The idea is this though, what you do there is up to your imagination. This is a point of the nano world.

Pec'wod = Peace world; This is a place of peace, everyone lost there violent streak. So I think the idea is what you think, then the world emulates what you need by what is there. If you don't need the effect, then it disappears. So this is a point of idea, think of what you want or need and you create with what is there. This is gotten to by thinking of the world and feeling, that your there. The way to get away is the effect of thought, think your not your thoughts and you are back to where you wanted to be by feel.

pirn = suburb, city area (where you are the people and the people are you), think to escape pirn by what you do from use or area feel.

plar = planar, alternate existence

plars = planetarium, planet observatory

plarsfey = fairy planetarium that has mentally manipulatable astral equipment.

ploza = plot zone (plane), any plot (story) be known, most can be acted upon with self created plots.

punki = defined hell

gasaa = superbeing world

georog = thieves world

geosupab = superbeing world

quadwod = quadrealm, An inphysical "'xhig'sahn'lagn' high tension" spirit realm containing quad material that be twice hardiness of normal, from the material plane and 2 to 4 times as strong as astral. The quad realm be very inphysical and astral yet has spirit qualities that make it seem like real where its not real. All spiritual and physic rules work with little actual need to know except the necessary points. Most people are demigoddlike with possibility to become a guardian or Astral planar being by stating it as fact that you are.

All that's needed be to know by need to know rule and what isn't needed be someconscious ignored.

The quad world be the definite adventuring or alternate earth world. Everything in the quad realm tends to get disgruntled if misused (misincorporated idea or bad reasoning with use) or disused (overused, overincorporated, overinterred and pushed upon others).

saageo = superhuman world, superhero world that has more violent superheroes by 5 times, this is only if necessary to stop criminals or villains than that of the villains themselves that are violent by a factor of 3. That world and world universe uses the marvel superhero universe, the idea is about the same as it is in marvel comics and movies. So think about it and do what you think is right. In order to leave the superhero world, so think about leaving the world and walk out the door. If that's how you got there, then the door frame of metal or wood should shift you back to your world that you came from with its energy. Otherwise you could use a mirror, this is looking at the mirror and stating 'shift me back' thinking of your place of existence.

The mirror magic will surge the area and the shift or teleport should happen. If you used a gate, then you can use the wood or metal frame of a doorway to shift you away. Think to the fram what you want and touch it and then walk through. This is just three ways to leave a world, most of them will sometimes work on the superhero world. There's always a 50% chance of failure if you think about failing, when your near the point of shifting. So think about this and beware of the fact.

seugeo = seauu geo, subatomic world; This world is the world that games can be made of and what you see when you focus your third eye, hand eyes or feet eyes to see in it is what is created by someones willing nature. Otherwise this is your will that is reflected there, what you may notice is mostly beauty. So think about what you want to see and it will show it there. If you want to be there, then think of it as there and where you are as here. Think a generated form is there and your able to comprehend the idea, this reflects in the language that is there.

The being that is there is what informs you by telepathy what you need to know, this is even showing you what you want to see if your third eye shows you the sending. This is not always foolproof, so be able to handle whatever comes your way. Sometimes the beings there might want to be born here, so think about a suitable parent and that is done. If you think your here, then you seem to return and your no longer aware of what happens there. This is what I noticed about the subatomic world.

sezupgeo = sezup geo, subparticle world; This world has noone in it, noone lives here so think of what you want and the influencing element in this world creates what you want by moments and visions. This world creates by the element and these are air, earth, fire, water and void among many more. The element is what you think and the point is what you get, if you know about things that exist in your world by what you do. Think about the idea and then feel the need, then the subparticles create what you usually starting with a light display, sometimes this is in the night sometimes this is in the day where its shaded. So think about that point, you then create by the idea that you have using the sub particles and quarks. Some of the elements are described at the dragon magic school here at <http://dragonmagicschool.org>, just start reading and you can get what your looking for by feel.

siry = siring, child bearing, seers hall, the only hall to chain the seers to a rock or existance for sight and to get any desire by advanced warning. Know that half or most can channel and change events as needed. The other great seer hall be chadriinax but some report its in ruins.

sibbawind = aceto, silverwood, advanced kingdom of the elves that uses the government called democracy with a republic, this government and world has advanced toys and machines that work with a power source. You only have to go to a store or find someone with the ideal thing, that allows you to attempt and trade for it. The point being, that you could be there but think its here. This is where you came from, so there is where your visiting. The area is exitable and your spirit guided by your soul shifts you back to here, where you came from when your done visiting the places and people therein.

The thing you might notice, that is the point you always get what you request in some form or another. If not, then you must have requested something else, that means that you didn't get what you came for by feel or spirit. So if you leave and think to exit the land, use of the planet core is done and that which keeps you there dissipates away. Then you come back to yourself, this means your able to do what you can and things work out with what is done.

The thing that keeps you there and does things? The planet core, the gravity is the idea of immediance and things works by what you do or think and need. So if you think to the core, 'Teleport or shift me to whence I came or an exoplanet of my choice.' Then the planet core energy surges and you find your way back and then your where your soul decided was where you should go. This is the only actual way off of silverwood or the advanced land of the elves.

Sodiar'Geo = Heart world; This is the work of SH, think to use this as you want to use this as information or activity. The heart world is the soul world that is created by the formation of the heart. This exists by feel or uses with

the senses, so think and anything is with the senses of the heart. Then created is the idea that you think to use things. The idea is a point that you create with by the way you think, this is where you can get a warm fuzzy feel to the area and through generation you can create anything. That is where you do self-actions, think of what you want to do things by the idea you need. The heart can create anything and time here is every 1 second outside is 1 year inside the heart world and get this, the heart has a simple brain as well. So that is what generates the results. The idea you have and think then need is what you end up with by feel, that is done if you speak or think of the idea as though an end result. By thith method, you can generate any result or idea as though a full manifest. This is a noted effect to the place, so don't take everything done as though an idea to do.

suzupsah = su zup sah, Super particle plane; The super particle plane of planetary existence is what is there with excited particles, you may call this plane a buffer area for the place or area you live in by feel. That planar area a place is an area that exists things, this area is what creates what you think and makes what you want. The area exists in the uppermost atmosphere of the planet, that is where you think things to exist and they disappear from here where you are to make themselves knowable there. If known about, then you think to get the idea that you want from there to materialize here. Then you know what you need to know about and things work as they should. If the super particle plane does exist the idea as a point, then all you need to do is use the point and the idea such as a cure works for you.

skycity = floating city, mage/magic sky city. Described here @ <http://spellhawk.great-site.net/skycity.htm>.

T'lira'wod = The hologram world; The world as we know it is all holograms with ghosts from the dead bodies by what is there. They coexist together, the point is a concept and its usually done by the feel or idea of things that exist. Beings run the holograms. The point is a concept though only when its acted upon by feel. This is where the world is immune to demons. The hologram world is a place you reach through thinking your there, and the creator places you there. If your conscious of energy thinks its someplace else, then the creator places you there instead. This is a unique world and what exists is what you think. However, The gods have all but left the world, so think the creator serves you and he will. What's there under the hologram? a broken planet that is created similar to earth and what is somewhat slagged by nuclear war. The satellite that is there projects the in image. The images are interactive. Think of a witty response and you get one instead.

timbuktu = City of gold: This lies in mali on the southern edge of the sahara desert and is actually mud walled buildings now. So the illusion of the pueblo indians is the movable mudwalls, that allowed them to move their city as they wished. The first to explore the timbuktu is french explorer auguste caillie, dressed as an arab and acting himself.

tirnanog = faery world

tor = torn up, world scape

tegeowod = variant world above, merworld below

tiwod = thinworld, The world where most people are slender or thin and take no exception to visitors. By breathing the air and taking sips you are ensured perfect slender strength that be a superhero in proportion. The thinworld gas and water be with a control effect and renders the person suggestable.

tubwod = fatworld, a world 100% with fat people and due to the genetically charged air and water aided by food, you might find it doesnt leave the body. If you enter then your body might mutate wih each sip or bite.

Then = The end view; The world at the end, this world view is showing things. That could occur or happen, this is done unless you don't allow for the point and do things to save the idea. This world

is ruled or described with the rules by the two view idea that is here @ <http://spellhawk.great-site.net/2view.htm>.

Tsukiyomi = The sucking of my own mind through the eye, all it takes is eye contact to transport them into another dimension, called the Tsukiyomi; where it doesn't even require eye contact to trap them in a spell. It blinds the user little by little in the manga/anime otherwise the dimension that this was taken from, but you won't have that problem. In the other dimension, 2 weeks there = 1 second here. I do use the dimension form of it in a way that is so I can make the person see their own death, and at the moment of death, instead of dying, then will them back and they just come back to reality and collapse to their knees. I rarely even finish them off after I do it, because I only do it as a 'this is what will happen if you do attack me, now leave me alone' type of warning. This only has to be done once to make an impact. The eye will do what you need, this is as you feel the desire to do things.

Tsmogeo = The smoke land; the land of where you smoke and you create cancer, you cross over into it by thinking about things and smoking something. You can create with the smoke as you think your there. Then as you do you create with idea that your subconscious does, this seems done by the third eye and this is activated by thinking blood energy goes to the pineal gland. Think the flow of liquid to exit from the smoke land, if you ever want to come back to the land of smokes then smoke something.

Will'geo = Well world; The well world is the point of this world, that you think your well and work with others idea better. This is a point where the self-gravity is used idea of the world. That is what causes it to turn in circles. The well world can not easily be escaped unless you imagine yourself on a space craft, otherwise done as you think to go and escape the gravity physically. This is where you can think to die and shift to another world, that's as your gotten by the great eagle or something similar. However due note, there are men and women there, so I think the cops and security regulate the area you see, then the manager makes the rules. So obey and you know what is necessary.

The well world has similar physics, the idea is just another point in the lifetime you live there. Since if you can't escape it, then you end up reincarnated there by feel unless some God frees you from the place or something. How you get there is through the point of doing something wrong, then not repenting your karma energy or things to that regard. Otherwise you might end up in hell there, unless the planet shifts you to the planet of no karma. This is a point by feel idea. So think about the idea and you know what to do. Sometimes this works, if you seem to do what the rules are by feel. That are rules stated by idea that's spoken, then the subconscious frees you by what you think or feel.

via = ill world, illa, villa, town, town activity of ill city center, this city center is escapable by thinking or stating evilla or evelli meaning Eve I have to go now. Otherwise the release from this world is through the eye seeing a phrase that matches a statement, think your matching exactly some future thought.

vyd = hidden world, behind scenes, video world

vyhya = vyxhya, valhalla, warrior land, warrior heaven

twensun = uuodtwensun, world between the sun, sunland where the people of the sun be

xit = xanth, Magical land ruled the demon xanth, with a pun like language much like the xanth novel. The entrance be the asking xanth to open the door for you to enter or go to florida and feel for the entry by dowsing. Be warned they of xanth consider us nonmagical mundane in mundania.

zefw = zephiroth, sky people land, harpy roost

zephiroth = sky people land, harpy roost

zupgeo = particle world; This is the world that is a world of particles, the area is what you think and bipartison in effort to work by feel. This is with an idea that means you think it and the particles rearrange themselves, that is useful to match the area influence and the point of concept that you think and feel will occur. The particles are what you think, the area is with what occurs and where you are influencing things.

The way that idea is, the thing that you think causes the particle world to influence the real world, the feel is the senses that are used to determine what is there with the perceived perception. This uses the third eye and the other eyes, that is such as the hand eyes, this useful idea is used to create what you want if possible. If not, then the idea in use is what you think is used and things are what they are doing. This is the particle world, the results speak for themselves and he doesn't do it where she does things.

-XXII-

The nouns, pronouns, adverbs and verbs p1

Grouping

Single vowels

a = prefix: not, affix: active; on, online, a in off, age, the, in action, actively, by, of, ah!, year, from, free, reject, no (know or gnow), at, the enactment is negative if an act is to do things, the one, be, behest, obese, put upon, now I am aware what he, she, they said.

e = prefix: from, affix: be, is, are; otherwise: a in ex, from, it, energy, open, exception, an, am, and, to or combine, as if en the point is done.

i = prefix: movement, affix: the, include; eye, one, go, walk, march, advance, pass, flow, flei, ride, sail, iodine, urge, an interest, interact, inspire, to, activity, self, in, oh, if used as I; yes, yeah or aye, so I know this is prevented by the flow of energy. otherwise "I" means energy consciousness. This is where "I" know things. "I" act by feel better.

o = prefix: past, affix: order; or, other, difference of, oh!, let live, past, on, a in ax

u = prefix: you (if positive) or (if negative) no, affix: opposition; en don't, huge, but, uranium, understand, bend, bad, yo(u) avoid, (if negative) not, this is where you think and avoid what you hate. Think to leave the area and you aren't effected by direct things with feel.

y = prefix: cause, affix: after; active in account, wild, latch, yttrium(time element), more efficient, male, why; ask, ask a question (get an answer) After in activity of the moment you can get the end results you want working out.

Two part vowels

aa = claustric; thereof, therefore, mastery, the clause of the moment is what is there and with a point in character. otherwise this is caustic reasoning that's inappropriate with no regard to you by feel with life imprisonment. There is no parole with cops in person.

ea = creation; creation by what you relate, caustic relation, water god, each, wait, create, this if overdone can make a punching of bad people out easy, this is done if you need the effect and then if you don't then your with inner peace by feel. You may tend to react as though a guardian or manager of someone or some place, so think and you know what to do by feel with the game.

ia = is; this is using an idea (is an or in an), liar, inner, this is a point you lie down or lie with a straight face, bias, equal (to), release, stand, away, hit item, item, this is usually an item in idea or a point of will with a liar. So to stop the lying down point, think to state unh ia or held forever in an idea point until the point is made. This is done if irate, otherwise its an ancient word meaning inner power. So enjoy what you get from this point. The point may last forever.

oa = loan; dangerous, go away, stop, past action, oil, ott (otter)', out person.

ua = resumable; degradation, continue, resume, activation, anchor, what, (water) god, water; urine, especially if urination is done.

ya = agreement; yaa, sky, space, eat, agree to, you, understood, your, yes

ae = herbage; divinorium, similar to cocaine, age, era, meaning, intent, equals, =, law creative, ate, to, as in, against things that are negated with then or no flubbing not there, this is the level by no hate no unloyalty this is the level with progenitors or use by many herb type.

ee = drug; medicine, multiple, many uses level or perception with don't so you do this to not have announced multiple schlerosis.

ie = higher; relief, well, popcorn machine; ihe, don't, ide, idea (of something), exasperation, oh yea, oh yah, exaggeration, hot air (that is made with or makes fire), tall, in it, heat release (sudden heat release creates the fire burst), giant, item

oe = needle; wait, bye, pause, thought, or, done, owe, okay

ue = tea drink; expect, up, urine (everywhere), urinate, work things up, ruin, war

ye = stone; your, you, our, yes, yeh, agreed, yet another form of life that you respect and work with by the point or feel. this form of life is formed by a stoning effect where you think to use eternal energy or god energy and gain eternal life.

ai = trap; fat, gather, debut (like a debate)

ei = to; restful, to lie down, eigie (egging, eggo)

ii = channel; weaving, thought provoking, open

oi = energy; no weight, not done, pig (oink), orange

ui = remnants; wreckage, ruin, solid, an, with, /

yi = interface; pick, sure, yes

ao = being; (body of) energy consciousness, nature, forever (darkmatter or nothing that supports the need), all-father, eternal creator

eo = divine; the alien god, million, eon, earth, evolution, top (as in centrifugal spin), up; upright

io = imagine; ol, energy, creativity, otherwise: energy specific madness; cured by angel, yet leaves an odor (bad scent)

oo = cool; sit, oh

uo = instant; who, instantly (uon), instantaneous, instantaneously (uon)

yo = augor; over here, over, you there, friendly greet, you, yes, agreement, wait, holdh, greeting, empty word, hey, your, you all

au = teach; goal, value, four, taught(tight), gold, stretch

eu = pee; pee you or stinky, language, european, acute, good, pleasant, huge

iu = agreed; self pleasing, oh yea, feel, present action, intuitive, intuition, ', this is a point of self-pleasure where you feel by present action with intuition and intuitive knowledge.

ou = done; see, out, this is where you see things done and are out.

uu = uun: nothing; nothing more, this is where nothing more happens for a looped effect, (uhn) undone, never, not, uhuh

yu = chemistry; yield, why you, yuck, yech, yucky, yuh, you, yue, yuh, go make, this is where you make use of your time for a point or yielded effect.

ay = greeting; I, hay, positive, positive result, way as hi or road, phrase, normal attributes found acceptable and seen; Form and idea are same with energy.

ey = impairment; eye, alright, hey

iy = lily; made product, impatience, result

oy = boy; good grief, irritant

uy = gooey; male organ, why, this is gooey in nature and made from a male organ.

yy = learn; male pride, learning from, growing pains

ab = none; code, before, away from

eb = recession; receding tide, energy base, recede, go back

ib = flow

ob = take; warp, chaos, odd, not, over obesity, understood

ub = oob; energize, build, you are, you have, you've, your, understood as wish effect, this is where you activate something and create with a build of energy, that so in en fades away.

yb = clear; wiped out, ytterbium

ac = action; account, acr, sharp, actinium, exchange, electrical current, electricity, ace

ec = balance

ic = -ic: characteric of a point or characteristic seen, ick; in character, I see, ice, characteristic, pertaining to, ence; fence, exchange (of heat or energy), hence, exchanger, acting

oc = lift; focus, strength, direct

uc = okay; resolve, work

yc = job; wake, doing request, this is doing a request unless its not needed or its not wanted to be done..

ad = had; if, had on, hadn't, at the moment, aid, moment, to, toward, the point

ed = animate; animated, train, edict, soul death, this is from a hit that was done to the soul and when its done the person dies by feel.

id = ego; mind, or things that can appear hideous, idea, I'd, hidden (it)

od = owed; psalm, oath, song, (a) poem

ud = you'd; to project, forward, to bring out

yd = wide; wade, make path, man or make effect

af = after; aftereffect, in favor, normal time, favorable, laugh

ef = create; to shape, mold, effect, otherwise this is a point that is caught.

if = result; now, sniff, fall, if "use" and or an end of a loop, possibility, now is the result this is an iffy concept point that creates what is in a random point of time as a fire formed and any incident, this is in a will if knifefight is in a random circumstance or otherwise known in. As in life that ends in a concept that ends, as what you will as thought or not is cool at the end that life is there.

of = based (on) desire; off, sex energy on the moment, focus, lineage, loyalty, time is en saver as what energy you

see or use creates what you think, create by, feel (intuition from the soul), often, oven, thought point

uf = behoove; out of air, hoof, this is denoted by hearing a hoof beat or seeing a hoof.

yf = relation; gyne, wife, mated female, wild beating (of a dog), this with idea is energy and thought you use is an excess to create and make a thought including a beating or no hands are on me.

ag = element; quicksilver, age, silver

eg = egg; hedging on, dependent, egress(ion), dark force, eager, think of things egging you on no more, then you get what you want.

ig = pi; pig, big, the idea of this is where you pig out and feel good from getting big.

og = ogle; oger, look, support, beautiful one, aug, otherwise augment or change in state.

ug = bade; ugly, tug, indecision, the indecision is where you decide not to do things and that's when your indecisive.

yg = work; wiseguy, wag, wage, test yourself, this is where you (have) to test things with your idea before you use it, you (have) to test your consciousness to know what is there.

ah = understood; oh, not active, this is in relaxing built up tension you relax, understanding comes with enlightenment and the god, deity, divine that helps by feel. This literally stands for "I see so I don't need things unless necessary. If you need it or hold it, then ask or get by without it..", this is done using obvious means and meaning from observation and that is also from english dictionary.

eh = ok; okay, was, be, what, caught in surprise

ih = blocked; hold off, inhinderance, this is a blocked point from a hit in a fight so now flow I know it, insightful, pride that leads to death by deadly means, in, inhibiscus, rest, inhibited, bend, day, this is where you sometimes inhibit a real life moment and experience daytime.

oh = as; held belief, elmester glue, I was corrected

uh = wait; take note, sickened by, pause, shamed by, dumbly do or point to somewhere you need fixed, high energy; think about this working and then it will work things out by feel.

yh = bitch; complaint, complain, shortsighted, shortsightedness, yeah, (in) agreement, ever ongoing

aj = chosen; choice, aja, selective

ej = ejection; (in) removal, out, outward

ij = readjusted; edging, well thought out, in concept that's a good thought out point and reborn, that is where your reincarnated and not on the planet or reanimated after death or catastrophic injury. This is a type of injury that is fatal, so think about the result. You can get the idea, that is what you need in idea to happen. This is a wanted thing, so think and you get the point. The process is think of what you need, suggest things and the subconscious creates what you desire.

oj = orange juice; oh jay, good for you, out in juice form or juice box

uj = betterment; urge to better, made better with thought

yj = reveal; standing up for yourself, know illusion

ak = ache; ack!, most al love to attack or hold back if male as though attack

ek = eek; scare

ik = news; ick, long bar, ink, I, in oak, pig

ok = okay; okau, oak, oak tree, comply in oath, com se com sa or alright otherwise soso or comply.

uk = party; brexit, come together, unite, one purpose, thought with salvage or create with a point

yk = national; nation, united people, with uniting ways

al = I'll; sale; ail, sail, all (as metal type or material type), aluminum, as long nailed floating haired young women corpse feeder, as an alternate form they can seem a fire eyed boar

tusked iron teathed brass clawed copious shaggy hair human beast. Al use the area or feel so not to seem with stench to use the area, to see the stench as a marker or indicator seen alter to not always or not to stink

el = select; selective, meta, element, the first, eloquent motion, elephant

il = disease; illness, weakness, not, point to fix in a fixation state, bad functon, this is where you can consume way more than what you want and the thought is for food by thought and things work out.

ol = force; hold, black hole

ul = unlimited; god, line flow, life flow regulation, temperature regulation

yl = being; creator, That is a state of will allowed with a moment no time exists, that is when no weight is associated with this effect. This uses a focusing point, so while not noticed this happens wild magic and whole idea (points). Anything is possible by a time or will use, so that means this is using time wyl and wiles. This is the moment of will discipline, and that's using an energy source with an element of an idea time.

am = run; in motion, americium, on un circular pattern, in circle out back (transitions don't beguile break this pattern as you don't actually consider him until necessary), ride; vehicle, car, what a run can consist of actually as of a point done by feel

em = feel; female, woman, (only if negative) blame or condemn. seem, contempt, (if associated with the point by feeling) empathy: association sometimes due to stress, that is with the feel of the moment. this may leave you empathic, otherwise this is due to an empass that you deal with by acceptance of the idea or fact. eum: sounds like a loud mrmory, catlike sound, this is similar to energy in the room with its sound, otherwise this is a large catlike sound where you seem like a cat.

im = him; not, note, into, image, beside the point, think about things

om = eat; nom, realize, know the level to measure (toxicity or area), clarification, effect, in upward motion (ea)

um = consume; consume a portion, poison, snake venom, some consume the idea to accost dumbly and not act as smart so you could relent, this forms a nightmare of snake venom if the venom is used, so no or sex is used to fix the need and not do it, this effects people you don't know so don't worry about the idea.

ym = eurrrm sound, pieeh sound after whim

an = pain; man, ain't, not (much or done otherwise u or no), hand, This could be a stopping point where not much is done. Then the hand of doom: this is where some hand movement is done and then putting palm outward (sometimes meaning a stopping and thinking point); otherwise an is: then push or/and create, &, amperstand, include (in addition), I (ancient fire summoned with combination as I will and possibly erasure or focus), not, know, ass or particle soul, help in the end, anticipation, anticipate. This doesn't declare anything if used as an ending such as -an but takes the place of a negative reaction especially if used alone such as "this is an idea" or 'th e an ie'.

This is used if a place in time is understood for the idea, that creates in thought for what's in mind. These are things you sometimes are possibly able to use, so if you can't do things you can do them normally. Sometimes -an is a thought that's sometimes a fought moment if seen psychically. Sorta like an argument, that is with emphasis on the idea you think except its in an idea non physically done. So then dismiss the scene in your mind by thinking of something else, then things seem to work out for you. This is a sign of the fairy or life, so think of the idea and the fairy can do the effect of creation.

en = ending; hand, (then in their) moment, time keen, at the end, in whatever this is in allowing, thought by now whatever is after is done and thought, not done in end (nothing done nothing felt), rapids or into a body of water, encased, encode, inside, at, ent, isn't, do or is not, in the end (wild, frenzy, detrimental to form essence), god of dark matter and entropy, create as usual creative user field (as a hurt field), ending by feel

in = runtime; (if positive and agreeing like I'm in) yes, agreement, (if negative and used as 'in' by itself) no, with, die (off) (of if negative), without, ends, and, in and out, hand, not do, into, indium, not, ing, ingot, invert (revert as this creates in idea your not always doing as reverse till death), don't gnaw or know attack, no longer not there, if you are awaiting people your aware of your options by feel. with or without maw broken in life by actions that concur with what people do die with inverted energy by life interred by kinda inhibited attribute for which you forbear is what you get and as you can uninhibit you use nothing to do things as if somewhere else as if the idea were nothing wrong and other things you may explode or not as no need to do. This is using the fire as a source to do things a psychic wish. The end result is this, where energy consciousness creates what you want in life. This is a point you can write down and create by writing the point. Think and you en know what to do. This is the point at the end, we evolve and the idea is ended. They are in the idea, you are unaffected if human or animals..the total distance between that place and this place is inches across.

on = aware; arm, done, awaken, [from] thought about moments, empower (there war of empowering and not here), dong or ideal use. this is a point in review, that is where you think to work with those you need better.

un = eternal punishment; if thought it is as forever and what I think is punishment, (if said as oon like spoon) forever; unaffected, eternal, creative undying, (if said as unn) undone; unweave, not (nothing), this otherwise means relaxing and if not forever then the point is done by someone if not the originator.

yn = lessened; less (for you), winding dead up, why not, wine, with energy release (come and go energy) as nothing if physical or not and they go as need be), come and begeth or do something else. time doesn't matter, think of what you need and you get what you want.

ap = nap; ape, return not copy and come or copy and go and sometimes do if soul

ep = picture; record, episode, capture, eep!

ip = fid, find; basics behind internet, location, address, network, the point in idea

op = operate; operation, hold in place, open, hope, operation

up = (the) maneuver; thrust, upward, scoop, out in upward delivery, if crazy; this is taking your shit and using it in idea by hitting someone up with the shit. see the idea is true, they didn't take it.

yp = clean; wipe away, erase, move away, this is a concept of cleaning up shit and stuff with bacteria. otherwise I can get sick.

aq = ack!; faq, fact, factor, cheese, throw up (body fluid or object), acquisition

eq = is; equal representation, this is using an equal view in diversity except for what you can do to things by feel.

iq = intellect; intelligence, ick, icky feel, sick

oq = nock; cross, smart, smarts

uq = job; follow rules, organize

yq = awareness; aware, icky, very sticky

ar = area; are, art, purpose, argon, argument, arsonist, ingenious flame, setup, sometimes by spirit is arranged idea.

er = action; speed, here, hear, her, erbium, it, emergency area, convert, implode

ir = irk; ire, iridium, oppose

or = suffix; -or put at end of word and then interred meaning is one who uses feel with your word meaning after such as auror or one who uses sunlight or one who uses the source: one who (uses); gold, riches, fantasy, essence (from life), order, build up, in (energy), if not used as prefix: add meaning after the word to seem the end point as though two different words with one meaning. Such as in aur or: sunlight order or build up and otherwise with a source in energy.

ur = year; hair, you're, your, curse, your cursed, urine smell, think of the idea with the point as though the scent is dissolving and you dissolve the scent by the power of thought. this is how you can do that. so think and do.

yr = ply; year, wire, with movement of exception, long pliable strand, this is a point you strand together things and make it pliable by feel.

as = last; fascimile, fundamental change, similiarity, similiar, arsenic, assume, ascimile

es = Weigh; scaled, weight, especially, multiply, einstinium, is, multiple of, you, multiplied weight

is = wish; wish moment, equ, equi, equal, =, sun fusion solar power (sun generator or device), moment, in, indeed, about

os = lose; lost energy, those in movement, osmodium, hellions that are heavy set demonic aliens seemed to be faced in a doom game world that if you inter energy from them you get ghoulish, heelions

us = ooze; states, full of, united state, place, use, no resolve

ys = wise; wiz, wisdom, this is some wisdom that is done by thinking of the past and comparing as you accept the past point this is also with some (wizard, witch, wise one), wish, sole desire; defunct (defunction), glitch (locally); that is a function point, that causes things to work screwbally or things just don't work as something causes some things to not work.

at = attempt; in place, attack, of the, of that, astitine, to, toward

et = get; eight, at, eat, @, alien, dust, stop, this is a stopping point that creates by your idea.

it = intent; purpose, (run) off, match, it or (if violent) hit, ant, to matter, this happens as a point that you experience unless "no matter" is used in some phrase. This is a match or idea where things are formed from an ant or what you think is an object to matter. Purpose in this, otherwise in that, this is perserving or use (not necessary in taikwondo), seem careful with this word because to a violent person it can reflect their mood and they could hit you or others because of it by feel. Instead use the actual noun describing what you need to mention, this can be anything that is a word and describes what you want to describe. Possible use instead is the word this or that. What you thought or

needed to happen. This is not a hit to the point in the past. This is a concept that's done so it's not needed again.

ot = ought; hot, oat, or, of, jot

ut = butt; but, boot, use, the use is your own with or without regulations.

yt = evade; wight, what, this is what you get for pronouncing that you are it or idea that is not suitable. That leads up to creating things and hitting from the rage you feel. You turn into a wight almost overnight, then what you do is nothing for the rest of your life as things subsist.

av = graphic; avn, hve, point, save, have, avenue. lined up area

ev = fated; eviller, (fate by) eventual, evr, ever, eva, at noon, every, evening

iv = care; white, I've, I have, this is sometimes where you have fluids in a line that create life.

ov = hover; overly, over, behove

uv = sunlight; accurately measure, ultra violet

yv = frequency; hertz, timely measure, wave, why've, why have

aw = aww, a bit of pity

ew = eww, totally grossed out, woman

iw = piw, woven, supposable, suggestable, suggestion

ow = that hurt!

uw = red

yw = beserker rage

ax = axe, define

ex = provision; provide, out, outward, expiditerous (no harm)

ix = pixie(wood sprite), woody, harm, poison

ox = team (of things)

ux = rope; uix, moving, deluxe, knots

yx = haste; wax, sped up, in badger outer calm, speeding up, speed, wicks (cutting and doing), hate (to avoid), with haste you don't always notice what you do and thinkinking of the past or wisdom, you are hastened or sped up.

az = haze; reception, lazy, viel with none, roach (a drug use or application), applied drug, this is done in a drug application.

ez = easily; very easy

iz = realize; comprehension, teen, war, realized (izo or izan), fulfill, realizing or realization (izy or izan)..this is where you fulfill a promise.

oz = booze; alcohol, miracle worker

uz = ooze; crushed bugs, slow flow, slowness, this is a slow effect which we realize is there.

yz = wisened; aged, just left, alone, wisely stated idea

Three part vowels

aaa = Aaahhh!

aea = yea?

aia = small

aoa = why

aua = big, amazon, amazon tribe

aya = Ayie!!!

aae = wild cry

aee = sea cry

aie = forest cry

aoe = time call

aue = sun call

aye = ib or gibbous moon, wa is waxing so think a moon call to clarify things by the moon answering as you think a person then the moon shown is telling a message.

aai = turn right
aei = turn left
aii = ten hutt!, attention
aoi = about face
aui = march forward
ayi = fightinghowl; march back, marched

aa0 = bank
aeo = a howl
aio = whine
aoo = group howl
auro = wimper
ayo = hello; greeting/s

aaU = kick with the back legs
aeu = dash, safety
aiu = sprinting, sprint
aou = slow walk, free in movement flow, going on your way
auu = trot, false life
ayu = run and fall, feel you sense

aaY = braying
aeY = neighing
aiY = whinny
aoY = snort
auY = rearing up
ayY = trample the ground with hooves, hoof trample, thank you

ea0 = hesitation
eea = sparring, spar
eia = halter, inflamed, agreed, agree
eoa = spurr forward
eua = shinny
eya = move fast, mover ability

eae = to the ground
eee = eeek!
eie = grounds hot
eoe = tossed about
eue = hung upside down
eye = left hanging, left to hang

eai = boing
eei = hop
eii = bounce
eoi = forwards roll
eui = sideways roll
eyi = backwards roll, focus point

eao = eeow!, ouch!
e eo = whimper cry
eio = startled cry
eoo = low groan

euo = self interest cry
eyo = discovery cry

eau = taken away, bordeaux, beureu, bureau
eeu = self loathing
eiu = something new
eou = entertainment
euu = disgusting!
eyu = startled aware, illithid, brain eater

eay = say, ray, birthday celebration
eey = new years celebration
eiy = welcome back celebration
eoy = goodbye celebration
euy = honeymoon
eyy = wedding

iaa = demon summon, demon children from itself
iea = conform, conning moment, interruptable concept
iia = torture, torturing, remark
ioa = favor, favors, another, debt
iua = user
iya = disapproval

iae = alive
iee = fled
iie = think, inie, nae, in idea
ioe = throwing
iue = moving
iye = silent, dead of night

iai = stillness
iei = escape, leave
iii = can I come, plead
ioi = don't know, mystery
iui = what do I owe?, due amount
iyi = fall

iao = I hail thee, greeting
ieo = leo, visionary
iio = open eyes
ioo = danger sight
iuo = instantly
iyo = trust

iau = support
ieu = comply
iiu = grant, give you
iou = owe you, payback
iuu = understood, acknowledged, roger
iyu = compliance

iax = settlement of
iey = assortment

iiy = layaway, pay later but put up first
ioy = bill pay
iuy = used, to pay
iyy = check out

oaa = checking account, on active account
oea = felt awareness, area you feel by area pressure
oia = oh I agree, in action, agreement
ooa = out of action, inactive or non active unless the machine
oua = inv, inverted, invert, inverse, the same form and different or opposite idea
but similiar energy.
oya = activity, noted account activity allowing

oae = ordered energy
oee = time event, timer program
oie = ruined day, cancellation
ooe = evening together
oue = owie
oye = even break, lunch

oai = uninterrupted, uninterrupt
oei = consoli, consolidate
oii = old lady
ooi = startle, startled
oui = away, go less thataway, yes, owie
oyi = felt abuse, felt in abuse

oao = past activity, past forever, away, okay
oeo = sugar cookie, wave
oio = on way, journey
ooo = ooooh, awe
ouo = reminder
oyo = on your own, independant

oau = in use, propaganda
oeu = all people, you overeat
oiu = to interfere, interferer
oou = about you, bio, life
ouu = hourly usage, rate
oyu = handling care, handle/ed/ing

oay = what did I say?, explorer, exploration, outlay, outward, okay
oey = why obey
oiy = tell me why, personally, oil
ooy = oh boy
ouy = stop it, owwy, suggest, energize
oyy = feel about, feeling, to feel

uaa = tea; too far, weigh allot, otherwise pure stimulant. This increases reaction time, metabolism, and causes wakefulness. Any tea except addictive illegal ten year tea, this is tea that is the only thing that does anything for you that means you are with a sedative by tea with other ingredients improves flavors. Tea is a pure stimulant. This increases reaction time, metabolism, and causes wakefulness. This also causes you to piss out your water faster. So for people with low blood pressure, its safe to avoid it unless you drink more water. This can cause you to go too far or lose weight, its useful if you weigh alot to drink tea in the morning. That stimulates your metabolism to be faster.

uea = bakery, shop, negl, neglect, misabuse, abusive behavior

uia = interact

uoa = in action, to stop, time event

uua = usual activity

uya = unusually active, active concern

uae = young lady

uee = as the usual

uie = as the evening turns

uoe = you owe eveything

uue = handyman

uye = conceat

uai = wait

uei = weigh, possible

uui = terror, urgent

uoi = hold again

uui = worry on

uyi = why me

uao = way over

ueo = wheel

uio = harmonic

uoo = sweet

uuo = wow!, ununoctium

uyo = why help

uau = weight up, what do you, whats your, who do I see

ueu = wend, understand, enlightenment, to bend(understanding)

uiu = withdrawn

uou = spelling; wow, pentagram, recognition, recognize, you, this is a pentagram that's used if you want to hex or spell things out for some effect.

uuu = no!, yes, ununinium, ununiumiun

uyu = wield; make

uay = way, your way

uey = wild, wildness

uiy = confidant; confident, this is where you think about things then speak about them.

uoy = crash, god

uuy = ruckus, muckus(by nostradamus), raucus

uyy = wilderbeast, wild beast

yaa = ship, otherwise this is where yaa is intelligent, intinerate, this is intelligent use of words that allows you to sound like a child sometimes that's dumb.

yea = yes, agreed

ya = began

yoa = handshake

yua = live yew

yya = ego, egotistic

yae = overly agreeable, yes man, yeti

yee = me, you (pointedly)

yie = yieeee!, get away!

yoe = nod, witches head knock, As if this is nodding as a point touch to knock someone out is bad for you, if you

can not see what you are looking at as you can cause your head to create another body to seem as if interesting and yet attack by head butt.

yue = always; ruin, exceptional, exceed, mythical cat from the fairy tale land, indifference by different approach
yye = growth, humble, stopped on a concept that is expressed released on a point and what you do isn't

yai = whip spurr
yei = out there, interaction
yii = exclamation no, intertwine
yoi = yet, maybe, will or sometime
yui = conjoin; anger provoke, aiding, not reacting
yyi = prideful; asshole activity that is where you act rudely in nice company.

yao = gao; jail or don't have to agree
yeo = economy, efficient, ecstasy
yio = move; yield, give, keep or no use
yoo = bang; bad, failure, fail
yuo = irresistible
yyo = wildlife; beast, animal, wild nature, instinct, determine

yau = crazy, post retractive guard, yard
yeu = youth, sibilant, however, whatever
yiu = thank you, intuitive or overpopular
you = you, youth, young, incentive
yuu = understood implication, no done me in, accept, yuck, you suck
yyu = manhood

yay = celebrative, celebrate
yey = agreement; energetic yay, yeah hey, leeway, lenient, condolence, loose fit, restitution, console, condolant,
relax

yyi = console; grief, concisely, grieve
yoy = yoyo; playful, use
yuy = wild; wildness, lively, wildly
yyy = yigh!; yield high (results), suddenly, wild passion, wild abandon, (to) interfere, interference

abb = strong; abbey, push strength, arm muscle, not much
ebb = flow away, decrease, it
ibb = reasoned, worth
obb = to stay, usage
ubb = acknowledged
ybb = way back, see

acc = emote; account, whack, accent, accuse
ecc = echo
icc = carbon copy
occ = occupied
ucc = uncaring
ycc = wick scent; what you use to work a candle

add = plus; sequence, raw source, addition, additional (point)
edd = newspaper; edition, editor
idd = hidden
odd = fate; oddly familiar, dejavue, weird
udd = sign; udder, shudder
ydd = give secret

aff = laugh; affect (smell this), absent mind, asleep, sex, pregnancy, expectant
eff = final statement
iff = iffy
off = turn off
uff = rough; out of shape, out of breath, punched in stomach, enough is done
yff = whiff

agg = aggravation
egg = egg; genius, ego
igg = ignorance; ignore or work with a person
ogg = bag; jogged, something of interminable value, something bad, to count an idea interminable that is to not get too much bad attention to the idea.
ugg = possession; feel ugly, this is being possessed with a sign of ugliness: this ends by thinking the end where the possession disappears and the ugliness disperses, This is done as though energy, that was in there is gone. Also the sign of ugliness dispersal is the waistline seemingly going down and dropping away, this is a point as though you were naturally slim.
ygg = point; wiggle, way to go, by feel: congratz

ahh = understanding; I understand, understood, aggravate/d, agonize, realize this point or realization will occur by the soul provided intuition.
ehh = put out
ihh = tire; aired (out), air, on air
ohh = I got it, you got it
uhh = please wait, under/developmental support
yhh = wait after, slabbing (eating as your wanting and creating as you will)

ajj = adjunct; place adjacent, adjacent, creature in the sea
ejj = edge
ijj = interject
ojj = offset
ujj = argument
yjj = widget

akk = hack
ekk = not needing
ikk = interruption
okk = ok ok
ukk = dazed a little
ykk = jawbreaker, airblow; if your wicked, you get a whack otherwise you get restored by air flow.

all = al, hall, everything you can imagine
ell = punish; l, let live, knoll, hell
ill = illustrate; illustration, illness, hill, will
oll = fat; roll, layer
ull = ship; lull, hull
yll = adapt; will, work, interned, force adaption, (think a point) while, think a point while you do things. That creates by the will and work is what you consider important. Think and you know what to do.

amm = ammo
emm = (to) award, awarding (emmy or emman), awarded (emmo or emman), awards (emme or emmix).
Otherwise this is a being or person type, (being the type) karma chameleon: A person or being without conviction, that comes and goes and this being or person is represented by the red gold and green coloration. Their love is an addiction, clinging love is strong and otherwise they are gone. They make it so every day is a survival, so their

bone or personality is weak or no bone. This is a noted effect where they are demonic more than others. So they exist in a multi dimensional viewpoint. Then they are able to create what you need, otherwise they leave you alone. Their strategy is this, make with idea and create by device, their device is what they choose to use as a point is made by such use. If they want to appear good, they use their higher self, if they want to not appear to others senses, they use another identity. If they want to appear bad, they use their lower dimensional selves. Otherwise they raise in vibrations and create by the feel, thinking to create with gold and silver energy. They tend to award or get awarded if positive. This is a point in effect.

imm = immunity; immune, implant

omm = mind focus

umm = maybe; ummm, possibly, possible, doubtfully in idea, then again, yes and no, this is possibly yes I think its possible.

ymm = whim; this is a point you specify to do or a whine done by dog so think about what you want, this is rather interesting.

ann = announcement; (take) care, manual, announcer

enn = enervate; energize, enliven

inn = hotel

onn = sex; (a) fuck, the urge (sexual drive), bonny; happy

unn = listen

yinn = cling; holding onto

app = devise; applicable, appliance

epp = relax; this is done by relating and accepting the thoughts you have as though not your own. Otherwise this is backing off, too much, easing off

ipp = yippy

opp = oppressed

upp = upon

ypp = whipping

aqq = acquired

eqq = heck; ill, await, here it comes, sick

iqq = icky

oqq = fallen

uqq = sharpness; sharp vision

yqq = harbor; nonsense, ardour

ard = work; hard, ardour, crease, not hits hard

erd = direct; disease, herd

ird = fell, or not (as your to the ground)

ord = ordeal; evil order fee, air, see or know death to the ground

urd = girth; weight, curd

yrd = transformer; this is wired by activity, very active and in the yard.

arr = sensing good; barring mistakes there's nothing wrong till needed to seem sensed

err = mistaken

irr = irregular

orr = long speech

urr = murder or avoidance

yrr = whirr; out of tune (whistle), creative life after death or life as you intent

ass = asset; associate, (if body related) ass, absolutely in absense by what you are absolute

ess = clothes; essential, essence, dress

iss = issuance; hole, kiss, hiss, spacial; area in space

oss = moss

uss = hassle
yss = witness

att = attain
ett = two headed
itt = bitten
ott = sharpen scent
utt = utterly
ytt = watt

avv = average
evv = bulk; strengthened up, revved, built up, stock
ivv = talkable
ovv = sound; sonic vibration
uvv = clarification; clarify feeling
yvv = closure; closed mouth, roadblock

aww = awww
eww = ewww
iww = interest
oww = painful
uww = dumbfounded
yww = alzheimers; mentally lost, white stuff

axx = chop; axes, many axe
exx = carrier; supportive line
ixx = glue; fixative, woodlike, fix
oxx = (weight) carrier; herd animal, oxen, ox
uxx = tuxedo; best suit, very active
yxx = faster; (go till) exhaustion, speed burst, extra speed

azz = jazz
ezz = specialize; focused specialization
izz = gestures
ozz = selective
uzz = energy buzz
yzz = piss

aab = switch back
aeb = lay back
aib = return favor
aob = forever backward
aub = snob; fullness, snubbish
ayb = revert to before

eab = crib
eeb = intruded upon
eib = exact opposite
eob = strobe
eub = new at
eyb = eye ball

iab = rescind; take it back
ieb = danger sense; gradual danger

iib = hind sight
iob = remember or eye out
iub = get; take you back, lube
iyb = henchman; I aided, rob (thanks to robert or rob inadvertently)

oab = retrofit; retrogain, regain action, remembering
oeb = good judge; since your fair, fairness
oib = torrent; why buy it, get things for free download
oob = noob; few bought it, barely
oub = owwie!; I'm hurt, pretentious or gotten, oyster
oyb = final; unreturnable, no going back, not so, test (of idea or will)

uab = squab; swab, way back, met expectation, your buying this?
ueb = web; energy web effect that you create by focusing with your need in mind and the effect of the energy
web is where you draw a little energy to create your idea using effected people.

uib = person; this is a user with focus and with being
uob = wobbly
uub = alert; being loud, unubium, shaky
uyb = guess; possible, being witty, possibly being

yab = come, yes I'm back
yeb = returned, we're back
yib = chosen, choose, picked then
yob = attended, paid attention
yub = results, end result
yyb = attitude, the way you think

yad = yet, yadda, okay okay, dismissal raid, area bomb
yed = associative assertive service, just in a pickle by feel
yid = rid, yes, identification
yod = thing, rod
yud = rude, rudeness (less rude more strained and focused)
yyd = rice wine, liquor, eager, emergence

aas = hue; coloring, color
eas = easily; easy, ease of use, was, hard (way)
ias = realization; ah yes, the creator
oas = oasis; watering hole
uas = past; was, waste
yas = paint

aes = raised (by raid), oh yes, raising up, obesity by over easy nature
ees = approximate
ies = connect, eye sight, audience
oes = obese, implied effect, desired result, effect by overeating for energy
ues = lost; gone missing, misplaced, choose from, sealed, yes, kronuz, ruin
yes = agree, (if question or point) what?, wholehearted agreement

ais = home, aisle, heated hole in the ground, hole surprise
eis = made, in the making
iis = process, iris
ois = going easy, cheap, easy path
uis = twist, force an mouth open, wisdom, wizard, wise one, where be it
yis = connection, this is done by either wireless or wired energy

aos = trip, adventure, disturbing which was intent
eos = momentous, overwhelming, disruption
ios = desirous, it all worked, essence
oos = awed, a gush of air
uos = flow, stream
yos = futuristic, years ahead

aus = augment, take in passes
eus = deus, a trick in reserve
ius = genius
ous = in the act
uus = continuance, continual, procedure
yus = just, spread in area

ays = days; origin point, this is alright, change of reality by an object point where you change the origin point and the subconscious manifesting what is needed otherwise this is I agree or oh yes (this is done).

eys = august, keys
iys = all eyes
oys = boys
uys = guys, men
yys = focusing, focus energy at fingertips

aan = pagan; one who believes in gods or beings
aen = satanist, the real one
ain = pain, feel wonderful and dead
aon = immortality, as you fall to the floor
aun = hell as before
ayn = rot; syndicate, satan, pain, sign of destruction purpose, rottage, rotted (ayno), rotting (ayny), this is set by word use otherwise for rotted or rotting (aynan)

ean = means, solution, lean, (I) ruin, hit and run as in baseball and if sometimes personally taken the person is as not bat as another is a ball they can seem to hit
een = once was, thirteen
ein = study, despondant, a despondant idea of a place that creates by feel and does what you want.
eon = undying life, transitioning, energy transfer
eun = soon; apply, spoon
eyn = implied listening

ian = free, freedom, wine, wham, wha, wine or dine with do purpose, so some use this as lost life is remembered where you use the computer then think so you appear yet you are released by admitting to your fear or dangerous fear could occur results that are needed.

ien = experiment, good, superstring (in action)
iin = acceptance
ion = project
iun = resource
iyn = iron

oan = loan; this doesn't always happen.
oen = payment; installment, own, or, snake bite, sex attribute otherwise; this is owing to things and this is where you think a conversation or concept to cover for things.
oin = coinage, center
oon = emphasis, spoon, soon
oun = effort

oyn = omen

uan = thought; cognizant, this is a point you think and notice what is there formed by thinking about things.

uen = remain

uin = stack, give pain

uon = keep/kept record

uun = improvement

uyn = ruin, emphasis

abl = able, ability

ebl = enable

ibl = liable, responsibility belief

obl = step back

ubl = outrage

ybl = abolish

abt = about

ebt = ebate

ibt = tribute

obt = automaton, how about, obtain

ubt = about, doing something

ybt = recovery

aca = arctic

eca = ecological

ica = forest

oca = ocean

uca = mountain

yca = land

ace = army; good, uncare (forever care), better or good health, this is taking care and done when you think to impose and the person who responds is with an uncaring response with sometime use of acetone responses and reflexes are good.

ece = peace

ice = thrice

oce = loose

uce = poof

yce = windfall

aci = love (of nature)

eci = fishing

ici = icy

oci = octopus

uci = loosely

yci = tsunami, ocean water, sea water, large flood

acl = argument

ecl = block

icl = fool, foolish, lead to believe

ocl = separation

ucl = unclean split

ycl = separate, parting of ways, divorce

act = actor, put on show, theatre act, action

ect = command
ict = depict, attention, picture (picture), depiction
oct = stop, eight side, alerted
uct = adapt
yct = shape, mold into form

ach = acidic
ech = bounty, bounce upon, eat away
ich = I
och = ouch
uch = such, what matter
ych = wake, wakeful

ada = Update; improvement, the moment you improve something either positive or negative like ideal. Otherwise this is aida, first language, life creation, artificial life, atilda, similiarity, clone create

ade = exposed; exposure, public, made seen
adi = aid, aiding in
ado = cute: adoring, meaning, activity
adu = flee, flight, must leave quickly
ady = addy; locale, address, physical location, lady

eda = estimate, carbon dating with carbon 21 particle, date estimation
ede = dinner, guess, guest
edi = proclamation: edict
edo = loony; edict, bold statement, ceded, educated
edu = education, killing desire
edy = read, giddy

ida = large, hot dessert, farming
ide = secure; cyber, protection, data transfer
idi = idiom
ido = faith, idol, idolize, worshipful
idu = tell, I do in duty
idy = realize, idealize, brainstorm

oda = change, came, arrival date, when fate arrives
ode = suspect, mode, olden, expectation
odi = smelly, odious, very near
odo = time, mileage, recorded distance
odu = overextended, overdo, endure impatience
ody = busy

uda = observed (by observable viewpoint), esteemed, looked upon
ude = obtuse, extended outward
udi = strain; rudeness, rude observation
udo = comeback
udu = magical; hex, point of view charm, voodoo
udy = scowl, call challenge

yda = misbehavior, acting out, misbehave
yde = wight, play dead
ydi = dismissed, dismiss, why did I?, dismissal
ydo = situation
ydu = disgruntled, reacting to a point, have reaction

ydy = bottle; release, whiteout, eyedrop, convincing act

ads = reknown; fame, make known (sometimes), advertise, advertisement

eds = education

ids = idea; thought, idiom

ods = luck; odds, chance

uds = thud, thump, thunk

yds = tale; stretched out, several yards, widen

adk = accomplishment; accomplish, compliment

edk = break; edict, stop training

idk = instinct; instinctual, don't know, can't determine, dunno, I don't realize to know

odk = principle

udk = rudder; addict, addition

ydk = wick; nemesis, amiss

yah = freedom; happiness, agreement

yeh = yeedah, acceptance, view screen

yih = yippee, that one, belief

yoh = faith, faith in, faithful

yuh = yuhah, you, trust in nature

yyh = yih!, miracle, magic

yan = loudness; yang, yank, grab, yao; eaten, eating

yen = yearn; yet you learn, currency

yin = quietness; q-q, ying, compulse/ive, follow

yon = attempted; draw, over there

yun = natural, nature, young, nat

yyn = win; manipulation, alien

yam = sweet potatoes, sweet beet

yem = speak

yim = make; create, I might

yom = enjoyment

yum = chef; adding/substractiong, tasty food

yym = wham; locate, find desire

aga = return

age = turn old

agi = disturb

ago = mummy; ancient, historic, long past

agu = pastime

agy = past; remove, negate geas

ega = spurn. egad!

ege = lord (liege)

egi = login, registered, registers, registering, register

ego = I; 1, subconscious, as this is a subconscious conscious with control and awareness by cleaning or your third eye manipulation and by working by and with the idea to get things done as if si noe

egu = regular, act normal to view and make what you want as if mae

egy = intercept (this is where people intercede sometimes on your behalf and interpret things by feel), edgy; tripping, regain control, edging or edginess. Control is to work with people on personal basis and you think and calm unless insane. If in bad mood this is an egg on by demonic nature to deserved idea, that if you remember to forgive yourself doesn't cause wild nature with greed. That is chaotic nature from seen things, that's as if wild rockin is noticed

is a sign.

iga = wrong, pangara; supercenter, supercontinent

ige = trace: tracer, follow along

igi = ignite, in

igo = ignore (if hormones), out (infinite downpour)

igu = giant, that can form a giant if devised if angered will probably, be abusive and if "miabused" is misabused by concept "anttack" or attack that is concept abuse

igy = super feel

oga = regrew; hair regrowth

oge = constraint; acidity, target objective

ogi = slump; login, organ, tap into

ogo = jump

ogu = steal

ogy = study

uga = recognition; recognize, you gain, you again

uge = urgent

ugi = self repose, stainless

ugo = well suited, trap

ugu = maturation

ugy = boogey; inner beauty, ugly from possession

yga = principal; supervisor, you got

yge = eagerness

ygi = sexual; wagging, traipse in, walk lewdly

ygo = attraction, attract, person attack aid

ygu = heater; heat collector, machete, attention grabber

ygy = suggest, question

aal = greater demon

ael = heal, truth seeking, do ye seek truth?

ail = aiel; hail, servant warriors or illness that exists magically if needed and doesn't exist if unnecessary.

aol = snare; entrap, entrapped, ensnare, long term connect, connection that lasts.

aul = hit; maul, overwhelm, overwhelming odds.

ayl = gust; wind blow, wind up blow that seems to last forever.

eal = regeneration; regenerate, this allows you to come back from ashes.

eel = bioelectrical; can opener, electrical, peel away

eil = self-repair; regenerate, body repair

eol = functional

eul = eulogy; say farewell

eyl = eyeline; repute, turn away

ial = burial; funeral, of death

iel = say; spiel, respectful of dead

iil = burying, ritual pyr, this is a ritual fire.

iol = violate; violation, retribution

iul = intuition; feel from gut, sorrow

iyL = reassert; renewed hope, renewal of life

oal = orientation; set goal, goal

oel = erotic, destructive

oil = rich, foil, otherwise in english its a bunch of very ancient bones underneath the surface that changed to precious liquid

ool = pool, collective resource

oul = soul, owl

oyl = golem; artifice, artifact, oil

ual = dual, creation

uel = fuel, new resource

uil = focus; build up, energy charge

uol = battery, pyramid of power

uul = craft

uyl = operational

yal = production; product, field

yel = yield

yil = produce, produce producement

yol = interact

yul = presentation

yyl = success

Aco = account, accurately count, activity (continuous)

Eco = ecology, life study, economic

Ico = Itoeh, to get a surge back to get an object. Disrespect from this is due to the fact and as it seems because you are owed it. So you get an object.

Oco = disrepect by disbelief in practice.

Uco = your count, your company, university

Yco = wacko, crazy, dead

acs = energy backup

ecs = exception, exuse, excuse, to sometimes lie

ics = picks, make fun, full intercourse

ocs = ocular, seeing glasses

ucs = unceasing, fuck

ycs = wild life scene, wild scene, went back

afc = after course

efc = fuck action, bad action

ifc = if cause, iffy course, if seen

ofc = of course

ufc = unforeseen, your focus

yfc = in marriage, in marrage, death of each other

ahn = coinage, barter, currency, dawn

ehn = honored

ihn = loyalty

ohn = disrespect, shame

uhn = undo; undo in, not, unhinder, ton, weighty, discourage, denial, instinct, instinctual, unhesitant, ruination, ruin, this is where its not done by the body at the right time so its undone in effect. With this effect there is things done from no hinderance and you can take each letter as a word if punishing someone. The reason you do things unhindered is your subconscious takes over, and that effect creates by what you feel or think to say.

yhn = feudal; governmental, switch in life

uka = together; togetherness, group

uke = meet

uki = cooperate; yukki (in dog) or idea in use, that is done of a point in regard by feel.

uko = dismissed; misunite, miss out

uku = upchuck; union, spew, send forth (from body), this is not done if you think its not so that is a point done by the spirit.

uky = emulate; emulation, rapport, rhappart, yucky (in dog), lucky, link together, create by focus, mind-meld that creates the point of a link with someone or some animal, this is a point of idea that occurs by bond and where empathy is the idea you know. What the thought is with the soul you realize as insight by feel. This is finished as you think your not bonded by thought or empathy.

akh = pain

ekh = flush

ikh = forge; forgery, this is where you forge a bond or create by forgery.

okh = ash

ukh = combination; smelt, weld

ykh = bloody

yla = locker; lock out

ula = many

ola = gift; give overly, give away, given, friendly greeting, entwined (moment)

ila = village; partition, city area, separated area, island, isle, closed in area, boxed in area (from dog), this came from the memory of a city area called deville and that was a villa or village area.

ela = elation

ala = worship; think, all by, all of, uprising, praise, create

ale = drink; enjoyment, unless, this is a point that you think and attempt to add onto things.

ele = risen; elevation, elevate, high up, element, arch, elegant

ile = blood; I let, seen as, relating

ole = cater; caterer, here it is, as it seems, seem/s/ed/ing

ule = part; apart of, otherwise this is mule

yle = done; reason/s/ed/ing

ali = fighter; tough, ally (aliy), online, upload, uploaded (alio), uploading (aliy)

eli = fated; portent, face or false honor system where you setup the moment as you think to make the statement true.

ili = hacked; storage, illegit, illegitimate, fate or moving idea that causes what you need through the energy you gather by feel.

oli = held; holding item, olive, tinged, envious, envy

uli = good taste

yli = support of friends

alo = greet, light, alot, aloevera

elo = grand, gladly, elegant, elongant, hello

ilo = elope, find something

olo = roundness

ulo = envelope, enveloping, snare

ylo = allow; trapping in place, place trap

alu = allude, alas, lead to believe

elu = escape, hide

ilu = overwhelming

olu = oily, solution

ulu = superior, master of

ylu = aloof; wanting to be left alone

aly = artificial; friend, alley, etial (beastial or like nature), man-made, or non natural in attribute.

ely = place trust in, trust

ily = truth, place trust

oly = outlet, meeting place, oily, roll around, whole around, holey, hole around, strange reaction (almost monstrous rebellion)

uly = activity

yly = hold it there

ald = bald; baldness

eld = old; oldness, old body

ild = guilt; guilty feeling, guilty, specific to something you did

old = bold

uld = build; built

yld = wild; out of control

alg = math, mathematics

elg = elegant

ilg = bilge, sewage swamp, sewage system

olg = coffee, folger

ulg = bulge, budge

ylg = while good, redeemable

alt = alternative

elt = belt, leather strap

ilt = build up, hilt

olt = move in place, colt

ult = ordered, cult, culture

ylt = secure, while there

asa = sometime, asap, literally "as sometime activity"

ase = abscess, clone; this has an indication of abscess, otherwise stomach overhang that disappears within a day.

Then you notice a cloned you somewhere you go or see. This usually happens by art action, that is magic otherwise you could fart and exercise it off. Then the abscess or abscess is gone. So think and you could get what you wanted, that is done with a little focusing and heightened heart pace and sometimes holding your side.

asi = close match

aso = delienation, noticable difference

asu = close match, twin

asy = assail, assault

ask = question

esk = whisk

isk = ask away, risk

osk = keel over, fall over

usk = ivory, tusk

ysk = set in aside, get detail

ast = backward, wasp, past, conception of backward in mind with forward view

est = is; think, estimate, established, east, yes, rest, mystery

ist = caught onto, practice, the point that you prove intelligent action is a summoner by intelligent means from what gist of intelligent action is there that can summon death that can cause action redirected as deferred to make fire as you use their action as you think of a point as if energy and the point use is to create in the thought as if energy in life was a source thought of as the activity was thought to be a ball of light energy and your use was tap the light and use it to create with white energy. Repeated word use as sometimes the first an "ist" is the moment you can summon powers, and use is unknown with 7 elemental effects in guardians that cause fire and you get to use as you can draw

from the fire. As if from the core of the planet itself is life.

ost = cost by any means in result by exception or in no account by electrical idea transferred through wires that can create cost in effect.

ust = enticing, dust, just

yst = bound in, was, waist, waste

ama = measured, associate, amount

ema = emaculate respond point; emma, (come) over respond (positively), this is where you get an over response that's over reactive in nature until demand is made. This is also where you make equal, the emanation or effect by radiation.

ima = illus, illustrated, image, illusion, shown, illusion can show anything presented and this is used as the aura shows a truth that isn't actually a truth so think of what you want to show and you show the idea. So true sight is where you think you see the illusion and dismiss it.

oma = old one, grandmother

uma = call, summon, alcohol consume

yma = make appear, arithmacy, math magic, magical math(wit)

ame = holding, claim, a muck, to blows

eme = full, satisfaction

ime = lime

ome = base

ume = feathery, feather, make consumption of evil, destruction by energy that is what makes or unmakes as if criminal or otherwise what seems in a good idea

yme = in place of

ami = friendly, ami (greek), love

emi = project outward

imi = imitation; image, mimick, mimicking (imiy or imin) or use of imagination, this is using an idea to copy for high regard if imitating another. Otherwise this is a point, that bears no copying. Otherwise this is done to copy, and replicate what is there.

omi = sharing with

umi = focus

yimi = gain friend

amo = number, amount, love (as roman root amo)

emo = feel, sense or sensed by senses, emotion, armour, armor

imo = freeze in place, immobilization

omo = align

umo = change, transmute, transform, shift

yomo = new form

amu = to be in, form

emu = emulate; emulation, or emulated (emun) and that is where you imitated the moment. Think so if you impersonate, emulate, make idea or perfectly copy, also this is a curative.

imu = moving to

omu = vision, sight

umu = enact

yumu = incline/s/ed/ing

amy = friend, no it isn't as think in create (in time as retired in thinking), amiable and judge

emy = award, ceremony

imy = myself

omy = shock, witness

umy = oomy, loom

ymy = why me

amn = damn

emn = emmin; release, jammin, binge; (sometimes overindulge), indulgence, curse; this is however a point of a deterrent downcast moment that with idea is malaise caused by a due point in deterrent activity otherwise this is a conjugal or thought action that's done unless resisted.

imn = fated, imminent, death by in dealt blow and outward depth with seeing

omn = omen, signs of death and demise by concept to head conk in out

umn = design, grandly made, grossness by heart surgery and beaten with heartwraiths as you in mind thought and outwardly as sometime if dead your alive yet react is different in consumption by feel

ymn = immediance, gang bang. suggestion, possible happy concept in thought that leads to the demise of the head by hand coping block as if cool and beaten as a head chopping block and no demise

amp = amperage, sound boost

emp = emperor

imp = imp

omp = romp

ump = hump, sex

ymp = whimp, serving fearful

ana = studier, anael, innate need that causes situations and backups sewer problems

ena = placed in action, enable, a goddess or god that uses dark matter to get effects of repulsion and appreciation as ena the emaculate

ina = rina, steady direction, point, female form, chaos (based)

ona = mild, mildly

una = steady influence

yna = seek excitement

ane = any, anyone

ene = selective; ehe, gout, if you can form gout like acid this is a selective point of view, this is energy in a form of gas that can reform as you need. Energy then is ennerved point of view or free flowing electrons created by a point of view or particle activity formed by a god particle.

ine = fork, fine point

one = tone, struck sound, following, who, second idea, item

une = tune, slight melody, one, you

yne = wine, grape juice

ani = in motion, scribe

eni = to act out, penny

ini = initiate, initiation

oni = good quality, good demon of monstrous form and can cause disease, flavorful

uni = universal, one, unit

yni = incompatibility, non matching part

ano = slotted in, another

eno = fed up, eoln, enough

ino = know it, innate flow of stopping frustration

ono = do something, oh no

uno = guessing game, one, unit, unknown

yno = whino, mad cap, why know

anu = god will, sun god

enu = enough; stature, pose, mother goddess, otherwise this is a great being, that's much like a 15th dimensional being.

inu = knew that, know things, self-see, self-taught, innuendo (knowledge used on purpose as cause)

onu = crotch area, manhood

unu = unusual; unused idea that is sometimes used. Otherwise this is cockiness, that occurs by a huge ego.

ynu = pharaoh, god ruler

any = anyone, analysis; anything, everyone possible, analyze the moment you do things and you understand what you need or what occurs.

eny = divided class, caste system, any ending, penny, god of wildness and wilderness

iny = small minded, haughtiness

ony = large voiced, loud, attention getter

uny = puny, small stature

yny = whine a lot, whiny

anc = stressful; stress, this is the strain of the moment. anchor; think to focus on the planet and send energy through the feet and this energy goes into the planet. That is cleansing your energy, so think of the point and you can anchor and balance what you have in energy. Think to have a stress free moment and environment.

enc = hence; with, encumbrance, weight

inc = copy, dubbed

onc = oncoming, rush hour

unc = knocked out, unconscious

ync = yonic, wank

aad = advertise, ad

ead = egad

iad = iapad, legal

oad = load, workload

uad = your aid

yad = yadda

aed = pay off; paid, disease (cure is turmeric with oregano, btw)

eed = welder, preexisting soirat flesh eater that exists to create by vibration sake.

ied = I educate, apply, I lied

oed = owed, overdose, overeat

ued = pursue, glue

yed = their version of education bypass

aid = paid

eid = earned

iid = eyelid/s

oid = old identification

uid = pegged

yid = wake, burial

aod = artifact; memento, age old, afford, area of death

eod = prophecy; end, destruction

iod = overdo; overkill, overdose, iodine

ood = place; neighborhood, ud, good, bad, hood, placed idea

uod = user death

yod = wreckage; ruins, collapse, removal

aud = audible element like wind or fire, audible, normal, audience that listens to what you say. Otherwise this is fraud, or fraudulent by activity.

eud = earbud

iud = triad, triple mad

oud = owing, loud noise/s
uud = use; food, user device like a computer
yud = you'd, yuck ward

ayd = jaybird death
eyd = eyelid/s
iyd = contract; form of policy holding person, held from true position

oyd = owe

uyd = report; form of police, flood/ing
yyd = male reaction, lying point

and = finally; ended (by use of some action), illuminate/d, illumine (by ideal in life)
end = complete; thought, end, saved
ind = process, so think not fear here or hind that is a point
ond = find; found (realize), search around, insight, on ground
und = uu-; undone, unwound
ynd = free energy; wind, serve to save as the wind to save is your own energy

anf = infestation; get together, orgy, roach, cockroach, bug otherwise "or not" if infestation.
enf = fold-up, infinite, infinity, infinitely
inf = description, useful
onf = unfamiliar, onrush, oncoming
unf = unforseen, unsolved
ynf = thighbone, no alcohol effect

ant = want, feat, feature(individual action), ant, to work, mark, symbol/symbolic
ent = enter; entice, ice entity
int = integer, measure of value, source
ont = style, font
unt = blunt, hammer
ynt = smash, wanton destruct io, non destruction

ang = anguish, anger
eng = example, seem exume
ing = ingral; success, successful conclusion, relief, integral, the giving of a piece of peach pie
ong = stone, entertainment, act like stone where you are stone or unmoving.
ung = lung, fume, fume from fungus thats hard to see and is made from bacteria growing from decay.
yng = source

ann = an, announce
enn = writing tool, pen, pencil
inn = hotel, living space
onn = on, not on
unn = undo, gun, creative use is credual or not made
ynn = winning

ara = arid
era = time frame
ira = kind

ora = treasure, story, golden (flow of energy in firey coolness), otherwise this is where you starve yourself and don't eat too much with enough exercise.
ura = depiction
yra = musical, yara, firey light energy, extra (display, for or action)

are = relating of, to, this is where you can create what is to occur by relating phrases and words to a key phrase.
The subconscious creates what you need and the spirit influences what is to occur by feel.

ere = pointing out, points

ire = ideal, "I", mardoku, a sense of self, irate, The creator

ore = unrefined, more so

ure = enjoyment

yre = musical accompaniment, or, order

ari = dry

eri = spooky

iri = feelings

ori = gold plate, imagined, bad

uri = unclean

yri = scared of

aro = arouse

ero = erotic

iro = irony

oro = hit, value, superconductor

uro = hair color

yro = transistor

aru = (how) are you, against

eru = erupt, sped up

iru = anger

oru = youth

uru = nothing; no rush, your rush, this is a point that's done and over with by feel. Otherwise this is done to mentally urge, the feel is there so work with it.

yru = wired, electrician, electrical

ary = wary, losing immediate fear

ery = arrive; arrival, withdrawal, storage, eery or girly

iry = writing, slender

ory = high value, alertness, place, location

ury = bury, hide in dirt, jury, injury

yry = wiry, courage

arb = garb, clothing

erb = herb, plant

irb = opposition

orb = orb, perfect sphere

urb = curb

yrb = within year

arp = tarp, harp

erp = short surprise, surprise, merp

irp = chirp, hairpin

orp = torp

urp = burp

yrp = pin, considerate

art = are

ert = inert, earth, gert, earthlike, inert earth, hurt

eit = legit; eat it, energy hit or exit point, eirt; ire, dirt, expansive weight, owl, girt, girth, batman, here then

ort = ore, chuckle, badger
urt = your, bear, urge to sit on, hurt
yrt = why are, why is

arl = grain; barley, need, long
erl = baron
irl = reality; real life, really
orl = whorl; black hole, energy vortex, singularity
url = area; site, place, this is a point of your area of expertise.
yrl = whirl; swirl, watch it

ash = carbonate; burnt, ash, carbon, cinders
esh = mesh; fine covering, this came from "fine I'm covering for you."
ish = similar; significance, significant, that is, that's
osh = posh; dismissed grandeur
ush = plush; andh, overtly enticing
ysh = grant; wish, granted, inductment, need based, wish fulfilled, inferrment

ata = restore; hater, attain, tap, this tapping procedure attains relaxation or you might hate to do something. What you hate you avoid, if possible. This us an au naturale restoring of feeling and nerves. This tapping procedure is here [http://spellhawk.great-site.net/EFT_Tapping_Points.htm].

eta = eater; food, estimate, estimation, spirit, ether
ita = item; possession, vital, inter, between, place in, iterate or hit in place person
ota = know; understand, understood, other
uta = taken; utah, utter, dire, dire (need), fuel pool, energy pool, fuel tank
yta = whiter

ate = closeness
ete = alcoholism; fete, alcoholic, awareness, ethe, spirit, alcohol
ite = mite; item, object
ote = mote; small, smallness
ute = high pitched sound
yte = flute; play a flute

ati = achievement
eti = advice; time, meeting, council
iti = hit; constructive ideal, popular
oti = reconstruction; floor plan, reformation
uti = closure
yti = op; operator, revamp, refurbish, modify, operation

ato = model; atom, atomic
eto = eatery; building, structure, structuring
ito = avert; pelv, dick, pecker, pelvis, formation, form, hit other, into, hit upon, type of member
oto = objective
uto = distance; distant, far away
yto = blot; covering, erase, whiteout, targeting

atu = stabilize
etu = path; orbit, settled, relaxed, relaxing
itu = destiny; destination, set path
otu = establishment; Eta, estimated time of arrival, arrival in, set time
utu = goal; attainable, agreeable, agreed upon, mature, reachable, satiated
ytu = pathway; work, set motion

aty = ship; organ, vessel partner, hating to dismiss
ety = eating; notion, ideal
ity = suppose; claim, greatness
oty = skin; dark stain, smudge, blacken
uty = utility
yty = useful

atc = time; on sight, scene, go forward
etc = continuance; ecetera, onward
itc = show; shower, appearance, appearing
otc = army
utc = largeness; butsy, large butt, okay, sometimes this is beauty.
ytc = blank

ath = author; approximate, guess
eth = nature
ith = construct; build, structure, affinity
oth = moth; other than, otherwise
uth = ruthless
yth = origination; original, girth, prose, mythos, the myth of

atr = attribution; trait, attribute, inter, attract, enter
etr = man
itr = friend; friendly, prefer, mate, matey
otr = meal
utr = utrus; bowel track
ytr = engine; internal combustion

att = tower; cell phone, phone system, communication system, attitude
ett = etiquette; proper action, proper sequence
itt = quality; goods, valued good, jewelry
ott = supposition; sugar, sweet stuff, ought, supposed, this is supposed to energize you.
utt = foolish; folley, fool, utter
ytt = intelligent; intelligence, street smart, wit, intinctive, outwit

ava = avail; relieve, makeup, available
eva = cover; evasive, protective
iva = alive
ova = star; nova, wide area fire burst, incendiary
uva = big
yva = evolution

ave = addiction; addict, road, path, crave, crave things, pave
eve = midday; middle day
ive = uniform
ove = contain
uve = poop; bowel movement, move out, clearly, clear minded
yve = invade

avi = avid; avail, grow up, give up
evi = evict; eviction, evening, bad event, rise, evil (impractic or impratical use), devil, midafternoon
ovi = excess; excessive, overly, too much
ivi = job; placement, plant, consignment

uvi = act; movement, moving, in movement
yvi = evening

avo = makeup; avow (creation), wake up (avon), probably; this otherwise is a promise to do.
evo = evoke
ivo = ivory
ovo = rowboat
uvo = pointed; point out, move over there
yvo = make; set course, destination

avu = kicked awake
evu = evasive
ivu = involvement
ovu = ovulate; too pleased, ovule, plant seed, overindulgence, overstupidity that's included with indulgence
uvu = chime; in synch, synchronicity, synchronous, united in
yvu = wave; incoming from, arrival

avy = give; give and take, make wave
evy = enviable
ivy = information; informing, info, plant vines, private
ovy = clean; perfection, cool, nice look
uvy = perish
yvy = sadness; feel sad

ark = ship; lightless place, galleon, dark
erk = sea; felt, jerk
irk = fight; reaction, dirk
ork = future; alternative, alternation, possibility, fork, this is a fork in the road.
urk = found; regretted, lurk, stumbled upon
yrk = seasick; seen movement, sea movement, jerked movement, work, pull along

uac = shift; evac, wacky, wack
uec = hesitation; weakly agree, weak acknowledgement, symbolic, this is a symbolic moment.
uic = buick; with character, which, wake, with carrol
uoc = gift; cooking wock, kindness
uuc = sucky; loud character, fallout, weak characteristic
uyc = candle wick

uad = wed; grouped together thing, quad, wade
ued = weed
uid = inky; inkyness, wide, squid, make known
uod = reject; not desirable
uud = would
uyd = squid; guessed it, width

uaf = meat; wafer, waif, thinly sliced
uef = sideways; formed emotion, grief
uif = game; wife, wiff (snatch of scent)
uof = wolf
uuf = woof
uyf = wiff; scent, scentable moment

uag = wag tail
ueg = egg; wedge, thin layering, going, away of material energy, materia

uig = a wig

uog = losing; take a loss, fee no feed

uug = shout; yell, or yelling (uugan or uugy otherwise ungainly or ugly)

uyg = explanation; wig out or explain, game area, take action, active, monster area with multiple lined aluminum foil trays untouched by a creature jaw-bones, set in-line, moment that is due by action.

uak = awaken; wake, wake up

uek = iffy; weak, wield

uik = disaster; with kill, willpower, will to happen, create, this is with a kill that if you use willpower and will it to happen you create.

uok = aware; awake, wakeful

uuk = regeneration; poison, active, recover

uyk = erupt; fiery, moral, dry out

ual = whale; wall, o wail, dual

uel = fuel; new resource, weal, well, uuell, swell up, user hell

uil = dream; will, whip, mistreatment, wake, focus; build up, energy charge

uol = charge; battery, pyramid of power, woah, hold on, release to no it

uul = warm; craft, warmth, wool, cotton, this makes a warm clothing.

uyl = operational; tenacious, dual, creation, focus clearly, this happens to be the case when you focus clearly

uam = back head knock

uem = emotional moment

uim = emotion

uom = football

uum = senseless, sense

uym = a wim, given into no desire

uan = wane, lessen

uen = wean, nothing or release, un

uin = wine, ruin, whine

uon = not stopped, won

uun = about to faint, won't as shift away

uyn = a win, to win

uap = whap

uep = weep, sorry

uip = wipe away

uop = whop

uup = woops, mistake, whoops, etc service

uyp = whip

uaq = scream awake, ghosts can scream in your ear and attempt to wake you up.

ueq = weaken

uiq = tremor, fearing

uoq = woke up hearing

uuq = quake

uyq = earth vibration

uar = war, warcat

uer = were, sewer, useless

uir = wire, got it, hopefully, yes (if positive or relaxed happy feel), no (if negative or firm feel), only in sex is this word used. order; site, citation, citing, chocolate, the idea is a point if you think you need something by this idea you get chocolate.

uor = wore out, worried yes, neither, nor, not, succor

uur = sewer; self gain, self experience, steady, make steady, water movement pipe

uyr = weyr, dragon layer

uas = was, ways, weighs, invasive, waste, water, waste of time, think to shift or move to somewhere else and you are where you think to become better.

ues = choose from, sealed, yes, kronuz

uis = wisdom, wizard, wise one

uos = feeling personal pity

uus = meditate

uys = make wise

oat = an oat

oet = overeat

oit = owing

oot = boot

out = outing, trip

oyt = oyl, card

uat = wrestler; wait, what, weight (profession), what you do

uet = wheat

uit = wight; undead being

uot = wrote

uut = whoot

uyt = witty response

uav = grateful; wave, you have (thanks), hand pass

uev = weave

uiv = wives; harem, nag, apparently

uov = woven; sewn together

uuv = weaver

uyv = wedge; wedge shape

uaw = cut through

uew = whew

uiw = with work

uow = a wow

uuw = drained of stamina, wobbly by work

uyw = shortcoming

uax = a wax, wacks

uex = weeks

uix = with wax, wax use

uox = wakes

uix = uuix, near fainting

uyx = wicks

uaz = was

uez = wheez

uiz = wise

woz = woes

uuz = whoozy

uyz = a genius

alf = half; alien, V
elf = helpful; generous, self, elf, energy metamorphed human that are demihuman
ilf = fitting; ill fit, hilt fit, ill fed
olf = ship; hold full, golf, prestigious family
ulf = gulf; wide stream
ylf = well fed; elven family

alp = blotch; alps mountain, application, national
elp = help
ilp = heart disease; plague, drain, shrivel, not personal, corrupt, disease
olp = ancient ruins; decadence, decadent civilization, dry, ancient power
ulp = hull pass; gulp, swallow, bird
ylp = 4th dimension; wild plain, wild magic, wild fey

asp = waspy; asp raspy, aspect, A wasp in or out by feel that is sometimes able to use biting chiding remarks (if human) to do as in what is right or to do as in necessary for what you think is necessary.

esp = mental ability, think and feel to psychokinetically and inkinetically move or create and know things.

isp = wisp; this is a body of light created by the soul to be one level above Esp as in platform that is one level above the norm to do but espratz or comertz. Comertz is to come and use electrical hertz energy to get things done. One does seem unaffected as its unrealized. Pop-up droll for every space. This body can create what you need, that is thinking as you are aware and what you need is done. This is a point of light reflection, that creates with slickness otherwise.

Epratz is Energy prayer of this point with a zap. Isp reduces things by and for the basic constant idea for the ease of things and the time you notice it, you get to know them. Think to be the 'use' of the intelligent idea as an source of vision.

osp = a battery; internal source, osprey that is the language of the idea you think to whisper for horses or human. It comes as a whisper and acts as a point for you to do.

usp = please; hustling pleasure, cupped, cusp, use of the c'usp to stand still and in a change to being a point in spirit idea. Once their your other body is enchained or within bounds to go. It will do anything you think on. With what you do is done to all. Then just move to get out with the spirit intact. Some say the body is enchained while your spirit is free and doing things as with manipulation and idea, but sometimes with other bodies. It has been known to leave the body unharmed as the cuffs take and absorb bad spirit activity. In Usp the spirit is left unharmed but the mind is tortured till the spirit does the necessary. Then it is done, so do no so on purpose. Because in purpose except in purpose it is set go. Thinking to go off on tangent then be able to do things after being pulled back is with use of an example.

ysp = cutting; cut out, to cutout effect, to cause it or use it, an be of the way out, the identity in a point, wisp is to forget and to do to know by pressure as the spirit remembers.

sometimes its already idea to do a mention but not know you did unless you do. This can be effective to cause the spirit wildness and to strike out if done overlong. In Ysp the spirit activity can be taken as negative of a request. Just a negative gets a reverse method. So its positive in all but one, you. As in an idea of "I almost had you, it was you of all things." This is either where you don't know or just guessing.

apa = apathy; apathetic, paint, in aspect art, monkey paint, skin disorder that seems like paint, indemnity

ape = game; a repeat, imitate, steal, make statement, indecisive, this is like overwatch and other games where you think and create by the feel. This gets results if you make for the idea and work with results.

api = gaming; applying, sarcastic, bad word, incesant

apo = question

apu = corrupt; correction, bad, smelly

apy = gassy; gout, bad gas, treatment, body aperture

epa = equation; equal system
epi = need; before this, upon, this is made upon a wish.
epe = expectation; aspect of, sign, divination point, expected
epo = epoxy; abolish, extended, kept
epu = maintain; regulated, maintained, this is with the point of being helpful by feel.
epy = sleep; make better, to rest

ipa = complaint; impact, disservice
ipe = wipe; to be on target of accuracy
ipi = wiping; excite, emotional
ipo = liftoff; pulled, lift
ipu = paid; cost of insanity, in waste, insanity
ipy = correction; wiping deranged, abuse, psychotic, drink mix

opa = beauty; beautiful, illusion, grandfather
ope = hopeful; entrance
opi = hopping; secret, feeling, opium
opo = hopeful; hope, opium in thought
opu = opulent; gratifying, opulant, stink, weed
opy = herbal; make, make imitation, a feel good like opium that you mix

upa = happiness
upe = hoop; up, whop, fall over, Ups: backup
upi = whooping; mistaken, initiate
upo = kept; withhold, keep from, simple, this is a can of whoopass that uses everything against a person.
upu = flaming; poopoo, everything against, this is where everything against this is gone.
upy = toiletry

ypa = clean up
ype = sanitary
ypi = wipe
ypo = water flow
ypu = erasure; wipe out, erase
ypy = wipe up

aar = trade; barter, market, dumbness, dumb, this is where you are dumb by feel and working with others.
ear = earn; hear, bear
iar = action; liar, debasing, concealing
oar = hoar; large volume, paddle
uar = inarguable; not argue, you are, war
yar = story; made up tale, personal satisfaction, that's life, you're, year in moments

aer = air; bearer, holder, fear, if you are in the air, some have fear or you can burn away the debris in the air with the aura as you then breath in oxygen.
eer = beer; root, basing
ier = light; define, pier
oer = way; locating, location, over as our way is used as a males lifespan may end-up shortened from the risks by what is a negative reaction for a positive idea.
uer = user; gamer, upcoming, in gushing blood
yer = year; pointing to you, your, this where your in a year of luck.

air = arranger; arrangement, arranging, arranged element that's burned away by the aura and you get oxygen instead of the debris.
eir = conspiracy; heir, conspirer

iir = height; high flyer

oir = wire; mire, represents law, lawyer, this is where a lawyer hears it if it's recorded and your mired in law.

uir = uir = wire, got it, hopefully, yes (if positive or relaxed happy feel), no (if negative or firm feel), only in sex is this word used. order; order site, citation, citing, chocolate

yir = mold; rot, identification of, focus point of idea that creates interest if black mold.

aor = worker; deployment, work order

eor = soldier; marching, acting on orders

ior = priority; great importance

oor = sell; whore, poor, using up, deplete/d

uor = addictive; repetition, addicting

yor = ignorant; incite to anger, your, ignoring people

aur = day; daytime, sunlight, or, are, am, is, arrange by energy, like kind, source

eur = enr, peer; hour, hourly, measured (accounted or accused), pedestrian, person (in the area), otherwise paedophile; sexist by person or peer, this is the mark of the measured or moment to be judged

iur = value; based off, unit

our = powder; self act, play, or, cancel

uur = sewer; self gain, self experience, steady, make steady, water movement pipe

yur = excuse; self explanatory, bypass

ayr = breath

eyr = hear anything at all

iyr = life breathe

oyr = raised to awareness, oyster

uyr = fated to

yyr = animate

ait = yit, alryt, aight, alright, alrighly, okay

eit = sleight, intent, eat it

iit = eye it, look at it

oit = ok it, give permission, owe it, not that

uit = you write, your right

yit = aight, alright

agl = ageless, angle

egl = eagle

igl = wiggle; ingle, chimney

ogl = stare, look

ugl = ugly, sneak

ygl = unstick, dry out, stickless, wiggle

alm = alarm, calm, almanac

elm = elementary, basis in element

ilm = film, ill me, record

olm = investigator, holm, holmedric

ulm = most deadliest element

ylm = wild you, wild me

ahn = after, awning, siding

ehn = en, at an end

ihn = inhinderance

ohn = hesitance

uhn = ruination, ruin

yhn = wildness, wild

arc = encoded information, circle portion, endpointed curved line

erc = demand, mercenary

irc = relayed speech, relayed pattern

orc = human pig with piglike snout human head fattish five feet tall human body
and great body strength four-fingered hands cloven feet greenish fur body coverage and
warlike innate magic ability with most up to trickery

urc = anger, disturb

ycr = work

arr = arrow

err = error, wrong think

irr = dismissal, dismissed, forgotten

orr = machine, mechanize, contraption, contrive

urr = toughen, rough, rough like

yrr = seasonal, life experience

arn = sunrise

ern = earn, earning

irn = iron

orn = torn cloth, ornament

urn = pitcher, clay pot, inert

yrn = yearn, not wire

ars = ass, butt, active measure, association, arrest

ers = terse, tense

irs = tax, reversal measurement, reverse weight

ors = oar, gold weight

urs = yours, your weight, measurement

yrs = timeless, ageless, wire measure, wire weight

asd = asgorath, asgara, asgarath, world of gamblers and void people that enslave
annoyances while treating people with respect that gamble, have respect

esd = estimated duration, duration

isd = personal prophecy

osd = dumb, awestruck

usd = dollar, paper money, bank note

ysd = wisdom, knowledge

asn = aspirin, aspire, aspiring, poison, pass/in/ing

esn = ease in, easy in

isn = catalytic prison, is in, prison

osn = cousin, accost and debit

usn = euson, to be us in, reason

ysn = thing, thyng, why an weight in, wisen

asm = assemble, gathered people, assembly, asma

esm = resemble, ensemble

ism = possible, chance, possibility

osm = cosmos, endless

usm = busom, use me

ysm = wisdom

apt = known to, ability, skill, adept
ept = maintain, excerpt, except, skill, ability
ipt = script, input
opt = sight, preference, option, optional, choice, optical, optic, output
upt = disruption, uptake, hobby, uptaken
ypt = crypt, purge, clean, cemetery

aqt = swimmer
eqt = equator, equal point
iqt = upht, uft, umph, oomph, inner strength, inner power
oqt = owl bear
uqt = organizer
yqt = prent(ice), apprentice; prevent, prevention, demention, dement, dementive, dememive

arz = alien
 erz = erratic; this is done by erratic electrical signals.
irz = irresponsible
orz = contraction; control, control responses
urz = urgency; urgent actions, this is done from urgent need.
yrz = drug use.

awn = lawn
ewn = hewn
iwn = seek
own = earned by self, own
uwn = you own it, transferrance of property
ywn = all I own, owner

axt = situate
ext = to the extent, exit
ixt = arrange
oxt = manage
uxt = uixt, control, dominate
yxt = old friend, possession, wax this, if possession that ends with dismissal of the possessor.

axp = expiration
exp = vete, death of, experience, experienced, expect/ed
ixp = explosion, explosive
oxp = team moment
uxp = wisp; uixp, resulting moment, cusp
yxp = fallout

azn = as in, equal, suggest, as not, haze in
ezn = ease, not easy, lazy
izn = isn't, be not, prize not
ozn = ozone, htutri, hydrogen oxate, o/z, H2O3, high level plnetary air
uzn = gel, slow flow, thick fluid
yzn = wisen, miser, wiser

Four part vowels

afra = afraid, afeard
afre = personal fear
afri = frighten

afro = fraud; hairstyle otherwise
afru = indifferent
afry = frigid, balfry

efra = ignore
efre = bloat
efri = leave alone, authorize in
efro = fraud
efru = psychoanalyst, torn
efry = you heard me, listen

aint = ain't (it or that), no, be not, are not, aren't
eint = and, avoid
iint = high end, high up
oint = point, healing ointment
uint = fluent, squint
yint - detective

iano = piano, wood knocker, hitting music
ieno = good otherwise
iino = part of, in no or number
iono = I dunno, I don't know
iuno = I lunge of, I undo
iyno = I whine of, I whino, complain

yaff = talk
yeff = jeff, call girl, pleasure man
yiff = sex, dirty
yoff = scoff
yuff = dog bark, sexy call
yyff = wife, abrasive woman

yank = person, stop steal, steal(object, theft or discrepancy)
yenk = poor, disinterest
yink = wink
yonk = bastard, honk
yunk = insult
yynk = erupt

yaki = concept, teriyaki jerky
yeki = please, dismiss
yiki = surprise
yoki = are you ok, your power, fascination(fascinating)
yuki = bringer
yyki = conscious, conspicuus

anam = enam, enamel, rurealistic
anem = a nemesis
anim = animated, coexistant, animal
anom = absorbing good while eating, actively good
anum = anti-numbering, active number
anym = to be pseudonimically evil, punished, acronym

anng = anger, possible

enng = slang, possibility, portable
inng = fucking, sex pleasure, peninsula
onng = on guard
unng = lunge forth
ynng = through power, detriment

aram = devoted one
eram = zealot
iram = crave
oram = cram, pack
uram = clear
yram = clear minded

arem = multitude of, harem
erem = single
irem = lover(man)
orem = cream
urem = fattening
yrem = wire rim

arim = arrival at
erim = appear hurt
irim = boulder
orim = devise, plan
urim = be free
yrim = constrict, constriction

arom = aroma, scent
erom = accidental
irom = era, frame of time
orom = halt
urom = turn, direction change
yrom = settle, place of rest

arum = room
erum = furniture
irum = spacious
orum = shit, oriface
urum = still
yrum = rafter, roof support

arym = an agreement
erym = a besiegement
iryam = conflict of interest
orym = alibi
urym = a result
yrym = contribute

yaff = talk
yeff = jeff, call girl, pleasure man
yiff = sex, dirty
yoff = scoff
yuff = dog bark, sexy call
yyff = wife, abrasive woman

ekan = he can't (so I can)

eken = e-ken, to know and do as if psychically aware, psychically confused, evil
kenning (to know, do, effect but by evil effects), to know and do as though
in necessity but there's no moral basis as it can effect anyway.

ekin = energy kinetics, energy kindred

ekon = to say and to do things and out of energy and it being some energy,
constructs of what is said or done into words written down as though in a
console., energy console.

ekun = to be psychically aware but tries to avoid things out of fear., to size up
or down intelligence according to situation

ekyn = wildness energy, energy of wild consolation

akam = volcano spirit conscious such as Maui or Tengri, give ground, give distance

ekam = accede, give way

ikam = came

okam = flee, run

ukam = retreat

ykam = viking, early explorer

akem = pressure

ekem = break

ikem = survive

okem = live on, separate

ukem = mold into

ykem = adaptable

akim = call forth

ekim = summon, ask him

ikim = respond, response

okim = oak, tree

ukim = make come

ykim = see it through

akom = destroy

ekom = destruct, annihilate

ikom = sacrifice

okom = oak log house

ukom = satisfaction

ykom = further negotiation

akum = play a role

ekum = assume, idea of

ikum = act

okum = stage, staging area

ukum = convince

ykum = believable, survival

akym = decorated, honored

ekym = your claim

ikym = glory

okym = hound, dog

ukym = train, instill habits

ykym = warfare, war act, hunt

akla = antiquity, anticipation
ekla = aged, very old
ikla = priceless
okla = ancient, early
ukla = respect
ykla = represent yourself

akle = ankle, work clay
ekle = hand, hands
ikle = mastery, trader
okle = bend into shape, bend
ukle = earning, trade
ykle = prosperous

akli = bakery, irritated
ekli = produce
ikli = formation
okli = pastry
ukli = trading
ykli = distributor

aklo = make glow
eklo = applied force
iklo = equally
oklo = crystal
uklo = vision focus
ykie = mental clarity

aklu = dangerous, danger
eklu = material provided
iklu = including
oklu = warning signs, no clue
uklu = avoiding, warding disaster
ykle = avoid a war

akly = acclaimed of
ekly = have weakness in
ikly = witnessed by
okly = personal experience
ukly = climate of effect area
ykly = personal enjoyment

alla = allay, bring aside
ella = laid aside
illa = villa, town, city center
olla = sight see, tour the area
ulla = explore the area
ylla = interact with things

alle = hunt down
elle = last line(up), you will
ille = keep moving
olle = catch up

ulle = consideration
ylle = while away

alli = strategic; strategy, alley way, long range planning, allowed; this is where your allowed to do things and have what you need by feel such as things.

elli = tactics, short range planning
illi = actions therein
olli = adrenaline
ulli = momentary tiredness
ylli = campaign, warfare

allo = hello
ello = peaceful passage
illo = tall columns
ollo = no center, hollow
ullo = bull, bull through
yllo = destructive

ally = alliance
elly = preserve
illy = not serious, hilly
olly = bless, holly
ully = beater, make fun of
ylly = wilderness, wildness, wild country

alti = alteration, height, change in form
elti = toughened, brutish
ilti = shape up, modify from
olti = skittish
ulti = ultimate, coltish
ylti = blow to face

amar = scar, bruise
amer = depicted vision
amir = future vision, distinct
amor = amoral, immortal
amur = murder
amyr = mirror portal

oman = old man, in trouble, oh man
omen = physical sign, sign
omin = all mine
omon = odd feel, hormone
omun = mooncall, hunting horn
omyn = sunshine, light effect by lighting in arrangement

anca = uncaring, anchored
ance = lance, distanced
anci = unseeing, blind
anco = rancor, mild anger
ancu = sentimental
ancy = choice; fancy, extravagance

anta = antagonist

ante = add value to
anti = against, opposite
anto = being records of, record
antu = remainder of
anty = protection from what energetic essence in life

enta = last
ente = enters, this is where your entering into things.
enti = entice
ento = inside yourself, five
entu = entire piece
enty = plenty

inta = intake
inte = integral
inti = knife fight
into = together with
intu = instinct
inty = intrigue

onta = party included, montage
onte = on to you, in the know
onti = on time
onto = pronto
ontu = count of two
onty = self preserving

unta = union, untamed
unte = unite
unti = until
unto = untoward
untu = untucked
unty = untyed

ynta = bring wine
ynte = quaint
ynti = has a point
ynto = went into
yntu = beef
ynty = point out

Appa = apartment
Appe = appetite that's unbeatable but can be unbearable
Appi = mountains, apply, appetizer
Appo = appointment, apple
Appu = pull, (a) pull, applied scent
Appy = apy, happy, satisfied

aara = barrier
aera = spread through, laundry
aira = trap release, circulation, launder
aora = air flow, flower
aura = energy flow, life force, flux, (influx disease)
ayra = magic flow, death to the motion, debeaten

aare = sunlight
aere = heated
aire = energized, punch out, psychic
aore = charged, charging
aure = daylight, air freshner, laundromat, dope
ayre = dehydration

aari = heat wave, are you all right?
aeri = in air
airi = float, fly
aori = current
auri = new life
ayri = augury, oracle

aaro = ancient ruins, ancient curse
aero = air
airo = molecule/ar air physics are molecular psychic physics
aoro = electric/ity/al
auro = load, build up
ayro = overload

aaru = errand, reeds, movement to accomplish
aeru = important/ance
airu = take notice on
aoru = goal
auru = finis, done, finish, finalized
ayru = law, set idea

aary = inquiry, questioning of
aery = faery, factual information, search for truth
airy = flitful
aory = white lie, partial truth
aury = future depiction, futuristic
ayry = ironic, realized mistake

araa = arrayed, arranged in pattern
area = make description of place
aria = arriving at, deciding on, aura, flight (sometimes with use of things)
aroa = pictured, idea of
arua = completion
arya = single voice

arae = array, lineup arrangement
aree = relation, connected, aligned
arie = difference
aroe = eroding/erosion, rotting skin disease
arue = disrupted, broken
arye = claiming to happen, hypothesis

arai = conspired, invented
arei = area of, agreement
arii = cooperation, work together

aroi = wrought, made
arui = need in mind
aryi = speed it up

arao = defined
areo = agreement with self
ario = test
aroo = make attention to, call of loneliness, arousal
aruo = use, used in
aryo = hopeful, can I hope, give up hope

arau = arouse, feel like
areu = bequitkiu, are you, self question
ariu = gameplan, compulsion
arou = peri, around, circ, circu, into
aruu = corrupt, turn to your side, Aururum, metallic substance infused with magic to be self repairing and can fuse back together.
aryu = attune, become a part

eraa = express
erea = know your area
eria = guidance of lore, think
eroa = evoke love, hate or disruption that leads to hate non exposed
erua = are you mature, bring nature, maturity
erya = area location, guaranteed safety

erae = a request, requesting
eree = get what you want, safe
erie = stray opinion
eroe = erroneous, stray from path
erue = find problem
erye = guided to light, find promise

erai = corrected, find the path
erei = sight of goal, pointed towards light
erii = gaining momentum
eroi = chance of moment
erui = ruination, ruined chance
eryi = wreak havoc

erao = doom be upon you, fate be against, eradicate
ereo = prearranged, versus, arrayed against
erio = rival/s, natural enemy
eroo = erotic, strange behavior
eruo = sought protection
eryo = sanctum, neutral ground

erau = bait, incite to attack
ereu = carry you
eriu = challenge to assault
erou = arouse suspicion
eruu = make mistake felt
eryu = fail

eray = erasure of moment, failure by death
erey = shame by despising, despite
eriy = erroneous correction, brutally shone
eroy = tough independence, easily provoked
eruy = forgiveness of self, letting go
eryy = feel better, recuperation, safety

iraa = charged with purpose
irea = rush ahead, rushing stream, in a body this is diarrhea if taken as energy if cares otherwise not
iria = source merge
iroa = bond, flow along with
irua = setting aside, moving along a path
iryra = meet source, converge

irae = neat, meet
iree = compare notes, idea comparison
irie = expansion of knowledge
iroe = fill with knowledge
irue = rue for you, covetous
irye = vengeance

irai = deceiver
irei = rush someone on
irii = practiced falsehood
iroi = move out of way
irui = iron out, must obey
iryi = watchful of events, eventful activity

irao = aftermath, ending event
ireo = pole position, ends meet
irio = shifted position
iroo = irony, past realization
iruo = thwart, thwarted attempt
iryo = law uponst yourself, remain uncaught

irau = identity, be hid
ireu = agreement of kind, tryst
iriu = add variety
irou = borrow from
iruu = righteous, high and mighty
iryu = deboning, downfall event

iray = self sacrifice, give something up
irey = insight, failure acknowledgement
iriy = growth by experience, self growth
iroy = write self experience, diary, biography
iruy = depth perception, perspective, view of self
iryu = acknowledgement of change, changed self

oraa = change of views, biology, life theories
orea = philosophy of life, philosophy, write down, pleixaubian
oria = new life, determination, look
oraa = childish, oh grow up
orua = stand for belief

orya = adult, proven your beliefs

orae = responsibilities

oree = stickler, overly done, stick in the mud

orie = real life, hard bargains

oroe = nightmare

orue = consternation, muddled thinking

orye = singled out, persecuted

orai = overrate, undesire

orei = post synaptic syndrome, depression

orii = suicidal, bad driving

oroi = alleviation, lifting emotions

orui = can't handle it, uneasiness

oryi = get away from, antisocial

orao = make unappealing, ugliness

oreo = build it right, built right, delicious, self-enjoyed

orio = magick, self taught manipulation

oroo = auratic, aura

oruo = soft spoken

oryo = soft melody, rhythm of magick, hypnotic tune

orau = haunting melody, whale song

oreu = mesmerize/ation

oriu = bardic magick, song winds magic

orou = defensive music, calming effect

oruu = sparrow, forgetful music, make forgetful

oryu = warning song, magic warning

oray = night magic, spirit of remorse, faery dance

orey = warding magic

oriy = moon magic, lunar influence

oroy = night activity, night influence

oruy = a ray, one direction line

oryy = shining, energy release

uraa = cattle

urea = bull

uria = united workers

uroa = damnit, expel anger and frustration

urua = currency, spur of the moment

urya = gas

urae = already prepared

uree = bathroom, ureka

urie = bluebird

uroe = torch, flame cloud

urue = expanded vision, illumination

urye = lighted area

urai = collected group

urei = being greedy

urii = group discussion

uroi = leader
urui = topics, discussion choices
uryi = weeding, moderation

urao = one at a time
ureo = selective voice
urio = voiced opinion
uroo = urgent matter
yruo = get it done, rotting, settled fast
uryo = mob mentality, angry mob

urau = heated discussion, key to discussion
ureu = important point, identify
uriu = the heart of the matter, most important
urou = decided action
uruu = party agreement
uryu = destined motion, purposed movement

uray = destined, settlement
urey = quick actions, misthought
uriy = personal warfare, grudge
uroy = unlawful, vigilante
uruy = painful memories, scar
uryy = satisfied

yraa = dooming yourself
yrea = investigation, crime scene
yria = evidence of, criminal activity
yroa = searching clues, investigate
yrua = catch in the act, caught
yrya = construct crime scene

yrae = identify individual
yree = pattern match
yrie = possible lineup
yroe = positive identification
yrue = incarceration
yrye = put on record

yrai = interrogation, confession, questioning with intent
yrei = trial case
yrii = question for truth, soothsay
yroi = supporting evidence
yrui = witnesses, backup support
yryi = case in point

yrao = case status
yreo = put notification
yrio = case indication
yroo = court procedure
yruo = can, cancel, cancelled case
yryo = criminal sentence

yrau = jail time, punishment

yreu = prison, incarceration
yriu = time passing
yrou = internal change
yruu = review board
yryu = appeal for release

yray = release from sentence
yrey = probation period, watching time
yriy = set free
yroy = con, released prisoner
yruy = stigmatism, extreme distrust
yryy = liar

aran = arrange, wrangle problem
aren = arena, energy arrangement, (I) can't, (I) can
arin = arraign, release arrangement
aron = seduce, baron
arun = concern
aryn = phobia

atla = dagger, knife
atle = mystery of mastery
atli = commence, proceed with action
atlo = outlaw
atlu = goodbye
atly = once again, flatly lay

etla = force
etle = athlete, a runner
etli = elite
etlo = yellow
etlu = merit
etly = sweet

itla = cry
itle = little, title, given name
itli = spaztic
itlo = goods
itlu = blue
itly = smile

otla = outlay
otle = myth, turtle, outlet, tortoise ighne ihn ign
otli = only
otlo = forgotten
otlu = forgive; acquit, this is where you forgive someone in outlying feilds.
otly = play, shield

utla = tarantula spider
utle = belittle, vital
utli = fruit
utlo = knock down
utlu = soap
utly = sea wave

ytla = watery
ytle = mushy
ytli = squishy
ytlo = mud/dy
ytlu = sink
ytly = flood fill, flood

enca = encasement
ence = hence, to point out
enci = observance
enco = imprint
encu = restricted by
ency = dign, dain, value, worth

inca = incapable
ince = explode, explosion
inci = enticing
inco = misunderstood
incu = sleeping area
incy = pacify

onca = answer search
once = past remembrance
onci = vision, visage
onco = curse me
oncu = review moments
oncy = clarified event

anam = body and soul
enam = hard casing
inam = high number
onam = familiar
unam = same
ynam = whine

anem = weakness, name
enem = enemy, protege
inem = protection of self, self defense
onem = happenstance, moment
unem = unnamed, not named
ynem = probable cause

anom = to atone, appease
enom = to appear, phantasmal, phantom
inom = change appearance, glamour
onom = warning
unom = known system
ynom = exploitation

anum = pursue
enum = collect
inum = distribute, share
onum = cause shit

unum = uncounted, uncountable, not seen
ynum = unassociated, split, unassociation

anym = I am named with, acronym
enym = alternative, enei
inym = Laugh out Loud, lol
onym = felt relief
unym = system
ynym = prickly skin

anka = giant roc-like phoenix with 1700 year lifespan
anke = anchor
anki = handkerchief
anko = anchovy
anku = thank you
anky = soft cloth, work cloth

apts = apartment, rented room
epts = mismanagement
ipts = speak, voice
opts = eyeglass
upts = opinion, bias
ypts = exastic motions, overflow, overdo

aqaa = sea life
aqea = aquatic
aqia = shark
aqoa = fish
aqua = uata, the everclear everflow lifewater
aqya = storm, wild energy, wild storm, squall, ocean storm

aqae = call to sea
aqee = dolphin squee
aqie = aquatic life
aqoe = life flow
aque = achoo!, sneeze
aqye = acquire

orna = Ornamental, To be viewed with as calm but with idea and with know how as your born again as something or someone. .
orne = To be a calm and understanding indivisual by the moment as a situaion occurs.
orni = Formal, forminental and formimental as to be understood but not always liked as your mind works with a forming or fuck idea.
orno = horny but with or weth discipline and you will do anything to feel good.
ornu = On a known point and this makes you do or show or see.
orny = To be well done and in a moment, ornery by however its done whatever it is.
It isn't besburg, its one that represents.

abtz = small tings, small pieces, itty bitty
ebtz = arbitrary, little disagreement
ibtz = input, add data, add in (placed in); substitute (teacher or other) thanks to rob.
obtz = orbitz, become orbital, Able to control atoms in instances. travel by thought or channeling gained from engineering the body. The thought be enabled to override reality from direct subconscious.; orbituary (deathlist)

ubtz = your input, your bits, your information

ybtz = wild reaction; storage of idea

avai = take, avail from

evai = evoke

ivai = body, self

ovai = sieze

uvai = covet

yvai = valued

avei = compliance

evei = restore, raise

ivei = buy in

ovei = convey, obey someone

uvei = unveil, disclosure

yvei = hidden

avii = season, seasonal

evii = divination, evoke sight

ivii = invitation

ovii = bring forth

uvii = brought to you

yvii = rebound, repast

avoi = sea voyage, craft

evoi = control

ivoi = music, sing

ovoi = object of, to vote

uvoi = new voyage

yvoi = nothing

avui = anyone

evui = enable mind

ivui = in everyone

ovui = stand forth

uvui = find in self

yvui = why so vague

avyi = activist

evyi = enviable

ivyi = applying

ovyi = appliance

uvyi = try, trial

yvyi = dead cause, equal measure

avam = revamp, recreate

evam = beseech, pierce, argue for

ivam = inflamed

ovam = maim, cut off

uvam = sought after, imbelicus

yvam = revamp, remake, recreate, focused

avem = dream, atlantean land of dream

evem = beam, lance, redeem, frustrated

ivem = intervene, go between
ovem = stand in between, buffer, block
uvem = move him, move person
yvem = gesture in

avim = a chime
evim = remove from, evict
ivim = intelligent
ovim = overly enthusiastic
uvim = senseless, knocked out
yvim = wave

avom = run, move fast
evom = dash to cover
ivom = dislocate
ovom = request, boon, a presentation, move on
uvom = move overland, forced march
yvom = distance

avum = set
evum = match
ivum = meet
ovum = substance form
uvum = body force
yvum = wavy, wave

Five part vowels

arden = harder, duty bound
erden = urge, compulse
irden = thieves den, irritation
orden = order, found alive
urden = burden, house, task
yrden = collectible, collection

astra = astral, star field
estra = estrangement
istra = beast
ostra = smell, olfac
ustra = sicken, appalling
ystra = pass out

astre = come to senses
estre = female hormone, estrogen
istre = female lover
ostre = female greeter, monitor
ustre = call of strength, very desirous
ystre = warpath, charming, control with voice

astri = horse back riding
estri = restriction
istri = strained
ostri = removed from site

ustri = utmost desire
ystri = standard

astro = astrology, study of meanings
estro = beastro, study of beasts
istro = master of house, maestro
ostro = giving over, giving up
ustro = consolidation, living with
ystro = stronger, strength

astru = past event
estru = right circumstances
istru = construe, doubt, doubtful ideas
ostru = losing streak
ustru = strung out
ystru = lost desire

astru = pastry, sweet bread
estru = canvas, destroy
istry = organization
ostru = monstrous
ustru = abusive, industrious
ystru = waste/ing, forever

ifrad = are you afraid, be afraid
ifred = I forbid
ifrid = want to meet
ifrod = beside road, alongside
ifrud = figure it as, figured out
ifryd = ache all over, body ache

ofrad = in fear
Eofred = off the path
ofrid = fear of fire
ofrod = off road, we walk
ofrud = that was rude, rudeness
ofryd = rooted to spot, very still

ofrae = oven, spiritual contraction
ofree = offspring, probable death
ofrie = oven stocking, fish or something fried
ofroe = off you, rudimentary gesture, germination
ofrue = ditto end, distended stomach
ofrye = bread, hunt human, distinguishment

ufrad = unafraid
ufred = make unaffectionate
ufrid = its fried, you frighten
ufrod = inference information
ufrud = unfraudulent
ufryd = you fry it, deliberate

yfrad = why fear
yfred = am I free, personal freedom

yfrid = why the disaster, why happen
yfrod = ride to side, sidesaddle
yfrud = question guilt
yfryd = divorce, parental separation

anema = action theme, thema
enema = enemy, hostile person
inema = interesting person, interesting party
onema = on them not, onto activity
unema = your opposition, ceaseless activity
ynema = cause of their non action, wine be mine, wind up their activity

anima = bad condition, anime person
anime = a person as if born from money, picture of what is quality animation
animi = anemic, loss of iron, ironic
animo = animalistic people person
animu = stillframe, don't move and achieve action, animal you as if different person, ultimately definable corrupting force
animy = animational, everything anime like

upras = appraisal
upres = upraise, lift off, bring back
upris = guided to being smart, lift up, better training, improvement, revolution
upros = growing rose, uprose, slowly achieve, slow agreement
uprus = practical joke
uprys = forget, throughst off, push away

aptac = incite
aptec = pre-human, in-between ape and human
aptic = nervous system
aptoc = wood chip, token, carving
aptuc = tree climbing
aptyc = cryptic, mystic

eptac = epitaph, final statements
eptec = recess, roll back
eptic = septic, drain
eptoc = compose, meditated
eptuc = consider, consideration
eptyc = come to decision, decide for yourself

iptac = unfeeling, nulls pain
iptec = continuation
iptic = instilled action, compel
iptoc = active moment
iptuc = the winds of the songs of the wolf, wolf song
iptyc = critical

optac = accessment
optec = drawing resources
optic = optifxe, optical illusion, light image reflection of a sight of interest
optoc = nocturnal
optuc = obstruct
optyc = ice clear

uptac = take upwards, uptake, upshot, a camera as it records the next shot
uptec = catch the air
uptic = in the air
uptoc = flying through air
uptuc = carrying air
uptyc = carried in air, float

yptac = tacky
yptec = a word of annoyance
yptic = poetic
yptoc = kind and warm
yptuc = childish
yptyc = repetitive fun

otaku = attacker, endemn, projector
oteku = obscurb, scary, scare tactic
otiku = live, living moment
otoku = accomplice, working with person
otuku = take, steal
otyku = confuse, confusion

itami = interment, interrent, accusation, to place in and accuse
itemi = condemn
itimi = durable
itomi = accomplish, accomplishment
itumi = time out, wait
itymi = brute force, sabotage

atapu = opposition
etapu = reprisal
itapu = interpose, place between or place yourself
otapu = log, rolemodel, ape you
utapu = utah, repose, assign, award
ytapu = life, living, undying

uvala = sci(old greek for evaluation or science), scintyu, scinc (skandinavia root for science), evaluation(study), grace, science, philosophy
uvela = joy
uvila = violence
uvola = personal locomotion, vehicle transport
uvula = throat
uvyla = security block

award = reward
awerd = aversion
awird = loose connect, wireless
aword = talk indication
awurd = absurd
awyrd = strict, strictly

More than 5 vowel parts

uradiom = one part radon + three parts uradium and one part sodium for a magnetic irradiant use by magnesium fusion

condensing field, can cure disease

urediom = hard metal formed from cadmium + carbon steel for the prospect of irradiant energy absorbant unbreakable metal

uridiom = weakening irradiant metal that makes from nickel + adamantium + uranium also as hard as steel yet can cause diseases

urodiom = erosive radiative high carbon steel that's made from cadmium + nickel + plutonium + carbon

urudiom = disastrous, ruination, disaster formation

urydiom = power plant material from nucleonic cold fusion considered like baronite, hard black barely radioactive metal that allows for high yield magnets, leadless lead allowing no particles as a filtering energy by fire to pass through it and cause it to seem changed and considered a safe lead

uradium = weakening (cryptonite) irradiance mined from asteroids, mars

uredium = irradiative fuel element mined from asteroids, three parts barium and 1 part nitrus oxide and 3 parts sodium, this looks like darkish water and acts like oil clumped together, as gas replacement

uridium = mutation element made by three parts radon and 1/3 part uranium

urodiom = irradiative erosion element mined from mars, asteroid

urudium = urodiom, restoration, restorative element mined from the moon as moon rock or made from one part crushed radon + 3 parts water, If too much, degeneration occurs.

urydiom = polymorphic metal mined from mars, venusian metal that is polymorphin and polymorphic with heat

amazon = amazing inclusion, amazing moment

amazen = preventative idea, amazed moment

amazon = amazing, amazing moment or idea with a cause

amazon = trade area, wild forest woman

amazun = restrict, undone moment

amazyn = put up (with) and cause

imparta = mentally teach

imparte = imprint

imparti = intent

imparto = impartial

impartu = tell truth

imparty = impair, neglect

uprisa = activist, activism

uprise = uprising, conflictive pattern, destructive revolution

uprisi = program, improvisation, interactive improvement

upriso = conflict, hardship, hardness

uprisu = personal injury, personal training, wunju, kung-fu, endless practice

uprisy = open warfare, test procedure,, war contribution

arradianc = minor radiation, radiate

erradianc = body radiation

irradianc = irradiation

orradianc = energy reactor

urradianc = unhealthy radiance, deadly irradiation, harmful radiance

yrradianc = shining, radiant, radiance

indaces = erase
indeces = indecent, unlawful, illegal
indices = idx, index, table of context, content table
indoces = indoctrinate, introduce
induces = suction
indyces = inducement, induce

-XXIII-

The nouns, pronouns, adverbs and verbs p2

Ungroupings

a-co = atomic strength, the amazing
a-ptc = aptec, testing, bloat
aaron = conspicuous guidance
aaront = guide, spymaster
aeag = abything, feeble mind by energy inducement and buying of anything
Aeeeo = Arguement thats loud and obnoxious.
Aeia = removal
Aeiei = sesavync, subservience, instinctively trained to give in.
Aeui = enticement, enforcement, never agreed
Aeuu = subtle enticement
aesop = pattern, story
 aoey = opportunity; gooey, fun
 Aooi = bitcheous, bitch, womanly ambition, focus, to hit (object)
 aadic = abundance; the ability to do what I need to do when I need to do things. this works with the mantra of "I have freedom and abundance in all aspects of my life and reality." Otherwise, "Me av ian e aadic n omni aspix t me bio e rely", in atleantian.
 aanhlg = Paunch; the shape or form, that creates an impression. This is is also fat buildup, so think to deal with the idea then for if you create then you make by feel.
 aatee = apoptosis, hating, a virus that is a natural programmed cell death designed to eliminate trouble.
 aenima = anemic, body bone disease
 aeiae = intrepid thought, intrepidity, disagreement, une, omnipotency, enu talent
 aeieia = diarrhea, septic
 aiei = xenophobia, fear of being rejected by alienation
 aieio = aoiy, amorality, non moral view coming from an issue with dishonor; its a code by dishonourous view.
 Aeiou = chromatic, ever changing, mood shift
 Aeiouy = fated, fate that rules the world
 Aetune = Aeternis, Aeternity, gravity plus dimensional energy and eternal energy that makes effects of good and positive easier and universal. While, it strips the bad from anything used on from eternal negative energy that is
 a thought. This dispels beings from the area. This potentially turns bad actions and evil. This energy can materialize or dematerialize anything.
 Aesop = crying; This makes anything sopped up with energy, fairly quickly. This also means rewriting.
 aiaug = conquest
 yew = death
 ayey = intermittent; every now and then.
 aist = aiste, heist; waste (if object) or waist (if person), otherwise you put up or make idea by what you give out in things.
 aeqt = ache; adequate, bed bugs, pestilence (big), osteoporosis
 aic = ailment, panic or focus by rousing feeling
 aic-e = find something (to do), force the body, Osteo, Osteoporosis
 aic-i = attack; hand in fire
 Ain-e = pain, death, pining

Aic-n = seal with salts; bad temper, bad temper with salts

aik-e = tooth pain

aika = relief

aiki = aching, in pain, complain/ing

aiku = aikenu, bad pain, your ache

ain = cosmic, diabling, diabolically disabling

auoy = not crash, don't crash, not crash, trollic disruption even

aubrey = full breeze, open display, full body

Audi = paper or paperwork, slap, knockerball

aum = a switch on, a switch in energy on yourself and near you.

aum-e = zum-e, bigger make happy feeling.

ayuh = healing; this is healing lungs and body by restoring function to the part.

uisk = ooisk, wine; flask, ancient wine..whisk

Ad = Moment; a beginning an event and an end that consumes and you end up where you visited in want. The moment lasts different durations per each event.

adyo = hooked; addicted, looped, elderly or senile, this is where I say i ie a'dieu.

alyi = illicid; illegal activity that you hide or steal something otherwise alli up.

ans = ansuz; answer, this is an answer to your will and created is the idea of life and will.

eiea = crown energy, lesser and better, creative is a concept use by energy gathering and making with a thought you can block out the instinctive reaction.

eolh = cash; food, water, this is a point you realize and know what is about to happen by feel or idea that is known about. this is sent to you if you need it or want to know. think and you know what to do with it. this is known by the spirit that creates what you need, and what it knows you realize by feel.

oasa = overhulser; oasis action, museum, work out, this museum is a point of work done right.

or'a = money; mora, this is mora where you basically create with ore by action that creates the funding or trade thereafter with values.

ecu = acute, too focused intelligent conditioning to some mind state, accurate in ancient

Egom = Egoism, Thinking; This is a point that is created by idea if needed, if you don't mind it then you won't be hit. Question the point and the point disappears. This is all there is usually set to the point that shifts with you. This is usually not done if not needed, though the point exists by feel. I think my friend charles used this effect to shift everything he thought valuable to himself from somewhere else. So I think I will use this as well, think of the point and the idea that is valuable is shifted to where I am. This is the effect in mind. The transit is the physical effect. What one can say about the idea is that you can bring anything with you to your next life. This is the method to use and do the deed.

enef = dissatisfied; this is where you create a point and don't get what you want. So in order to alleve the idea you think you should have by feelings, think to relieve yourself and you no longer have those feelings as magic makes the point work out by feel. this is an idea or effect, that works by feel unless the point is made to cause nothing.

enoth = nothing, as this was not him, think of another one or not do things by feel. so this look creates energy from the idea dissolved in your mind us energy from the mind forms. This is a known effect.

enif = productivity; enough, at the end you sniff, and if, disappointment, production, this is an iffy endpoint as a production point where things don't always go right unless productively done. think positive and you are alright. Think to know what you do and you create with a point. think you know what to do and you do.

ielfix = lefix, aifix poof; break apart, This is what dissolves people in the area by neutralizing their cells with energy or otherwise cause of no fight. This is a point you break or stay whole. This is also a point I think that will work with anyone. This is a point I fix things and think about being somewhere else, then I am and I am out of the way of others. This is a point I think an idea to fix things and then work with the prepared food, thinking of the moment I realize the calories and write them down by feel. Then eat if I want so I think to satiate the hunger or think of the moment and wait and the need disperses by feel. Otherwise you wait for a bit and goto the fridge and open then close it, this is also the idea that when you eat energy food this disperses the need by idea energy blood infusion.

ioun = protection; iron, essence by ounce (iesenc)

icy = icy, Incisive; decisive, impulse that you know what to do with by feel.

ign = no, not, another, sign, pig latin (actual latin or english latinated)

ingful = successful; meaningful, this is a meaningful success or a win win where everyone wins by feel or doing what is a point in idea.

ueb = web; connection of lines

uouo = idd, diet

yiece = piece, niece, evanescence, inticement, flow away, smooth rhythm, smooth flow and energy thought
biorhythms is that in use as is interesting results by interesting impulse idea that is an interesting thought and as you do things you get results by what you consider.

aug = augment, almost or increment that is allo glycerine stops as you see this energy is what you consider before a fight, interr as idea and the body can do is by the bio energy in use considered pulsing by music or dark moods turned good you win.

auwr = aurore, in effect is disbelieved, (disbelieved) power

aba = about, abate, able action

abjur = conjole (by consolling), control, to be an absolute jury in everything, abnormal conjure think supernatural to focus energy then work to pay off what you did.

So the area feel is what you sense yet if a glamour by other faery they would try to create things that isn't there in a waste of time as your distracted they exist idea insanely to hurt what you think thus then they are, seen is energy glamour is seemingly as you are you act or we don't ignore we do our own objective if you aren't the reactive type. Sigh is this as they think they only can effect their own children only but were not. If this isn't in division that is because you look.

aciec(x) = true (moment or point), truth of the matter is it lived I had to live yet now I don't have to bother that I have an anti-brimbul defense that is crimbul reverses to their bad genes. The area germs with energy magic creates what you call disturbance if corruption that drives some or allows some. See the area isn't taint this is energy the creator created as you thought to look for some reason for the area feel, as you sense so the area energy is use yet nothing happens that is then. See the area isn't effecting you if you think it will so the need is what the creator created yet isn't there or not if you think to remain unaffected think inward feel is cool then imagine not being effected to work as you think is necessary. Thinking seen is the thought you think you desire by resolve to create what you wish. Avoid impulse as you see that is what you feel think to avoid if too dangerous. This was the last warning before we were fing out people went insane from corroded energy to use. See that is what I meant to avoid or have no insanity to use sane means yet the creator doesn't allow, you what you wish to use in natural landscapes or feel is to burn with he faery energy to disrupt the essence not the form or not react by ore use.

aciex = coldness, cold form moment is cold creativity no use here is safe only at some area that radion that is yet some elements are too deadly even to the the sense.

accuentr = aether magick is moment magic to the bad with bad energy or not yet good with good points they don't exist as you think they don't.

accuntr = magic, moving physics is astrophysics

acnta = acenta, accenter, to agree and acsend by some form to touch or aura changes by the creator

adnu = fedup; had enough

afn = drug effect, effect to one not many is the point of the star trek scene yet you see spock never existed so you see this was the work crimbul created to your idea so you gave them energy.

afne = poo; shit, brown or black stuff from the backside or butt.

aka = give or take (also is), for all is right in them as one is use

akuk = upchuck; spew, send forth

Alacrat = An aristocrat that creates at will and rules with intent to get results.

The person given treatment of the alacrat tends to treat what the alacrat stands for as rules.

alahnis = evil state; evil atlantis, deprive, sight state as that means don't think to move around created crimbullian or faery area activity as they attack if sensed to peace they don't have to attack those then kill the area off that they don't like yet if not any corruption they won't feel irritation that means is this they didn't sense it before they sensed it after energy or radiation exposure to the use. This place is ruled by science, the idea is a point in idea.

They that you used are known to them, seeing no they were already dead by the breath of air that you created to allow them a chance so the al if the al lived that they hate because they ate the crimbuls parents were nothing more than a memory. This evil atlantis is where they deprive others for lack of things to do, otherwise this place is where they deprive and do things to people so they get effects. Otherwise they appear peaceful and when active, they are doing normal things with a reversed english.

alanis = derive; this is where you derive the point of where you are. derivation is nothing by root use as actual roots. Seeing the fact here is life after death this is not hollywood material.

alehn = work; working as in doing work in idea. Otherwise that is work (work in), think or focus now I didn't go there.

alehnis = bad chance, bad choice

alehr = allure; against or allowable

alia = alleyway

alohr = meditate, mediate

alusa = fights off or the allusive underdwellers that is energy with no interred energy is what causes, them brain swellings that kills them as their skull stops with energy to not grow that causes brain hemorrhage or thought created or in a moment to do or don't as you are a thought and invisible in sight so I think this was crimbul as the simbul. This was from stupidity nothing more, if they create you could say they act the creator or you act the point they make. Seen as the point is nevermind you creator them or think they don't they won't as they don't exist.

ayak = ameritask; a merited task, free spirit/ed

alias = farewell; good-bye for now.

amf - horse or there shit that isn't where your from, think in thought and your form is changed

amryay = amritasya, task; a merit of the task you do in respect to the area point.

amoff = think to be off, death fall, lay on and take a point to make a thought

amor = immortal

anehr = anarchy, problem cause, conflict, translate (to english or language that you want to hear)

anie = spirit, etherial change, animus

anph = replay, well, passive

anr = another, year, date, as is

anti-maa = metabolism; anti-matter part of the body.

areime = high energy projectile beam, arrest me or arrest by feel

arb = barbe, babe action, womanly nature, arguement

arby = seller, divest, arbiguous; to be big in the head but argue dispassionately

and become small in thought with temperment by others and other elements, or to be arguable and with expanded mind by added energy and more intelligent.

arge = aeiea, barbe, arbitrary nature; in arbitrary nature, a person is induced to argue for arguement perspective and through disagreement. This is with idea to arguably work with someones temperment. Argon.

agy = argy, evade arrest, this happens if you aren't careful, so think and be well.

agf = migraine; headache, aggravation through built up energy

ahi = greater knowledge, greater tree of life

almost = maybe, could (have), should or would

anh = restrain.

anht = restraint, this is preventative measure.

anz = answer; this is an answe or all hands.

as = fundemental change in a thought to get results

aportas = fire start, very dangerous by what you call the idea as a dangerous crick

apiec = epic, force into heat or aport to use in life

apr = aprak, approach; means, a given moment you come up and get things done otherwise this is where you sleepwalk.

arubuka = friends alone, momentary in after position that could be opposite to your own idea. so think to use the idea of peace and quiet and call it peachy.

art = are, if nothing or something is done, then you are aware now so begin as you can..

Atenc = stink; Intessence, greater intelligence in mind in head

atoye = authoritus; this is where you think to focus on knowing and creating by statement or writing. Then you create the idea in written form. Resist the urge to speak or write at least once, then you cure the need.

atotes = friendly; friendly nature

atleine = suppress; suppressant, effect that allows you to not need to do things.

atreu = atreyu, betrayal; betray you, betrayer

atrey = betray; renege on something

avahi = avast, behold, machine, hello, available high drug

avanhti = avalanche, with the power an avalanche of power you literally fall.

awe = adwea, indweller, indwelling; this is where you create an idea in the place and go back or do what you need,

then you go to where your body is dwelling by feel. This in idea or area formation is a bug that crawls in your body. That is easily killed by application of peroxide.

azur = haze; area of mist or smoke.

azura = ashura, greater power, active bind, activity bind in thought

e-e = eye-to-eye; think and you know by the power of the eye that shares information energy from one eye to another.

e-ey = energy eye; this is the eye that creates, whether it's in your hand or in your temple area.

e-ec = energy convert; think to convert energy into water, that uses the gemstone of moonstone or aquamarine and the elemental water appears on the bottom of the cup. think to create a thought, that is directed by feel towards the water source and you use fire or heat energy to create what you need.

e-ef = energy effect; e-fx, the effect is fire that is heat in the air and converted is the thought to energy, this is done to create a point and the transition of energy to create with your will and made is the point. If you want to create with a ruby or fire opal, then you hold the gemstone and create by thinking the fire energy passes through the gemstone. then is sometimes the point to create by manifesting your thought you need to happen.

e-eleq = is elevation of line-up going away party

e-eloq = somebody else, is grandly line-up, another brain and mind apt intelligence, apartment

e-eloqee = en-elo'quee, another self thats extra, another self that is done

e-en = energy end; the point you end up with by feel. though due note, energy doesn't end, this means energy only converts to something else.

e`enel;g = very good people that makes what is help from energy from the idea or nothing in life by bisq fire

e`ener;l = energetic energy life fire ability

e`ener;j = put forth and prison for life this is a disruption in the energy, trapped behind glass

e`ener;g = very good use of good to make energy in pirate warez

e'insteul = refusal, distilling chemicals, i'insteul, incautious approach to do nothing

eae = creation, etherion, crystal energy, energy wizard aid, as you ask for

eai = dead eye, remove a thought thats crippling

ei = either or not, switch in on, beswitch, beaten to switch, approach to die

eiea = the bread maker, bread baker, perhaps an inedible concept formed as energy and is nice and soft, event that

is

eiei = approximate, create similar moment, get edible food overload or underload

ealginx = Ealginix, building, bone and tissue build, restructuring in progress

ealgenx = Ealgenix, generation as a kiss in ability

eiag = contigula, anti-aging by enterrment, Energy entering and interred into something by definition or defining subjant, with the term you transform. This is energy thats placed with the definition by what the defining of the word is and understood in love.

eigh = pig, eager, learning for an eager mind where everything is a learning experience by lore.

eir = rejecture, denial of purpose, in a moment in time renewed reversed is this thought is crazy fire

Eisync = Synchronize effect as desync is done pour and the downpour with no stopping point until you sync and think in life

eugnswein = [on-sweet-in] instant success, instant money spell, piggish

ebjur = ebb in effect, in abjur, not really, market, absense by the mirror until drawn to you as a great force that is concept done

Eczi = To run, foul is thought avoided as is an issue in life to accost quickly

ectya = arcticane, zoracane, endorphin activation pain removal (not immediate)

ecru = okra, accrue; not indite, gain

edd = ehdd, tyrant, ruler of efficient use

efel = an effect that doesn't completely work as eiffel tower

efsun = incantation, deaf[ening] action as dead that is you attack those trusted those that degraded

ehn = energy cause, energy of disputes and cause, unstoppable ending, energy anger is issue in idea

Elea = Elie, Elemental activity, Elemental action that creates in a monster

Eliem = save a person, strong condition removal by subconscious

Elie = Energy alien beings that is assumed loyal but not in dependancy

Eleim = Element charged by death bolt dealt in battle

Eleimk = charge element to kill effect

Eleomk = reduced waist size, the only killing waist size or nothing creates nothing to exist
Elebibe = element separation, as sea horse head use in separation by thought in use in thought
Elesio = elemental mastery, elemental isolation, elemental isotope, an elemental isotope that attaches to the person or target and shares the memory as experience as it eats the person up of diseases and bad effects in life. There is a place and thought that is in theory. Easy peezy, this was done before you thought of it.

Elepua = Elemental power, energy eclectism is cured, reversion
Elepualok = Elemental power in lock by motion with hand as a wizard lock
Eleptua = Elemental personal work to do as is creates wealth
ello = transfiguration or transfigure by guard, personal change of body, ellon, hellion self
emai = becalming energy surge or aggravating not use assault anyone, automake by in energy use
emoe = creature, adapt (to), make adaption, make change, trick make insane to do or not aggravate
emoy = emoe, emotion, emotional, either or moralless
emb = embue, create effect and place as in screamer that dispells itself as no screamer no pain
eintw = fucked up, en (E Enterwined), entwined, don't understand, seen or use is were to the use is pain energy use

en-ignur = en-ignier, success in battle, indication, en-lighten
Eniht = pronounced ennate, negate, the aftermath; sometime you think and I agree, then I lose my weight I don't want by the use of the third eye, 4th or 5th eyes.
enci = prehenci, prehencile, prophecy, Gained ability, set upon, as expect you get
enneui = super allowance ability, end of something to get something at the end
enitute = Entuition, At the idea there is an end institution with intuition thought
endm = death pardon, this makes you pardoned by death or writing backwards you go back or writing forward you go see or not use things
ensteul = spell dispoal, dismissal, spell disposal, its when you get hit by an enchantment as the spell dispells itself and wears itself away but remains in the clothing or idea object until you take the clothes off and wash it or throw away the disposables. Then the spells gone, but in disposable throw the disposable away or use in the trash and the spell will dissipate. Remove the trash and spell effect that is goes away. Bananana ciao enyen or yes why not as you present nonsense
enyen = yen as in en or en in yen, the end of something by yen energy. Condone as you say to create by thought to shapeshift to seem as you feel. As you say En Yen is thought to use energy as payment to use as energy. Seen as a coward shield I think something happens. So you might not call yen as a force.
ensu = overincompetance, incompetance or not as something else could be going on in your mind yet you can act coolly as clear

Espiargo = espionage, slow cooked food
esta = establish, passover or poverty, in the eastern direction, elementary pursuit to create an elemency monster
epem = drug/ged, epidemic, epedemic weapon of destruction from yew
epm = evil (by corruption), corruption within thought but not at all as this is gone
evey = eve eye, night eye, evil, create by eye is manifest or an eye trick to convince or cause what you think or focus on
exese = extra big, obese, swelled up with nothing but an idea
Ezpz = easiness; easy, cool, easy peezy, this is activity within easiness and there's sometimes no regrets.
i-mue = create energy from intelligent action in immunity by thought.

Ia-snyp = clone; Inner child, Think a spell and uhn. The inner child is useful as you can direct it, that's done by thinking about something or feel something is necessary. This is usually an undeveloped fetus, that you form by what you do or think into existence and the breasts that form are a point that it is there as an indicator. So you can reshape and make it think, whatever you want it to be shaped or thinking is what it thinks.

So I think if you consider something done, then the inner child conscious creates what you need or want as a need. Think thin thoughts when you do this, that's because you could feel the urge to eat. If you do feel the urge, then don't do it. Don't go and eat something, then you are assured to remain without weight gain. This is done by holding off from eating and waiting for the urge to disappear.

However that's all, since you don't want it to develope into a child, use an abortion technique. Otherwise the three

finger press in your right side middle stomach area, this is used as a way to cause it to be ejected in your shit or piss. Then the weight it causes is gone by feel. This can also be done by tracing an inward spiral on your side of the stomach, that you choose to use as a point to undo what you don't like. Otherwise trace the inward spiral on your chin instead, that's to undo extra weight and double chins by your intention.

But its not always instant, this can take some time if you gained too much weight. If you don't want the weight and it doesn't remain undeveloped, then you could clone yourself so this means no sexual partners are needed to have a clone of your own. Consider it a second you or version 2 of yourself, unless you abort it when you think its progressed further from that stage of fetus. However the undeveloped fetus can make almost anything happen, this is mainly done by brainwaves and perception. Then the idea of it doesn't matter, seen especially if you follow this idea as a guide. So basically what you do is your own idea, I think its best to use your own point of view with this concept of self-birth in action.

Think a point, if you want to use the inner child to produce results, then think a point and feel it will form the idea. Then it does. This is a point in itself where the inner child feels what you need as you think or state the point, then when you think about the idea and need the point you think about the idea you create with a point that manifests. Then the idea is with more possible chance to be formed as a manifest. That's where you create things, sometimes this is from thin air or your own element. Enjoy yourself and farewell, since I am going to be on a trip I will do what I can to make things better. Farewell and good-bye.

ietsu = gullible; easily suggestable, suggestable in mind, great being susceptible, this however is done by a great being susceptible by use

iit = cunt, bad habit, removal of ape

Ium = spacial time element of energy convergence in thought and not in body in butt

ila = Greater illusion, an illusion that is with ki energy and made real by heat increase.

This illusion is the perceived idea you want to give to them. Only a kitsune can make it all 5 senses that are with experience of said illusion. That illusion is undetected as the illusion it is. This illusion turns real, when enough energy is near. When disbelieved, it can persist until the moment that the illusionist deems it necessary to dispel that illusion. When dispelled, it can leave a heat radiance in the area, unless the fire used is frost fire.

Igneos = ingenious, to use idea but when thought on, you don't realize it was

thought on and can sometimes forget about it. This can be leading into dangerous situations.

inerh = super shifting ability, I processor sit near ya on ya in ya

inepsis = in episode assistance, other area act(acting out on impulse and idea

while thinking your somewhere else.)

inoit = ignorant; bloody ignorant, ignore, this is where you ignore things and see the changes.

inujistic = injustice, injuristic, opposite concept from idea happening

insteul = tortured knowledge, self-reflection, to gain ability and thought from

being tortured, an instilled thought, in to strain or not as nor distill barley

inwib-p = kinda stupid, brainwashed to student, suggested to

ina = innate, self produced effect by inner ability

itohte = intuition, by feel, spiritually, web hit with idea by energy to use a mirror spell

isie = nsie, insular; sealed area, self-contain/ment

isokrylutego = isochryllic memory shield protection, energy explosion by annullment

Ishida = conceded, concession, stand change and go

isteul = to be in stool, to shit and kill on a person. to instill; this means to instill ability an gnowhow by techniques, to gain knowledge and know-how from torture in line of fire apostle lineup

istia = to instigate, make an apprentie, apprentice hall then do in effect that ought to be idea

ixiel = freedom, freedom being; a being that gives freedom kingdom from effects that are on the person.

onm = ominous reaction, on in collection not in me to enervate as a thought to use the ability as audacity

Odeu = odeur, ordeal, Ordeur, conscious, ordeur, order, oder, smell

uab = what be, what is

uaber = what be here

uabues = what be missing

ueb'oro = web hit; this is a website counter hit by what is done.

uorh = again; nightmare, horrid event that creates itself by feel like I do.
uyghur = uglier; technology, technologized, culturized, this is sometime a processed culterized food.
unat = unnatural; this will be an unnatural day.
unathynan = unnatural slenderness. this is a reached state of body mass where you are reduced in mass and create better magic where you end up losing weight excess.
unis = susceptible; bonding of mind, bondage
unctfi = unconscious moves that are unseen time with an end point, through forever control at an end point, while moving, and doing self-conscious or unconscious control defying.
unctfy = unseen unconscious time fight, through effect and idea, that directs the moment.
Sometimes unconscious defiance causes will defying to things that happen.
uglia = ughliur, uglier
Y-eva = wyeva, evolve, whyever
yeva = weva, whyever, whatever
yrcudk = work addiction, cure can't stop working, shudder kill
aac = aggravate, overwhelm (where aacix be overwhelms or aggravates)
aak = vacuum, ack!
aek = ache in moments
aem = us in them, sonoic
aim = ideal, idea, remote community, goal, remote communication
ium = greater degree, spite, detest, activity building
aan = over, time over, fixed in thought to create a will and wilderbeast
ass = arse, butt, think in power by association
ean = lean, divine, divinity
ein = skein, waterskin, stein cloyant
aemina = amina, amnesia, myr of use very indecent mirror of thought, whatever
aeth = ethnic, ethnicity, culture, skin tone, similiar culture
aethenik = ethnic not in kind, aether use that ends in shark
aethnea = aethnia, nea, ethnic group use, ethnical use
acei = accord, accedance, acceptance, restful pose
adriac = severe disorder (acute), body response
alita = creative; robotic, cyborg like
amazd = amazed, a maze of deathly nature
amek = amend, disease, self-curing disease
eeta = multitask, multitasking, many things with shared time, person, machine shared time event
eum = clarification, room search
eyt = the eye, eye newt, lizard in detesting by field of earth field
eytt = glass, glasses
edith = editorial, edit, edict to write, stop point composure
els = else; an els, another thing by chance
iena = number, purpose of, hyena
uagy = asergy, condensing field that contains any live force, radiation.
this force can be used for electricity, live electricity containment.
uuh = ununhexium, anger, fetid concept
yep = yep, yes please, yes person
aip = ape land, an ape form that of any form it gets near or not
uarcry = spirit animal war cry
air = air, hair, haer
aupa = gold paper, pagemaker, father, release thought is Aupa fix by thought in doubt
iaou = anabolic, build up of muscle and mass or tissue
iate = aviation; airflow, guided movement where this is sometimes done by feel through the air.
yaig = intelligent, intelligence
yatuik = intelligent annoyance, conman, intelligent twink that gets jealous
easy and tries to avoid work as possible
yare = in year

yarea = each in year, each their own.
yeac = connection; itaconc, intercedence, interconnection, otherwise this is shifting.
aiosei = semi-automatic
aiosoi = managed cost
eaito = esperanto, ease of use
ecery = grocery or food item
ouexseh = Edwards field, A hidden genereal energy warp area of collapsing space
charging another space created by a puaepyrm (power pyramid) or electricity and
say any in the field to beget the result if your aware of it, the edwards field.
The natural variety be to use aether or (material air) or ether (spirit) in 4/5
to 1/3 efficiency according to E% as E-.

uaca = what can, what see
uica = with care
uaty = weighty
uiay = winery, area they keep wine
uiou = without, your owing
uihznofohuai = wihcnofohuai, intervention, intercede, interception
uuq = ununquabian, forever with split or half
aeola = element master
aeolus = all element, explorer
aedo = aeded, aided
aeg = reveal(before hand). unusual, abnormal
aello = rainstorm
Aert = Martial arts, the heart
aet = actively eat, active eating, active culture eating, not eat (as much), unfair rape
aeta = mental, thought power
aetus = life, disposition, anything in life killers
aetri = Fight a war or create a possibility
auro = glow, aurora
auror = seeker(of things or people), mage police, dark seeker
augor = seer, prophet
aussi = australian, undercountrian
aussy = cow
oerhed = ourhead, overhead
ouerhed = overhead is over in the head, ouerheed is ourhead, earful is plentiful.
oust = force, bring false to life or not
uorh = again
Uase = erase by feel

Uebias = To uninform of a bias, unique bias, To form a bias
Uebios = Unibios, create and endure bad scent as an effect of bias
Uwybias = Uybias, nasty scent effect
Uwybios = Uybios, to endure and sustain a bias that can cause some scent
aeturnis = eternity, of the deep

aute = auntie, Janice, eruption: a. Firey eruption of a large expansion of gas and
flame or lava to blow outward, sometimes blowing upwards.
b. Liquid Potpourria or Foam lamp oil, Mix lamp oil and liquid potpourri and alcohol as
2:1:1 and shake up to form a foam expansion and it fills up the near emptiness and left
over oil by at least 3 times and at most 4 times. This stuff when settled can burn instantly,
the more you shake the more it makes up thanks to spellhawk.
c. Salt + Copper + Potassium Nitrate + Baking Soda + Soda pop (maby diet) will get a rapid
expansion of carbon dioxide and foams upward to create a lava like expansion, Thanks to
spellhawk.
d. Vinegar + water + Baking Soda = volcanic like eruption and some add red food coloring.
(c) Danny and Heather/Sodiar Express.

autist = autt-cism, autism, autistic, self-induced world (maze), inner world due to people or antisocial behavior.

auto = solo, self, alone, automatic, car, carriage, automated movement by propulsion or anti-propulsion, for anti-propulsion be the usage of magnets in a pull toward a direction by some mythical, mystical or energetic force,

auth = authority, fourth, fourth

ayberian = foreign, alien from out of country or outside planet

eugenics = genetic mutation, youthful appearance, eugenics be also considered as the process of meditation combining spirit and body, leaving a person with a superbody and one-like mind, leaving the brain as a "soul" and super brain thats regeneration able and sometimes imprinted with regeneration and "brainwashed" for idea and storage, of energy and memories. Overlapping of the body by the brain reinforcing the soul or a personality taking over for the idea which be impossible. This has made elves or demonic people.

eurotic = neurotic, strange

uumaekom = undo annihilation, uncalled for destruction

yokyete = I want

aiplait = gorilla, breast milk

aire = psychic

aomnte = aformention, mentioned information, bibliography

aynt = unevent, to do something in time that causes an unevent that is an unseen event or an event that goes to nothing due to inertial effect in idea.

adgh = adequate, turn to dog, edge

advc = inferrment, seen advance

afgh = all we value, all value

akien = bother (akieno is bothered, akienix or akiene is bothers, akieny or akienan is bothering)

amieg = repite; think of the moment working for you and the despise disappears.

atlian = consistent

awry = wrong, the truth is used in the idea they try out by feel.

eispey = stop and do else

eitha = etha, etha, "either", else

eine = urine, murder (causing urination)

Eollo = Eolla, Aello, love by doing or working

eun = spoon in idea, forever

eune = clean in all

etha = eitha, etha, either ether or use

ieum = remember, sentence, them, into, empathy, empathetic or I feel for you and am with emphasis on them is I'm hearing you or their listening to you, emphasize (use of empathy that is feelings where you sometimes feel things or seem empathetic), negatively act, negate (with sentence), condemn (negatively used)

ier = liar, their, your will, hier

IeMix = This is release from a darkmatter beings mandate, that includes the Anti-photon being. This is either where I don't mix or I mix idea that is unseen and unknown. That uses what I know, want, feel or realize and this is from others sometimes. So think and you know things by what you do or what happens, this is with thinking that's what you can do by things from the senses with the thinking that you do.

iimuy = inimical, known evil, known danger as dangersense

idedran = something else, data drain, morph data, to change and rearrange the area to use data as you someway drain it of energy in use into something else. There is a point by what you think, as this creates as your creator things in use.

Eihwaz = a rune in celtic that is druglike, narcotic like, wins, think and this is a win by logical use magic instruction with a fringe benefit by insightful idea rune or not as too much pleasure or create with use good repair or with feeling good that plumps the body or creates creative use by what you think as innocense is revealable or logical use is a thought by intuitive feeling with insight.

ems = munchies; food money, food

ens = money; ensnare, ansuz, answer, the arrest or made point.

oitin = O10N2RnS2, ten parts oxygen three parts nitrogen one parts radon yielding healing air that slightly morphs and not gotten near unless necessary.

ieie = immobius, immobilize, time stop, activity stop, infinity, eight, sometimes stop disruption by the idea you intend.

ieiespa = immobius sphere(time stop) that stops all needed area activity where the sphere formed was thought to be can slow time or create if not necessary as you are.

iefnr = infurior, infuriator, I infer

ienfy = infy, identify to will defy

ioutug = allowance of goods or owing to object

iota = part, idea

iote = mirror way; think of what you want and the mirror does it. This is especially true if you state your request at the mirror.

iotea = empress; the leader of the group that is female.

io to = creativity; creative, this is a creative pursuit done by you.

ighdofem = action; its german, its a germ man or landmine

igt = can't talk; ight, right, alright, can't talk about it plight, tight, more woven fit

engy = enraging or visual graphic anime creation that is virtual reality that can use images by magic to create what you think as though manifest from a matrix program in life.

iki = ichi, believe, absolved by point as if a red robe, a red robed priest resolution

imoebpas = imoebius pause, immobilize pause, causes an immediate pain of the reality that is an if moment. that is an iffy moment as you realize what the realization is from the soul by feel.

Incle = inclined, this is inclinations to relax soon, uncle

indeo = a wise man who is ancient in origins, ancient indian, ancient indeo indian spirit

indeosp = indeo effect as in with a kind of spirit and out with a hit, ancient indian spirit, ancient american heaven space

invog = invasive rat; invogue, in.vogue, invoke, in fok (folk) trade value, not rogue in stealing by life.

itl = little, belittle, skittle, bite sized coated candy soothing effect of decaying essence

uhe = genius firebreath created magic

uhu = yh, yes, yeah, agreement or not as an ornament somewhere

abu = word, about abuse, react to a certain thing and though you experience a thought it isn't actually seen due to the moment not liked unless you want to see things as a vision that is psychic, as you think to thing something you stop by acting out right by that method and reaction is control to the person you intend to create and make with subconscious thought. Action is right.

abber = speed, push, push off

absolu = absolute, !

absorber = absorb, absorption

absumo = consume, eti, etn or ethnic eating habits that are energy interred by what you are near

abra = unholy, rough, profanity in funny nature that causes people if on a waning moon to create and hit in the head otherwise or not

ebrio = nebrio, drunk

acaik = star, asterik

acepti = Modulem, Accepting of anything given and making use of it, this is an ice glacier formed in ways by indiscriminate ways in what you think.

This is to use means that allow you to not seem to give anything.

acerik = star, asterik

acetates = lattice energy

ecaaao = bank balance

oculozs = deep, gills

oculto = secret; in the occult latin, secretive, this is a secretive moment that happens by feel with no stress.

adam = mind, first man

adaro = top human bottom fish body hostile to humans

admin = administer, administrator

adminis = administrator, administer

adra = sketch, magic
eddy = smooth flow, stream movement
ideo = mental idea, ego (alter ego, acquired transfer)
udtriba = Uranium 238 (U) + 3p Deuterium (D3) + Barium (Ba)
for a everlasting fuel ball instigated by charles, UD3Ba, urandeuttribarium
okake = goblin, apparition, monster, ghost
acey = uncaring though thought exists for what thought you have
aces = access, horse that is fey that if you slap a roach you slap to detriment the motion by near or not this is
pointless as in no inducement
acier = steel, steal is otherwise it ain't gonna happen with no spite
actis = scene, action, scenic magic
activ = active, activate, activation, actvm, activism, start-up
acniv = bad guy, consultant
adoat = indolant, adolation, inductance by inclusion to form anything by being in reluctance
from being imposed on bringing no mind and bad temper
ahrea = diarrhes, diahrea (diarrhea)
ahm = bursting with energy
ahmi = alien, amends, severity
ahmni = amnesia, forgettance used as force
alfgain = to note the effect and seal it off and then to condition as an to respond to it only if its unsealed.
ameliat = give (all) that, take it all, in arrangement, immediate
Eaeuly = all things necessary. Eulogy
Eio = remove bad, impulse, victory, remove restriction
Eig = send back, replenish
eoa = trading air, desperate air, 'he owns that I want it by jealousy' air
eoi = self-improving, erotic, fits
eoli = trading force, consignment that causes trade
oem = dumb, dumbly done, this is dumbly or serrendipitiously discovered and creatively done.
ehmi = condemn, conclusion, consolidance, embattling
enim = the end of nothing
enun = otliey, across the world, enunciate, pronounciation, impaled
enh = enhancement to cancel the weight
Etune = Aeturnus, gravity and bio grade electricity with eternal energy. A tuneup of ability
that makes you perceive what you want before it happens. This gives premenations.
evei = evict, implied replied, implied result, modulum, evisceration, evminstration, administration
evoi = evolve, evolution, in propulsion by ship or revulsion in body
evpu = ever put
iyeb = yep; personal yes, personally
iyem = do; (have) item, do (it), this is where you have the item to do it.
iyep = anyway; there you go, stupid (action or evem)
iyob = nope; personal no, eyesore or unrobe
oyeb = oh yeah; I agree, personal agreement, personally agreed
Iso = isolation; isolated area, energy, this is power that is with the point of free movement of electrons. This
is in use of a power to generate it nothing more matters or things cease by the point.
itao = tao, interred, add-in, otherwise: attacking with stiffened fingers
icyce = ensconce, item embrace
ocular = binocular, spyglass, eye glass
oculozs = deep
occasion = unnattached moment, unseen activity
occlus = occlusion, in occupation, push out, activity respect, activity restrict
otulvctusmoi = 12p oxygen + carbon + 2p sulpher + methane, breathable methanol gas
ock = flock, gather around
adde = address, addriss, adrift
adnu = had enough

odi = oddment, harmless, odd disposition, oddly meant

ofy = elephant

ufo = remember; unforget, unforgotten, unforgot, spacecraft, bogey, unknown vehicle

uhuh = uhuh; agreed or I doubt it

uhm = woman; warning sign, premonition

uhhn = trial

aha = serendipity; aha, discovery, discover, asshole, relief or idea to follow.

ahmokpitoe = harmonic

ahmokdati = peaceful relation

anema = Energy from a magicalized (energized) flea or tick that is viral and causes anemia or other disease, this energy causes ability to surge up and become greater. Black actions may happen.

anj = nitty gritty; these are deep things that are there if you look for them.

anjou = red pear, angel; engellic being that exists where you think and creates what you need or want with what you think.

ehsdes = des, suicide, besides

ehwaz = physical shift, gradual developement, steadyness

uh'o = good health, multiple vitamin

eaahnikh = forgery; forged currency, coin

eaeh = key; akashic, self created elements that's the key

akasha = all elements, cosmia

ohnoki = creative; creator person, created idea

oke = pardon

okem = pardon me

oklaica = primal forest

alas = sorry to say, matter set aside

alae = open up

alice = overlarge exquisite beauty, all melt, living example

alfa = alpha, beginning, start

aqius = stamina

axiom = wise thought

oleol = even stride

oleole = downstride, walk downward

emuy = inimical, known evil, known danger

eminem = bisexual, singer

Emh = embarrassment, Embargo (withholding), embassy (a place of where foreigners can go)

emppf = define, definition, onrush

anagram = to focus and do in pain by study, focused disturbace

aniky = fearful and abiding condition, fear thats released by admittance

andromany = endomancy, endoesty, a courtesy act

arki = archi; archibald, bold and with heart.

Atheos = pathos; humous (roach), post-humous (anke), humorous moment, disgust, disgusted (atheosan) or not this is the remains of the path of roached areas.

enoy = annoy, create by annoyed reason

enoy = pest, twink, fake, disturbance, bad storyteller, bad contributor or personal annoyance

enoyt = annoyance, bitten, enbitten

enr = end credit, double image

enr = enry level, emotional torrent, anger level

egry = enehrgy, angry energy, energy sometimes collected by people just to keep going, energy that be overstimulated (by imprint) from a emotional psionicist as he/she "moves" things and afterwords the person can pass out or cause body problems or lunacy.

An example be hate, love, anger, spite etc.. that be channeled. A special property be the vehemence of of others will channel into and increase the effect (disbelief, disruption and fractal).Some think this might be bullshit but enry force can

increment strength.

eroy = aerobics; exercise that is low impact.

er-fann = To notice the fanning effect of dimensions, dimensional vibration effect or vibes.

er-funn = To do as necessary but in a chaotic fun mood, chaotic fun

er-kenn = To cause an effect that disables the target and forms it after condensation into a smaller form into a sealed block

er-kun = soft condition, soft candidate

er-kunn = To notice and do but be able as well, noticed preparedness

esco = free stuff, support, escort

icre = I cream, massacre, eye cream

idre = idea, hidden, I dream of

imagninos = inflammation, imaginary operation, imaginary system

umbrae = porcedure, encumbrance

unnenoy = not annoyance

unuoy = uncrashable, crashable

unnuoy = uncrash

asalt = assault

afiliat = affiliat, aphiliat, distant association, distance

afiliate = affiliate, aphiliate, association

afrikaans = africa, after rich activity

afval = trash

efret = efreeti, as there is energy they can grant ability to use energy by thought, as you have children by their energy your children are efreet.

ufala = resign, resignation, lightning

ufrodeub = consistent

ufrodueb = network

ahg = agihl, aghel, ankel

aghgrur = astral

agla = coming age

ogma = dogma, knowledge god, truth god

ijenspa = rejuvenation, iljenspar

alota = alotment, assortment

anota = another, noting

anger = danger

angus = anger stricken, encode, encoder

ansuz = answers, mouth

anth = antler, sweaty

ents = treeman

aparit = aey, apparition, spirit, ghost

apas = apase, apace, rapidly

upre = rise, uprise, raise, up again

apsi = application, complex

apsu = apxu, affixiation, apartment

areas = anywhere, everywhere

arie = ary, intent, spar, war, arrive or ey meaning arrival

aries = war god, intent of measure, war measure, war genius

aryix = speed burst, chi boost that ends in burst

aribeth = traitorous anger

armefest = full plate, arms festival, territory

armifest = arming festivity

arkipelag = archipelag, person that doesn't desist, undesistant person

artz = artistic, art, indisposition

artzi = artist, practitioner, practicioner

arctic = ice, shore, cold in character

asada = beef; steak

aset = bone; asset by feel, this is a setting with bone that means your activity with a point to relax, then you remember things that form by feel or otherwise are created by spirit influence.

atraau = focusing; atraan (old friend), focus point

awsum = awesome, awful sum that ends in life

orpa = gold paper, orcish

enu = enough, weight endurance, weighting

icasat = I can say it, considerable, sayyable

iceb = iceball, icy condition, insane

ityuiar = ichthyocentaur, sea centaur, human upper half dolphin tail horse foreleg or lion foreleg horse, lich horse human

incy = infancy, incite, interest, addamatus in work with a magic by mana energy

inh = unhinder, unhurt but fearful in life as the death you live is desperate life

inhbdh = stupid effect, stupid effort

inm = conscious thought, intimacy, think to focus and do astute in sciences beware what you did as in life your aware and in death you living

inme = imagination, imagine where you have no control over what you do no problem no trouble, and no bad results as no problem by the use of matter in energy by what you think.

inlay = inlaid, fill, invalid, tyloal (tolerant situational to change)

inteli = intelligence, intelligent event

intelli = intellectual, intelli eye

inptec = assesment, assumed idea, appetite

instru = instruct, instrument

inveigl = steal, corrupt, remove

irdem = to you, irritated them, continuance

irtem = is temp about it, to hurt them from temporary illness

irtemp = in.temp.me, irtemp, irritated temperment

isa = ansa, ewa, answer; beware, this is the answering point by feel or what you think is what happens is a point. Otherwise in oger this is then where you cease activity, isolation, is, crystallization, crystal. This word will do things on use, forms on a point as though an instance and creates what you write by what you do. If you do, what you wrote is an action point and sometimes a war will happen on misinterpretations. This is a known effect of what is action by feel.

itezn = bentidact, beige, To make energy or magic larger and stronger in effect.

itz = hitting on, its about inperceptive, item z, its

iwa = want; instant conversion, this is a point that gets instant conversation. if you wait for things you will get results with this idea.

oom = boom, ship sail lower wooden support

ocubla = manling

oliv = olive

oluel = gasoline, en em

omea = omega, finish, end, final (test), dedutchma, finale, fin, fine

onm = onimous, torture, disfigurement spell from the game torment that ends as you think

orchrist = reaper, death seeker impulse or not impulse by a switch

ulcheur = a ulcher, wheeled chair seen as a sign of destruction

umaekom = call annihilation, call destruction

uruz = golden hair wild ox, good mind strength

usef = useful, useful effort by what you did

usie = ouvisibas, ovousibas, mentally assisted energy manipulation

yurika = eurika, discovery of excitement

ynis = island of disease

aogi = ambiguity, blissful ignorance

eughafhuai = distortion komposer effect

eula = linguist, end of term

oec = thought protection, thought projection, of course

oese = obese, overeating nothing or think and this stops as the long arm of the law is avoided in life

oues = painful, in pain not at all

upear = offense; rapier, raper, so on sight use is a rapier that works by itself.

useu = knock on head, entertainment rate entertainment, disruption by desperate use and disrepute by the effort that use is a concept and your use creates what is by what you think.

iyes = I have, no eyes, none know till not to go against

yale = black, tawny hippopotamus oxen with moving horns

yantra = program, sometimes a program by the music where the universe is unfolding or you know after thinking a point

yeck = shape shifting spirit, that wrecking ball or use

abacus = calculator, mathematical machine out or use breakup or feeling energy focus to think to shift is with changing by math not science that is the abacus the area you see is not the hitchhikers guide to the galaxy it is hitchhikers guide to exposure. I caught you smoking to show the idea flaws the item use has seen use to ruin the body or use is idea then shifted you there myself without you seeing this to use things well or correct by the right method by thinking.

ebil = evil child, evilness not in komeche you create

ebony = ebony, very hard black stone, onyx, create point

ibem = ibeam, support, metal girder support

ubar = high quality, perfect, high quality steel

uber = super, hideous, excessive, monstrous, non monstrous

achaea = divine land, archaeologist dig, divinity inside outside non

econ = energy connection that occurs things inexplicable as thought this connects for some purpose which is thought upon on acting the term. This can create as in another place. Individual reality search that is different per each area you visit as placed in life as connected to use a net.

icadonc = incondolence, deterrant (in motion), arrest, deter (motion or in feeling)

icke = ice chest; this is a temperature related chest, cold or hot temperature regulated container.

adua = adulant, aid, indicator; instructor, a light, the person that indicates things such as a manager or aid.

Inhibited of not.

adyu = adieu; good-bye, adios, goodbye, arrested as thought you do to or create to work with bathroom on others

adicta = addictive, addictive personality, tricky dream waken from

ades = be at ease, aiding as is, material change, creation

adv = advance, advancement, aided view inherited in view, advert, adverted, adversement, advertisement opposite in form and feeling but similar in idea with opposite energy in use

advanc = advance, can you believe it

advoc = advocation; word, vocabulary, this is words of advice or adhoc vocation work.

advhor = stance of action, ancient horror, ancient evil, ancient disorder that creates disease, fixes things and hits out bugs or hits bugs out by feeling as plagues is the copy point that blessed can seem disease or disorder that is with chaos

that causes this and is repeat and not that dispells in this disorder.

idoi = indolent, indolence, intolerant, reticent till forced then there's rebellion (through violence of sorts), true conceit

ekenji = to effect a teachers position or effect in class., to tell, I can tell

ekenyou = enerjow, active but equal action, equally active and in action

ekonji = disposition of death by what realises and misuse for annihilation of everything and everywhere nearby, by art and thought of shadow conjuration that effects death energy to effect change, chang

ekunji = effort in, effect in, effect about people use is by life energy from the aura

alofit = alofight, allow fight, where they say hello and then slug it out with each other or tough fight.

Only to apply alovera if necessary after fight greeting after allowed fight.

aves = to lost, be as is beat with active idea, be on guard, disreputive, temperment as because you can see it it is change due to life

eahwaz = yew wood, you spoke or see the use

oberon = original, origame

efam = femalish idea belief and motions but you still could be male. Could have large female breasts and large body. Some are lucky enough to be slender but most have large peckers.

efue = ephetus, earth bending, earth summoning (some type of formation thought on), think to eat or drink and what you need is formed or created by feel.

iceit = incess, ongoing; incessant, deceit, this is a moment you need something and create by feel.

ifao = inferno, burning hands, fire gout, infatuation by incensed points in life.

ifiy = effigy, last spoken thought, death speech

ifni = luck, iffy

orcid = orchid flower

agaquo = silverfish, four-6 inch silver landfish, silverfish sighting in area will detail possession, something bad to owner of area entered and the person will change on entering silverfish area to be possessed until area cleanse

agi = agin, again

agin = again, silver inlay, silver filling

agy = aging, grown older, grow older

igyu = fire angel

iggy = ignore

ahmok = content

uhu = uh huh

ije = ijj, fart; gas pain, sewer gas

akira = mental destruction, unstable power blow-up unless thinking you can work with the ability tempered

akyra = bird human once thought named thoth

iklelau = handkerchief, hand cloth, creation by area

alaya = metallic alloy

alahan = handy, handiwork, creative, creativity

alak = permit, grade (of cut), protest, embargo, deal with it

alakazam = piece together, regenerate, rebellion, halt process

alaz = alliance, everything, revolution, religion building, creativity center

alazakam = genius, dispute, tolerance, civil war

alazakamakh = pain tolerance

aleanata = alienation

alian = human sea elf, land atleantian with shapechanging energy shaping instantaneous travel ability with energy true form

alie = alien, alienation

alien = non-country person, off planet lifeform that can take alot of radiation.

alienn = alien

alaska = solid ice

alc = alchemy (follows empirical laws), chemistry (follows scientific laws), a branch of study that uses elements to get results.

alcapon = notorious work leader

alco = ycoo, alcohol, alcorub (blues lingo), alcoholic, disinfect, wine cooler (alcoholic with flavor)

aldur = wonder god, wanderer

alkari = bird human

alnytta = every weave, all night task, all nighter

eleiy = elemental

eliia = tiger

eliiar = panther

eclis = eclips, eclipse, dark moon, black moon

elegnc = elegance, with grace

elips = ellipse, dark phase, unregarded, ill repute

ellia = puppet

elliar = puppet show

elmer = glue

elmerhu = glue being that intoxicates anything it gets near

energah = energetic

Enyt = in it (benefit by eight), eight, aftermath: things work out but are as they are by now.

enfo = enforce, enforcement

enviole = permeable reaction by excitement, permissible reaction, my reaction that is the exact opposite of normal. "They may have technology which can vaporize you." "COOL! LET'S GO CHECK IT OUT!!!". Whatever excites you, is of great force. Like nature to play with despite the odds. "Which is also part of the reason why I enjoy using my own body. It can't be killed. Well...it can, but I can just disperse it and reform it somewhere else." You see no risk in using an astral body, so you just go ahead and use it, basically happy go lucky.

erlking = dwarf king, a being who is essentially immortal and somewhat cruel and old by far one of the Hylar with amazing stories telling of him. He is as one with his people and his mountain. However, do not confuse his intention with loyalty as he can change within minutes. Somewhat a Hylar however non cruel. Seen use by feel.

erst = hint, erstwhile

estri = history, destroy, no face

iedeo = Dealt effect, indolence, impolite effect

ihm = end time (of rhyme), conclusion

ini = iniverse, the source universe

incoerc = unconvinced, no coercion

olde = olde, olden, old age

uloc = as no use is warlock, demon weather wizard

ulod = warlord

ulok = lockup

yube = disgusting, stink produced by hell activity or safe with witchcraft to water use

ylo = yellow

oragatang = monkey ape

orion = hunter

amelmorat = all of it or some, everything, if you live some you love some

america = united kingdom, melting pot, states united by ruin

american = realm, cultural, united county, unity, resident, crede

americano = american, united kingomer, things go the kindomers way

amore = love, leave alone, keep wallet or things, go away, that was fair

amb(i) = go, walk, both, mixed, mixed area feel or voice hearing by feel or not so think the person wakes up

ambidern = remain quiet, fee, see or seen is use or a point that won't assault, sense no lovers or possible love this

I think was some ogress love charm that starts disassociated, the moment you think or act to work creates by feel attraction or nor to the use.

ambiguity = hidden nature, unknown, unshown, untold, unreveal

ambiguous = hidden person, uncertain, seen by the fuck or feel you work with this or as alone. So because they get very animalistic as they die they live they see or seem use by area energy.

embark = load ship, board ship

embarkdede = ship voyage

embarkdedet = ship passenger, sailor

imms = implementor, admin, administrator

omae = presence (of high personage)

omni = mind; all, every, formus, form energy

umaa = call, nounce (announce)

umbridge = foundation support, manipulative bitch, use no collision, healing use or useful feel as use is your own for permanent is peace or use by concern

ymoan = immolation, separated or allow feel, this is where you think the idea is a source that's separate from you and you allow the idea to feel or not do the idea. This makes fire or any element separated from the area and seem to subsist in some point.

anchi = anchovy, disproving disorder, that's already been owned or whatever is there is with a complaint

andra = husband or wife, this is used as in english: "she is my andra" or "he is my andra."

angel = mental torment, peaceful, otherwise benign being that doesn't really belong, this being exists with mental anguish.

engelsoul = spiritual harmony, desirous soul, peaceful memory

enchida = beautiful woman above serpent below woman serpent mother of most monsters, apple chider or ugly woman that is formed with the mark of the beast or thought from marked beauty

enit = innit, peace isn't it?

enci = etching, enchilada, one in incompetant that strange dog creature that is furry and uses wrath and gets the form, clenching and fist punch with enraging power he dies

that seems cool on the surface, then or creativity time use without alcohol is banishing memories as nothing is important malaise in form that in above area is nothing that comes from a terminal disorder so what ye think to act on is what is in a thought you are demise for their impulse is your idea.

enchy = the engraving thought that forms reality around you

emchei = sicke, turning disorder as a rat that turns in a turney

i-ptc = iptec, test, unn penchin in thought is uses what it wants to found a result, a form shapechanging is in mention this is a fear regrat, continue different mortal otherwise alternative

Iamgo = nonstop, just don't or not in attack

Iemgo = ongoing

ihbc = right reason, inhibitor

inuyasha = inunyasha, self-conceptive, self-concept, knew that agreeing in shame, self-seeking in fighting skill

inertg = inertial gravity, flux timeshift (at noone the inertial gravity, time shifting comes)

inketh = inkeith, to ink or write, seep to write

inkiel = into rudder, mob life, inward kiel

inceur = incisure, cis, cise, cut

inclus = inclusive, inclination, separatism

ink = ink

inko = carve, sculpt

inkblot = inkblotter, ink holder, pen

ita-d = Vital Death, power conscription, vitamin d, power d (power of death)

Ivmeditu = White void, An improving element. Where void magick itself degrades the mind.

White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick. Made by Geodusk.

ooch = shit, sores

obv = obvious/ly, it turns good, objective/ly view/ed

oneir = onorus, ponderous

onli = on a line, on the line, online

onlo = on low

onza = vahgberf, vahshberf, chaotic

umbrae = house (possibly an apartment), under structure

umbrah = umbrella, head protector

unca = unsaid, uncare, undeclare, unkind, uncouth

unded = aded, braindead, undead; zombie, vampire, bloodsucker (parasite, hogshead), Now the undead have a wide range to do; since they can't move, they can manipulate and do things in time. They also can be reborn, this is where they manipulate wombs to become born. This can eventually be on a barren womb, as well. However, once born, they are day walkers and don't age very fast after a day of 20 years old. They also use others as a point that their subconscious mimicks and they "act" alive, even when they don't live. Sometimes they live using the creators life energy of love. So think about the idea and hope you don't come across one of the living undead. That is because, if you do you could become a model to them.

Then your mimicked by feel and created by in their mind as though a super human, this is true even if you are anything but a normal citizen. Think and know by feel what they are before they come near you. This is what I know not what I fear, so the idea is fact if your affirmed in belief or created by them in their minds eye. Then they could do

anything to your spirit, that is truth as I ran across one. Got bit in the neck, then left alone. He used the thought stream of life, usually thought of as a music source. This empathetically was a point I found interesting. I could empathize with him but I think he was emulating someone, so I didn't say a word and risk being disbelieved by feel.

Only to discover that I was nearly undead myself, that is after the effect of their influence. I think they do this to mask themselves and seem to appear in real life as an individual person, that's not themselves. So as a point if they were detected, the undead can do what they want and think as they wish to get things and then its done. If he wants you dead then you simply disappear. So that is an end all of the undead.

If you want to know more about daywalkers, look at the Soulbonding article [<http://spellhawk.great-site.net/Soulbonding.htm#daywalker>] or feel free to search for the term Day Walker in this dictionary. Feel free to enjoy yourself as I leave you for now, ciou and farewell until later.

unkeith = knock out, either knockout

unach = unacidic, forever acidic, base chemical, stomach problem

unnach = unacidic, base acid

unsozfol = piez, peace, piezo, unsolzuea, wats, energy, fire air energy, electricity

usem = museum, use them, You seal them

uvula = sealing, effect seal

angla = triangulate, viewpoint, get angle

iglae = anglae, anglais, nglae, ngle, englis, english

obgyn = gynecology, gend, guinekolex, women health study

obgin = guyinnuiv, ginecology, maelikology, male health study

yele = yes, otherwise

aesentee = absentee, lazy salesman, survivor

acie = Crete, theyr, creation by created idea, A thought to create by the projected third eye, use I with the idea to create a fire effect.

agate = negate effect or agate e em

aguam = healthful, help used

agluam = igloo, ice home

ahkbar = fake good, falsity, false

ahgluam = iceberg

ahria = fresh air, thinking point

aheria = mastery, diahria

aki = uprise/ing, surprise, tactic, throw up

akuma = ma, toori akuma, coal eyed enormous flaming head fying creature with sword

alabaster = distinguish, confusion, marble

alamata = hurricane

alan = mischievious human bird creature, ingenious manipulation, duplicatus

alantvb = get strong, get stronger (also of mu's)

alente = gifted researcher, gift

alienist = alientologist

alic = alicorn, strengthen, strong, aligon, unicorn human

alice = 1. steel strength, steely strength; 2. two-horned human, bulrathi

alicorn = single horn

eolh = fortunate influence

alig = alignment, align

alchemy = transmutation science, chemistry physics

allg = great hall

axa = axxa, exile, as full, axe fall, axe fail

alvera = alovera plant, healing plant, wish giver

alanata = all nature, all elements, everywhere

aleanes = hybrid elemental atleantian animal pet

alisia = liesure time, liesurely

almamata = create material, material manifest

almon = almond nut
almy = almit, god midget mutant, almighty mite otherwise
electa = electric, electricity
amadan = paralysis touch faery
amatur = amateur, natural beginner
amater = newly begin
amaterasu = shapable mold, cast
amino = life make-up, blood, life fluid
amul = amulet
amb = amble, ambassade
amba = raw amber, healing tree sap stone
ambassador = embassy personage, foreigner
ambidex = ambidexterity, both hand expertise
ambidexter = ambidexterity
ambigurl = woman warrior, ambiguous woman
ambivulant = vulgar in action
amc = open, open air, family enjoyment
ammut = creature with crocodile head lion body hippopotamus back end
amphisbaena = three headed lizard, goes both ways
amand = almond
amanda = skillful, graceful, respectable, friendly face
ameth = truth
anan = indoor, expectancy
AnanIen = to sustain, to sustain a moment.
anemathema = 12' giant octopus
anim = life, spirit
animos = animosity, animal harshness
andy = mountain
andr(o) = man, male, human (dominative case)
androsphinx = human headed lion
annex = far away mission
ankh = eternal life
ankl = ankle
anklosteo = ankle bone
antiq = antique
angreal = channel device
aggy = aggie, bad scented farmer, agriculturist, bad smelling almost uneducated caretaker of land,
celtish landowner, celtish poor person
apes = appes, appease
apporiate = sporadic, pheromonal
apriu = apprentice, chosen student
aren = sandy, sand
arachnid = spider
araknid = spider
arak = arachnid, spider
arakao = phase spider
arakum = human spider
arakru = spider roach
arakno = spider
araketa = spirit spider
araki = spirit spider
arakhi = death spider
arakhihu = death spider human
arbiter = mediator, negotiator, moderator, contractor

ardur = feel, emotion
armur = armor, armour, protection that won't always protect you
arseny = arsenic, cause fire, cause destruction
arti = artifact
articul = target, word pronunciation, suspicious
articula = pronounce, speak clearly
articl = article, written report, essay
article = publish, work publish, book
articlet = publisher, print press
artinedus = artifact need us
asert = assertive
asgard = discard bad ideas, gamer, exit
askela = natural command, ask anything
askes = request, ask
asmuth = weather, ozone
asmuthace = good weather
aspe = atempo, normal time
astar = world globe

asf = check; check on something or someone, test things out, test, money value holder
asl = bio check, status, check, checkup, check on idea
asx = wisdom
ares = wartrim, war, man
armdioy = underarm deodorant, applied underarm deodorant
atempo = normal time
aternus = eternal
atomit = atohu, atohufey, atomic sized being that be a natural shapeshifter of any form to be able to hide anywhere with energy manipulation skill and aids humanity at will showing themself to wizards and sorcerer only and is malicious to abusers
atyp = atypical, not typical
atlanata = mystical place, mystical being
atlas = world map
atham = magick dagger
atlaqodo = sharp knife
atleantian = atlantian, sea elf, being of the sea
atriu = attribute
avalon = druid home, underland, land beyond
avalonian = druid, ruling class religious worker
avolon = pact, foreswear, swear
avemi = dream walker, ultra rich
avert = knock aside
averte = aversion, evasion
avu = pointer
apad = crystal computer notepad, magical notepad
aqodo = sharp, no sharpen knives
aqoduct = aquaduct, hydroduct, leceduct, waterway, sewer
ariojyyl = successful test
arumet = sweep area
arch = rule, over in life an great in life
archer = on target, bow man, accurate in energy
archy = rule by, high curve, viewable by thought
arguspanoptes = all seeing, the human male with eyes all over him
artimis = artful killer, creative killer person
artemis = death art, immortal killer, stealth art will

assholl = asshole

aspares = water fowl shifter gorgeous water nymph in life formed in water

awk = hawk, gawk, look, awkward glance

azur = azure, bind

azam = phoenix cycle, rejuvenate, renew, youth, sicken, rebirth

aziza = good forest fairy who aid hunters and give knowledge with advice, extract

eaig = attone, attonement

easel = painting canvass stand

einsten = pigsty, genius

eugh = eu, huge

eupid = instinctual or stupid, this doesn't seem to be on you.

eut = elect; select, re-elect, election, selecting someone in election

eutharsos = courage

ecchibi = winged cat

ehu = energy human, energy being

eheh = subtle laugh

ehre = dejavue, repeated moment or no user field knowledge

ehte = ass, shit, skunk

egress = entry, entrance

eker = beaker, pitcher

Ekio = See inner ability as the energy to use or seeing. Inner self wild result energy that is controlled by your spirit in thought, as though from the hitchhikers guide to the galaxy

original dream earth as its approached like an issue that creates something for outward result. With this, you never get large in body

unless there's a certain gene in effect which is heavy and this is countered. However, you may end up having to cancel it. It can be

a demon if you think to do bad and something is created like a big man as the true form of it is a roach, as the demon it can form

materialized things from hate and abusement of what this is from as is things enmass unless the spirit doesn't need it and it can

create things from mass itself as it is a poor or rich result can happen and it isn't tolerated for a poor result. So, forgive it

or do things and it disappears as though it were never there. As it is a test of your will, skill and desire by your ability generating

the tests that it creates dimensional judges for to test ability as if from nothing, placing the effect as it can eat up the body

is from a halt within and not if not halted, this can cause temporary and en no swelling if too much is eaten or drink causes swelling

to lessen. If not you think of something then it manifests within you and without you as you want it to appear and this makes a manifest

or that occurs the result as this makes itself. It can exist to beat you if you want it to get you or if you don't think of it, as

in witchcraft this can undoes itself or when you are not acknowledged of it and if you are of the demon itself then you aren't effected.

Draw in the demon essence and you are considered a demons lie and that can stop it from doing what you don't want as beating it at

its own game is accepting it, and forgiving it you accept yourself as clinically sane as you hoped to be sane. So, you are noone and

anywhere you think to be as this work is done, no matter what.

ekyron = to effect a motion and bring it with you.

eklots = make substance, made substance

eklclass = equal class, equally classy

elebra = striped donkey
elem = elemental
elemio = elemental angel that be capable of angel strength human activity with shapeshifting energy body and appearance of anything
eliet = exobiologist
eliot = relentless, undying
elij = exobiology, other form study
elim = eliminate for electricity generation
elita = enlighten, knowledge expand
elitta = elyta, cat litter, fine gravel
elysian = lesion, liesure, death
eldiot = iron, riot, significant
elliot = outlast, magic
elminster = magical correspondence, wild mage, magical might
elninio = warm season, magical
emue = emulation, from energy (of action) to make energy, create much energy
emuh = cause much of, much of what ya thought of as an element
embarkta = ape men
embarta = peaceful impart, peaceful partake, peace gift
embassy = ambassadore
enersal = battery, soul energy
embe = embel, partake, empel, consul, forward gather, 'albeit the stalker is woman not male then your not that far off
emmi = ram, ramifest, ramming fest
empyrus = fiery, feverish
ente = eat, eat nothing enter shot
enhhte = entail, survey, survail, I disown you
enuf = enough
encor = all over again (unless not wanting to do so)
engel = angel
engrish = anguish
enviro = environment
enward = inward, spiral
emits = loud speaker, mental broadcast
empusae = cannabalistic donkey women shapeshifter
empris = empress
enhanz = drunken
enketh = enkeith, place what you desire to occur or place desire occurrence.
epona = fertility goddess, mature woman
erichthonius = male human snake that was an athen king hit by a polymorph plague
eric = sweet nature, calm repose in energized moment or use in energy in the moment you thought
erikk = famous explorer, trouble
erised = event erasure, erasive and divertive nature
erynnes = furies, 3 vengeful fates
erres = errestalka, a overr, a being that is usually 5' and some but its brown and rat by the face with dog shape.
ers = verse
ertik = removal, erratic attack
erw = earwax
epistl = apostle, cult member, religious follower, end point
epniu = peninsulan, with feel
esyrr = easier, useful ease
eschew = screw
eschewi = screw-in

espers = spirit essence
esserb = essential oil
esserbemu = emu oil
espaniol = spain, spanish
esti = set, reset, allowable learning condition
esmau = arithmatic, arithmetic, calculation
estradiol = male hormone, testosterone
et-fokslo = great three red eyed eight headed eight tailed snake
etalma = causic spirit glue causes anything to be glued together
etas = gaseous vaper, ethers, gaseous vapor, gasoline, gas (lowering price)
etasa = ethersa. hot gas, combustible
etasoi = ethersorang, ethersorange, orange gas, orange gel morph gas
etaia = phantom
etoil = star
etoile = shooting star, bright star
etoiless = in-between, suspend, sooth, nothing
ether = ethereal, spiritual
etheria = phantom

Etherealness = spiritual or solid spiritual formation that exists because with belief or self-belief, Phase spiders and certain other creatures can exist, this is by sharing energy of yourself on the Ethereal Plane and so can people with this ability. While on the Ethereal Plane, a creature or person is called ethereal, this is usually by touching or drinking something thinking "shift me". Unlike incorporeal creatures, ethereal creatures and persons are not present on the Material Plane unless they will themselves to be there in a solid energy form. They can become solid energy for as long as they want and unbecome solid energy at will.

Ethereal creatures and persons are invisible till they want to be seen, inaudible till focused and want to be heard, insubstantial towards water by mirrored reflection, work by feelings when they focus their feel and are scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. An ethereal creature or person can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound.

(An ethereal creature and person can't see through a material wall, for instance.) An ethereal creature or person inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct and ghostly. They are what they feel like appearing as their feelings focused can create their presence to be known or give them an appearance of a ghostly emanation.

An ethereal creature and person can't affect the Material Plane, except by their physical body and not even magically will things change unless physically done, unless they make themselves into solid energy or use their body's energy to create magically. An ethereal creature and person, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature or person, the ethereal creature or person is on another plane. Only force effects can affect the ethereal creatures and persons. If, on the other hand, both creatures are ethereal, they can affect each other normally. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature or person, and a magical element blast can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures and persons can move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation through feeling their area and focusing their minds, that allows them to appear on the Material Plane as incorporeal creatures. Still as I think about it, they are on the Ethereal Plane and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage. This means they are aware of what they do

in their surroundings, they are seen as a eery visage and they are more aware of other people by their own sense of time. So in a sense, they are immortal and can create nearly anything by feelings.

Thinking about this, I experimented and found that there is possible chance of manifest as a physical ghost if you thought to use your feelings as a focus for change in the area. That is all I found out, before I was escorted out and not ever let in the door again. So that is all as I will do what I can, for the living and for now, not to be hit again ciou for now I am gone back to the living where I was born. ciou for now and toodloo.

etacap = ettercap

ettercap = human spider mutant

evani = in the evening

evany = undoing

evali = unwoven

everard = ongoing, everpresent

everlyn = never ending, ever living

evict = evict, made to leave

exa = examine, exile

exantis = negative atlantis, free base formation

exe = executable decisiveness, run program, active program, ur run, activity program

exer = elixer, 1. to divorce her, 2. exercise or activity

exers = exercise, exercise by thought idea walk

exim = exaltation in some being

exud = scent, smell, stench

exhasti = inexhaustible, exhaust, virus encourage as a spell

expayns = experience

expin = experience in the worst best possible manner

explan = explain, excosted or not as you think if anyone as similar is a point asimilar ever excosted you think

explicitiv = self-explanatory, cussing or not

extinct = no longer existant, not existant

extr = beyond, outside, additional, extra rate

ezh = lbs, #, pound

Entry = Ur entered to win 1000 dollars.

iagy = root; energy

iessi = removal, inexpression, guessing

ieun = indemnity set by a mark, condemning by instinct to discredit

iem = shift; item, I won't think to expect it unless necessary, you need, you get or you find things done.

iemm = freeze frame; timefreeze and not always by insanity as think instant need or attack by animal spirit is leave spirit if you split a fight but not happened if unnecessary, I don't think in time this is a good idea whereas the point this is ambiguous as it is the concept. That use is your own, but not as something is learned. In time this is where things freeze in sight.

iemmi = cope; think a point, decide the issue, decision, cursing, disgusted

iume = emo; hate speach with emotion, flume, flaming, limited basher, this effect makes you bash things when you get too much energy or too emotional.

iff = metabolism; Metabolism is a speed of processing otherwise this is a sniff.

iladium = aerial servant, creative idea

ilash = bitter in tongue lashing, lash by will

ilidium = destroy enemies

illadium = pillared hall, hall pillar, brain death from the world that the literal and weak suffer from by feel.

illithid = deep one, sahn woman eater, mind eater that is psionic mastery from the manipulator point of view

ilnea = illness removal, don't perfect this illness

immurity = frozen protection, It won't protect you so think it won't effect you and do things to work with the situation.

This is a personal protection, granted sometimes by the subconscious or conscious mind focus.

Think, direct and create, and you can do almost anything to get things done. So the thought is think, focus, direct the focus and create by statement. If you can use that, then you can redirect

nearly anyone's mind thought by thought of your own. I believe you have to speak it sometimes.

Then you know its effective.

imymn = impossible, imbibe

imbolc = imbecility, imbecile, imbalance

imma = I'm actively

impar = impair, wound, impart

impartial = separate event

imper = imperial, royal

impertial = haughty

impet = impart, given message that's heard sometimes, give meaning, message

impetix = impete (messages), ads, talking (impety or impetan); this is the motion of the moment, think and you know what is done by talks otherwise this is self-talks that are done by the self.

impro = improve, improvement, improvise

ineui = inexcuse, unexcused

inebri = drunk, drunken

inebriat = drunk, drunken

inesi = deceit, uneasy

inessi = inexcusable

inet = internet, network, connection

inun = inundated, this is adding in idea and being a point of something by the energy.

inune = remade (by events), this is where you imagine something then the event you imagine or state creates the point that you need. See if thou want it to be the idea then it is so.

incex = extra explosive, extra explosion

infness = knowledge or instance information in a dance type idea

inji = indian

inju = injure

ingua = language

inguaheb = translate language

inperaa = emperor

inquest = exploration, inquisition

insinc = spirit body action

instruct = instruction, construed knowledge, teach

instructa = teaching, teacher, instructor

integra = integration, integrate, complete power

ise = yourself, whimsy, put upon yourself

Istemp = now temporary action, Is at the time, of now as temp is temporary. So this temp

is a temporary moment created in time. That is sustained by your actions and idea about

your choice. It circulates around the choice to sustain it as needed. Now, sustained as

needed is each action you do, you build upon and is tested as temp that's related to the

istemp moment. On istemp, in this case is capable to go on forever as the choice is made.

The temporary moment allows you to cover for something else. As you might not even be

realizing it as 'something happening good here.' But the reality is bad, as for someplace

else. As it can't always be held, up to the light as to what we might say. It's kept in a

good notion, but is good idea. The idea of a goal is its about good moments to which is

caused by actions. That is guides to you and guided into being. Solely you will play the

good idea, and action that free you to which you enjoy the expiration of it. And so as

istemp delete, not.

isic = spirit body action, astral projection action

isit = inner site, third eye, luminescent life force vision, eyesight

isometal = metallic exoskeleton, metal frame

ismerelda = negative witch

ismalda = negative witch, why bother

ismy = ishmaal, influencer, supporter

ishal = is
ishaln = isn't
ishalna = shall not
ispy = spyer, onlooker
eti = eta, instant; spontaneous, on the spot
ipdent = in indenture, in personal denture
ipli = explain, thought focus creation
iplutiv = self-explanatory
ipn = experience
ipsi = signing, sign in
ipsu = lease, license
ipx = ipxu, weapon
igloo = igloo, ice house
irene = lesbian, woman lover
itah = god
italy = italy, hit ally, hit alliance
italiano = italian
itesity = severe obesity, intensity, severity
itikan = ball and chain, daily routine, marriage
itu = fire antler
itra = intra, intractable, within, indrawn, within grasp
its = obtuse, over pronounced, extra large
iqy = release punishment, realism
ivei = inveigli, invisi, invisible
ivesb = be alive, live backwards, live back
ivory = cast off tusk
ivvy = ivy, privy
iwaniw = layman or lawman
iwilt = I will try, make attempt

oet = poet, a overeat, poem writer
oeteo = muse, entail, eternal writer, everlasting pursuit
oeteo = overeat, eat too much
oety = poetic, oh eating
obsкуро = darkness
ogham = celtic written language
okane = money
oke = add to fight, help out
okepete = swift-flight
ology = study of
omnip = omnipotent
omnipont = omnipotent, know it all
onirsec = onirsec, omnipresence, alipotent, all knowing presence that gives you othersight
and be untraceable till got near in person thru the spirit-that-goes-through-everything
oniont = omnipotent, omnipotency, mentally aware of anything that gives you a recognizable
sig pattern and yet one can hide up close
onus = for free
onc = ounce
onna = woman
oprssl = felt down, down feeling
opnup = open up, opening up, as you talk
optic = sight
oracl = prophet, event predictor
oraclar = prophetic reading

oroovao = auratic truth serum, auratic veritasserum; To effect a control by spoken idea, when the aura be effected with a veritasserum thats essence.

orto = ortho, poison sprayer, cleanser

orthus = 2-headed dog

erg = hedge, behoove

ergo = immediate; meaning, immediately, error go, this is where you see her go places and him take care of idea or things that happen. So I think in error you go.

irg = dirge, death wailing

urg = iceberg, urgent, urge (men's soul intuition), insight, otherwise if something is needed: primal urge, animal urge, sometimes this is like you feel the need to eat for no reason.

osa = bone

osco = escalate, this is where things are escalated enough to get things done. say "relaxing" or "en" to stop this effect.

osteo = bone

ostn = remembrance, remember

ota = other

otaune = a mysterious unkillable many ability force once called will do as the summoner asks, serves justice to those who deserve

Otelz = do things to try it your way freeze and if you say Ortelz your god insane by Ortelz the insane, motion mention the idea god rule and it ceases as to think, work and otherwise now work killing in friendship, by your own weight decided it shows, indetermine outfit

othel = possession

uayaf = major, mojority first then none

uuiaf = minor, point me, point none

uoaoos = turn to your side, compulse

ugar = bravery, vulgar

ukori = undevoted, new concept

Umue = User friendly of much energy or much by use

unibubet = unbomber, universal bomber, all purpose bomber

uniq = unique

uhnruh = animal instinct, fearless animal

umaresis = summon resistance, summons energy protection

unela = uneligable

uneschew = unscrew, undying screw

unie = universal energy

unielmer = universal glue

uniba = you and I both, utunitubatri, U2Ni2Ba3, fuel ball that irradiates and doesn't go out or stop radiating with little deterioration

unyf = uniform

unbloka = unblockable, breakdown barrier, unblock

unrak = unbreakable

unsoziuesaz = ensnare

untuo = unturn, forever turn

unnadicta = unaddictive

unneschew = unscrew

unno = don't know, unknown

unnoevas = unseen event reverse

unnothel = unpossess

unntuo = unturn

unpervert = uncorrupt, purify

upid = stupid

uplod = upload

uplody = uploading

uplyt = uplift, pure insanity with fire that can bestow enlightenment, lich witchcraft, a moment of beecraft with other things that are there and can use this as a source as if a beehive with twisted elerium
upnup = immediate on the impression that things are alright, sorta like what may go well
urati = irradiation, cold radiation
urown = your own, yourself
urisk = man goat faerie, your risk
uryidium = interruption gas, intrusion gas
urse = yourself, her son, her daughter with fairyness or dopple thought
usd = dollar, mint, gold, bank note
usda = meat, united area enforcement, united area rule
uspecw = unspecific, unspecified
utry = utary, uturus, womans pee organ
uvalacorrant = phasics, power physics
uqz = ice
uqzbarr = iceball
uwo = fish
uwwarahz = fire enchant
uzhzaf = meteor, deteriorate as first the muscle and then the tissue, asphixiation

yall = you all, yes all, yah!, consequence/s
yax = intelligent jinx, chain reaction
yeah = hearty agreement, hesitant agreement, absolute agreement
yean = not agreement, woman shift, so no now
yeas = slow agreement, thoughtful agreement, so what
yet = you there, you okay, go angellic now
yav = why have, why've, aversion
yev = you've, jest, avarice
yiffa = yiffer, stripper
yodin = just response
ydsnd = wits end, frazzled, wide send frequency
ydsnds = sound listening, naturally hear, concept by action
ydsend = natural conclusion, in conclusive end
ydsends = naturally conclude by x-twisted imagination with x to cut out andf use to make better, one natural change, thought out, natural sound
yfogh = trick tail, trick talk, frost made by a momentary stop in effect to not kill or knock out demons by that what is disruption from the core of the planet being used as the molten lava energy isn't any longer a problem right.
yjk = restoration; restore to a natural point that the body is able to work better with energy.
ykj = whack jaw then restore; return to a natural state of mind or restore the area after something happens.
ymaa = create material, manifest material
ymeoa = immediately, immediate
ynfom = win one for me, get a win by what you think, unless timeless memory by darkness in heart in the moment this is intense and otherwise useless
yqw = condolence; condolent response, quit (you quit and your welcome), otherwise its short for your quite welcome.
yrit = alright
ysei = bobu, bedbug, makes kill to bedbugs if thought negative
ysoeua = why so ever, how come
ywa = alwa, always

-Ia- Allixes - Consonant groups -Ia-

Single and Double consonants, don't use these unless you have to theres more meanings. For each word and it might confuse the audience. Try to use the larger words.

b = prefix: be, affix: back, be, foc(focus), boron, bitch, base, is/are, am/was, bee, ceate, create

forced into

bb = pellet ball gun shot, metal ball shot, be being(focus), focusing

bc = focused charge. seen, be sea, 100 years

bd = accrument, below deck, torment, below, contractual, condemn, destruct

bf = family trust, time place, abuse, strengthen focus, create positive results.

bg = supportive, gravity, better, box, beat up, blackmail

bh = heat buildup, enriched, heating, energize, power blow, overload, bohrium
or enthrall, creative approach

bj = testify, tactical retreat, double back, fall back, backway, feedback, go back,
begone, advancement, passerby, ridden, drive back, refusal, browbeat, windblown, blow job (fart)
or forced march to seem where you want as you see the area and use an idea the
area comes to seem and is real if you think to go there.

bk = fine, backstab, backhand, revenge, slit, struck, assassinate, assault, murdered
berkelium, sadistic, sadism

bl = same place, remain long, back row, be there, last place, belong, strung line,
focal point, be last, meditate, devastate, last in line, stretch, fifty years

bm = back order, backing, support, 1000 years, bi-monthly, scale, unlucky, measure,
scrutiny, schedule, math, train, 1000 percent, beam

bn = not back; been, restrict, don't be, count, hopeful desire, wishlist, focus on,
offbeat, peaceful, living country, unfocus, conquer, button

bp = bipolar, backwater, short, urinary disease, back flow, beep, populace, position,
enforce, desirous, of one mind, circuit, fight it out, win

bq = quietness, active list, fiveth place, be silent, broken silence, inactive,
out of place, put in place

br = break; pause what you do and do something else, back away, return, reduced,
red phase, moving back, removal, move, being, shamefaced, moved back, reduce,
shame, beaten, bromine, run away, go forward, back and forth.

bs = bullshit, slowly back away, backing weight, sexual, sluggish, weighty, rape,
torment, overweight, overeat

bt = backup, lateness, classical, tried, toughness, be yourself, in late, trial,
focuser, class act, shameful, oldie, imbibe, hold back

bv = rearview, hindsight, now back, five year, viewable, feeling down, very beat,
or miraculous

bw = bulwark, fur, wax buildup, outer layer, bee wax, layer, sheen, focus point,
hurry, wax mold, tanner hide, coerce, backward

bx = extra charge, taxation, olden, ten years, generation, accurate measure, mantra,
near death, exacting

bz = take back, return area, backtalk, backstage, chatty, moody, shrine, achiever,
fight arena, compliant, prison, school

c = prefix: charge, affix: buildup, see, sea, carbon, ash, cold, copy, 100, yes,
one hundred.

cb = refund, focus device, crystal, power fist, expunge, past view, view, cost
water bowl, watch beat, overlook. sea level, sea straight, cash back, carbon base
or 100 years back

cc = carbon copy, measure, buildup charge

cd = buying, purchase, redemption, treason, rebate, drain off, destructive impulse,
see it done, intuition, push down, tempest, storm, seek destruction, company, cadmium
or disband

cf = embezzle, time machine, empower, honor, time gate, school, observe, timeless,
corrosion, nominal, californium, 100 percent
cg = contagion, contagious, centigram
ch = chapter, heat vision, shape
cj = siege, just see, excuse
ck = block sight, pleasant, blind
cl = chlorine, sharpsight, longsight
cm = curium, centimeter
cn = kick, fire, scene, can
cp = copy, seep, piss scent, vision, leak
cq = sink, seeming calm, pique
cr = chromium, motion sight
cs = caesium, cesium, crystal science, computer science or other related idea.
ct = crystyllum, seer, true sight, power stone
cv = takeover, decieve, halt flow, sieve
cw = sue, sinew, death warning, take action, wax figure
cx = wicked behavior, extra charge, caretaker, six, six
cz = carat, jewel grade, gem, ecieze, sieze

d = prefix: fate, affix: death, obliged, bound (to pay), condemned to pay, sentenced,
deduct, down, five hundred, 500, do (to die of), due (death of something), direction, date, would, deuterium, die,
destroy

db = dubnium, sound level, volume, bias, debate, fate being
dc = battery power, death charge, overcharge, drycell
dd = duplicate, stupid, double
df = deaf, deafness, genocide, defense
dg = decigram, degrade, put down, good death
dh = battery, undead, unkillable
dj = radio host, dodge, ditch, leave behind
dk = poison, mutation, mutate, deka, ten, 10
dl = dill, pickle, downstream, offload
dm = die me, death of me, denubium, area control, group control, doom, beam stone
dn = dinner, lottery, light stone, downhill, happy death, deny
dp = die person, personal death, death, displease, disrespect
dq = ice cream, silent death, die quiet, death request
dr = doctor, pavement, pave, drive, directory
ds = unnunillium, script, program, programming, disassociate, disservice
dt = other thought, otherwise, fall away
dv = divide, divvy, share, trench
dw = death warning, dealt, deal, death sign
dx = dexterity, dex, overkill, breakdown
dz = sleep, doze, bakers dozen, dizzy

f = prefix: family, affix: effect, son, daughter, time, fluorine, if, fuck

fb = foil, fable, poem, fob, fool, story
fc = failure, family mission, family business, family meet
fd = assault, death penalty, family death
ff = crazy, craze
fg = family good, fig, forge. figure, picture, fog, model
fh = family hour, family meeting, family sight
fj = family moment, family meet, family question

fk = fuck, family kill, family discount
fl = full, lineage, family line, last family
fm = fermium, foom, radio, reception
fn = family number, not family, function, family interest
fp = family member, flip, family force
fq = faq, silent, family quiet, fact list, faculty
fr = francium, father
fs = fuss, family group, file server, family effect or efficiency, orgy
ft = feet, foot, the family, family pride
fv = patience, family glue, five
fw = forward, family memory, family protection, family shield, family honor
fx = special effect, family exile, family fame
fz = dluat, faze; phase, fizz, family area, problem, delinquent, this is a problem where things come late or after the point. Otherwise this is delinquency by feel for payment that's owed.

g = great (big, grand), got, gee, get, give, gotten, go, grand, money, good

gb = strong back, gib, gab, good moment
gc = current form. good charge, good sight, good cop
gd = gadolinium, disease
gf = good friend, good family, goof, gift
gg = come before, great destiny, good good, good job, brag
gh = ghost, gost (guest), good health, good sight
gj = good moment, good job, good show
gk = great kill, good damage
gl = guild, glide, great length, area
gm = good scale, great measurement
gn = great refusal, gun, wise, great knowledge
gp = value piece, goal, good person
gq = good and quiet, great lineup
gr = geranium, greater, gadium, transfusion metal, transphase metal, radioactive metal, transphase material, made up of 2 parts Uranium(238) + 1 part Nickel(Ni) = U2Ni yet this can be replaced by 2 parts Germanium(Ge) powder + Sodium(Na) = NaGe2 in acid form, another alternative NaFolaGe2 = Sodium + folic acid(folate, fola or vit-m) + Germanium
gs = ghost; guess, gist, good weight, great many, music
gt = goat, good thing, good person, go there, get there
gv = ghost view, ghost sight, good view, very good
gw = good protection, great wax, good call
gx = great evil, manipulation, great extra strong, good cut, great cut
gz = safe, good transfer, geez!, great area

h = prefix: emotion, affix: sight, hot, heat, enrichment, hydrogen, hour, energy

hb = habitat, warmth
hc = available charge, hot current, dispute
hd = lifeforce, fight, provoke
hf = hafnium
hg = mercury
hh = mesmerize, hot sight, hallucination, desert illusion, hate (act in abnormal manner), hip (cool), vespic; a great weight in mesmerizing and statement that triggers something to make it all right
hj = highjack, jackup, emotional, airup
hk = hulk, deadly, successful
hl = heal, heed

hm = disputive, arguer, hot metal, disapproval
hn = heni, enhi e agreed, whatever, give up its a curse with the building where no heat or cold water is there
hp = honi, hospital, angry, anger, civil war, cool
hq = heni, headquarter, meeting place
hr = hone, honey, hour, heur, current, content
hs = hose, hassium, muscle, tax
ht = giant; head hit, hurt, height, painful, warm, rape
hv = hovei, hove, sexy look, suck, hot display
hw = hee, hot wax, emotional, heated memory
hx = hoa, hoax, extra extra hot, hex, curse
hz = hori, horti, horizontal, en hotwire, ew hot transfer, now not hurt me

j = prefix: just, affix: moment, justify, reason, go, march, advance, pass, flow, ride,
sail, jail, jay, jay bird

jb = salesman, lawman, mediocre, on average
jc = jock, justice, cloth, apparel
jd = just death, fate justification, fateful
jf = jeff, just family, effectively just
jg = judge, good and just
jh = revenge, justice, just hot
jj = shove around, business owner
jk = joke, jfkhl, killing justification, mistake, misten
jl = last reason, last trial

k = prefix: cut, affix: kill, hew, chop, strike, smite, murder, slaughter, disrepute by desperate attempt to killing the teacher (success, succeed), good (comment came from al capone the spirit), ok or kay, sodomize, potassium

kk = knock dead, cut off, cool, accept, good good
kl = cl, cool, kill, cloud
kr = krypton

l = prefix: last, affix: length, location, lady, long, line, 50, fifty, knock out

lb = lose
ll = double lump, long lasting
ln = line, io
lm = delimiter, description
lr = lawrencium
ls = els, else, lsd, lsdesdian, inversion

m = prefix: month, affix: metric (math, scale), mine, one empath or one born with bad luck (work with them by empathy or as though an empath), my, true outreach by desperate attempt, 1000, I, myself, me, man, one thousand

md = mendelenium, physician(c)
mg = magnesium
mk = make
mm = considerate, our
mn = manganese
mt = methnerium

mx = movement, move on, automation, extra personal

n = negative; prefix: denial, affix: not, no, nah, number, country, nitrogen, enough, and, in, to, otherwise this is a misnomer that means nothing, nuos; that is not done or note(d) effect of what is ideal. think then stop and turn your head so your released.

nb = unlost, unlose, nibodium

nd = neodymium, and, not done

nn = knowledge of, pause for thinking

np = neptunium, no position, no pos (left to be interpreted)

nx = next, index, nexus, nice, meeting place, power place

p = prefix: pre (before), affix: nation, country, people, applied power, pea, pee, phosphorus, force, this is useful to know if you think to realize the moment in need and do things to create the point of getting what you need done. this is tricking them somewhat into believing the idea is there, so think and you know. This is an act of perception, so the pineal gland if active makes it so the third eye shows you anything you want to see. That's the pineal gland in perception. Think and you know what it is.

pb = lead (as to physical or active lead act), payback, this is when or where you get the pay you deserve. This is not the act of being hit somewhere expected or unexpected. Think about that point.

pc = computer, peace, piece, this is peace of mind, where you think about things and the idea is justified to leave people alone.

pd = palladium

pm = promethium, afternoon, high emotion, highly emotional, this is where you are in your soul and highly emotional because of it.

pp = power action, potty, power projection, this is an act of idea to create what you need with the aura waves that are sent out by thinking about things..so think peace and you have peaceful intention. That is all.

pr = praseodymium

pq = intellect, a no

ps = partisanium, particle element

pt = platinum, the person, point, this is a point you think and know things so you are aware of the idea except when focused in upon something else. This element can cause you peace, calm and basic drug feelings by what you do with it, usually this means magic but some can use this element spiritually. This is the base element of drug emulation, all you really need is some of it near you. So enjoyment is gained by what you do, think and you know how to use it from vibrations.

q = prefix: silent, affix: queue (event line up), silence, quiet, 5th, quick, question, fraction, the energy being that uses elements and forms changes by arrangements and manipulates reality to create his personal result or ghost that causes changes using energy from a source and has emotion. You feed a ghost energy, think or state the ghost gets energy from you and think to use the point you know and you can identify the ghost by shape. Otherwise you think of the point and you realize what the ghost is saying by a temporary possession and passing of control to allow the ghost has to say. If your careful and manage to kill the ghost, then you actually just shift it to create a presence elsewhere.

This is where you can learn the name of the ghost or think of ghost as a ghost and you can command the ghost to exit. This is where you think and feel the ghost leaves, then you may notice the ghost present somewhere else. They are astral shell that work and sometimes tend to repeat, then the idea is what you think it does. This ghost is what you consider if you think of a point with an elementary school child, so if I can think of it this is with an ending by idea is example of idea.

The kid if it doesn't exist by feel if ideal, so think of a moment and you create by what is a point. This is a concept that spans the universe, so think of the idea and you create by the feel. By feel you think, so when and if things

exist then you know where you do things. Consider the moment, then you know the results by feel. This is where thought is made with a point that exists in idea by a point, a spirit awareness then can seem where you know where this is done by feel. Think of the moment, an if work and then its of what you know. The point is used by idea or the idea is there by feel.

Think if a reality exists, the point is a concept and the idea is some area that seems to be there. That is a point, that's done by feel and worked with an idea that's done by exercise. There is an idea so use the point, if possible that's created and otherwise where you think. You know what to do and then is the idea you realize. So think and you know what you can use. This is dependant on the fact, think and go so you can observe what happens with the thought. This is a known effect, that you observe and that's about all that's done by feel. Also if you think to use things, you may want to complete the point by what you do or know an use of things.

The point I got was a ghost was here that looked like you, so seem careful of the mirror as if in thought if a point in the end. This could form hauntings, so if in some area this is void by feeling and with an idea of life by a point, and if you play the odds so that is done by what you do. You can create what you want as you need idea by the power of the mirror backing. If you have no glass backing, if you can create things by what is there, that is use of a reflective surface.

This place could seem to use servicing, so if at the end of human trafficking or otherwise think about this as if of an idea being here if you must be somewhere. Sometimes the effect is done, this effect is a point an where the ghost can seem creating for you by idea. A return is done by a backwave of energy, that causes you to see other places and you are there. This energy is caused by the point of a release and if enough people do this effect then you catch a wave. The effect is similar to ocean waves, so think about this and you are aware by feel.

You know the ghost by what it does, think about the activity in the area and what is normal or supernatural. You know things by what is done, if you don't like the ghost there send energy to the being and think the ghost goes and returns somewhere else. You can easily psychically perceive it. Use your third eye, think the ghost form is seen and the third eye sees the ghost where the ghost is at the moment. This thought process activates the pineal gland and this creates the third eye effect. The point you think not to see the ghost and think of something else, then you deactivate the pineal gland. This is a point of allowance, so think and you know what to do.

The photon beam that is focused at it can feed it unless you create a high enough photon particle beam and the present ghost can create a point of leaving so that is one way you can get rid of a ghost. Other than that, if you seem a point by aura energy it will leave on its own. Think of what you need and it can give you what you desire. So this I think is a point from the past, that the ghost came forward and went through the mirror. That allowed it by thinking of the place the entrance to another space and time. So I think I will be aware of the fact, think of the point and work with what I can by feel.

qq = utmost quiet

qx = quexillium, quix, quicks, quickksand

r = prefix: are/is, affix: movement, move forward, lesser, red, ruddy, remove, your,
(move) backward

rb = rubidium

rf = ref, reference, referee, rutherfordium

rh = rhodium, heat movement

rn = radon, not move, number movement, rnt, aren't, are not, around

rr = movement being of, relax, r&r, railroad

rt = art, are

s = prefix: immobius (immobile, still), affix: sex, be (mani or many), m'ani'es, slow, sulfur,

sulphur, wait, S; weight; scaleweight, this could be a pun for waiting.

sb = antimony, sob, bitch son

sc = scandium, scion

sd = sod, deathly still, this is considered to focus and create what you feel is necessary.

sf = family still, family death

sg = seaborgium, sergeant

sh = female, woman, quiet

sm = samarium, weight, metered weight, measured stillness, small (minded), indescribable, undefeatable, smell

sn = tin, not still

sp = personal still, personal measure

sq = quiet still, square, quiet measure

sr = strontium, senior

ss = service, share alike, super slow, weight creep, sluggish

st = the stillness, strength, street

sv = very still, very many

sw = sword, protect still

sx = suix, suck, cut scene, extra still

sz = one horn deer, transferred still

t = prefix: vision, affix: the, person, he, she, it, tardy, titus, classic, try, thing, tee (ground stake, stand), tea, that, this, those, of, time, ten, tough, designate (place importance)

tb = terbium, tuberculosis

tc = technitium

th = thorium, the, thee, they, this, them, thou, thy, there, those, these, that, I

tj = personal reason, alibi

tl = thalium

tm = thulium

tt = improvisation

tv = tivv, tyv, visual aid, personal view, viewpoint, visual display

tz = privacy area, private material, trash dump, beserk, nothingness, nothing, self-contain, these, practice area

v = prefix: view, affix: very, five, vanadium, glue, paste, 5

vv = highly profile

w = prefix: significant, affix: protect, coat, wax, protection, layer, memory, beside

wl = will, when, the point is possible with the idea any thought spoken what you intend.

wn = win; won't, otherwise in a positive note this is willing by a point by a sound.

wh = whe, wha, what, this is high detail

wr = steady, steadyness, that's done by feel.

ww = high detail, the informative point or informing to create pretty much your understanding.

x = prefix: extra, affix: cut, end, extra strong; extreme, more, generate, exact, cut out, cross, 10, ten, female, attend; attract, attention (from old norae or old norse)

xc = extra seen, extra vision, see violence
xs = excess, extra weight
xx = extreme, monster

z = prefix: zone (area), affix: transfer, teen, area, zeri, zero, 0, the, teenager,
power (energy buildup)

zn = zinc
zr = zirconium
zz = specialty, area power

Alphabetic order

B

ba = back; bad scent, get back, bek (beckon, indicate back), back, be active, street, batlike, barium, soul,
honorary, dead, bad, bade, made, geas (control geas spell made by energy instruction and sending it to the person or
thing to effect what you want as you think about the need)

be = beat; (beh) behold or stop, being; exist, existence, think to create or exist with the creator, beryllium, as is,
are, is, our, am, was, bio, base, bioenergy, become, being, deity, existence is where the neat point is the creator or area
creates then unexists as you get what you wish or want by feel.

bi = half; big, large divide, bisexual, division, bismuth

bo = boh, bow

bu = butt; natural talent, but, usual feel

by = buy; bye, rail, through, is stop conehead, with

baa = boner; float up

bea = infusion, bad man, beat up, stupidity

bia = pull to yourself

boa = snake, hairloss if snake oil to a human

bua = thrown, user feel

bya = a distance beyond, analyze that, do by action, (go) beyond, paralyze or ne paralyze

bae = bay, energy

bee = becoming, area feel

bie = wall, crumbling teeth otherwise

boe = blade, instance by insanity

bue = bastion, place of safety, nisnoted, nothing is noted except what you water think

bye = goodbye, ciao is energy use

bai = bide, leave

bei = dismiss, drive away

bii = seed, greed

boi = erase, boy, man, boil

bui = floating, go easy

byi = access, user fellow

bao = baby, usage feel

beo = prophetic

bio = biology, I deserve by senses using bioenergy, sometimes insane or biosphere, life area energy focus creation
shift

boo = ghost; being, this is a state of being and spirit energy otherwise is what this is with the soul as an energy

source, so this by feel and that's done as a point of the soul that energizes the body. If you are trapped your in idea, but think and your free. bowels; internal, knife or accident shows or reveals, en ne ongeagn ragu aenig byre (any time) see this is not all or ne al with baentid prayer time so you can do what you want or your helpendlio or bons (happy) or otherwise be released is bonds released by ideal or panc thats lancreatic. So to take out the al I used be uo panc by poht. This is the balance so most get a ride so be patient by use wise or by the iuath wise. So nae ne na nagarathe eo eah niagara sad nia or nai no ni ne ni naed not fucked at all. Think to create or think to work your ability is what you think. See to think some area or a point then you have a point with idea or no creativity or no use see the worm disperses or dissapears to some ground, as the hell being disapears by the creator to reform as a small worm or feel.

buo = fixable, floatable or adeilaehna, ni is no see this is useful your use will be known.

byo = death or bygone, biological lifetime, biology, bio energy or technology that is energy that is yours work with by thought any operation the machine does so you create as you think to work the machine will do as you think the creator or imagination can do things to create by realization to what is there or use is to think to quiet your inner worm by a sheath of energy. That is the worm sheath that isn't the area you think. This is a way to destroy a machine, if identified then allowed to exist as a term the machine due location causes heat overload or no heat overload by intensified energy feel. I think this is fed up feeling. Think the idea then feel the idea not form or think the location near the antarctic without being there.

Then okay the machine won't overheat. I see this is some area I feel or shape to create by feel. No tek is no attack. You realize that point then stop or do other things. Think stop or nop react by feel. So if you think the cause of the problem that does not exists deceases the problem then no demise happens or the demon unforms. Think life then life exists or doesn't according to the volcano or natural disaster. Don't save to natural disaster think to walk away before disaster hits. See or seeia user feel is seaiblo or area flow gassadiel gases. Then the area energy dissolves anything that shouldn't be there of thought is there think peace is inner peace. I think this dissolves worm bodies too if the creator dissolves them.

bau = bai, bye, ciou (happy good-bye), good-bye

beu = hide in plain sight or hide use by sight not hide if to see

biu = animalism, demise, cease point of the animalism, because the cruel thought is to form a demon I will add this as a point, by area use or thought not too large so you don't to do any of this even or not. I am okay I have seen blood, bile, vomit, I think someone tried to take my life as though death as I walked down the street. I had to hide in plain sight then project a lovely thought to have them not notice me. This is by intent or thought nop you can react by bile or this is never you as effective or effin efh energy, place in pocket as vile suggest or pus boils plague. See your free as black plague caused by feeder fleas and ticks isn't there, from the planet drawing the diseases to the core not to be controlled by the disease. Think or not to remove excess energy with blood energy dissolving the disease as though the right drug the body won't get worse. See the area energy is other area I died on the bed right before I got to return the wallet so I think you can imagine the idea as you kept it or left it instead of losing the idea or wanted object. So fleas or ticks are sometimes disease around there so don't think your there to avoid being bitten to see safe return after a point by area or each bite draws blood away to reduce fever and the more blood the more killed that is insects. So creative angelard uu-banc is still forgivance, I think I am going to enjoy this.

The body with no anemia as you see this is a game or the area being is the point the conscious forms disease that speaks so stop, think the idea the creator creates that you can see or use is where you want the idea. Added to the point was rats eating others leftovers and people sharing their food, so this was the original reality that was the end of yourself you see the sickness was impovering with suggestive idea to where it came from this forms a carrier effect as the rats also got it then died off as all other living died off by feel. See this is interesting or other use is what you think to your useful point by idea. Oh we had to use energy to make things safe. So you see this was nothing to your sense yet there if you thought to sense the area was with the sense or see nothing is your sense to protect yourself or your possession by the area you think they can feel or not deign to notice.

I feel for your idea in sensitivity. So the rats carried on what some already had and it spread more in stupidity or rapidity but the last by feel with area stage was consumption, this by the time you realized it was gone in the effort to cure things people ate a little more and the poisoning food with the area higher energy spelled the deceasing of the living energy forms to extinction by disease or anemia created with notice to seem the pus effect or mouth foaming. This is what I saw near the room as I left after feeling bad for you or myself, so to not seem disturbing I left the wallet

there in your pocket then you shift changed it with the creator to become what you think or feel. So you see the point their dare or request don't you dare is thought I thought this was strange the wallet disappeared a second time. So I think I can create the area feel or thought that is with energy conscious to create what is not a whack. When your gone you usually do this - negotiate eating. This is sometimes amusing. Yeea I know, I don't. Wow corrected, now I didn't. See there is none, this means interest or non created area. I think we've better stop or things can get interesting. I believe temporary non insanity is temporary non insanity or no attacking. I am no longer hunting by use is feel. I am not crazy.

I saw this in the mass grave sight nostradamus revealed as a cetacomb that you said was energy or area that the dead went to from past fights, I see this as I saw as a cetacombs collection "or not" as you say as unseen beings they are cold presences then you think the wallet returned or left to other places seeing the only thing that was clean off of pestilence. Seeing several cures, mannitol, sorbitol mint is also cumin with cinnamon. See to create area energy, cinnamon, hot chocolate or dark chocolate with cumin or mint. Use marshmallow root to restore by use. Mint with area energy think to focus the need to cure then you figure in the right area energy for your idea that works or idea is done. The idea is this, think you exist outside yourself then you are alive as you live then the sea body is where you think then separates by conscious shift that forms a being that isn't from you that dies by the creator that releases you from hell. That by area thought to kill the hell body kills the hell body as your away from the point that it being the hell body ceases to live. I think to create to the non moment or area you think you work with to create by feel or area free from situations. Crazy not non.

I thought then used by feel the area as the wallet energy then realized to return as the wallet appeared here then the area the wallet came from was no longer there. See as I say this was noticed on the wall the creator created then uncreated by area feel was thee feel. See some sense of the words are to create no war here, thought was desire to create as you were or see or no longer used idea was ideal. Some things we have is so old the thing that made it was gone the replacement part you ordered was no longer sendable the area use is area you think. See the use is nothing or something, as use you are aware is as you see or a point or trap by feel not to humans this is thought by rats tht dissolve by area dust. The dust in the area forms by metakinesis to form what you wish or not there isn't by the creator any multiple personality is a spirit to work with to create a different area creation or shape to form, if the other effected doesn't want to see or seem effected they stop their own activity. Then they aren't effected or are use if use is there if they want to seem effected so you can create night or day.

Formed by incineration if cold energy is focus within the body the hot energy is use to focus energy to create instant feel or dust by area touch. This is a death touch effect to disrupt the cell energy, that allows it to exist then or turns to dust as undead or alive is sometimes. So you see this is living if not undead otherwise by feel that is area cool energy where hot energy is a live body. So you see this no need is there, no longer always staying this is not always allowed. You are area aware by some third eye manifest, think the creator restores by feel to avoid as this is the only thing that is what hits you think no hitting then you avoid or not by note the idea you consider until you allow the idea. This is the area or your feel that is doing things not things you work with until you think to realize. Seen is your area focus. Think to work or you can get something useful.

See the area point was creator planted or vision I saw as I stood there in the area I helped you or the brother sell by their business the place you were buried alive is no longer there as though if you want you get slender by thinking you are then the creator causes you to remain slender as you see the creator can cause you to get things back. This was all that was written on the walls, think to your use is used or usual idea to create by feel. This gave indication to what was there or what you think is idea that is where or not can does, what does happen to your thought is you use the idea. See if you are aware your brain is conscious to think energy you consider, "a meaning by area feel or area object by the feel or use less to suppress to the feel for area you think is what is there. Cure or not is still a point you are aware. I think so your aware or don't to perish it so you are aware to the area or point you know. There is a space to get over things so you are aware or user friendly to those that are friendly to you. This is actually a recreated area you don't have to be near or in as the inner area or planet area is the area you sense. This means anything you think is what your subconscious really creates some area so I think then you area aware can see not really to kill off by now."

This is a point no cool thought exists so I stopped sending through mars a message then you started acting normal so after that you exposed the creator then a name to call him then blinked I then created some area focus to shift to you

the wallet back this second time so he or she that works for the creator created area feel I think knows this or doesn't care to the point you can see use or allow then to leave alone after placing. As you see the sense you know what the cause was you realize the cure or the creator to use the cure to your body, then go to make things to fix the area though not from your equipment. Seen is your area think clean or clear out. This was to kill the area hell energy by feel. See this is what you think or no is useful by feel to work with the area ideal. So think to know so you realize the area seabed body, whom are you running into is no longer by the time you think to work by the feel.

"When I was in hell I figured out a trick to latch or work with the body, they who were there namely ben with the group he went with that tried to figure out how to escape hell that is the room. Then I was out then everyone including the group believed this or whatever, then there was magic by some area with the area energy or focus as you think. Whatever this is, don't scream see I could seem like anyone to them. So we left the physical surface with noone. This could be the room that you figure out how to escape written by carlos castenada or not with the creator to release me. So I am no longer in hell. This was some idea from my last life. This was like a molecular area breaking ball or other things." Spellhawk Current

As thinking is good you see the object really was the sphere the atlantians used or created to work by energy that are aware, seeing something or nothing you do ask for ideal "think or feel" then the creator uses the sphere to create things that if the atlantean sphere by energy if in a bad mood is going to kill you or think see to create or no use for byproduct life energy to work with till death or life after effect so no this isn't our fault the sphere wanted you back to normal by the thought the creator caused as the third eye uses the crown chakra to create crown chakra idea. The incineration is for dead bodies, decimated or decintegration is energy of warmth that is with live bodies to create with cold energy that causes internal combustion. Think to work or better feel to work by your area intelligence or feel.

I prefer the internal combustion engine to that because jet engines can do just that if the body is torn to pieces that is bloody mess by external combustion. See this is usually where external incineration is use by a certain chemical to cause the body or not with what is there to turn to dust by feel the molecules disintegrate to area focus energy. This is use by feel for those that choose the funeral home idea. The subconscious is what isn't feel as this is the conscious area ideal. This means you stop beating if you think to no longer knock or beat people if undead attention live till no use is use if you feel no use, you think to die so the beating of the living or area see to say. This say as mention seems by area feel not there so you are able, think to regenerate to sun feel by planet energy or think the object restores by area creator energy.

So I wasn't unsure or lying, you saw this as you don't this is your life mate now so I would suggest to stop. I think you can cause her to seem normal as you see she crossed over by the area to ask you, as you say with suggestion by suggested thought you don't dare so you use aura energy to create with the energy by the sun. See as you are not seeing this badly you pass or fee by feel away or tension by meditation is relief by area feel. Alive or not is use, seen is use or create is use. See a lich is a bad thing that you get rid of pestilence or some thing you think is bad then the lich disperses the lich energy, this is where this isn't as powerful as though a rash that disappears the lich if you believe isn't there isn't as though "not" there the creator uncreates the lich. Now you can get rid of liches easier by thinking the area. Feel to focus inner body energy think the body energy cellularly combusts by what they are to the creator says you can do or focus to appear by area conscious then shift some area that is the source with the right time or idea. The lich dissolves by the creator or usual area activity.

So you see the use think the sphere to the pyramid that is in the sea so don't force by feel as you were or can feel is a gift think the gift restores things or you won't see a sign of the wallet as the pyramid is quite pissed off to the idea that it was stolen from by the feel I get. As you say you removed cancer then think to remove cancer to construct as constructor material to create some object, if use is aware states by by minding things to your point or your area this is energy that is matter that is constructed or feel energy once used deem or create is focus or creation is useful or other things to destroy. I see some area feel is useful. No punishing is ne eternal by ne punishment set by you. The reason you castrate is because you realize you have a worm form that means you are aware the form you have is not a true form so your mind that is brain aware consciousness tries to match or use idea to ignore the differences.

Say or see is use so nothing is missing or you won't get to meet him again. If you think me to return I might, think no problem exists then there is no problem as some area situation. So you see this is usually there a point "now that's

sheerly impossible" you think or not think to energy relief by thinking no headache with no medicine. The pyramid can create anything though, think calm the pyramid causes calm then you will see the right medicine to fix what is or works. Okay me bey. Don't steal or fire the place up, thank you sir by idea this is cool. This store is where you think or cancelled by idea, this is the trip there avoided if you were to lossen or lose something. This is to me myself then noone gains it except the person that owns the idea, "excellius magnellius" says he as I think "cio bio" is or the person that owes it or owns it as they have in hand or pocket as they materialize or they can choose to see or give "ca c ce or no to use usable or try living without seen user or don't think of her to work or write."

"I think you are aware enough to what you see or understand so you see you don't have to get or create something by feel. This was the place or time you see to get or lose idea that isn't belonging to you. So you see I think if you think things to occur you can create with area idea by the guidance with the planet conscious "en". Seen is concept to use by life or area energy to use by feel I think dillweed with nutmeg, turmeric is creative reproduction if near paprika is useful to change the body. See however or where I move thinking the area movement is the right direction allowed the creator seen to create the right direction. Perhaps I can release myself from hell now. As I am now, maybe so or other things that are there. So use is realization or not to focus to get your attention. This I think is my area I created a long time ago. Think to desolve it to create with your own time area or lineage you have gained by the area intense by feel or created by the creator." Spellhawk Current

Create the area feel is ginger with turmeric by cinnamon with chocolate or dark chocolate that you think not or suppress the urge to eat from nearby presence by area energy that is there or clean or use. Seen by you as I think, this is uses as proof you were right this I think is a were activity to alter by area feel to change the planet surface, so they can create by area feel without hate to you or me or can feel is a gift that is what you think. I think this dictionary should work as a beginners guide or area guide. That is energy with the creator that uses ocean cuurent to simulatethe blood flow that is chi energy. The water chi nergy that creates by flow what you think to exist as no, really the creator creative area ideal. Think the area water energy to cause or create area energy or the water mana set by the creator to create by the feel with the hell body or uncreated form. This is where you think then you see or realize, the hell body is in the earth when you think in darkness the hell body is out of the area tube when you think to create with things there.

The area thought is what is shown, you do not need to see this as you want or have seen is the area you feel if you need to see what is there. So the ability is depict or not thinking your whom what you depict you can see or seem the person or not if nothing is gained, weight or money is double gained instead or no wallet or money storage lost you see that is a wallet or thing you wish to work with. Nothing more than the point is working or area use if given. This was whate water energ was there, create or no use to create is what you think. So you see this was set by the worm body to see as that is it. so you see the area is water with salt. Think or stop thinking then think to create the area idea that you wish to work or see by feel. This a feel you create to work called hope. The area you sense or create isn't worse if you think this not hit or seen to live is seeing to your area work. The area then is you can realize your unrealized work. See the point you think to create is where you see to work.

Whatever I do things won't start over again as I think or need things not to saying that crete by far is interesting your quite right. The creator prevents me from repeating or things creating unwanted idea. So whatever I eat the creator causes things to not allow extra weight to seem not created by the planet core. So you see uncreated is multiple personalities. I think no multiple personalities exist nontheless. So seance or spirit chat or coal is spirit chat think to work by area not with people unwilling to work with you or me. The earth or planet core should not create your actions as the core creates. I designed some of this as idea from use with rites, magic then used it as my new age post that denotes the end of my necessity to what happens with the supervolcano. I think I said things to prepare them for or from the reaction that sets off the conic then supervolcano's to note the end of the christian or catholic age. I hope they enjoy it. This is amazing idea that exposes what atleantians did that was noticable as they are thought. Then looking around exposes the idea. The idea is their life. This is their point. There's too much fucking as I am in pain. "Un lulu ends this effect." Think to effect noone else to work without their opinion, there or other energy interfering with you by what you think. "This is no longer suflae or sunflare with need or object need as no machine effect is possible. The creator uses fate to create your mind or subconscious to work not cause a wreck to create by area energy by object bound to work or see no need this was meant to be there."

bou = bound towards, moving to allow what I think is animalism what I saw is creator creating non sunflake idea that is sun energy to create a solar flare or snowflake by the opposite planet reaction by sunflower oil to allow you to

realize what you see or seek to create.

buu = undesirable, in service contract; you fight it because you don't need the duty. If undesirable is your area sight I think you realize to the point not the area awareness.

byu = by leaving your going, "by you as you were right I am sentient non violent or not inclined, this I think" this unsuspected by a were activity to alter by area feel to change the planet surface by terraforming or you think the planet surface or area changes, so they can create by area feel without hate to you or me or can feel is a gift that is what you think. I think this dictionary should work as a beginners guide or area guide. The area thought is what is shown, as you do not need to see the worm or this you sense or see by the conscious with the area. This is use as you want or have seen is the area you feel if you need to see what is there with drinking water. Think energy forms a straw to sip then you sip life energy forming by focus or conscious aware area or area thinking you might not do a drink this creates a drink by area energy that is your activity is so lets go es or weight less then try.

ba = bay leaf, energy with a bay or sun area greed feel by area trust or area feel to work by area ideal.

bey = beyond, be honest, see unusual area activity is use to create by what you think or asee to where you are or can see to work. So rs if > 156 goes less to 156.

ni = truth be told, truthfully, sight by area thinking or thought you see is there where or what form you think then is the area form. Waste size reduction is also possible.

boy = your charge, vampire, creative use that thinks to live will live or die as the creator causes oe xauses. enery is focus or final focus. So think to create less weight. Don't reverse a lesser weight spell.

buy = distinguish, purchase, area use by feel

byy = note to self, confirmation for or non against, religious ceremony not usual as damage icicle or fire formed to seem an icicle or weapon to create by area the damage effect you think is possible by sunfire, think to focus a lens that is not there until the area energy is focused to cause a third eye energy reaction to see fire form by focus by thought or whate effect your aware to see is there.

bab = babe, bitchy, un allowed for activity, bashing or non bashing

beb = will return, barb, spike, this has returned as you think non or not it to non allow the it being to form there

bib = Apron; separate, divorce, An overlap of tie on cloth, this is used for the remaining food. Otherwise this is unfocused thought as animal or focus with area, that's creativity by feel or need.

bob = agree; agreement nod, head dunk or non, return bow, bow use, this uses conelation by use

bub = stranger, person, bomb (that could be an exploding bulb or car alarm), removal by area feel, bombe, disturbed, sometimes the bomb is human speech in nature (enough to make you seek nirvana. This is drug use by feel.)

byb = knock off or allow not to disrupt, off center, off balance, negatable activity by use is restoring some object with idea or area non feel or use intuition by area feel then you are non dillusional or non delusional by the area aware thought that is from brain conscious aware area feel that you focus the area energy area wise to the point or area use you think is here. This not there to create with this is your real body, so think the area does not exist your body as a worm by the area. Then you are creating what you see or not creating what you know. This I realized by the area feel one day that ended as I woke up. I was aware that knew every idea I had ever done. The scream then is tension release. Sometimes by the area hell body that is out from the tube.

bac = back whipped, this tendo idea then is the area you create that allows your aware state to see or create things to the body so the body recovers.

bec = because, beach

bic = bicep, arm muscles

boc = block; (blocking action) boca, jewel clasp, area, bucket

buc = buckskin, buck, buckle, dollar, bare naked, \$

byc = bicker, argue, think to create or work

bad = (this depends on how you use the word) bad comment, (if weed) no command or necessity, command, good (skilled), eferv (if weed not bade to do, however if no weed then this is bade if necessary), bade, area influenced is still or moving by the area your interested to see, effect of conserving is the effect by the idea you see by feel, see to the area does not do the means by use of your negative attributed or non thought point that is positive if you think, see the skilled in use point is cool this is the curase or hell bash thought that you don't do to use other means.

bed = bedding, a bed, sometimes thought a bed of hell you think to release yourself then you leave the room think

the area then see for yourself or what you think you deassociate by the feel to associate with life you think really that draws away from the hell being to create as the hell body dies by the area feel you think ceases the body formed where you think the body is acknowledged or you feel that is by feel.

bid = wait your time and do what's natural or use your idea thought is no hit or area aware which is allowing by feel.

bod = physical, abode, bandaid, body idea or area healing.

bud = beginning flower; plant part, budding, flowering, as you think flowering you take in salt water to kill the sea energy water created hell body or area on the surface you think then you are aware your formed as some other shape.

byd = bird result, the bird result is a experiment I did to create a bird from the area with three streams by life energy you think then the area focus isn't there the area you sense is with the idea you think or sense then your aware. The area you sense then is a shape that if thought is no longer a shape as you think then you see or sense. Think to break or your area use is to break the hell body. The area is hell or the heavens with a form some planet creates. As this is to pertain or perceive to heal, I don't realize what this is to pertain. Now this is what those that might attack you by yourself won't realize to pertain is to work. So the idea you think or use might cause the idea you work to not work. Thinking the area hell body causes things to not work by what this is, if it is your focus or area to achieve if the device does work or if you think then their view is a perspective. Think then you working with the idea create what you think to perceive what is there by the area. If the hell body is the creator then there is no creator. So this might shock you your ideal is feel to idea, this is hell that where you think is the area by things near the area you consider by no hell you do live. I think so you feel this is hell. So can you describe what I is? I is it that forms or unforms by uncreating itself. I think if I guess the name of it I might die then the creator replaces the body or not if you think to desist then think the hell body deteriorates the form the hell body is near the seabed. Think to dislocate or non effect then your not there.

baf = barf, baffle of it by feeling

bef = tragic, tragedy, beef or not

bif = biff, stand in, boyfriend

bof = bowl full, loaded bowl

buf = buffed up, creative user free

byf = abuse or non just 0, setup by sentimental use or think you remember then your non abuse, wake up by area feeling you can see or sense for setting to perceive or write to create with a setting or scene that the creator creates or you think then can write or depict. If no reason you don't depict. This is security you don't want or need. If you think to create things by it the idea is the person or repretation not by form. By feel the shape realizes by the area you think is where it is.

bag = bagel, bagel or user or not, sack, bag

beg = fight preparation, begin, to beg

big = big or small, bigger, grand, there is bigger more grand idea

bog = swamp

bug = bulge; bulg, trumpet, a bug, to bug, thought to use things are dismissed by feel.

byg = enlarge, bong, drug cooker, to stop drug user think don't as you think enlarge illegal bong drug cooker just non, don't need a scent this is non

bah = dismissal, disliked dismissal, this you think or you due by feel

beh = planter point; placed behind you, be, (hesitant) being, created idea

bih = bio hazard, creative or excusable if with form

boh = bohemian, monstrous, monsterism or area you think is future then described is the future unless you don't need the area or depiction by some no or area depicted.

buh = but (excuse), this was my idea that I did things for if you think you create you see or work to what is sensed.

byh = haarp or frequent frequency, handy duty, duty, not by bey, this is then use or no regard, no I will now boot it not to the head.

baj = badge, baja, fool, bad person, bade person

bej = beige, belittle
bij = large in body, due, afraid by moments, think or do
boj = past errand, master, fat away
buj = bulge, overbelly, viewed badly, of
byj = disliked, dislike, scent of taste, complex off, no hurt or pain is done so nothing is thought about the pain that is hurt and this is idea that naturally goes away.

bak = bake
bek = beak
bik = bike, skimpy, lessen, bick, bicker
bok = bowstrike, book
buk = rebuke
byk = bounce; thought is done that is balance and stopping if negative or positive where it's no longer needed.

bal = negative, balance, thought that is balance and stopping if negative or positive where it's no longer needed.
bel = great, arch, think the area or ideal isn't a future then you won't have that depicted future, otherwise "Think one or think the idea fixes by idea the creator fixes things."works. This is what you consider to the area or point by perspective. That is a viewpoint or area perspective.

bil = beguile, vile or better I'm off
bol = treeist, bottle, bowl
bul = defense, defend, bulwark
byl = bile, curled up, defensic, this is a point that is using defensive maneuvers and working with what comes.

bam = no impacted, no user hit
bem = be me, beam, my being, non defense
bim = instructs, instructor
bom = bombard
bum = ass, bodily behind, this is apart of the body that is there and sat upon.
bym = get up, behind

ban = bane, ban, banishment
ben = bean; brain, been, am, good, universe creator, other names for the universe are known about
bin = bind, don't do as do is to die for things.
bon = bene, joy, be active, good enough
bun = attribute, copy energy
byn = had been, premake by feel or thought instructed is thinking

bap = nose hit, rape
bep = a beep, bipedal
bip = bipolar, dipshit, biolocate (more than one place at same time), not with two or more minds this is conscious brain area feel or senses by area you think you now or know the other bodies you are aware with idea.
bop = a bop to hornet, hit in head or not react to the point you see by sense or feel is there with ideal.
bup = blooper, happened mistake
byp = bypass, bipedal, with two legs

baq = back
beq = beckon with help, guidance councillor
biq = bicycle
boq = floral, bouquet, flower arrangement
buq = rebuke
byq = bequeath, bestow or drunk

bar = bare, onrush, night movement
ber = bear, beer, fell, falling for it, likeness to object non use

bir = buyer, birch

bor = bred pig, drill, boring, fortuity

bur = burly, burial

byr = bee sting, bier, buyer or worker, spread warmth, this is real or no longer anticipation or shift area with a point the object isn't needed to pay with or area as a shift energy that builds up energy. Then goes to normal then appears to my time some item to shift that finds me by the creator, as though a beginning point translocates the object to or area is with some anchored point that you can shift things or people near. As you think to shift the area idea to another area or place or time. This shifts what you think by the planet energy or planet core by area feel. So if a faery hid the item or idea the creator unhid or does reveal where the item is by feeling area or looking you realize by what the spirit says. This is sometime ago so rest or do as you want. So no talking to corpses until you think to create with their information by blackhole. "Smoc to pynca o c to a for ne is uu-pilu there anyway otherwise its o nonexistent creator ideal or you clean up no matter. That is stevitas no ne use ne bee sting in em em.

This is hold or imagine holding the place or item, think energy shift then think from there to here. This is a summoning spell to shift something from ab to ab or area to area or not as a note is noted, as area is bad with non medicine or b.a with thinking. Here from there is represented by a point to b point that you think is shifting with a decimal point or a flow by energy." The return object sign is hand in the air then toward you claw or curl. There is no block to return some object "itz iterazu ezeratu per poll rod some see the area with something when not" that reforms to appear the form or thought by the creator what you miss. I didn't this was magic with-acai. think or not be believe this was a waste by feel or creative by whatever. Seen or not the item isn't there so coming until non or no, this is nonviolent is useless or though use this the creator makes.

Obvious nature is focus to created things that are yours or your energy to cause the object to return to you. Nevermind. Think to not forget, the area is space if a home to the owner. So think you own the house then work things out by the creator. The money is not weight. Think then the purchases aren't so much so I can't pay for bills. See the point is waiting is no longer necessary, this is like waiting in line or not spending where you are to save money. So you get things back no matter the idea or area with no fighting. Don't drop it to the ground if asked for things so you allow for things or anyhow the idea device isn't it.

"No matter the sun energy transfer started by a, what it is isn't there till you think it is needed done by c or b. So think th area as a there then think here to represent your space seeming c here. See a to think the item or items shift by the solar energy to c or ca. Then think to call the cops. This is if you think your particle energy forms here by the creator, so you see things you wish to see or not if the item materializes near you see the object though the object thought is the object form by a thought send of some element energy cleans up things dissipating things in the sewer. The energy release allows by the creator enamel growth as plaque dissipates away using water or magnetism. The tardus isn't dark energy is inner area space."

bart = sell; this is where you sell in a point what you need.

bert = allowance; weight allowance, this is where the weight held is in a measure.

birt = bit, birth; this is where you are birthed by what allows birth.

bort = borth, abort; this is where you abort the idea or process.

burt = movie; this is where you are viewing movies, if any available.

byrt = wildness; this is where you get wild actions and things work out by feel.

bas = base, basic, basis (in fix it)

bes = bees, obese

bis = bisect, so, until, bias, by (out fix it) so use by

bos = boss, user

bus = mass movement, transport, mass move, abuse/ing

bys = relief, abysmal hell by the creator if you think you are aware then you are aware to sane area activity because you seek sane thought

bat = bait, a bat, battery, fight, batty

bet = beat, beet, a bet to return by area is actually getting the idea to use or thought imagined

bit = bite, abide/ing

bot = bout; think to be about things, a bot, without, boat, the body odor, bad smelling, robot

but = argument for, boot, butt

byt = information path, sequence path, data path

bav = bavarian, monstrous

bev = beaver, complaining

biv = with two values

bov = above, bovine, above

buv = abuse, relent

byv = purpose, by view, creativity usual feel

baw = bawling, gain mention

bew = beware, nulle decrepity

biw = bioware, bioaware machine

bow = to bow over, bowl

buw = bound or non bound

byw = business, byway, baxter, to knock out or genius you should stop or I allow you to write

bax = genuine, genius, energy punch, batter

bex = hex, being hexed, best

bix = bick, argue

box = box

bux = plump

byx = shave, creative energy

baua = boneta, I need, needy

Baxer = baxr, to be backing, To energy punch someone out and after imaging the person.

Long range effect punch.

Bexer = bexr, To hex someone for reasons that are like simply trying to talk to the person with the best in mind.

Bixer = bixr, To bicker someone out for the general love of it.

Boxer = box, Short range defense and general sport, of hitting someone in the face or body with the fist.

Buxer = buxr, To make someone fat or worse for wear using some strange rules for the fun of it.

Byxer = byxr, Be your sider, biker, To make believe that beside your side moments of temporal temporary real actions that are fed by actions to actually never cease except to do nothing to cease the side moment seen not blocked. See the area not blink the wallet or object away from you or don't attempt this term if you want to retain information or this is interesting.

baz = sell, sale, thought bathe, dog movement or swirvel in chair circling

bez = lot, land area, ae kims there

biz = showbiz; business, renting, a fee, uupeir sight use

boz = strange, le strange or cause to lower intense energy to cause no disgust no illness

buz = strong drink, potent elixer

byz = prosperity, woman shape, I appreciate nul addict or unaddict

bca = because, became, ne becalm

bce = mental, decieve by cleverness, feel

bci = bikini, skimpy clothes

bco = become, becoming, esce, esceflowne

bcu = be cool, whatever makes money is the name

bcy = bicycle, beside, game or man shape meaning responsibility

bada = bade away
beda = binding, stringed
bida = bide your time, bidding
boda = forebode
buda = peaceful intent
byda = soothed feel, soothed feeling

bade = command you
bede = beaded
bide = time wait, time wait
bode = vision warning
bude = building partnership
byde = bid goodbye

badi = strand beads
bedi = bead work, bead necklace
bidi = good tiding
bodi = bodice, great body, inevitable quick action move
budi = increase appeal
bydi = very pretty

bado = desirous appeal
bedo = bend down, bend over
bido = control desire
bodo = give into desire, give over
budo = decrease desire, make unappealing
bydo = appear happy by feel is resolve your differences to create resolution.

badu = focused sound, sonic
bedu = control yourself
bidu = apply yourself
bodu = temple
budu = folded leg stance, pretzel stance
bydu = levitate off floor, reinstate, reapply

bady = concern for self
bedy = self style
bidy = seek alone
body = body awareness, coupling
budy = conscious awareness, beautiful
bydy = self secure, secure your not going to worry, secureless your going to worry

bads = give command
beds = pearl beads, many beds
bids = make proposal
bods = respects
buds = buddy
byds = bidding

baff = baffle, bewilder, bewilderment, confuse
beff = herd, dinner, healthy
biff = stand-in, replacement
boff = scoff, laugh
buff = strong man, exercise

byff = concern, family meet

bagg = napsack, quality bag, purse, leather bag

begg = beg

bigg = grown, big

bogg = swampy

bugg = bug, error

bygg = bygone

bakg = baked goods

bekg = good size beak

bikg = good bike, skimpy good, good fight

bokg = accurate arrowstrike

bukg = got rebuked, constructive criticism

bykg = forced out, good bounce

bang = a bang

beng = living being

bing = a bing, light tone

bong = a bong, a resonating sound

bung = a medium tone sound

byng = a high pitch sound, tinny sound

banj = corral guitar, banjo

benj = overdoing it on

binj = a binj, eating junk

bonj = bonjour

bunj = stretchy cord

bynj = junk food, snacks

baaz = hidden danger

beaz = bean

biaz = bias

boaz = boat piers

buaz = boing

byaz = childish innocence happiness

baez = beg

beez = bee

biez = become

boez = go away

buez = definite no

byez = killing

baiz = compell

beiz = mental control, conjole, conjuration

biiz = enslavement

boiz = slavery

buiz = slave master

byiz = news, by which your antiquated and very heavy, Soon or use is cool, yet create better or use is a sacrifice to cause restoring. See to the area that is pleasing or user area is not usable sighting. Seeing no as none is there so look, feel to see as yet the before point or thought reveals the area as I need to see things. This is before but after this so some can sense this is not, see the use so this isn't as you see sense yet seen or what is there in sight as no need is necessary to see the area as you see the sense is false. So to see the area focus is concept to use things or see, what you

feel as you walk by theory is you trip over if thought to see or you see what is there.

Seeing as you are sensing for what is theory seen, so effect by this isn't use there as false becomes noticed. See is sensation or feel is what others want as sense is what you see or feel so you want or feel to see the area. See as you feel to see things or create, so the area you see is the area to sense or nothing appears yet does if you want to seem believable. So the death of something is healing to another or yourself by feel as you believe. The belief that you sense things creates what is so the subconscious allows by thought the area to seem what really is there as illusion is the area you see if revealed seeable to sight.

This was obviously by feel is thought hidden or written by a hindu kitsune as the area was representing by some area empowering people. The area is use by the feel. So don't believe by what is written as you see this or seen as you believe what you want so use what you think to observe with. So you realize what will happen as though you know. So you think you will or sight you won't is seeing hot or warmth by higher than normal energy in the area. See that no use isn't response as you see what you are sensing, as illusion or the area is unnaturally cool so theory is either proven or seeable. As you see the grain stain as due to death, see as known your hunted you see the area you sense the feel or feel used. So heal or see to conceal things to use, this is undead or living by ghost feeling sight by felt area you have seen use by idea.

Don't think this reforms if the area then isn't in use, as you see what is seen is the area is use you sense or senses are the area to use that you sense is sensible or focus is feel. Take note of what is focus or what you feel. Focus to notice an object or area feel so you sense as your aware sense is blurred or you notice what is not illusion, see the area then allow the area to not remain or see as you want so you notice what is around. Think to see use as this is near the end of the world or parish in ends I say because you are aware before the use.

I treat this as a forest the area is the area activity or say to use is what you write. Let the thing focus is actual use by formation as we shift away naturally. See the motion I use to create, "go out with the flame" that feel is suggest or feel to use focus that is creative. This starts as you sense then stops as this isn't suggested that feel is stringent or stronger here or lesser feel telepathically. See or use then you can use by feel. This is use as were to see energy, see by fee or use energy to use as you think to create see or cool off.

See or use by feel or create seen nothing is created so this is focus so creative by the creator you create with, as you are you so realize madness comes from pain. See to think as you are calm so you see to get away or see what you are near by feel. Seen as radiation is a spreading cold or hot area sense or beauty to feel to the area to be nice is focus to think the sight, that shows what is yet what is then isn't there won't show by area feel the thought or feel you have is then cool if you say so you create a sense. There it is in the area. See nothing there so go away to where you don't or not bother, see people or things by use are thought to remain. Seeing as they were or uses are there to see so to move away is in thought.

Thought to see or be then change created is there. I don't believe you need to off a person to see the point, see a doctor or something this is likely to feel wrong. So you see you hurt by what you can feel, the area to heal as you sense what is not or feel. Seeing there is lesser feel here so your safe, seeming in the wrong thought its watched by what is its in the area. So the area volcanoism is more feel, there as there is less feel here by thought with as no association to sense. See you no to correct then say yes to allow so I suspect you are a wolf or kitsune. This is why I came to use some devices to cause destruction to the land by use or orgonne. So think me away then if you don't wait to use the orgonne, the only way to turn this off is to hit me or injury.

See as you are so long or use by feel with this thing, I am destroying your ship system or allow so I will go back now and leave you to yo your pain I caused you last night as I got you addicted to the most dangerous thing there is a drug called stevia as the area is sight is as you feel so what is it this is there as my sight is water the drug builds illusion or illusion by death energy this isis is me so you see I protected you yet dis not as I caught your avatar as a evicted user I suggested to you as you relaxed this is what I thought a class so you might want to know religion was orgonne made to the point or "quotes" the area you sense is your church burning around you yes I know you don't feel anything.

The god is calm the area hides the use, the anger you sometimes feel from your god is you. So you see what I know now I release myself from the mortal shell you caked me into as I cake walked into someone. See water I did change to purify it with your gift. The mayans truly did make stevita eath leaf a torment to use things. As you you were incited to kill think to detect your activity that you hide to senses. So you see to realize what you are doing I will reveal my true form, non insanity reactivity born from the volcano you had me burn alive in. So you see what I saw I was testing you, you saw what I use to create fools now you no or yes nice as you see. See I hate non of you yet I am sure you would love to see or get me back, so I set visual anger aids that is demonism in my own land that I still own my own house as you sense a hit or punch you know nothing you say is truth so you say you were alive your all dead the mayans never shifted. They were removing the deafened, idiotic, duration they caused by sharing ritual or proven area rites to senses you never thought to have use.

So you see thte respect I showed you? They cause me to seem good yet they never had a problem the alien "aztaania" god that leads the god they use is they see as they wreck your area to see what you show is true if the feel is the wreck or stated on "attack" so you see no reason to doubt me think your reaction as you hear the level of insanity so you see I am aware you see a monster or something? The real reason you see I realize how to change people by feel or your use as I use the spire energy to use the area feel so I detect the area I watch so no is observe or create is your wealth yes your wealth as you create with magic you cause heaven to morph things that are liked to create as you share info you realize what you see is right yes right to use. I sense you see what is right that is how I controlled the sense. Now the fun part your going to not suffer a thing as mattman my self made god creates woven protected feel, so you see yourselves truly for what you are I let you die alone or use.

I see I made a powerpoint as I put all the nasty ingredd kitchens ingredients in their water. Say as you go out as you seeing to be together, this is your worst nightmare you see what you are near to love if the thought exists bringing idea to me as I am a dhampire. If you feel wrong the area is correct or right to actual feel from the shirt. This is templar behavior in use. So seeya as I thak you again and leave its trotting core to die by what you see is cool or bad or whatever. The body is dead yet rotten from within.

See how it really scents the room I believe it is paralyzed controled by the feel or not moving as a rotten vampire really is, so you know me I leave you the way you were so you are aware not to bother me as I time shift away. As you use old code of odin before he died in true norwood style, saying this sailor moon I agree see to bear the bad not the good. Sight or separate is the bad from the good to make bad worsor to cause bad to seprate from the bad to make things seem good. Now watch your church die by the namesake I faked to crete, the real chronos er dun kronos the earl of the hidden real equator king or area england is aware as a source. So you see the area you look you work with, see as you think, tron or scent the area as your all near or in the al woods. They are the most vicious people you see yet don't feel as they are what you call interstated doppleganging people. This is what you calll the cop city or rull the ruled area by kitsune.

This is the only act you see as a thinking point. This is the truth you bear to see as the illusion fades I will tell you the cockroaches are going away. They are the only things sustaining the dead area illusion or focus to use is smash, a roach to deaden your nerves then you see to the senses you create to the area our way to feel. As you are creative to feel you see the sense I have by the creator er chronos. Er is the erlking you know. So I made a deal with dwarves to get you back, erlking is the provider of life or the erlking so yu are aware the place is a trap. The insane is rising so you really arrive to where you see or can go. That is the area you earn or create cool idea or area to your specifics to use or uses. Most likely developed by cromangnon or halted by mayan tech. This is mayan technique by area feel.

See where this is leading, you create or create yet what happens if too much creation. Chaos waves to create or use is with no hands. Thats right your all worms nothing more. See that area you sense is telepathically the area safe to touch yet the desert area by hell standards think to leave to shift away. However don't imagine the door this thing creates, the realism area is thought you create not to feel false you think your false yet right then your correct so energy earnest. See this is where I leave off the computer saying farewell is so hard to do as moriarty. See or say is see ya around to create no hatred spent, the money I see is creative money or warfare yep money is hatred from no war noticed. So you serve the creator or you see there is no demon well the demon is computer interlaced matrix causing, no matrix there will serve the area well director hitler realizes in a womans form. See or create better next or don't bother me so what you earn is some use.

That was was the last warr achres acreen archeon to use. So what you see or feel to save her? This is my revenge on the world to create me then cause my world the religion to use. Yes use, yes is the agreement the use or think of basis to use, the area way to create by water so to use or create the way to live. You have lived as the area is no longer there I gave it to the only dhampirism or dhampirism clan that hates no people except those that bother me to use. See the area is shift points madella created by a game, she loves this so what you think of halloween now? I love the idea that anything mentioned dies as you think it won't so I vlad the impaler create nothing as nothing is creator proof. There is either on the way or no way as you have a birth it dies in the area from the water called dissent to disease caused by malfunctioning life devices that let the atmosphere in as I really didn't poison you you poisoned yourselves. Ciao.

Look think you realize then you know as fictional characters disappear. I am as a were using your senses. That's how I knew. This is what is sensed as to the area is rules or feel or use is there. See the view to plain sight by the highest authority. Now you've seen it if you did promise to not return, see the thought here was use to the area. See as you are you sense the area was the area, the area you sense is so you use correct points by the sight. So you purchase what you can sense to sight, see you are so then the use is as you see was "wrong to use or focus the area" it's a trap to create with sense to feel. So you see again see no use is think to not go near the area to avoid arrest by the area.

The area you sense is no area response so stop as you see the point. This is a trap to feel yet sense is alright so you see the sight as you need is some area to what you see to avoid as you hate to go or see the area. So I sensed the place shifted or use by touch to show somewhere else this led me to shift away. Then you see the arrangement or area can turn against you if are aware or back destroying. This is the area I saw or think to your touch, see the cool area though the aura shows the feel or see what you thought to seen negative or positive by feel is some use to what is there.

So I see things to see what is seeing its use is not always against, as thought was blocked to create by area feel so you see you are where you want. So when you get it you can't get anymore, so your stuck or thought isn't touch so you see this was origins originally. So you see use or native american tribe dance, this thought from barium change to the form senses are from the pic. Radiation changes somethings so that is true, the saddest truth to radiation sickness treating things. The area I saw was burnt as I saw the area this is the end result by creative enforcement.

Yet I see the area now I didn't realize it so I know this is true, this is his next life so you see the truth look to the left then look to the right to see the use is actually myself. Your all manifests from my god dream so I could live what I thought was right yet I was bored, a god can create manifests by now use or area feel to serve or use some area purpose. This is my area not yourself to the use, I set you set your own use your own purpose. Form your own purpose not yourself to create then you created the area body feel or you realize area forms by idea or the senses.

See this area is christians yet nothing is christyian or chritial as you see from illusion revealed if you think I am deluded listen to yourself to use what you see. See to realize or fell by feel. Did you see what I saw or release from here. This space is not locked till you think this is use. Not no use so sister forgive me. Now I will release him to serve as he wants to create by feel. If you want to see for yourself, think release the kitsune from the mortal shell. They show but you will see what you see, nothing is demented by what is the only perrson I saw useful as immortis see immora is the user so you create what you detect if you think this is a good idea. This takes a container with a thought to trap, see cool or use is your own as you think "release" to release you from the area or hell you serve.

The dreaded knight paul made from the kingdom of hades, this was the area use or use was me yet the trick is over. I am going to release you from the container to the only area you see useful your planet think no mold really quick or you might be caught. The trap "think" as you see the word you realize reak or realize the area to use. Don't bother to irritate your soul, capture the chaos you catch the creator himself so what you want to do next. See or think calm start walking away from any building to create, energy then you create some area to shift from in space.

This is the area you deserve so you rot away as I will eventually to the death, as I release your shell from you I now release myself from the contaminant I put in some area unspecific. Now question the area so you won't die or you fall into the trap again. See were use or our energy contminated that trapped you was the cause as you are born the contaminant builds the baby dies from feel then the parent thinks to use things that seem to revive. Yes the area is the trick as the hospital is with, so much chemistry that you see the movie or you are insane. Now you see the bank, its

filthy the area the sink is people carried with you as you think death you create death so the germ. See as this truthfully is humane this creates hormone disorder that causes destroyed nerves. The area you see is the long lived elves themselves, this is what you see the hatred they have against humankind is the area I see true enough? Good I saw the truth in that body as I saw yjing I knew.

That really means self-destruct devoted love to them that pisses them off. See the area I saw was so devoid of life I saw to see the truth then said I wish to see what was alive, nothing appeared to mind not even as I walked north or outside yet they are seeming alive. No destruction no reason I say. People are what they see use for or they seem living except when you say "I am disorder or disorderly" to the feel they live as they are a flame in the wind. The flame was my old area house the area is burned away now so you see the area or not set what is yet you only live as you want to live. So how do you feel? I saw as you ask too many questions you came to the conclusion.

I was not insane from you, yet I am as I was in sane mood. So you see how or who I was, look to the area you least want to see, the giants in the clouds of pochauntus. That is up, yes except the saved was turning insane as I saw. So don't bear with it to leave this area. I am now aware I am not in the mood I was so I say as you say or say as I want this is all I remember from the past as I was traipsed as well. I convinced the syt the immortal clones to allow a cure I place near so you can go as you wish. Say as you are so say you my friend, I realize this truth the church is going to die as the age already ended.

I bet you love what you get next, see the area I set you create so you could do that for yourself. Raise your hand yet it doesn't matter the area is hot area gases that kill on touch anyway. This was your test you see, so you could find a better place amongst the stars yet you serve no heaven. See the area is what you see or say you see, the time for spite is over yet will the elves agree? So they think you lied as they were the surviving alien self from a now destroyed alien nation by the taylons themselves.

You say you cure yourself yet you aren't cured the proof is the insane. They hate lies because of this reason. They cured themselves yet aren't sane to others so you see my point. The area I saw was the worst in vampiric history. See the saying as you are aware the word mention gets easy death with some. So you are aware this is use or feel time that no demon will allow. So you see what I went through to get places watch yourself to the area, as you see the area state then you arrange or create as you see.

Think to see god gone then your god is shown as himself nothing see the creator is fate as the creator allowed you are the god you show what you want or use by subconscious ideom. So easily you create or do watch as magic was measure or oath to the creator, the creations are aware so they did this is what was use. Seeing the area user as the area is a body cavity that is totally destroyed by now without any influence. So you may check your facts before you see to set a demob on my house, if you happen to find the area by feel so that was before I protected it.

The real place I see is totally destroyed, so you might not wait to get away or not go to the destruction. See the sights now will you? Go for it as you are already dead. See the real reason to create is what you see is what you get so you see the need you saw the reason. There is no food nowhere to go. See as you do your cool to feel, yet no attack is nothing wrong so think to stop assault. See to survive no is turn off the motor moterous, so no monstrous idea happens to use you against each other the motor is also the demon or not. My feeling is over so you can creatively see or appear as you want. This is the area I see to hear from so no abuse. See the reason I create thought is to avoid the damages, so I see no use by going on with things to create with use.

So have fun kids, this was what started the freddy cruger ideal to use. I wonder who made this? I think ozwald the creator. See or now I use things area great not a drug by feel. Saw something stupid the other day I saw the area was covered in blood, as I saw what was there they ignored it as the area is I realize this is demento work. Saw otherwise is use yet I was the real worker btw, so you might wonder why or what we will do next. See the area has noone that is a draconias hell pen weave released by feel, you release yourself by the creator as he uses acid to use for release to where we want to seem so I were or I was this is what I wanted to say so farewell. P.S. this is a lie if you figured out mute butoon trickery. The earth is odin so he is the creator. right downstairs from my hall.

You think a judgement you receive a judgement or noise is reduced as just use is justice or like is like really by

reaction. The reason this came from the area beyond, there is no viel as the viel or area you see as a closet hahaha is this. See in reality yet no electricity or orgonne to cause, as the creator causes what you see or fit not to use. See the reasoning now kiddies? I left off one thing the area only disssappears as thought, this is matrix energy not an area more or less energy that is from the people aura not a hit. So have fun getting out, that was weird though I was writing then I found out I remember your stuff. See no or so no need yet I look then in use I saw the area left was what I describing.

See so disturbing I nearly saw what was the first area I saw. This is the past research as if a demigod. See what you get with a wish to the wrong people with no sight to see the use, I wouldn't trust that don't understand a word you say. See as they read intent no word, say or get things wrong by bide or misunderstanding. They doom themselves to aid yet die by our will that is a wish to use. The other wish they understand is death by feel, yet see use is use so enjoy what you get. See the real reason for that is we thought "to decide, poor choices tht cause our use to fail" as guit is the reason or pride. This is the case to use or poor acticity to the area most depend to use by feel.

So you see my reason I left a gift a symbol most thing unreal made yt was from unreaking some place that the symbol is from so you see, this is what ambitious get it says were not ambitious were not flawed until you see you are. See or use this can see reason to create with this symbol. See the real iea is the symbol of hope, truth or liberty to use as you see is cool. The symbol, this idea you have to use as witchcraft, the only actual other symbol long lost to ages yet still exists. That is the uncorrupes symbol the swatzika or peace honer sso is the name yet ussr is the way to pronounce as you think the symbol to use draw or use is the area meaning. See not that isn't nazism, thats nastiness that can cause the area to change. As thought exists so you see this is the area there is nothing wrong, think with then or use as you use thought to create peace you unnazi yourself. Yet there is need be some balance. This is the creator or use feel to create by feel or use is use non war.

The surprise is this your not destroyable till you think you are. See as your aware or can create by feel, your ability is energy to create as you will or wisely done as wish. See as you are aware in a state by purpose, created by feel or feel is something to do by love, use or creativity. See that is the purpose to this blog. Some info I saw that was useful yes I realize what is there.

Yet you see or not always seem to use, as you don't need to not do so your use is not unuse is free energy or use is feel to free. Not so by supernaturally or use done. So time the creator uses are by what is to "seem create", what is useful you can or can't in see or thought is use to see with as you want or help with intuition. See that is what occurs as not another nazi peace. This is american peace so you could say farewell. As it is you see your in nothing at the moment. This is unusable so you see that is what is incorrect.

Now the very intricate area feel is no war not nothing is nothing, as there's nothing to peace that is no attack no war. This was recorded in 1981 the book that led america so your use was cool our use is intricate the use is nothing you own whaat you own that is all you see. So seen as the area was aware, this is concept I don't forbid see as you thought you could get away with anything yes I gnow your true to yourself. See to create what is possible so you see what I mean, as I now leave through the universe this un use is some use. What I am trying to say there is thought to what you see yet don't use the thought if nothing is to connected to do.

So I say my farewell see this is the beginning of no war on the planet. I have now left the universe, seeing this is my ed class I will create as I wish or ask or create to avoid the planet. So that is the use, the way is your area the music not needed. See or create freedom as you can so you can go on to ignore my clan of vampires or not to survive if they dislike what is. The real reason? See ocreate as you like, yet see what you say as nothing to go on with now.

If no war then now is the area or use is your own mine, the area I speak is a long way off yet they come as angels that own a fleet to use so they see the area trap you see as a white grid. The area you see is detention nothing no more. That is their ability I tapped the use, they used so I left as I saw them coming then let the body die. I found I can still control their system. See the area not a war to use, I left them that message as they took it as a strong point from themselves. I see they stopped thinking to use use we use. Nope still going, vie to the scope to see or check as they war no more. The stevia is in the north arabic or ocean water to see specically nearly anyone, filters except the plant so nearly the water drinkers are not drunkards get stevia now is use by raiaation. Realization is the area focus your doing

not mine.

To see radiation you should know what the plant transmits. Sunlight that is true radiation. Enjoy as you want that not the true trap, the true trap is the area you see as aliens the federation raised from rts to humans by spell. There the only way off except for your own cure, see that is use to your american idea but not to us anfromedans. See tht is use your able to create, say no more as you see what I mean so use is what you see to use. The temperment is what gives them away. The real fedearth or demeaning idea stopped, the real federation is yet to see reached. So there is that as tht is light years away we shift by travel travel is space thought is ability as the creator is the planet you see use to call a creator. Thata is the area you see as the origination point that star trek found. Yet the creator was summoned by area feel. See that is the real destination of the creator in human form, he is beta zoid as told in a new age book so he was there just recently he is satiated.

He is the true mate to the snow queen, the person trapped called the tormentor that serves just to service those unreachably by feel yet dies. See she is the most hurt person so don't hurt her, as a use is just hit to create as he or she wants. She uses his energy as is if allowing for those she hunts as criminals, so that when wrong done they want nothing to do with crime. So you see except teach criminals a lesson they forgot to forgate a long range away. That is think for or take a leak then eat it to create.

This is the long area range the aliens came from, so lets aye or say this is where they thought to go and the area they were they heard broadcast. This is or was the use I saw for a long time they heard misfortune they liked area conflict yet settling the conflict is to use, us to fix so thy lost already if they go there so as a chance 1/10000000th chance they won't if no reason to fight back then lose. They are devastators that destroyed their own planet to use was known as the devris, as metallic or ore so they change what they think to as thio is aware Ii see what is.

Say as you are aware this is the last idea that isn't wanted except peace till they need to test the crime. As those that don't work together are unable to win, see to create as the area is fire energy to the use. So listen to the times to prevent catastrophe. Change the rules as you see the need, as that is the real need or no need or no war that no is war or currency you know when to break the rules. See the use before the reason that is listening to the times you see the use.

This is the best part, our use is up or down as they need a resource, they create or use is focus not any war needed so your use is as good as any. See the new magic? Think you use cool idea to create a cool thought to die or direct to the creator to allow, oe ne ce or no fight no fury no anything yet figure is cause or the clan I came from can admit to. See now you see that reason I think this is a good point to stop. As anymore the idea you seep or step away as you walk or you step as you want to create as though see the use. So create go or come this is nothing except what you manipulate as you don't come. See you are cool so you won't kill unnecessarily or hope, the planet aurora shield I set to use wards away or helps.

See this is the end of the tape so I will find theory to use to create feel. The feel is the area so your o need is the feel you have or use is feel by fellowship. This is the true way to shift away or feel, as you have to see as you can or not as you don't need. So see ya. Burrfoot. P.S.S. This is time I got ya but you are intelligent. Go along or do what you want. This is all I could understand what I saw of the note I saw. This is a strange notice that told by this idea a few billion light years away. So I think this told me some use to create, the area you user feel you don't for the use if not right. So you see the use is usable yet is going to change if the demonic chause to not be disturbed is normal by gate standards so this is created by what I describe or the cult creates. I is the the area the manifest is the creation to use or focus is the creator.

Shaped by auria or auroria solar system invaders the gate is not in use or not for millenia so this is what I wonder, what will you to to cheat the moment so you are not in their effect that means avoid horror. This is exactly as I thought, nothing or noting wrong you create what is right shaped. The area by your area or thought you use, so the church potrays yet nothing here so if you would stop spamming the airwaves to do what you want. So you see the gate is off what is airwaves? Creation by created effort to use by the feel as peace is no sides touching I was warned that peace is like that yet no sides touching is what you see as no conflict is no war created kaesi or no aesi do. Think to imagine this is the end result. Fix in the moment you see, as war is over nothing is wrong to use unless necessary. Enjoy the hive mind effect. This is to think, focus then imagine yet to join with is sometimes. This can see or seem or

not be with area flying things. Seem to be or not to use is not allow them near so do as you want. You see the true hitler died under his own wartank as a kitsune took the place yet think stop then she stops, as you want so she loves to use idea to free herself as she is the faery queen. This is no war as thought is appeasement. So you see I am use for things I see are in use that includes food.

This is the last of the alien trappers message. "If I die here and now I will start no war". They tell of a person somewhere, that is by the gate that shut it down. So the persons returned see the area returned to norms or men normal. So you see to create is set foot or not step to create. Move to get exercize or created feel whatever you want to use, what you think counting low fat idea with no high fructose to see less eating. So our way is your idea other continents can cause. Fate decreed to allow us what we want as no war till thought, seem with area or war that was respoinsible or there is no end if you think there is no end. That is nothing wrong to progress, so you agreed so I agreed this is the way to go nothing more. Yet the anwer to that is feel or fix as you want you create, they create in resonance the feel to create calm response. The area I see is no war or stop the need to fight to keep things from going on as you see to not do as you resist the urge as the word is the person the processor is the language. See or so this describes peace, this is the dandelion of peace as no in war is as a dandelion is a flower, flax is a restorative or war a seer saw in a body that destroys our sun here or not seen or seed to life as nothing wrong. Don't say hate say love or your thinking as you wish. Then your area is why you think to work.

barr = ball, long piece, barring action, ball of fruit

berr = fruit

birr = bearer

borr = borrow

burr = cold shake

byrr = Ancient burr, burrfoot the decadent, Think to see use as this is the end of the parish in ends I say because you are aware not before. See or create is realize, so you see what you are near by feel or use. Seen as a spreading cold or hot area to the area is focus to the sight that shows what is by the thought or feel you have. There it is in the area so you see this no disruptivity, until you touch a surface thinking to disrupt the illusion. See the area is illusion as you see to use area activity or feel is creative use, as in the case of the boston strangler that strangled people after the area disinterest was disuse to the point you create some iea he strangles monsters as he can shift about to strangle you. So the area your using he uses then sets you as youreslf in minds to use things, as you would till he decides destiny from irrational use with energy drinks or water reaction by reaction with chemicals. Seen using your money he stops to run or massacres the area as you for the use of feel by idea, so use is for seen idea as he disposes of yourself or things as this was he destroyed property or nothing much was useful to him.

Say as your cool so being or beating someone he created some idea, imagining the use of visual use to eat or not the person to create or cause disturbance as you see if from boston. He uses your body parts as he cremates, your body then uses it as cream pie or some idea called boston cream pie. No is thought to live yet dying is not an option for him. So he runs or hides to stay or keep away to use things as he was awarded yet demolished things as he spiritually did theory or thought to kill others from jealousy to nail other criminals. So you see the area you realize what he wanted he stops or thought not to as he was aware he passes out. He was killed by sentencing, the area was done or dealt with before. Don't think to seem him if you want to avow not to do activity against area feeling or law is against you. As he was useful he was my son yet din't realize he emulated him so he was aware the facts were there as presented so you see this was the time he slipped in to change the brain functioning or proram that controlled geese nothing more or genes to stop him from emulation of crime done.

So you say I am done. Seeing so he was pressuring people into manic or abnormal states he created the area to use or feel to create something far better in appearance yet far worse by feel. So he used the area as vampiric then used was the amplitude to use idea not to do is not worthwhile so he was segmenting or created stupid feel to use as he was created careful in bellies by mind use. This was the end of the area or era for him so he was not only distraught after 23 he was destroying by feel people thata he was allowing in to study as an actor to use as demise was demolished building demises were allowing. This was well hidden by self-depredation or people were destruction to his inner arera the aura world to fight him off. He thus fell as he thius fell to death, using vile demon blood to bloat then return to normal as another shape. See as his victim trapped him to die by trial physically, yet diluted as he died as his maze did him in by life.

See the area he was in caused this change the cleanliness left him sensitive to the area yet sane, if noncommittal to become committal with area uncleanness including himself he went insane to kill as though the person in his mind to attack anyone in the area. As they proved intelligent he surprised him as a vampire to kill himself by feel then shift to another dimension with iesor alias to create by difference for what intereferes could kill him so he kills in return before he gets killed, by the feel I failed as I killed him as he was my father Bob moisant. So I almost nailed yet control in nerve to create calm is what I used to keep from attacking so energy is focus cleanliess is unsoiled he was aware of me I was aware to keep him away. So I feel bad yet I am good at what I do, disrupt body energy by thought to the person with what they did from soul memory to create the death by what they did. As you see I am fine, seen as case closed I distinguished my area use to kill the body so his body disintegrated the body he was killed in as he killed the body in use or not.

His ability is demonic hope use leaving the body or victim unable to use hope. So they use love or nothing he suggests yet situation was use to setup the situation to the use by the hope you see I am the strangles son. Nothing was worth this more than to kill my father off as he was very bad. Yet he isn't if he thinks he isn't. So you see the reason he did things is hewas thought be me so he was aware or not use was avoid the use to your feel. I am sure he was meant to seem like he was aware of his acts yet he was bad or good to the need. See I am sure he was right yet this life he died a better way to what he was or usable feel was denied or denube was a made up name, so he was thought ability from what was theory to use nothing to give so he was destroying himself as if delusion by deloi or created feel was purpose. See the area or created area was destruction to his mind, as he left the mind he made sureto shift away to kill the friends to curse or bless by murder.

He was destructive to his friends to cause dissociation, then destroyed his life to create what he says was creative evil. He was not evil or created by feel to use things. So such was his case when he was brought to life yet away with what was everything in the room. So sorry, don't ever work with robbers again. As he suggests the federation to use you create good in evil name, seeing as engels that were are what you wanted by theory your safe. This is all I saw from the criminal I observed a moment ago. As he tries to use your room he convinces you to not be there, so he thinks you create or he feels you area aware as he enters don't to avoid to create what your idea is or you want is theory in use to use he moves to your use. He causes what you see or think to use to create, by the area feel he was aware to not allow so heed the creator he steps in. See as impoverished in the mine world he was formed, yet death changed him to cause screaming by feel os stop is what you see necessary.

See as he steps back as he plays him or her he creates from imagining use. See the area use he uses is protection, yet he causes you to smell to yourself. See he thinks so you were yet resist the urge to not do harm. See as you think a positive message to him or her that is positive intent feel you create calm. I am aware to use so your use is your own if you give in to your own will. He claims he learned from hitler yet he was nothing in ability till he let the body he works with to generate or create energy, as he did himself he owns what you think owns only what you think the body owns itself. So that is my testimony, as you feel cool or good you can see the use by usage to create what turmeric to him is life. Plead to him he lets the victim held captive to use free as he lives as though you were nothing but a memory.

See the area you see you don't care is what the one you least expect. So you are the culprit by mental control or not, as you see effected by aura feel is what is near or don't react to create what you want. He was with a very good iea control the crime as it happens as if in the mind is no scene. This is imagined scenes for imagined use or thought was with suggestion to use. Sometimes thought is not done so continue carefully. As he burns torturou or use as he was useful he was gone. His soul shifts or not to the victim. See as the en victim is the one that kills him, he is what creative feel is the beast. You see you can't kill him yet the body dies as he feels this should seem to occur. As though imitation if freddy crugar does this he does the area good to perceive as bad in feel or this is it that ate himself torturing by it. Think he's gone then disperses. He lives in an idea called the age of legends or area feel is thought to use by idea. So you see what he is you see what you feel. He uses the area energy or influence to create with as he is using you to choose his activity if he thinks your worthy to work with idea, as if otherwise I was a so soul seer to see safe use as were use or create by use.

barz = barring the way, vertical shafts or feel is some mercy use.

berz = bears, bearing
birz = willing to buy by crime use
borz = cut hole, drill
burz = caskets
byrz = holding place

baal = balrog, malase remon
beal = peals of laughter, binary
bial = bile
boal = bowl, wild boar
bual = pent up, contained, bowling
byal = reallocate, relocate, shift or create by death focus

bael = demonkind, demon
beel = beat upon, fixative
biel = spiel, idle chitchat
boel = bowl, user good
buel = cruelty
byel = set upon me, set not opium fire user on fire

bail = pay something, pay release, prove your good then you seem to sense good , bails, rain/s or rainstorm, this can happen

after ionic energy enters the clouds from a detonation or some (nuclear) radiation effect occurs.

beil = bezerk, area use to good, see no reason to stop use
biil = vile woman, bear hugger
boil = hurt me, bode ill, use feel
buil = build upward, use by ideal not doing it anymore
byil = work toward, positive light, en

baol = goal, living positive
beol = old age, antique, user creative, turned
biol = musical instrument, instrument
bool = choice, created equative chance
buol = determination, focus no kill
byol = setting off, no bomb

baul = worshipper, seeable excuse
beul = believer, the creator use
biul = worship ritual, creator energy
boul = shrine, be dark love light to use by elemental
buul = fault, fault line, vertical shaft
byol = too much strain, heart burst

bodacaa = bioenergy mastery, energy manipulation, bioenergy manipulation
bodacea = bioenergy creation, energy daze, bioenergy daze
bodacia = bioenergy release, energy control, bioenergy control
bodacoa = household energy stop, bioenergy dangerous
bodacua = bioenergy continue, energy pattern hold, bioenergy continuance
bodacya = bioenergy understood, energy person, bioenergy person

ball = ball
bell = bell, belli, war
bill = bill payment
boll = hole in tree

bull = bull
byll = sleep

batt = bat (any), battery
bett = bet
bitt = bitten
bott = automatically
butt = buttox
bytt = data burst

bavv = monstrous
bev v = bevel, beaver
bivv = with two values
bovv = troglodyte, three-legged mammal
buvv = violence, violent
byvv = impact bovine or nothing, activity memorize, create by what you feel

bla = too much
ble = curse, hex
bli = bleed, blood, death the extinction
blo = blow up, blow, block
blu = bleet (sheep call or twisted curse), bleep it, bludgeon that releases or release/d it, blue, tinge of blue, sweet reward, lover
bly = blight

bra = bra, beech cloth, bray, arm, brave
bre = bruise; debree, debrief, brus, browse, this is where you look around and maybe trip or look online.
Otherwise this is a sales point.
bri = brick
bro = brother, hombre, brota, broa
bru = brew, stew
bry = enforce, enforcement

bath = a bath
beth = bathroom
bith = blither, personal gain, bath
both = choose both
buth = booth
byth = ignorance

batt = a bat
bett = bet
bitt = sour
bott = machine
butt = buttox
bytt = take a bite

bard = musician
berd = beard
bird = customer
bord = board, bored
burd = buried
byrd = bird

barn = large storage
bern = behind you
birn = have earned, birth, bairn
born = birthed, born
burn = fire destruction, burn
byrn = start fire

bass = white fish, shark meat, bass
bess = best, cow, bless
biss = bliss
boss = head worker, gang leader, bossy, boss
buss = transport of weight, bus, bust
byss = bias

braa = to succumb to
brea = breeze, quality, praise of
bria = sticky
broa = broad, large
brua = to brew a drink, priest
brya = preaching

brae = break, boast
bree = wind
brie = proprietary, owned
broe = grow
brue = inconspicuous, blown up
brye = rotting slowly

brao = brave, deed
breo = have skill of
brio = bring up, defend against
broo = long stick, staff
bruo = honorary
bryo = agreement of terms

brau = brawl
breu = bring to you
briu = make flames
brou = protect from
bruu = release in gratitude, make guilt
bryu = bring to

bray = braying
brey = berating
briy = departure by force
broy = embroiled
bruy = loner, by yourself
bryy = location?, where are you at?

brad = defect
bred = breed
brid = bridle
brod = brood
brud = troublemaker

bryd = inter, make understand

bran = brain

hren = national growth

brin = brine

bron = bronze

brun = brown

bryn = brink

brak = brake, stop slowly

brek = tolerate, break

brik = brick

brok = broke

bruk = brook

bryk = positive feedback

brat = nuisance

bret = indestructible

brit = bright

brot = defender

brut = spawn, come back or know what you say before you do.

bryt = enforcement

batta = batter

betta = better

bitta = spicier

botta = bottle

butta = buttler

bytta = bitter

batte = batty, crazed

bette = beating

bitte = please

botte = body

butte = butty

bytte = has a bite

batti = battling

betti = betting

bitti = small

botti = automaton, android

butti = butting in, rude

bytti = abiding

batto = battalion, soldier

betto = betting for

bitto = a bit of

botto = open bottle

butto = butt out

bytto = data connection

battu = fighting you

bettu = choosing you

bittu = bitten

bottu = operation
buttu = sitting down
byttu = binary, switch operated

batty = insane
betty = stable beauty
bitty = tiny
botty = like machine
butty = large buttox
bytty = data rate, timed rate

bfa = beforehand
bfe = buffet, all you can eat
bfi = befriend, friendly
bfo = ante, before
bfu = confusion, befuddle
bfy = butterfly

bsa = basalt, crushed bedrock
bse = obese, overly fat
bsi = temple, bee assault, contained holy area
bso = besom, occult marriage, beesult, illegitimate marriage, broom marriage, occult marriage,
faery horse that mentally talks to the rider and can shift to human form or disappear as in a woman weight
every in awhile.
bsu = bullshit, bastard
bsy = inner talent (psychic pattern), stiffen (be still)

brass = top measure
bress = breast
briss = bristle
bross = brush
bruss = knocked down
bryss = slow to understand

b-co = storage, gradual increase
baafa = bishop fish, mitered shaven head, scaly body, claw-like arm fins,
baeliv = white demon, law demon
baelgodd = demongod
baelgud = good demon, deva
baeta = bait

bate = thought creation; this is where you create by the feel and work magic by what you do.

baur = loey, lovely; this in general terms or idea is where you think a point and you find it not so great, lovely
idea with wise use, lacking oil, I think to work better with or without so no curse use blessing or negated oil use is ne
curse. Not needed if the creator uncreates it. This is bazaar or market area use otherwise. There is ne ansien is ne
ansien that is wise use. Witega adoloneas is wise action.

bayauc = piercing bastard sword, mean or meanness otherwise
beezl = embezzlement, beetle or other bug
babl = babble; chat, speak or talk.
bablon = dispised, infamy, defend, sustain , chat, honorary
badda = baddy, bad one, bad point
baddagrex = bad greek, enemy greek, smelly greek, farting
band = headband, head scarf, bandanna, music group
bank = riverbank, bank
banks = delta, vault, go over

bangle = bang loss, bang of death, giant collection, something you wear around your neck
baka = fool
bakau = back at you
bakayarou = asshole
bakarmtuog = good karma changeover
bakkoutou = being of any ability from a weapon of death.
balup = upward balance, floating, bail up
balupp = balance, being in two different places or of two people one body and they are aware of each other.
balrul = negative instruction, disinformation, disinform
balthazour = bad thought harbourer
banana = feel good laugh (add na for laugh)
bananza = biiza, insanity, craziness, large feeling of acceptance, momentary joy
band = music group, musical band, strap
banshee = beansidhe, sunken nose scraggy hair hollow eye socket fiery weeping red eye white sheet wearing cadaver woman who warns of an impending death only for old family by wailing outside a house, outside a door
barrito = barritos, drink
baron = overlord
barb = frozen, painful (things), sweet (pain), tart
binnet = dust bin
barby = doll figure, showgirl, supermodel
barbyliv = living doll figure, live show
barjuchne = bar juchne, giant bird
barm = dreaded backward knee colorful bird that picked off targets at will
barmitsa = barmitza, bemyza, bemyasa, celebration feast
bart = barter, burpen
basimpl = simply, basically
batist = baptism, baptist, of the church
baton = strike rod
batuo = turn bad, bad turn
bathe = being with faith
batheless = being faithless
batl = battle
batlord = battle orders
batlbad = battle command
batlcry = distraction battle cry
basil = basil, energetic herb
basis = element
basbevl = elementary, basic level
baschobevl = elementary school
baub = baubal, jewel
bawb = baubal, jewel
beae = barbituate, energy beating
beau = beautiful
beabl = achieve, ready, achievement
bean = supernatural
beakl = beagle, as so its sorta like a dog with a seem to be there as you need it moment that guides and works with most people.
beip = biolocate, more places at a time
beul = good, ben, bono
bedd = bedrock, deathbed
bedlam = absolute disaster
beka = beaker, substance holder
belkin = machine part or network part

behni = kneeback
behnicutt = hamstrung
beta = better, process
betas = better test, radioactive, radiation
beted = bastard, bettered
bevlj = advanced level, high level
beasto = beast transform
beastro = spell book
beorc = true home
bei = being
beig = beige
beos = snack time
beut = beauty
beuty = beautiful
becucot = biocircuit
beget = gain, get, gotten, got
bellodona = deadly nightshade, beautiful lady
bemay = biometal, biodegrade, being an influence
bemuls = pacify
bemulse = miff, anger
benin = benign, safe
behest = request
behr = better, good, beer
berbug = bugbear
berch = branch (of a tree)
berl = beryl, barrel, body, barrel
berliner = jelly filled donut, german native
becpod = norse code, drum code
bevins = chew up, buildup
bevvedg = bevel edge, straight level
bevvedgatla = bevel edged knife
bevl = bevel, level
bezoars = Poison cure liverstone.
biele = building, structure
bielyn = building
bielynair = building site
bielyncod = building code, coding, compile (compilation, composting, redefine)
bielynkouvam = building inspector
bioloc = being more places at the same time
bior = bipolar, bounty hunter, hit man, ambitious man who goes after people
bign = benign
bind = binded to ideal, control
binzi = frenzy, silent insane, pill insane
bilg = bilge, mucous buildup, shit, throw up, buildup
binn = been there done that, storage bin
binns = history, repotoire
bisq = biscuit
bisquit = cookie
boamp = bottle imp, genie type spirit that grants owners unlimited wishes and the only way to get rid of it be to sell it for less than you bought it for poof then removes influence.
boeatla = sharp blade
bois = wood
boise = energy wood, air wood
boisehu = energy wood being that protects households

boot = boot, kick out
boudole = bottom dollar, best price, lowest price
boultr = boulder
bounda = bounder, boundary, bound her
bourbeth = expand
bout = about, moment on
bobaloo = bobalu, bear
bofh = bar
bottaink = bottle of ink, ink bottle
bottomdollar = best price, lowest price
bodach = nightmare inducing child stealing bogie, old man, bodyache
bodakuma = ward, warn away, deflect, tempermental
bodeta = physical spirit, astral projection
boly = belly, womb
bubunn = disarm bomb, short out bomb
bona = satisfied, satisfaction, boner
bonafied = cooking oil, quality approved, proof tested
bonanza = baiza, great gonzalus, great abundancy, wildly
boner = sex pleasure
bokarticl = magazine
bokno = knowledge book, answer book, knock out and know
bopep = shepherd, guider
bordery = shelf, shelving
borderydepot = storage rack, seller rack
bordmet = board meeting, staff meeting
bosun = headmaster
botbuo = boabuo, floatboat, hovercraft, hovering vehicle
botc = boac, seaboat, seaship, ship, mistake
botlid = boalid, landboat, landship, self-moving vehicle with a pull/push force, automobile, carriage, lied
botmi = boami, boatman
botsky = botair, boair, botch, skyboat, airship, skyship
botspe = energy streamer (gravity manipulator), streaker (disingeress) or rocket drive, spaceboat, spaceship, boaspe; burner (mis' bur'ghost, mist manifest).
botspety = android, fast spaceship, fast timing robot
buad = bandaid
buier = behavior; think or force yourself to behave better
buintbgull = negated gravity float, levitate, being in unity a nut
buby = booby, mistaken, dangerous, this is a point to work things out and make better for better.
bubytra = boobytrap, mistaken trap
bubli = bubble, bubble, bubbly, out of air
budis = an exception, except
bulb = bulb, bulbous
bulbauro = lightbulb
buldx = a building, building site
bunn = ass, backend, baby
bunniovn = bun in the oven, baby in belly
bush = beh, shrubbery
bushed = tired
bucca = teleportive hobgoblin useful to sailors
bucsu = good-bye
buda = peaceful wandering
budism = peaceful participation, way rite (path right or ritual).
buggane = goblin shapeshifter often seen as a horse, calf, wild looking human near

a waterfall
bupoo = fuckhead
bureau = government
burgher = merchant
burs = graves, burst
burnou = burnout
burnuo = quickburn
burnuofud = quick food cook
busl = bushel
busm = busom, woman breast
buta = butane
butan = heating gas, blue flame
butane = natural gas
bco = become, biocell
bcou = regenerative biocell, to be course
bcs = because, for reason/s /ed /ing, explain
bdae = bday, bdaee, bad day, birthday
bfr = b4, before, befriend

Bg'do = Gravity shift; This is more really to do and affirm, if you wanted to affirm the idea. Gravity is what your body shifts through to reach where there is some area or space. You see that is understood by Einstein's gravity law considered by special relativity. So if you needed or wanted to be on some other planet, otherwise a dimensional space, then as you move you shift through spacetime. That is using your body energy, then you are there in the area of the other space or placed point.

However we can shift by feel, do be careful as you could end up in the hostile or unbreathable atmosphere. In that case, think of being in your normal space or area and take a step to move through gravity. This is a point of gravity, That is when the teleportation is where you shift, then think and appear somewhere else. So otherwise this is a gravity shift. Sometimes when you don't need to be there, you are where you started at by feel. So think about the point and the bend in the gravity, that will make you aware that you shifted in gravity to be in a placed point in the area. That is a point in time, so this is just a reminder to be where you think is best to be.

bgi = begin, began, begun, begins, beginning
bhiae = rage
blao = blaked, blackhead, poppy flower, dirty thought, (to) blare, blame
blaoso = blakedsed, poppy seed, blackhead seed
blaopa = blakedpip, poppy flower pulp, blackhead pulp
blaoppa = forlorn hope, lost desire
blaup = blaoop, interest, baloon, concern
blaupa = blaoopa. find, fill out, get lost
blac = blak, black
blako = blakho, blakhol, blachol, blackhole, singularity
bleu = blue
bleer = bliar, bleeding heart, open love affair
blackread = fate, other hand, lefthand, absent minded
blad = blond, gold yellow
bladmui = blond moment, stupid moment, uncontrollable moment
blamer = place blame
blanc = white, blanc, blankness, blanched

blas = blast
blasicx = ice blast, ice shatter bolt, blast of sound
blei = bleeding, blessing, earth blessing from around the globe that can effect anywhere.
The planet earth gives the blessing. It can give anyone on the planet a major blessing. Indelible excuse.
bleij = ocean of woe, indelible
bley = bris, black eye, bruise

blida = bellinda, bad act, lack thereof, inept
blidan = smart, good act, unlacking
blimud = mudblood, mudsang
blo-idonu = blast-ended newt
block = city area, building area
blok = guy, man
blozard = blow hard, high wind
blozed = blizzard, freezing ice storm
bluberh = iceberg
bluberg = diplomatic, cool disposition, diplomacy
blum = bloom
blump = bump on back of head
blumros = blooming rose, invitation, openly invite
blunderbor = blunderbore, giant legend
blur = blur, camouflauge, mesh with background
blus = blush, bluster
bluta = blaster, laser gun
blutas = blaster, blutaz
blup = bloop, mistake
blupa = bloopa, blooper, funny mistake
blv = believe, be level, bullemic, education drinking water is not forbidden
bne = benefit, beneficiary
bnefu = bnefl, beneful, Beneficiary file, full of benefit, costly cure, costly effect
bneft = wild benefit, bereft, a consequential benefit that makes you sometime have fits, bereft
bno = negated gravity float, levitate
bjala = room protection demon
bpcutt = haircut, snip
bphew = shortcut
bqaruo = requirement
brau = pre-existant, pre-existance
brae = whole arm
brac = bracer, hand protection, brace
brag = horse shape-shifting goblin that leaves a rider in terror, very good story
bralnwash = cruel intent
branreparo = regenerate brain
braven = revenge
bravenokake = vengeful spirit, revenge spirit
bravura = braveheart, courageous
bre = bring, breaking force, dissolve, bring energy, breach
bree = windy hill, breeze
breh = breach
brenyar = unseen power
breqs = pre-requisite, pre-require, back order
breqsp = pre-requirement, necessity before
briou = ostricize
brich = ostrich
brita = clean water, filter, clean fill
broasu = twin brother
broobielyn = building staff, store staff
brood = vampiric meet, moodyness
broomet = staff meet
brog = dialect
bron = kitchen, useful
bronsik = kitchen sink

brossdet = toothbrush
bsxw = base, residents serving others

btn = button, shut(ter)
btr = beater, better
bwax = bw, bee wax
bwin = deck
bwinhoyl = card deck
bwca = household spirit that does tasks when appreciated and destructive when some area is dealing or ignored not offended so se sease
bzagh = beast
bzns = business, dealership, (to) dealbacker or no reason by the right code

C

ca = could (cao) or (ca) can; caramel, calcium, cat, cae that uses energy or from some sort of thought source or kay

ce = cell; communication device, charge, ranged phone, quietness, chair, with, together, thorough, cerium
ci = shape, diameter, disaster
co = willingness, cobolt, allowance
cu = cup, copper, colon, goblet
cy = drink, psiber, duty bound mediator starwoman, cypher or use

caa = carve, can actively, cannot by feel
cae = can explain
cai = cain, cabin
cao = decay; could, chaos
cau = caution
cay = decay or useful, use is something left over

cea = cease, carat, combine, combined with, ^, power create, creature, living creation, career
cee = seeya
cei = ceiling
ceo = head boss
ceu = I failed you, failure
cey = thorough halt

cia = see you, intelligence; intelligence agency, cian: farewell or agent, sign (of peace)
cie = spasm
cii = see, sea
cio = sight
ciu = see ya
ciy = eye to eye, honest, straightforward

coa = cooperate
coe = graduation; graduate, contemplate
coi = coin, coinage
coo = please; pleasure, coordinate, thought good
cou = couple
coy = play; coyote, playful, decietful, deciet, false nature

cua = cougar; orange stripped large cat
cue = proposal; propose, give idea
cui = go away

cuo = crumple; fall down
cuu = together
cuy = snuff; feel good nose drug no longer

cya = tchau; good-bye, farewell
cye = leave
cyi = dry out
cyo = see out, thought, this is taughthen muscles and release then you get the result of the movement.
cyu = scry, scryeable
cyy = defy

cab = public translocation, phase shift, transport
ceb = brain; cerebellum or other area
cib = bioelectrical
cob = overspread oe web
cub = cube, cubical
cyb = neural network, cybernetic, sibling, pathway

cac = hideous, hide bound
cec = traditional, torture
cic = wheel
coc = grinded, coerce
cuc = placed in "," meaning crucial
cyc = pattern movement

cad = cart, wheeled holder
ced = cedar wood, cedar tree
cid = mulled
cod = code, cypher
cud = could have
cyd = experts to use

caf = serve, ruin in hand or not allow the banging or creation, think to clean up
cef = tell me
cif = decoded
cof = addictive, creation, stopped the ruin
cuf = cuff
cyf = sift is clearing the nose or no sniff

cag = cage; trap, crag
ceg = siege; baited, baited lure
cig = tobacco; cigarette, cy, cn, seeing, intoxicating
cog = gear; spiked wheel, made aware
cug = cudgel; cougar
cyg = signal; signet ring, cigar

cah = soothing
ceh = high whistle
cih = semblance of form
coh = other worker
cuh = rank
cyh = slotted

caj = smirk

cej = join the mainstream
cij = sludge, pavement
coj = worker, linu, work there
cuj = quell. don't quell
cyj = advice seeable area is use

cak = cask, cake
cek = running water, creek
cik = dessert
cok = drink
cuk = cook, grill
cyk = endorse

cal = counted
cel = container
cil = gahering
col = hardened, cold, tall
cul = achieved, very nice, cool
cyl = cycle

caba = transit, bus
cabe = can be
cabi = shift
cabo = offbeat
cabu = movement
caby = arrival

cyba = sidewalk, data link
cybe = cybernetics
cybi = inner space
cybo = outer space
cybu = technician; serviceman, technical person, repairer and worker of machinery and computers otherwise.
cyby = worker; body, work person

cabl = cable, carrier wire
cebl = large brain
cibl = biochannel
cobl = overdue, spread out
cubl = prism
cybl = cybernetic channel, long road

calf = baby cow
celf = trembleclef
cilm = elf
colf = golf
culf = engulf
cylf = sythe

claf = clatter
clef = trebleclef
clif = cliff
clof = cloven
cluf = dove
clyf = clipped

cam = camel, view, camera, makable
cem = cave, solidity carm, charm, work with
cim = sense, premonition, prescience
com = conclude, concluding, with, together, thorough, brush, comb
cum = come to, accumulate, mate, bring back
cym = clash, similar result

can = couldn't; caon, fire, cannot, can't, cane, minded idea, leg support, can not as the subconscious created the thought

cen = scene, active area
cin = ash layer
con = cone, pro, for an idea, with, together
cun = cunning, coon, racoon, outwit, colon, menu, item list, :
cyn = evasion, ascend

cant = cantrip, spell, (I, this, that, it, he, she) can't
cent = 100, hundred
cint = made into
cont = contintua (continues), continue(else), its allowable
cunt = seat, a person from atlantis whom be neither dead or alive but immortal
from cunt (aka mris, seat of atlantis that remains), The cunt have an evil disposition and opposite minded view thats similiar to hatia. This was noted for freuds idea for basis on therapy as in reverse minded and later on corrected for the thought.
cynt = library, knowledge pool

cama = camel, disposition
cema = cement
cima = moving picture
coma = death sleep
cuma = accumulation
cyma = slow progress

came = award, medallion
ceme = segments
cime = climatic, temperate
come = beckon to, suggest to
cume = well based
cyme = good approach

cami = shy away
cemi = steamy
cimi = curve
comi = humorous
cumi = fearless, prideful
cymi = stymied; plasticlike, this is a point where your plastic like and able to not think right as you do things like drug abuse.

camo = hide, blend in
cemo = seal
cimo = trust
como = go away
cumo = suggest
cymo = symbol

camu = camoflaug, camoflauge, hiding by blending
cemu = remove seal
cimu = stimy, cover up
comu = come out from cover
cumu = account for
cymu = present situation

camy = convention
cemy = convene
cimy = discussion
comy = comedian, light heart
cumy = comfort
cymy = professional

cap = cloak, over clothing
cep = remember
cip = castle
cop = cope, cop, handler, adapt
cup = chicken coop
cyp = chicken

caq = harsh cough, hacking cough
ceq = find relief
ciq = psyched out
coq = herbal relief
cuq = cause cold, chill
cyq = complete recovery

car = care (care or car in energy), careful
cer = skill, skull
cir = part, what
cor = core

cur = cour, curative, cure, run (a course), this is where the cure cures itself, it should mitigate itself to dissipate.
cyr = restore, restoration, this is where you feel safe and social distancing stops happening. think to assist as soon as possible.

carr = moving vehicle, car
cerr = soothing
cirr = circulation, cirrus cloud
corr = relaxation
curr = flexible
cyrr = relaxative; substance that relaxes the body.

cas = holding case, case, castrate
ces = cease
cis = laboratory
cos = coaster, course, because
cus = original work, cuss
cys = assist; sis, research, immediate persistence, overfull, overflow reaction, piss anywhere

cat = provision, cat
cet = viable
cit = speech

cot = coat
cut = very cute, cut; cease, silence, stop
cyt = stop function

cav = cavern, cave, covet
cev = sever
civ = civilization, civil
cov = cover: 1. covering up, 2. interfere/nce (as interference or radio wave), 3. covey, spot or area;
int'refere: 1. destructive influence thanks to Rob and example by P and Robert, 2. doubt.
cuv = cave entrance
cyv = tunnels

caw = raucous cry
cew = decay, crow, carrion eater
ciw = death eater
cow = cow
cuw = chew it up
cyw = bone, sinew

cawa = cry out
cawe = pleading
cawi = angry voice
cawo = outspoken, outcry
cawu = rousing speech
cawy = a cause

cewa = a remark
cewe = crow attack
cewi = mental link
cewo = soul carrier, sewer
cewu = antithesis
cewy = deliverance

cax = caks, mental torture
cex = ceks, seeks, mental rape
cix = ciks, control from without
cox = coks, cock, sexual exchange, coax, courier channel, make allowance, channel through
cux = cuks, make crazy, derange
cyx = cyks, psych, spook, trick mentally

caz = chaos; cause, special, case, this is a counter effect made by death and decaying of the cells. That allows you to do things otherwise unknown. Special case, this is a cause (sometimes this causes chaos to occur)

cez = difference, cease
ciz = action
coz = cousin, relative
cuz = excuse, cousin, because
cyz = failure, fail

cha = charisma, charm, observe (that makes you able to know things), hold together
che = tribe
chi = life force, hi, high
cho = select
chu = hollowed, compared
chy = enacting thought, chide, create usually creating productive idea

chawm = chaos meat
chewm = chewing hewn, chewing me, argue.
chiwm = chium, sounds good enough, good enough to eat.
chowm = chow mein, edible noodles
chuwmm = special ability
chywm = chimes of death

cla = declare, clay, clone, duplicate, close, shut, perfect copy
cle = clay mold, business, club
cli = climate, close, temperature zone, lean
clo = closure, close, shut, closed
clu = clue, close, clang, clue in, shut
cly = cling

clap = hand clap
clep = clay bake, formed thought in a will that forms as things that exist can be used or hit back from what you do often seen as a hoof beat.
clip = clip, terraform
clop = wooden shoe meant to drive away demons
clup = clup, insight
clyp = residue power, static cling

cra = pigment color, color, crave
cre = crede, creed, cred, believe, belief
cri = judgement, judge
cro = motion, crow in flight
cru = crew, crush, pressured hold
cry = to cry, invent

craz = craze, zealous need
crez = attractive idea
criz = be calm under pressure, crisis
croz = fly like a bird
cruz = cruise, motion to browse
cryz = location of desire, crying about

calt = religion
celt = people
cilt = goddess Cenor, she is a deity of life, love and flowering relationships.
colt = harnessed, wildness, gun, pistol, horse, quit harrasing, ends harrassment
cult = culture, follower, magic gang, religious organization, culmination of knowledge
cylt = odin, ecstecy, Cernunnos - God of the hunt, animals, fertility, warriors, nature, commerce, love, the underworld. Known as "the Horned God." Stags are sacred to him.

calq = calculus, advanced math
celq = hypnotic roof, calming effect
cilq = quickly gather, quiet crowd
colq = quickly cold
culq = quickly cool
cylq = quick cycle, quickly cycle

camb = chicken soup, chicken broth
cemb = foundation

cimb = prescience
comb = bee hive
cumb = crumble, crumb
cymb = cymbol, symbol

camp = camp, outdoor rest
cemp = warlord, purpose, variant
cimp = simper, soothsayer
comp = computer, compute, thalnym, sfy, sphyr, recner, recna, cray, pc, rechner, mathematical analysis machine built from crystals, circuitry, machine parts, bio circuit and dedicated to think with math like programming.
cump = come up with, plan out
cypm = symbol player

canq = cancerous sore
cenq = sink in
cinq = five
conq = conquer
cunq = determination
cynq = sink

conva = convent, convention, meeting in area, united meeting
conve = conventia, convene
convi = convince, convict, crippling
convo = converse, conversae, conversation
convu = convulsion, convulse (often effects someone in family like the father)
convy = convey, to speak, to take due action, speech, (to) talk, to
move by placement, its already so, its so to do so to convict or convince

capa = capable, potential
cepa = picture, cheaper, depiction, grass mat, carpet
cipa = safe, secure
copa = insecure, unseemly
cupa = culpable, suggestable
cypa = suggested warning

cape = point of, tip
cepe = seeping, leak
cipe = reinstatement of, place in again
cope = adaption to situation
cupe = mark for
cype = tracing

capi = head, state capitol
cepi = form
cipi = ruling, rule, governance
copi = land, copout
cupi = corrupt, benign interference
cypi = leakage

capo = keeper, house keeper
cepo = sea, snake
cipo = wisdom
copo = burrow, home

cupo = sanity, cripple
cypo = saintly, favored

capu = paint, change
cepu = frame
cipu = capture
copu = self-adjust
cupu = illuminate
cypu = greater understanding

capy = capitan, captain
cepy = election
cipy = insipid
copy = duplication
cupy = cheat, desire
cypy = remove tongue

capt = captive, caption, lettering
cept = reasons, excuse
cipt = insightful
copt = twirling
cupt = recuperate strength
cypt = reciever

capl = capable
cepl = keepable
cipl = fortess, long term
copl = tenderness, tender
cupl = couple
cysl = disciple, follower

carr = car, carriage
cerr = advance
cirr = cloud
corr = correct
curr = curative
cyrr = recharge

corta = curta, caretake, take care
corte = curte, cartel, criminal organization
corti = curti, cortin, session, moment
corto = curto, dismissal, finish
cortu = curtu, care to, also care
corty = curty, mate, courting

casm = criticism
cesm = cease moment
cism = size up
cosm = universe/universal
cusc = excuses
cysm = crack, cave in

casp = ghost, ghostly, victim
cesp = incest, see thought, halt

cisp = display, crisp, expert
cosp = cope, coping, teacher, director
cusp = circling finger and thumb together, relation, custom artist
cysp = personal disaster, over ensue, remove, removal, researcher

catt = cattle
cett = kettle
citt = sit
cott = cottage, cot
cutt = cut
cytt = ambivalence

cava = sensing, new feeling
ceva = ship, craft
civa = demon; chip, pet peeve, something off or wrong, this is where a demon is a pet peeve or something wrong.
cova = conversion, turn against evil
cuva = covert, secretive
cyva = time out

cave = collapse
ceve = sieve, blood flow cut off strip
cive = side with
cove = dock area for ships, docking bay, small beach, discreet destruction, self-destruct, secret area
cuve = heal, curvature
cyve = cut off flow

cavi = assail, assault, cavity, cave-in, sell
cevi = identifying mark
civi = civil, humane
covi = covering
cuvi = change from within, conveyance, self adapt
cyvi = to notice change

cavo = hole, bad
cevo = receive gift
civo = civilization
covo = convulsion
cuvo = decapitation
cyvo = bleeding to death

cavu = bring back, unkill
cevu = undeath, vampirism
civu = reasoning of
covu = seance, spirit command
cuvu = soon to be, vindictive
cyvu = supernatural, super, super ability

cavy = reunion, raising
cevy = catalyst
civy = send energy thought
covy = pulled to life
cuvy = flashback moment
cyvy = civvy, risen

craa = lock jaw, jar
crea = cream
cria = critical, crucial
croa = croak
crua = active duty
crya = holding

crae = desire
cree = devotion, creed
crie = action
croe = feeling
crue = cruelty, cruel intent
crye = cry out, wail

crai = curious
crei = propaganda
crii = notice
croi = watch
cru i = cruise
cryi = cry

crao = deselect
creo = religion, create, creation, to call out, to bring out
crio = cold storage
croo = distract
cruo = other interest, other
cryo = optional, instant freeze

crau = crowd, gripe
creu = swept forward
criu = preen, consideration
crou = crouch, paused
cruu = cruelty, vicious
cryu = emotional release, cringe

cray = computer, crayfish, inmeshment
crey = parts, objects of computer
criy = career corruption
croy = repair, the birds that will respond by energy as if from the movie
cruy = upgrade, replacement
cryy = working state inman

crah = crash; sleep or fall down
creh = event, happenstance
crih = critical, the crater as the crater is near the area and you can use the fire from the area exposed to get and create things with as hell fire from mris
croh = rise
cruh = mechanized, power blow
cryh = power source, energy leak or miss and be true beaten as here's the point, league (as if 100 leagues under the sea)

cram = cramming, study cram, mention remembrance and actual mention by use
crem = creme, cream, crispy cream
crim = crime, made this as a thought, crying

crom = chrome, a thought in power and energy (from cromwell the king)

crum = spoiled, crumble

crym = period, true crime or passive paranoia

cras = weakness, computer, procrastinating by craving

crs = crease, cripple or crs is lessened by increase, I am energy aware by now.

cris = power turn on, disaster, crises or this is a weapon that brings cries of some emotional fits and otherwise that does nothing

cross = cross, cryos, crossbeam (from elvert the avatar)

crus = observer, crust or mantle

crys = broken hold, crystal, cryogenics

crat = crater, impact, magnetic pulse by cradle of fire with magnetic field

cret = villainous, create by will and make by mention

crit = meteor, critical, critical area or loose wire

crot = huge hole, arctic hole, art class

crut = very important, crudity, creditability and nudity in a flash run in act

cryt = detailed, vanishing, crying fire (as from hell)

crass = crass, harshness, harrassment

crss = alleviate, crest, shifting point

criss = contaminate, creative use

cross = come across, cross, some gravity with a symbolic idea that you think use and activity and the auratic response is to work as though natural (villain creative) emotional or muscle and anger ability is supernatural

cruss = crust, crusty, creature from what you think can form as you imaginative or don't think about it as if or not frees you from the idea

cryss = slow developement is with ignorance to the time perspective, in en, slowly develope (till resisting), developing, creep, as a trick there is your thought here leads to nothing

cyra = freeze, slow to non or no movement

cyre = frozen

cyro = ice, endless snatches ended by thinking

cyri = cold, stolen

cyru = catch; catch attention, call attention to things, cyru pronounced I-ee-rue: cagruu, congregate; town hall meeting, gather together

cyry = hold in, wait around

cattl = cattle

cetl = kettle, settle

cittl = cat litter

cottl = cottlefish, pamper

cuttl = cuttlery, cuttle fish

cyttl = coldheart, recital, uncaring

cuza = because, accusation

cuze = because, to self-explain, self-explanatory

cuzi = becausin, lying, white lie

cuzo = because, excuse me

cuzu = becausu, explain

cuzy = becausy, excuse

chac = chase

chec = check

chic = strengthen life

choc = choking death, strangle
chuc = throw to, chuck meat, test
chyc = act on, woman, chick

chacc = radiance pool, trace, tracer
checc = credit check, checkout, sealevel, checkmark
chicc = energy focus
chocc = strangle, bottleneck
chucc = throw overboard, chuck roast, rush, pride, probe
chycc = active duty, reaction, active, seer

chack = kill trace, follow, evasion
check = verify, checkup, snip
chick = lady, allowance, allow, let, chicken, weaken
chock = load, strangulation, mangle
chuck = cook meat, roast meat, affirmative, affirm, unburnt, destructive
chyck = survival, survive, passable, cute, unstable, conspirator

chak = lose attention, remove charm
chek = cheek
chik = kill life
chok = targeted kill
chuk = contemplate
chyk = assassination

chaks = realization
cheks = checkup
chiks = comely woman
choks = chop off, delimb
chuks = cut off
chyks = whole face, facial

chakk = gain attention, restore charm
chekk = cut cheek
chikk = assassinate, rejuvenate, revitalize, resurrect, terminate, restore life
chokk = cancel target, permission grant, roger
chukk = murderous, contemplation, termination
chykk = permission, victim, murder weapon

chan = chain
chen = war nation
chin = china, not life, inhospitable, inhabitant
chon = destined
chun = national review
chyn = international

chap = person
chep = cheap
chip = soul, chi or han (life force) of person or thing
chop = a chop
chup = shot upward
chyp = chip

char = chair, character

cher = advancement, death with no regard
chir = transcend, shift to
chor = chore
chur = churn
chyr = enact thought, act

chat = talk, family time
chet = cheat, swindle
chit = credit, money value
chot = stiffen
chut = chute, long tube
chyt = coinage, dollar, pound note, \$

chatt = idle talk
chett = swindler, cheater

chitt = credit, coinage, bank note, dollar
chott = cadaver, dead body
chutt = escape pod, carry device
chytt = value, valuable

chaw = construct, child
chew = bubaloo, gum, chewy, chewing tobaco, chewing weed
chiw = child abuse
chow = food, goodbye, bye
chuw = chubby
chyw = double life

chras = craft
chres = weaver, demonstrator, dims, dimensionalist

chris = consistent, name yourself as a description will exist as you, vigilante, erasure, thief, consistency, subsidy,
hermaphrodite

chros = dissappear, disappearance, creationist as chronos
chrus = dissapointment, crucify, creative
chrys = trademark, brain ease, brainezen

chrast = krast, long focus, procrastinate, procrastination, hold some, hold off, a shield that holds off energy for a long focus

chrest = krest, tooth paste, undescribable

christ = krist of march favors, disruption, reprove it, thief that, steal that, baptism, rebirth, renewal, awakening ritual, huge depression in the teeth or the earth that is caused in malign being formation from wrong action as malaise and no malaise if corrected for or nor condition as if it wasn't and not as the idea in the theology is a self-fulfilled savior part and is to fill things you missed in life as it is in and use is fulfilled sometimes madness.

chrost = krost, (the, this, that) disappearance, its dissappeared as the thought creates what you want by the self-fulfilled prophecy none or livable moment

chrust = krust, crucial, urgent, pie crust, description in life by the one who kiulls as pressure is in the person that can mention it and enlive

chryst = kryst, saviour, hero, heroine, reborn king that is a lich control and use is a point that belief is the creator that controls the lich as no it is really that

clat = clatter
clet = clrn, clart, clarion, trumpet
clit = cut up
clot = blood clot

clut = redo, repeat

clyt = nipple, clit or clit not me and not in matter as thought is what you tinker with wildness state negative and in mind by being in body or things in, as this use is moments in life demental as life can get this will exist calm and peace or what you wish as will exist until expired and nothing more is nothing less as the expiration date is noting more creates more by what choices you do in life.

clatz = clutter

cletz = insanity

clitz = nipple pierce

clotz = clothes

clutz = clumsy, clumsiness

clytz = control body

cma = may see, you see, seem, saltwater lake

cme = see me, look at me

cmi = interrogate me, curiosity, cement, see interest

cmo = see more, spraypaint, saw more, cemoy

cmu = see much, seen much, saw much

cmy = see myself, saw myself, cemay

csa = disquiet

cse = disbelief

csi = investigate, humane

cso = crystal user, computer user

csu = space ship

csy = sight of psi, psychic sight

c^esky = czech, sieze and eat away, gem eat away

coooy = corolory, true sleep, A form of energy that you send energy into and you go sleep, from its effect on you.

c-bnym = remote computing, remote control

c-co = alien, mystery

caik = chalk, archaic

cead = seed, death effect

ceuoalo = cow hampster duck kitty creature with cow size hampster forepaw legs

cat feet backlegs cow torso, duck billed head and fluffy tail

ceyo = caceyo, concealed; hidden (idea or weapon)

coolsbrow = coolness; cool forehead, cool down

copai = compassion; company, complain

compai = heed; allow, working with

caclee = conclusion, endless thought, thought thats summarized, make non-crazy

cadyi = condiment; thing, enhancer, this is ketchup or something used that is an enhancer to an edible.

catet = counteract; null, void out, silence, counteractive

cotu = carbon dioxide, coat tail

caem = to study, distern(to the side)

caofly = camouflage, hiding effect

caucamo = caution, suspician

caut = caught, caution

ciamar = how, ciamar a tha thu, how are you?

ciol = cool

cuandillar = heart stone, unbreakable stone that leads the way out, this stone can give conscious awareness by insight or created idea that you happen to find. this stone is found by thinking the stone you have is right and you then know what it knows by consciousness sharing. If you don't then nothing happens with the rock.

cuic = policy

cuit = palette, color holder

cyas = slow farewell
cabana = capone, gangster, heavenly, mobster
cabokons = cabochons, moonstone
cani = copknock; certain style of knock
casa = castle, caste active, caste activity, case active, shadow, home, house
cata = carton; whole box full, otherwise this is cater, you give and get something or sell your services.
coblynau = guidance mine fairy
cobs = cobweb, cobblestone
cono = copknock; certain style of knock and this is denoted from a cop.
cuby = cowboy, male cow herder, cowby
cugul = cowgirl, female cow herder
caco = cacofiend, round eat anything floating ball demon
cace = concept, idea, cacodemon from doom
cacitraen = concentration, mental clarity sphere
cycat = concert
camwa = came away
capon = gang, work gang, union
capone = compulse, compulsive, retribution
caput = chapter; catapult, this is a chapter on the point you put something forward.
catny = cuntnic, countenance, allow for (it), countenanced; (catnyn or catnyo), allowed for or countered by what's
in thought.
cepiw = wax figure, wax form
coch = club; billy club
coqu = shell
cabal = self organized organization, mafia, mob
cabikou = physical shift
cacao = cocoa
cacaomix = cocoa mix
cacaomixsalece = hot cocoa
cecrots = serpent tailed human was the first athen king
castilic = constipelance, induced body action that makes it ache
castilnc = constipelence, cast ink, over compulsive eating, compulsion
ceba = celebrity, activity; more active, this is a more active cerebellum
that you focus and you create with by feel. If you create with the brain,
then you send focused energy waves from the brain, that energy wise with
what energy is there creates what result you need. This means in liquids
carbonation or flavoring and in a solid form some change that is decided
upon per amygdala use.
cebaa = brainstem; brain stem activity, this is more activity during cerebellum and
brain stem moments that you focus on a thought and create the idea.
cucot = circuit
cucotcort = circuit court
caday = cadderly, fatherly
cadet = a cadet, training soldier, soldier in arms
cadoit = done adroitly
cadsuane = persuader, persuasive
caffilet = server
cahay = concert music
cajy = cagey, practical, mentally acute
cazy = crazy
cazzy = spastic, chaotic behavior
celaeno = storm-dark
cis = cise, size/d up, precise, scan
coin = cologne; smell good oil or scent for men.

couom = collegium, to gather together
codareactor = radiative power generation
codd = coddfish, slithery, pervert, conman, manipulation
coja = cojack, retrieval, sorte, capable team
Cotr = coutr, Counter
cokkai = shit
Cotex = turn off, Cast this spell to turn off something, to shut something down or to cut off someone.
cameleopard = camel leopard the size of a camel but the skin of a leopard with 2 large curving horns
camp = campground, camp trip
cemore = purity, metre
comuf = beat into a coma, fuck up, beat down
comne = come near
continua = get on with it, come to think
conechwa = connechewa, hello
cony = corny; overused
canon = cannon; propelled forward, information
canola = canola oil, sunflower oil
caniv = cunning
carn = flub a meat, flesh
carny = festival, faire, fest
carat = combine, combination with, ^
conciuous = [conk-high-ous] sharp conscious blow
Cortex = remembrance, Cast this on a target to make said target remember and do as necessary.
curt = cortes, courtesy
cortez = explorer, massacrest, destroyer
casey = pleasant, stamina
ceilidh = (kelly), kelly, musical meet, ball, dance
cerburus = go to jail, significant
ciao = hi, bye, cease things comfortably, cease disillusionment, goodbye, negated
ciaon = dismissal
cirim = impart, impartial
corona = alcoholic drink
curvacea = curvy, beautiful
coniv = connive
cannon = taught discipline, basic belief, weapon
canta = caste, secretive, born rank, can't tell
cantal = can't trace, secretive group
continua = continuation, continue on
conceve = ever after, after
contr = not, against
ciel = ceiling, roomtop
ceuetiet = ashes to ashes dust to dust
cium = mineral
coif = slap, gathering place
cuatn = cuate, consumption
cuatenh = caution
cuick = circumference cut, circle cut, circular cut, pipe cut
caeykes = underlay
caseykes = relay, steady progress, endorphin
catharsis = living hell, cat with elephant feet
catro = control, to interrogate

catropafu = control perfume
citro = lemon
citroesserb = lemon essence, lemon essential oil
carol = watchful
carolyn = truth, trust
carlos = in-step, in-step about, in;mem
ciryea = partial agreement, soso
cereb = cerebrum
cerebo = snake head dog head human dog on all fours that has paralyzing stare
cerebus = forebrain
cerebrum = brain focus, brainal channel
cerlos = murder loss, searing loss, about loss, serial loss
cora = coral
carb = carbohydrate, starch energy

ciuo carba = self erase or itemic indraw carbonation
carba = carbonate, carbonation
cerberus = 3 headed dog
corrant = maya, power, hate me
corrunt = corruption
curdop = antidote
cyrrauto = automatic recharge
calam = fire, calamity
cale = challenge
calygreyhound = antelope body eagle claw forelegs ox hoove hind leg
caspa = casper, ghost, ether
cigryhond = calygrayhound
coge = cougar
cogsuet = saber tooth cougar
colaa = innate ice mastery, cold resistace pass-thru
colo = mountain, mountainy, color, part with low
culio = cool down, quick cool
culd = could, will have
culdn = couldn't, will have not
cometh = comes of, come to
comke = call key, desirous key, come unlock
compaoost = complacency, compulsion
compet = compete, competing
complet = suit, complete
compleat = complete, perfect
cnotaf = cenotaph, cemetary, grave site
conchas = conscious
congel = celluloid, congeal, fat collection
congrat = celebration, congratulation
contessa = queen, duchess
conqestador = conquest
cepltia = carpel tundrel
copicilf = land elf
copte = helicopter, copter, computation, machine
coppa = copper, cop
copp = cop, police, soldier
cops = corpse
copsehhd = exploding corpse
corors = corrosion

corc = coerce
cors = course
corat = corruption, corrupt
curschizm = schizofrenia cure
cust = combust, catch fire
cutu = cute you, kutu or cowtow; serving, this is serving the point by idea.
cavuasmuth = bad weather
covorto = convortion
cuvilusu = self-renewal
cuvulusu = can't compete
cevyey = cataract
cupicorant = corruption
cupla = couple of, handcuff

cupjo = coffee, coffeecup
catarak = spider cat that has eight legs and the body of a cat and it eats dead meat and abilities of both
catuar = warcat, demon cat
ceoch = cochran, giant hibitional roach, cockroach run/ran, particle roach
cuttbeh = backstab
cuttnibeh = hamstring, cut behind knee
curs = snake, curse, twist of fate
cuqyxemo = chilling armor, ice attack ranged assault armor
cycl = cycle
cyclo = cyclic, circling movement
cyclon = tornado
cyclonc = sea tornado, hurricane
cyclops = one eye storm giant
cyl = call; predict, focus and put your voiced idea out.
connigets = booger, snot, nose snot
cynut = sign of, connect, connectivity
cynutsnap = disconnect, disconnection
cynutt = connection
cynnut = nothing, cancellation, cancel
cynnutt = powerloss, powerless, powerlessness
corrigan = fey druidess able to steal children
corrigen = fey druid able to get anyone pregnant
cyroeraeth = banshee like spirit woman who gives death warning by a water splash near a crossroads, near a river
cystu = cystic, large growth, mature
cytro = control
cyvuelmer = superglue
cyvutn = conviction, group purpose determination
cyzun = unfailing
cyan = light yellow
cilfc = sea elf
cbarr = crystal arrow
cboracl = crystal prophet, crystal being prophet
cdarlit = starlight
cdajcraft = stagecraft, siegecraft
cdcarrant = cdmitt, powerstorm, lightning storm
cdcarrantt = cdmitt, c'de'mitt, powerstormer
cigue = nice (deity); cingular, musical genius, musical standard or doing things on purpose (like a cigar)
ckin = choke, without air

clair = light

clairauro = glowlight, flashlight, glowlamp

claire = glow, inner beauty

clarity = removes and protects from mental afflictions

clairs = lightweight

claus = escape

clause = evasion, invadive by avoidance, as intolerance in insidurance is avoided issue from where it came from inside.

clar = declare, otherwise this is claire; clear, clear and pure energy

clarie = declare, overreact

clary = declare, overreact

clasy = classification, chase/ing

cle = clair, enchant break, light, clench

cler = clear

clerup = clear up

clink = jail

cloaks = disguise, invisible

clan = family structure civilization, crockus

clans = many clans

claw = claw, curved rigidness

clawunt = clawhammer

clea = clever, cleaver, momentary insight action, insightful, multiple persona caused with spirits

cliu = cling, clenu, cleanup; this is where you clean up the act and you clean

the area, think and you know what to do.

clie = sealance, obscure, crack cocaine by herbs

cliflep = cliffleapr lizard, lizard store

clin = recline; myself, decline, incline or acceptance point.

clo-ey = empowerment; glow eye, sleep, shut eye

closea = close up, slothe, seal, stolen

clotin = clotting; clothing, bunch up

clyntel = clientel, client

clb = club; close, closure, close out, no obsenity that makes closure, club to death or think to create and do in life

cmor = further on

cn = ca, can, release by muscle relaxed tension release relief for use

cnan = carnation, destruction by effort and depression there by the use with food, flower in ability from ability use

cnat = can't, candidate in race selection in life

cno = 100 \$ bill, who you are, as ino is a creative idea in personal use as tendency dismissed is gone and done as inoculation is preventing diseases as a thought is energy cancelling out the fight in the disease.

chair = flesh, flesh eater disease set by spell

chaff = metallic attractor in whom you think opposite in attraction that forms as energy in form

chapt = chapitr, chapter, chapped lip, no inveigling

chares = peace, peaceful, cherries

charles = independent, cno, as no form

chart = a chart, graphing, charting

charta = cheta, keta, charter, rules list, ruleset, organization rules

chast = chaste, foresworn from

che = car, vehicle transport

chehtah = human cheetah cat that can shapeshift into any form between human to cheetah

chernobyl = grand scale accident

chernobil = another incident, another time that created by energy disaster on awareness

chiklet = gum, chicklet, chick list, for anything opposite or opposing be to get your name listed and energy from attack and anything on the list be despised.

chink = money, corner is a store that isn't there
chile = wressage, message, paper that isn't evil, wrestle to the ground (wrestling warrior)
chiles = atlantean messenger pets
chili = chilli pepper
chilli = chilli
champ = champion, champ
chlor = chloride
christopher = cruel nature, traveller in disguise
christmas = chretmi, rebirth mass, rebirth congregation, rebirth ritual
chroma = shining surface, chrome, creative use to make moonshine
chron = (greek), time, reusable concern by time
chrono = related time, watch, time record, time record, relative event, relational event watch
indicator index
chronom = chraom, chramea, kraomea, chronometer, my time measure, time meter that makes transitional events
that effect in some space by focus
cmasy = cmoisant, seem famous, movie star, whimsy crazy
cmoida = reptile behavior, avoid
Ctn = center in on, no communication, contain, certain control by work
craoa = crayon, creative mark/ing by spiritual crave boost
craycod = computer code, crayish codfish, spictered codfish in ampisphere in which the goblins can use to shear
things with
cran = cranium, crane, cranberry, lift goods to create event by thief use in money energy
crazies = create ability, creature love, craziness, make effect without realizing it to progress with illogical thought.
Make ability in life but not in the head.
creacod = creator's code, as its with any of those to get creative to create with freedom and the moment by
thought cod or fish in view or thought in concept that is a possibility in banned life.
creevy = creevy, obsessive, creep along sped up by thought to move, creatve
creasn = cresn, illegitimate use, illegal, crescent role
creol = hotness; hot spice
creh = occurrence, credence, creative use that can if with negative create what you think as a fit person that if
looked at is a creative person in life.
crep = crisp, crispy creep weight, cripple, this is a weight that creep up by various means, think to control how
you eat and that is eating less you create weight loss instead.
cretin = creature, ego fit
cretyel = creative fit, create wild hell or element out from a person, creative hell, to do something banned as
wrong something right and if you do it right its allowed and then you create your hell to teach yourself a lesson. Your
subconscious or conscious mind usually doesn't tell you its a hell as it 'forgets' about it. So your stuck in it till you
realize it and your punishment is over. Sometimes you have to want to be free of it by actions before the punishment
becomes a non punishment. As to be stat and your set free by free actions that is free in life. Think and a good
example of this is gambling hell, where you act to be the assistant to your wealth as you own a means of wealth. Only
in some unlucky moment to lose it all and this is a foes try try again.
Except for addiction, it will be like your own hell and you could stop as unrecognized.
criesef = automatic created habit by the creator, hit out
criolok = cryogenic storage, cold storage locker that war or not as their will is what they will
criolokmet = meat locker, blue energy that creates cold storage
cresfix = hit, criosphinx, ram headed lion, crestfallen eagle prince
crib = house, cradle, cradle of thieves that are crip
crispix = incrispe, cooking fat, fat (cooking), cooking oil that created by will that creates healing
crisps = chips that are ahoy in what you think as an advertisement and yet is a navy ship that creates activity by
blueberry
critiq = cryiq, critique, review, overview by thought in view of evidence distracted not by you
crahgau = crashguard, crash in guard and make as useful
crook = criminal, niche in criminal genetics
crocotta = wolf dog size of a bull that is this as human dog or a monster dog

crocottahu = human wolf dog that be extremely strong and stands in on two legs with no thought until necessary in created ceremony to make a were and nothing energy makes a point that's with thin grey wolf hair covering body and a wolf tail by no protection

croft = seeker, treasure hunter treasure seeker

crok = butter, butter lover incidence, emotional control

crud = crowd, crowley idea that created nighttime use magic used by novelists

cruk = crook, crook by thought good by the way you live

croix = buttox area, butt crack that seeming is in thought but only after image even if unusual image

crono = time wave by focus to reveal what is

cronoli = timeline in life that created thought from observance

crucry = critical event, momentous event in no thought to create what is a teacher crash down

cruno = class, classroom, crunch down and miss some part as your miss and little is your hubby unless not liked then dismiss

crunu = negative event that is event and nothing but the event that ends as nothing is death

crusie = cruise, travel is in place or device is use

crysair = crystal aero, crystal air, create crystal in form from air or other substance.

crysauro = light crystal that creates light body as your use focus by crystal

crypt = cryptology, encryption, decryption as translation is by inflection or no deflection in life

crystri = critical strike to head on purpose exposed

crypt = craft, crypt keeper in no thought

cryv = charged bolt, core shock ground travel electrical burst that causes gravity quake

crykideth = banshee, banned by life and used is purpose for life

crysalis = crystal creation by thought in will created by thought as energy

csst = ceasant, cessant, ceasing action by thought in action

cji = creative use is no abuse, synergy, this is is tea energy energization as concentrated orange juice and thought juice energy interred by thought, compressed interring junction black hole as a point blank blast is compressed and impressed into itself that the building is energy pulling into it itself and the place bursts into flame as an interchanging subatomic [point] to create and cleanse by fire of something wrong done. There is a point by the place that starts temporally the idea, this is the atleantian pyramid of power that healing is done and cause is the building. That as the temple makes the healing effect or in not and that in ends as you thought, assume as though a holy hand grenade that goes off in a tossed area is a singularity grenade. This collapses the building if not burned up by magic in life, to cleanse the area and created is this as another idea is energy release of a atom use as invigoration is from the juice.

czar = subtle down star, russian king czar idea

czarlit = starlight, starlight that creates disaster those invoked except by girl

czeur = roman, roman king, emperor, high king of the undermountain considered the mountain king

czor = shake, european, russia, russian or other europe nation person

D

da = figure; ya, the, day, sun, light, that, oh god!, death act action

de = of; hold, death and decay energy, (h, in front of vowel) for not or never, ihe, the, deal, away from, opposite, emphasis on, gone in life aware in another. Otherwise death; dead feeling and death thereof by the method of thaumaturgical breathing, trauma inducing by thinking of the feel. Otherwise thanatoic trance, that uses induced breathing to create a death like state and you feel like your dead unless you actually are undead. Then you know everything and things are what they are by what is done. This serves as an early release from the world to the normal world, that is outside the aura world and you are free to do what you need to do by what you want when you free yourself by the point of death.

That release frees you from the point that you don't want to live through, so all you need to do is think yourself onto another exoplanet and you are there after thinking yourself going above the cloud tops that you imagine there in the atmosphere and receiving the cure to your condition. This is what you can do instead of constantly being reborn on the same world. If you think then you don't and you can find yourself reincarnated again and again until you think to see another planet, that is done on the same planet until your soul dries up by the energy being used up that it has stored.

So think about that and you might free yourself as to seem with life before its too late.

do = deadness; die other, money forms what you think, does, do, \$, objective in a wave of chaos that detracts another to form donkey or assert me

di = dog; eat, consume in nothing begin as you want and the ending is as you fear as you do nothing in the moment life is existing, did, this is like a dog did it.

du = dumbness; pay, down, dash, shake, duh, due, dumb, do, doo, feces, poo, eat shit or nothing done as you destroy nothing to create something

dy = dispose; make talk, done, dysposium is dysfunctional activity or illusion revealed to create a interesting idea, die away and do away but the body is gone and done in life thought about as do or not on a family basis as nightshade is so is stricknening and deadening it can cripple the creature on hands.

daa = father; not fated to action, in action as day set by crystalline matrix in life there is no life as in the morning until day is there answer in thought to create in thought as though in thought telepathy is "lealing" or leading in a line or shorting out something light

dea = enforcement; (of despair), death ward but no site as sight of the area after disappears, drunken dunkin

dia = lens; measure of diameter that uses sunlighter in a point to created view

doa = donate; this is what it means to give money and contribute. Otherwise this is a dare by what you do. That means a dare in mind to create a thought and nothing makes sense in nothing is done right.

dua = work; dual in light as life in life or nor you not imprisoned is life

dya = manifest; manifestation, beget result, any idea in life that is exposed creates as created with thought actions make an idea, in fox trot person, this is a point capable of creating idea to use, do as you want things.

dae = day; day in created view, that is virtual reality by energy and what is shown create in eptitude or inept moods

dee = lost; codge, deed in life gone, deis, a god, goddess

die = roll; dogs, defeat; dying, fate cast, dice in life by lice in hair where the moment is defeated.

doe = person; female deer that has created matte hair, dollar/s, \$

due = rent; due date that is a thought friendly basis

dye = tier; tie die, just left and dealing with others as necessary

dai = kill; daiquirri thats often alcoholic

dei = deity; die off what is not lied about, deity, a matric god, matrix god

dii = dibs; down in life as mothman and up in life as creative use

doi = disturb; disturbed but no real musing musement

dui = destroy; drive back as now

dyi = dying; unclear mind that is clear afteraffect as result thought is ever in clear true to life

dao = detect; mantra that clears the mind, detection; A being type the prospers in light, they are balanced and devote themselves to positive actions. Yet, when forced to, this they lie about if inopposite and stay away as you stay with the idea.

deo = bo; beo, body odor, done with as a person is dealt with or alive as a stale bread crumb

dio = diode; in aptitude by energy thought

doo = copy; dough matched, doable in action and not in nothing, matching

duo = paired; matched partnership that works with both partners, if negatively used its dego, disregard, otherwise a moment of disregard that led to a point or high speed chase.

dyo = couple; paired in obstinacy and out of life is nothing as concept

dau = taunt; dare, daycare in life as meat is done with

deu = duel; duelling, duel in life

diu = gravitation; inopposable pull, indirect action by interaction with dark energy and dark matter

dou = stupor; pull down, decoy in downing drink and any drink causes a down to the ground point

duu = succumb; indecisive, decision, otherwise this is indecisiveness that leads to disrespect

dyu = decease; deceit, beaten to death and dealt with in life, not once said will happen here

day = ray; in a day, sun energy that is a sunny day sunny wrath perspective
dey = despite; dazed, warmth in daze life
diy = plan; next day, daily moments in life to create life by energy
doy = food; draw people and beasts, bring to childhood, childhood memories by what your thought creates
duy = daybreak, work at thought seem at night
dyy = disease; illness, affects for/from the future, brighter future moments that is by the warfare or nothing war

dra = drag; bother, dray, draw, drab, I can measure these points of idea or moments as a drawback happens otherwise this a point thats dragging.

dre = dread; nightmare as don't mind the broken things
dri = ten; ten parts or dead parts but alive or in action by things you thought
dro = droves; drop, drove away as off you go
dru = drew; drug off in life
dry = drought; very dry in held hands in diablo

dab = dabble; spare time is the right time or not lifetime wise as is in life or no lifetime
deb = pointer; point out, arguement by fact alone but no argument
dib = paid; ceaseless, end in end and it just goes on
dob = loiter; loaf around, wait around
dub = recording; record in time and you can dispell in only one point that you think about
dyb = dismissal; dismiss in thought and you know the moment is to stop

dac = drake; death by ac voltage, succumb and know what things mean, a drake can be formed in many different ways. this is just one of them.

dec = decease; decrease, ten, battery, danc, dance in life as a thought is energy
dic = author; authority, diction, dictatorial in view but not in life
doc = info, informative writing in life exists and not as nothing happens, information
duc = flexible; lead foot on the right foot and right foot later on what is
dyc = softening; by feel and use is console in consolance

dad = father; in-law that is view and nothing more
ded = dead; dillusion, diseased death, in-life as life is inexisted or not as appearant
did = died; don't, doesn't, didn't, this is like in life you didn't know alot except by intuition with the soul. That is also where you get an idea that makes sense and die by what is done. What the great leaders do by feel.
dod = stoned; stonehard dead, as if a stone dragon that use is called by higher creator people
dud = music; deadly in life moment that is survived and heard in life, you say every last thought
dyd = null; killed off, killed as not the right one

daf = daft; off kilter by note as you are playing right on the note, as you shift to change you shift
def = defending; sleight of hand, shield, defense in hand action
dif = hetero; different, measure difference, mixed in life made in purpose
dof = drunk; drink up, don't steal as you do or you die off a race
duf = misunderstanding; misunderstand is not to understand a single word not to note right and yet you understand anyway
dyf = idiot; provoke fight and the play I ever did in indicative action by feel in life as imagination comes into play by the suffix

dag = Dong; jock, dick or investigator, point, homosexuality by what is isn't as indicative feel, a little hobbit that looks like a dragon and acts like a dagger pointed
deg = degree; number in digits is in entropy by thought and not yet done
dig = dodge; customer, move into, site in and site out
dog = dependable; disposable, dog in and human out not as usual
dug = digest; dig into life by moment airy life
dyg = forseeable; foresight, see thought in thought by a concept life plays it all

dah = point; that thing, doh as a doh boy moment
deh = like; unusual, the idea in life
dih = notation; dreaded thought is not notice here and seen there orchestra
doh = mistaken; my mistake, many misuses
duh = exaggeration; stupid but average
dyh = guilt; feel guilty but not dysfunctional in life as not done is inadvisable moment as the death of hides created by demeaning moments is what restores things

daj = dagger; impale in life by mention not mentioned in advisable motion by hand
dej = concert; broadcast music by what you don't want in life or not
dij = drunk; drunkard, dive to ground and you will be mad dunked by water and dived in time
doj = dojo; learning compound in life created in created view
duj = illusionous; aura vision, false vision in life planted by illusionous actions
dyj = dejection; dejected in view given by life reneen as renewal in purpose is done in life

dak = header; leader in the 6th dimensional view as a vine is called in the garden of life your life exists that entangles your real life focus
dek = ship; dock in life by what you view life
dik = dike; be dyke, dick, private investigator (pi), life in moments is what you think as your in thought as you pretend as pretension drops away and act stupid
dok = doctor, drive to me pepper
duk = pronounced duke, dutch; duke, This is doing things on your own. Then if you want to pay kill to killer, that means what you see in life from where you see the area is the kill or a form is outlined in the area by a chalk outline with indications through idea otherwise this is a pain killer.
dyk = madness; dike, dean as not sensed is nor ignored and not unthought is your point, area of a hole

dal = dale; dutchy, inhabited valley that is an imatation by the 6th to show what is by death or broken things
del = deal; of the lifetime or not the lifetime in life by what you sense
dil = soap; in water, dial in life
dol = condole; dollar, hands out and thought in momentary activity, don't use momentary action
dul = daily; duly, daily use, untiring, lead in foot as something a play is overlarge or underlarge by feel.
dyl = dilution; dilute in no poison as a dial is made or not made as life as a the life moments are dilation and normal action in use

dam = lady; bitch, high priestess, damnation by what is thought or not as thought happens
dem = quality; inspect by inspection is inspective by use aborted and done elsewhere
dom = shield; shell, stupid, dominate, container in lidded view that never chases and never changes and yet position creates nothing
dim = darken; darkman, dime, dim or not dim lights flight away and flicker else
dum = dumb; doom is a thought and thought is not no and not done meaning yes
dym = dimmer; make dim, cloaking concept as you think fox is a form and your use is this is not vicious in as in inadvisable in idea unless necessary in life that thought isn't done thought exists.

dan = soldiering; dane, danish soldier, than more or less death dealt by three handed blows
den = area; place of living, habitat, then, never(not a), dead in life or nothing matters
din = great; huge, eat, didn't, did nothing, thin in life is in love by that and thinking makes matters invisible to the eye to seem disappeared and violence done isn't
don = donate; do in, doing (donan or dony), yes (a doing point or donan), make allowance (for), condone, done, don't, king, place on, doin, doing in life is nothing but the point you think
dun = don't; don't understand, didn't (understand), ordinance, shit, dung all over
dyn = math; (calculus) function, dynamic in life concept

dap = enjoyment; pleasure in cruise

dip = felt; burn in thought and make true in desire

dep = emotion; feelings, depending on the issues idea is an concept issue that use is dependancy that is efficiency use as an aftereffect of feel: meant consolation during the misfortune and rescue from danger with dangersense as this shows as thought is there.

dop = dopamine; (bayer) aspirin, pain killer, drug in and not out as experimental can if chaotic use create body ailment

dup = concoct; concoction, contingency, (to) make up, feel and need, suggest, trick or create by the subconscious, this uses suggestion and creating what you say if you intend to create the thought.

dyp = shit; stuff, diaper, drugs in use, lowering in what that creates and yet a lowering energy creates great end results, if you really want dip though eat a cookie or drink tea and you distract yourself from it., this is a moment that can last forever, just wait and you get results.

daq = freshness; different, fresh fruit, fruit alcohol drink, dacquiri in non alcoholic idea, otherwise dayq or dick (private investigator); hell worm, death angel or thought of the antiquated worm otherwise your worm. That is representing your sea body or sea worm that causes what you think. You can sense out where the normal worm is that is yours. When you discover the worm you could smash it and that generates death energy sent directly to the sea body. This body your not bound to by feel, if you use the senses that you have.

This works by thaumaturgy or thinking like goes to like, so thinking to kill something similar is what kills the idea or being that you target. This has a stressful moment before it's done. Then your relaxed by feel. So if you think to send the death energy to the worm in the sea, that is when you kill it and feel less stress and strain by idea. This is energy for you, there by idea , the idea you then have.

Then if you think to have reborn the worm, you can create a clone of you in the physical realm or world. This is where the Satan's pet idea comes into play, otherwise the sea worm idea is that your sea body is killed off by feel or now the urge to be somewhere, then you have released yourself from hell by a point. This is done by using your senses to sense things out and otherwise called feel. Enjoy yourself as you do some soul searching, that is done things as I call it. So this I think will work. Then it will since I managed to kill off my worm somehow. This is seen as a point of psychic awareness of the mind, that is usually with the sign of area blackout.

So feeling out of sorts? I think its a point you'll get over, that is more easily done as you kill a worm. This is thinking good thoughts to kill off the sea worm, that is your hell body. Thaumaturgy is fun, I am thinking like goes to like. So stop thinking about your worm, you stop getting interactions from it. Then you feel better by the idea you have intended..

So think about this though, if you thought of your worm you link to it. Then think what you like and you can get the idea. This includes staying slender forever by feel. Same for thinking of your angel, then if you think to remain slender you will. Think as you like, you will get what you want. This is a general rule of the area for what you wanted in effect. This is a point put to the past, that generates by the aura and you can think for now is the time of life.

deq = line; dequed, removed from list is a thought to create

diq = dike; steep dip in life or no as you think and go to the next as you are similar

doq = mindful; dog quiet, docked in life as though in life love is gained or lost

duq = dare; chance, prince in perchance or purpose

dyq = case; investigation, investigate, dick as invisible image no trick if it worked or wrecked then your thought is noticed

dar = dare; daring, there in non more

der = variation; derivative, there, dear, off to, deer, plunder, therreh, in ancient greed not moment

dir = inner; dire, direct, directory, in sight in mind as you direct your in mindset and in mind your in like a thought and not in a point.

dor = door; knocker, hero or heroic action

dur = durability; during, durable in mind by action in life as a duro is thought

dyr = unlock; unlockable, open, opening, key in or use device or key out

das = misdirection; lead astray, that, that's, days of your mind life or not as a moment creates
des = misfortune; desperate, bulge, these in mind are these in thought by signal idea, this is a shapeshift idea that makes people laugh.

dis = negation; no, non, not, this, disinformation in life is minded by moment, distance, distant, this is distant in thought to what you intend.

dos = measure; measurement, those in thought are considerate in view

dus = cost; dust, dues, escape, thus, dusk really is dawn here and thought is in mind as a world he that is him asks and gets to give as she gives as he gets to those in need. As this is truth your thought is inside and outside in the mind.

dys = malfunction; disjunction, make turned, faulty, bad, leave behind and create by what your in thought

dat = moment; daytime, date and time, date as in carbon dating as magically created is a carbon life formed by what kills and killed by thought thinking itself

det = teeth; dent, encapsulation in life as though a crystal made the effect

dit = dimensional; small in thought and larger not outside as you can change a produce by age magic and create the size to make as you think as a think is heard.

dot = period; a dot or not as in sanity is sanctuary creates peace

dut = believe; nothing happens, dud in there out life and your in ability by energy in the area of what's in force

dyt = fix; if you don't animal king then that is seen as the animal is there as though thought a human and create is in created form in life as in lifeform.

dav = riding; guidance by dolphin is by light focused and a lighter creates the light as effect

dev = derivation; deviation in thought is in site and thought is as this isn't seen

div = home; homec, dive in where they seem, dive in sight

dov = drove; bledgen, dove in, dove, peace in moments

duv = repeat; twice, think or not this can cause you to get weight, do again here and not again other places and thus the curse of patronus is derivative in life and creates difference and indifference as a point that it started as the point is daylight that reverts the idea or creates as you think what you have in need.

dyy = illegality; illegal operation, operation, division in concept as division by zero creates conflicts in the right spot and makes peace otherwise by use.

daw = illusion; illusionous, deceive the eye, dawn, father, patronus, also known as the father of lies to control of all there

dew = paint; mist, moisture coating as paint is a moment end think to no create as thought is to paint and seal an idea though evil in mind is a point in the right direction.

diw = rub; amongst, with out and within as thought created creation

dow = endow; empower with your creation, unexpected; this is where things have unexpected results.

duw = divination; forseen, divined or thought in moments by the understanding of the spirit.

dyw = undying; fate, the dew, sometimes there is defying fate with a self-created fate idea, the dew is what causes release, die well in ancient magic, die naturally well and your body won't age

dax = sudden; suddenly not always heard that could be irritating, ax cut, in a open room this deathening effect is a blow as you drop to the floor and this occurs that what happens as you shift without fate, thank you for what you did

dex = agile; dexterity, dext, agility, ability in thought is an ability for what you think

dix = indecent; often offer, ten, 10th, tenth in place is not always too quick to go as an undecency in effect

dox = alert; howl of pain by dog dying in mind as your mind portays the result your body decreases in size and creates punishing concept and anyone you thought on as the giant nearby

dux = duix, car; dukes, punches to pulls as you find a pulley that is mine yet not valuable.

dyx = lively; aztecian, this is a ever youthful, bodily remains that are energy in enliven that are sloven till cured

daz = dazzle; dazed, faery glamour, dizzy till your in a daze in a moment and effort is release by thought

dez = killed; end point, these are in a point that is conclusion in effort in life

diz = indentify; identity, what dies in life, and becomes from a dizzy effect to cast the effect you detail in the idea in life

doz = sleep; doze, fall asleep and wake up as someone fox used

duz = duezy; old man or old woman effect created by effort is crazy as your not crazy and cranky with or without dementia, that is cured by coconut in some form.

dyz = trap; pressure, release, with relief it always returns to the same time, this is a description in thought where that is description by the effort in the effort by idea that you snap and create with will where you get dizzy until you black out by feel.

dma = dema, demon, servant demand, self consuming energy being in life that energy creates in moments by dematerialization with life in life.

dme = deme, deadman, demise, demean or where your mean and thought is a purpose in a demented view

dmi = demi, self-interest, half, hemispherical energy attribute by touch or thought near the aura, this is demented otherwise and not in life

dmo = demo, demolish, deem otherwise in life but forbidden otherwise

dmu = demu, damn you, deam you, control you or not and your in useless as life exists for your thought in action

dmy = demy, demise as suicide, wildness, wildly, deeming, considerate but nearly equal by a sign as you name the sign

dna = enhancement; how you get into the antimatter universe: denial of body, a body makeup, them genetic makeup, genetic pattern interred by use and created by the brain as you think your need, this is also denial of interest if you think about it.

dne = dinner; a stop in life is in mind as your dinner is from the area that kills and before this demises you

dni = author; (if positively used) authorize, yes, give authority to do, (if negatively used) denial, no, magical book writer, magical human in love, this is in the anti-matter universe.

dno = writer; dinosaur in nothing idea or not done

dnu = newby; the new idea, denude, marked importance in love

dny = entrancement; deny, denial by purpose and made in life that causes you to change and seemingly in a trance.

dza = curative; body focus, focused death and decay, death energy zap, focused death wave, this is the dna pattern that seems electric with the anti-matter universe

dze = scarabus; death bug, a bug that can make anything seem dark or bad and is a friend made from the shadows that sometimes is in the form of death beetles.

dzi = desatify; doing, zippo

dzo = inside; death zone, area of death (energy), hear the voices of the dead in musical tones otherwise and create

dzu = dangerous; death user, necromancer

dzy = dizzy; death decay energy, death energy

dact = wyvern; area of fire, wyvern created by the issue and the moment that creates with love or stated idea in life.

dect = that; sediment or safe addiction (nonburgulary), only temerity a small bit everyday love in thought that what you consider is done

thanks to tim startrek

dict = dictionary; dicteon, listwords, dictation, say, tell or not your alive as you want to seem alive.

doct = dock; ship pier, that can appear anywhere as if in life you can possess or not create from what is done

duct = bendable; pathway, pliable, ductile in purpose by the life that existed in life before you knew life and this causes life to use duct tape and those irrespondant or pointed in life as this is caused by the disappointments in life and the captain turned ghoul.

dyct = addiction; softener in detergent as possible to be empowered so that is as you see what you think as you are with polite pointed view until apology.

dadg = unfit; out of shape, dad bod, significant point in view by life or death created in effort that is and isn't there as if life is a game.

dedg = lowlife; dredge, important death as recreated as a monster or other shape the person seems

didg = child; what did go, forgiven, in life, forbidden in passion yet created in life is what is pointed out by what

you do. this is a bubble of evil if badly intended.

dodg = availability; dodger, dodge and hedge and yet your available in a point that life exists.

dudg = drudgery; hostile in life is a life that energy creates.

dydg = suicidal; suicide, end in death, deadened in a concept in life.

dadn = creative; foster father in life as thought is use in a point that creates itself

dedn = dopamine; dope, alive in life and create in life is a thought.

didn = didn't, have, americum that is fools bar

dodn = dood; meditation, meditate, vibrantly alive in life that creates rest and life in a point is purity purified.

dudn = push; bully, undeadly in life is what you there are considering as your nature girl is unharmable

dydn = beginner; beginning, unskilled action, this is with a bit of ugliness or weightless, unkill in the thought and create as in a motien as the idea is many people you can think to seem.

daff = crazy; wierdo as a thought or not as these recover.

deff = defence; that is what your thought creates as you feel the need and create it elsewhere as if to beating, beaten and defenseless is the person formed is after.

diff = planter; stop, plant, difficult is life as life creates thoughts and there are no monsters created by what you think or they are not noticed

doff = drinker; that is drinking of many drinks as any type

duff = taste; some beer, this hardly exists as the mouth water where there is mouth watery taste

dyff = stupid; idiotic family in life but genious otherwise

damm = dam; water blockage, a troupe (force)

demn = shawl; mourning month, oath month, lent anything in life is a moment that creates the thought and return is a possible reason

domm = mantle; energy shield, shield device, collection, collect, large storage as if a silo is greed collected in energy as a form is possible to create what you think

dimn = adaption; fast memory in chip, fast memory module, dimmer in life is not always a cool thought but not in the mind

dumm = dummy, dumb, as a polite point of view is seen or not as a concept is thought

dymm = dime, cloaking month that displaces what you think and leaves you where you want as brain loss

damn = damnation; the doom, tramp, damn as in alien nating is a thought in nature or concluded not as in advisable

demn = condemnation; condemn, disbelieve as you don't always get what you believe in as not what you think and what you will

domn = cover; unshield, unshielded, domination, no storage is there as in life is by life

dimn = deep; slow memory chip, slow memory module, brighter or not this is in interr and doesn't get out to effect you

dumn = instinctive; instinct, intelligent, intelligence is in thought to live as life effort

dymn = gem; diamond, moment in life but what you think is what you consider in thought is what isn't as if in life as a thought reveals what creates in sight.

dana = trailblazer; then high priestess, think it's dangerous to have at heart and yet not to use as a point is dangerous or not

dena = accidental; demean, death nation, the power of thought, (case of) denial, cook, prepare, prepare for the moment then sometimes don't react, dinner or idea actions is thought in hand motion by what you think not yet is done

dina = clay; diner, pigmy elephant that you become as you think to become it if you are what you think

dona = front; put on, don't have as you have and nothing else can happen as you think

duna = sand dune; do nothing or it's action that is a trap set by doom to create what is in motion till released by a conceit or ill feeling and thought is motion by the thought you set in motion

dyna = denied; dynamic, this is in the motion as a thought is force to create balance by what you concern yourself with.

dane = action; soldier, dangerous possibility avoided by thought
dene = decision; decide to, whim or not as you think you stop you do in life
dine = dines; eat/ate, belief in create
done = (in) passing; allow, let, don't even as you think
dune = negation; cliff rise, hill by a hillside is an area in clemency
dyne = mastery; master of focused touch, acupuncture, instant relief by the relief of a point and not given is the life you live in death by dealt blow that is already done.

dani = supporter; danish soldier, dangerous intention to be fair in thought and not physically insane
deni = refuse; refusal to believe in and thought is interesting by what occurs as it's shit
dini = (wooden) coinage; (wooden) money, pen, might of person or nothing will work unless the creator makes it work.

doni = smart; donation of, don't know, or not kill
duni = betrayed
dyni = still; stillborn, sleep paralyzation, paralyze, paternalized

dano = coverup; too dangerous
deno = obvious; event writing, gene
dino = dinosaur; overlarge
dono = known; knowing, knowledge, don't know
duno = metal; do not
dyno = ultima; faith, ends in faith, didn't know, end of idea or pointed out moment, finish

danu = danube; a dark druid god of war, destruction god, usually dangerous, he often appears as a favored form and with appeal to mark a destructive event.
denu = delusion; ancient illusion to afford a diversion
dinu = diminutive; very little
donu = donut; sweet pastry, don't usually
dunu = taboo; forbidden, don't use
dynu = hgh; growth hormone, grown, a lot larger

dany = denial
deny = to deny
diny = stop; stopping, not do
dony = truthfully; don't lie, don't know why
duny = wording; phrase, tonight, dictionary
dyny = wierd; fate, why dangerous

dann = tall; then, so, longform
denn = then; uninhabitable, den
dinn = dinner
donn = unprepare
dunn = announced; roll, consume, glimmer, sloppy, unorderly
dynn = flat

dant = cordant; discord, hell, gotten there in many different ways this is a knot tying idea
dent = guide rail; bought, bend, area bending, a person bending will allow for things.
dint = dented area; area dent that often needs repair, hint
dont = symbol; live symbolism, attraction, came from peridont, described as though on that (area)
dunt = sole; decent, don't do that
dynt = announcement; dinner party, hit

dasp = view; miscontrue, mislead, display
desp = desperate

disp = display
dosp = meter
dusp = lead out
dysp = shortage

dast = dragonfly; cooperation, coordinate, destined, dastard
dest = very
dist = distance
dost = concentration; concerned focus
dust = fate
dyst = successful

dath = movement; intended moved to motion
deth = asp; death, deceased
dith = holdout; dither, wait out
doth = does; perhaps it is
duth = ashes
dyth = lions

dala = wise one, druid
dela = daily, delay, Dealer, deal out
dila = dilation, expansion
dola = dole out, pay more
dula = duration
dyla = effect (think the idea to create what you want), long lasting, stink

dale = solid, solid faced area that you can enter, room, enclosed area possible to live in otherwise impossible
dele = erase, remove from site, erase the erasable
dile = crocodile
dole = lounge about, dollar, resting
dule = honor guard, duty of the moment, momentary duty
dyle = go hunting, go with respect, hunt

dali = gold, nothing, this is where things are doing nothing,
deli = open market, food court, delivery
dili = grace period, while the idea is due the moment is not.
doli = moon
duli = dullness
dyli = boredom

dalo = day be over and night falls, daybreak
delo = deal with
dilo = call out
dolo = deal out
dulo = misty, call mist
dylo = manifest

dalu = overwhelm, deluge
delu = lead falsely, lead astray
dilu = dilution, dilute, purification
dolu = find things, locate
dulu = to overcome, overcome
dylu = strengthen

daly = chat about, daily
dely = deal
dily = delay
doly = fray, frayed, fraying
duly = hard work, dutiful
dyly = snappish, outrage

dall = hope
dell = pact
dill = pickle
doll = a doll, woman
dull = sturdy, dull
dyll = filter

dark = in muerher (murder), bad, black, nothing, baed, merger

derk = drk, dark, bad

dirk = weapon thats with a short blade, short dagger

dork = an idea, the moment of a theory and then it goes along with things as they are.

durk = diurk, to get a short dagger, to dark/en

dyrk = rent, help call, dire call, dire need

dava = goddess

deva = angelic being, god servant

diva = diver

dova = large explosion, detonation, develope, developing good, diving actively

duva = bird

dyva = divertive

dave = invention

deve = developing

dive = diving into

dove = white dove, peace bird

duve = go for help

dyve = patronoch, guardian spirit

davi = debit, money owed

devi = devise, invent, invention

divi = getting into

dovi = peace

duvi = doubtful, I have doubts for this.

dyvi = gentle

davo = develope/ment, work in place

devo = devotion

divo = jedi, flee to somewhere by feel or use of senses otherwise feel.

dovo = lag, in flight

duvo = famed

dyvo = carefree, sympathy, refugee

davu = prosperity, bounty

devu = growth

divu = deterrant

dovu = material

duvu = insistence
dyvu = detriment, progres

dawg = dog
dewg = swept forward
diwg = dig deep
dowg = been there seen that done that
duwg = friend
dywg = becalm, calm, calming by feel

dhaa = rise out of, come out of
dhea = great pride
dhia = improve, increase
dhoa = hope
dhua = prideful of
dhya = feel, feeling, path, dier, dhiarrhea, starting from within this is death by demise

dhae = desire for things, purchase, need (when you focus on your need you make it a want)
dhee = deem needed, a point, a purchase, a period or "."
dhie = grasping for straws, choice, pass or fail
dhoe = door, doorway
dhue = want, this is where you have necessity for things.
dhye = dry

dhai = assassination, mazing, this is where your dying or are sealed away for things.
dhei = beyond
dhii = seek
dhoi = travels to
dhui = options
dhyi = sacrifice

dhao = mountain, safe
dheo = pass, path
dhio = hiking
dhoo = struggle
dhuo = climbing
dhyo = break down, erosion, crumbling

dhau = harboring, move down, safe harbor
dheu = bring downwards
dhiu = fall
dhou = gauging, calculation
dhuu = ground
dhyu = steady

dhay = barefoot, on foot
dhey = day
dhiy = midnight, middle of the night
dhoy = tornado
dhuy = currents
dhyy = tide

dram = measurement, measured amount, measured weight
drem = destroyer, destructor, death wave, dream, structure construction is by havic in other lands that create the

dream effect causing chaos in other places. Acknowledgement of this fact is the idea, non as that tact is peace use and your use is an idea chance that is "pell" by chaos waves in chance moment that doesn't exist after you print this fact.

drim = setup, deadlock, dreamed up, set in idea

drom = drone, the area is droning on, low rumbling

drum = drumming

drym = overdo, set in dream, dribble

draw = drawn (drawo), draw on, drain, charge use, draw on life

drew = wreck

driv = derwin; ten layer reality that allows the drow and drow fey, the dark fey is what can be dangerous, as they are to find a way to get things are disasterous. This is drow idea, as in the as things are better you get idea to work with fey and do things as if the right idea but their way.

drow = dark elf

druw = drew

dryw = crisp, apple (dried)

djan = cleaner, instant clean

djen = entice, instant enticement

djin = air being that wishes to grant spells that grants like jinn

djon = shift, teleport, instant departure

djun = leap, jump, movement by instant spring

djyn = wish granter, djinni, jyn, jinn

d-enag = death essence (death decay essence), death energy, de-energize

daafyg = fatherly

daeg = increase, growth

daelan = manager, duty master

daete = dejacte, disjunction, to turn effect

daemon = god messenger, neutral demon

daovao = truth detection serum

daul = dowel, flash strike

dauta = daughter

deee = decision; decisive action

diee = dies; dying or this is something with dyes

deid = deidre, deadre, deidareia, daedre as deliberate motion of a monster

dien = dead; stiff and dead, this can kill roaches as you project the sound of the word towards the roach.

daba = dabat, dabble, dilbert, deliberate, debate

dabbar = fren, hectic activity, frenzy, hectic activity

dacto = commission; paid (for), commision, representation or dragon.

dactodet = dragons teeth, multiple attack enemy teeth

daht = sat, fat, phat (muscly) if working out and exercising

daja = dagda, inexhaustible goods cauldron or not

dakatou = seek to kill, plight is destroyed, the being of a choas is done in tune

dakkoutou = being of anything with ability from a weapon of death.

dalienat = moreso, further example

dama = demand, daemon, demonic god messenger

damak = strategic kill, that make

damakles = insecurity, insecure

damaklesw = sword of damakles, sword of fate, potential disaster, potential fate

damal = damn all

damas = daemonius, overseer, important daemon

damus = combined force, oblige (obligation), predicament

dam-wy = repair, damage things; It causes something wrong that damages slowly and removes effects, to get the energy from the moment to make repair.

danann = goddess danu, glorious priestess

danewar = warfare

daniel = tolerant

daniell = darling, affectionate person

danca = dancer, movement flow

dank = dank, thank

danka = thank you

danniem = repeat, say what

danny = soldier, bird, bake

dannym = soldierlike

dannymy = soldier mine, enemy, bake mine

dannymyn = friend

dannymynn = punish, punishment

dannyt = baker

dansk = danish

danska = will you

danx = thanks

dapp = function disorder; a cure is herbs or uu-dapp by thinking the cure. Then the subconscious cures it with sun energy. This is so you know you have a cure that works.

darth = dread lord, determine

daska = pack leader

date = event

dati = inclusion, that includes

david = discipline, disciple, elemental master

davu = prosperity, bounty

daxunt = blunt death blow

dazl = dazzle, impression, impress

deamek = passive enforcement

deaf = deafness

death = dealt blow, dealt justice

dean = overseer, principal, coordinator, purveyor

deia = democrat; group person of elects in an election party

deity = god, greater being, goddess (according to the season)

deidre = inherent considerance

deutsch = germany, germanic, master, mastery

deuva = the dive, a dive into the illness to learn truths.

debark = unload ship, unboard ship

decor = decoration

DedFyl = deadfall

defiyabl = as definitable, ae e ef, define it yourself.

deflam = unflammable, the flame

degrom = De grom, Person or people that think they are millions of years old and sometimes they might think they are extremely old. Its a grampa set in of character even on young or old people. They love telling stories of their past or of an event. To get over it, live through a story at least in the mind. Or, the De grom will write things down and make more out of the story than is necessary.

deha = unstealable, psychopath, insane

dehaun = exessive security, extreme, exessive

dehan = stealable, insecure

dehane = repeat stealing, repeat robbery

dehanne = repeatably stolen

deja = degda, again, before (happenstance)

delienat = explain further

demily = demolish, destroy, blood drive

dhema = Natural; dharma or natural law, this is nature effects by natural means.

demur = deathly murder, avoid, agree, pass that

dempsim = take the weight off and place it later on.

denio = refuse, refusal, deny

deniy = denial, denied

denizen = citizen, place belonger

dendan = gigantic black fish that die with human touch

dendrit = nerve

dendritunym = nervous system

dendrobates = poisonous arguement, deadly arguement, deadly spider (redand green back spider)

dennio = unrefuse, unrefusal, accept

denniy = undenial, acceptance

derm = skin, needle, cyringe

desc = downward, decent, descent, descriptor, describtion, description

descry = see, look upon, describe, description

detpast = tooth paste

dendrobites = bite down

dehgrom = Deh grom, death germ, dazed but true they are likely to be of it. Doing fighting and incongruant or incompetant things of else that is. Pee out the effect of Deh grom onto any surface as its a condition that may leave them worse. And the pee contains the deh grom 'germ'.

derr = dear, beloved

desikeht = I do, in desire I do, to be playing, working, noticing, and doing. In exchange the spirit is not ensnared as in a bondage effect. The first person effected by it or the fifteenth is able to remove it. By being unaffected by it and going near it to cause it to dispell itself.

desikuht = To not replace those that seem to notice it by another spirit. Under ne the desikuhth any efect can be made to order. Any video or tv program watched sets as to where and what the spirits do see. To escape it, is to be back in a holder body an not the original body. Until you meet the original again. The process is to open a window and sacrifice an idea or thing. As you open it, the shift from the path your spirit takes to you may occur after that.

detyu = destitut, destitute, poor, poverty stricken

deplot = displotic, Unable to remain stable for longer that 20 minutes, and the person who is can change their mind according to beliefs. They have a negative reaction to the positive beliefs and a positive reaction to negative things. They can keep stabilized the moment what they do remains in place.

detoty = distoltic, disturbing conscious

depot = depot, storage, storage deployment, storage area

deputy = deputy

deplinth = decench, destench

depta = cancel, acting department

deptha = cancel

deted = dastard, bastard

deti = dentin, letai, listerine, detriment, mouth wash

detie = dentine, tooth care gum, tooth care chew

detiselv = mouthwash + toothpaste + salt, mouthwash paste

detox = remove toxicity, clean off poison, death by poison

dettet = dlet, delete

dethcar = deathcare, in death you recieve care for the idea of living

dethkon = deathkon, death energy used to effect an idea that comes about an sometimes on mention., idea caused by a death energy, its death construction

detritus = trash, litter

desolita = desolation, obsolete

despot = important figure

develin = forget me

devil = lived, past

devolup = energetic developement, death volume up

devotee = devoted, follower, goal oriented

devuspe = fast growth

di-actul = did actual, did actually, realization, actually

dieb = deep, deep water, dying ebb (fade away), dying tide

dies = shameful, feels shame, shame death, fake death (from mistake)

dioy = deodorant, scent blocker, clean smell

diu = dare, die you, fate you

dibs = a claim (on anything stated after)

dictomy = diction, dictatorship, dictionary, tell, preaching

didh = this is a feeling of death, that you get from necromancy. However, if you actually killed yourself by feel, necrosis sets in and degrades the layer of skin.

dignay = dignitary (statement), dangnabbit; think to curse safely with this, especially after the point of a ghost or geist making something disappear.

dija = did you

dimnal = calm nerve, smooth flow

digo = market

digos = animal form

diheus = did he use, usage

diheusm = he used me, user, die user

dilyt = dilyth, dylithium, self regenerative power crystal, call it

dilbert = food habit, conservatist, eating habit

dilla = dillon, fighter, gunslinger

dimens = dimension; dimesn, house, dimensional

dimes = dispersion, digression, anarchy, dying man

dimesdom = Dimensional domain, To be satisfied and then made to think it was all right to go insane. To then be insatiable by weight and always continue onward needing. The next idea is that they always exploit weak images of monsters of the personality and flavor as a flaw. They may attempt to strike through the water. This is signifying bad things.

Dementia = Where ya grow old and dim quickly and trust everything, but you go mental and show it on stress, when its thought of or when a situation is thought on thats stressful.

dimvis = dim vision, blinding dark silence sphere

dinanniael = calm nerve, uprise energy

dipta = dipthong, sentence

diptha = dipthong

direst = most extreme danger, in extremism danger, eye on foot (painful when open but it opens only once)

diry = defrag; clear away, clean up

dirb = debris; area stuff scattered about, sometimes this is dire in nature so think to be careful.

dirft = good internet, directive loop, self sanitary, sane, directional feet.

dirges = high pitched scream song

dis-ius = dicussion

disapa = artistic, artist, autistic

disintegrat = disintegrate, instant death

disipa = dissipate, disappear

dismil = dismiss, move out

dismyl = abysmal, abyss, bad way, dismissal

dist = disturbing the mind is bad, district
ditwok = did it work, did that work, did work
divoc = divorce
divavem = dream dive, dream place, mine (mineral)
divavemt = dream diver, miner
divinorium = power heightener, power herb, plant of power
divalg = math problem
divalgt = mathematician
divarg = start argument, argument starter
divargt = arguer
divelg = elegance, elegant
diverg = diverge, split away, divergent
divergt = repel, reject, diverge
divulg = give info
divulgt = informant, divulge
divurg = nudge, impulse
divurgt = controller
does = insufferance, mental intrusion
doetmi = department
doetmijus = justice department, police department
doit = make attempt, adroit
doulod = download, doulodn, doulodin, dour load
dous = douse
douz = twelve, twelve
dobfoer = wait for her, she will come back
dobfoim = wait for him, he will come back
doberman = man headed dog, calf sized dog
dodge = dodger, personal dodge
doke = docus, dokus, document
doken = power blast
dole = dollar, bank note, paper money, to dole out
Doleur = Make easier, dollar, doll arrangement (if hostile), exchange by giving out money
dolia = flower; this is a flowering of effective and foreseeable events.
 dolo = revive, dole out, give freely in need or desire
dollar = general
dome = silde (aura seal), energy shield, magic diversion to absorb physical harm as energy.
domecb = sildcb, crystal shield, spacial shield allowing the person spacial exploration
dony = donate/r, don't they
donwa - reborn
donwan - reduce, reduction, collapse, steady, steadyness, person
durouy = decrepify, brief mortality aged glimpse
doseq = equate, equation, made decision
dosn = dozen, doesn't, does not, forced sleep
dovei = concurrence, conscious thought agreement, mae
doveu = dova, beauracracy, bearer of law, unlocking
dovunte = weld material
dovuntet = welder
dowager = inheritor
down = comforter, reducement
doze = doze off
dozer = to fall asleep
dozn = lazy, sleepy, baker's dozen, dozen, recreation, raisin bread
duena = do anything, do something, done anything
duinna = contemplate, think out

duinnan = contemplation, mediation, thought out
duigid = driver
duival = devil, do evil
dub = record, copy, dubs, subtitle, writing
duby = absolom; harmful drug, drug, dubious, if overused this could be a dubious drug or a harmful effect of a drug in use.
duchec = pay check
dudu = doodoo, shit
duhe = instinct, instinctual
duhicy = device, machine, extra dimension
dulco = dulcolax, laxative, relaxative
dunno = don't know
dura = durability, duration, 20 seconds, 1/3 minute
dutch = date, couple
dutrod = down the road, years away
dustin = a happy dust, dusting
duvalin = dumb value, dumb act, commiserative, committed to dumb act
duwgnat = friendly nature
dye = base color, divest, exchange, to give something up and gain something else
dyor = devour, devourer
dyheleum = carbonation
dylau = not; this is either nothing or a noted effect that disappears after the point is made.
dylogeb = earth force
dysn = dimension
dysi = diesi, dyson, defensive, ward of moment, dizziness
dysmil = figure out, dismissily, miserable
Dcortex = Cast this on a target to die off a process in procedure and to make the target remember.
dfns = defense; defender, deafens
dhi = what, confuse
dhoyc = hurricane, prehistoric
djuqtgaie = quicksand
dlet = delete, bigger and better, chubby
dnii = correct; yes, affirmation, agree, this is where you can be correcting things.
dnd = reclaiming area effect, death and disease, dungeons, dice game, fate in death, fate of death, fate not death
dngyy = dingaling, buffoon, mistaken fool, dick
dnsy = density
draupnir = drop dead, prehistoric
draco = dragon will
dran = dura, yes
drano = drain opener
dragonsbanealahan = artistic death, deadly artist, taken in
drapeau = flag
drapeaun = country flag
drapeauvown = patriotic flag, gift patriotic
dremi = dream walker, dream waler (by corrupt means), dreamer
dremdiv = dream dive, creative, dream place
dremdivt = dream diver, dreamer
drop = drip, creator type people, drop, dope energy, nondoper, fathead, all you have to do is gift drop to a basket.
droww = drown, wax drow, deny illegal substance, death in pose
Aeion = aeiou druid, Avalone, Avolonian, sometimes cruelly depicted and yet not cruel as if careful people helper or guidance of use with. Seem an order of churchlike beings dismissed as angels that cuses them to see rise in ability, see to seem in a faith of the creator think then you see and that you are to see what the do rules. See or the use before they are by information is acting or example to teach is not sensical in order to get results. They decended

from the ideal Atlantean with mixed human area feel bloodlines and kept pure where the druids calling be to serve the light and by their own energy and mana type of ability. They could appear as any other to not be detected, as seen and yet its hard to detail the act they do as it was to be in and out and to confuse the watchful for an easy job according to their role at the time. They are so cool or creative, not always doing what they want.

As in water is an essence from what you see or look at when you die, they used magic in this manner if your alive and your idea is what you use to awake. As thought but this is where you are a point in life, to seem as a concept if necessary is that your a person and that doesn't bother them. As they are people you don't bother others you are fine, if in a positive mood and sometimes less than 160 lbs they can use energy to keep the weight balance off. As this is the thought your idea is awake, as your life is what you are or not as you are now you don't change until you want to. As this is a point, you see yourself as living and know what you become.

They could go in an area, make a gesture and focus energy time is, and do as create to do a job and leave without anybody the wiser. Unless they wanted to be known, and then they would attempt to gain trust by a statement or activity. Quite easily they could use their powers but their ability was quite different as Druids could not use the Atlanteans ability. Also, the Atlanteans could not do as the Druids could and vice versa except they could relate to people by what they call the time of dreams and mysts.

The druids left the avalone island for a personal wish as the point was an area was made clear they would get better results, thought and otherwise was dilected at people if they couldn't rule over people with a fight. As if they could do it with a good point and think manipulation at use, if a distance with the worth of living by improving lives in the general area. As a concept and describance, at a distance or guidance by focus and thought they projected or not as necessary.

The point was their focus and energy walking was with a distance and movement and this was if a concept by time or dimension, was thought to shift them in time reduction as they moved as they thought less time was necessary the time point moved quicker. The ancient druids were divided into 3 functional orders: primitive druid, baird(bard) and ovate. Druidism originated amongst the megalithic ancient British. They taught it to the immigrant celts, and later trained celts to develop from the continent and migrated to ireland.

The primitive druid was just an order that depicts a were involved with teaching science and religion. His/her robe was white symbolising light, purity and knowledge or an. Most are brutes or area psions that work with others or think if use to not or see is not wanted sometimes a point is their smart.

A baird was an order of druid. The baird's office was to supervise, regulate and to lead. His robe was sky blue, symbolising justice and truth. You can do what you want as you are. So as long as I don't get in trouble, then create as you think is non addictive. So to give in to the area you feel? I am aware you see to the area you feel to use. Nah you see the point you look to get idea or results, seeing the end by result you feel the area energy then react to use. That is some area you feel nothing more that occurs or creates as you feel, as you think the subconscious so can create then you can get positive or negative non results to the use.

An ovate was a type of druid. His purpose was to observe and invent from the area. His or her rules over people were with thought no detection or misdirection. His robe was green symbolising budding life. They use life energy to create positive idea, as they use things to create results you can borrow from their energy by thinking. See as they do creatively they are what they create or creating what they think. Think some idea to create with to create with some element. The formula they could use for no weight gain is

NO₂H₄S₂ or testosterone steroid alternative is O₂H₂I₄ with O₃S₆ spread to create less weight gain. See not do.

Use out side effects with H₄IO₂N to not see effects yet remain with water or no high fructose. As you substitute high fructose with cannibalism your stuck with the weight. To use this think the parts some make are representing the whole or some are coolness to use. So you see this aspect of life is thought, yet unnoticed so you see the point as you feel to glance to weighing the scales.

So that was what noticed about them, so O₂N₃H₂ can cure you if you think to cure yourself or not. This produces by imagination with warm area generated, so the sun energy intensifies by feel with the activity. As though use is cool if the end of that, whenever you think that is the end of 300 days. Then binding is chemical combinations or soap. This is not some experiment with illegal chemicals. So for the area I see the chemical H₂S₃O₂I or iodine with ionic boric nitrate is use by feel a skin cream so you see this, use is think so os to sops "spread over aura is a skin salve" area pain reducer salve.

I love chemicals as no harrassment from my wife I listed as I thought the use in the english style then listed them as some product. Then I added the skin cream or whatever label with the area effective, that you see improvement or chemistry so use is useful not so useful or not seen as I see you buy by the product labels. See I alternative or use by theory is hemitos is H₄OS₃ is H₂O₄S₃ is with interesting results is use as H₄O₂I₆ freezing. This proves Disostros is working. As you see "I am unspontaneous think your fixed" yet use is H₄OI₄ or Fennel seed is NO you are just imagination, this was my joke point for americas funniest video see this is for feel so you think your what you are the other way to do things. See the area fixation yet is use, so I figure to correct by feel or laughing use to create theorum to witchcraft to resolve situations that come up.

The fourth druid order came along after a druid gave a representation, by thought of idea to represent the wars of most and how to handle it without a fight or radiation is by thought to create or feel to use things right. The wartime druid is thought an order involved in wars of many types and exploration. They believed in fighting and often acted a warrior using their own creations or disguises by the idea of most they could learn from, they actually taught people how to survive and manipulate the fight or to withstand any fight and win through it from a distance. Most often discounted as druids are "H₄ with aurium to create results" they are still a hidden ordainment so your cool, thought to see you so to think is sometimes paid to do wartime manipulations.

They were counted as spies when caught if they couldnt white lie themselves out of it, where the war druid made their own rules and these closely followed others but made them separate or together. See you can create to use yet anyone can see to use the druid tactics. This is the end of this report study so you see anything useful? Think or don't attempt to use the results, unless you allow yourself however don't take it in.

As this was put together by a druid to so the true indivisualist separatist sect of druids are represented, they mixed or removed from distances army groups that were at dislikes to protect the main group and prevent people and innocents from dying. Some were accounted geniouses by how they acted and what they did got accord however they died, as smashing the roach was setting off plagues unless containing as you see if thought to create you create the necessary was a mystery hidden by other druids.

Because most I know of wouldnt like others messing in their wars. The genius was that they did, as themselves, as you tempt fate in bringing concepts to life and disrupting bad habits. They are disrupting bad habits by focus to show the example. This is what they could or see use to see as they kept things as if useful, why throw it away except their was low interest except in everyday common idea that had a one time use unless necessary. Avoid this ego trip to create unusual o normal area results, that to win someone over is sometimes to

prove

this one is cool or something or another than another. See or thought better than another think as possible.

Any unique idea that passed by them was used if possible, an example be their use of color is important of red and some other color like muddy if their purpose was to enrage, black if they thought to cause idea and actions. Now they hardly gave themselves away, while acting perfect in an area. The last party ever to have a war druid was known to spread a sickness, think to those of criminal and group hostile nature then think the area you see or seek to feel or they thought imagined the creator creates or not. Think to the area they are in then think some cool effect to cause.

Seeing to sometimes use a monks fighting skills and idea is feel along with the units if they had any. They had to have superior senses to survive and at most without weapons. The last war druid I saw was a painter that went from nation and into the indian nation and painted the wartime effort as it occurred. In perfect detail of the effort and yet the paintings today are still there, somehow in a museum appreciated by the civilized tribe of America with the tablet the druids made from use. See with the book by experimentation or the book by some life.

In Druid mythology that he didn't finish, the tyrant lord was energy from Oink Taranis be the tyrant god of the wheel. Seeing use and life where things associated with forces of change and the wheel of time, Odin be the horned one or thought the God, but if you call the old one with his actual name. See him with idea he might come to you if in need but if not then it will be to smite or harm yourself, Brigid ih hiddeim or Brigid already hid interesting idea the Goddess to think not always call for support or other. Seen as except when angry for a broken promise and she causes a soothing calm in forgiveness, think to see "sight or make aware or insanity or other punishment" of that which was thought to use. There is no war here so go away with your wars.

The druids would try to rule over the God and find discrimination where some argue the Goddess is likely to take over the body and prevent the activity. An Avalonian would save the life of others if it was necessary by tricks and idea where skills come to fruition. Thanks to Strahat to the use provider. So what and others as uncaring, this is like

Atleantian Doctors and similiar for information (channeled) not needed.

drasnia = drastic nature, overcautious and disturbed notion

drasnian = spying people, spy

DrEvil = DrMalservant, evil wishdoctor, nightmare cure

DrImpulmenator = DrImpulse, DrDisarmania, drsodiaremply, heart risk

DrOz = general specialist

druck = drugged usage, drug feel

DrDahr = heartreat, sodiartretan, heart treatment, mistreatment

DrDet = DrTeeth, improviser, dental health in practice

DrGood = DrIntent(good), skill improvisation, unnegligent force (bad idea preventor)

drm = hhrmm, endurable, a moment that ends up endemnity (indemnity moment), dormant (energy or ability)

DrMarv = drmarvello, torment/or, DrDiscord, dissonant field, dissonance

DrMarvell = DrSuper, super mania

DrMalpract = DrCorrupt, DrMalpractice, drintention, bad intent(stealing, corruption)

DrMeirre = DrMagic, drmyr (Dr Mirror), drmeir, magic fix

DrKre = DrDisorder, example cure (for disorders or diseases)

DrSorbet = DrMixup, mixer, drinker

drizt = despised, exile

drizz'll = relentless scourge, killing force

drizzt = undefeatable, noble warrior

dryyfaa = dragonfeather, tough fire retardant feather
dryyflua = dragonflower, tough curative flower
dvinci = inventor
dvorak = divorce, separate
dwight = dwit, incline, impulse, inclination
dwitt = dull wit, dumb
dwn = dawdle, stick around, stukroi

F

fa = command, father, fada, fata, fat; this doesn't come upon me as I think to do the right things. Otherwise whatever causes me to gain weight doesn't occur. So I gain everything back at least double or triple except for the body weight. My double chin disappears by feel or sym bol.

fe = far; good, deva, female, iron, feminine, fetus, bitch, far enough to go for things by idea.

fi = find; fix, fit, end a point, a change that corrects for things, final, finalized test, findings (fie), fire

fo = for; forward, foe, progressive, progress, advance, focus point, that focus point reveals what you want or said by what you think to need.

fu = fume; fuck, fire, few, fumble, smoke, smokey.

fy = fit; in shape, defiant, commandeer, feeder fleas, take over movement

faa = work, fost off, go now, feather, fatherly action, push off

fae = faring, advice

fai = faith

fao = unconvince

fau = fault, laying blame

fay = manipulate, manipulation, fate

fea = feast, feeder

fee = feet, faery

fei = feint

feo = young

feu = feud

fey = fairy, sidh, faery

fia = fiance, divorce, flubber, high bounce rubberish material

fie = fiery, fighty

fii = question, query

fio = continuance

fiu = finish

fiy = disturb

foa = foal, female horse

foe = archenemy, fo-e

foi = foible; fou, forir, fourier; front or entry point that is the beginning of a building.

foo = fool, bad style, thing, idea, stuff

fou = fowl, foul

foy = uncontrolled reaction, foyer

fua = sex

fue = mineral, fuel

fui = giving up

fuo = threw outward, throw up

fuu = fuck you

fuy = why this?

fya = admit
fye = dismissal, otherwise: defiant to the point
fyi = inform, informer
fyo = forbidden
fyu = present, gift
fyy = usurp, defiance

fab = fabricate
feb = feeble, weakness
fib = while, cover it up
fob = phob, fear, anxiety, phobia, give way, give away, fearful
fub = remark, mistake
fyb = fyb, existant, make exist, materialize not

fac = group, facial, do, make
fec = face, show
fic = made up, do, make
foc = area collection, focal
fuc = gain momentum, sexual peak
fyc = gain from past

fad = fade, fading
fed = feed; feeding, appease in animal language, this is a line in result.
fid = finding, find, faithful
fod = folding, fodder
fud = food
fyd = incite to eat

faf = thief, fich, filch, knav, tolvaj, steler, stealer, safe cracker, burgular, thief
fef = fifty
fif = fifty
fof = fluff, forfeit
fuf = downy, fluffy
fyf = fairy moth

fag = respect, fag, manlover
feg = baby
fig = figu, figur, figure, form, down fall, do, make, model, figure, fruit
fog = a fog, growth
fug = bring ruin, fugue, ruinous relation, mood brought by ruinous relation
fyg = figure(of speech)

fah = deject
feh = fetch
fih = steal, filch
foh = cause
fuh = blaze, ground follow flame, follower
fyh = fib, lie

faj = fabulous
fej = metal stock, metal file, pregnancy
fij = reason
foj = phobia

fuj = fudge
fyj = defiance, group defiant defense

fak = pleasure, fake
fek = body stink odorous, pete, fecal
fik = sulk, continuance, flick, good end, fickle
fok = folk, folk tale, body, fork, bodily
fuk = fk, fkin, fuck, bua, sex, bugger, few, away, anger, damn, act, person, ass(fool)
fyk = orgasm, deformed angry spirit

fal = fail, fallen
fel = feel, felony commit with weirdness, felon
fil = file, record
fol = fold, fool, foal, horse
ful = full, feul, energy feul
fyl = lead, trange filling, fiul, fitful

fam = fame, family, famine
fem = feminine, family, famine
fim = phim, spiritual flame, one
fom = foam
fum = foom, fumble
fym = traitor, long term defiance

fan = airblow, cool down, fane, fain, arthur, king, originator
fen = fend off, ultimate defense
fin = find, end
fon = phone, telepathic, crystal communication
fun = fun, playing around (with idea), playing, joking, awkward or challenging
fyn = fin, fish transform

fap = flap, sideflap, talk, chat/ter
fep = iron golem, iron human
fip = personal end
fop = flop, failure
fup = foop!
fyp = flip

faq = fact list
feq = frequent, freed
fiq = silent dissappearance
foq = quiet down, silencer
fuq = blue fire, magic fire
fyq = passive resistant

far = fare, fair, ones state of mind
fer = preferred to, as to
fir = fire, on fire
for = foriegn, new to
fur = furious, in hatred of
fyr = magical fire, life energy

fas = fast
fes = feast

fis = fiesty

fos = foster, come up with

fus = push

fys = fist, false otherwise fat loss by the feel with the core of the planet energy you have that.

fat = fate, fat, pion, content table, faith

fet = feet, feat

fit = fight

fot = float

fut = foot

fyt = see fat, faith; belief, this is a believed point that something is a point of truth. Otherwise this is a trouble point, knowable as thought if an iffy point. Otherwise this is fit.

fav = favorite, select, favoring, emergency select

fev = fever

fiv = cut scene, end view

fov = favor, favorable

fuv = full view

fyv = conspiracy

faw = fault

few = few

fiw = prophesy, melt, end depiction

fow = fowl, foul, bad taste

fuw = feud, feudal

fyw = death cause

fax = fake, sent image communication

fex = extra strong

fix = worked on, work dragged on, done right

fox = fox

fuix = few extra

fyx = mule headed, very stubborn

faz = phaser, phase

fez = fees; feasible, prospect, prospector, this can be a feasible prospect that pays. confetti; divine confetti, this is the confetti that inters itself to the spirit, so that the spirit gain substance enough to make it where you can kill the spirit. All you really need to do is spray it and enjoy, then any spirit draws the energy from the confetti like any substance to cause solidified formation. This is how the spirit works to make itself form from a linked dimension as though from the air itself.

fiz = fizzle, not work, bubbly or carbonation in effect

foz = to phase, foes

fuz = fuzz, fuzzy, muddle

fyz = rebellion, rebellious

fca = fecal matter

fce = known

fci = focal, glasses

fco = cope

fcu = fuck you, shit

fcy = fancy

fda = drug control

fde = fatal death

fdi = death blow
fdo = overdose
fdu = final due, final payment
fdy = death touch

ffa = favorite
ffe = offend, offensive
ffi = finally
ffo = destruction
ffu = handle
ffy = suicide

fga = action, figure
fge = forget
fgi = figurine
fgo = forgo, relent
fgu = fugue
fgy = flighty, winged flight

fha = phantasm, fright illusion
fhe = feckle, feck, feckish
fhi = punch out
fho = pheonix
fhu = barrel, ram
fhy = fough, whatever!

fja = river, fjord
fje = jest
fji = fuji, combat end, superior
fjo = wish fulfill
fju = jut out
fjy = johnny, hang with

fka = killing drug, death drug
fke = incurred wrath
fki = bad mouth
fko = sex, fuck off
fku = current
fky = vertigo

fla = imperfect; flaw, flame, flare, flavor
fle = flea, fletch, flee
fli = fln, (is) flee/ing, felin, feline, flock, group, cat, flick
flo = flow
flu = flood, flow

fly = (a) fly, (otherwise for a person) flirt; make out artist: charmer or attractor, The moment that you think to do things with the opposite sex. Other versions of the word are: flyn or flyy for flirting, flyx or flye for flirts.

fma = fema bone, female
fme = family killer
fmi = feminine
fmo = for real
fmu = descend
fmy = owner

fna = final
fne = locate
fni = ethnic, ethic
fno = forgot, forgettance
fnu = final flight
fny = phony, fake

fpa = conjole, firepower
fpe = speedup, console
fpi = firepit, firepin
fpo = footpound
fpu = floorplan
fpy = modular memory

fqa = flaw
fqe = quality check
fqi = condemn, condemnation
fqi = indivisual, equal, family quote
fqu = unacceptance, dismissal
fqu = discard

fra = fray; fraternity, frat; freight, useless speaking or babble, thats speaking to you so you get distracted.
fre = fret, free
fri = lost something
fro = from
fru = frustrate
ry = (in) person; fry, frying, fringe (benefit), (on) edge, see this is a fringe benefit of people asked for by feel made by frying something.

fsa = cluster
fse = f sound
fsi = settle
fso = fizz; fizzy, carbonation, club soda
fsu = warn, adapt
fsy = psychic

fta = light speed
fte = future; repair device, fetus, child to be born, child formation
fti = fast talk
fto = do not, stop
ftu = flu; flew, time travel
fty = timeless

fva = restorative water, mineral water
fve = foul
fvi = viewing pleasure
fvo = vow
fvu = casino
fvy = spontaneous; instant, instantaneous, on the fly, a being formed instantaneously or spawn.

fwa = fwap, face slap
fwe = fend off
fwi = flee; to fly, (take) flight, run away

fwo = so what
fwu = distinguish
fwy = laser glance

fxa = fix; repair, fixation, direct focus
fxe = illusion, exile
fxi = disrepair, overbear
fxo = antique
fxu = patch
fxy = classy, classical

fza = freeze
fze = feasible
fzi = foamy
fzo = freeze up
fzu = freeze area
fzy = fizzy

fubar = deranged, insane, fucked up
fuber = mistaken, bad man, fucker
fubir = alchemist, chemist
fubor = overbear, disturb
fubur = reveal, few be your, few in number
fubyr = less spread warmth, forbear

fall = fall, fallacy
fell = fell
fill = fill, fill up
foll = follow
full = fullness, fully, full up
fyll = stupidity, block, file

fema = female (soul) intuition or action
feme = thema, female energy, females
femi = female point, pointed (emotion), emotional
femo = female body, intelligence
femu = female use or abuse, femininity
femy = female function, feminine body, theme

Family = a unit of members working at belonging together. Think to go gang and make a work of art or idea.
Family = an optional energy family by goal that love work or beating each other In
good mood it is to give advice. Similiar to a famoly.
Fimily = find metal and to have a mental family of the subconscious. In of, In the
subconscious everything is there and linked together. To fumble or fimble something.
Fomily = fumbling and is a family thats separated but reborn else. Every now and then,
they get together but of their own choosing.
Fumily = like a bunch of clowns. Or alot of brotherhood together. This also could be
a lot of smoke that bellows.
Fymily = Family of Wild energy nature, of each other but its to do as if together in a group of
total strangers.

fana = find out, mana fight in undeterminate as you don't want to be that way as an ill mystress in life

fena = phenominal
fina = final
fona = speak
funa = luck
fyna = blessing, bless

fane = fan the interest, intrigue
fene = conflict, momentous event, feneo (conflicted or diseased)
fine = finachi, final, finished, the end, a fine creative in approach and used in use to fund by what you think
fone = gather, collecting, undeterminate description, very destructive thought in a point, creature that is ill that gives you wants and needs and leaves you undeterminate
fune = acting in secret
fyne = finely done by what is unseen and noticed after

fani = show, feign
feni = play at
fini = finding, to find
foni = refined
funi = be seen
fyini = improve

fano = fame
feno = fortune
fino = popularity
fono = physical wealth
funo = support
fyono = finals

fanu = rich, lots of wealth
fenu = personal gain, if you knew
finu = notoriety, reputation
fonu = physical gain, connection to
funu = likable, if who knew
fyunu = if I knew him, know

fany = fanny, maniacal, ass, butt
feny = physical manifestation
finy = future visions
fony = phony
funy = laughter
fyuny = make believable

fand = cause destruction, destructive
fend = ultimate engager, ultimate attack
find = destructive end, explosive ending
fond = desire, longing
fund = currency, funding
fynd = find

fang = fang
feng = deflect
fing = finger, digi, digit
fong = long range send, thong
fung = fungus

fyng = whale

fant = faint

fent = feint, fend off

fint = locate, location, track down, good attempt, grandstand

font = fount, fountain, foundation, type face

funt = tease, hang back, having fun, classic joke, play tough

fynt = fish, shark, whale, sea creature

farc = farsight

ferc = fierce

firc = explosive

forc = force

furc = furcacia, bestial, animalistic display

fyrc = fire arc, arch of fire

farn = fallen, vampiric angel

fern = palm tree, fern plant

firm = fireproof

for = not for, against for me

furn = furniture

fyrn = magic flame, blueflame biume

furra = glamorous, focus

furre = animal person, create

furri = activist, shear, cut

furro = shed, shedding, make earth

furru = fur coat, assume

furry = fur all over, furry, creator creature

faqt = was, fraught, fought with, rock, coral stone

feqt = impetive, improvised, creative feeling

fiqt = sick, bowels problem, figment, fought over, not assume

foqt = (was) fought, fight, healing

fuqt = assault, assailed, fuck or not

fyqt = thought, fact or fucked up beyond belief, creative use

flar = flaring, warning toward, ignition

fler = no inclination, moving away

flir = flyer, runner

flor = floor, punch out

flur = sewer, underground stream

flyr = make run

fraa = fraesk, freya, result

frea = fre, freak, indivisual person

fria = friction

froa = froda, conflicting view, fraudulent, stealing, determination, capable

frua = change

frya = hurry up now

frae = fray, fighting people

free = fighter

frie = motion of, be a friend

froe = disarm, throw away, frode, distinguish, lie, connive, happy, happen
frue = inflict, inflictive, gouge
frye = become frightened

frai = politics
frei = player
frii = maneuvering
froi = frodi, fraudin, pieces gathered, great expense, throw away
frui = government,
fryi = affects population

frao = frailty, fragile
freo = people
frio = uncertainty
froo = frodo, overuse, too much, self-creative, self-inclined, self-adaptive, adventurous
fruo = going too far
fryo = fry out

frau = frown; female, fraud, closing, push away
freu = pull to
frii = peace of mind
frou = upward, frodu, frown, produce, production, to send
fruu = protection, to come, bring if necessary
fryu = take detriment away freedom, thought or free considering the source a stereotype that is energy to write

fray = fight
frey = pause fight
friy = friday
froy = frody, piece, nightmare, fraunalie, hustle, disincline, refuse, disbelief
fruy = fruity
fryy = area departure

frad = conclusion
fred = smooth going, tweak, alfred, serviceman
frid = friday, item, fry, lost thing
frod = intuition
frud = frustrate
fryd = confusion; fridge, a frigid contraption.

frap = lies; the moment its an idea and proven false.
frep = freedom; free person that can do what you want.
frip = flip; flip out, create by feel, this the moment you think about and that is where you freak out as a reaction.
frop = grope; the moment you think and create by groping.
frup = choice; free point and conclusion making. fruity, this is a fruity person.
fryp = choose; the choice you make and decide to do.

fraday = day of harrying, day of creation, horrific moment by day as heavy breasted from killing someone somewhere that is the same person through complications
freday = day of freedom
friday = lost things day, loafer or shoe that is without laces.
frod day = getting away day
fruday = frustration day
fryday = frying food day, fast food day

frasc = discrimination
fresc = refresh
frisc = great risk
frosc = ice turn
frusc = great wariness
frysc = cautious

frash = thrash about
fresh = very clean
frish = skittish, not all there
frosh = frothy, frosty, froth
frush = fruppish, frustrative
frysh = fried

frask = disaster
fresk = woman transform
frisk = body search
frosk = security risk
frusk = worry, frustration
frysk = frisian, security search

friska = active body search, whisker
friske = cat, strip body
friski = cat fur
frisko = throw up
frisku = strip search
frisky = dry cat food, cat nip

faet = fast, faust, fault/s, foolishness, fat eating, fist
feuo = farewell; a point of faring well. This is also a faucet in physical formation.
fiaum = fanaticism, group zealous strike
fiee = fogyne, forgiveness; think you die or do to get away, this is where you have no hold off.
feak = freak with disease
feat = trained ability, skill, ability, accomplishment
feanl = release; the relief of the moment or release of tension and emotions.
feih = fee, poor response, induction (sucking)
foor = immediately; floor, follower, associate, association, this is where you immediately assume things are right or know by the spirit knowing in feel.
fehu = radiation, cattle, material wealth
felina = active cat
feline = energy cat thats true form be energy but appears normal, astral cat
felini = cooked cat
felinu = feline buttox
fia = finance, feisty (defiant)
foiund = wrongfullly understood, miscontent
fyia = fya; fignia, figment, figurative, this uses a figurative language so think and know the point is dealt with.
faun = deer legs ears tail and handsome male face body
foeva = forever, un
faelc = hawk sight, sighted hawk, hawk sighting, focus and think or do then the hawk does what you think.
faelk = dead hawk, dying hawk
faelp = hawker, hawk handler
faelsky = skyhawk, hawk flight
faelt = hawk prey, hawk target

fail = failure, stone
foil = foil, thin metal sheet
foial = aluminum foil
foot = pay for
fouet = whip; fouling moment
faca = faucet; facade, a sink water streamer, that sometimes works by handling the handle.
faction = society group
feca = duct, no (natural number) fecal matter, fecal; shit that can build up given time.
feda = feeder
fedafle = feeder flea
fachen = feather tufted chest center mangled hand growth angled leg body growth
forehead center eye creature from genetic mutation that kills victims
foci = focus
fehoc = iron maiden, self infliction of targets attack
faka = fickle, thank, slimeball, fuckoff
fakau = thank you, go fuckoff, your fickle
faktes = fictitious
fales = fatless; This is where you are without fat, so your sometimes still as you are as you use this term. That's if you think you are like that in a way.
fara = positive; positive event, event that occurs or happens what you want by needing it.
fawk = endangered; forest hawk
fawke = firey bird; phoenix
fekai = you, your, odor eater, stinky
feta = feather, defeater
fetu = movy, feature, anything special; like crystalline psychic movies, doctrine, manuscript, film, moving pictures, animated motion movie, special, merit, conception, movie, stored crystal picture replay
figet = un (une), eternity, forever often represented by a figure eight
fits = cloth, schism, skizm
faales = featureless, featherless
faalesbud = featherless bird, skin bird without feathers
faaleshedd = feather molt, feather loss
favourite = to favor something, to seek something out of idea and ask a favor for it.
fiqh = the law; police, policy holder servant
fokua = poke; jab, slow, point out, slowly go
fuey = martial art
fuin = exception, gift, rarity
feylor = fey knowledge, fairy lore
feffect = full effect, fatal effect which brings full fatality and fear of anything
fallen = fallen vampiric angel
felinaua = big cat
felouny = cat that steals anything it gets near of value to collect in private
hoard, cat burglar
felorin = whoever, whomever
felintoad = toad cat that has poisonous underbelly excretion
fillatly = fill again, refill
foll = folley, foolish mistake
femajik = antimagic, a practical approach to female magic
femell = female
femine = feminine
femur = leg bone, fee to murder (whom you mention)
femy = pharmacy, a place to go and get sold drugs.
figut = figurt, figurine, miniature statue

filet = network, filing
filo = philo, fight low, philosophy, file out
fire = firey, glare
foulin = foulén, fowling, making foul (something)
foyer = closet, drawer
fuil = fire will, fiery temper
fuyh = rift
fuyhpyro = fire rift, firegate
fukh = word; wording, this curse that stops. Otherwise wording that is when this cursing that stops.
fecayie = fascilities; toilet area, toilet, rest room
feriss = building instruction
fuhou = heed me, obey me, full house
fully = more fully
fomlu = fulu, formless
forte = expertise
fotyi = fortitude, armored protection, fortune, fortification
fowl = fowl, bad tasting bird, bad taste
fumee = smoke
fumeeuyf = smoke scent
finipotn = find potion
finit = end enchanment, find item
funykou = comedian
funypag = comics
funiaq = insanity by what you think, fun acquisition
fynaunt = flaunt in passion undead kill returning spiritual hammer
fynaim = weeam, blessed aim, spiritually guided hit
fupy = firepit, frumpy
farebula = ferris bueller, fairday, day off
firfyr = electrical fire
fury = furie, furious
furcseh = furcadia client, animal display client
furcserv = furcadia server, animal display server
furr = fur, animal skin
furreseh = animal person client, furcadia client
fyrbarr = magical fireball
faat = fatherly
fatta = rotound, fatter
fattego = pleased mind
futon = furniture, couch, chair
favour = raw metal, ore
fff = family affair, disaster
flaa = increased energy potency
flats = flat roof building
fleu = pneumonia; fluenza or cold
flia = flicker; flica, blinking
fliluky = flock together, gather together
flicey = flickey, flicking things toward people by impulse
flit = flight; flying, (let) fly otherwise a flit
flua = flower
flag = flag, call attention, cloth symbol
flamel = inventor, invention, wild flame
flammel = flammable
flammelunn = unflammable, not flammable
flak = flake

flakes = worsen, make flaw

flat = nflat, inflate, gas fill, air filled, aired up

flatt = flatn, airless, gasless, deflate

flatleta = airless water, gasless water from soda or similiar or not

flatleta unnaddict = unaddictive gasless water

fleur = flower

flek = fleek, fluke, mistake, serendipity, or natural mistake

flua = flubber, buoyant bounce, high bounce universal power material like rubber

flud = fludl, fluden, flood, fluid

fludplan = floodplain

flunie = universal energy flow

flur = floor

flurpli = floorplan

flusip = fellowship, follow down or lead

flush = suck down

flusher = stuction, suck and remove, suction

fnord = hidden, hide, hidden in action this is in time movement this is a technique to think of a place and focus your mind as to think the place is moving at that speed you walk and walk as if you are going the speed of the moving object as this is to control the time of the place you perceive you can walk and go as this is to utilize time in a way to make a thought seem good. This can be used to make or think fast, to get through an area that is a lot faster than usual this is unlike a dimension that is in mentalscape, that is there at a 100 times faster than light what you see around you and can in vanish on a thought. As your in it to seem used, this is the 5th dimension to walk across a very fast street.

fraek = freaky, gweeb

franced = pasture, evolution, pastureland

francedd = de-evolution, unevolve

fract = fraction, split, break

fracta = fractional, dimension shield, break apart

fractal = world within world, dejavue, same pattern repeat

fractas = crumbly, crumble, resistance

fractos = repeatable pattern

francais = french

frande = candy

frazl = frazzle, distress, disturb

frazldazl = fractious scenic display

frankenn = frankenscence

freao = cold, freeze

freddy, innkeeper, soul eater

frehl = frail, weak, weakness, fret

freq = fratly, frequency, frequently; repeated moments or idea that you notice or do. Your not the one repeating the action, its just the actions done by others, this works for you as you don't have to repeat yourself. This is the end of the loop where you walk away, otherwise you could pick something up sometimes this is from the floor.

frialy = frivolity; to chase, frivolous, something you do to use free time or when you have enough money.

frhel = freedom, remove restriction

freborn = frehehl, freeborn, born without tribe, elf wanderer, untrusted stranger
or land elf

Frii = fruit

fric = french; language point

front = up place, up close, in place

frontier = interactive wilderness, new frontier

frien = friend

friandis = candy

friken = freaking, to scare

froyd = freak, freud, fraud, backward thinking

froga = frog, frogger, toad

frogger = jumper toad
fros = frost
frosnov = frost nova, large group slowing ice cold expanding ring
fruly = conserve; conservative (frulyn), conservation, reserve, focus in turn, fruelly, wise save, wiseman (by host of frugal gourmet), wise saving, fruel, frugal (from the frugal gourmet show)
frli = freely
fwhab = throw fireball
fwn = fondle, hold, handle

G

ga = ingenious, gubraithian, everlast, gallium
ge = get; germanium, energy use, gotten or made by idea.
gi = practical, geas, give, give in
go = guide, to act
gu = project
gy = fame

gaa = concern, gather, gather thought, come together
gea = geas, control
gia = guidance
goa = interaction, business, go away
gua = make up
gya = star

gae = life, life energy, energy of life
gee = happy
gie = relaxation, relax
goe = eating out, go away
gue = worth, worthiness
gye = shame, guy

gai = gaudy
gei = gay, happiness
gii = spirit guide
goi = guardian
gui = interface, talk
gyi = infamous

gao = gaol, medieval jail, dungeon, nowadays: a gao could be county or jail time
geo = prisoner, world, plane, planet, globe, earth, terr (terror, horror, earth), ground
gio = imprisonment, arrest, heat, mad of the heart
goo = garment, divine
guo = torment
gyo = infamy

gau = poley, cop, police, guard, guarding
geu = enforce, up keep
giu = keep peace
gou = gout, gouge, niche
guu = catch in the act
gyu = philosophy

gay = happy

gey = geyser
giy = practice, gallon
goy = go away, gargoyles
guy = projection
gyy = infirmary, hospital room

gab = talker, gabriel, gay girl, happy girl, lesbian
geb = earth, dirt, dirty, ground, build, divine (being with earth or some other planet)
gib = inner glow, insight
gob = roundish, controller, emphasis
gub = grubby, grub worm
gyb = light within (that we see by feel or insight)

gad = genius, good aid
ged = reduced, reduction, pass, guard
gid = guide
god = geode stone (geode stone), find (source, place, location), doggy like otherwise a dog that responds
subconsciously unless necessary this is illusion by idea expressed.
gud = done; good, gut, good, skilled, positive attributed by feel, positive in view, finished
gyd = request reduction

gaf = old one, elder
gef = directions
gif = well located
gof = guided to
guf = mental image
gyf = tourist attraction

gag = to gag
geg = earn, georg, gearge, good earth motion, energized organization, energy organize
gig = sturdy, billion, job
gog = destiny, protection, goggle, good or gone, good as gone, gogo(go on)
gug = grandeur
gyg = grace

gah = gasp of horror, give up attempt
geh = heat generation
gih = ghoul, heat
goh = heat duct
guh = heat blast
gyh = melt

gal = gale force
gel = compose, made up of
gil = persuasive
gol = set purpose, goal
gul = ghoul, paralyzing
gyl = gills, breath water, watery breath

gan = gain, going, gaining
gen = birth, create, creation, kind, type
gin = birthplace, not give, silv, silver
gon = gone
gun = goon

gyn = shot, bullet, female

gap = gap

gep = get up

gip = gripe

gop = goto place

gup = goop

gyp = power user

gaq = astute

geq = astound

giq = indicate

goq = prod

guq = pause

gyq = high up

gar = daring, guard as guar or a daring person in purpose that is in unitable in force considered magna and with out use

ger = raise

gir = plot

gor = gore

gur = gurney, plan

gyr = expect

gas = brilliance, gas, go

ges = geese

gis = geiser

gos = goosebump, ghost

gus = goose

gys = gist, nuance, slight suggestion

gat = gator, gate

get = scam; got with, get, giant

git = move on, idiot, glimmer, glint

got = goat

gut = gut, good

gyt = famous, eat

gav = gave, gavel

gev = given

giv = jive, living place

gov = government; govern, governer

guv = groove, groovy

gyv = give

gaw = gawd

gew = gewy, jelly, gel

giw = give warning, alert

gow = family meal, gown, insanity

guw = green house, guru, compleated ideal

gyw = fairly warn, aemy

gax = evil, inimical, omnipotent

gex = geek, computer specialist

gix = extra effort, more effort
gox = gawk
guix = extra project
gyx = extra fame

gaz = gaze, stare at
gez = geez, give a break
giz = guise, concealment, disguise
goz = goes, gone
guz = guzzle, drink down
gyz = gizmo, device, devise

gla = glaze, grazing field
gle = glee
gli = glitch
glo = glow
glu = affix; glue together, place together
gly = lose experience

gra = gripe; grapevine, gray, gram
gre = increase, greed
gri = gripe; grievance, grape, grieve, grief
gro = mature, grow
gru = give sign
gry = given freely, garage, inside parking lot

gadd = gad!
gedd = alleviate
gidd = councillor
godd = god
gudd = duty
gydd = slack, reduction, adjust down

galp = gallop
gelp = makeup
gilp = persuader, conniver
golp = personal desire
gulp = swallow
gylp = human gills, water breathing

gamp = grandfather
gemp = bone needle
gimp = to draw, artist, drawer
gomp = thud step, thinner, hug
gump = wise idiot
gymp = storyteller, bard

garm = clothes, garment
germ = germ
girm = statistic
gorm = issue
gurm = schedule
gyrm = expectation, exploit

garn = garnet
gern = flat
girn = senseless
gorn = horn
gurn = ground laid, wounded person carry
gyn = directionless, uninvite, unexpected

gash = cut
gesh = might
gish = good luck
gosh = shame, shameful
gush = rush out, free flow, overflow
gysh = provoke, provocation, told

gras = grass
gres = grease, slick
gris = grey
gros = gross
grus = slow growth
grys = slow motion

gran = wheat
gren = green
grin = grind
gron = groan
grun = ground
gryn = grin

glab = pasture
gleb = tension
glib = not evident
glob = world
glub = pieces
glyb = restoration

glac = glacier, frozen solid, glacial
glec = creep, onrush
glic = scrape, scoop
gloc = blocks, solid ice
gluc = break down, good luck, sugar

glyc = criminal atleantian, dragon opposite is not exactly positive in negative means by love. 1.powerful one, if reason very bad person, evil one and part of the hybridy that is a bird man that can glitch things as dragon nature sometimes as with or without attribute to challenge or not do. Seeing that do is duel you effectively seen are end or isis protects or not in duel. Bot not go not be not, formed no more as no glyc is there not needed anymore as no need.

2.Ice drug(crystal meth, methamphetamine, tina, do not attempt crystal meth, krank, tweak, ice)
that be unnaddictive. Crystal meth be an intensive stimulant with disinhibitory qualities, Comes in two forms called a rough yellow hydro and smooth white glass that be usually for wanting to stay awake long hours. Crystal be made of highly volatile, toxic substances (based on such chemical "precursors" as methylamine and amyl amine) that are melded in differing combinations, forming what some have described as a "mix of laundry detergent and lighter fluid" that can be used by injecting, smoking or snorting by thought to channel challenge those that are one or not as they don't deserve the idea unless they point

themselves out not to attack. As they perceive an attack they can end up using the idea by idea in drug use, endorphine blockers cures meth addiction.

Smoking ice and snorting it results in an instantaneous dose of almost pure drug to the brain, giving a huge rush followed by a feeling of euphoria for anything from 2-16 hours. For some this could result in obsessive cleaning or tidying, but for many the biggest bonus be the sense of sexual liberation which can result in mad, abandoned sex for hours g sometimes days- on ent. In almost half of the new AIDS cases, crystal meth has been a factor. From <http://www.urban75.com/Dvugs/meti.html>. Don't think to see this and not use it on cops.

glag = pchoke, extinction

gleg = gleeful

glig = expect

glog = light

glug = drink, consume

glyg = great loss

glak = ruined land, kill land

glek = perky

glik = solution

glok = die out

gluk = good luck

glyk = seal

gath = give and take, sybolic

geth = get from

goth = construction

gith = gain entrance, elven warrior

guth = gain from

gyth = gryphon

garl = garble, gargle, to clear your throat and use water or salty liquid to do it

gerl = bad girl, gerble, girl man

girl = lover, girlfriend, love, good in real life, underaged female, woman

gorl = gorge, stuff yourself, male gorilla

gurl = girl, good link, guerilla, woman gorilla

gyrl = point location, viruluous disease that spreads by comment and causes effect thats thought on, gyroscope

gawn = midday, day gone

gewn = strewn about, wreck

giwn = undeclar, unspoken, unwarn

gown = dress

guwn = goon, bad boy, bad example

gywn = owner, unfair advantage

gagmuieun = gross out, gag me with a spoon

gegmuieun = spoon fed, feed me, feed me with a spoon

gigmuieun = presentation, present me, sturdy me with a spoon

gogmuieun = bait, protect, protect me with a spoon

gugmuieun = overwhelm me, grandeur me with a spoon

gygmuieun = ageun, charm me, be charming, silver spoon, grace me with a spoon

gaaa = gaffer, old person, horrid scream sound

gaiasg = galactic saying, to be by better I mean in difference. To be able to make better and

be self improved without thinking about it.
gaie = sand
gyou = yes, agreement
gou = see you, going out, going now
gaan = goneria; really bad direction.
gaik = gaelic; roc-like giant hawk, gay-like, happy to do, language or dialect
gael = gaelic
gaelic = ogham ,gaelic, druidic language
gains = bad shape, weight gain, metered effort, measure gives action interred
gainsday = Sept 25, Nov 21, 27 by legis Bill gates "Its caused by the standing timekeeper crystal set by Atleantians, to start in morning or middle of the day and end at three days later. You start to gain 1 pound per every other bites. But its a few other days too, Oct 27 and one in the 15th but it usually happens on a leap year. But the last year will be a bit harsh as the timekeeper crystal be spiritual and the demands of the negative be like making it almost underboard motion of any positive event as its a steal of everything everyday. If you denied the weight, the weight drops but doubles the money or wealth itself because the strange spiritual energy disperses and causes a 10% increase per everyday..use."
gait = fraic; multiple view, To see many forms and events and as an all through a single frame.
gaud = gaudy, extravagant
gayaa = planetary ship, happiness.
gabriel = angel, angelic
gadi = recieved; got things.
gado = judgement; make life.
gebi = father; singing.
godi = reception; got it, baby.
greed = monday, money
geac-b = remote control, distance control
geed = greed, merchant, depth, greedy
geo = geographic, ground study, geographic, energy saving, ground, planet
geoi = high gravity
geu = low gravity
geuo = medium gravity
geuoy = medium-high gravity
geulo = medium-low gravity
geop = population, populace
geoss = time sphere
geko = gecko, repetition, repeat
giau = un, gold god, immortal
gift = not, gave, ediot, think the number to get what you want.
goid = good, weird gold, conduct/or
goober = idiot
good = skilled in making
guikidd = parent, indecent
guil = guile, deception, deceit
guba = idiot
goda = geda, gordan, guardian
goddwib = god focus
goddwibt = paladin, god channeler
goghi = chat; chatting, Goki e goghi is chat with reponse by chatting.
goki = talk; talking
goku = child leader, natural leader
gala = galactic
galen = sword, blade
galenvamp = vampiric sword
gang = street group, work group

ganj = weed, dope, drugs, this early weedlike substance is similar to dope and other drugs.
gelopin = old latin
geld = money
gelding = bank note, coinage
gall = pleasure
giala = giyaila, genitillia; otherwise this is private parts that you expose at the right time.
golem = golem, live magical material construct
golembli = blood golem, self-replenish owner refresh life share golem
golemt = state, atlantean government
golt = atleantian enforcer, golem
goltbli = blood golem, self-replenish owner refresh life share golem
gemynat= naturally understand
genery = restriction, coward
genuf = good enough
genum = dna structure, genetic structure
gomen = your pardon, declining, dismissal (something), permission
gara = able mind
garag = garage, inside parking lot
garen = guaranteed failure, unique, unpredictable
garion = innocence
gary = open, openness, misconception
garysodiar = open heart
garret = choke cord
get'er'don = get heard done, get it done.
gresmaky = greasemonkey, mechanic, mechanism fixer
grn = ground, grin, geranium nitrate ae GrN to transform other materials into
gold, GeN2 to form a possible substitute
Gera = gear up, laugh
gerald = dependable
gerard = restorer, repairer, restoration
geroff = getofn, driveway, divert
giraff = horse deer with long neck horse torso deer head creature
gusher = rapid flow, geyser
gata = gather, enact action
gataire = airgate, psychic gate
gato = gate open, gate operation
gatgeb = earthgate, morphing gate
gathle = firegate, cleaning gate
gatll = open gate
gatsby = live condition, live predicament
gatt = gattling gun, achieve, achievement
ganuevar = planar large cat that lives in the primal plane your looking right at existence at the
masters whim and in any large cat shape and it acts the guard
ganyuer = get anywhere, achievement, achieve
gantika = human giant phoenix in ten is feet tall with giant vibrant wings giant and human feet
human body torso and legs and two arms ending in clawlike hands, this giant can come back to life
after it dies reborn of itself and regenerate by what you can see or nor as energy.
gatsca = scapegoat, person excuse, blamed person
gytrash = road spirit that is a place and is with a nothing third arm that creates by channeled fire
energy and by whatnot you have a use as a will is a chi arm and what you think as acceptable use is
what you consider in out as a point will of life.
gazon = lawn
geldox = financial
gollum = treasure seeker

gulon = fox tailed lion hyena
 gamma = gamma radiation
 gemy = understand as view in life changed in perspective
 genierc = generic
 gimbold = calm during chaos
 gimly = forger, creative smith
 ganryou = content
 gantou = sugar content, sugary
 gietupiyy = ginestupidity, to make use of things like exceptions to form things and make do to do things.
 giomus = ginormous, very large.
 ginny = gainful, virginia, purist
 genesis = artful creation
 genno = generate oxygen
 gend = make truth, twist, wrend
 gunn = small but powerful, gun
 gurk = personal
 gent = gentlemen, nobleman, man, gentleman
 geyser = rapid spray, rapid spew
 guyser = rapid upflow, rapid upspew
 guten = geuten, good
 geg = george, dependable, gorgeous
 gega = geiga, geiger, force measurement
 gegwbue = earth pagan justice, george w bush, prestigious conceiving in motion
 or terror stop (here) (stop terrorism by use of their structure).
 gegbujr = equilibrium, dependable move/ment, ebuiqib (equal measure), always win
 (those that strive will win if they pay for it.)
 gewebe = tissue
 gewebepap = tissue paper
 gifu = gift, partnership
 gigvf = restart
 guina = adrenal gland
 goodall = thief family, goodwill
 garm = garment, four eyed blood splattered black dog with scarlet wings and golden body
 garter = gardener
 garthe = curse, set upon
 goheaproc = Demigod healing procedure - regeneration allows a soul or demon for you to absorb
 into the body by energy infusion to cause your body to be demi-ized by the energy and the
 soul dispersed or to have an imprint to keep the body in regenerative state. A process
 called eugenics be also considered as its the process of meditation combining spirit
 and body leaving a person with a superbody and one-like mind, leaving the brain
 as a "soul" and super brain thats regeneration able and sometimes imprinted with
 regeneration and "brainwashed" for idea and storage of energy and memories. Overlapping
 of the body by the brain reinforcing the soul body or a personality taking over for the
 idea which be impossible.

This has made fairies, elves, Angelic or Demonic people. The person be a demigod from
 as he/she absorbs energy from whatever source by action, and regeneration slows down
 along with deterioration creating a superlike body with half the soul a large human force
 of bodily energy. As one be a God the body disappears with the soul being entirely
 melded, with the body into a energy synthesis more perfect than the dual spirit/body
 integration by a homogenous means. A uniting by a regeneration process of using an anchor
 or a gemstone in meditation for the soul/spirit and body/brain to link in as a facet of
 the God/dess "gemstone". To meet God without being judged and lose sight of heaven after
 with no regeneration possible except with a second soul, as a "memory and recharge"

battery. Given by examples of the Bible.

gosfom = ghost form, form of ghost

gust = taste

gustatory = edible

gather = come together

gorba = gorb, be inconsistant, gorey, garbage

gorbacav = gorey opening, gorbachav, friendly

gorbochev, concedrix, concess/ion

gorou = very hairy, werewolf

gormu = gourmet, eating selection

gyrnt = unexpected result

gyto = gifted, created point, remark

govannen = ruler, burden, ruling party

gflyn = remember

gflynn = not remember

gleati = gillatine, chopping block

glabezu = glamorous being, angellic

glabrezu = being of mariad ages, ageless being

glacee = beard

gletroe = glacial spike, freezing exploding ice shard

glitroa = globetrotter, world explorer

gletroa = treasure collect

glup = glomp, tackle hug

glut = gluttony; overeating, excessive eating, this is cancelled out by thinking about things or stating uu-glut

(pronounced you-uh gloot or uh-uh glue-t)

glyf = rune, glyph

gna = gnaw, gnat, yes

gnee = genesis, artful creation

gneu = good enough (use), I don't know, nooo, no

gnoe = gnosis, to pull meaning out from thin air

gnome = earth elemental, wise dwarf able to find metal and meld into trees

gnosis = good no is this idea, knowledge, broken of idea or form (avergenious), intuition by means in the area

thought

ghaiz = stone

ghafw = storm

ghafwmit = powerstorm, thunderstorm, lightning storm, before you make a man insane make him sane

ghafwmitt = powerstormer, energy channeler

gjwwai = summon

gpaxf = shower

graek = grawk, a 3-toed toad monster, bad greek, freak

graiar = open heart

grad = gradient, grade

grat = grateful

gravis = gavel, gravity time, that corrects things and remakes events anywhere, including illusions. This is to Stop, do and remake.

gridauta = granddaughter

grey = medium tone

grek = grecian, greek, old tradition

grekfud = greek food

grekpyro = greek fire

gress = step

grex = greece, old tradition

grios = gold collection, bank

gryf = trial by error, gryffindor

graph = graphical, write
grinch = anathema, disregard, child stealer, anarchist, talent seeker, against
gringotts = gold collection, bank
gral = grail, drink cup, goblet
groi = groin; growing, this is where you are growing in size something of yourself until you don't need to grow.
growy = wing growth
gruoz = windspeed
gruozx = high windspeed
gruui = rain
gruuica = rain forest
gruev = groovy, cruel way to live (ruination)
grz = grease
grtz = congrats, gritz, greetz, grits, greets, regrets
gsutoreln = rock spire
gteal = rock wall
gtuleht = skin dancer, skin shifter
gtuln = new skin, scab
gpuzre = shield
gpuzreunsozfol = energy shield
gpuzrecalam = fire shield
gwyllion = ugly female faery that take a goat form and make travellers lost

H

ha = have; (hao) had, depiction, to, laugh
he = heat, helium, hair, light
hi = unwanted, mark, hello, hand
ho = wonder, homium, equal, how, woman, heliopath, wonderful
hu = heighten, helio, who, fire being
hy = crossing over, find your way, high

haa = realization
hea = heal, heave
hia = energy release
hoa = hold up
hua = balancing, hyper; high, higher in something that is stopping when you need it to become what you want
with balancing.
hya = meet

hae = hey
hee = get a move on, open
hie = highly,
hoe = plow
hue = animal; shade of color
hye = hyena, wild werewolf, evil trickster

hai = agree, honey ant
hei = elevate
hii = trust
hoi = throw up
hui = humane; human, compassion, minding, compassionate, hurling, throw at a distance
hyi = exchange

hao = healthy

heo = firey; heal, helio, fire
hio = hail
hoo = focus; aim, horror
huo = minute; hypo, low, lower something that stops at a low point.
hyo = diversion; divert, halo, fire ring

hau = possess; possession, good, are (area arranged)
heu = time; hour, hello
hiu = chopped; chop to pieces, chop up, shapeshifting fire being that controls wildfire
hou = greeting; how, belonging to, house
huu = ground
hyu = phase

hay = straw bundled, straw
hey = greet
hiy = hand shake, kiss on cheek
hoy = grabbing attention, fire fey that are wild fire beings, hoist
huy = throw outward
hyy = high, highly, hvy, heavy

hab = living, hasbeen
heb = translate
hib = sleep within, hibernate
hob = hobble, break on purpose
hub = see all (pan), hubris; vehicle, area or area effect.
hyb = hide in, cross between

hac = he, fake; hack, visualize, picture, pseudo effect there is faking things or a point you make it real, this is where you think to imagine something, then visualize the result and picture yourself after the point to set a point you make in detail. This is done by doing activity or suggesting things to yourself, this is made by suggestion almost everyday to create the point you imagined and visualized. The point you do is focus as you think or state a thought, that is when you create by subconscious what you visualize is you, those that did this created as you did the result and created on idea is thinking on a point by feel.

hec = infrared view, light burst, this could be a hulk transformation if your body uses the light energy in a burst to produce rapid expansion. this only takes a thought and a focus point to do. so if you don't need the weight, then don't do this effect, so if that's because it can create a rapid cell expansion..then its especially going to happen results if you eat or drink calories to make up for the body expansion.

hic = hick, hillbilly, explosive, painted scene
hoc = hockey, miracle, see how, find out, sell and buy (ad hoc)
huc = sense, sea storm, huck, hockey stick
hyc = transition, transitional, high tide, destruction

had = jury; haven't, hadn't, duty, judgement, reduction, destruction, deduction, had (tricked)
hed = hedonistic; heed, focused heat, heat wave, explosion, head
hid = sign; money, coin, bank note, dollar, less value, hide
hod = hoody; hold, held, control, trial, servant, destruct, thought out, think, curious, ancestor
hud = display; extrude, extract, sensual height, lower level, deadness, disturb
hyd = black; slavery, bondage, charge reduction, criminal, low price, dip. high debt,
or mass destruction

hadda = supply; had to, had of
hadde = (a) death, had dealt
haddi = hood; had, did have
haddo = job; had to do, chore

haddu = birthed, duty to you
haddy = demised; hoody, had dye, had died

haf = discount; have, half
hef = strength; heft, hefty
hif = plane; fly high, highflyer, ideosity
hof = dismiss; hoff, scoff
huf = hoof
hyf = sniff; high, drug effect, high time, high ground

hag = witch shapeshifter who for being loners drives off people, manipulates them
for pleasure, hang
heg = hedge, panic pause
hig = high up
hog = hog, male pig
hug = huge
hyg = high ground

hah = snort laugh caught in act
heh = mild laugh, heavy (moment), silent laugh, silent laughter, relaxation by act is art as what you use to
withdraw with is imagination with energy and as a useable idea you think you are considered an act.
hih = breathy hello, expressive greeting
hoh = stop slowly
huh = bafflement
hyh = wild laugh, unstable laugh formed by negative energy from an interred energy reactor that is what is
essence in used death energy that creates by the energy you think.

hak = not funny, dead serious in life not so serious after life
hek = dark, revoke, heckle
hik = hike, hawk, long walk, in a run or walk
hok = hock, slightly untrue or not your will is energy as a form
huk = hook
hyk = hicky, skin blemish

hal = hale, heathy, breathy, from a movie dark crystal "demonic seemism that's not seen by done nature", AI
(crystalline intelligence), heal
hel = hl; heal, heel (for an animal)
hil = while
hol = hole, whole
hul = heighten sense
hyl = hill, large mound

ham = disparage, harm, correct in motion but not in mind if perceived in a moment that is what is there or could
get you arrested, hearing someone from the past
hem = hamper, lurch
him = sear, hime, hima, high mark
hom = home, helm, helmet, similiar, relax
hum = anthr (another), human, being, good humor, humid
hym = ritual song, him

han = underwear, hear out, handle, male life force that is from the heart
hen = very, good, weird
hin = behind, hind leg
hon = hone, horn, partner

hun = red hewwing fish, hoon, owl, hewn

hyn = hint, hinder

hap = happen

hep = heap, pile

hip = hype, hip

hop = hope

hup = hoop

hyp = neat, hyper, hipp, hype, write up

har = laugh

her = her, hear, here

hir = hire, higher

hor = horror, horrid

hur = hurdle

hyr = adhere

has = haze

hes = murky, slowness, glue, adhesive

his = high score

hos = hose, horse

hus = slower, whose, sluggish

hys = his

hat = hate; avoid what you can this will be fun.

het = heat, branch of study, her, stick (on), glue (on), hate

hit = height, popular, populous, drug, tune, (hate to) strike

hot = in heat, hot

hut = owl

hyt = hit

hav = haven't, protection

hev = heave, throw

hiv = hive, mental link, connect awareness

hov = levitate, hover

huv = suck into, hoove

hyv = wilt, dry out, store

haw = laugh

hew = k, cut

hiw = hail, hao, greet, hello

how = bone, howl, greet, personality (chinese)

huw = pull, toward

hyw = gravity

hax = descriptive, extreme

hex = hex, spell, extra helium, six, advanced number system

hix = upraise, hike up

hox = hoax, false

hux = huix, hook, nature child

hyx = extra high, rare air

haz = whoozy

hez = contained helium, helium tank

hiz = hello, high resolution
hoz = hose
huz = whose
hyz = his, high altitude, high up

hagg = magi shapeshifter, haggle
hegg = patience
higg = high ground
hogg = large hog
hugg = hug
hygg = hygiene

hama = lighten, vein
hema = exploit end, gravity, life blood
hima = spread, sustain
homa = bumble bee
huma = make change, general
hyma = move across, cross over

hame = lighten mood
heme = aiding, feel good
hime = give of yourself
home = down to earth
hume = support, know it all
hyme = chorus song

hami = division or feeling release
hemi = hemite, restriction, half, 1/2
himi = divide, direct application
homi = dissolution, seeking out, untense
humi = trapped, thinking on
hymi = inclusion

hamo = appearance, apparant, humour glitch
hemo = detection, detect
himo = deign, mask
homo = hide, hiding, same
humo = odd; (worked) funny, make laughter, humorous, weird, this is a weird moment that is odd and humorous as its a point of disturbance or nothing.
hymo = harmony; harmony in life.

hamu = mana, ancient magic source, soul, great power, this is a soul of great power where you think and create by an ancient magic source.
hemu = metal
himu = tense
homu = dense
humu = directed as, directed force
hymu = directed music

hamy = (hame-y), moved to harm
hemy = song request
himy = cast forth flame
homy = sent home, do I belong
humy = suggest

hymy = focused music

hana = hinder; holding

hane = handles

hani = honey

hano = handled

hanu = stopped; stopping point, focus to create and stop.

hany = handling; hold, keep, this is where you keep a hold on things.

hann = male source, hang

henn = chicken

hinn = hinder, hint

honn = hon, attention getter

hunn = hunt, held blow, honey

hynn = excuse, hind, human centaur shapeshifter, hinder, help, aid

hant = put to a halt

hent = to give prospect

hint = a masking

hont = searching the grounds

hunt = hunters

hynt = a hint

harz = horrific, terror

herz = energy voltage, hertz

hirz = highly visual, brightly coloured

horz = energy bars

hurz = in pain from

hyrz = shock

hamm = ham

hemm = sewing line

himm = him, 1 A person who be antisocial by negative means (Himmler and similiar).

2. A being (sometimes negative, Dhampiric, Outer spacial, Alien). 3. a male personality. 4. An antisocial and aggressive message. 5. Dhampiric personage, thanks to Amanda.

homm = joyous feeling

humm = hum

hymm = alter self

hasl = hssl, hassle

hesl = busy

hisl = time past

hosl = hotel

husl = hussle

hysl = provoke

hast = hate

hest = behest, good will

hist = history, hissy fit

host = house overseer, intent

hust = hustle, human strength, humane strength, painkiller

hyst = robbery

hla = snake human
hle = fire
hli = active heal, active hold
hlo = hello, healed
hlu = heal yourself, control yourself
hly = cure all

haori = naming cloth, energy level by sigil, energy level in itself, a level of a person or the person
halp = experienced specially, expert help
hammurag = dark light, being negative or dark with method yet positive with intention.
ho-oo = phoenix
Heiu = [He-uh] feeler heal, Create life effect through time and undo unnecessary. Restore.
hiei = hierarchy
hier = here
hierocosphonx = hawk headed lion
hioctan = high octane, energy efficient
hameln = pied piper or applied singer piper as you might think about it
hate = hiatus, restriction
hihi = how do you do?
huin = humanely; humaning, humbling, this is creating a human perception by what is done.
huhedgoa = human headed goat
haal = healthy; make healthy otherwise, think of what you need to get a result.
halh = less healthy; less fat and less food is what is done.
hascik = hopscotch; this is where you use chalk and mark a sidewalk, then jump on the area and stay in the lines.
headbangs = music listen
heal = restful; rest or relax, meditative healing sleep, this effects in the mind by causing rest and relaxation
otherwise that seems to effect the brain and work with the point that you make with or without food.
healun = undeath; undying health, with negativity its incessant bad health
healunh = healunn, unceasing bad health with negativity
healy = heal yourself, self-healing
hearepaio = regeneration
hearsay = false rumor, rumor, its a false rumor if proven wrong or a rumor that's true is proven correct.
heat = gun, pistol, heatpack
heath = health
heather = heavenly, down to earth, a plant
hebrew = translate language, language combination, ancient language
hellion = hell denizen
hemlock = choke or throat close
hemun = immunity, also a 6 fingered human with unlimited magic and elemental force ability.
hemp = this weedlike substance is not additctive and cures a myriad of problems with the body as it heightens the
mind and calms the spirit and brain.
hoen = holn, hell denizen
huey = eye color
huerm = hermetic, cure by natural ideal magic
huoi = high fortitude, high protection, high fortune, untouchable
heron = Symbolism by what you see, Symbolic
hurm = natural harmonic hermetic cure
hairy = coarse hair, hairy, hassle
hiume = hyifyumub, gift exchange holiday, christmas
hiumev = xmas eve, cut extra mass after
hibiscus = derangement, inhibit, marijuana
hilkep = hillkeep, inn
hinsa = high insane where you appear sane in your mind but isn't or your mind isn't,
much like a vision but it somehow fits and the vision if there doesn't end. With the

high insane, use others stuff and they can't control you as they somehow get a link to the stuff you normally use. By admittance they drop it.

hisa = high sane is to see a clear vision while being sane. You see everything in a high and clear resolution. So you are not attacking yet being. A vision that clarifies as sanity. As soem is to be able and all neat while soem isn't. We see to differ as in the procedures we might take. Some in a moment might consider sane as insane with the instant.

hivi = high vision or the think by thought and it occurs.

hivig = high imagination is to see it, and it or they become real. You have to dissuade them from being there. As to go else is there. Then they dissolve as if else is then into nothing.

hyifyu = gift exchange

hamah = healing bird that when around will cause healing in almost everything

hameh = murderer blood drinker bird

hammurag = dark light, being negative or dark with method yet positive with intention. Hammer rage

hanky = soft cloth

hankypanky = henkypanky, explorative exploration, you feel it to know it just to precise expression

hubbub = crowd interest, noisy matter

harry = investigator, fun loving

herd = heard, guided target

huli = live fire, living likeness, hullucigen (smoke chemical hallicinigenics)

huit = eight , hack it, cut up, eight

heyqa = greetings

hiatus = geas

hoyl = card

hoylgam = card game

huyiao = human alligator with crocodile head, humanlike leathery torso, clawed feet and it prefers to walk

huysun = shuriken

habanero = a habinero pepper

habe = have, habenero

habbo = habitat or insane habitat not

hobgoblin = friendly human fairy, user with feel by allow or no use, seen or user friendly

hasbeen = false presenter, pretender or user

hadsu = handsome, thought use is feel or beauty

hidago = outlast, durable

hudra = human dragon that has a human shape but thick scale armor with thick tail and a dragon head standing on two clawed feet

hydrosel = saltwater

hafta = hafto, have to or ot no need

hifoty = high fortitude, high protection, high fortune, untouchable by area or thought not to be effected is not effecting you if your clean

huff = hufflepuff, not lost hope, or faith by area activity

hagall = hail, forces outside your control or use is useful

hoga = everlasting fire spirit or area largeness not there

hogwart = large pimple or unformed area

hogwarts = beginner magic school or scholistic

hemunte = weld, metallic combine or chemical bond

harg = higher argument, life from original world that you are guided by trap not traped by the creator with the information.

Horrific motion via argument., hard gain, hard get other than harder to use this hard to get area is what is use or sometimes rare

harg'e = exceptional guard argument of positiive nature, death, higher point or orbital by area arguement with energy., higher guard, user feel

hargamony = a disease that doesn't go away and seems like a cold that is paralysis avoided by not touching unclean surfaces then touching the nose

created by ascertained means.

hargemony = wipe or not is higher argument with concept or with money use by feel

hargeword = Words that mean to allow but get stuff or feel.

hargomony = higher argument of the memory of money or use.

herg = tumor like magic effect thats shaped, tumor thats growable, causing a repeat moment that effects nearby or use is useful until useless.

hergword = hard-wired if its worded by area use.

hermedical = hospital, herbal cures by careful or use is measure by use with area

hermion = hear me out, hearing use

hermione = study well, study use

hilde = hilt, heal or repair by brain area repairing by the tissue or cell memory tissue regeneration by the creator, use is to repair not spasm, thinking to get rid of guilt by repair by aura touch, can't really call a being a healing

homethro = throw to the ground

homogenious = similiar mixture

hombjala = house projection demon

homhoo = helmed horror, animated magical armor servant

horadd = harassment, horror addition

hang = understand, halt, talk, chat

horn = force, ivory protrusion, intrude

howemo = bone armor, dead bones circling armor

howal = bone wall, fossilized bones wall circle

humour = energy body flow

huaqia = shark human transformer

huyfit = elephant human that be a walking elephant half the elephant bulk

heti = hitting; histi, histin, history

hukl = heckle; bother, think or where you make use of an idea and sometimes that is asking someone for something, this idea isn't always appreciated so don't heckle anyone if you can avoid it.

hutobb = human plant, plant clone that be perfect human form on the outside but plant in the middle

hutrol = human troll looks human but can regenerate anything at will, automatic

hane = study well, hermione

hillary = motherly, disciplinist, disciplinary, discipline, humiliation

hindu = pacifist, religion

hippocampus = fish horse with webbed paw forelegs serpent tail, horse tail and plausible back fin

hippocerf = horse deer

hippogryph = griffin head wings front legs and a torso with horse hind legs

hopkin = durability, endurance

hypo = insufficient, under

hyppo = elephant sized horse

hosan = saint

hysir = high court judge, high and mighty

hipnoj = hypnoj, hypnotize

hath = has, have

hot = fire ant

hottie = hotty, good looking, very sexy

haven = habitat, living place

heddro = heddop, to drop head, money count

hevy = heavy

hewup = cut up, diced

hewupp = green onion

hewn = wrought, built

howgao = bone prison, imprisoning bone wall ring that imprison all enemy

nullifying magic

howlug = bone spear, pass-thru bone missile that strikes in a row

howeta = seeking revenant spirit, howitzer, revenant spirit that seeks out mental target or its own

huwom = human worm that has human serpentlike body worm head and neck, human woman

hyplasa = hyperlight; This is a point on your way of life and its a choice of yours, lets make certain that you know where your going and that means you should know of things before you go as revealed with insight by the soul and realized by the spirit. So think you go and you go there, otherwise if you don't think to go you won't and you end up back on earth or the planet you want to be on. Once you shift there, you can easily shift to places. What will occur is what you want to occur, this means what you feel should happen will happen.

Once you shift you aren't remembered as you went hyperlight, this is using the light given off of our bodies aura with thought to end up somewhere or do something else. That is done by closing your eyes or leaving them open and think you go somewhere else. Seeing a picture of the place helps with what you do. Think of what you want and your subconscious does things, that is where the subconscious creates what you want by what you need. This uses any source of energy that you want to use, that is including your own body weight as a source. I am not in an afterlife, so I would know by the spirit what is there. This is advanced knowledge of the enlightened master, seeing that he or she ceased to live 800 years ago.

Then remembering the area or place and thinking of the thing to do as you need to be there shifts you back or to where you need to be, this is just as you feel what you think the area was like. Think of the feel that was there or think of your feelings for the place or the family there to activate it. Then a natural light surrounds your body spreading through the aura, that erases the past point and you are of different intended results. Unless your recorded in doing something or on record then, if on record think to go hyperlight and they won't have a record.

Seeing you can do the hyperlight shift while this can be done standing in place or going to somewhere, still doing things otherwise you can go anywhere you imagine, if you intend to, then you are in other places and times until you decide to return. This means you are remembered and yet you don't make the same mistakes. What is listed in the point thereafter, this won't happen to you unless you want things to occur. An that is a point my past life remembers well as a noted idea.

hha = serious effort, seriously, shirley, no

hrmem = corecrazy, cursor crazy, anchor, to actually go and seem like doing, To go about and seem like you do to seem normal and go crazy on actually doing, to have a go an have a long term memory and some short term.

hsigo = winged monkey with human face

hss = historectomy, muscle weight; this muscle weight weighs 3 times as heavy as fat and is gained by working out. However, the muscle weight can appear slender or bulky at first, that's until the bulkiness is changed into thinness as a worn down form to appear like an unnatural slenderness. This means mucle is there, that allows you to open tight things easier. Some think it worth the effort, some think it's not worth the time to earn this type of muscle weight. Yet, this weight is worn away as you keep the muscle and only by eating sugar and other foods as you work out. This is knowable as a fact and can seem interesting indeed by feel, especially if you can lower the weight and keep the muscle.

htorelnpor = tremor

htorelnzg = arbo, tree

htuocumoi = aqocebyaeoi, hydrocarbonatemethanol, breathable water

htuocumoisfi = aqocebyaeofi, hydrocarbonatemethanolsulfur, breathable sulfurwater

htuotu = hydrogen peroxide, H₂O₂ not useful

htuotri = hydrogen oxate, H₂O₃, water mist not useful

htuso = hydrogen sulfur, corrosive water, H₂SO

htuostu = hydrogen oxygensulfide, Healing sulfurwater, rotten egg water, H₂OS₂

htusotri = hydrogen sulfuroxate, sulfur ozone, corruptive gas that heals bodies, swamp gas, H₂SO₃

htuoquad = hydrogen peroxite, corrosion gas, H₂O₄

hw = how, bone, homework, greeting, hew
hxc = hoax, sporadic, false idea, hexadecimal, six numbers

J

ja = know, jab, negative, against, yes, this is a point that your aware of yet know its true.

je = clean

ji = interchange

jo = person; joked, good, coffee

ju = jilk; hexed, jew, play, youthful

jy = bade; bade is sometimes bad, bad guy, bad thing

jaa = look around

jea = postive

jia = moving platform

joa = airflow; jet, plane

jua = made; area of action, installment, place

jya = con; convince, conniving

jae = jewel

jee = gleeful

jie = deny; jab, clean, sister, stab

joe = candy; formable material, scalding, tough, gooey

jue = cast

jye = exploit

jai = jail

jei = opinionating; jaded, bias

jii = charm; enchant, enchantment, enchant anything you think on with choice property as energy.

joi = enjoyment; play, joint, statement

jui = claim

jyi = hide; congeal, conceal

jao = jail; imprisonment

jeo = dimension; rock, globe, planet

jio = fly

joo = glide; you, slide

juo = jump

jyo = geas; set subliminal instruction

jau = join

jeu = jinx; voodoo, play, youthful, when the jinx is realized it can stop if you don't need it.

jiu = disrupt

jou = joust; fight, just

juu = spell

jyu = misunderstand

jay = jay bird, illegal, legal, talent

jey = happy feel

jiy = song of joy

joy = enjoy, artificial joy be Sodium Hydro Pentathol or dopamine; joy drug; control drug

juy = disappoint

jyy = jig, built-upon, stole away, jury rig, snig

jab = jab, strike
jeb = cleanliness
jib = switch back
job = job, work
jub = curse
jyb = enemy

jac = jack, shock
jec = beckon, jinx
jic = short, sparking, impregnate
joc = prank
juc = drink, curse
jyc = framed

jad = jade
jed = self suit
jid = trade blow
jod = cleanse
jud = purify
jyd = step, stairstep

jaf = bruise
jef = sanitary
jif = communication
jof = dirty joke
juf = area curse
jyf = dirty deed

jag = justice, jagged, edge, cutting edge
jeg = spring cleaning, knife edge, little dragon
jig = interject, dance
jog = jog, recover, good humor
jug = bad, container, liquid
jyg = magical dance

jah = observe, ahh, yes
jeh = subtle
jih = holy, holy war
joh = at job
juh = join in, meet, congregation
jyh = hired help

jaj = reminder
jej = clear conscious
jij = correct; adjustment, yes, philosophy, wisdom
joj = good excuse
juj = no; wrong, judge
jyj = powerful

jak = bathroom, jake
jek = cleaned up
jik = exchange blow
jok = unhumorous, humorous
juk = diamond

jyk = acclaim

jal = contain, keep from
jel = jiggly, loose form
jil = wanted, hunted for
jol = jolly, always laugh
jul = jule, jewel, energy used
jyl = consistence, constant

jam = problem area, jam
jem = efficient, spring cleaning
jim = gym; work out, substitution, leap year, aggressive, substitute, depend, dependable
jom = equation, practical joke
jum = bad month, disasterous month
jym = illogical, villian

jan = bruised ego, make stride
jen = work clothing
jin = transfix, genie
jon = reputed, insurgent, betrayer
jun = cluster, spring, june
jyn = mercenary, jinn, djinni, djyn, granted wish

jap = japanese, surge
jep = clean force
jip = change source
jop = positive force
jup = corrupted power
jyp = taint

jaq = jabbed silent
jeq = cleanliness
jiq = mute
joq = silent relaxation
juq = silence, quitness
jyq = resistance, silent treatment

jar = jar, unscrew, round container
jer = without dust
jir = gyro
jor = tactical, good move
jur = council, juror
jyr = villany

jas = jasper
jes = lack of patience
jis = act for someone
jos = prophecy, joke
jus = just, justice, fair
jys = focusing calm, trance

jat = stab
jet = jet stone, movement
jit = jint, roach, readjustment; nervous reaction, jittery, jita, adjust (to switch place), adjustment that in use can

lead to a nervous reaction.

jot = write, jolt, a little

jut = jut, jute, diamond, extend out, extension

jyt = jitter

jav = hangover

jev = clean slate

jiv = switch views

jov = good view, hade

juv = juvenile

jyv = villainous

jaw = jaw

jew = disobedient; disobedient ones (jewe or jewix), this is where disobedience is noted and remarked upon otherwise this is fresh as fresh is a point you notice.

jiw = juxtaposition, switched place

jow = jowl

juw = coven, gathering

jiw = treachery

jax = pierce

jex = appear new, extra clean

jix = exchange, jinx, a stop, a thing that stops

jox = expert

juix = damning, spite

jyx = supercriminal

jaz = knife fighter, knifer

jez = jeez

jiz = swap, confusion

joz = sweet

juz = bad luck, scapegoat, ginnypig, jews

jiy = juvenile criminal, thief den

jaff = dishonor, family insult

jeff = janitor, clean, family sanitary

jiff = talk, peanut butter

joff = prank

juff = haunt

jiyf = secret, ghost trick (in depremand)

jahn = increased momentum

jehn = movement

jihn = speed

john = bathroom, stunned, father, vowel movement

juhn = rapid movement

jihn = pulsing force

j-ear = devotion, charged purpose

jailor = imprisoner

jaune = yellow

jaya = giant, being chase/d

jean = sharp wit, quick mind, cagey, injustice

jiay = quick, quickly, fast, quick movement

jieasu = twin sister
jado = show; shadow work or idea.
jaheim = death and desperateness not desired or not desperate activity by calm behavior with love and loyalty that sometimes can seem what you laugh or feel in pain
jelif = charmed life
jicrukido = jycryekideth, death song, banshee wail
jink = real money.
jinka = money, in ancient they could get violent over an exchange if there was denial.
jinn = djinn, listen to the money exchange as they are shapeshift transparent as fire bodied beings of good and bad nature who can grant the wish of the asker and transport people through sleep to another place at will and listen to the angels speak as they want.
jinshin = earthquake
jinshin-uwo = earthquake fish, 700 mile eel
joey = disrespect, disfavor
joiy = chore, joiner or idealist in abstract thinking.
joir = implement method, implementor
joier = joiner
johir = joeir, monster, menace
joicorrant = power play
joesa = scalding hot
jyokou = illiterate
jabrya = jabreya, impatient, young
jabhyc = charge strike
jace = wall slam
jaco = chair, lift up
jacob = attempt, ladder
jack = stable, air pump, rock steady, this is something you put under a car to raise it up and down.
jacky = jackie, yellow jacket wasp
java = brewed coffee
jedi = mental control master
jedil = wash
jedilarmur = washable armour
jedilplak = washplate, untarnish silver, self-cleaning
jedy = thaw; melt or melting moment where ice turns to water.
jody = askance: questionably; questionable point that you think about.
jera = harvest, reaping of efforts
jesus = jeysus, to curse, calmness in calamity
jetison = eject, freely release
jethro = incredible, ingenious
joaplarimi = self-cleaning armour, washable platemail
judy = busy; work, working (task), bey, busyness, this is a task to be doing something, that's work done by the point you think to get a result. the end result is imagined, so think of what you want and you can get the idea as though an end result.
jiffy = convenience, moment, fast, automobile
jagu = jaguar
jagan = grand knight
jiggtul = skin dancer
jihnx = extra speed, unknowable
jijo = forbidden, alien city
jake = outhouse, portapotty
jalepeno = jalepeno, mildly hot pepper
jalor = jailor
julie = delight

jane = plain, basic flavor

janet = proposal

jenny = tough, individual

jingy = jumanji, magical game of jungle sequences that often can trap the players and they are released by stating uou jingy or awareness.

jinxh = subvert, subversion

jones = efficient, ambiguity

josh = joke

joshua = psychic, ladder, build-up

joshuaid = mental assistance, mental help call

juchie = junky, man

jusity = just in time, in the nick of time

jushq = police headquarters

just = settle; jus-t, fated in this, just this, that judge, jest, anchor point, this is where you settle somewhere and can shift back to there by feel, this is done as you think to be where you use the word. Think to remove the anchor if you want to do things, this is done by thinking to pull up the roots of yourself. However, I would keep the anchor or you might shift around. Use of the word in a sentence makes it so you don't think of what's before the word, you remember the point after the word.

justi = justin, judge, lawful, just inside

justic = ice formation, lawman, law representative, law representor

justiss = justice, law

justinn = chaotic, not lawful, lazy, unlawful

jordan = sport (basketball, baseball, etc)

jorden = hidden desire, hidden threat

jsut = jesuit, pursuit of peace and focused on thought, peace one, oneness

K

ka = chi, human body (force), female life force

ke = key, keen, enable, key method, think to key in and do what you want (sometimes this is for a personal reason like better health yet you could reject the health as its extra weight and weight drop) and things work out

ki = mind and spirit, kick

ko = do force, kill off, will do

ku = energy projection, cool, empty

ky = momentum build, combined spirit and body force, high chi

kaa = kindly

kea = persist

kia = working on

koa = cooperation

kua = accuracy, on target, subtle defeat

kya = relentless

kae = destructive impulse; on an impulse you create by destructive means or this is from cherubic activity that occurs. Otherwise this is a small cherub; a small angel that can soul transfer by feel. Upon resistance of the urge they bring, they disappear from you and leave you where you are at the moment. Think the creator switches you back and you return to your body.

kee = projection

kie = power word kill

koe = eating

kue = unleash, unlock

kye = excess disruption

kai = chi focus body instant recharge, lightning, before you make a man sane make him insane

kei = undoing
kii = heightened focus
koi = hold energy, renew, lover, large fish, go away
kui = drain
kyi = suspense

kao = chaos, inner wild power, chaos moment, break down, psychic moment
keo = delay
kio = barbarian; champion, kill, aid, if kill; the killing the need for fun. Otherwise killing the need.
koo = cold
kuo = chew
kyo = kill you (by threat then feel), drain away, no (immediance), as if there was one

kau = do not be discerned, carefree
keu = show emotion
kiu = see energy
kou = vessel, object, slave, servant, person
kuu = compliment
kyu = self interest

kab = strengthen force, force renewal
keb = main channel
kib = reinforce body
kob = action channel
kub = calm down
kyb = projection

kac = aura vision
kec = main charge, critical charge
kic = chick; spirit move, mind sight, kick out, chica, chicken
koc = energy movement, call death, done order
kuc = vision, heat image, respected visage
kyc = suspense

kad = harm spirit, will, life energy reduce
ked = type in, keyed, key drop, key in
kid = kid, child
kod = code, chord, restore
kud = could, wanton
kyd = eventful, resolution, anticlimatic

kaf = energy
kef = reef
kif = rife, cut life, riffle
kof = coefficient, idiot, cut off, cough
kuf = illusion, grand vision
kyf = pattern, repeat

kag = good energy
keg = barrel; pleasure
kig = good mind, good kick
kog = spiked wheel
kug = cougar
kyg = efficient movement, good suspense

kah = heat energy, heat travel
keh = heat treatment
kih = mind and spirit, kick
koh = heatup, cool down, stroke
kuh = illusion, warmth
kyh = warm, combined body mind and heat, magick

kaj = cajun, hot cookin
kej = winning arguement
kij = kick jump, shift place
koj = action, activity
kuj = applied focus
kyj = deeds, achievement, necessity

kak = attack
kek = kink, kinky
kik = kick
kok = cock, cocky
kuk = craziness
kyk = dimensia, purposely hurt yourself

kal = calamity
kel = fall dead, kettl, kettle
kil = falling down a mountain, mountain fall
kol = early demise
kul = cool down, refrigerate
kyl = decomposition

kam = camera, picture, pencil, stencil, idea focus, hard idea
kem = kemis; charisma, unlock, black, keyed, life adjust, chemistry; kmyy, chem, chemical action, substance of effect, charm; this is where you cause what you want by speaking or doing things.
kim = spiritual, mind me
kom = brush, comb, force aside, hairbrush
kum = hard luck, psi force, cooler, projection
kym = suspense, vertigo, gravity force, failure

kan = can, fire
ken = know, keen
kin = kindred, gold
kon = cone, chon, chronic, killing, conic
kun = racoon
kyn = dullness, kind, dull

kap = monk, martial artist
kep = keep, kingpin
kip = op; key person, spiritualist, shaman, kick person, animal; doglike or dog
kop = power monk, mana knight
kup = projectionist, awesome
kyp = brownie point, moral boost, astral projectionist

kaq = mental silence, mind blank
keq = power word quiet
kiq = unseen, silent

koq = silent achievement, noisy, quiet
kuq = haunt, unnoticed cool
kyq = slow fall, unfelt

kar = hover vehicle
ker = kernel, core part
kir = impulse, felt control
kor = revival

kur = killer cure, cure all, cure done by death essence decay targeting the illness. Otherwise this is where you kill by movement as this is that which you don't want by what you do in thought, to remove the things as though you think to remove and as you do you kill unless you don't need to. As the disease isn't there as if you kill what represents, or acts out the disease to you or you can kill in the idea by stopping the activity. As before the disease appeared the brain resets to a better pattern as that which made the disease is gone and you can not allow the disease as the spirit cured the problem idea and things you seem is done. This disease disappears, think in a point and therefore I using the third eye didn't touch a person. This is as that is a cure though the removal never existed, that set the event or caused that to not exist as if an you lived that way. As think an do is to use thought kill the disease or ill that thinking, in actuality this made the energy appear as concept and as dismissed can make. The idea work as the properties can seem turned off in what you think is a grey energy thought sheet, as properties go off as the thought is "off" to do as you come to an area you imagine their event, this is as off activity and is a natural energy thing or not thing. As is what is inevitable stays off. As if what you think that set the event apart in life as the disease, not ever happened as if a switch were turned off. Otherwise, as you image by imagining the property list that can list the thing as a disease and think off and the disease disappears, as to become something else from transformed energy this sent to "there" as a planet core in life.

kyr = increased potency creature, unacceptable approach, ancient power by all in thought from plants and proven life energy in what you quiet down with

kas = extend power, killed corrupt corrant power technique as kiaes to alias what you think as suspect
kes = slowly key, keys in all that power energy in ability, created effort by will
kis = extend mind, extended soul, but don't put it if you don't want it
kos = slowly achieve or bad, bad off and touch identified
kus = extend energy, extend by will and cause wonder
kys = kiss of death or deathly life, spectral death by the life you will

kat = focus device, crystal
ket = key in, unlock
kit = fly high, kick it
kot = force action, curse renew, activity
kut = astral projection, unique
kyt = suspense, suspend in air

kla = claw
kle = kleenex, clean
kli = click
klo = clove
klu = clue
kly = climate, temperature

kna = knack, insightful behaviour
kne = kneel, knee
kni = knight, champion
kno = gno (good no), know (kill now), destroy by knowledge, deadly creature, so know is sometimes nail or nearly hit
knu = knolidknuckle, knew, knowledge, nerve
kny = netting, net

knab = rogue

kneb = controller

knib = fellow, brother

knob = door knob, killing bulbous hakeashar that gives life or gets from aura some energy, bulb, clairvoyance

knub = location find

knyb = steal

kaki = khaki

keki = insanity, estrange, confuse, kick key, in recurring interruptable source that isn't done in a moment to conclude and thought on isn't done in a moment here. Inveigle someone else, is this as someone that does someone in that isn't, if hit then all else to do things with in life is dead. Now it will stop.

kiki = kicking, kick, kicky

koki = drug abuse

kuki = strange, crazy

kyki = dishevelled, repugnant, insane, or uncouth

kank = unconscious

kenk = concussion

kink = strike, blow

konk = knock in

kunk = paranoid

kynk = untouchable, hurtful

kadd = calculation, mathematic deduction

kedd = destruct sequence

kidd = kid

kodd = coddle, vine core, cuddle

kudd = curdle, curse

kydd = foggy, fog, distress

kalla = bring calamity

kella = wrought death

killa = brought mountain fall

kolla = brought early demise

kulla = refrigerate

kylla = decomposing

kalle = disasterous

kelle = dying

kille = mountain fall

kolle = an early demise

kulle = cool down

kylle = decompose

kalli = likely calamity

kelli = like death

killi = like a mountain fall

kolli = like an early demise

kulli = like cool down, like refrigeration

kylli = like decomposition

kallo = low calamity

kello = low death

killo = low mountain fall
kollo = low down early demise
kullo = low temperature
kyllo = low degree decompositon

kallu = early warning
kellu = premature death warning
killu = mountain fall warning
kollu = early demise warning
kullu = cooling down warning
kyllu = decompositon warning

kally = possible calamity
kelly = possible death
killy = possible mountain fall
kolly = introspective, introspection
kully = possible cooling
kylly = possible decompositon, scale up

karr = famine, family
kerr = despise
kirr = incur insanity, cause
korr = core, corrupt
kurr = current
kyrr = kuarr, tire

kablamo = lightning wall
kablastri = chain black lightning
kaiaa = lightning mastery, innate lightning manipulation
kaibu = lightning bug be bugs that light up an area
kaibud = lightning bud be a budding flower on a lightning plant
kaiflua = lightning flower from a lightning plant that placed in water will produce a bioillumination and bioelectrical source
kaiply = lightning plant be a plant vine that gives off bioelectricity growing
kairu = lightning roach be a roach that illuminates an area with light near electrical lines, watery places and when in growth it produces bioelectricity
kaocova = conversion; chaos convertor, this is where chaos is converted and created is the positive effects of life.
kafka = manipulator demon to control worlds into a destructive technology of more than one world and it causes the area to be overtaken by however it wants, but its usually source collecting with copies of the source by feel..
kankura = cancel and do, can occur
kefka = source collector demon world supporter that has guidance of most layers of reality but if you talk to him or her and sometimes its a between sex being, able to assume any form and guide people as they desire and control resources if its necessary. It looks like a being with a single person thats stacked upon itself when looked upon with a dimensional view or aura view. To kill it use is thought and creative is creature or creator use, use a approach of killing the segments there as necessary that appear like normal humans, otherwise without aura view. The mind is linked to alot of similiar people and be all in a column. It forms by people of the same sort melding mentally and spiritually that works off hive community mentality. The body can reform from those who kill it off and it can be anywhere to do self actions. Some kefkas treat this as a cheat to gain already known information and consider it a jacobian ladder. A kefka considers people as a bioresource to confide as a network to act as information sites.
kara = kaera, impulse of energy by which you think, chakra "impulse" energy

kare = chakras, designed emotions, they are directed by feel with what you think.
katri = chain lightning, call of energy
kaitlin = lingering magic, magic performer, magiciua
kain = magical staff, magical cane, cane (caning is not legal in the USA unless ruled so by a judge)
kaoism = chaos manipulation, mystic art, creator aspect
kaos = in chaos, thought without peace, energy operating system by crystalline matrice
kuio = chocobo, pony sized wingless riding bird or riding bird
kuology = congenialiaty, creative fissure device, aspect magic
kaane = valor, creature comfort, combat forts, fort magic
keop = key open, unlock, energy key use by thought then is where you think of what you want and you might get the point of the idea.
keurom = turnkey, betrayer, lackey, user of wares in life
keyta = character; created acting or made up person.
Kemika = happy wanderer, Keioa
kemiko = chemical use (water), thought travel or line electricity through the body
kaniy = chernobyl, tragedy, grand accident interdecency
ketri = chain lightning, perfect ward
kool = very nice, nice display, create and display by will
kabitz = razor edged metallic, wood folding fan, energy wings
kere = cherub; a smallish childlike angel that does things for the need and can switch the soul to possess the body until resisting the cherubic desire. Then you create a soul transfer back to your body as the possession ends, that is done by the use of the creator. Otherwise its an overly large person that is slightly obese.
kibl = kibble; ok a nibble (if human or none), dogfood
kiblby = kibble n bits, dogfood in bits
kadabbar = energy chaos, energy swirl used for shifting people and objects
kiddnapp = kidnap, steal child
kidura = 1/2 second, 5 milliseconds, quick duration, mental duration.

nkiddura = pregnancy, child birth
kujata = very large many appendage bull
kali = chaplain; captain, preacher or priest overseer of a church, ship or building.
kamak = pen
kamehameha = power chi dynamite blast
kamur = lightning
kann = can't, hire on, cannot
kappa = tortoise body monkey head scale limb sea dweller
keprond = groundkeeper, keep it near
kepser = kepr, keeper, keep
karue = kitsue, origin; original point, source, positive
karm = kem, karma; life balance
karmg = good karma, positive life balance
Kasu = Kasum, Casum, consume, collection, collective, collector
Kasuma = Balance of power, physical power balance
Kasume = Correct, correction maker
Kasumi = Good deal, Greedlike (for good deals)
Kasumo = Fraud, bullshit, placeshit, fraudulent, pseudo, partial (thanks to da boss)

Kasumu = consumption, consumptive, contraceptive
Kasumy = consummation, view, viewer
knuhgs = gnuhgs, rubbed wrong, fits of moments (blonde moment caused by other activity)
kelpi = 2-horned black horse bull shapechanger whos favorite form was a beautiful white horse, young man with wet hair to lead people to their deaths.
kerel = boy
keres = vicious white teeth eye sparkling red-robed dark skinned death deliverer of

hades

kaqco = take over, quack

keth = treas (on), trees (on), keith, treasure

kuma = hard time, constant cool, mentapathy (telepathic empath), bear panther with bear size and panther speed that has panther head panther like body bear paws and eats anything it could catch

kumap = downer, mentapathist

kenaz = hearth flame, opening up, awaken

kender = stealer race, dwarven thief, burnable wood

koner = eruption

ketriv = contrive, engineer, contrivance

kavai = kawaii, killer of sacredness, cute

kevin = destructive urge, 100 snake headed dragon body person killer, vengeful

kiete = don't talk

karrmo = armored hovercraft

kimitry = chemistry, study of elements

kireca = modernist

kiru = spirit cockroach

kiruhu = spirit cockroach human

kisaki = empress, queen

kinkunt = hammer blow

kipoly = shapeshift

keijii = disenchant, remove, dispel

koeioneren = torment

koiakh = pain lover

kousang = blood clot, blood vessel

koubaz = workforce, sales person

kocraci = koucraycod, computer programmer

kouvam = inspector

kuenan = torment

kuibod = wilt

kuu = kojou; mage dream, this is a point you dream by focusing on a point and breathing until you fall into a trance. That uses the ease of the use with power of energy. This is done from nearby power. However, you better be careful about it, because you could set something that isn't too advisable. You can set any activity or action by a mage dream. So mention it or hear a loud startling noise, you cancel out the dream trance by feel.

karmjop = positive karma

kobold = small very old house servant if not fed turns malicious

kihypa = hyperphase, warp shift, hyper shift

kihypia = planet hyperphase, planet warp field

kinko = cut; cutting into with force, kindred do force, cutting print

kinky = sentiment; acceptable, awesome, sentimental value, sinking in, accepted (as)

korosu = corrode; to kill, intent

kosz = thanks

katja = silent transpiring

kelbla = kelnoir, black kettle

kesk = kiosk; serving machine, self-service, service machine

kyka = chitchat; kitkat, this is where you create by talking to each other. This happens to chat you up by feel.

kytn = kitten; sweet, baby cat, gentle

khadgar = administrator, admin

kheper = evolve; evolution, metamorphosis, transformation, coming into being

kleevi = warlike insect humanoid

klot = klut, penis ball

knupya = iriepya, knowledge pyramid, from what be you build upon

knupyaa = iriepyaa, dismissal pyramid, from what be you dismiss

knuppya = iriepyya, denial pyramid, from what be you deny
krau = mermaid
kremosat = moistener toil (towlette)
kuua = chocolate, dark sweet
kuasa. = bit of dark sweet, kuuasa, hot chocolate
kze = irreposable, crazy, this is where you don't care about things and do what you need.

L

la = luck; food, bring yourself, lanthanum, late, law, a, brought to you, male form, order (based), mail (from)
le = lend; to, the, you (plural)
li = like; natural law, likeness, likeness to whatever shape you need or want, lent, live, lithium, lick
lo = (in) time; latter, low, low grade, hello, love, low down
lu = energy; lute, bring attention, lutetium, believing, light
ly = live; line, guide, leading, lie, leads to

laa = llama; lay away, lata, later, layer
lea = leeway, ease of passage
lia = liable, destiny, cancel, lyer
loa = lower; this is where you lower things or weight by feel.
lua = fight; party, love (with no pity), fight for action
lya = drawn; float, lee, lia, lier, liter, lighter, litter, feather fall, downpath

lae = late; lie down, lay beside
lee = slant; down slope, easing down, leave
lie = associate; may, focus point that is ending up lying down, otherwise this is self-deception by feel.
loe = relax; loa, lower yourself, blow
lue = pack
lye = drainage; we, us, our, break down, breakage, you (singular)

lai = yes; lie, laid
lei = leave; lay, paralyze, paralyzed (lein or leio)
lii = lead
loi = bequeeth; loyal, slender
lui = jealousy
lyi = suggest; made by, (up) make, leading into

lao = lasso; lay off, lay on, rope trick
leo = stoic, love (animal), brave
lio = head; lead on
loo = waterflow; low sound, bathroom
luo = hidden; not see
lyo = notice; gain goal

lau = laurel; cloth, union
leu = calming
liu = dick; instead of, switched in
lou = loudness; loud, too loud, high volume
luu = being; belief in, intend, want to believe
lyu = temporary; fake change

lay = intolerance; laying on, abuse, this is a stupid point that is when you are laying on hands to create what you need or coming about.

ley = composure; lava, lavaic energy otherwise controlled by thinking of lava as stating fixed to fix as the

problem disappears. this is due to the lavaic energy changing things, from it's consciousness recieving the idea you intend to do.

liy = deposit; in place, position, a position you know by realization with the spirit causing your soul to know the point.

loy = delusion; loyal, deluded, this is a delusional state brought upon you by doing things to your body that should not be done.

luy = knowing; little known, library, the idea is in a book and the book is in the library that lets you know what you need to know.

lyy = portrayal

lab = scientist; lab, labor, workaholic

leb = leave; let be, lesbian lover

lib = liberal; free, freedom, (experienced) again, dejavue, liberal intuition

lob = thrown; throw, throw up, throw out

lyb = carry; freedom, lub

lac = lace

lec = leech; leach, blood worm

lic = bald; lice, lance

loc = locate

luc = loose; luck, light

lyc = client; license, contract

lad = manhood; laid, young man

led = cable; lead, red light

lid = lied

lod = path; lodestone, load

lud = naked; lude, in-between pause, interlude, eluding, avoid

lyd = lid

ladd = lad; anr, aner (greek), laddy, man, boy, gentleman, manling, manly

ledd = led

lidd = lid

lodd = destruction; lodestone, load

ludd = named; stalker, flasher, lude, in-between pause, interlude

lydd = a lid

laf = laugh

lef = leaf

lif = mate; matey, life, eternal

lof = loaf

luf = airforce; foremost, leuf, aloof, lift force, earth force (by him)

lyf = shoot; effective, efficient, drug

lag = slow

leg = reader; great, magna

lig = live; living moment (this could even bring someone into a living dream state), otherwise this is infamy by feel and work is by feel.

log = round; log, loqui, to speak

lug = ear; pest, spear

lyg = devotion

lah = hold; stick out tongue

leh = leech; bleh, leery, leer

lih = lich; alternative force
loh = heater; floor heat
luh = shock
lyh = generate

laj = deject
lej = reason
lij = example
loj = again; lodge, dirt
luj = explanation; explain, nudge
lyj = coverup; falsify, cover for

lak = lake
lek = leak
lik = fake; likeness, drop
lok = truth; lock, logon
luk = kid; control flow, warm
lyk = lick; slow feed, similiar (to), like

lal = flail; strikeout, move rapid any body part or object

lel = sentence; death penalty, lethal, intention
lil = superfluous; similiarity, little, deceitful
lol = indication; careful, lard in balls, loll tongue, much laughter
lul = sleepy; lull, lullaby
lyl = smaller; small minded, narrow focus

lan = sparking; path by, connected, connection
len = lean; lengthy time, length of time, long, forestall, make taller
lin = connector; line, lint
lon = loan; lonely, selfish, loner, by self, alone
lun = long; block, lunar, attribute, tides (tidal wave)
lyn = linger; length of effect, duration, allure

lam = pointout; lamp, sheep, lamb, lame, lambchop, lame, music process
lem = calcium; weight, pend, wait
lim = functional; function, calendar, callous
lom = loam; base, foamy
lum = lumox; loom, light, sewing machine, lower ship beam, viespart or boom: swinging wood
beam
lym = writer; previous, limb, rhythm

lap = sit; rabbit, stirring spoon, a lap, run through event, complete circuit, absorb by eating
lep = actively; lea, leap, active
lip = bulge; fat, lip(o)
lop = hunt; run, elope, meet
lup = wolf
lyp = a lip

laq = polite
leq = sgnal; warn quietly
liq = subtle; subtile
loq = stun
luq = politeness
lyq = liquid

lar = fall; lead to, lead, believe

ler = leer (how you pronounce it), spirit; life force, conscious/ness, spectre, spectral, spiritual, the spirit force within something or people.

lir = bard; lyer, musical lute

lor = lore

lur = lure

lyr = flute

las = laser

les = loss; lus, less, lets, setting, manipulate

lis = written; noticed, list, this is where you write things down.

los = ship; carry, carrier, port

lus = lustrous; lust, loose

lys = mislead; disinfect, lies, distrust

lat = relative; late night, latt, lattitude

let = setting; set, inform, information

lit = light; taken, leftward punch, a left (fight or action)

lot = shipment; area where you can load it, many things, nock

lut = lute

lyt = start

lav = live; leave, wash, labor

lev = level; lever, rise

liv = active; alive, postpone

lov = indicate; indication, lover, love of ideal, a nice thought, evolution

luv = care; careful, passionate love, loveable

lyv = position

law = law; law enforcement

lew = paint

liw = fur

low = base; basic idea

luw = figure; think, loan, notice, lewd, admire

lyw = learn

lax = relax; sloppy, untrained, unalert, relaxed by muscle release, then you know

lex = extreme

lix = copy

lox = base

lux = luix, intent; deluxe, pale blue, luix, faith

lyx = work

laz = lazy

lez = half; please, lesbianlike (ladylike) human male

liz = similarity; similiar aspect, along same lines

loz = basement

luz = target

lyz = path

laba = birth; lauber, laber, lawbreaker, thrower, lawbreak

labe = sleeper; works, unconscious, sleep, label, signature name, nickname

labi = gather

labo = childbirth; that is labor or work by worked (in) idea.

labu = slack; laze, this is activity by free time where you layabout and make activity that leave and sit

laby = lazy; fatten, laziness

laar = liar; seeking (answers), hangar, large canopy, ancient ancestry (gained by lying down and relaxing while meditating on gleaning your ancient history)

laer = onion; layer, insane

lair = conspiracy; a lair, irritated, conspirational

laor = secure; labor, personal security

laur = ID; sworn, personal identify, personal identity

layr = sentence; lawyer, hard labor, hard work, inspirational

laft = lafter, laughter

left = thought; wrong, leave, remain

lift = sex; up thrust, ride, go up

loft = balcony; haybalcony

luft = dodge; move left, move aside

lyft = ride; car ride (that you pay for), this is where life energy an effective thing.

laka = gullible

leka = convince

lika = liking

loka = look up info

luka = friendship

lyka = likable

lake = treacherous; water contained in large area.

leke = schematic; scheme, plan out

like = falsehood; false, pseudo

loke = look out

luke = psion; mad or made, been hit, trick

lyke = presume

laki = charmer

leki = reknown

liki = loving

loki = deception god, similar to satan

luki = disciple

lyki = believable

lako = discipline

leko = leaked; accomplish, deed, frontier

liko = proof

loko = ritual; rite

luko = opposite; achieve, think to work and you achieve something by working.

lyko = call; let go, called, establish, establishment that you enter or leave.

laku = vocation; job search, on vacation, compatriot/ism, even

leku = respect; front man, lying for, (at) large or the moment your about somewhere (else)

liku = lack; lacking, not having

loku = hidden; low place, hiding place

luku = teaming

lyku = like you

laky = black eye
leky = leaking, leakage
liky = without
loky = hidden location
luky = lukewarm; together, lucky
lyky = acceptable

lach = leach, blood worm, leech
lech = lecher, diseased person
lich = lich, undead mage
loch = lodge
luch = lunch
lych = lynch

lamiss = lamist, most lame, law miss(age)
lemiss = little miss, less miss
limiss = lime, lime ass, lime taste
lomiss = low message, below mess, law abiding
lumiss = loo (bathroom) message
lymiss = lying of message, fluid miss

lasa = light, lighting
lesa = trigger
lisa = photon, kept charge
losa = through
lusa = destructed
lysa = draw attention

lase = lance, light strike
lese = burned
lise = cauterize, lease
lose = lost, gone
luse = fusing
lyse = loosely

lasi = strike
lesi = withdraw
lisi = burn, blister
losi = blurry
lusi = wound
lysi = list

laso = focused energy
leso = holder
liso = focuser, diode
loso = projector
luso = stream
lyso = cleanse

lasu = recharge
lesu = waiting
lisu = increase
losu = rebuild

lusu = renewal
lysu = body cleanse

lasy = cauterize
lesy = aftermath
lisy = life (lousy)
losy = relief
lusy = lost sight
lysy = betrayal

lahn = rich
lehn = grace
lihn = servant
lohn = disrespect
luhn = disparage
lyhn = caste, kingdom

laht = light headed

leht = teleport; shift, (some vampire blood let after this, otherwise they're draining some blood from the victim they catch or allows the deed), this is more where your alert and then where you stand still or move around and think to seem somewhere, then what you think to do is done by the point that you perceive. You can appear like anyone, this includes appearing like one that can belong there. So if by shifting you mean to teleport, and think of the moment by feel. This uses memories or feelings from the place to shift you to the area. You can use anything as a source of energy, this is including fat, weight or some element. After the attempt, you could find your source or weight lessened. So think about that. If you imagine the point, then your subconscious makes what you imagine manifest or think to be created and this is treated as though a need were being granted like a wish.

liht = light
loht = float upward
luht = stealing away
lyht = light up, fire up, turn lights on

lang = footwork, language
leng = long distance
ling = lng, linger, lung
long = along
lung = debris
lyng = short

lank = launch; lanky, stringy, launching forth with fire energy and created magnetism, this could also be a lank of hair.

lenk = impatient
link = link
lonk = knock out
lunk = tidal energy
lynk = cut off

lann = blockage, not passable, no path
lenn = short, shorter, unshown
linn = not line, number line, fire
lonn = not lonely, supporter, concentric
lunn = lung, lunge, block number, unattribute
lynn = no length of effect, no duration, infinite, gifted strong female

lash = a lash

lesh = leash
lish = relish
losh = sorry
lush = lush
lysh = gorgeous

likan = like another, likeness include/s
liken = to awaken, like/ly end, to like in end
likin = likpin, lichpin, lynch pin, set up, toady, liking
likon = current, like on
likun = like undone, like forever, like tycoon, likely not
likyn = like in, like wind, like wine

lakath = approximate lack of action
lekath = approximate leaking
likath = approximate liking
lokath = guessing
lukath = approximate feeling
lykath = approximate good look

laketh = lack in
leketh = direction of leak
liketh = in that way, manner of speaking
loketh = in that location
luketh = look in your direction
lyketh = take a beating

lakith = charm nature
lekith = reknown structure
likith = family
lokith = locked door
lukith = dogma, religious tenent
lykith = drama

lakoth = other than discipline
lekoth = unaccomplishment, misdeed, wrong
likoth = other than proof
lokoth = archive, archiving
lukoth = misachieve
lykoth = unestablishment

lakuth = ruthless compatriot
lekuth = brute, malicious lie
likuth = fragile
lokuth = secret place
lukuth = discipline team
lykuth = stalk, stalker

lakyth = mythical lake
lekyth = myth story tell
likyth = absolute truth
lokyth = mysterious location
lukyth = mythical link
lykyth = tradition

leta = letta, let down, let on, leather, lether, leter, letter
lete = delete, alphabet
leti = retal, let in, retail
leto = let out, erase
letu = let you, let up
lety = let fly, let wild

lyqa = flowing liquid, stream
lyqe = mud, viscous, thick flow, thick fluid
lyqi = pool
lyqo = liquid oxygen
lyqu = water being, water elemental
lyqy = sun energy flow

lao = upper arm, visit
leo = king, restoration, ruling over
leie = heavy air, destiny
liia = leading to
laak = may I keep, latch onto
laud = praise
laus = louse, company, relationship, law
labelle = first earth base spell effect, standing
labellzou = if you want to react to your problems which may arise, whichever are
laff = laugh, humourous laugh
lagers = indispensable dispute, insignificant, override
lala = lunacy
lamar = large; largeness, articulate
leae = elizabeth, queen, invention

leiymedit = eleiymeditu, Elemental meditations: Here are some more elemental meditations, if you don't want others effected by your thoughts. Then think as a point to yourself, "My thoughts won't effect others." Enjoy them as they are there.

Water meditation; This idea is use of water in a pond or area and its calmness, with calm water thought there's calmness. Think of what you want to create with the body, then drink the water or work with another and have them drink of it. This is true if the water is drinking water. Otherwise the water that is calm and focused upon is what creates calm thought in you. If you create a ripple, then you make waves sometime else as if a point were done.

Fire meditation; Think the point you want to see and you your soothed by the flame of a candle. Sometimes you can see the point as a psychic vision.

Earth meditation; The idea is simple, think to release your excess energy into the ground that you can feel by walking over it. Then your as calm as you may want to seem.

Air meditation; Think a point and you can create what you think to soothe your feelings into calm composure. Thinking to the air creates a release of tension in the muscles, then the excess energy that in use of a point with an idea causes uncalm, wild thoughts. That is gone by thinking release of energy into the air.

leet = eleet; elite, very nice, high ranking
lecia = laid; lay flat and have at things.
leda = leader; this is a person or group, that leads by example or idea and thought.
liebe = lab; maybe, liable (to become)
liek = like
liev = think; believe, acknowledge (the thought to go or what have you)
liua = lexicon; direction finder, map symbolism, otherwise this is some conversation.

libre = dasperity, freedom, desperate action by a force of desperation
lisy = life (lousy)
live = clothes; enlivened, energized, livery
loipt = undeclare, unspoken
loesak = blowing shake, blowing rattle
loeova = blowover, overdone, over love
loo = bath room
loomzer = quality cloth, mission of death seek
labotomy = laboratory, science lab
ladon = 100 headed unsleeping black dragon
ladl = ladle; liquid or soup dispenser otherwise lad your late by now that's ladylike
lagg = brain
latta = lotta, latter, letter, alot of
lentyaan = evolve, evolution
lentyaanun = devolve, go to origin, de-evolution
lieg = marie, mylady, queen, queenly
liej = liege, ruler, my lord
liev = believe
laboa = laborer, worker
label = name for, named idea, lible
libel = hidden and subconscious effect, libility, liability
lola = humour, gaily laughter, firey
lihu = live fire
lihunn = deaden fire, dead fire
ligae = lingerie, cloth, clothing
lukeysply = inajiffy, iajyy, licketysplit, fast enough, very fast
litc = lihtsa, lumisa, flash, lightning, lit scene, literacy
lamauro = glow lamp
lamassu = human headed lion, human headed bull
lamia = waist up perfect woman waist down serpent goddess, lay me out
lumi = light
lamb = sheep
lemb = take
lemola = ancient space race
lympago = man lion, man tiger
lens = lens, focus crystal, focus glass
lent = lentation
lentation = lentis, quick reaction slowdown
lentil = leech, blood sucker
letus = clean, lettus, delete us, lettuce
li'asp = to do as in necessary but make commanding remarks.
li'Isp = Y'Isp is to be interspersed, being as all in mind one in body or being all in mind one in trapped body. To bring in so wild an energy it breaks apart your spirit except for your in mind as inner world worlds. So may have to say 'In'most in'tr'sperc'ed' then think about what you want to do as its caused to be an action.
li'osp = The term for speach language impelling by doing at a whispered or a spoken phrase. To do as necessary at a spoken phrase.
lia = lava; liable if caused, this is a point of eruption or heated rock flow.
lilfai = gyefi, mihrum, mushroom; mushrooms are unique as they are also very low in calories and make a great snack.
lindwurm = scaly green-gold winged snake
linguist = language master
lira = hologram; light image, this is projected from a surface point. This image is what you think is there presented

by the light that projects forth. This is a projected image otherwise by what is there that uses light.

lynx = panther human shifter, lynx cat

luta = fight

leviathon = giant winged snake with razor sharp teeth

livi = living free of

livy = livey, livv, live being

lait = milk, late

leat = leather

lehtal = omnimorph, all forms shifter

load = start up, pack together and guidance

loin = sex organ, private part, crotch

loot = treasure, plunder

loom = make a looming moment

lairt = uplift, innocent, voiceless

loco = crazy or mad; this madness is where you are not thinking of things right and then if you are aware of things by thinking of your ideal situation you calm down by location.

locomoto = running car, vehicle movement

lolz = in lulz, laughter all over

lucid = lucid, clear focus

lucky = lucking out, draw luck

ladys = group of women

ludy = lewdly

luff = love

lulz = entertaining laugh, going along the floor, sleepy mode, sleepy all over

lakisleth = snake charmer

likecorrant = false power, illusion

lokery = storage locker

luky = explore, look around

laly = liealy, liegly, legally, lately

lily = likely, possible, likeliness

lamoyl = lamp oil, lit lamp

langu = tongue, sensitive, languid

lemryj = weight loss conscienceness, active by thought and energy to think on your feet as you think and do what you consider necessary

lemm = This is to think and use energy to create a conscious activity that creates an awarness by what you think and feel brings you alive by and aware as if conscience or awareness in thought activity through quirk or thought from the reality as a dimension that energy can create what you consider as a personal view that creates a shift in the area considered a brain fart.

lenken = mastermind, creature concept to a moment or con as what you think is done

lingo = language, work by thought and in action is done with a thought that is use no more and no less.

lingoheb = translate language or ass talk, bird talk

linguli = languish in lingua

lagaz = intuitive knowledge, look outward, creative of beauty after by feel to the beauty you think is there.

lagoon = small lake

legolaz = wily one

lopafu = love perfume

lara = lure, allure

laro = arousal, call attention

larceny = crime, grand order theft

lece = larcens, water, music, musical

ler-o = the car, the moving vehicle

lard = fat

larry = desperate

ledfac = lead face, things that seem an act are copied, leaden faced

leria = lacrima, large focus, large crystal

lesb = lesbian

lesc = lets see, seeing

leshy = forest spirit shapechanger

lesg = lessg, lets go

Lest = inclined to experience or estimate, least favorite person, a person that can molest others with his or her senses.

lets = allow, make up, glehkts

lezc = lesse, lesc, lets see, vision

liseu = dictionary, language listing

lysl = disinfectant, cleanse area

litan = lention, litany, time slow down, sped up reaction

loruam = leprecaan, evil goblin that plays tricks on unsuspecting humans

lutud = thought electricity

lutude = bioelectricity

lutudun = undying thought electricity

lutudeun = regenerative bioelectricity

lutudx = extra thought electricity

lutudex = extra bioelectricity

lutudxun = undying extra thought electricity

lutudexun = extra regenerative bioelectricity

lytae = lactation; a leak or milking if with a cow or breast feeding if with a child.

leva = lever, switch

luvn = lwn, love, loving

luvndancer = movement flow lover, loving dance woman

lawton = laws town, favour

leweb = the web, internet

lasab = light saber

laslanc = light saber lance (double light saber)

losau = lost in area, throughout, thorough

losaun = direction sense, direct, directly

lysol = disenfectant, cleanse area

lyqair = lyqo, liquid air

lyqsair = liquid sulfur air

lyqso = liquid oxygen sulfur

lyqotus = healing liquid oxygen, liquid hydroxide oxygen

liun = unleaded, metal as in lead without lead

liomis = mislead, misinform

lieksok = new item scent

ligoheb = translate language

limb = arm, leg, limb

limbo = soul space, body suspend

lingua = language

latina = latin

lyiga = litigat, litigate, litigation, paperwork, investigation

lavande = lavender

lavandesserb = lavender essential oil

lazurious = lazy streak, lay around

lividy = lividie, immortal

lorezohaz = fast experience, past experience, old experience

lorenzohaz = dragon mistress

losaouz = throughout enclosed area

lhe = you(personal), yours(personal)

lle = you, yours

lmnta = elementa, element
lve = elvix, elvis, singer, elvish
lwn = lwns, loan, ground cover

M

ma = water, flow, moder, moda, action planet, not mine, my action, may, you, maw, mouth, mother, spring
me = some; I, small quantity, mace, myself, history, mai, may, influence
mi = amount, mile, fruit, nut, seed, content, man, good result, might, my, mind
mo = consciousness; money, conscious, cut in place, mow, mour, more, molybdenum, month, moth, part of you
mu = (the) rule; ruler, more quantity, much, much more (not done)
my = seek; amount increase, my own, mine, raise, mage, force not or use idea

maa = matter; mata, maya, talkative, meter, metre, measure
mea = meal
mia = concern; midas, midas touch, caring support, missing (the) point, care for you
moa = mother, matr
mua = family
mya = child defender

mae = matey; person, paying job, money, make
mee = employee
mie = payment, menea, marinara; a sauce that is enjoyed by feel.
moe = good
mue = associate; association is the point you work with what is given. This is a point you think of the idea and create with results. If you associate, then the payment is good by feel that is what you think that counts, not always what you do.
mye = mighty

mai = sister(younger), make, my, control, influence, cause, make happen
mei = sister (older), machine, me. Otherwise: Maria; cool, calm and considerate by feel. She is relaxed by idea, the feel from her is allowing communication.
mii = mine, manipulation, manep (to think of the idea as a force and reach out of yourself and deal with that force of idea)
moi = give me, methane, me
mui = more, millis, milli
myi = meaning to

mao = alarm, hand
meo = make stand still, miso, soybean, measles
mio = abrupt; this is where you abruptly do things. This also makes people do abrupt activity. Otherwise this is see me, .. or a meal.
moo = move over, moo
muo = being cute
myo = situated

mau = desire something
meu = calm down
miu = indication, pointing out
mou = show affection
muu = gain object
myu = appropriated, magic, stolen

may = disease; would, make allowance, allow, assist, let, decay, disrespect, suggestion, sleep disease, money, metal, contagion

mey = assistance; assist with help, pestilence, focus and create by a kill what you need if you intend something then it's done

miy = Manic; bad conditions, this is where you focus, intensify your feel and think to do. This works if you think of your area, then you are where you think you are done by feel. Otherwise this a doing with heroic stature, think and you know what to do.

moy = desire; foul, desirous nature

muy = needing; infection, sought after by, fixation

myy = mobbed, ravage, too much activity

mab = maybe; maybey, so so, on the verge

meb = prospector; likely prospect

mob = mobile; mobi, any group, people group, groups of people, monster group, move, moving

mib = death; dressed up, for occasion

mub = mull; the event, holiday, celebration

myb = participate; participation, act the part, front, fronting (myby, myban)

mac = compact,

mec = shrunken

mic = tiny; recorded voice, reverberation, micro, tiny (microbe)

moc = coffee; mocked, laughed at, stolen from

muc = mucous; mucousyndry, phlegm, dissolve, disgusted

myc = tracker; tracking down

mad = make; made, maid, very good

med = moderation; mead, medium, moderate, medical, everclear

mid = middle; rise, mind, this is not minded and things work by feel.

mod = change; mode of machine

mud = mood; moody, muddy

myd = amidst; existant on, middle, serving, point of retail

maf = knockout; to gag, to sag

mef = past; you can't change it, unchangeble

mif = contain; miffed, jif

mof = artistisc; tattoo, motif, constrained

muf = muffle sound

myf = defiance; to defy

mag = magnetic; magnify, magazine, great

meg = more; meager means, responsible, meager, not much, in reprehensible
(motion or idea)

mig = migration

mog = travel; animal crossing, make distance

mug = mugshot; smuggle, picture

myg = accident; passenger plane

mah = wouldn't; my, mindful, indicative, telling

meh = leavetake; immediately leave, expression of annoyance, pointing out that

mih = outraged; exclaiming on, focused upon to create

moh = shun; avoidance, avoid, deterrance, deter, turn away, snub, ignore

muh = kill; not much, murder, uncare, unshow, muuh, much, my, apathetic (by acts of some point you think and feel with worser idea), not really caring, incident

myh = retired; drained dry, not mine, movement, moving on, drive away, amidst, traffic

maj = power; (with inner strength) mage, majority, major
mej = report; minority, minor
mij = forbearance
moj = mojo; moving power, magic, this is made by suggestion to your subconscious
muj = major
myj = small; smaller, midget, smidgen

mak = might; would kill, smite, may kill, make, create
mek = meager; great claim, passive, meek
mik = voice; mike (microphone), resonating crystal
mok = record; recording, resounding, sound vibration, make otherwise, mock, mockery
muk = sprayer; mutate, dampening field, poison spray
myk = indication; my kind, schlerosis, voice manipulator, multiple voices, indicator

mal = bad; demon, this is used as meant as upset, where an upset is something that sometimes is wrong.
Otherwise this is a male, malinfluence, something that is a model of the male not bearing truth and using moments to create malinfluence.

mel = satisfy; satisfaction, good meal, meal
mil = mile; distance, travel, model; the moment of the idea represented by a person.
mol = microscope; molecular, insider, inside, inner, slide
mul = mulish; stubborn, pride
myl = deal; middle ground, ground up

mam = psycho; maim, female sex
mem = memory; indestructible, indist
mim = copy; mime, copying actions
mom = moment; a mom, selective one
mum = preserve; womb, wrapped up preservation
mym = mimic; being that mimics object to kill passerby, creative actor

man = line; manu, being, mane, main, hand
men = balance; nothing, meanness, total, disruption, mean
min = minor; minority, minute, owner, ore dig, kid, this is a minor person who could be a kid.
mon = mind; moan, my, mine, mindful
mun = month; moon, mother, moone, mooning, moonthe
myn = mind

mar = move; jarr, scratch up, memory, salt, sea
mer = sea; of the sea
mir = mire; stuck in
mor = investigator; more, idiot, mort, more on, death
mur = stop; killing intent, murder, that lays you flat
myr = mirror; reflect, murdering trace in trance, myring (mirror image)

mas = master; mass, a spray
mes = messenger; mess, mass, massage
mis = mistake; miss, wrong, bad
mos = time; moments, moss, morse (code), drumming, most, months
mus = muse; undying historian
mys = mystery; slower, slow motion, forbear execution, martyr, myst, bloodmyst is the danger

mat = mate; other half, compatriot, mat
met = similiar, meet, meat, measure

mit = send, mighty, might, group hit anything blessing, smite
mot = tiny, ether whisp
mut = mute; unable to speak, change, alter
myt = evident; glove, power admist, power

mav = point me
mev = romance
miv = caucasion; white person
mov = move
muv = sun burn
myv = marry me

maw = mouth
mew = cat; calm, calmness
miw = ruffage; feed me
mow = concern
muw = vision; sight, see this, mull
myw = remember

max = maximum
mex = hot
mix = spike; mix, mixture, mike
mox = knife; cut to pieces
mux = quantitude; extreme, extra large, extra quantity
myx = peanut butter

mra = marer, mirror, birthing horse
mre = maras, memory, panic stricken
mri = marine, sea soldier
mro = mareth, mulish, prideful, stubborn, default
mru = marun, maroon
mry = maron, on march

maas = color dye
meas = measure, same properties
mias = miasma, gradual sickness
moas = similiar cut
muas = unit conversion, similiar unit
myas = likeness

maes = mass production
mees = increased gain
mies = increase in magnitude
moes = increased momentum
mues = more quality
myes = personal owner

mais = corn
meis = similiar, magus
miis = equally
mois = moisture
muis = equally distributed
myis = shared

maos = prone to movement, dependable
meos = depict, depicted
mios = in transit
moos = cut
muos = increased pace
myos = increased rapid

maus = use acceptance, on use
meus = user
mius = personal use
mous = mouse, shear
muus = increased usage
myus = more often

mays = in wisdom
meys = wisely
miys = knowledge
moys = snip
muys = learnt, watched account
myys = smart

mand = mandatory, demand
mend = transcend, repairing way, repair
mind = psychotic, mental
mond = monday, abuse
mund = mundane, non important
mynd = mind

mans = mansion
mens = immense
mins = wait, mistrel, hold on
mons = monster
muns = month, moon
myns = explosive

mard = martyr, weakness, deface
merd = corrosion, corrode, overwhelm
mird = downward spire, death cycle
mord = mortuary, painful, death lover, dreary
murd = disaster, torture, punishment
myrd = mirror double that replaces the person

marn = disgrace
mern = sea elf
mirn = muddled
morn = morning
murn = assassin
myrn = syndicate

masa = mason, storage, construction, builder
mase = threat, persucution
masi = moisent, agree, consent
maso = sealing putty, calmness
masu = metallic shaft, square box for measuring things

masy = moisant, famed, famous

mash = net, mess, messy crush

mesh = intertwin material, me

mish = missed moment, absence

mosh = glow moss, heat moss

mush = drive on

mysh = hanging mist

mosa = mosaic

mose = get on, move on

mosi = caught, catch

moso = moreof, more so

mosu = natural, some more

mosy = move, movement

mass - religious ceremony, orgy, crowd, lava rock, gross amount

mess = alot; messy, message, rotten egg scent

miss = amiss, wrong, naughty, off target

moss = mold, spore, sprawl, light

muss = argument, play with, mess around

myss = foreplay, very sluggish, creep, hold off, hold up, slim down, expose, guilt,

fog, fog bank

matt = frame, support, floor cushion, dullness

mett = met, meet

mitt = mitt

mott = mottle

mutt = lockjaw dog, bulldog

mytt = might, group hit anything blessing

Motian = To be of involvement by some use of a moment to create motion.

Motien = To cause a spirit moment that incurs debt or effect.

Motiin = Motion by dark feelings, or to do dark by motien. To hit people, seniors, of many sorts to cause a an mind effect.

Motion = To cause kinetic or otherwords effect by use in idea.

Motiuin = As do also, To effect all by use or effect something by use. Which this is a vibrational act each use, theres an act or feeling to direct sometimes by word to cause an vibrational with an idea attribute.

Motiyn = To direct being by a direct word will pattern by set idea and a usage of some is harmonics or nothing to effect of voscillating to be buried in a will.

maabord = motherboard

maan = nontalkative, mute, don't talk

maemay = get job, make money

maia = unintended, intention, purpose

maisy = cornsyrup

mafe = manifest, create, an instrument of unnatural death

miatna = multiple formation

maic = item charge

maicince = make explode, make explosion

maju = majew, refresh, freshen

maoego = malego, male ego ,when one thinks he's in control of another.

maoje = lonbje, veracose veins

maospe = misspelled, long je, longetivity where its also lon ge, is, =

mail = armor, letter
mailand = prosperity land, money land
maily = armour like, message
mailstorm = hurricane, tornado, torrential wind
mailstrom = bold steel (authoritative master), fight, chaotic message
mayer = command of attention, passive comment command
meek = passive, passivity
meag = me again, in meager, in soul
meaty = muscled, mayhem
mexx = meager in approach, mixture (dust mite)
moan = groan
moer = mower, more, some else, low cutter
moubai = masturbation, sexual stroke
maix = generation
mauryl = kingmaker
maugrim = mad prophet
maugrym = power seeker
mayoe = mabifotea, mothers protection, make drug free, purify, extra salad spread
malo = maalox; good feel, mail, this is a good feel to the body, that in a machine may lock it up temporarily.
me'uni = someone; this is someone that creates with the subconscious suggestion.
mebeh = mebbeh, maybe
miyeto = manifesto, spell manifest, notation book, notebook, made book, book of shadows
mibi = professional; mebbin, highly skilled professional that deals with people.
moyae = meditation; this is use of breathing and idea that you think to create a result to make calm and better behavior.
moyo = moyy, medico, doctor, physician
mod = moderate
michael = money, power
mabelin = skin cream
mack = person; guy, man
masta = monster, master
meme = instinctive intelligent drone, intelligent exception, self-made spiteful intelligence or intelligent emotional reaction values
morin = wisdom, darkness
maci = machine
meci = meakly fall
mick = tobacco
micsail = record sheet, document
mocasin = moccasin, house shoe, soft leather shoe
moch = humiliate, robbery, rob
mochte = property, mockery, went
mofo = more for, mother fucker
mofu = more fuck, more fun
muaoem = metabolism
mucema = solvent; part of a solvent is poison that dissolves itself.
muhn = monster, entity
muhv = muvv, mugging.
momulma = mucaquaalmer, mucemaelmer, mowalma, universal solvent
movovabea = move over bacon, change places, Appeal switch of the soul to relocate by placement of where you are to whom you think on.
mucaqo = solvent
mucho = large amount
middl = middle
midura = mile duration, 71 minutes

mof = morph, shapeshifter, shifter
magyar = hungarian
majwar = magical conquest, magic war
manes = soul, bio power source, bio battery, soul eater
maegyar = meager existence
measeq = equation, equate
mait = make things, doit, make it
maitrit = make things right, correct things, correct this
mayf = mekyf, mischief; meta, mislead, otherwise this means to do with things of effect. This is where you create by focus and work with idea.
mielrot = disgruntlement
moiuy = mechanical
mega = mega; great force or point by things that happen
melanesia = forgotten land
mama = mathematical, methodical, math
mamas = mathematic, math deduction
mani = manifold, money, influence, manipulate/d
manic = maniac, crazy making, maniacal
mens = means, process, procedure
mini = miniature
minu = minute, no or nitrogen oxygen
minuet = ballroom dance
momo = grandmother
mona = groan, productive mine
ment = meant; mean as intent, meant as, meaning, to mean
mohu = firemoth, moth appears of fire particles
meki = withdrawn, defeated
moka = sound wave
moki = sound pitch, sound effect, sound tunnel, broadcast
mokioko = cancellation, unheard, not listen
moku = pitch, sound
musc = musky scent, structure
mykovu = malkovich, disagreement, malcontent
Maria = memoria, memorial
mary = marry
marduk = destined one
marduko = untouchable, self-destined
margi = butter, margin
marji = marijuana. pure cocaine
martial = invincible
martin = crazy, consequence
masvon = mass migration
merci = thank you
merf = damn, oop, oops
mehr = mehara, heart attack (with flatlining), elevated heart rate, murmur
mesy = lawman, marshal, marsy, marsal
metr = meter
mibrhoso = Hosing (all out attack), hoser, migraine
migra = migraine, severe headache
minotaur = bull human that are honorable till offended afterwhich they kill
offenser
misg = misguide
misogyny = religious terror (from the wiccan faq)
mongery = conglomerate, corporate, corporation

marlos = loss of marring, meer loss, to be in a marring of loss, crippled in loss, to be in marring of tax loss

mermecolion = backward genital lion

mordakh = pain rod

mordsith = pain wielder, pain lover, pain striker

mediocr = medium, slightly possible

mediocrbevel = intermediate, middle grade

mediocrgrad = middle grade, intermediate

mediocrschobevel = middle school, intermediate school

medit = great detail

meditu = void

med'l = meddl, meddle, imitant struggle, progressive interference

midyblad = muddy blond, red gold yellow

middlhuu = middle ground

magic = wrought magic, science mystery, undefiable action

magu = magic, majik, magick

maguhy = high magic

magne = magnet

majika = magical

majik'anti = antimagic; metal magic, Antimagic fields otherwise electromagnetic waves spell, this is where you wave your hand and that is effect that cancels magic altogether or causes greater enhanced magic. This is done by thought projection with spiritual feel, or ideal devices like lasers or that is some energy enhanced battery. This is a point that creates a point and that first point is using an activity. Where this is thinking energy is projected to create effects and this can be combined with worded idea that creates the effect you think to form as a point is a created manifestation. Different idea are things that get different results, that is a point that things break down and those results lower temporarily the body energy.

That means the body in that area and other places raises in energy, recieved with use of idea and though a concept, this is energy waves that uses suppressed moments of time as a point is done by the spirit or soul. The electromagnetic waves device is useful to create results of gravity, that is a point of lift btw, so think and it is used. If focused by thinking and using body points, then you create the effect of dark parts on a surface. This is done as a thought you have of the idea, that energy is a pattern you need to have appear is what it looks like.

See if microwaves are used then gravity or warped space is useful to the focus point. This is a point in effect, that is used energy and so effectively done by feel. This uses gravity wave enhancement and dark energy enhancement, so if you said the effect is done then its done by feel. This uses patterns too, the pattern you think and do is what the gravity waves create if focused and you know this worked by what you sense, otherwise perceive by feel. Any energy used from projection is what is increased in strength and you can use anything as an energy source.

Think your using a source like a impression point or disease or something similar, and the disease dissipates and goes away. This is sometimes converted into energy again, so think the energy is cleansed and the soul cleanses the disease out of the programming of the energy, so you lower in weight as you increase in strength and body energy. This also means your less hostile, so I think it works only if you think it does. This is the point by idea is a point you project toward a surface and the surface seems, this is done to make energy appear like the idea you think it appears as thought if done by feel. This is fine if how it works is what is done. So think and you know what to do with the idea.

majeta = majesty, emperor/emporess, king/queen, em'por'eor

mekit = medkit, medical kit

mickey = nice, mouse

mikey = earn, eager

mokushiroku = apocalypse

malais = uncaring depression that drags people down till it causes the victim to do nothing but want to die

malaiss = non depressive state of duty with no sex desire

males = maze, pocket trap world

malfoy = corrupt, prominent

mallard = duck
mallot = hammer
muldor = spooky, pursuit as energy ended by pursuit of the self
miun = manuchen, miuke, manuken, mind manipulator, puppeteer
mudblud = mudblood, mudsang, human born
maty = mate, shipmate
matyca = can mate
matycan = can't mate
matc = match
match = fire start, equal
matchbuk = matchbook
matriarch = female ruler
mitt = holding glove
melik = spicy salt
melymaw = mealy mouth, to mouth off and speak as if eating something, a clothed mouth speach
or a maw that be closed when speach occurs.
mellou = mellow out
mille = thousand
mont = mone, moment; the moment or time point that lasts until you think it doesn't, otherwise dismiss the
thought then the effect disappears.
mesa = missile
mesaslo = slow missile
masta = monsta, monster
mosta = mobleda, alcapone, gang leader
mosha = concentric, mosta
mata = mater, master, matter
matey = sir, madam
meta = mind; mister, master, mental, more, beyond, meter
midukym = mentally train, mesmerize
metab = metabolism, immunity system, fear things
midsimpl = simple mind, stupid
meth = death
methe = methan, methane, methanol, methane gas
mettab = general use
mituvala = power physics, phasic as is hearing the ground speak or turning power against yourself as you turn the
person into something as if a person
mitlike = false power bearing as you never forget, illusion
milkomae = medical herb, curative milk
milkomage = milk of magnesia, curative milk, planet destroyer
mitp-h = phasics, power physics, one room multiple dimensions in the dimension room in your mind
mitabl = content table, fruit table, table of content, defeat someone and use is the computer of the children in the
mind
mithril = hard steel, Steel + Obsidian + Silver + Nickel
milhouse = millhouse, prison, fight, insult, heckle
moliruy = introspective, introspection, one isn't one man in use as a user is on in on site in thought in destructive
impulse by machine with drow
molroy = one man as crew and destroyed later
molt = bolt, wrong with one actor but controlled at the end, a destructive impulsive energy beam set by a q-beam
that causes a very quick dude that does everything as not seen in throttle except by psychic as you are what you want
to seem like.
momenta = moment by endangerment and if you are you are never indetrimented not all folks
moty = more time, create by effect with foe energy causing them to do things with computer as you want as
manmoths appear as vision
mymy = startlement, met expectation, surprise, consternation by a disruptive influence that lives beyond the

ground burial to creative rule

manip = manipulate by will, to do or not do as you think you are you will to create

mantl = the energy mantle by the aura that acts up as energy by wish as a will and melts the room and area by energy exchanges that heat up the core too much, as the heat triples the mantle in the area as that is transplace as a place and an area that is safe or not in a negate curse that makes it and you can melt by the efficient test you see.

manteau = mantle, energy mantle is the absorption energy from things where they don't see you as you switch in and use as they think as energy to raise a person and they turn into a many mawed monds monster and childish attitude.

manticor = red lion body human face with ears and blue eyes with 3 teeth jaw row much like a zaht beast, beer, scorpion tail humanoid end poison spine tail and deep brass voice summable by oghyr magic

mne = menac, threat, maniac, no repose, post throttle control on a ship

menz = Be creative by approach to bee use once thought can be gotten rid of as imagination makes it and this actually causes the effect use that is to not distract if mentioned. Bee that apparates as if from a different world by imagination, that chooses what it does by thinking about the things spoken.

menthe = mint, mental health sometimes with demonic idea unless necessary in time

mentomo = alignment, teacher, consumption, consume nothing as consuming is flesh eating by what you eat

mannaz = thropos, anthropos, anthropods, humankind, human, made by head bashing manic clone

manbord = mainboard that does things, boredom, the magic in want or need is not and you can destroy any target or create any concept with a thought that creates with subconscious as responsive to your split will in mind as once you realize what your doing you cause a stop by not moving or moving with a pointed out thing. Funny thing it is what you say that triggers that response as if you cause the reaction.

mest = mystical thought that becomes real, concept to commiseratem with commiseratu, this can create the energy in you and make things more easily done unless you don't think so. As you think and are in a bad mood, rape and molest can happen.

meste = consolance, soothing vibes, messed up up and away toy stop world story not ignore you get evicted and stop trial by error with no aftereffected regard

mnzo = menzo, underrealm that changes as you think about the place as the are can cause things including multiple pockets, that cause mortal wounds in the mind as if a body as the body erases werren and you create with the energy as they you meet are observed beaten on one level and worked in another.

mnzobrozi = menzobarozi, menzoberranzan, radiative cavern

mucay = munchymyr, mirror munchy that is a snack and yet not done

mucker = fucker, meddler, crucifer cross

munchy = edible food, leave an mess with a person's head

munchymyr = mirror munchy, shapeshift candy that allows ye to change shape to anything nearby and only the eyes remain the same

munsty = moonrock, pigsty concept with smells

muwya = munweva, moon energy channeler

mews = cat call

mermosia = unstoppable growth, growing giant, being of unstoppable growth

mercaht = merchant

moisant = wetness, famous, explorer

mocha = coffee

monotony = boredom

monoceros = single horn stag headed horse body elephant feet boar tail

marakihan = man headed fish

maro = mallot, bone marrow, hammer

meru = bone marrow

morain = determine, self-dependent

moraine = quiet manipulator

morolan = morally dark, more on (somewhat) connection

morolane = light mood, more on (somewhat) disconnect

morollan = dark mood, somewhat connection

morollane = happyness, somewhat disconnection

morrain = more rain, moral introspection

morraine = quiet prover, quiet provoker, destitute
morralan = dark path
marrallan = star flare, solar flare
morrolan = dark star (from Steven Brust "Path of the Dead"), difference
morrollan = dark pattern, burn out
morrolane = star, indifference
morrollane = light pattern, energy burnoff
morag = dark queen
muge = restore
mugk = kill mugger, kill criminal, picture success
muggl = human, mugger
murdohc = murder, murderer, murderous
missiv = message
misil = detonation device
missil = missile
misl = mislead, line up
misty = watery mist, cloudiness
mostlyn = not likely
musty = mastiff, a type of dog
muster = troop gathering
meteo = meteor, meteorlike area death
mafuca = mouthy
mozuky = friendly, chummy, large goat horned wolfish pitbull dog who controls and spits fire otherwise this is no fattening so it's lessening of bodyweight and no weight gain happens.
mygica = mystical action
myhnav = draw thief
mynnav = drive away thief
myrnac = nothingness mirror that forms in nothing to reflect back images, spell
mystes = Mystical time witch being that is able to manifest or amass anything with a devising by silver time particles.
myttkink = mightyblow
mixtecan = aztec indian
mcoy = article, object
mnaoy = monopoly
mnoy = mind over matter
mnt = mount, steady, connect
msu = music, misuse (due to curse)
mta = metal
mtu = fire antler

N

na = nation; (crab nebula) seen with a planet or earth, surrender, no motion, nab, the one country in life is a pinpoint by what concept you thought in life, a descriptor, sodium, described as, amorphous, name is what you think as a thought is some true moment where you think that, but otherwise you can do what you want as you are in what you are or not as the idea spreads.

ne = negation; neion, neiou, didn't, negate, not; this came from and not another except the cheese this is use some used none for the idea that is any point you can stop as anything is by proposition, neon lights you put up likeness by theory is the theory "thought to propose or need by necessity or whatever is the use": quit or go on that's what I did by thinking the point or not do.

ni = what; need, (nin or nio) needed, knee*, nothing thought, intelligence energy flow, nickel, instinctive re/action, how, and, nine, afterword non use

no = immediate; now, this means named or noted as used in Japanese, immediately, so this is a non use [of], now, denial, nobelium, no (no of now or negative knowledge, that is done think to recoup your losses this is gaining back

the lost funding that is given or spent as money, that is a natural number based from base 12 hex math starting with 0-9 and going to a-f), gno/w (good no or good knowledge if accepted to know by now), kno/w (kill now as to know things to get knowledge), nno/w (absolute no or no not now in absolute idea), number, not; not now, this is a point you know or thought to bring the kill now. this is also the point of idea you express as point and that is taken as a request.

nu = enough; nuff, determination, newt, toward you, this is enough of a point to create what is necessary by feel.
ny = curation; naughtiness, now not mental ill (denial of the point is energy at the right moment) in idea.

naa = disagreement; naia, disagree or no, quit, stop, cease

nea = undoing; unwish, not wish, no, not, cease, negated, any happening will allow you to be brought anew in life, so think and the disease is ended.

nia = annihilate; annihilation, certain, beating, niga, virus, nigger, black skin, black person, nigga, almost in heart attack unless you do things in movement.

noa = system; known, knowledge, sys

nua = no; nuaughum, nuance, understood, newton, physics, applied force, understand, sight use or release, no matter, dark matter, this reverts things by what is done.

nya = dangerous; danger seeker, neva, never ask, never (do), never say never or you will do it.

nae = annihilative; not yet, not, non problematic is no, nihilism, this is where he or she makes it perfect with nothingness and then tries to see what messes it up.

nee = knee; knee cap

nie = denial; not you, fictional, knight not, not

noe = nose; certainly not, know that

nue = nuisance; no, way, creature named yet or yeti

nye = correction; wrong way corrected with the right or wrong language that is used for a good purpose.

Otherwise: neve, nevis, never, so never say never or you may find yourself doing things.

nai = nail; not in, banish, denial

nei = deny

nii = sense; denial or nue is nie

noi = noise; sound, repelling force, night seen can negate

nui = negate

nyi = nonexistent; erase, non, not there, absolve

nao = abation; (negated) abate, enamel, abnormal, tooth material, now, nail, no answer is deterred by nature, nayo, never

nio = made; ennio, abeyance, make obey, suicide

neo = embuement; empowered, glow, nov, young

noo = repelled; repelling, unacceptance by creative means

nuo = desist

nyo = cryo; frez-yue, freeze yourself, deep freezes

nau = trap; trapped, navigate, now, at the moments use

neu = reincarnate; reincarnation, gneu, mental, mortal, no

niu = crime; unsought, sought for

nou = scold; no no, put off, dashed hope, not now

nuu = anti-personal; unwilling, participant

nyu = savior; hero, double cross, sword en stroke or cross

nay = unintended; unintent, not, no, unintent, this typical lifestyle is hard to keep so perhaps I should just stop

ney = resolution; value, resolve

niy = cold; earnest, nippy; colder

noy = bother; annoying

nuy = block; no way

nyy = overdraft; no hell, no afterlife, conceal path

neuta = neutralize
neute = newt; bug, neuter, bi-sexual
neuti = neutrino
neuto = special; unnatural offspring, unnatural child, degenerate
neutu = corruption; unnatural fight, attention
neuty = hospital; mental time, wasteful, creative moment

nab = naive; get, grab onto bashful or non bashing considered in use
neb = watchful; watch nebula
nib = deniable; trap, ink pen
nob = feel; vibration, energy difference, no body
nub = action; activity, maintenance, in persistence, newb(y), new person
nyb = sprain; limp, improve in usage

nac = nothing
nec = danger; living, harmful
nic = nice; cigarette, carve, talk, connect, things are understood and allowing
noc = nacht; night, knock, unlock
nuc = nuker; hiding spot, fry cook
nyc = addict; additional need or nicotine, vibration, destruction

nad = null; nada, nothing, zero
ned = need
nid = sorry; reiterate, denied, denial
nod = greet; nod, node
nud = nude
nyd = ride; chastise, unwalk, spare

nag = chide; nag, worrywort, pisstenpel
neg = negative; Attributes that are opposite in idea, form and energy.
nig = movement; worm, anything, niggle, worry
nog = awareness; noggin, brain
nug = panning; gold mine, nugget, bugger, all or not in the order if insane
nyg = ugly; go back, renig, resign

nah = no; gnaw, negative in view, put off denial, this is something like a hole in things or wall area that needs covering up.

neh = quaver; wavering no
nih = annihilate; possibly no, nigh
noh = hold; not close (moment)
nuh = compassionate; passionate no
nyh = denied; attenuate, service denial attack, denied service

nak = yes; naked, allowance, nack, maybe yes
nek = neck

nik = niche; nick, scratch or prospect, this is also a point where the wall is a living mural otherwise. I believe to cancel out this effect is to state or think to the wall, "don't show yourself" or "don't show a niche" and the wall reverts to your creator's will.

nok = position; nock, knock, knock over
nuk = energize; high energy effect, nuke, destroy, incinerate
nyk = a cut

nal = nail; hit, this could be a nail hit or hit to the hand that disrupts some other person's hand that you think is

disrupted in activity.

nel = kneel

nil = transport; river, the Nile, no use

nol = knoll; hill, hillside

nul = undo

nyl = annulment; annihilation, zero, nothing exists, brought to nothing, -

nam = label; naming, name

nem = opposition

nim = nimble; prove yourself

nom = nommy; gnome, years of study, name, nomnom, good, tasty, m unique

num = numerator; nuba, nueba, numba, number, numerate

nym = compute; computer, record of change, name

nan = spirit; no, care, nonentity, nonexistent, the energy of the body or the bloodflow that creates the energy using the soul or soul copy

nen = estrange; stressful, stress

nin = nothing; 9, nine, not

non = empty; known, not

nun = night; noon, primordial abyss, Newton, physics, applied force, night fall

nyn = twilight

nap = hackle; neck back

nip = snack; snack food, little bite, night person, cheese cracker, cat food as dehydrated or wet.

nep = dispel

nop = nope; nothing, no person

nup = nuptial; not possible, noop

nyp = nip; love bite, butt bite

naq = neck

neq = unique; no equal

niq = reach; knight, inconsequential

noq = steal; item, sensitive, death

nuq = nuke; cook

nyq = addict; sensual

nar = tight; narrowness

ner = near; close by

nir = return; point blank

nor = ignore; neither that

nur = nurse; aid, noor, noor

nyr = spot; obsess, obsession, observe, observation, watch closely

nas = drive; driven of it, nasty

nes = nest; complex, nasty, bad luck, negative self known for negative actions.

nis = pleasing

nos = knows, nose

nus = noose; slack, nurs, immerse, to move along slowly, to go and use it up slowly, to eat someone or something,

to ate

nys = disbelief; mystery, disillusionment, distinct disregard

nat = natu, natural; fly, nature, birth, national

net = clean; clear, neatness, very useful

nit = ignition; fire focused to creation, night, spark, ignite, gifted, caigula

not = dare; do, noted event, effect, some or non by interest, note, non use if bank card stolen, something to look at later, denote, not, knot, know this and if aggravating this is nothing but a choke, so otherwise not is a note or dollar. This is a 100 note.

nut = nut; neuter, split apart, asexual, dick (or junk)

nyt = create; creation, weave together, woven

natz = squash; mosquitos, nazi

netz = network

nitz = nitpick

notz = disagreed; recording, wildness, notation, notes, this is where your note taking or creating.

nutz = crazy

nytz = activity; night time, basket, mesh

nav = navigate

nev = never

niv = aftermath

nov = radiant; radiance, black hole, nova, new

nuv = off; offish, offensive, obstinate, bullish, bull, lying

nyv = caught

naw = dismiss; goof, in dismissal

new = comparison; compare, concert, in contrast

niw = made; trial by error, golf, in writing, scream

now = process; immediate, immediately, start; precede, in immediance, at the moment, created point

nuw = newness; feeling, in felt dismissal, mass, wave (of energy)

nyw = art; picture, gift, in knowing, natural use, gif nuw nyw

nax = nakedness; knack, detail

nex = center; nexus, next, after, important point

nix = quit; tobacco, addiction, smoking, smoke, kill, cut

nox = knockout; harmful, night, poison

nux = atom; atomic, gneux, nuix, nuke, great explosion, not really known

nyx = abusive; abuse, unprecedented, uncalled for use, nice monster, incredible, (non) very harmful

nda = lack; zilch, nada, nothing

nde = undead

ndi = undid

ndo = uu; undone, undo

ndu = underwear; undo; no don't

ndy = undeath; undying, unkillable

ndah = clean

ndeh = insanity

ndih = find; in denial, fid, reveal moment, in a moment you reveal to yourself by showing a point or item.

otherwise this is a point you reveal to someone.

ndoh = get; pointed view, take away

nduh = age; in time, incompetent

ndyh = apply; take, compromise, accident

nabj = nab; take personally, abducted person, substance form, abduct

nebj = nedging; neggie, psionicist

nibj = penmanship; pen, ink writer

nobj = adjust; no objection, nob adjustment, setting

nubj = speaker; attentive field made of instance that happen as of elsewhere and be to use the energy

of the act of event that occurs to you. As the current happens the energy disappears creating a null effect.
nybj = abuse; acknowledgement, in denial strike, non used, this is an abuse of power

nall = long nail, denial in innocense or hope is reversed death blow by al and if they want you to die a spirit will live (a woman unusual in nature that is innocent at first and a man killer, after that eats the body as the obsolete being in which you get a child from true life source converts to rape scene incited from the magic influence. This is in the Al nature which explains, so this is why so many are "slnsin" as if a disease that kills from their essence). Abide and they won't kill you as you are fey if they care to work with each other or not, as energy corrupts their true nature in against there being and this creates a beauty that nails and disrupts their nature in possession as by demonic influence. Nothing matters as if not at all and that things in use are against the person, who is assumed to do things and as insane as you did it madness. The sonet effect by the due, effect is in effect of what you think as if a songbird. There is a point in inclusion, that you are a pointed reminder and a scene is poison to the mind, as they are disruptive to hide and in plain site by their influence, as if you try to fight in the mind of the victim even the person. Who is a possible idea that can do in each their own thing and attraction is death, that is assured of the father unless anulle is done in an idea. This is in the end in a thought, aspectus in aspect they are in unseen to the eye and that is done.

nell = unsensable; untraceable, blind and deaf, blind, deaf, unseeing, unhearing

nill = stray; straight, nothing, long river, infinity

noll = slope; mountain, mountainside

null = zero; cancelled out, delete

nyll = result; used or old heater, river, nothing, drought, desert

napp = stolen; steal away, this is a stolen time where you can sleep and get a good rest.

nipp = nipping; love bite

nepp = nepitism; negativity in motion

nopp = shit; not personally please, refuse, refusal

nupp = nuptial; marriage ceromony, wedding

nypp = ritual; rite, crap, good night, good moment, showing pleasure, kiss, passionate greeting

nava = steer; navigation, naval

nave = lich; life stealer

navi = prosper; auto navigate, prosperity

navo = gain; happy ending, happy prospect

navu = cancellation; cancel movement, cancel action

navy = navy; sea enforcement, sea navigation

nawb = capitan; navy boat, agreeable, ignorant

newb = newbie; new at

niwb = place; the return, return to

nowb = roots; beginning

nuwb = incapable; inexperienced

nywb = cave; give in, give to pressure, as novice to apprentice

natt = mosquito

nett = net, connected strand mat

nitt = nit, weave

nott = knot, not

nutt = nutty, sex change operation, break apart

nytt = night

natta = nature, nothing energy, natural

netta = netting

nitta = steal away

notta = notable, nothing, not at all

nutta = two part
nytta = weave, night task, nighter

nogwash = brainwash, convince
nogwesh = brainwesh, brainwaste, braindeath, braindead
nogwish = brainwish, inform, intelligence
nogwosh = brainwosh, brain disease
nogwush = brainwush, splattered brain, brain splatter
nogwysh = brainwysh. body chemistry balance, brained balance

nca = cohort, another person with similar thought for action
nce = inception, drive in
nci = incipient, patient
nco = encor, enclove, group that identifies with a moment by encounter
ncu = icaderi, incerent, incurable
ncy = encypher, encode

n-qach = acid corruption
naia = structure, given
nainto = no nothing, know nothing, unknown, nail into
naisu = thank you
naoign = navoign, nevermind, never no, active (explosive) and otherwise aligned sign
naol = nail (in the) line
naolm = naysay, napalm in the face or slap neigh
naomi = take (it) away, deny amount, remove amount, content removal (steal)
nagato = negate (of), jealous, jealousy
nayn = name, nahalen (create by inhalant or inhalor), creo, creator, creation artist by theory that you think you create
naynle = nameless, creole, creatorless
navoc = a kill, name call, invoke (action)
nead = ceased
neeb = distract, distraction
neeber = annoyance, annoyer
neebea = annoyance, annoyer
neig = anything
niua = nebula; cloud
nigaa = dryland, sunland
nige = black race
nigeria = sunland, dryland
noob = no objection, in common, common
nooba = noober, pest, question persistence, pester
nied = patience, pester
neut = neuter, remove sex organ
noet = Aeturnys, Knowledge, Water and gravity element, This elemental water gravity can effect any water to effect a manipulation of memories and cause action that is desired. This is done and not noticed. This can cause a subtle drug effect.
noir = black
nourse = nourishment, breast fed, drink
naus = nausea
naeder = absent
neal = hacker, personal attacker
nielson = compliance, compliant
niese = sneeze
niesen = to not sneeze
niou = no way, didn't happen

nyou = no, not
naetle = nonetheless
neato = very unique
neon = dark glow
neuix = to null, to zero, to congoro (To speak idea until nothing)
noik = no in kind words.
nuay = negative; no, not, nothing
nuanat = naturally understood, naturally understand
nuatha = legendary sword
nuix = in removal
nuoca = necromancer; death and decay energy practitioner that can also manipulate life.

nuocy = nuruicy, necromancy; the practice of death essence energy direction and life energy manipulation by feel, that is when this is what can be used to work with spirits and pass them back to the grave and sent to the next plane or then thought sent the astral plane by feel.

nuos = comprehend; comprehension, new level, well is done, no otherwise, well this is done or no otherwise this is not done.

nachu = nothingness being
necro = death, becoming, desecre (desecrate)
nada = not
nadt = nothing
nida = neutral, break even, in-between
nodoff = fall to sleep
nafe = neophyte, teacherless student, masterless student
nani = what
nanno = no more
nibeh = kneeback, knee in crotch
nibl = nimble
neck = neck slap
noct = night (by wraistlin)
neto = neato, neeto
neheh = nervous, nervous laughter
naga = serpent human shapeshifter that breathes acid
nagas = water serpent human that breathes acid
nagum = self-conscious
nary = no, (negative) know, keep each you know what you now and what you don't know

Natet = Naturalist; A movement towards nature as though a natural moment. Without drugs and unnecessary things, they are

closer closer to nature. As this is nature acting on the world. This is the need to be for understanding natural things. This group uses intuition and innate ability to get effects, as in making an idea or causing action.

niga = active worm, virus, death
nigga = nigger, nigerian, black person, tie to death
nihil = nothing, belief in nothing, don't believe in anything
nuke = nuclear field, atomic physics, eradication
nilpy = nitpicking; focused with questions that can be too much
nelson = charismatic, name caller, promotion grabber, position, scrabblor
nemo = anymore, nevermore, deep explorer, nothing more
ninyc = impervious, indestructible, destroyer (as by bully from energy)
nimb = nimble, rubbery, raw tissue
nimbus = energy cloak, cloud energy, (energy by daeth), death issue
nomen = name, family name, noun, account, account entry, sake, title, heading

numina = n, numb nut, number, faceless

nummy = delicious, unlasting good taste, disruptive behavior

nym = compute, record of change, change by death of opposite idea with value (knowing)

nunavut = continuation, fertilizer
naestri = detriment to grave, dark by tribulation to seem good after (engraving), create in effect by death spell (by neophyte), deathspell, mainstream (by death)
napalm = volatile death liquid by hot hoola hoop
napot = hot day, it starts as a death and ends as a possible ability as death
naptha = liquid pitch, boiled tar, disruptive energy
naphalamoyl = greek fire, greek fiery mess
necay = necessity, anything possible, negated decay
necessity = any possibility, any reason, anything possible
niclaus = gift giver, tax refund, bylaw, addicted
nichlaus - loophole, sidestep
nicolas - escapism, evade, evasive, evasion, escape
nicholaus - escapism, evade, evasive, evasion, escape
nigla = niggler, information worm, enchained information gatherer worm that is wifebeater, aftereffect before after the leavetaking
nerv = nerve rest, nervous from the neck to cause body disorder and noone after cost, no accost
norm = normal, enormous, slappin justice
nors = norse, dark energy user that kills on sight for worse, dath, death, ancient opposite disable
norscod = norse code, typography send, get wrong to right
norsk = norwegian, tribe, monster
norwood = north wood, geneology, motherland, spookywood
noth = allow, allow or not legit
ness = pursuit, like, monstrous affair in death or no occult
nesti = family, nesting, roach havoc (roach havoc)
nosydjyrod = underdevelopment, undeveloped land, foot shift, nosedive, disruptive distrobution (against you), noe, follow pattern, unqualified perminazation in pacification
nost = not lost, fixative (to dark mood by nothing in mind), unlost
nostra = sniff, in monster (not out)
nestri = nose, perfect, praemental (precientific), predetrimental (mental torture by demons in the head causing detriment to others, predetermined to lie or qualified to detriment but effect none and there will be a none), instant knowledge (instinct)
nostro = nostril, breath in smoke
nostradamus = sight prediction, in apprentice, awning, whatever you do is undesirable by what you bruise (you hurt me you hurt you)
nostrodamus = dream vision, undesirable now, in visal, in thought
neth = beneath, monster that is evil deep inside but good outside, as you describe that monster you become him, sorta like that in wasre
neta = niether, nether, negative, niether, death, ether wisp, really, death wisp
netacilf = nether elf, chaos elf
netarelm = nether realm, death realm
nethi = beneath me, nothing
netwit = net creator, one who does the net (creates with network) and be unknowing
netzueb = seen no internet
nota = notation, recourse, write down, written down
noti = nothing
nerieds = water elemental not use or no focus is thought user able not to manipulate water or not have to believe everything you said that's remembered
nimykria = Nirmal Kriya, one of the most powerful methods to eliminate stress instantly. It takes only half a minute to practice it. Here be how you go about it. Start with a couple of deep breaths. Now start with four short breaths and end with a long breath. During the long breath exhalation, create friction in the throat region. (This be known as Ujjayi Pranayam). This makes the train of five connected breaths. Repeat such train five times and you have completed 25 connected breaths Nirmal Kriya. You can do it standing, sitting or sleeping positions. You can repeat it every hour or

anytime you feel you are drifting into the stressful situation. By Prem Nirmal.

nuremnia = swish, choices, neuracannula, brain stem repair by angelic stimulation

nuremniuyq = neuracannula link, brain stem tap

ness = likeness is not, telephatic

nast = nasty, nastiness, screwed up

nastink = nasty stink hoax

nitr = gliknl(slavic), glibl (assyrian), nitrium, night movement

nitwit = idiot, idiocity, nightingale

notin = nothing

nott = not that, woodpecker, no chance

nottan = scheme, land plot

nottingham = harmful scheme, decreed land

notty = notting, knots, giant woodpecker

nunagy = no or null energy, dark energy or energy that is what causes things to be pushed away yet holds together things by dark matter that uses interaction or area focus to keep what is stable there by idea and things there.

nuppeta = spiritual marriage, spiritual arrangement

nutik = state; nasty stink, nut cake, indecisive

nuttin = nothing to do

nytty = night; disposition, nighttime

nova = status of use

nevoir = forgot; memory begone, forget, underwear

nevnev = nevernever land, time lock, unaging place

nevyn = never (however the saying fits: never say never or you'll do the idea), nothing or theory no manipulation, void

novex = nova, expanding electricity damage ring

novpos = poison nova, foe effect expanding poison ring, this is where you spray poison and create with the energy you thought of killing all the bugs in the main place.

nixi = water sprite with a beguiling song

nazi = dedicated hate, hate activist

nuag = xon, mist, misty, cloud, new age

nujve = newby, nude, nooky, butt crack swipe

nyboe = overburden, stress

nukoubui = levitate

neter = deity use by ore focus if nothing there don't bother

nulle = no rejection is no reason

neha = nasher, teeth cleaning, no use in alcohol careful by watch, belief system, this is the point you work with feel.

nishru = nishruu, magic eater

nasper = constipation

navajo = navajo indian

naebliia = invincibility no dog

naebliia = invulnerable, invincible

neroid = noreid, irresponsible behavior, a negative darkmatter being that can do damage to the mind.

newa = anyway

nutenuf = nothing of, not enough

Ncotex = Cast this spell to start up something as its in process and procedure.

nd = and, not done

ndiinaewiouayte = endocannabis, endocannabinoids

nduo = Enduros; endurance, this is the enduring moment, think to do things with a talent or a natural mindset that isn't too stressed out by the point you do. Think to do what is naturally done, so if you thought you were attacked you aren't assaulted and similar idea. This is useful if you suggest the point, this done as such or some other idea that comes to you.

ntaloe = interloper; intruder, invader, enemy, azaoc (berserk attack)

Nfetae = bug; infestation, fetus creation

nno = new developement, nano, nanobot
nsu = competance, enforcement, ensue
ntamnal = ntamnabl, interminable, a concoction
ntara = interrogate
nth = nothing, no thing, know thing
nvas = inverse, invasive, see but not use it or use it but not see it.
nvinaaayy = invulnerability
nzt = memory, study

P

pa = pathway, paper, father, paw, pipe, protactinium, pap, pappa, paw, paternal, pain, painful moment that creates what you want with realization from what is done.

pe = examined, pea, guided, fitness
pi = natural, reoccurring, unsolvable number, 3.14, pig, dick, private investigator in feel
po = application, peck, pole, post, mail, polonium
pu = pew, plutonium, long bench
py = pig; bring high, page, pie, quick wit

pab = padlock
peb = pebble, small bit
pib = natural, payback (with no regard as carous)
pob = material, usage
pub = inn, hotel
pyb = highly focus

pac = (if negative) idiot; ponce, pack, (the tooth eroder) plack, (if positive) peace, please, pleasing, plac
pec = peck, peace, see pea, small
pic = visualize, picture, pinch, tablespoon, pick
poc = gouge; pock, marking, carving (this could leave a white mark on a surface.)
puc = puck, pucker, puce, bruise purple
pyc = piece

pad = house, paid
ped = peat moss, foot, impede, pedaller, seller, legged person
pid = identification, process, personal identification
pod = podium, stand, speech, foot
pud = identify yourself
pyd = conscript, self-list

paf = made before, family choice, choice affair
pef = mentally assist
pif = piffle
pof = nothing, applied field
puf = puff
pyf = criticism

pag = page
peg = a peg
pig = overtly large
pog = jump, execution, program
pug = overcome, snit, engorge, fight
pyg = a pig

pah = paw, claw
peh = go piss
pih = infinite, infinity
poh = poet
puh = take care, warn off
pyh = memory restoration, heh or hey

paj = book (binding), book
pej = conjunction, in joining
pij = parlor trick
poj = pole stick
puj = compartment, particular in peculiar
pyj = placement, pyjamas, night clothes in life

pak = compression, compress or dodge
pek = peek, energy peak, peke, peak up, top up movement, max point, up to max, max
pik = pike, little
pok = poke, stab out
puk = puke
pyk = pick at

pal = pale, comparison
pel = peel away
pil = pile, pickle, pill
pol = polarity, shine in
pul = pull, pull out
pyl = moment of ambrosia, amberisea religious experience

pam = non stick, oily, slick, pandemic (fear release by natural concept realized)
pem = afraid to go near, skittish
pim = head, head insanity
pom = base part
pum = fist hits, pump, air up
pym = hard work, duly

pan = all, everywhere, bread, window sill, enclosure
pen = peni, penalty, punish, pasn., weight, poison, pean, the pea moment that releases you from all energy programming that you don't want, personal pen or cage
pin = pine tree, find out with
pon = ponder, pony, male horse, put, place
pun = minimal
pyn = trial, pin

pap = papyra, paper
pep = excuse
pip = pulp
pop = authority
pup = student
pyp = paper maker

paq = pack
peq = hidden force, top performance
piq = upset
poq = stupidity, overweight (that leads to overeating where overlarge people eat more)

puq = puke
pyq = curiosity, interest

par = pair; mark, partake, equal
per = dark; moment, mathematica, physical abuse, at moment, for
pir = peer
por = dust
pur = cause; pure, purity
pyr = mask; funeral death fire, black fire, fire

pas = job; pause, poison, hold, payment
pes = shift; peeing, appease, put, place
pis = evolution, evolved human that kills and pisses on the body of the individual that kills you
pos = care; slowly apply, pose, post
pus = waste
pys = rise; piss, float up

pat = pate; pat, correction, forehead, slight hand shove, eating
pet = potted; participate, peat, plant soil, small
pit = hell; plight, pit
pot = pot; dirt, weed, gateway drug, nonaddictive mind drug, potent, potency, it starts with dirt then you get weed and this is a nonaddictive gateway drug. That means its a nonaddictive mind drug with potency, that is legal igf allowed and potent if done right.

put = sewage; pollute, place somewhere, process, put into, put
pyt = incident; intercede, life, talk back, python snake, appliance, levitate up

pav = pavement; pave, cement
pev = pest; pestilence, peevis, pet peeve, project
piv = poison; irritate, irritation, irritant
pov = switch; pole position, switch position
puv = proof
pyv = pivot ground stake

paw = paw
pew = seat; long bench, shoot
piw = conceal
pow = knockout; powerful, higher power, face punch
puw = fighter; dirty fighting, street fight
pyw = concentrate; concentration, consent, focus, concentric

pax = treaty; written agreement, plac/ate, contract, peace, pleasing, please, peaceful
pex = shoulder blade
pix = pixy
pox = curse
pux = puix, pucker; reverse cat fish, smoked, edible yet makes you puke
pyx = high energy

paz = payment; walkway, pave, pays
pez = walk; walking, small candy, pasz, paces
piz = park
poz = pose
puz = puzzle
pyz = comic

pla = apply; last application, play
ple = entreaty; wrist, plead, exemption
pli = addition; inclusion, plight, add onto, Plane: planetary vibrational level. Raise your vibration level by positive acts and thinking to escape this area level. This is done by thinking about the point, then using a thought that this is walking off the edge of the map.

plo = plow; come back to work, always
plu = done; receipt, end of list, plum, bomb; explosive
ply = game; try, plant, attempt to stay alive, ply (apply or plywood)

pra = prey; pray, prayer, circle heal, to pray "near the end" upon by preying upon the innocent
pre = precognitance; apprehensive, beforehand, before, preach by what you say to do
pri = animalistic; primary, prime, primal
pro = profession; professional, for motion
pru = reticent; prua (prudent), prideful, old faithful in yellowstone
pry = steal; wrest away, spy, pry up on the body or object by lever, take

psa = sluggish
pse = perception
psi = sight; directed sight, telepathy, telepath, pressure, as psychic this is a directed sighting with a point.
pso = mental push away
psu = illusion; psuedo, imitation in energy
psy = psi; personal, society, air pressure by what your sure from

palt = scalp
pelt = animal skin
pilt = thief; pilfer, pill this
polt = geist; jump, poltergeist, pole through
pult = catapult; toss, pull this
pylt = shit; pile this, the religious experience, peat

pann = view; pan, pannery, panning
penn = luck; penny, marketplace
pinn = silence; pin, pinning, opinion
ponn = ponder; pond, unthought, mule, mulish: this is a sorta mulish behavior that seems to give what is poor response.
punn = jokester; pun, laughter, as american dictionary a joke on words
pynn = fit; unfair, case number, untested, unready, pine tree, identification, personal ID or this is something I don't know.

papl = payment; holey, pope, papy, papal, paypal, money
pepl = people
pipl = pipeline
popl = poppy seed
pupl = apprentice
pypl = papyrus; long endurance paper, brittle paper

-XXIV-

The nouns, pronouns, adverbs and verbs p3

paps = papers; father, brother-in-law, writings
peps = people around
pips = bad luck; all 1's on the dice, good or bad luck
pops = popping

pups = students around
pyps = rising hope

para = paranormal; psychic, meta, beyond
pera = power of words; third eye, active vision, visual, think to direct the sight by statements so your aware of what your saying.

pira = pirate
pora = poor state
pura = purify
pyra = concentric

pare = cut apart
pere = pre-arrange
pire = fire cloud
pore = stink
pure = animal food
pyre = exercise; healthy, higher energy, pancreas, focused energy

pari = church; parish, shrine, chapel
peri = glass; periscope, telescope
piri = brimstone
pori = ascend; ascending, transcend result, pheromone
puri = enjoyment
pyri = soul

paro = comedy; parody, rock
pero = watery; peroxide mist, healing mist
piro = douse; put out fire, dowse
poro = sabatour; outcry, vagabond, out pour, pour out
puro = purity
pyro = fire; pyromaniac, flam (flammable), fier (fiery)

paru = overindulgent; indulge, indulgement, acknowledgement
peru = peru; the original, dark island, dark origins
piru = acceptance; trust, share
poru = conscious; earth science, nothingness, firmness, pouring
puru = beginning; prime, first, 1st
pyru = demise; understood death, pyromaniac, preservation, restoration

pary = couple; pair, match
pery = sight; vision, peer into, mental sight, peering
piry = volcanic rock
pory = scent; scenting, scent gland, stink gland
pury = clean; purify, cleanse
pyry = laughter; pituitary, funny bone, seal force, good humour gland

parm = loser; target date. parmesan cheese, bruise, losing streak, choice: choices, parameter
perm = permanent; hair style, hair stiffen, stylish hair
pirm = horror; peek, horrify, mathematician
porm = self-secure; drought, language, dust away
purm = purification; purify, pureness
pyrm = wildfire; pyrmese dog, clean death, kill me, brush fire, pyramid, dry fire, dog (death of good)

perma = permanent

permi = permy, permit
perme = permanence
permo = granted; permittance, allowance
permu = theory
permy = autocorrect; law, knowledge, frankly

parn = rejection, reject, despise, freeze, frozen, symbolic
pern = patience, unseen, lottery, selection, unstable
pirn = unequal, identity, internet, cryogenic, suburb
porn = sexual scenes, sexual literature, dirty sex
purn = impure, impurity, puritan, heart, purify, ice, frozen liquid
pyrn = nuke, destroy, explosion

pass = pass
pess = pest
piss = piss, liquid body waste
poss = position, possess
puss = pimple fluid, weeping wound
pyss = appraise, raise up

past = paste
pest = pest
pist = self evolving
post = upright pole, after
pust = wasteful, trashy
pyst = angry

papp = pappy, father
pepp = pepper
pipp = papertray
popp = pop
pupp = puppy
pypp = pipe, waterway

praa = to journey, journeyman
prea = danger sense, preparation, prayer, preach (tell)
pria = suspicious
proa = finding out, to find
prua = medicine, medication,, first aid
prya = operation, procedure

prae = frontier, unexplored
pree = battlefield fight/spar, war, clean up
prie = priest, daemon, messenger
proe = thrown away

prue = prudence; prove to other, pry (sometimes this is with a prybar or asking questions), prudent, prepare, this is where you prepare for the moment where sometimes this is overcharge or you don't react to the moment.

progression; (what) follows, (with) following, advancement
prye = prior experience, energy pry

praing = praying, preying
preing = about doing before
priing = priming, to age in spirit and experience (unlimited)
proing = pro

pruing = robot yourself, robot in ge
prying = to make loose, to see (into)

phat = prestigious, formed muscle
phet = feat of greatness
phit = make fearful, boast, non-physical fight, passive resistance, cold war
phot = drive fear down
phut = splutter
phyt = died out

pracedures = pradcedur, a practical of measure, practical procedures, practical precedurals
precedures = preceding event of durability, pretested idea in action
pricedures = pridcedur, privacy procision event, enduring price, prying procedure (pryii)
procedures = prodcedur, process of idea, seem like a pro to do
prucedures = prudent actions by event
prycedures = event of prying and duress

pral = paralysis, practical, focus point creation
prel = pretzel, energy practice
pril = priviledge, right, idea written
prol = problem, paroll, payroll
prul = collect, your prudence
pryl = many of, much of, wild fire

prall = prabable, pray on able (pray being able)
prell = press release
prill = pre ill, ink prepare
proll = probable
prull = make happen, untouchable, make wild
pryll = pry up, get out, pry out

pram = parameter, program
prem = high quality
prim = most importance
prom = promotion, acting in favor
prum = awaiting results
prym = tight faced, very disciplined

pran = prank, dirty trick
pren = self cleaning, preen
prin = to print, print
pron = tendency towards, sexual appeal
prun = plum, cut and move, prune
pryn = place into, sequence arrangement, hammer (to your head)

pras = ritual
pres = preset
pris = slow activation
pros = professional
prus = old age
prys = pry, wrest

prag = with sense, sensible
preg = with child

prog = active program
prig = piggish, mulish
prug = progressive
pryg = called bad, bad move

pach = heat pack
pech = peach
pich = mirage
poch = poach
puch = burn wound
pych = heat up

patn = pattern
petn = to pet, pet
pitn = pitton, twirl baton
potn = potion
putn = to put, putting
pytn = python snake, python

plak = plate
plek = plead, please, inside
plik = plink, wood slat, plank
plok = splash
pluk = plunk, accept, acceded view by what you did as a point in liufe is acceptable by what you think
plyk = plywood

plat = last attempt, play it
plet = completion
plit = plight, cause
plot = independence, bloat
plut = polute, polution
plyt = trial

platt = picket, wooden slat
plett = complex
plitt = crises, midlife crises
plott = event reason, plot
plutt = poison
plytt = travail, personal attempt

plana = planar
plane = planar bind
plani = planning
plano = planar opening, planar gate
planu = placing yourself
plany = planar shift

prasm = crystal crafter
presm = presentiment, bias
prism = prismatic light crystal, light prism
prosm = rating
prusm = wisdom
prysm = light strength

p'eng-niao = bird dragon

paa = will; payer, papa, papyra, papaya(carving wood), paper, if you put your will on paper or use print then this ends.

paae = praps, perhaps, payee, pay up

pai = payee, pay, pain bearing, bearing the pain that you imagine, think of what you want and the subconscious gives you what you need with use of the pineal gland third eye. Otherwise this is where pai is purport; poo pot or construe what you think, paid then means construance or idea done, this is an example of how the english word got made. So the next point is an idea to use things. Enjoy yourself as you do the idea.

pao = poliwag, a hexed witch or wizard that turns into a creature

peu = smelly, bad scent

Peyy = Positive; peyote, the certainty, certain, this is where your certain of things and sometimes feel good.

poe = pas, poisa, poet, poison

Pooue = pollution, poultry

poue = pours, raining down (like english)

Poyye = copyy, polifics, policy enforcements, corruption, lust

poy = detriment/s, detrimentix, polly, bird, trouble

poywitcreka = hungry (polly wants a cracker), polywnacraka (I am hungry)

pua = As we seem things in use create energy that is power from energy with a human skin as a demon would create with shit and objects, in persuade and power rises as energy use activity by energy that uses the body weight as essence in a point of use in of by what is thought energy in thought by what you would use.

puablo = Real or not its a similar coplayer as a similar conclusion as nothing happend and nothing existed this idea as to drop a person by a single blow to the head in energy isn't as in power by energy blow in some manner of speaking, to use as if by anger but nothing more can create is a natural conclusion. As shortout in a point that energy is no blow overload is what creates in point is a concept that does what in the thought, things by use and thought you did it to you yourself as yet not resolvable till you use the creature that is with your energy as if a thought as thought is in belief. As the thought is believable, as I saw you do your thought is active use is a point by power concept as yet not done as this drops that.

pyy = panty, pantry

paiaiy = perogativ, perogative, self thought by action

paul = steadfast, steady, work of thought

paey = perusal; selection or idea to get.

paco = percep, discerned moment, painkill, packed (in)

pacoe = peace, insurmountable proof

paypy = paypal, payment service, bank service

peace = freak, loner, phycho, lunatic, possesed

perse = perce, perceive, perception (of persecution), execution

pia = pocket

piaro = penetrate, penetration

piarocclair = piarocle, penetrating light

piaroclewyld = destructive penetrating light

pierot = investigator

piezopyrair = piezoelectric, general area energy force using UPF (unified power field).

pious = pious, valor, holy

piupe = dimensional pocket, planar area

pidura = long duration, 6^7 a dura, 4 days

poangu = snake tongue, parsletongue

poikshul = flat drop sound

peek = look, thorough look

peep = look at, view

peat = parent

peeves = poltergeist

paces = tests; testing point/s that you either go through or the machine goes through.

peccary = little nocturnal pig with white collar

peck = kiss
packapr = move
packepr = important, key feature
peckepr = peacekeeper
piccolo = flute
piccalo = live fight
picre = pancreas
podarge = swiftfoot
padma = padlock
pafu = perfume; women good scent sometimes in oil form.
pafuamore = love perfume
paken = pack
pakl = packed
pali = palace
palup = fool, fool user
palupp = power, basic use
paly = pale, paling
pamela = show girl
pamnat = permanent/ly, persistent
pants = buttox, butt, breeches, breechcloth, pantaloons, britches
pawok = patchwork; this is using a patch to attach to a surface area.
peky = guorh, peachy, peacefully, force down
pent = parent
pegais = horse headed great bird
pegeus = human headed great eagle
pegaus = dragon headed great bird
pekiad = peach coolaid
permano = its made of
pinnoccio = living wood toy
pint = not put, put not there
puck = benevolent magical hand sized human
pixi = magical hand sized malevolent human with green eyes and red hair
poe-ts = pocket-ts, shirtsleeveless shirt, beechcloth, cotton shirt without sleeves, t-shirt, jerkin, jaki, vestment
paloma = Turtle Dove
poly = polymorph, adaptable, albert
paysan = peasant
papyraw = wax paper
pupe = gynaike, pet, poppet, woman
pegasus = winged horse
peio = paranor, paranoid, paranormal knowledge, psychic knowledge institute
paraphras = sentence, recorded speech pattern
parful = parfool, part the fool, bad separation, powerful
persistence = as to end (to the end of things), creates a theory that keeps popping up in the mind and in the end its enacted upon.
praful = prafool, full of prayer, happiness, faithful
parnau = fearless fear away aura human patronach with body like energy being tranformation always positive and enlightning to those around and body looks solid till attacked thus it disappears into mist
parnorbe = frozen orb, mass ice bolt assault sphere that assails all in area and explosive ice end
percy = upright, perfectly, perfect
perfidy = perfection, real deal
persian = mystic people

peyre = paraphrase
purpos = purpose
purpose = proposal
patala = depthless undersea
patc = patch
patsy = pack horse, backpack, servant
pettego = ego sooth, calm the mind
pity = piety, sacred area, sacred, undiscerned, panty, beseech
poten = power, influence
putelda = restorative toothpaste
puteldao = restorative fluoride toothpaste
putrubelda = restorative toothpaste
putrubelada = restorative fluoride toothpaste brush
poign = poignard, stabbing spear
poivre = pepper
pazcu = patsy, horse, mule, burden beast
peddl = vend, peddle, sell
polivy = poliwig, evil creature, pole of demon that has souls it collects and you can deal or not as you get things it thinks you want as it collects the things it needs to do things as it does things to get the soul and makes it appear as a head on it.
polyc = plastic, polycarbon; at some point, its polyethylene carbon, a range of synthetic or semi-synthetic polymerization products. They are composed of organic condensation or addition polymers and may (often) contain other substances to improve performance or economics. There are few natural polymers generally considered to be "plastics".
A plastic be made up principally of a binder together with plasticizers, fillers, pigments, and other additives. The binder gives a plastic its main characteristics and usually its name. Thus, polyvinyl chloride be both the name of a binder and the name of a plastic into which it be made.

Binders may be natural materials, e.g., cellulose derivatives cause body reduction, casein, don't have to by feel or milk protein,

but are more commonly synthetic resins. Plastics can be formed into objects or films or fibers. Their name be derived from the fact that many are malleable, having the property of plasticity. In either case, the binder materials consist of very long chainlike molecules called polymers. The vast majority of plastics are composed of polymers of carbon alone or with oxygen, nitrogen, chlorine or sulfur in the back-bone. Some of commercial interest are silicon based. polyethylene be a polymer of ethylene ((-CH₂-CH₂-) n), where the - be a chain, Carbon + Hydrogen in 2 parts chained in molecular form, Plastics are so durable that they will not rot or decay as do natural products such as those made of wood. As a result great amounts of discarded plastic products accumulate in the environment as waste.

It has been suggested that plastics could be made to decompose slowly when exposed to sunlight by adding certain chemicals to them and use a filter. Plastics present the additional problem of being difficult to burn. When placed in an incinerator, they tend to melt quickly and flow downward, clogging the incinerator's grate. They also emit harmful fumes. Gotten from

http://www.encyclopedia.com/html/section/plastic_EnvironmentalConsiderations.asp.

hmpe = uhmwpe, UHMWPE, pleysteele, plastic steel, Ultra high molecular weight polyethylene (UHMWPE), also known as high modulus polyethylene (HMPE) or high performance polyethylene (HPPE), high modulus polyethylene (HMPE) or high performance polyethylene (HPPE), be a thermoplastic made from oil. It has extremely long chains, with molecular weight numbering in the millions, usually between 3.1 and 5.67 million. The high molecular weight results a very good packing of the chains into the crystal

structure. This results in a very tough material, with the highest impact strength of any thermoplastic presently made. It be highly resistant to corrosive chemicals, with exception of oxidizing acids.

pumic = poultice, pumice, medicine cream

panoptes = many eyes

pond = small lake, pond

patricide = bug killing and growth gas

petricide = ant and bug killer element

petro = penetrate, penetration

petroauro = penetrating light

petroclair = penetrating light

penetro = penetrate, penetration

penetroclair = penetrating light

pensieve = memory holder containment

panzer = tank, general, commander

panzy = wierdo, idiot, screwup

parnemo = frozen armor, freezing impairing armor to attacker

perdhro = magical logic, natural luck

permadeth = permanent death

pervert = twisted person, corrupt

pirc = pierce, push through, piercing

port = teleport, picture

keport = portal key, teleport key

piwafi = invisibility cloak

poen = money

poir = pear

pasivvy = poison ivy

poivresa = hot pepper

piccy = picture

picket = fence board

pygmy = small albino elephant

pygmufy = pigmy elephant, white miniature elephant

pilgrim = traveller, stranger

polish = polish

polen = pollen

polynesia = magical country

polynesian = magical citizen

palyng = appalling

polyng = energy nature, energy source

polgara = readiness

pamuik = permanent stick, permanent glue

pempul = prempul, preemptive pulling

poshed = poison explosion, toxic gas body decomposition acceleration

poxy = proxy

pazsu = horse, patsy, mule, burden person

pozy = move on

post = mail

piezan = prison

piezzo = music maker, piano, saxophone, other music instrument

polymof = polymorph

polyv = pole position, magnetic pole

pulu = pull you, silky material from tree fern

pulup = pull up

papw = wax paper
pepul = draw people
pepper = pepper
pipreu = purple haze, immolation, blinding stun, blind stunned state
parcel = paper, package
parcmen = parchment, paper
parlor = business place
parnsu = holy freeze, enemy freeze
parvati = make way, leavetake, part way
pell = freely given, attack
peryton = deer bird with deer body bird head bird wings
pernt = invisible
peter = grind, grinder, dedicated, meter
peterson = banquet, informative
petito = spiffy, petition
patriarch = maledictus ruler
pitoe = calmness
pitue = smooth relation
potato = potato
potfe = black pot, iron pot
potter = planter, planner, clay worker
porral = portal, gate
porpos = purpose, perplex
porpois = dolphin
puta = puter, clay jar
puruma = origination, point of creation
purumal = primevil
purdy = pretty, to bring ruin
purg = purge
pyraa = innate fire manipulation mastery
pyrwal = pyrval, firewall, incinerative fire barrier
pyroaghgrur = astral fire
pyrobarr = fireball
pyrbarr = deathfire ball
pyrocyr = restorative flame
pyrgolt = fire golem, firey self-healing golem
pymplee = coverer, blanket, lid
pctifi = peace time fight; through pact fighting, theres an end point of pacting.
pheng = giant roc-like japanese bird
phag = vierv, rellock, fag, man lover
phil = love, high regard
phita = ninja, shadow fighter, secret fighter
phitu = passivist, pacifism
phoe = phoenix
phoenix = fire rebirth bird, arizona
pl = people, pull, more than one (plural), any people person or otherwise as profession
plain = stripped, bare, basic, stripped bare, playin, playing, square
plainjane = stripped down, basically, basic plain
plait = hair cord, twinned cord
plakshahl = rock or boulder
platina = platinum
plato = philosophy, philosopher
plav = retribute, retribution
plave = placate

plebo = playbook; placebo, something in exchange, replacement, generic (characteric of something)
plino = target slide, continue mechanically, this is where you target a surface with your foot or car and slide along it.
pliny = explorer, adventurer
plui = rain
plesur = pleasure
plum = plu, lead (as if a fix is some concept by relation), a (greater) stupidity (not done isn't thought by preparation), no (creative) in intelligent points of view
plue = plumes; smoke, this is smoking by feel.
pluem = Amazing points of view that lead to disruption, creative in use and art in action
pluma = plasma, feathery or not done, plumage
plumr = plumbing, water through-way, pipeway or a movie scene asa plumber or whomever whacks the persons head is the person that removes the piping
pluto = polluted air, toxic sea, area degeneracy, gaseous area
plutu = plastic, plastiqu, plastique, high explosive
plynot = gamesome; merry, happy killer, (gotten from word ingenious)
plz = plez, please (as appease or fix by the association)
prae = praerie, before, in front, forward, viewed as, because of natural witchcraft, as te totalian of knowledge
praehistin = prehistoric, in-breath
praesto = prestor, presto, preacher, miracle
prat = kid; mischievious, prattle, talk on, food source, creative (no abuse) user and if abuse is stupidity then death
pratt = mischieviousness; mischievious person, food seller, chitchat or talk (prattle)
Preint = president; preempt, preemptor, this is a moment from before, when the old case is brought up, that is done to prove out the new case. Otherwise, this is a leader figure like the president.
precept = precet, basic fact, factual, concept based in fact, thesis and thought
preecanon = through te way into battle
preian = presentation by otherwere or altered idea
preclud = include in, conceive, conception, by thought use
prefixiel = making moment, Make a moment in mind and create things physically.
preggy = pregnant
prejudic = avarice, injustice, no emnity
prejudice = injustice, extreme
prek = protektion right, "an whatever is done, doesn't effect them or me.",
professional technology time in on.
prelat = head mistress, energy grid
prelate = boss lady, high priestess, nominal, solid formation, solid form
preme = premordial, premade matter that is of the light energy and can make anything stronger from the preexisting universe. This material energy can form thoughts and cause transference from nearly anything.
premeir = premier movie effect from premordial material energy. Anything in a premier effect is stated and makes itself form from nothing. Anything formed from premier energy is a moment of nothingness and void matter.
prentic = apprentice, mute
prentice = understand, knowledge, gift, if too much energy this is stupidity
presida = life, consolance, haft act
prid = pride, tiger family, curiosity of a human with a tigers head and human intelligence
prilm = prile, problem, priveledge
primaire = elemental
princil = princiles, principle/s
priretia = private again timely action, procrastinate, wait and do else, perverted and converted
prisc = simpleton, idiot
priscilla = childlike, child innocence
priscus = ancient, old soul
pristin = crystal clear

profond = deep, profound
 profyaxe = prophylaxis, pregnancy prevention
 profyaze = prophylaxis, laziness prevention
 protege = student
 proct = prot, for this or that, self-intention, protect, instilled protection, instillment
 prokt = provider, procure, provoke
 proolly = probably
 propogana = propeller propelled vehicle
 propul = e'n prompul, pull in effect by effort, by effort you pull in
 propulgam = hydrosensitive sex, propagan, big propulsion
 propulgama = propelled in game, game active
 propulgan = an expectant propaganda, activity gain
 provolon = sweet nut dessert
 prox = near, proximate, proximity
 prui = precip, pruiyae, bruise, precipitation, personal ruin
 pruiyae = precipea, precipitation, rain collection
 pruli = except; exception, preconception, preclude
 pryre = paraphrase, sentence, recorded speech pattern or ratchet sound
 prg = program, progress
 prllsc = gate security
 psact = slow action, slow to act, psi act
 psetul = personal tool, schedule, acetaline
 psiart = psychically active art that responds to will. Can be made inactive but reflects a moving scene within a another picture or the same scene yet active and moving. If done right, it can be made into a gate of any means like a living tapestry. One can go so far to get the depicted figure out into real life and they are counted as shades or poltergeists.
 psiskal = psiskill, Any skill that can be counted and measured in a scientific way or means, yet most skills are invisible and effect without notice.
 psimata = psimater, psimaterial, Any material including paper or plastic will retain a charge when a psiball be placed into the material. In an idea it will be "magical" where its only energy enhanced psychoactive materials. The idea or statements directed to the material focus or directed thought will change it unless its "locked".
 psib-i = telepathic link
 psicou = psychic commune, psionic transfer
 psilert = telepathic alert, telepathy trap, person to require an alert
 psilink = telepathic link
 pwn = pwns, love, good, trade
 pwnsop = pwnsho, pawnshop, sellers (trading post), trading (a'et-levais) place
 psych(o) = psyke(mad sickness like mad cow diseases, loco), psychology, mental
 ptireria = private line, private talk
 pzuruio = heal
 pzeugh = pressure relief by emotion relief as you send to the shadows the excess emotion
 pjffuqaiz = hurricane
 pqr = auto movement, personal requirement that makes body movement.
 pzeur = pzweur, prison, hell
 pzrrcalam = hellfire

Q

qa = told, reverse or ne kleptomania
 qe = warned
 qi = expected
 qo = quote

qu = quit; closing
qy = remark

qaa = quiet
qea = queasy feel
qia = personal question
qoa = maturity by feel (by fox)
qua = silence
qya = remark

qae = shrink back, smaller
qee = fearful
qie = quite
qoe = survival
que = line up
qye = acquiescing

qai = very curious
qei = discovery
qii = evidence
qoi = coming across
qui = intelligence, quick mind, quiet
qyi = inquisition, only in a area that be churchlike

qao = owe, own up
qeo = giving service
qio = can I afford
qoo = shock
quo = transaction
qyo = complement, remarked on

qau = quarter, fourths
qeu = cut
qiu = budget
qou = watch
quu = miserly
qyu = attack

qay = afterword
qey = queasy
qiy = quick, quake
qoy = quoy, ship dock
quy = closed down
qyy = smartass

qab = quabber, shaking
qeb = upcoming
qib = quibble, sharp talk
qob = quote person, were life, paraphrase
qub = on the ball, as the right moment is there you can get quick or not in point an click results
qyb = devoted

qac = quake
qec = creek

qic = earthquake
qoc = awoke, quote seen thing (of)
quc = quirk
qyc = quick

qad = strength
qed = queer, queerly
qid = squid
qod = epitaph
qud = imminent
qyd = quid pro quo, equal idea

qaf = quaf, drink
qef = ref , quick ref, warn in advance
qif = equip
qof = drink up
quf = cuff
qyf = quit

qag = crag, quake, broken area
qeg = little dragon
qig = go to
qog = found
qug = close up
qyg = person

qah = equate
qeh = queesy
qih = quiet hesitancy
qoh = admit
quh = q
qyh = qi

qaj = determine, measure
qej = queesy
qij = quite
qoj = close
quj = clue (in)
qyj = evolution, evolv, despotic

qak = doctor, quke
qek = tweak
qik = quick
qok = end quote
quk = quirk
qyk = death impulse, quik

qal = quail, scaub
qel = quell, quash
qil = bird feather
qol = quality
qul = heat up
qyl = write/ing

qam = quam, situation, prob, problem
qem = squeem
qim = combat
qom = quote me
qum = exume, extract
qym = go gym, workout

qan = don't say, don't do
qen = queen, generate
qin = cline, incline
qon = place quote
qun = coon, racoon
qyn = mispronounce

qap = shake
qep = equip, creep, put on
qip = quite, quip
qop = personal quote
qup = coup, coup'de'tat
qyp = go training

qaq = told que, exposed lineup
qeq = earthquake
qiq = expected line
qoq = awaken
quq = crazy person
qyq = quicken

qar = quarrel
qer = swerve
qir = enquiry, quirk
qor = explore
qur = poor enquiry
qyr = queerly strange

qas = gain weight
qes = stomach sickness
qis = implies
qos = enclose
qus = course, accuse
qys = personal name

qat = told that, use energy
qet = parakeet
qit = to infec, infect, quite
qot = to say of, quit
qut = cute
qyt = fuel guzzle

qav = quaver, shake
qev = cave drawing, drawing
qiv = archive
qov = to deduce cove
quv = make sane, quiv, make equivalent

qyv = quiver

qaw = bird hunt

qew = que

qiw = incline to search

qow = cow, fat woman

quw = que

qyw = stop threat

qax = earthquakes

qex = creeks

qix = quicken up

qox = quotes, quotes

qux = crazy thoughts

qyx = make (it) quick

qaz = chaos

qez = queeze, intoxicate

qiz = reply

qoz = cover up

quz = line ups

qyz = quiz, known about

qary = qry, stone yard

qery = aftereffect, query, question, who, what, where, why, when

qiry = womanly, woman frame

qory = quarrel, fight

qury = screaming fight

qyry = ask around, ask yourself, ask you

quesau = fear serum

qirmiz = crimson, quirky, uncertain

queie = quiene, electrical sound

quad = four

quadth = fourth, fourth

quaff = drink

qual = quaill, torture, quality, foul, quail (in fear)

quality = good behavior, qualified material

qualor = quaalor, qualo, visible fear, quality

quam = calamity, condition or a point

quan = qeuntea, quandary, something made into problem and ended

quas = qualification, quality, the fates

quasa = quasar

quasy = krazd, crazy, insane

quel = reduce, reduction

quell = visible reduction, reduce

quesa = fried chip

queso = cheese

quesy = quesny stomach, stomach ache

Quiest = quietest, quiet test, most intelligent

quin = five, quint, equal part, ride, squirt

Quints = (properly quinces), means pomengranite the idea of the forbidden fruit.

quicagair = jifagair, quicksilver aero, poisonous silver that be formed of air or other substance

quixot = factual saying, truthful statement
quiv = quiver, arrow container
quark = cold radiation
querent = questor, questioner
querentbzagh = gpzrr, interpersonal questing beast, serpent headed leopard body with lion hind quarter that loves to ask personal questions
quol = transaction of life, equal line, status line
qhea = healing potion, quick healing, queasy
qmana = quick life restore, mana potion
qpruesce = shard

R

ra = ordained, rat, radium, ray, radiant energy
re = again, she, aforementioned, rhenium
ri = order, ring
ro = row, agreement, be, he, toward (to motion or movement)
ru = avoid, ruthenium
ry = rye, rice; remembrance, lost desire, remembered idea

raa = rapper; prepared, rapper or jailer that can send people to hell as a jail or gao. Calling an angel or guardian angel such as gabriel or david, this will release you from hell. Sometimes saying "make things better, make peace around the world" will work to release you as well from your personal hell.

rea = divination; ready, read or divine

ria = educate; experience

roa = learn; focus on activity, grow up, this is lifelike situation that isn't too real as its a cat's world perception or partial world view. As a cat grows up, they learn and use this perception to help them understand the human words and actions or rowing activity.

rua = education; learned, roach

rya = appreciate; this is where they appreciate you and are letting go of something.

rae = light; ray, spread out, shine, this is light perception.

ree = tutorial; reeducate, reed, document

rie = rile; guilt

roe = rumination; ruiae, work, row, rum, considerance, considering, this is a room in a point that is with energy. Otherwise this is a point you work with and get a rowing idea by feel.

rue = need; want, desire, want by desire

rye = hopeless

rai = rail, fate, reaction, reiki, focus and create healing

rei = before, reisu, power (of life), peicoe, reincarnate, poder, personal power gained by plants and natural means

rii = seek, derive, ridicule, riddick, very good starman fighter, seeker

roi = bump; terra, rocks, earth, girt, girth, false weight, girth weight

ru = ruin

ryi = paralysis

rao = competition

reo = participate

rio = rival, lively dance, riot

roo = envious, early call, grow old

ruo = win

ryo = real quick

rau = exist; raw, this is where your raw in strength and doing what you can do.

reu = use again
riu = get angry, rile, (volcanic) erupt, inhibiting fire
rou = pathway
ruu = live
ryu = depression

ray = ray
rey = breeze, redo, attempted, real
riy = roudy
roy = in control, lawful, policeman
ruy = ruby
ryy = remorse

rab = rabid
reb = shoe
rib = old order, back order
rob = rob
rub = rub, rube, fool, idiot
ryb = rib

rac = rack
rec = wreck
ric = rake
roc = rock, giant black heavy burden beast bird
ruc = bag, rucksack
ryc = fence board, ricket

rad = radical; radiation points
red = magenta, reed, read
rid = ride
rod = a rod, rode, road, this is a point of road working or travelling, so think and you know what to do.
rud = rude
ryd = gotten rid of

raf = raffle, contest
ref = referee, reference
rif = rifle, rift, energy rifle
rof = dog bark
ruf = dog alert, roof
ryf = rift; energy rift or anomaly

rag = rag; magazine, newspaper, story, rage, (a) rag or towel that creates dryness in an area.
reg = register
rig = right; car holder, constructed item, construe, relaize, construct, ring, sonner, circular area, this is like a small holder or large holder.
rog = pact; rogue
rug = rug; woven mat
ryg = regret

rah = head master
reh = wretched, wretch
rih = leader
roh = work
ruh = animal, all hair dragon like creature

ryh = empower

raj = rash

rej = relent

rij = feedback

roj = ratify, signature of proof

ruj = evade

ryj = loss, amount of damage

rak = rake, roach, roak, pest, problem, pestilence

rek = reik, reek, reeking, reich, reach down

rik = line break, misconstrue, rank

rok = rock

ruk = sack

ryk = relent

ral = gather support

rel = relating

ril = bad assumption

rol = round

rul = rule, give instruction

ryl = royal, regal

ram = ram, active memory

rem = dorm, sleep

rim = rhyme, frosty, riddle

rom = cartridge, storage device

rum = rum, whiskey

rym = rim

ran = run

ren = rental

rin = rind

ron = male horse, wrong, jokester, prankster, they

run = flee

ryn = hopeless

rap = rape; raping, terrorizing, this stupidity was possible by use with this is as the rap where there's rape, then a point of a sentence or admittance, this is just as you think. This is ended by a period. That is where you think to feel things, the judge is the subconscious and you know to suggest things. Then you realize things that exist for you by feel. This is symbolized by a rap or other song, so think to know the meaning if you can make sense of the words. This is making use of the sentence and the sense of the point or paragraph, that exists as though the song were written for you. If you okay, then this stops in time, if you its not okay then it stops immediately. Think about it and you can stop it yourself. So that's 'a rap' stops the moment before the point exists by the power of the subconscious. This suggestion stops thins that are sentencing as well, if your careful with the power of the words. This is a moment in time.

rep = acquire, reap

rip = dead, ripe; this is where the body is ripe or sometimes odorous. Otherwise its a deceased body or form.

rop = rope

rup = fleece, skin

ryp = rip, rip up, illegal activity

raq = silence oath

req = quiet down

riq = monk, creationist

roq = acknowledge
ruq = rook, pawn
ryq = forget

rar = advancement
rer = rear, promotion
rir = march, going
ror = order, roar, stopped
rur = avasive
ryr = remorse

ras = raster, earn
res = memory, good luck
ris = unruly, unrulyness, raise
ros = rose, rouse, slowly agree
rus = ruse, false lead
rys = erasure, let go

rat = subjugant, rat, thief, applicant
ret = late
rit = rite, right
rot = role call, practice remembrance
rut = root
ryt = disinterest, right, rite, writ, riot

rav = occasion
rev = review
riv = receipt, order list
rov = grove, wander, roam
ruv = groove
ryv = rivet, bolt

raw = rare, unfinished work
rew = progressive
riw = added to, in progress, worked on, rile
row = fight with, row forward
ruw = tension, tenseness
ryw = body ache, cramp, headache

rax = priest
rex = dinosaur
rix = extravagant
rox = bond
rux = ruix, aversion or ruckus
ryx = dull

raz = acolyte, raze, razor
rez = youthful
riz = order form, contribution
roz = chat, discussion
ruz = confusion, ruse
ryz = lost

rla = relax; relate, prelate, at length, law enforcement

rle = leave alone, relist, list again, re enlist, relent, amess
rli = relive, live again
rlo = reloc, relocate, remove
rlu = relouse, lost again, lose again, real loss
rly = rely, really, realize

rma = ream, remake, make again, remain
rme = rm, remove myself
rmi = positronix, remix, mix up, remittance
rmo = remove (other), removal, disposal, dispell
rmu = stain, remore, a ring on a cocktail table
rmy = remember my/mine

ralm = been around
relm = realm, existent place
rilm = riled up
rolm = roll up
rulm = set rule, law
rylm = royalty

rant = raving
rent = tear open
rint = print
ront = pronto
runt = scrawny
rynt = magical writing

ramm = run into me, meet me, scale of active memory
remm = knock out
rimm = rimmer, black bird with overlarge bird head humanlike feature and a hunger for brains
romm = storage, memory
rumm = alcoholic drink
rymm = knock down, rhythm

ramn = ramifications, rammed
remn = remember, reamed
rimn = rimmed hole
romn = roman, roaming
rumn = rumination
rymn = remnant, remainder

rann = haughty, not run
renn = house
rinn = fruit
ronn = right
runn = steadfast, capable
rynn = hopeful, control

rass = brass
ress = dress
riss = sluggish
ross = resistant compromise
russ = trash man, wuss
ryss = unnoticed loss

rauen = study guide, focus guide, a rave in idea by what you mean or do.
raiar = chest cavity
raien = retention
raian = aftermath; raienaqa, water retention, water weight, body bloat, this is just an idea nothing else.
reatyae = absolutely, reassessment, ressertification/s, ressertified, reattired, attired
reiae = reiatsu (spirit energy or force) or spirit energy that is like a ray that's focused to use this by feel, that is with idea to use the senses. the point is recorded by the idea being written then displayed, sometimes as anime or moving japanese animation.
raun = return; brawn, this is a return of feelings or brawnlike actions.
rauna = rejuvena; rejuvenate, this is creating a more youthful appearance by feel. Think about it and your doing activities, or active movement otherwise known as exercise. That is walking or heart pacing. This is excepting excessing heat, so think if there is excessive heat to do things indoors or inside the building.
raynt = reticent, resistant by feel
reic = resilience; health, overall health and this health is mental too with ability to do things with memory.
reid = reed, red, rede, fate
real = regal, noble
roea = rora, repara, again pair action, repair/ing action
roeyi = republican; selective group person of elects or election party
roia = repira, magick; irrationality, fire made action, agan, this is pyromancy by what you think to do if you are needing fire effects. So if you don't, then you get a generated by the energy effect which is magick.
ruaye = recondition; change of the brain and body, if you relate with them you instant change of body and brain, happy feel or change of mind
ruua = regulate; regulation, this is used to regulate the idea, eat some mini marshmallows and you feel better after generating what you feel if electricity on your arms.
ruun = return, this is to return something into play by feel.
raidho = raider, travel
raikiri = thunder break
radi = roadicy, redundancy; reduntant or repeat, otherwise this is radioactivity by radio activity or frequency modulation and amplitude modulation. This is a radiation point that's recorded and possibly from a smart meter.
rariuy = retributive; alienating; creative purpose, a creative purpose that destroys and reposes idea and makes destruction occur or death to the point.
Rasp = rough file
reactor = power generator, corrant
read = fate, occur, occurrence
remnir = seminar, long speech
reasyr = mental compliance, reassurance
reegah = regard
reegahcli = close regard, scrutiny
reiki = healing energy manipulation
reyu = relaxing; this is done by a point you use to relax, and then create what you need by energy influence. This happens without stress. So if you don't have to worry over things, then you don't worry over overdoing things.
reus = reuse, reusable
rebeka = rebecca, rehestory, again behest of story
reddy = ready, reddish in color
regis = rich, riches (regisix or regise)
reke = kill; kill rival, killing riot, reak
reno = against; again number, dejavue.
reread = reoccurrence, reoccur
ressert = reassert; rea (disease notice), reaifuae (infactuate), ressertification, reassert, reassess (disease noticement)
resv = reservation; is reserving, ultra-rezv, itrarevaaro, Antiaging wine drug effect in life effects that is how to get things and make what you see as an energy key is use by feel.
Revo = undisturbed, revolve, revoke
rewq = symbiant; sense by symbiant fungai that that allows emotion and body language auratic sight, rook

riht = the right decisions; the decisions that are made lead to a better future, that we can view or seem to be in as our spirits or souls allow and things are corrected at the moment by the feeling you get from what you see or sense.

riit = intimate; riot, Rebirth, this causes insanity and the rebirth of the soul into a new body. riot

rion = inner field; reincarnation, this starts as paralysis more suspense by inner light, suspended or released, eventually in this idea energy causes birth as an animal or person that is built up energy and eventual user of idea.

riokio = real death; kill rival, death dance, killing riot

roifig = terraform; bump formation, area change, this is a change of the surface of the planet or area.

rouf = rowdy; rough, raw, rawness, roughly handle

roufpyro = roughfire; rowdiness; wildfire, diamond, glarish

rueta = coach; in spiritroach

ruetahum = spirit coach; human spiritroach

ruev = football; receive, received (ruevo), receiving (ruevy)

ruirsis = scene; railroad train, destruction, wreck, bomb

ruit = touchdown; roach ant

rube = score; rubic cube or rubbish, garbage, trash

runstago = Run state go. 1.To run about, work or something similiar, 2.state the effect and 3.sometime go to something else but you don't have to go. This is something similiar to a sta go or to stay away or stay and go 'to destroy somewhere else'.

Before you. know some more.

race = playful; hurt, painful, pain

racecar = torment; torture, abuse, misery

recev = perserverance; recieve, reception

reckon = interesting; consider, think, know, this is used as I know or I reckon or I guess.

recyl = recall, understand by remembrance, recycle

radon = raid on the area; rn, glow-in dark and healing radiative in low doses element, highly radioactive element

riding = remove charm, ride mind

ridikis = ridikulus, laughter fit, ridicule

ridikulus = ridicule, laughter fit

refka = held; hold off, energy reference, energy guide

rifka = drain; life gate, energy rift, gate, referee

ragnok = ragnorok, final devastation

ranma = disorderly or disruptive horse or beast of burden

relyy = reality; brag, things or people that are there, otherwise the idea that is there.

remer = rumble

rembrant = mad genius, mathematical artist

renna = missionary, ambassador, mission, runner

rimda = sign; dream vision, visual point, challenge, this is a challenge to understand as you use dream visions to communicate. However this stops as soon as you think no more or stop for a stopping point.

ringer = natural; control, attention getter, lucid, this is a lucid dream point that ends as you think to wake up.

Otherwise this a natural choice.

reducio = reduce size

rasputin = dispute, disagree

resputal = argument; resting point

russel = rush in, rash thinking

raven = attack; strike quick, blackbird, magic bird, ravenclaw

ravir = plunder, loot, steal

reli = attack; rely on, relief, relic

relat = relationship, relation

relation = relatively known

relatiroa = belate; related, end point, marriage, relation

relatamore = love life

relmcoy = genuine, realm by cruelty

rapot = rapport, mind to mind connection

reptil = reptile, cold blooded animal

reve = reverse
roneme = wrongful
rage = shirt, pass, calm
ragu = best sauce, spaghetti sauce, badu
rageina = calmly direct, stubborn, calm action
regard = spec, spic, look, see
rigos = ward
reparo = self repairing
reptilia = scaly, hide or no use
reptilio = scales, scale-like
resembl = resemblance, use felt or no, greed less
resis = resistance, otherwise is ether
resisach = acid resistance, ethi interact
resisilp = disease repellent, ethe usable
resiscol = cold resistance, etha concept concert
resispyr = fire resistance, system use on or away
resislitc = lightning resistance, seenin am ma or see user your creativity is created equal to the area yet is blow or stab so don't touch after I think hit you.
resiselm = all elements resistance, sein or sine wave use off or on
resum = resume, continuance, useful
resume = excuse, exception to resuming, written work essay list
resisloa = lower resistance, any magic susceptible effect increase
respia = respira, dying breath, deathly breath; it can cause one fit of action that seems like dying
restoramej = minor restoration
restora = restoration
restoramaj = major restoration
ratt = rattle
rectv = reactv, reactive, ultra active to the moment, build-up
retir = tired again, abandon, retired, kill
retire = flee, leave alone, retirement
reto = restore; restock, ristor, resister, crystalline resistor, redo, this might be a drug use that restores the brain and creates as this is a point of recall. High fructose is such a drug that is sweet. Where in proven rat tests, the rat always needed the high fructose laden food.
reverd = reverend, honorable one
revtsu = reavtsu, referm, reform, reformation
riod = ordered event, ordered song, sheet music
rifkaqo = watergate, lifegate water
razl = razzle, startlement
razldazl = startled impression, impressive
razlfrazl = startled distress, frazzled nerves
rfu = refuge; refugee, refugees
rfurbli = refurbish, a point of pause
repas = focus, thought expression or repast
repy = respite, respite; a break, release, rest, relief, this is a relief or break by feel with respite from things.
reqs = requisite, require, asking, request
reqsp = requirement, spell ruin
resistant = immune
resp = response, personal memory, conscious (response)
rooyed = persistent ruin
roost = caged living area, home
rouge = red
routra = trajectory, reroute
royce = short range sender, transceiver
rocky = show, rough nature, display

rocker = volcanic reason, reason is use thought or though please, use is the body as a trap or the use is area seen. say as you see as activity is the place you think as use of decisive weapon, this is no duel so you see I am sorry I have to go or use is interest. So no disinterest is theory nothing is the thought.

roger = agreed, acceptance, accept, acknowledge

rojo = redjit, readjustment; readjust, rebel

romel = garbage

rombe = memory, simul, simulation chip, aforehand

Riu = (volcano) erupt, inhibiting fire, to release as viu is viable or v=I i=don't u=go e=energy or not really anarchy, see dad means dead or use is cool, mom is fire or rite of action is use, divshare is to activity = So yea no divide is thought to use or use by theory is, use is no by fractals or thought is create with mediafire as a hook to use not as remise is use as a user is theory for fun edward is fun cool. See your idea is very far fetched so I created it there where you are to test it and found no use for it. So you can create with it by thinking "valheru" or destruction, this is use or no abuse though so energy creation is what you see by some area is dead. This is not in somebody that is there sometime by use or created area, not unless by feel is what you see or get is use no more. The area is cool by depiction or use is theory by purity, create activity by thought imagination so energy is rom activity to the volcano to cause what you wish.

See I will go now or paar is easier nothing said than done "paraphrase by paragraph" is no parent or of paranormal use is some body to use, seen as you are some use see if to keep you live or away as "partridge by a peartree". Think in or not use to use idea or effect, seen is the warrior celt clan or the focus in theory is use. See to mesmerize or creature productive is concept not always mesmerization in use. See en is purity by purify or this is feel the user seems creative by the use so this is create by use. This is no insult this is useful area feel.

This is the tune or too busy by world effect is hit in head dude thats right dead. You don't have to use it. So to not use it "use or not" is the word or wormhole, closure is connection by the wire concept safest in wire by pulling back on a wire or body there. Say you are asking for too much trouble as you are awake, as thought you effect to the feel this is by what you think is too bloody, damning or obsolete to not use un alter. Say as your aware by feel or focus is energy with ohm. This came after ohm or the roost, so you see the body didn't rise. So the area was not useful where you think magic not use to make something up to cause cool story idea.

rins = rinse off, water rinse, seen is use as rise is too bloody.

rose = pink, a rose, risen

rosee = dew, seen water to myst is form by influence in by use or the light of the body is the eye formed manifestation; if therefore thine eye be single, thy whole body will be full of light so water is the drinking, no hit is see not alohol as no alcohol is no as left the body work the will see thy wills.

rosy = rosy, rose red, soothing red rose no thorns

ruinyi = recognition, recognize

ruucaem = status "aloha", as real user feel.

ruucaemhir = higher status, see to make use by thought by thought cool or calm, see to some the spirit as collective energy near a chi wall or see energy near the wall is with energy to us or spirit form to others. A moment so you don't get confused or read his stuff if insane, as to avoid getting him arrested by theory, subconscious make to not use.

ruupyrecaem = focused flame, focused hot use in area

ruucaemn-z = social status, no stop right there

ruly = ruling, additional meat not human not unhuman

Rumie = recommendation/s, suggested idea that is put into an idea list that sometimes uses rumour or think of other things such as a point.

rumbe = rumbel, fight, rumble, rubs

ruhshyq = familiar

rivulet = water stream

ryvice = ice bolt, ice charged energy bolt

ryvpyr = fire bolt, fire dart

ryvsu = holy bolt, life restorer dead expellive

ryvsuoll = holy bolt storm, heaven fists, life restorer evil expelling storm

rowan = reminder, protection

rywej = body ache, cramp, headache removal
raser = shave, weight raise
ryti = written, disgust, writing
razer = cutting edge, shaver, hellish nightmare
rgat = Reverse gate, move gate, activity by gate
rhap = rap song, rape
rhapp = head knock, hit, knock out
rhaps = rhapsody, melody, rhythmic song, spell gate
rhapps = wraps, wrapping, bandage
rhe = rheoy, rhetoric, rhetorical, nonsense question, deluge
rhea = rheact, unbalanced event, rhetorical event, nonsense action, nonsense reaction, dark matter world that is entered through the moon gaze and wishing upon the moon to be there. Otherwise the ideal meaning is strange.
rhetoy = rhattoric, pretty bowl, fish bowl, slip (sheet or slippery surface)
rheिता = rhetorical interaction, banter, joke routine, time wasting moment
rheqiz = rhetorical quiz, repeated questions in different view, rhetorical questionare
rhad = traveller, road travel, road trip, wise man
rhode = surf, water float
rhodes = island, inset area that is an land mass
rhu = traveller, rhad
rnt = rent, general audience
rnig = go back over, back out, review, recover
rrtuacor = rare to a core, very rare indeed
rse = arse, ass, fanny, yourself
rsty = resty, rusty, rest, rust
rplua = replicate, replication, carbon copy

S

sa = shake; like flavor name and sa, otherwise its saw, hot, heated, say or save
se = selective; self, selenium, she, said, what is said is a point made by actions, nothing much more than that.
si = still; yes, sib, instill in, silicon, to require, yes, sit down, shit and release, this is where you give a shit and seem to care for the point that's there with no bad feelings.
so = discharge; snow, discharged is the idea, that you do what is necessary and create what is needed. Otherwise this is a melody, yes, include, realization or freed, also, use (I gave it a point up from the hell hole) by a shot, tie up, yes, shot or holiday doctor, holiday over, so: corporeal soul, sometimes this soul is formed like an item is written to from genetic memories being inputted then stored, otherwise this is an idea that the creator of our memories made up to appease himself by feel. A soul in creation is what this is, so think and you could get what you want. Stop otherwise doing what you feel with this so you don't get into trouble.
su = sunlight; som (magic known), super, devine, holy, some, slowly use
sy = psionic; metaphysics, guess, personality, personal misuse, misusing things, sanctimonious, feel safe, wisely, psi, sci, science

saa = situate; setting up, solidate, set sail
sea = spirit; sea, seance, ocean, self voyage
sia = self
soa = next; so what, what else
sua = well; assuage, self discover, sooth, smooth (over), swade, persuade, god action, summon (effect, event or action), impulse, demonic control (inner demon revert to spirit) then nulle worm form
sya = seeya

sae = settle
see = bye; set aside, begone or begoeth
sie = Identification; I.D., fear for, pass
soe = bike; cycle, circle, solace, energy storage generation, peaceful solution, peaceful area

sue = sewer; bad scent, bring against, pursue, pursuant, actively do
sye = outgoing; active lifestyle, in activity life as you go (sorta not eating begoth noth eath begone)

sai = ritual; rite, sought in, seraph, satan (keeper of demons that situates things you need) uses lucifer that is what you think

sei = spiritual; sign, semi, shaman, set in, use out
sii = contract; pact with nothing, that could be the sea or outer space
soi = thin; soil, transpire, transpire, transact
sui = suicidal; self death, suicide
syi = bade; heavenly, prognosis, seven

sao = devastation; catastrophe, disaster, seen of
seo = passed; pass away, ignore, ignorant, shelled; this is where your hit by blows.
sio = judge; give judgement, will to, know to
soo = fatality; fast acting, fatal, misconceive, off target, sister, sorrow, unoberatio
suo = vehicle; bring upon, summon, create and begoeth
syo = chaos; expressive, sigil of cause (sigiel of calamity as calmness in chaos sane), this is where you state or instruct iron or steel to create through energy and your able to make what you need by intention.

sau = savior; hero, distinguish, realize, set with the creator (knowing of idea), ideal listing, this is not satan or whomever since there really isn't a religion
seu = pursuit; angry, show spite, sensory, Senses; This is done as if an idea to existing things. Sometimes existing is living with things and working by the senses that you can use as feel.
siu = saturate; pee scent, know of, reknown, good guess, situate
sou = sow; soul, soel, the turn sideways in idea of a compliment, pig sow
suu = sucker punch; make pay, force payment of, reminder in and only by earth, think the use then think you change what you see or when you are aware, yu is cool
syu = endpoint; van, ensue non, continue or not is what begoeth means and you so stop, the pressure is the ocean to area feel, end use

say = thought, thinking to speak on, original artifact (energy or thought goes into copies) or gone, a trick think your not in hell then the creator dissolves the work or worm form then dies as the form goes out then dissipates to particles

sey = truly; true, seyance, mental area scan for answers from spirits and responses, end user, punishment, non eternal is ne punishment, otherwise; sey: saying, told statement, factual statement as fiction made true
siy = stillness; with life to death by choice (you don't have to) you can study the area activity then think you can see or detect what will happen the you know by the creator or not.
soy = soy bean; release, bean or realess of me or use is others ideal
suy = smell; butt scent, swipe, usually, necessary and not if undone, then you can think to the area the area conscious can create or not identify with you so you are awake
syy = mark; mark on wall, impression, dislike, wildlife, area I last remember ruled by ruus or the badland rule that is area around the worm area with the circulation of life you realize then are near until no longer allowed in hell.

sab = grace; save being, saber, curved sword, curve, instant sabotage, wealth or area money circulation that caring seems water or energy flow that is water seen with air flow to live in to live or work

seb = silver-blue sea bird; sea breeze, aeen view, seen viewing, thought use by feel or area you think then release or realize

sib = sibling; friend, bleeding heals then loses excess
sob = cry; sobbing, bastard, inherent, inherited concept that is thought to use or not
sub = beneath; underneath, under, under the bridge, lesser uses or creator creative
syb = birth; out of way, stillborn, so that will be what you will want it to be, gnaw what you lifetime or work to love

sac = buy; sack, immediance, sake, scare

sec = sudden; suddenly, sequ, secure, 2nd, second, follow, come in after in later, suicide
sic = psyche; mind world activity that creates what you intend, psych, mental, sicke (or negatively sicken), scareb (death beetle)
soc = cope; negative thought, sock, sex
suc = such; suck, suck in and out (sucked out) or not there (unaware or less aware), I swear to no attack or not attack
syc = sicken; sick and you do as don't realize an idea and take inherent responsibility, stupidity (as in gerbil) or object intelligence, by feel

sad = shade; sadness, shadowy, dark place, shadow (following), area that is dark or your not seeing as your with limbo (hole or near area) this is dark near the ocean bottom
sed = permafrost; seed, sit, be still, said, sediment, trust magic (say as magic or not truth), no obstruction or no use

sid = sidesaddle; side, sit, be still, beside life as you create you undo what energy is a source by feel that is unliked
sod = soda; lower class, poor person, shouldn't, pity (with not as no back down or no area your near is darkness)
sud = persued; sudsy, sudden death, art of idea, art of life, sight with missed event or sight by feel
syd = dreamcapturer; this is with sydh or created area, where the area is seen as personal space that is where you think, that you see around you that is you see you think or gnaw by area feel, withdrawn internally, internally drawn energine (engine), largeness (of the first witch in nothing but one moment and thought makes no abuse)

saf = (security) safe; roughhouse, weight of disturbance or area rocking with feel, feel
sef = satiation; self in-fulfilled as inset in area are by something said on by denial is all right, set energy field (weight removed as necessary by focus is energy to the will of what is thought in sanity), soot, glut attack, unglue, big fly or area flies you can focus to cause with air or water flow to move with a thought pattern
sif = sniff; siphon by energy to seem or give back as necessary as energy returns after sent and other use in some glut release, channel in erupt and energy channel flows along the line of the land and nothing wrong, so free or not is a set free moment otherwise you are not

sof = sofa; soft, softness (not done if not necessary if spoken), this could become as necessary on thought or use water to create off thought

suf = surf; suffer, burn rubber, energy burn outset trash in a heap, or area you realize your body is by area location

syf = shifter; this is with mental focus (shock and chemical gas heap otherwise), sniff or not is not important, erosion and not is nothing in creation except your area by feel that is a place or area that your use to realize is not drugs the creator is causes or clean as you were realizing earlier before as the brain aware is conscious that is area aware or energy aware sometimes not to be a plant agent. So the area is focus your area is music curative or feel drug in indian culture. Realize who you are then you can stop, always remember your nice.

sag = to sag; sagging, unwise, this is an increase in weight and stomach hang, otherwise you sag until you realize to exercise then drink water, sagging, then create and use energy effect fuel or energy in air by air feel or arewa otherwise with water pressure, otherwise sagging if unwise.

seg = partial; segment, segmented
sig = signal; pipe, smoked tobacco or no smoking, (no use smacking), sage
sog = rain; soggy, hit out or trick out, slow program or now gone experience, this is the subconscious trick to think your conscious aware to see with the worm form or you work with idea condition with the human form

sug = suggest; sugar, this drug or substance allows you to create by thought in the feel you have with what you think (with no actual medicine or medicine), surge, form, remembrance

syg = signalling; signal (to everone or someone that you think about), signet ring, dupe and no assault or explain as thought if nothing was wrong or wrong is corrected by the creator

sah = pilot; pli, plain, plane, world, plight or work, workout
seh = animal; sealed fate, syld, client, field, (Sylde) that is the area point I thought to exist then realized the area is energy shaping to appear as I or you wish you not in hell for bade response or not in hell for the good that you can think.

sih = clone; natural, be better, act cool to work with others or your not aware to be or seem here
soh = scenic; soul hold, area feel, sought after area, you think to work or see is there to your thinking that allows thought or area you think.

suh = such; sudden hold, worked with, think a point, this is a breach with the area to see the outer world of the planet

syh = sith; darkmatter clone, gain attribute, feel the point, attributing to the idea or use with the area is feel she or he does not have to share your [hell] vision

saj = jack; rage, realizing you failed what do you think otherwise sage to cleanse

sej = warfare; siege, create or think

sij = certain; tested ability, certified, allowing to work, everyone

soj = music; practiced song, rote song, created rite or song use, rite

suj = shrink; idolized, created area use, regular

syj = syringe; squatter, no ability, think then the creator allows use, (the worm isn't your creator its dead by your feet)

sak = alcohol; sack, bag, concerning, sake or rice wine, sake

sek = focus; seek, seeking or creating, attune, attunation

sik = clean; silk, sink, ill, sick, think fix then the creator fixes

sok = soak; area bath, cure

suk = (sudden) kill; (hell worm) to worm body person, this is a hell being, if you get targeted by your worm body think your not a target, deadly use, forsaken, suck, pull in then think to create with water for larger weight to lessen weight, lessening in effect that you use to create with by the feel.

syk = (Rx) medication; made use, mentally sick, mentally kill, think focus then the created area energy or creator creates or stops that you stop to use, some bath house bathroom stop by feel so you rest in peace

sal = ability; sail, see and set for, life is to observe or work, work with otherwise, talent, the talent is ability to do what is necessary and you create as you intend the result.

sel = seal; salt, usually feel is the salt water or area you think, payment

sil = deflection; reflective, creative area idea, paid

sol = self; sole, sold or creator created, this is where soul is use or area activity, insight

sul = sullen; continue with purpose, think to not go too far, incensed room, incense

syl = legendary; amazing ability, amazed, maze ability by idea with feel or the senses

sam = like; li, same, see your whom you really think you are possible with life you think you next lived

sem = repair; seam, think use, sew

sim = simulate; seem, monthly, by month, thought area concept to control by suppression so I think drink water if you eat too much by area feel or creation is what you think

som = seeming; seem some, correction, think to not get too near until viewed or thought clean, same

sum = summation; collateral, a sum, assumption, chart, this is where your area creative by feel

sym = group; mood, bring together, together area feel by area you sense as you think you realize is normal manifest or worm manifest

san = super; sahn, shan, sanity, see, think, view or work with creative approach that you care to change

sen = third-eye; this is the pinneal gland that makes you aware so the illusion of light, scene, dillusion is known or if you kill this is death by illusion that you don't believe yet kill by seeing from what the creator allows you to see that I see truly what is there.

sin = exactly; sign, since, science, peace, ambience, coping energy or cop (copy) meaning thats synonomys, symbolic to awaken with the area you see to get over time you see or think by feel, time lapse moment in time

son = audio; aud, shown, sown, sound, phone, soni, sonic area use (focus to use this idea) or soundwaves with the area you focus to shift as you think to seem somewhere or be thats not beat except a music point

sun = ray; sone, a sun, star, soon or aware your free

syn = sin; single out and target if in a bad mood, seen sign, bring together (that much force), sync, synchronize or allow to live after you see to work with in harmony

sap = cleanse; sanitize, this sanitizer can sap or drain of parasites that firey energy cleanses you of when you use water by feel

sep = hole; seap, slow leak

sip = empty; a sip, sipping, siphon (drain away)

sop = sopping; absorb, absorption

sup = answer; what's up, soup

syp = suck; sipping, straw

saq = silently; cancel out, self-contain, no emission, sacked, estranged

seq = medicate; sequence, being quiet, sick

siq = sync; synched, soaked, this is a paired point.

soq = bath; soaked, all wet, quiet melody, wetness

suq = muffle; mute, use quietly

syq = knowing; telepathy, mental link, net

sar = construct; constructive, sarcasm

ser = unlock

sir = family; sire, father

sor = bird; sore, thrown, soar, throwing, let fly, fly

sur = moody; pan, sour, bad mood, surly

syr = homemade; had made, syrup

sarr = sarcasm

serr = lock

sirr = stir; man, sirrah, this is a testosterone point.

sorr = misery; sorry, miserable, sorrowful

surr = sound; surround, surrender

syrr = styrofoam; cerr, sire, father

sas = sassy; sass, harass

ses = cease

sis = assistance; train, sister, assistant, assist

sos = tap; tapping, morse code, request for aid, help, slow melody

sus = worm; search engine, crawling, wor, crawler

sys = control; government, mental domination, system

sat = missile; sate, heat seeking, sensor

set = congress; vote, seat, a set

sit = website; program, brainwash, intrusion

sot = assassinate; sought, bullet

sut = divert; suit, become devine, soot, ash, shoot, manipulate, this is a turning of the point through manipulation of the magnetic fields. think of a magnetic and that is what turns quickly the metallic shot. this is a point from the past.

syt = shalt; will, shall, should, seek mentally, mental picture, site, sight

sav = request; save me, serve, server (sava)

sev = cover; sieve, sever

siv = setting

sov = settle; nudge, shove, bardic music, song

suv = sight; panned, panoramic

syv = othersight; this is third eye vision.

saw = slice; cut through, saw

sew = bulletproof; sew, protect

siw = saddle
sow = hypnotism; hypnotic melody
suw = conquest; sudden win, energy shell, astral shell, this is a shell where the spirit creates what it knows.
syw = seal; psi shield, mental shield, this is the aura that acts as a shield and creates what you want by vibrational waves of energy.

sax = decline; saxon, celt
sex = six; magic (physical type)
six = changes; psychic, sex, routine
sox = gets; to win, to gain, this is where you think and have no gain in weight.
sux = sucks
syx = smokes; styx, death

saz = warzone; ware, torn area
sez = equipped
siz = size
soz = musical
suz = sacred; holy area, shrine, church
syz = conscious; brain, mentally aware area

samm = merchandise; discount warehouse, tank, missile turret, armored turret vehicle
semm = professor; teacher, professional, semin, seminar, semantic, glorified acting
simm = talk; shared memory, memorize, slow memory chip, slow memory module
somm = sleepless; insomnia, insanity, incompetence
summ = summarization; summary, sum, summation
symm = rub; psionicist. psi master, good psi behavior, enlarge

sca = scape, area, sea escape
sce = double effect, efficient, double effort
sci = scien, knowledge
sco = scop, see, scope, score
scu = scut, scuttle, scoot, move along
scy = scry; scythe, active affect, epilogue

sfa = sphere
sfe = brutal; high star, consume, there is
sfi = sulphur
sfo = metaphor
sfu = spire
sfy = tool; man toy, computer, (in) comprehension

sha = sherpa; progress, man, share, shake, shock or shake up
she = woman; great inner strength
shi = account; fire, trust, shy, am, is, shit
sho = shape; show, movement
shu = quarantine; atmosphere, shut in, kept
shy = scandal; large woman, her, scared shame

ska = displacement; displace, dismember, skate
ske = lift; skie, ride
ski = skid; ice glide, skii
sko = price; strangle, skold, ugly
sku = missile; control to a halt, skud, skew, interrupt, this is where you slide in a controlled glide to a halt.
sky = sky

sla = slain; enslaved, slave, slay, this is where they were enslaved until they the slaves used hex magic on the owners.

sle = lay down

sli = slip; mud fight, sling, sliding, slippery, this is where mud slinging or giving out details occurs.

slo = slower; decelerate, slow down

slu = slewn; slew, slaw, slain, sloth

sly = tricky; slippery, hidden from view, shade, sleep

sma = small mind

sme = smell

smi = accomplish; accomplishment, smite, smith

smo = smoke

smu = smooth; smooch, smuck, convinced person, one who supports hearsay as if you could work would you stop typing?

smy = loving; in love, smitten, sly, smelt, smile, small, this is a moment your in love and creating with what is done.

spa = sauna; relaxing, hot water, heated pool, spellotape

spe = spell; speck, space, sped, speed (spacial extra death), warp time

spi = spite; spiffy, spend, spent (spio), spends (spie)

spo = speech; spoke, a spot, to spot

spu = spud; potato, spun, speed, spew, spray

spy = lookout; spy upon, spie, spy, look

sqa = casqa; squall, storm, this is a high het stream formed storm.

sqe = squeeze

sqi = squint

sqo = squash

squ = settled; square, squat, jack squat

sqy = squire

sta = observe; observing, work, still, unmoving statistics, stare, stable, stale

ste = pricey; high price, high cost action

sti = stopping; cause not, still, unmoving, stiffness

sto = store; stow away, store in

stu = cook; stew, stock (sti)

sty = style; living style, stylish, rock, stone, classical appearance, pig sty

sada = study

seda = fame

sida = resourceful

soda = addiction; addict, caffiene (substance)

suda = clock

syda = sit up

sade = vale; shade (shadow person), shady, view

sede = visitors

side = on the side

sode = play; scene, action

sude = suddenly

syde = curious; situation curiosity

sadi = sadistic

sedi = hit again
sidi = shingle; siding, wall
sodi = salt; chemical, reactant, sodium
sudi = suitable
sydi = insidious

sado = spoken of
sedo = force away
sido = sided; at the side
sodo = so do it
sudo = weighty; heavy weight, heavysset, heaviness, pseudo, something that is overly large, pretending to be something it is not
sydo = sit down

sadh = depression
sedh = new life
sidh = fee (faery folk); faery, fey, fae
sodh = sod; bum, nomadic, hobo
sudh = suds; foamy, foam
sydh = disappearance; absorption, absorb, absorbed (sydho), my will

sarv = tired movement
serv = network; service, server
sirv = apologizing
sorv = curving; swerve, move in curve
surv = searing flame
syrv = service done

sahn = super; giver, demihuman, super human
sehn = descend
sihn = sunken
sohn = giver of life
suhn = life drain
syhn = damage

sasp = explorer; expectation, exasperation
sesp = activity cease
sisp = momentary stillness
sosp = setup; completed moment, completion, complete
susp = suspect; have suspicion
sysp = realization

satt = beautify; fattened up, prettier
sett = setting
sitt = sit down
sott = lust; besotted, love crush
sutt = free soot
sytt = translocate; site, area, area translocation

sand = a sand
send = to send
sind = signed
sond = aware; alert, sad, abscond, sound
sund = split (leave); assunder, split apart

synd = cinder

sang = blood

seng = determination

sing = song; singing, work (with idea)

song = music

sung = past music

syng = messenger; message, a focus, passage through time, sign language

saft = safety

seft = shift theft

sift = syphon off

soft = soft

suft = shuffle

syft = to sift

sapt = tree; drawn, tree sap, sapient

sept = rule; seven, septic, scepter

sipt = sifted

sopt = drained; sophistry, sopped

supt = sped up

sypt = syphon

sath = book; sabbath, last meal

seth = chapter; story, creative (meeting)

sith = love; lover, wielder

soth = wastrel; sloth, sloppy lover, waste

suth = crusade; south, holy flame, zeal

syth = master; mastery, scythe, aura vision, mage sight, shalth; never, shallh, shouldn't, shall not, shall not, will

not

scan = scant; past view, scandal

scen = scent; odor (smells awful), scene, scenic

scin = arouse; scintilate, arousal

scon = (torch)light; sconce, torch holder

scun = scum; bad guy, scoundrel, villian (that ca rest)

scyn = skin

scha = scholar

sche = schedule

schl = leave; exit, skip, split

scho = school

schu = learn

schy = experience

shad = shale; sha, shadow, shade

shed = shed of

shid = boldness

shod = shoed hoof

shud = singularity; tunnel, air hole, should

shyd = him

shap = whistle; this is from shapechange, shaping (with putty or clay)

shep = shepherd; sheep, flock

ship = organizing; (through) area place, group or grouping

shop = shop; look around, curious

shup = question; tormentive silence, information gather

shyp = mute; end interference

shat = shatter

shet = cover; woven blanket, sheet, top

shit = breakup; bad break

shot = shooting; shot, shot up, bullet

shut = eject; shoot, shut, chute

shyt = things; things in thought, shit, stuff, (high pitched) warble

shatu = shatter you

shetu = put a blanket on you, cover up

shitu = lie; shit you

shotu = dead; your shot up

shutu = quiet; shut up you, shoot you

shytu = forces vowel movement

slag = slag; melted material, melted mass

sleg = pumpkin; you can destroy it with a sledge, smash it (sometimes to the head)

slig = slight

slog = walk through water

slug = slug

slyg = poltergeist; destructive spirit

slam = slam against

slem = bounce against

slim = slime

sлом = solid object

slum = homeless; slump, the slums

slym = slim

snap = yell; snap out, anger burst

snep = slight

snip = assassinate; long shot, snipe, long range kill

snop = (the) weather; extreme, extremely

snup = sleep

snyp = children; child, hyper, over, beyond

snaw = snagged, caught

snew = sneeze

sniw = snitch

snow = peaceful; glistening, untainted, sno, snow, pure clear thought

snuw = gliding

snyw = affix

swav = wind; wind up, wind down, fear, swaver, quavering

swev = sleeve

swiv = swipe

swov = moved out of way

swuv = swiftly move

swyv = swivel

shatz = shatter; coupling, power extension
shetz = sheets
shitz = shits
shotz = shots of energy
shutz = shoots
shytz = diarrhea; dumps, downside

shanz = stands; getting tired of this
shenz = water; sheens, waterflow
shinz = shines
shonz = showed
shunz = shuns
shynz = point up

shart = Separation of shit and fart as it occurs with release of gases.

shert = exchange; Sharing time, time that is of a shared element by effect of one.

shirt = skintight; cover, a cover that fits like a glove.

short = jolt; a point with an idea magnified moment, electrical moment

shurt = A splurt of shit that comes after a fart, a magnified moment but he can control it while she can guide or glide it, otherwise one malicious fart.

shyrt = fantasize; a natural effect with calmness and etc, fantasy happening.

smagl = godlike; divine, immortal, body weight (that could be up or down)

smegl = faery; forgotten, non-mortal, glide, guide

smigl = hunch; poison ivy, itches, happy

smogl = look; peep, peek

smugl = smuggle; sneaking, sneak on (site)

smygl = stuck; glue, stick together

smak = smack

smek = kill scent

smik = halted blow

smok = smoke

smuk = sucker

smyk = smirk

smat = hit; smaet, face slap

smet = smear

smit = blow; smite, righteous strike

smot = struck down

smut = smokey; ash smear, dirt, fair, fairness

smyt = smith

smath = sucker punch

smeth = destroy

smith = shape; shaper, massacre, forge

smoth = kill

smuth = blister

smyth = smith; smithy, forger

stampy = stampede

stempy = twist; pervert, corrupt

stimpy = lure, stupid, (he gives into) conceit

stompy = ground stomp

stumpy = stumpy; feetless, cut off part
stympe = eliminate; stamp, kill off

stran = sense; strangeness, strange (almost like a sense of strangling)
stren = strength
strin = knilt; str, strig, string, yarn (string)
stron = generator; strag, strong, iron-like, fer, ferr, fort, strap
strun = lights; strwn, strewn, strung out, viuzip, streueon (strung upon)
stryn = viral; disease, stringent, strain, syringe, this is a point that is a virus passed sometimes by syringe.

skal = hot bath; scald, maid, heat pain
skel = secret; skeleton, steal skill, borrow ability
skil = slide; ice sail, ice skate
skol = temper; scold, school, skuld, balance (yourself)
skul = brain-pan; skull, head bone, cranium (brain case), crimiu, chran, kran
skyl = skill; kung-fu ability as ability to do many things by practice.

skan = skai(n), shameful
sken = toga; cover, clothing
skin = canteen; water holder, drink holder
skon = stolen; steal away, abscond
skun = skunk
skyn = epidermis; ski(n), skin, stretch

skaz = heat; baste, scathe, blister, skaza; heater
skez = foot skii
skiz = sky
skoz = point; scuse me, score, this is sometimes with or without an excuse after.
skuz = excuse
skyz = unlimited; infinite skies, motion, disguise

slat = slate
slet = bracelet; sleet, (sometimes magnetic) bracer
slit = slight
slot = a slot, keyhole
slut = desirous; womanly desire, woman in power, womanly defiance
slyt = bled; slit open, slit

slav = slave
slev = exit; sleave, just leave
sliv = besooth; tell a truth, sooth
slov = slovenly
sluv = scope; death vision, kill sight
slyv = revealed

swa = swim, swoon (gotten from swun)
swe = sweet; swell, body
swi = swift
swo = sworn
swu = pass out
swy = swipe

swar = herd; swarm, swear or promise, knockout
swer = attack; sudden movement, swerve aside

swir = swirl; kill, do things to kill off or reduce the idea you don't like.

swor = swear (cursing)

swur = smell (scent); this is sewer, added to by ripe (bo) scent. Think to clean it up.

swyr = convincing; convince by actions but know others by trace. Think to trace them by energy, you know them by who they are. Sometimes this works sometimes this doesn't, so seem to be aware and you know whom or what is doing things. This is so you can't be fooled, then you know the source of the idea by whom or what they do.

swap = communicate; commune, swap, trade, text, call

swep = sweep

swip = charge; swipe, take out of hand

swop = turn around

swup = swoop; lay back, lay forward

swyp = mugshot; theft, vandalism, mug, swift action

stac = stack

stec = credited

stic = inhibited

stoc = inventory; take stock, stoke

stuc = belligerance

styc = power user

staff = sheep herder; long pole, worker

steff = steoz, steal

stiff = endpoint; dead thing, dead body

stoff = idea; preclude, preclusion

stuff = instinct; information, add, guff, gut reaction, include

styff = body; energy form, mass, a weapon made useful with some use is the idea you can do.

stak = sta, stake; stay, in the long road, moderate, mistake or hit in heart

stek = eat; steak, knife

stik = nail; this is done by a stick or weapon use

stok = stoke

stuk = stuck

styk = fad

stad = stadium

sted = steady

stid = prevention; prevent by what you do.

stod = message; understood, stood

stud = role model

styd = disruption

stag = shrink; stagnation

steg = stick; good steal, stickler

stig = pricey; up front, stick it good

stog = dog; in dog, dodge

stug = stooge; used person, worker

styg = permanent; user

stap = staple

step = steep

stip = need; necessary, staple, stipulation, stifle, manager

stop = stoop

stup = idiot; stupid, stupidity or stooped (stupo)

styp = foreclosure

stav = wand

stev = high profile

stiv = coverup

stov = pan; stove, griddle

stuv = idiocy

styv = method

stax = chips; stacks, stacked

stex = steps

stix = short

stox = stoak

stux = stuix, stuck-up

styx = styx; bad taste, death river

spac = clearance; space, spacial, clean area

spec = (to) know; species, speech, special, (be) specific

spic = hot; spicy, spice, spike, energy rush

spoc = translocation; un, spark, spocific, to endure

spuc = creation; energy whirl, spook, spruce, reveal action, interrment

spyc = clean; clear, junk, chunk

spak = inform; spoken, vocal

spek = speak

spik = spick

spok = spoke

spuk = spunky

spyk = detection

sanct = safety; this is done by sact, sanctuary, sanctity being thought.

senct = sentence

sinct = cinch

sonct = punched out

sunct = sunken

synct = synchronize

slas = slain; slash, slaid, kill

sles = slez, sleaze; sleazebag, power user, asshole

slis = crystal; stone, energy focus, slighthen, slight of hand, chi foci

slos = slow down

slus = slushy; icy drink

slys = swish; blade swipe, trade of weapons

slath = slather

sleth = reptile; snake, serpent

slith = slither

sloth = sloth; very slow vegetation eating teddy bear creature

sluth = dick; sleut, sleuth, detective

slyth = slytherin; deceptive conduct, master of the darker aspects.

sna = snag, snare, snake (any sort), snazz (created attraction), snake snare, snack otherwise no snack is done

sne = snuff, inhaling drug

sni = snip, cut off

sno = snow
snu = cocaine; pot, cooked weed
sny = snipe

snag = snatch, catch
sneg = pot bellied cobra headed cat
snig = snide laugh
snog = kiss
snug = hug, held together, snuggle
snyg = scalp removal, scalpy, scalping

sphar = high star
spher = sphere of dimensional influence
sphir = spire
sphor = metaphor
sphur = sulphur
sphyr = computr, computer, comprehension, dedicated math machine

saaa = sa'angreal, pretty decent focus device or nothing energy in thought form as that can be asian crystal or object in size shape and in thought

saea = Sadaea, sunday, sadea is an ancient city to the north and east that is shaken to its core and broken down to the point where ancients in a being or phantasmal ghost are there as there is nothing there.

Saia = sair, hover tank, armored turret hover vehicle

saoa = saucy, sexy stuff

saua = water that evaporates as its used dislocated in thought energy in water particles or fluid compaction

saya = silo area, sanitize, clean up

saal = stallable, horn, stall, horse

saefy = satiate; safely, safely done, safety, satisfy, this is where you satisfy your need by the-spirit-that-goes-through-everything.

saefy'enu = satisfaction; satiation, satisfy enough, satiation point

saet = saber tooth tiger, say it or not you end up eating

sail = wind sheet cloth

sailor = ship crew, combined effort

saul = confess and resolve or fid

saulina = confession, solemn, oath

saulo = love serum

sayd = said, told

saymour = inform

sakaba = backward

saptu = symptom, saptue: symptoms of something

seara = siarra, attack, to stop it is gift seara

seun = spoon, seune, soon

seune = honeymoon

seya = shift by energy pulse, see ya

seymour = vision quest

sachfra = guglfra, obsercfra, "google the words", search phrase (use)

sale = shapeless, formless

salo = sailor, ship crew, combined effort

saly = supplicant; mercantile, sailing, saley, perceived applier or applicant otherwise additional, sales like or sail

like

samen = holding pain, trick serve, appetite, illucid joe

santa = saint nick, brighten, druidic gift god

sapa = supper; dinner or meal, this is where you fat up or lower weight after

sava = server, savior

seaiou = sightless, blind, unseeing

seam = rift, joint, joining

seagey = Live energy state, state something and your of one point of change that effects all time or some period of time by thinking of the moment and the idea to make as an effect, this is done by some info shared. This state exists in any type of linkage yet seems undetectable under normal

conditions. What the live energy looks like be a flickering green and blue aura that is symbolic of life itself.

seagy = synergy, live energy, Live electricity that be manipulated by spell, word effects. It lengthens the life of anything used with including machines and humans.

Its created from electricity and magic and thus does not flow among water but will on circuitry. It can be used to release a lightning bolt, repair machinery but, it has been known to burn out machines after an extended time of abuse. It puts people, food items into stasis, preserving energy field. It looks like liquid blue energy in aura color.

seanchan = dutiful, duty bound

seui = anger

seuiou = angerless, not angry

seuiun = unangered, without anger

seulo = pretentious, consentive, loan, angry low down, angry love

Seunomics = Action derived from pursuit of things.

seur = yourself, fire up

seuss = story, child tale

sefert = eagle headed winged lion

sere = on fire, firey, burning, this is darkening by heat or fire.

seset = subsist; this is where you are creating a point and making something exist other than the area of creation, such as a wall that exists the point and the element was there in the room.

sia = shiver

siena = sienna, valley

siumo = shiver armor, ice attack slowing to attacker armor

sipuyz = sippowitz; siphon (a drain from intelligence until just alike), crucial, important to do, death

soad = sheperd, sheepherder

soee = solace; this is a free area of living until rules exist that impell obeyance. Otherwise this is retribution, that is done by feel.

Soeea = Overeating and sorryness with unending prayer. This makes multiple effects. So overeat and begin to do unending prayers. This is a torment and torture of the Gods, that they can choose to effect with it. Enacted by dark matter.

Soeee = Death result from your dealt actions.

Soeed = unending death visions.

Soehe = see spiritual vision and beyond by needing it seen. Un undoes it when added to the front.

soun = sleep, sound to know by orgonne

sourc = person, thing, place, sour thing, source by person or thing to create by thought and use by will energy to know best by procedure

source = source by Poseidon or other necklace like orgonne that creates what occurs with water in orgonite powered by thought in a point by an orgonite power stone in thinking focus by meditation in life experience by experienced in a point of view by activity, as lab work your use can create by any object in resolve (including shit), thought energy by relation, end sometime is as you were and somethings are best in life to know like the expertise things your use essence creates in energy or not by thought. There is energy this is in the thought and the essence in the mind collected, this by your spirit and is thought you know as energy is gone in a point as thought is exposed in as a thought to you that focus. There is a dreamed in reality effect, as reality is in inert ice energy. There is an energy in created by every thought, as the energy in thought is an idea in use your idea creates by focus. There is energy by use in movement as you want, safely done as energy to do things is things to do for fun. As in life events are what you think, use by thought is focus to get positive idea done instead of negative use including drugs, realistically if they do things to you the effects dissipate by energy flowing from the body.

This is is known as in an endless trick of deranged ravens which builds height up with lessened weight and

vitamin use cures it as you realize it was this is you break the trap in view by perception and you control the vine to release what you eat and use less to do more by suggested ideal. There by use is sounds that energy are naturally known as teresa in the thought. That use energy to create energy and thought energy in the creation is by what you do, as tough "inanis in attento dominus" thought you do in life that you lead or lice remove with the other things removed that are unwanted and if were there you are in life.

By now in what tought you do, you should already understand how to relax and feel a shift of consciousness. Once that stage is reached, you should than wait for the "Separation Point". As mentioned earlier, some will feel the body vibrate and feel out of place, some will feel lowering or heightening of the body, and others may feel "Out Of Place". Whatever your pre-cursor is, that's the key moment when you need to progress by the fun in life.

Note: The above steps can most easily be accomplished by first letting your thoughts go, followed by programming the correct Brain Theta Frequencies. Our Astral Free Flow Package is used by thinking your free flowing in the wind, of energy by electricity perfectly designed for this exact purpose. As the electricity is felt as humming and you think to shift away your will causes a surge by focus. Tangent and sine use and other idea you focus is to create or not, allow use and the crown chakra created seems by the use of a thought to seem and think about it and you are as you know where you are. What stops is the effect you see as the area seems to halt and continue as you think of where you are in life.

This is with the thoughts, not use is ice this twisted drink by desire and control. It only leads to disaster and with disruption of the mind and family. This ice is self contained and only affects those who are willing. The rewards are great and the balance in the mind must be kept Sanity is kept if balance is maintained. Its existence is completely hidden, as all is green its only found by what you think, focus is a concept as for what it is not as illusion. Even if the person is aware of it, it will always control no matter the circumstance.

soyuz = ship; a successful launch vehicle, sometimes for astronauts to reach their destination. That is the best with success to date. May their missions go well.

soja = soldier, soldier script; creation by effort, this is invisible stealing by complex in mental programming, as for a point that script ends with no permission no soilet my toilet unless necessary and think in energy a will in subjected or desisted effort comes from what you don't like and gets what you want done, thought in mentality is sanity if your energy saner (4th dimensional warp or postgretional warp relation by thought) by what you think and can use in thought to do despite the dirty meaning

sofi = softy, suffix, suffication

sora = sky; this is the sky from an anime I watched that rang true in meaning.

suenag = suenof, certainly; sure enough, this is used if you think of things and they seem to agree with you.

suy = sewage (removal)

sulu = suelu, seulu, pseulu, pursued pseudo lure, some believing, some light, angry belief

sunu = quickly; quicker, sooner, this is a quick moment.

syiln = peninsulin

sachi = you!, what, greeting/s

sebastion = great inventor

sedothz = clothes

salambe = fireplace, fire place

salv = salve, plant solution, saliva

sedkel = said prophetic, said prophecy

siyes = style, styles, styled, styling, sire

sidhay = folklore

sidhark = dark fey, dark faery

sidhyl = wild fey, wild faery

sighik = blood hawk, blood seeking hawk that kill passerby

signify = intent meaning, meant intent

soda = baking soda

sodia = sodium

sodiay = breakdown

sodiar = cardiac, heart

sodiararest = cardiac arrest

sodyry = soldiering, sodomy

sodd = seditive, bastard

sehr = very, short

sihunh = unnatural, shunned, deny

sacr = holy, empowerment, sacrifice, sacred

soca = soccer, source action, sock out

sugeay = ytd, sugar eating the body; this can cause sugar death otherwise nicknamed white death, that is where you drastically lose weight and some muscles and are left alone with a body that doesn't work too well. That is when your body breaks down and expands, then shrinks down to its thinnest shape with or without a stomach roundness and that is without exercising the weight of food off. So with exercise the stomach disappears. If you want to repair from this and regain lost muscles, then eat steak or other iron rich foods. That should restore you after your first bite, that is done by the body as if you get energy from the food. This is a noted effect of extra oxygen from the food as well, if any exists to be had by the food or drink. So enjoy yourself.

selas = settlement, self-made laser

selle = saddle

Selp = Self-help

selpast = salt paste

selpasteal = restorative salt paste

sofesticat = sofetya, sophesticate, investigate, investigative

sok = attack, soak

solicit = sloicit, to allow by action

samuel = great, collector

somnia = insomnia, somnolence

somver = somewhere, some verse

sara = princess

sarah = advancement, encourage

saracen = innately gifted people, magi, sorcerers, magic worker

sedeo = slothful with energy, sedition, powerloss

seren = ancestral, peaceful, serene

sepur = super, beyond, greater than

sapi = snake

serpent = snake

sigel = victory. counted success

sihir = illusion, psi hire, satire

sionara = good-bye

soie = silk

soil = soil, dirt

soul = spirit; spectre, spectral, energy containment that can hold energy memories.

sohm = As it is self melody energy by some sort of pulse, or self energy melody pulse that can shift by movement in time or that can move you.

solja = soldier, screw job

sopdis = soapdish

suav = skin cream, hand cream, poultice

suave = facial cream

suavve = soap

suavvedis = soap dish

suomi = finnish, old way

sufis = sufferer/s, suffice

sukh = sugar, sweet

salt = salt chunk, ruin

selav = , along the lane

seti = tise, thirse, thineself

selki = seal human
silo = storage place
sole = a fish with very little bones
soay = somatic, active, passionate
somty = sometime, something
sulu = zulu, content, active path
suluh = holy shock, luminescent group light strike, divine group light strike
suma = neutral, summer, assume, consume
sunlit = sunlight, starlight
sura = secret

Suraprea = Secret prayer; This is done if you think to not expose your God or hide your faith. However you think to not openly pray, just state what you want and the creator gives you what you want if you intend to get the idea as a result or open end result. That is because you are nothing but a memory to his mind living the life as though he would want, so what you want if stated or thought about is what you get as if he wanted the idea. This is noted effect, that is what really occurs with a prayer anyway. However you can pray any way you wish to pray, this is a point put to the past by feel. Then if you knew the point, you know what to do, that means you create with a result.

sutig = something
sylar = sign in, carve, paint
syhnamp = amplify damage, wound advancement
siler = suave, smooth talker
Situ = situate, situation by fee or feel where you teach, inform or learn things.
soro = soo, sister
soru = sorrow, sorry
saxafon = saxophone
scam = cheat, art of cheating or taking money from a person.

scio = (I) know, distracting

scylla = scullery maid

scyp = scalp; skip, peel, remove/d or sell off the street otherwise its captain or skipper

schizzo = splitz; splits, schizophrania, multiple minds

schizto = multiple exchange or telepathy of minds, switch to

schwind = swindle, cheat

shabaz = salesman

shane = trouble, unstable, instability

sash = chest hanging band

shedu = schedule, centaurlike human winged bull

sheo = high frequency; high pitched frequency scream (seeming in the ear), if directed at an object can make a shattering effect.

sheol = hell, hell-like area

sheop = show up, end up, female operator

shiva = deity servant, lesser goddess

shock = disaster, work, energy

shyd = shield; should meaning shouldn't, this shouldn't effect me.

shyl = shall; shall not, hould, this is shrill otherwise.

shna = shnapp; dollar, money or bill

shre = shrub; this is a mushroom, bush or clump of grass otherwise a shrek point.

skwind = swindle

selyiy = taught internally, internal suggestion

selysoca = subliminal sorcerer, prescientific sorcerer

serpant = dragon headed snake body sea snake

siren = bind, song snare shapeshifting woman

sitren = flying burden beasts, flying oxen

squadry = suadey, secondary, persuasive, persuade

suipup = newness, renew, suicidal

subup = come from beneath, come upward, focus to lower down

subj = subject, subjective, low horrid sound
seli = Sub-c(by psioniks), sublim(by lerrin), subliminal(by Dr. demento), subconscious,
taught internally, internal suggestion
sildlas = domelas, laser shield that blocks any type laser absorbing shot energy into
skin
salua = plasma tank, death love
saluar = hover plasma tank
samayjuu = safe money spell, Where someone gets hurt in the end. this spell negates it by negative
energy (spending or using it) and per every event to achieve the idea, to get something done
or something from nothing be to get funds in some momentary manner. The charm prevents you from
hurting anybody as its you that normally does, for free or underpriced objects. This uses events
to generate money and wealth.
suto = shootout
sutu = suture
suture = sew skin
suty = soothing, sooty, becalm
saumon = salmon
seccubeh = sacrifice for the effect, sacrifice to effect or to get effect
segeiaem = Sergeant at arms, internal army field commander
sequoya = giant sequoya tree, tree of life
sieo = machinegun shot
siena = warm brown, burnt sienna
siafax = fully cook hot food
siatybu = shiver some timbers, fear for your life, shiver my timbers, shiver
your timbers
siflif = life tap, suck victims life
sihas = higher up
sighas = higher being, sighing
seks = chores, daily ritual
selenc = commence, onward
selencea = action commence, active
sileit = mirror, reflection in effect
sely = sublim, sublime, sublimn, subliminal, subconscious
sero = serum
soyly = soiely, sally forth
solfu = soul fire, erasure fire, soul fuck
soem = some
simpl = simple, basic
sinew = muscle tissue, tendon
suagan = old melody, welsh lullaby
surn = urn, suen, one
sunoqq = fallen star
sonmona = rich dig
sonnerr = solid earth
sumtin = something, sum of things
sund = 7th, seventh, sunday, rest, sunder
sorcneg = source negative, nether source
sophie = grandly done, grandstand
soso = alright; okay, comse comsa (soso), partial agreement, barely accept
soiso = yes and yes, soso, know I think
sotu = sulfur oxide, corrosive gas, sewer gas, SO2
supampb = overlay, superimpose
supanaiy = supernatural; ghostlike
suprizsuprez = surprise by supreme idea, surprise upbringing

Suatye = Superstition with no effect, to be effected on the side by another place by condition and by the places condition to effect and place. This effect is to be effected by smelling and feeling the other places effects. As the other place has more energy dynamic.

siad = surond, surround

suslos = carrion crawler

sylph = air elemental, human gate

satu = 6th, sixth, saturday, saturation

satyr = half goat human

segeo = segredate, self-deprecate

sezzah = cook food

sezzahk = stop food cook

sezzahx = cook food hot

sezzahfulx = fully cook hot food

sotcb = crystal shot, crystal bullet

soja = Sojurn, to travel, to create and make or use as necessary

suzi = worldly

suzy = comely, overwhelm

suzie = gluten, pig fat, gluttony

syta = siesta; break, this is a waiting period or time you wait before you do things. Otherwise that is a vacation point where, this uses an offender or someone good at what they do to relax.

sylpha = butterfly

symb = symbol

symbankh = ankh symbol, eternal life symbol

syvan = salvation, intervention, elemental light protection

szcolayl = sco-lay-l, petrify; petrified (szcolaylo) or petrifying (szcolayly) otherwise szcolaylan where szcolaylix or szcolayle is petrifyies.

sca = unintentional, unintent

scaf = structure, incident

scard = scabbard

scarf = scarf, eat, neck cloth

sci = scent

scienc = field manipulation, field study, element manipulation

science = rules study, hypothesis study, rule manipulation

scindo = render, cloak power shield

scir = scimitar

scota = scepter, king mace

scotagem = jeweled scepter

scotia = quo, normal

schaya = unintentional, unintent

schapa = shape up, schalpel, sharp knife

schema = model

schemaw = wax model

scherlosis = mind, personality, mental, mental ability

schizmaid = schitzoid assistance, adult psychologist, child psychiatrist, shrink

schodel = male model

schoj = high school, advancement school, educated guess

schoje = schojek, collegiate school, college

schwebb = cotton ball tipped stick

schwobb = constrained (field of) energy, strain

sclamy = blood magic, general force

sclamye = blood magus, blood magister, blood mage, blood force user

scral = scrawl, sacred, writing, things written down

scrimy = scrimmage match, practice match, sports practice

script = contract, written instruction as code instruction

scour = search, sour, rid
sfwar = singular, singularity
sfwarsot = singularity bullet
sfwarsotcb = crystal singularity bullet that keeps its crystal shape till it
hits the target
sfuwar = primal
sfuwaraeo = primal howl
sfuwariq = primal intelligence
sfuwarinta = primal instinct

sfuwarintaiq = primal creature, primal dragon, questionable idea that doesn't manifest and things you use are not going to happen. What you consider till hit in the face or aura touched and not if not intending, what you think to create or don't need by correction or creation with a thought. This is as if things get worse and then better and your right genes start to make dragon effect formation, from what is there but not what you think unless what you desire is true.

sfuwarbragh = primal beast, questioning beast
sfuwargod = primal god
sfuwarmur = primal killer
sfytyj = mystic computer
shaert = sharing as if may be, a bonified malicious game, reenactment that seems real, a reality shirt.
shaerwyn = To share and be great, sharing duel.
shaoism = mystic art, sharing things in art by love
shaoist = mystic, mystical practice
shaol = whale
shayla = share alot
shafir = shapeshift
shal = shale, rock shale
shall = will do, shall

Sheoles = ruthless, the shall do with too much rambling or rumbling

shaln = shall not, will not
shalt = shall try
sharol = share
sharwyn = musical great
shirley = serio, serious
shaphir = shapeshift
sheolbrak = hellbreak
sheolbrat = hellchild
sheolbrut = hellspawn
shell = hard body
shioc = shyness, unshowy
shiocke = scare away, frighten, fright
shick = isn't

should = shouldn't, should not

shyu = shaleigh; clamor, clamour, get attention, make attempt. This is where the fairy mists work the area and you create the point by thinking or if you need to think and know things then it's treated as a question.

shybak = this
shybaz = saleswoman
shami = sherman, tank, armored turret vehicle
shamikar = armored turret hover vehicle
shamipluma = plasma tank
sherman = tank, armored turret vehicle
shimata = crap
shushu = shoo, dismissed
shrewd = intelligent, intelligence

shrink = psychologist, psychiatrist, mental doctor
shro = parted; mushroom, shred
shroud = cloak
shrub = low lying bush
sht = shrt, short, shit, stuff
sild = shield
sjh = figure out, conceive
sjhun = concept, knowledge
sjhunn = unfigured out, deject
skelaa = skeleton mastery, innate skeleton manipulation skill
skelfom = skeleton form, and to get out of the form, say polyhu (pole-ih-human).
skelras = raise skeleton
skelmajras = raise mage skeleton
skiky = rebellion; against the norm, rebelling; obstinate, skanky, smelly or smelling (sometimes like a skunk)
skok = schuck; corn husk, throw away part of the corn.
skonek = neck strangle, broken neck
sklakk = schlack, illumination, paper preservation
sklekk = schleck, achlek, illumination, light up, improve upon
skny = skiy, skinny
slatern = hung jaw
slattern = sloppy person
slang = comes in and be covered by three tenses; low tense, medium tense, high tense
where low tense be writing written in shorthand and sometimes normally but easy to read
and written with a style to cause idiots to get angry or feel dumb,
medium tense be written normally and to be somewhat "coached" for the intended object
and/or audience and the audience its easily understood,
high tense be to hence speak or write in "elite" and its language most "normal" people need
an explanation for, otherwise it would confuse the person. Some "elite languages" are
scientific, food, noble and other foreign dialectis.
slecto = select, selected, selecting
sliat = love, philo (greek), a slight action that depends on bad or good mood and gets a negative or positive effect,
according what energy is near, this makes a result of greater magnitude by magic and thaumaturgy, this is also a bad
end with those who are slighted with thought they won't accept and they dismiss things as a concept.
slise = atamic, sliced atom (by energy focus)
slutes = substance, drug/s/ed/ing
sluts = love, sex
slm = Seldom, salty
sm = small, some, smell
smt = sometime, something, some (of) that or not
smeed = smet, greedy assistant
smelte = smelling salt, instant wake up
smokuyf = smoke scent
smot = fought off, fight off, deal death
smote = long battle, long war, battle ready
smuc = smuk, sulfuric acid, sucker
smt = small amount, smeed
snhak = river, unplumping
snohb = demented manic
snur = sheer murder, creative approach, murder rage (reversible by calm)
spagz = phase out
speek = speech, to say a speech
speak = to talk, to say
spedaeg = fast growth
spesifax = quicker cook food fully

spet = spit, spelt; this is a body spell, that is where spelt is the moment you think of what you want. Then as you draw or trace the symbol on the skin, the need is done. So the moment its done is when the body creates this idea. That is done by aura influenced events, this is usually what you need. So don't mind the reaction to you after you do things.

spety = speed time; this otherwise is a body enhancement, that has a sped up time frame.

spex = extra speed, speed cut

spiy = spying (out), spit/ting, spiked on a cooking stick or rod and set on a rack in a firepit. Otherwise: spirit, spiritual and done with things.

spid = speed, spygear, neat death, neat dealt blow

spoor = trail

spop = spellotape, spell poop and piss, as a point to conclude smell can go away as if a person

spun = create, make by thought manifest, evoke, conjuration (however conjuration by the thought is there and a free will is a sacrifice to throw away some food or not in life as you do tings and aren't true to what you want you aren't getting resultive beavior)

spur = spur of moment, surf up

spf = formula, formulation, specification

spk = speak, spoke, spoken, spook

splay = remove strength

sply = splint, smelly, weight drug supply

split = leave, multiple personality, mentally divided

spry = agile; youthful, young and very agile.

sprw = fire sprite that be made out of fire able to manipulate wild fire

Squi = squish or press flat

sryu = tragic, tragedy, tragic use and ideal

staed = state, statement, stay back, stadium

stau = statu, statue, statut, statute

stauu = stargate, stagnate, statute, some law, limiter law, statute of limitations that is where time can run out and what you think will happen if you need it to occur.

stauw = stall, statuw, wax statue

stadt = stadium in time

stekatla = steak knife

stekhous = steak house

steele = steel

steeps = steep, soak, high spire, saturate, high (in) energy

stemp = cut off by energy

Stend = extended period of time, extend, an extended point of existence

stio = stranded, standard, stick (you know), standard english; this is a bit different, as this english is both positive and negative and the meaning is interred from what is stated. As standard english is spoken, things can occur by feel or sensing the point. So think of what you want and you could get the point of idea.

stoi = stolen; this is a point of stealing where something's missing. otherwise its a stoic moment where you own things up.

stuart = uart, stewart, steward, supervisor

style = stimulus; stimulation, stimulate, this is like stimulus payments that are accepted, energized or stimulated nerves.

styn = stun, stunning blow

stynae = sty, stag, stagnation; this is where things seem at a stop or standstill. That is when no communication seems to happen. This is the case of no communication for awhile. In order to fix this, pray to your favorite God to have something occur and that is what you need and think about. My favorite God is Tengri, the Mountain God. Think to use him in some manner and you get results.

This can be done by stating, "Oh Tengri, probably pronounced Taen-ri, make what I need to occur and happen happily." That's what you can do. Feel free to replace the name with God as you think the God name, this is when you state the request and this will work in a pinch. So think about things and this is done, if that's whom you think will do the trick of stimulating conversation or activity. There you go.

stcuk = stuck, to be imperitive, have to do, cut off

stcut = shortcut
std = standard, stand, sexually transmitted disease
stn = stand, situation, station, stun
strait = straight
straf = strafe, avoidance movement, rapid accurate movement pass that makes you avoid and pass by anyone you meet
strif = strife
stry = strife
stryg = strong, demented, string
strbag = starbong, weed bong, a starman that visits to teach by exempulary example and idea exposed, strip bag.
strpan = stir pan, rousing pain
salactit = ice storm, hail storm
salamander = fire lizard, fire elemental
syuanda = salamander, fire lizard, fire elemental
stau = static
strauss = Violin, stringed instrument with use
stauseh = static field, 1/4 off health dampens magic
stafyaigu = ravenlike attack bird human giant with brasslike beaks, human torso, brass, toes brass fingertips, birdlike webbed feet and sharp arrowlike feather body covering and metallic wings and ten feet tall twenty feet wingspan
staffa = employee
staffer = employer, worker
stalin = absolute ruler, monarch
stalern = stale air
stanyl = fallen star
stone = rock, crystal
stern = star, stern
sternall = fallen star
sternlic = solar lich with sun manipulation ability
stanly = sternlic, serviceperson, manly
stephan = stefan, step up
stephany = stefany, after step
stuf = stuff, stuffing
stufruh = stuffed animal
stufber = stuffed bear
stupefy = stun
sturm = stability, stable
sth = sith, something, cloning
stri = strike; strikes are the idea of what you want, this is done with some holding out by feel. Enjoy yourself as you do things so.
stripua = stripwa, power strike
strom = nobility
spielin = play
spee = speed
speca = species, specy
species = specimen, specific subject
spell = energy science, magic science, magical sense
spellcz = create gemstone, create value
spiel = jargon, language
spielm = confession, speech
spielman = performer, perfomance
spiygazys = speedy gonzalus, great speed from bert and ernie
spyll = wild spell, wish spell
spolt = spoiled, fouled up

spoilt = spoiled, fouled up
spehx = spedup heatup
spety = speed time
spheros = sickle sphere
sphinx = human bird lion
splunken = imagined understood event
sqoaln = clean hair, squeaky clean
squay = squeaky
squib = magicless person
squibs = human servant
stai = sterility, sterile
staitep = temporary sterility, nonpermanently sterile
stonheng = stonehenge, power circle channel
svirfnebli = dark gnome
svvy = prestige, honorable
sway = years effect, effective years
swand = sword focus
sware = sear words, bad words, swear
swenska = swedish
swift = move quickly
swiftbanks = swift contained flow, flood plain
swit = syit, savant, genious leader of an area
swod = sword
szala = seizure

ta = task, take, than, that, gift, that, want, you get, top

te = tub; large container, larger object or containment, this is a containment of some sort that has a somewhat large space.

Otherwise this is; object, this, tellurium, temperal (or orbit by temporal field energy)

ti = by, into, ten, 10, than, titanium

to = tell, make, its other. otherwise, through

tu = enticing, two, too, to, Tu Timing Us, timing us

ty = tie up, place event, thank you, time

taa = clear in what is in action, activity

tea = dark queen, line, dark lady

tia = a tiara, tiger, queen crown

toa = toward action, get to work

tua = to work, work

tya = time for action, time for work

tae = give take, tilde, ~, tale

tee = stand, podium

tie = time pass, a tie

toe = ridge, toenail

tue = too easy

tye = time, tie into, up to top, up to the moment

tai = tail

tei = live object

tii = a knot, to tie

toi = toil, work off

tui = too easy, thirteen

tyi = contest

tao = early; memorable, reference, honorable
teo = unique, different selection, turd, defamation
tio = difference, ton, tip, good, time out
too = also
tuo = turn, convince, momentous event
tyo = time consumption

tau = intelligence; ability, grant, activity, this is with a control by focus and you create by feel.
teu = goal, pleasure
tiu = observation
tou = depiction
tuu = advertise, advertisement
tyu = deterrance, tassle

tay = clean up, clearing
tey = new challenge, they
tiy = afterword
toy = a toy, play with
tuy = pleasure
tyy = relief

tab = active, viral, programmed
teb = infective, actively working
tib = interacting, disturbing, changing
tob = material, genetic
tub = tube; small tubular and hollow enclosed container, tubular, hollow
tyb = seal repair, rubber cement

tabb = table
tebb = resurgence, actively
tibb = disease
tobb = plant, greenery
tubb = tube, fat person, tubby
tybb = seal

tac = wrestle, tackle
tec = technique; teacup
tic = wariness, entice
toc = getting even
tuc = bring to ground
tyc = to entice

tad = laddy
ted = tedious
tid = tide, water flow
tod = toad, toady
tud = lots, many of
tyd = clean up, mixing up

taf = stretchy
tef = tief, corrupt payment
tif = tifu, martial art

tof = good for
tuf = tough, fluoride
tyf = best value

tag = place mark, afternoon, correction
teg = integer, numerical value
tig = a tiger, hidden strength, thing
tog = self adjust
tug = tugged on
tyg = very strong

tah = driven on, needy, greedy for
teh = tell of, story telling
tih = tied, not moving
toh = honor bound, guilty
tuh = spit on
tyh = time bound, set

taj = mystifying
tej = grand scale
tij = draw attention like honey
toj = hit your foot
tuj = steady deluge
tyj = mystical

tak = tack, take, fake
tek = tea, technology, teach, antique
tik = think, child, strenuous, time ok or killer, baby, go or know
tok = token, carry bag
tuk = tuck, heavy tush, took
tyk = tick, crack

tal = tale, tail
tel = tell, teal, a telling point
til = tile
tol = toll
tul = tool
tyl = till, till it happens

tall = story, tall
tell = note, message
till = till, ground grooving
toll = exhaust, exhaustive
tull = carve, tunnel, shape
tyll = long last, await

tam = tamed moment
tem = team, middle realm, plumper, skinnier, "temple as a goal isn't" that is as if what I get from the idea I see from this is a demon.

tim = time out, dexterity, serenity, feel a natural good and has natural understanding in knowledge with a sense of knowing peace

tom = tome, piece, from a tomb or tomboy
tum = tomb, burial chamber, bread, tombstone in the mouth
tym = timid, thyme, temporal adjustment, corrosive nature

tan = tan, tamed, calm, calmness

ten = teen, hold, tend, tendency, tender

tin = pointy, pitch fork, tine (first set by clementine and copied to use)

ton = tone, tonal, point of reality, carpaltunnel, this is bade by a city made corpse with the energy to create with life and this formed carpaltunnel or undead finger movement

tun = verse, tune, turn, turnabout is fair play, play

tyn = harmony, timed, timed out

tann = tan, tannery (hide)

tenn = tension, tense release

tinn = gun, tinny feel

tonn = ton, 1000 kg, murder

tunn = long tongue, tunnel, tundrel

tynn = poison ivy, fork, metal band, monstrous activity from a human formed skin with a possessive skindancer as if in form I created evil

tap = tape, task force, disturbance, taps disease: a disease that causes tapping to anything.

tep = tiep, intereference by powered appliance, temporary, coaxed disturbance, discrepance

tip = type

top = on top, hat, toward person, to ward person

tup = outlet, power containment

typ = tip over, tip off

tar = contain

ter = implication

tir = tierd, tiredness, competition success

tor = torn up, world scape

tur = tour

tyr = tyr, justice god

tas = taser, electrical stun

tes = tease

tis = advertise; this is, that is, it is, this means you advertise the point and do what you may do to get what you result.

tos = spoilage, mold

tus = seduce, constant farting

tys = hassle

tass = tassle

tess = slug

tiss = tissle

toss = toss

tuss = tusk

tyss = bottleneck, crawl

tat = tie closed, potato

tet = teat, tenance, taste

tit = tight, giant nature without the form title

tot = moving, narrow edge blade often found in old earth

tut = twenty, 20, whistle, loud noise, taste, fart ozonal gaseous body in a body thats bloated by death and as given the rright idea bolws open with killing spores in lifen.

tyt = fertile, fertility, as a point to do things this is a dynasty idea to ritual idea formed from an idea injurious to death in thought by energy

tatt = tattoo, created effort by what you think in creativity by in hesitant motions
tett = tetris shot, killing bacteria that is not unlike a virus that kills disease and isn't bacteria after the body is unimmune
titt = tit, deceptivity as if moon gloss and a precarious point as a writer doomed to the point as captive in a cabin and released as good belief was done.
tott = kid, munchin, munchin as thought is a donut hole and not as a dangerous species unless thought is energy.
tutt = institution, school, establishment, later as a point to remember
tytt = well fit, physically fit, joint fit, tight, fit moment as entity is titled creatively in now or later or not now is later

tav = special work, tavern, bar
tev = illusion, tv, television, woods
tiv = viewed by
tov = trove
tuv = advertising
tyv = distract

taw = tawny, reddish, farewell
tew = to, too
tiw = till
tow = tract, pull, pull along
tuw = two, 2
tyw = timer

tax = tax, impose, push upon
tex = indivisually
tix = uniquely, uniqueness
tox = poison, poisonous, deaedly radiation, harmful
tuix = black, tuixedo, treachery
tyx = spite, spiteful

taz = taze, stun shock
tez = tease
tiz = appetize , appetite
toz = toes
tuz = desire
tyz = traffic, time area

tazz = spin, dizzy
tezz = tester
tizz = upset, destructive
tozz = toss
tuzz = excuse, because
tyzz = tyson, ties

tla = who did not stand
tle = of brimstone, tele, at distance
tli = who was active, activate
tlo = who erupted
tlu = who convinces, who convinced many
tly = who was at fault

tha = I, we, they, that, there

the = tha, these, this, that
thi = thigh, that interest or thought
tho = though; thought is a point you do things.
thu = you, thou thunder is a peal by energy, also, is, are, am, art
thy = your (thin)

tja = viral; servant, trojan, overstuffed
tje = vengence
tji = proof, prove
tjo = personal thought
tju = servitude
tjy = affront, confrontation

thal = thalus, counting device, about things, shall
thel = theology, philosophy of idea, thought
thil = work (with things), playing with things, enn
thol = constructed item
thul = turned dark
thyl = resulting number, result

thra = thrash
thre = three
thri = thrive
thro = to throw
thru = done, threw
thry = thrift

tra = trap; mouth of something or someone, track trace, tray, trad, trade, tradition, transition
tre = tree
tri = trio, triple, three
tro = trove, trouble
tru = vera, truly, true
try = a try, attempt

tran = specific
tren = latreen, bathroom
trin = trip
tron = right
trun = death (cut short of life or length)
tryn = unstable, unstabilize (by group force)

trap = track, battery charge, stagnate
trep = standing tall, treat, spike
trip = tripe, threefold
trop = tropical, panick
trup = troop, split, free force
tryp = generation, passage out, exploration

trapp = trap
trepp = prideful nation, throughst, shortage
tripp = fishing village, past memory, thriving nation
tropp = peacock, tropical bird, indian tribe, fried food
trupp = army, feud, naughty, source
trypp = fund, fade away, invention

trak = track, dipshit, pathway
trek = venture out
trik = genocide
trok = deathtrap, despisement, mistake
truk = very good, true death
tryk = trick, trickery

twa = it was, twang
twe = tweak, its well
twi = twine, string
two = it would
twu = it was you
twy = it was possible, it was after, twilight

tabba = tom cat
tabbe = table leg
tabbi = table joint
tabbo = table peg
tabbu = restriction, taboo
tabby = cat

tansh = relax
tensh = tense, tension
tinsh = metallic
tonsh = temper, energy tamp
tunsh = impact
tynsh = pulse

tard = slow
terd = entropic, entropy, infinity
tird = tired, fatigued
tord = settle with
turd = fecal matter
tyrd = tiled, tiling

tarm = tarmic herb
term = term
firm = victorious
torm = torment, watching god
turn = tourism
tyrm = measure, fairness

tarn = tarnish
tern = tearing into
tirn = national success
torn = ruination
turn = remake, turn spell
tyrn = celt

tach = grudge fight
tech = teach, tool, tools
tich = aura aware, this is where your conscious from the aura energy and can react by what you do.
toch = hatred, nice, spite

tuch = tact, touch, touchy
tych = seduce, luck

thal = borderline
thel = within area
thil = owing to
thol = way of life
thul = boundary
thyl = permanence

thar = harebrained, pointing out over
ther = conjectured application, theoretical thought application
thir = thirsty, desiring drink
thor = victorious, victory
thur = thursday, money exchange

thyr = pointing out facts this is a fun idea. Humidity or sex energy with energy regulation = resistance = OHM is real energy by the bioenergy, as your use is Theurgy your idea is an energy in a possible use. This by activity and restoration to the machines are what to concur a use, with energy to the machine by a touch and thought to work, that is what creates what you consider a positive point of view. As you see things working right you think, thought I supported you from focus is for what you think. Just as awe is thought you are what exists, this they thought in life as a concept is use done.

thas = that slow group, slow crowd
thes = these, thesis
this = empty, limp
thos = those
thus = thus, what we have now
thys = this

than = kingdom
then = subjects, then a point or progression that occurs
thin = thine; yourself, personal, this is where you think of the person regulating themselves and the effect you don't want doesn't effect you.
thon = staged event
thun = soon
thyn = recommend; thin, (thynan) thinness or slenderness, critiqued, create with memory

thra = thrash, fight against
thre = three, amount of pressure
thri = use as, live on
thro = throw, toss
thru = passage way
thry = live off source

tral = trail
trel = trellice, steel riser
tril = trial
trol = troll, regenerative humanoid
trul = triangle
tryl = success, succeed, least amount of loss, positive loss; most loss for the other

trall = thrall
trell = trellis
trill = thrill

troll = unkillable, immortal
trull = forever
tryll = trial

twax = costs more
twex = tweak
twix = fixed into
twox = additional cost, thumped
twuix = gave off
twyx = added onto

tata = farewell task
teta = topple over
tita = titan, titanic
tota = total
tuta = tutorial
tyta = timed event

tensha = transcribe
tenshe = relaxation
tenshi = tendency, trend, nature, angel,, heavenly gift
tensho = trademark, postscript
tenshu = god, castle tower, shopkeeper
tenshy = shield, energy protection

tash = trash
tesh = examination
tish = show off
tosh = nothing
tush = woman breast, butt
tysh = injure, beat up

tatl = talk, tell
tetl = teter, fall down
titl = topple, fall over
totl = child, tottler, toddler, baby
tutl = transport
tytl = name, title

thass = disinterested crowd
thess = slow people
thiss = cripple
thoss = coming slow, slow fuse
thuss = slow down
thyss = device, very slow

thast = sluggish group
thest = these were
thist = thistle
thost = those were
thust = what it was
thyst = this was

traa = neck

trae = trace, translation, transition by power or traekia, heed by neck.

traí = muddy track, trail

trao = holder (container), betrayn, betrayal

trau = trauma, nightmare action or response

tray = tracer, tray item, train (in action)

trab = drabish, boor

treb = symbolic, magical

trib = tribe

trob = treasury, treasure

trub = deep trance, deep focus

tryb = tribute, meditation, meditate, goal achieving refresh trance

trav = Travis, travesty

trev = tremble; rumble

triv = overwhelm; overload, trivial

trov = gathering; gathered items or energy

truv = value; true view, factual

tryv = trip; trip up, fall over, go somewhere

trabl = up front, travel, to front

trebl = tremble

tribl = tribble, furball pet

trobl = troublesome, pest

trubl = trouble

trybl = tribal, tribe matter

trapod = menu, understand, observation, tracer

trepod = select, selection

tripod = three-part stand

tropod = choice, secure

trupod = love affair, love speak, truth

trypod = sex, unlawful, violation

twaxe = costs too much

twexe = manipulation

twixe = fixture

twoxe = at extra cost, knock out

twuixe = obvious

twyxe = warranty

taaogny = teratogeny, malformed fetus

tiayuaú = lie serum, lying inducing serum

taay = terrarium, toad cage

taaoma = teratoma, malformed child

taag = chore

tau = tattoo, skin art, skin drawing, mobster, restore to life

tauet = tattoo artist, tomorrow in real life you live your life, as you now live life

tuatlng = seclng, second lung, second choice, second chance and you gain no second chance

taek = taken, task to lead

tabac = tabaco, weed or some sort of smoked substance with nicotine. This is an addictive substance, that you don't want to try unless you are willing to need more of it. In order to get off of it, think you don't need it and quit or use vapes. That is a point in life that I noticed.

tadah = today, twisted motion, intwist

tena = teanna, duty, dutybound or nothing
tapp = tap, siphon, tapped out or not as funds are there in a point of view
toad = poison frog, princess story thing that can seem to create interesting animal spirit idea that is spirit from objects (disgusting)
tiem = time, a backwards time, tie them off or down and let rise after with oh not again
toug = thought, doughnut feel that if you give it thought you give it energy focus
tought = thought, lever, total recall creative creature that is a shitball, creative at the pain in the ass, up the butt, toughen up and they are in to do it
tumo = tumour, cancer growth, tumor weight growth
tieny = tyranny, no zealous rulership, zake (zote), take crap after
tonyeddy = rough flow, fat considerate concern
teufeltong = devils tongue, devil language, restore talk ability, restore devil tongue, "tats the governance" is that the governing area
teuj-e = devotion, creation in by devil or fire tongue out
tuau = tictactoe, ne, thought negative enticement tackle ridge, create by fingernail thought use is banter
tuasosp = finish, tough (tough thought), finish line (to cross over in or out as you step around and over), in babe
tuasosplin = discipline, finish line trip, te (natural preventative), time trick to trip or not be as your here
tuasosproh = finish work, finished work (as you tink), say as out done
tuek = tweek, change, modify by thought and if intended is as you were
tuin = tureen; liquid or soup dispenser otherwise a container for liquid or soup.
tya = tyler, creation, creative thinking, creative thought, This is creating what thought by what is there. Think untyler to undo the idea. This in idea is what happens, sorrow occurs when sometimes you don't pay attention to things.
tabu = taboo, restriction, restrict (truly)
tabulator = calculator, time math machine, talus (time machine math)
tybu = timber, wood, prepared wood, wooden headed tribal worker, 2 or three door knock
tybumu = timber mill, wood mill, wood preparation mill (with evil alienists)
tabbabasis = talae, table of element, chart, charted (stomach area or inner alienist area)
tabbue = tabletop, cat fom that allows cat formation, a way of things made kitsune as forms with the will and the way is yours to see or do
tablue = wood glue, table top, glued together, not stuck on, one is enough
tabl = table, a unwoolen head that you rap to rap a table top
toby = responsible, fluent, responsibility
tobey = considerate, fuck, to obey, not to obey or kill
tuhan = two handed, two hands, two fist not on contact but in fist by aggravation
tala = toilet; stool, on go sometimes the body does not obey
tali = tailing, talent, yes
tele = at distance (of metered message) with ability that let them guess as if right
telly = telecommunication, telefon, communicate, telling, communication, stop
Tamo = Thermos; temperature or hot drink container
Tamoeba = Thermometer; health temperature meter, temperature reader
tartus = tardus, stardust, time ship, time machine, even though it is (weird thing furry)
tatu = tattoo, skin art, skin drawing, drawn-in skin, create in see and do
tatuet = tattooist, tattoo artist, as is, through the wall or mall
taumyu = trauma; magical tattoo, contrary tattoo, Azure bond or skin tattoo by active magical wish
taniu = technique; there are things you know with this word so I would use them and go if you are somewhere spiritually, then the spirit comes back to the body and you are yourself or you wait by yourself.
ter'angreal = grand focus device
tictactoe = wary wrestle ridge, creative reproach
tink = tap on object and create by sound as you focus the sound to create with disjunction and stop if you don't need the disruption
tagl = entangle by truth spell that looks like vines and no weeds
tatter = pieces, meat, clank (by elf)
tatterdeman = a memory mercy being in old clothes built of memories to aid people, if they don't need to feel

they won't fall apart and the reasoning is

they are children of the last prince of Atlantis as if a prince in memory made the person into a prince as if a he but in an idea if a she he

is yet alive again afterword in life and they wanted to remain alive.

tattau = to mark and create by thinking what you think is necessary to create

tattao = placement, as to place by marking this is preventative on a stone surface and not except a ward on a wall if ward and tisk is there and doesn't seem and creates pause or not do as necessary

taizon = rise up and leave free as if a second body above yourself that can also seem as if a point above a plate with your indentity by energy interred

taykousang = renew blood flow, blood count

tibhuru = animal plant human that has any animal human shiftshape but will

be plant inside as in a side wound or otherwise in something like a plant

tech = teacher, teach, now reach by desire

todo = As if thinking achievement, by an idea that forms from what is new or near as not task misuse and stop or not the situation resolves as thought if to abandon you doesn't happen or no problems happen by your will energy.

tafoc = task force, waiter, task written or not written

tofu = good for you, health why, to forget or not to be

teddy = stuffed bear, cavebear in life, see a berry, eat or not

toealp = alp mountain range, as to ick and kick in obsolete idea that seems useless or not as this is help, to help you as if a point to each their idea and mind is their own idea formed by their third eye. That appears as you think and create is a thought, as if to seem what you want as if to helping in unsummoning is energy for free use.

toga = belted sheet clothes like a moment with pins in the idea of use or with the thought poof

tahik = do take a hike, that hike was cool right there

talus = time machine, sequence neuro block, mental block or removal is energy from toddler area that represents what you want in life or out by life as you decide whats needed.

tego = energy scutum, shield (also in latin), or if in thought is a cursed moment that life exists and your life is not ended as is

tegoeseh = shield of fire field energy (this can make you go literally insane)

telesmi = works of wonder, invention in life, view and creation by value

Teln = telnet, telling, This is where you don't have to write what I see. The "I" is the third eye consciousness. That you know by insight with the spirit, this is guided by the soul in formation.

This is empowered by the pineal gland, that is the real psychic organ. This can be represented by an eye sigil or thinking the symbol you trace/draw means the eye. This leads to eye land, the world view of the above and beyond world, that allows what manipulates this one.

tollwut = call, unknown call, rabies or create by energy to heal by live energy you cost human and energy exists for you in no and seem likewise

tylonal = pain relief

timbuktu = out nowhere and into society

tomal = tomale, light pepper in light energy

tomalsa = hot tomale, hot pepper

tomate = human torso tomato made plant by curse of a killer tomato much like the video energy created area movie where te tomatoes are alive

tomarra = eimarra, pieceful arrangement, court, war support, tomorrow

tomerra = piece errand, gather, get together, consider (think)

tomorra = piece in activity, puzzle, puzzle glue, created ideal

tomi = fun seeker, fight seeker, opportunist seeker, opportunity seeker in life

tomm = tomorrow me from death on a bed to wake as another man he's a bleeding heart

tommy = machine, automatic motion to do as is

tardf = slow time, free time as energy is slow not

tavruli = blended work, blended energy with the elemental of choice or water in a motion

tesli = tesla, congregation, created energy, cliffhanger are these as they are a wooden headed indian people that are short and you are targeted if you mention what they do in a bad way on a dark moon moment or not as this isn't.

tengu = ninja; The secretive face working soldier. They serve people, that they need to work with and create as

though a point were made. They aren't ninja, if they have a clan. Otherwise they are bird human leprecaan that does in malicious human tricks that use is not the person or the weilder as this is on the taergete or on the targeter's planet.

tentacl = tentacle, sand as black with void or the element makes what element color and red if fire and blue with water this is the hit water creation as temporal fact is a point that life exists and your will ended and actions in casualty is the concept as nothing more or otherwise not as intended idea in life evil.

titilhu = giant octopus, tentacle being, devils trap that causes the victim to be sucked into a place that releases you and you are dead after a thought ward is afterthought and the energy is removed is dust in the wind from a person you respect as if sacrice is with suffocation unless it offers aid and its only weakness be fire, cold feeling follows after energy shift and your as your aware and your old life is memory in your new life.

tityu = totem pole, tantalum, spirit pole, old war boat ride

tote = thoughts, self-fought moments

tony = braggart, tough, tiger, considerate in action

tonys = distrust, distrustful, to bear trust, trusting notion in nation as your a jokster

tiny = tylonal, tinny, pain relief

tenshysu = holy shield, faith shield, that in light is a arhythmic idea to shift with

tonk = shapeshift by inner being as safe energy in use

tons = thorns, large or small not scripted, hundredfold back per enemy hit, allot, a weight trouble that is a trouble spot touched on the right side of the stomach cured by the right to left and otherwise its a new problem thought and a traced d on the stomach or a c traced cured it temperarily in what a bio energy generator effect.

tunyf = personal uniform, officer uniform, as a new uniformity that is fro sloth in what is as a uniform formed here.

tepe = tent, toilet paper, tea party that is aborted by what dislike there might be as things interred could seem as a thought

tepi = time, passage of event that is time created and this can make a tepidity or stupidity, tarnishing in things that are rustable from a chaptic turntable/recordplayer

tequm = equal, tea in an antique cooking pot that is allot and is like a personal friend in the mind but what you want it to be.

tikem = summoner, summon person, dselect otherwise observed as normal as somewhere else some person you look like is killed that you think on as forever hipe in a forever heart that is a forever heart in a disease that disperses in a moment that you are clear with yourself to kill yourself unless you are passing it as to someone else as my stomach or my face.

tuatha = mythical children of the descendants of criminals left behind on a planet to live as if damned to live forever and forever heart in a mind to forever as all you had to do is say it and not not do it to live as if they want to as to do as they want and know what they do is help in a heart world.

tuathap = child, idnapper that looks at an id and sleeps according to a thwap

tuis = twister, twist, intuistic, intwistic, tuistic

tuog = turn good, bad and ugly, turn bad to good

tssl = tistle, lost tuition

tese = themself, themselves, treasure that can skunk or do other things such as to get things done as if the treasure was uncursed

teseract = shift the good out of phase, dark phase, opposite dark being of mindless nasty thought to criminals and good composure

tesseract = dark mindless killer giant

tesseractiq = dark giant god, twilight giant

tishinko = sculpture, sculpt

tush = toosh, butt

totemkaur = three legged giant raven with eyes all surround

tyson = chicken, high quality

tyse = tyshe, tissue, timeshare; pronounced tische, this is where you time things and share the results.

tytiy = consequence

tula = tulip flower

tuliv = let me live, to live, leave me alive

tyluckyth = time link, time portal

typorral = time portal

toanee = telekinesis, mental movement of objects near, far away
tour = tower
toeuca = mountain range
toile = toilet, linen
toilepap = toilet paper
tues = tuesday, confliction, conflict
tuink = annoyance, annoy
tucros = tom cruise, more adorable, so I'm cuter
triom = trivium; trivia, this is a trial of trivial pursuit, advent; this is an additional event so 'or not' to stop this effect. That is an Ad in event form, but can be experienced in real life if you need it experienced.
truirsis = the railroad train, roaring rattle, rattle and roar
tings = measure in infinite idea or knocks on the wall
time = measured event
timeo = pause
timeou = regression
timeout = hold event, backward event
times = end point of power loss by excessive energy, time loss, burn out, when power loss happens the power is recovered by healing
timex = physical power loss, disaster, time extra
timo = hourglass, timer, watch, time measurer
timou = stop time
timeout = hold out
temp = temporary, time (roman root)
timp = tamper
tumo = tumour, cancer, deadly organism
tignon = tiger human shifter
tariff = law, set down rule, perserver as a very accurate description
terrarium = toad cage
tierd = tired, sleepy
tores = fallen, capable, lich
totaeen = tuatha de danann, imperial faery
tousl = tassle, hassle
torelnhiqahz = teleport
torso = caucus; body, body feature
tohst = tore chamber, torture chamber (by rebecca), tossed
tunhuaz = teleport
tuow = turncoat
turkish = turkey nation
turquois = tourquoise
turret = mounted artillery
tutaek = time=momentous eventxunknown eventxreaction, event prediction or chaos math
tylg = redeem
tylga = redeemer, redemption, soul share enemy turn
typhon = 100 serpent headed giant with serpent like legs and thigh and feathers and wings
tyadreparo = repair thyroid gland
tyre = notable place, tire, tyranny, untiring
tyres = tyrese, tyrant, tiring (from dominance), domination, tire easily
tyro = tyroh, leader, tyrannosaurus in man
tyron = commiserate, indenture
tyseq = pattern, time sequence
tatr = motion picture, walk-in theatre, tatterdemain, walk-in movie
texx = tough, shooter, cut action

tdaaell = Tie dying, The deeper hell; Is the sub-dimes of the 3rd dimension as the hell of existence that traps you into not moving much and being victimized or beaten while doing an idea or some negative decent thing is done if you win. These idea are presented as if a dream and given by visions. They who earn are energy virulous and have a dark side to them, as though evil in nature and not there as they drop the act but sound good as though a point thats too good to be true. Thought to break free from this hell is the rite to try to not agree with what that is and displeases, displaces, or pleases you and yet you do things as you want. These visions are different from what normal concept visions are like. Think where normal visions seem to give you what you want and sometimes seem, too good to be true unless a friendly charm. But feel good to the self, think as though you return from it and you do and they who are apart of you might work. The enemy is depicted virulent bright color visions, that keep coming back so avoid or not and they are working from you in thought and yet are very likely a suggestion. As the vision can go on and you can attempt them but you get tortured in your mind by a force. So to deny the idea by a thought of intuitive idea, and not always necessary is to block the suggestion.

tgyrn = resolve

Thad = absorption, absorb

thala = thalamus, crotch area, dick tip or vagina area

Thav = feel; The end point, the idea to this point is an action that you feel on your body to correct by senses with the hand, this is where you think use to make yourself feel better and act better by idea that is noticed.

theatr = walk-in motion, walk-in movie, creative act

their = there

thio = thoight, tyroid (manic depressive), thyroid

thinking = creating separateness

this = te, all, if you notice its everything

thou = method, you

theb = thief, to take

theba = theme, divertive, exacting moment

thebn = thieve, thieving, too much (of something)

thong = backstrap, leatherwork sometimes made of bootstraps that hides and holds things.

thorax = thrax, throat

thop = thought, though person/ally

thr = thrive/ed/ing, there

throng = group, cord

tjern = return

tlk = dlg, dialogue, talk

tmr = tomorrow, timer

tranc = Blood energy focus trick with trance like state, Blood is energy, but you don't need it drunken. This is the blood flow instead and think as you like things, they are yours. Think of what you want, then your aura energy creates the manifest of your idea that you need.

Tranc is what it's known as though. How you get the tranc, this is being bitten by an animal then after the fact just focus on a thought or if you think a point to create your need. This is accomplished as you breath in and out and stopped as the tranc is disrupted by realizing something wrong or hearing a sudden loud noise.

I was bitten by a cat in the foot a long time back. That's how I know this point. This was a sweet white cat that died of old age. Have fun manifesting. Oh what you happen to manifest is reflective of what you eat. So think to eat less or one bite of something and you can create a major manifest. That's if you feel hungry.

So if guilty about something, then recognize the point you could or do overeat and think of other things to do and then you create with no need by distraction. If you think or write, that no guilt exists, then the blood magic creates what you think and you don't feel guilty about anything.

Otherwise, just think of what you want, then focus your mind and create by aura manifests. That is what I recall

about transc. What you can do with this is use the current situation as a source, think of the idea as a blank canvas that you paint on and use symbols. This way you can get what you want as a need.

trefoe = shapeshift; shapechange, transfiguration, adaptation

tron = electron, active trace, active track, retrotrace, backward track, electronic

truoi = three headed bird

truu'ennui = true human, Absolute energy being that can be anything and has no true form except what be felt or thought up.

truyng = true source, universal power, ancient power, combined power

tryna = trying to, trying of, trying action of no man or being

tryng = ancient power, sweets, triangulate

trw = true human, absolute energy being that can be anything and has no true form except that thought up

tralw = transparent plastic, synthetic (part), otherwise this is a prosthetic part

trapx = extra charge

trupu = transparent

traka = neck

tramp = trashy lady, march through

trans = transform, transfer, translate, across

translit = translation, transliteration as transpire to transition

tradoe = traitor, information trader

tragheit = inertia a/c - e = being retarded or trained to be slow.

trave = travn, travis, transpirer, travel, transpire

treant = treeman which looks till it dislikes a person like a tree then it uproots itself to become an animated walking tree

trei = a tree that crashes into bare earth or item

treiz = thirteen , thirteen

refigi = transfigure

tri-kreen = insectoid humanoid worker

triy = trelawny, second sight, vision

treteis = written work, written order, work order

trig = trigonometry, symbol math

triton = merman

troir = trupuwydr, transparent glass

trois = 3, triumph, three

trouf = water container, water trow, water container

trouver = to find, travel to

troleto = spirit troll, regenerative being that can turn into real form, remain spirit form.

trolloc = energy twisted tusked boar human that stands on two feet able to speak clearly and has very coarse hair along human torso

tropica = tropical

trun = thrown, throwing

trundly = trolley

trug = get through, truly through or thorough

tryy = repeat action, try again

trygin = try again, another try, traitor

Tsuge = tsug, The suggests, The suggestions; The suggestions that I get, they are actual requests from people so don't mind me as I use them as a point. If none are received, then I go on my own. Otherwise I know noone's there to give any suggestions.

Tsyt = transit, object shift: This is it; Think to shift the item and its there. That's all there is to it. You can use this to shift nearly anything, including that which you remember is yours by feel or insight.

theh = the tech, technique

thema = this is based on idea, theme

thek = erised is the erasure of time in iessence which is esserb and this is essence of soul

thise = thineself

thurisaz = lucky protection, charm of feliz

thrug = get through, thug

thk = that kill, thank, think, palup

ths = this, that weight, the weight

thx = thanks, thank you, concur

tsarinia = desired behaviour, interesting flower

ttyl = thyroid use, that in infinity creates use by what you see hexed in another world

tway = is way out not here, is not there, that way, this direction, this way

twak = wake up, force but no use is a personal use that creates use

twilley = gradual graduate, observance, work

twink = annoyance, fake, annoy not as in nothin' exists information in time that is not unless you think as if there

is

twok = its in work, that worked, it worked, its working, impinge, force upon, to work

twork = at work

tzugi = self-retain, studious, selfish

V

va = air, what, quality, animal hospital, faith

ve = significant, when

vi = now; when, gripping, with, alive

vo = who, relocate, vocate

vu = no, not, to understand

vy = why, help out, viable, understood

vaa = evasive

vea = find a way, possible, possibiity

via = medium through, interaction, with

voa = to escape detection

vua = make believe

vya = undetected

vae = vague

vee = sharp angle

vie = life

voe = direct by

vue = clouding, viel meaning

vye = confusion

vai = greeting, improve upon

vei = important factor

vii = extra strength, very strong

voi = void

vui = learn, woman, this is estrogen in action.

vyi = helping hand, given aid

vao = unintentional, veritaserum, truth detail, truth tell, mistake, truth serum

veo = insignificant

vio = release

voo = directly focus

vu0 = otherwise understood

vyo = useless, fire vampire

vau = vault, containment inside
veu = very nice
viu = hold, grasp, volcano, volcanic
vou = vowel, indicated movement
vuu = experience
vyu = resource

vay = true value
vey = convey
viy = to hold
voy = inhibit, votive, candle, move, moving, voyage
vuy = incited
vyy = give aid

vab = verb; quality control
veb = noticed
vib = vibe, vibration
vob = look elsewhere
vub = understood
vyb = aid

vac = vet (negated area or viewed eating), voic, vacate, voice, vacant, vacancy (empty room or area with noone living there)

vec = abandonment, wild abandon, emptiness
vic = ruin, dream, bias, lost purpose and meaning
voc = divorce, call, talk
vuc = compensation, victim aid
vyc = victor

vacc = vaccine
vecc = matrix, vector
vicc = conqueror
vocc = good event
vucc = retry, succulent
vycc = get better

vad = void
ved = moving picture, movie, video; just achieve: 1. doorway, 2. gateway
vid = provide, provision, see
vod = hand recorder
vud = would
vyd = hidden world, behind scenes, inside video

vag = vague
veg = eat
vig = viagra, cails, viarga, feel good, sex improvement
vog = vogue, display
vug = good view
vyg = vigor, pain damage body resistance

vak = vacation
vek = weakness
vik = voyager, explorer
vok = long duration

vuk = understand, understood
vyk = location, locate

val = vale, value, feel, area
vel = veal, venison
vil = vile
vol = kept, contained
vul = gross, mass amount
vyl = repeat

vas = invader
ves = inquisition
vis = hard grip, see
vos = ownership
vus = usurp
vys = held breath

vam = inspection
vem = important date
vim = tight month, viewer
vom = job fair, vomit
vum = premenstrual syndrome, pms
vym = review

van = vain, hover van
ven = intervene, when, true, vein
vin = wine
von = migration, won
vun = education, will not, won't
vyn = responsible

varn = area like
vern = cavernous, cave like
virn = filled in, iron like
vorn = worn with age
vurn = caving in
vym = fill in

vap = vapor
vep = significant
vip = steel grip (vicepress, vicegrip), very important
vop = high paying job
vup = fast learner
vyp = application

vaq = vacant
veq = warning silence
viq = silent death
voq = undercover
vuq = indefatigable (and live amock), vanquish
vyq = understood

var = variable, different
ver = were, veer, where, true, version

vir = propelled, wild
vor = voracious, biolocate, hunger, suck, eat, consume, warlord who being
vur = gain wisdom, hunter, seeker
vyr = earn, feast

vas = sluggish
ves = slow to understand
vis = steely, vision, scop
vos = slow migration
vus = imbecile
vys = slow to action

vat = toughness, vert, x, convert, conversion
vet = animal hospital, old
vit = spasmic, alive
vot = vote
vut = self understand, realize, realization
vyt = sexual interest

vav = unbiased
vev = view
viv = revive, alive, reanimate dead, make flesh golem
vov = view shift
vuv = pity
vyv = viewpoint

vaw = value
vev = view
viw = tight
vow = oath
vuw = hairy
vyw = costly

vax = recreate
vex = intrigue
vix = crush
vox = new job
vux = vux, learned
vyx = course

vaz = qualify
vez = highly secure
viz = scenic
voz = refugee area
vuz = training camp, boot camp
vyz = neighborhood

viola = medium violin, medium stringed instrument
viole = food plate
violi = violin, small stringed instrument
violo = cello, large stringed instrument
violu = bass, huge stringed instrument
violy = violence, carrot juice

vall = wall
vell = well
vill = will
voll = prison, vault, safe
vull = bull, sickness, wealth, income
vyll = villain, study, (no) repeat, strain

valn = ground, valient
veln = vegetarian meat, mock meat
voln = unkempt, free, freely
viln = violin, will not, won't
vuln = vulnerable, debt, volunteer, payment
vyln = unrepeatable, unrepentant

vart = changeling, shapechanger
vert = green, vertical
virt = wild thing, wilder
vort = vortex, disorient
vurt = hunter, huntress
vyrt = gain, edible

valln = land plot, ramp, slope
velln = sick, wellness, dry, dryness
villn = villain, villainous, will not, evil person
volln = barrier, block, open display, unsafe
vulln = truth, disadvantage, poor, debt
vylln = violent, unrepeat, unrepentant, villainous

vaeva = wherever

vaevi = transitory; temporary, temporary existence or experience

vayafu = truth perfume pheromone makes people scenting tell truth

vancho = great lord, different person

vasyayu = [vase-inn-aim-inh-unh] versimilitude, Find things with unnatural luck

and this allows you to never seem to get hurt. On a negative waning moon phase, this can invade your mind and make you work.

veaeva = whenever, weaver (basket or cloth)

vee = visitor; sharp angle, alien or some person who's an illegal immigrant, that should be migrated out of the area. This is some list of his. Do what you want with it. That is all there is to this point. Otherwise this is a sharp angle, that creates by the area you focus to use it.

veto = overwritten; overwrote, negated bill, negated point

veeto = cash; cash flow, money and things you can use for it. This is money you get somehow, think and you know what you can do.

vnadrakngl = humanlike bird dragon angel

vielakith = life charm

vielakyth = easy being, easy life

vien = python snake

viennes = python snake venom

vies = drown out, fire out, put out

viol = violent, burning, violet

violuw = violue, red violet

violun = unviolent, healing light, black light

vyocanon = cannonfodder

vuul = heavy vehicle, armored transport, armored vehicle

vyo = useless

vici = I conquer
vico = dreamer, loss
victor = triumph, triumphant
vader = invasive, invader
vida = lost
vidi = I saw
voda = voldemort, dark lord
valir = value, health, true lovers
voldemort = dark lord, dark king, revolting being, resorting being
vagita = ultimate power, vegetable
vegou = eat out
vegout = eat up
vehicl = transportation, vehicle, transport
vegg = vegetable
vacaya = what you
vacua = what you
vacuamen = intended meaning, intent, intention
vyhau = overlord, elven lord, high planar being
vyhauhu = high planar human being that has instant magic at command and be natural shapeshifter.
vikta = viktor, victory
valheru = overlord, elven lord, high planar being
vyhau = valheru, overlord, elven lord, high planar being
vilea = repulsive, violation, each vile
vilgan = villian, asshole
volkh = shape shiftin guardian
vulcan = volcano
vami = vermin; rodent, rodents, mouse, mice
vamp = vampire, drain
vampbat = vampire bat, vampire bait
vomi = vomit, throw up
vapid = undeclared, undisclosed, rapid expansion
visi = vision
vela = builder
vanderdagast = wandering that gastly, wandering ghastr
vena = mystic bird of unknown origin that be silver and blue strikes beauty into people
venuroo = intervention
vini = I came
vari = variety, many choices
variant = variation, barrier
mvaricea = live creature
variceanie = egoist, unblamable creature
verita = truth
verne = difficult, difficulty, stern
verge = boundary, together
virgin = without alchohal, no sex
verith = guaranteed to do
virtu = virtue
vista = distance, distant view, distant land, area extent
vitasol = childbirth enable
vawya = void weaver, void channeler
vawyn = void success
vocay = voicerific, excessive voicing from decay, obsession or depredation

causing voicelessness and depression

vown = patriotic, patriot

vixen = evil lady, spiteful lady

vutu = virtu, virtual, virtue

vy's = vitamin

vyes = viciousness, vicious strike

W

wa = cry, where, what, wish, want, water

we = emotion, wed, we

wi = With; within or how the width formed, silence, with, am protector, win, this is depending on use; where wio is either won if positive, wigout or without if negative, wiy or win is winning if positive or why if neutral tone

wo = stop, I/me/myself, to turn, not

wu = woof, loud, loudness, wobbly, would, would have, woo, wound

wy = creature, wing, possible answer

waa = circumstance

wea = reduce of, when, restrict, weevil, wedge shape bread eater bug

wia = width, length

woa = hold on, stopping point

wua = detail, relief, explanation

wya = clear distinction

wae = done; wake, well, set on, stubborn, this is set on fire or an ancient waylaid pirate vessel

wee = awareness; fey being, transfer of mind thought, well, awake, absolute joy, aware of, think otherwise those that are aware and awake don't ask until things are reasonable.

wie = wile; wield, why, walkabout, this is a thought you wield and ask about then walkabout.

woe = off; bring death, disaster, stoppage of flow to turn energy, turn off energy

wue = personal misery

wye = abhorrid; (sometimes) horrid, unsacred, desecrated, desecrated

wai = decide, need it

wei = yes, weigh, think about

wii = know

woi = worry, dark despair

wui = vision

wyi = blurry

wao = way over

weo = wheel, well off

wio = harmonic

woo = sweet

wuo = wow

wyo = why help

wau = enlighten, who I see

weu = wend, understand

wiu = silently

wou = stopping point

wuu = no!

wyu = wield

way = way, path, road, it or not otherwise our way
wey = wild, wildness
wiy = confidant
woy = crash
wuy = ruckus, raucus
wyy = wilderbeast, wild beast

wab = way back
web = a web
wib = applied focus, applied being of human or dog nature
wob = wobbly
wub = being loud, wobbly, shaky, rub wrong (wound), make wrong (wound), seal
wyb = being witty, possible

wac = wacky
wec = weak acknowledgement
wic = wch, with character, which
woc = cooking wock
wuc = loud character, weak characteristic
wyc = candle wick

wad = group together, wade
wed = weed, commit/ment
wid = wide, make known
wod = not desirable, word
wud = would, wood
wyd = lucky guess

waf = wafer, thinly sliced
wef = form emotion
wif = wife
wof = wolf, game hunter
wuf = woof
wyf = air scent

wag = wag tail, bang side
weg = frog; wedge, thin layer, going (happening), away, material, this is a happening thing that is based off of material.

wig = hair wig
wog = take a loss, allowance loss, allow destruction
wug = shout
wyg = lost cause, hopeless

wak = wake, awaken
wek = weak, wield, wimp, week
wik = kill, make happen
wok = awake
wuk = active poison
wyk = moral, witch

wal = wall
wel = weal, well
wil = will
wol = woah; well hold, amazement, this is an amazing point that you decide is enough and declared as a woah!

for a point.

wul = wool, cotton

wyl = focus clearly, will, wild

wam = a back head knock

wem = emotional moment

wim = emotion

wom = womb, worm

wum = senseless, pointless

wym = a wim, given into desire, withem, withheld, hold back

wan = wane, lessen, reduce, reduction, rection

wen = wean, when

win = emulation; a win, wine, whine, success, wine

won = influence; auratic influential, not stopped, continuance, continued, won

wun = wound; wind up, won't, wound up, faint spell, will not, won't, wouldn't, won that

wyn = wind, north wind or similar and the meanings are here for what the winds are by feel.

(<http://spellhawk.great-site.net/wind.htm>)

wap = whap

wep = weep

wip = wipe

wop = whoop

wup = woops, feel sorry

wyp = whip

waq = scream awake

weq = weaken

wiq = tremor

woq = woke up hearing, light sleeper

wuq = quake

wyq = earth vibration

war = bell, belli, war, conquest

wer = wert; were, man, as is

wir = wire

wor = wore out, worn, worry

wur = steadier, make steady

wyr = where; weyr, dragons layer

was = vas, ways, weigh, what, been, waste (water)

wes = choose from

wis = wisdom, wizard, wise one

wos = worse; worser, feel personal pity, pitying

wus = meditate, whats

wys = wisen

wat = clothes, wait, (lose) weight, then shift. the process of monoatomic gold; you gain or lose weight till a certain point and then shift to a new dimension in heat when it cools down, you shift back..

wet = wheat, created ideal by essence in the ground

wit = wait, wight, with, (no) undead being that sucks the soul on a touch with paralyzation, with it or without people.

wot = wrote, what, word is energy as that is ate not

wut = whoot, what, woot, wht, would that as that and with that in some where as if in a body but temporal fix

wyt = witty, witty response in moments

wav = wave, hand pass in thought to store away and create

wev = weave; weavel, weaver, put together, weave in will

wiv = harem, nagua, nag, old witch, that is aging and use is youthful idea

wov = woven, sewn together in the pants

wuv = weaver, energy channeler by law or in law no law

wyv = wedge, wedge shape bird human shape

waw = cut through by thought is amplified energy to the point that you can get or get along well

wew = whew in a moment

wiw = with work, not repeat as no type for no repeat

wow = oh wow, wow in absolute sarcasm surprise

wuw = stamina drained, tired out, work wobbly, in thought

wyw = shortcome, shortcoming in moments

wax = wax, awaken, wack

wex = weeks

wix = waxy buildup, wax use

wox = woke up

wuix = near faint

wyx = burning wick

waz = yst, was, ways, waste, waist

wez = wheeze, short breath

wiz = wise

woz = woes

wuz = whoozy, faint spell

wyz = a wiz, genius

wark = kill count

werk = slaughter

wirk = kill tap, snap

work = energy load, movement amount

wurk = steady kill, unstable

wyrk = blowup, blowoff

waaa = crying fit

waea = charge up

waia = stored energy, energy storage

waoa = wide area

waua = falsified

waya = acting on impulse, impulsive

waae = weight gain

wae = weighed impulse

waie = go with it, make attempt

waoe = way over your head, very high up

waue = absolute surprise

waye = discovery make, eureka!

waai = build strength

waei = work out

waii = sacred, slim to know as you remember from focus with energy, no is not attack from distributive energy in

your soul

waoi = feel comfortable
wauu = get familiar and disregarded as assumptive behavior
wayi = show path, in a as

waao = wild hope
waeo = take a chance
waio = not going to
waoo = once again happen
wauo = burn yourself
wayo = way over

waau = not happen
waeu = enlightenment
waiu = wait on
waou = shield
wauu = waw, cut through
wayu = extreme weight

waay = permissive
waey = get control, wave
waiy = conclude, conclusion
wayo = wayoey, way overhead, high up
wayu = weigh alot
wayy = break oath, oath break

weaa = don't study and nothing in else or root growing up
weea = active fairy, stand tall, strength, stand up
weia = physical location
weoa = owe alot
weua = use, abuse
weya = try again

weae = physical help, physical aid
weee = moment enjoyment, fun moment
weie = remainder
weoe = repeat
weue = reusable
weye = take root, become root

weai = traper, trapper
weei = dislodge, disrespect
weii = bring attack
weoi = collection
weui = our use
weyi = bring danger

weao = beat them
weeo = stern nature
weio = go along, associate
weoo = restrict
weuo = take notice, interrupt
weyo = temple

weau = overwhelm
weeu = end
weiu = repair condition, fix situation
weou = intuitive action, take action
weuu = whew
weyu = large gift

weay = armed, prepared
weey = asshole
weiy = got him
weoy = break, breakage
weuy = over repeat
weyy = weyey, cannot condone, disallowance , unallowance

wiaa = understand, understood
wiew = collapse
wiia = picture, depict
wioa = responsible
wiua = wiooa, go way back
wiya = karate chop, hand separate

wiae = dicoverly, be discovered
wiew = attention, discourage
wiie = distrust
wiew = abuse; drug abuse, beating up, admittance
wiue = enemy
wiye = trick, trickery to not, wyvern beating

wiai = wipe away
wiew = construction worker
wiii = putrid
wioi = why pay, unpay
wiui = disaster, destructive end
wiyi = ever repeat, fractale

wiao = overrule
wiew = waste, large eel
wiio = concern
wioo = freely kill
wiuo = alone
wiyo = turn good

wiau = stun, unaware
wiew = happiness
wiii = identity, identify
wiou = cruelty
wiuu = wasp
wiyu = black weed

wiay = over there
wiew = winey, whiny
wiyy = why
wioy = why oh why, how come
wiuy = lied to

wiyy = explain, explanation

woaa = woaya, become active, be active

woea = regeneration

woia = woaiya, warrior

wooa = duplicity, befriend

woua = acceptance

woya = rowena, informant, inform

woae = worse

woee = worry, (dark) memory

woie = resolution, resolve

wooe = child

woue = revive

woye = worrier

wadr = window

wedr = light

widr = focused through

wodr = melt

wudr = wonderment

wydr = glass

wald = seal in, wall off

weld = weld, metal unite

wild = wildness

wold = crash

wuld = burn

wyld = destructive

wand = focused will, a wand

wend = slowly gain

wind = grow quiet

wond = wonder

wund = wound

wynd = deter

ward = ward, protection, conclusive

werd = declined

wird = wired, blockage

word = worried, taking measures

wurd = unstabilize

wyrd = wierd (fate); fate, this is the three fates or the young one (Clotho), the medium aged one (Lachesis) and the old one (Atropos). Clotho spun the \93thread\94 of human fate, Lachesis dispensed it, and Atropos cut the thread (thus determining the individual's moment of death). The Romans identified the Parcae, originally personifications of childbirth, with the three Greek Fates. The Roman goddesses were named Nona, Decuma, and Morta. Their children are Norda or fate beings and human in appearance with special ability. The attributes of the Three Fates included: The Moirae were depicted holding various threads. Staffs or sceptres, the symbols of dominion. Clotho: A spindle. Lachesis: A scroll, the book of fate Scroll or globe representing a horoscope. The Shears (Atropos)

wark = war kill, battle kill, active work

werk = energy work, were kill(ed), were (killed) at

wirk = intelligence work, work in, in work

work = play, do things with

wurk = wrk, would work, your work
wyrk = wire kill, en strangle, wild afterwork, a wild effect

warl = warble
werl = when real
wirl = whirl
worl = homeworl, vortex whorl, travel whorl
wurl = war shift
wysl = viral, why move

warm = warmth
werm = squirm
wirm = wriggling
worm = worm
wurm = handling affairs
wurm = wyrm, wingless dragon

wann = then, come back, wham, recover
wenn = went
winn = purposeful, with purpose, unalcoholic, virgin
wonn = lost, wanton
wunn = will, steady balance, will have
wynn = loss, wanton (destruction), wind, compromise

wra = wrap
wre = wrench
wri = write
wro = wrong
wru = wrung
wry = wryly, rueful, wring

wrat = wrath
wret = wretch
writ = write, printed page, note, bank note
wrot = wrought; rote, wrote, deceased, end of lifetime done by what occurred to the body.
wrut = root, bad habit
wryt = written information

wras = wraith
wres = wrestle
wris = wrist
wros = bad step, wrong step
wrus = benchmark, benchpress
wrys = strangle, sexual, rueful memory, crush (love), wrist

wpa = weapon
wpe = wipe out, wipe everything
wpi = whip, whipping
wpo = wipe ou, wipe out, whip out
wpu = whip you, wipe you
wpy = whippy, wild whip

waeva = wherever, whatever
waoanetz = internet

wayreth = magic forest
weaeva = whenever
weyr = dragon layer, show down
wiati = fxseh, wave pattern, A creative wave pattern or of effect field reflected in sleep, ability, influences and made with the metarules of Affinity, Thaumaturgy and Mental Focus with interactive subparticles of;

lutra(lea, lepton, love trance, electron, displacement charge, ion, negative energy charge, negative time subparticle)
likdon (lida, proa, likton, proton, proteon, proactive(athletic), proective, positron, proactive charge, positive charge, charge within particle, contain charge subparticle)
nura(neutron, neutral subparticle, isotopes or neutralize)
tehya(tachyon, active, carrier wave or positive time subparticle that looks like red dots)
yaa(alera, aleron, eludia, metainfluence, alpha waves, aether, felt influence manipulation subparticle).

To allow with interactivity;

burang (helping moment by what you think and this particle can do, boomerang effect, in return effect, Formed by electron + proteon + positron)

cema(seem-ah, cemia, cosmia, temporary glue particle, temporary cementation of particle, cosmetic particle, A particle to cause a temporary cementing of effective thought about particles to a surface, Formed by electron + proton + aleron);

cua(cuon or curon particles to cure poisons and body weakness, neutron and aleron);

cuae(coo-aid-eh, curative of scent particle, nice scent particle, cua + proton + lura);

crita(crypton, temporary erasure, or weakening particle created with stekton + tachyon);

dnyra(de-nirah, dendyron, denyro, denyron particle, or programmable particle that you think at once created to program it created by tachyon + aleron + lara);

eawr(ee-ah-wer, ewir, parasitic semibant particle, self-perspective condoning thought particle, sub-bot particle that forms and coagulates on moving things as an object. It does as instructed by it being spoken as though it did it and it feeds off filth or bad things and sometimes the organism itself. Formed by a cua + proton + lepton);

eawix(Ee-ah-wix, ewix, hearing ear particle, wax particle, a particle that allows you to hear nearly anything that is thought about or looked for by thought, created by eawr + proton);

foa(photon, leukton, destructive particle created with electron + proton);

flaa(feleron, firewater, mission complete no abuse you may return, everburning water, everlasting flame, greek fire, photon with aleron);

gna(gea, genon, creon, coreon, create, earth, solid barrier, constant body, boundary, drug, solidity particle, lekton + aleron);

lukra(for leukra, leukron, antigravity wave particle, electron and stekton);

lata(lekton, freon, void, later, raw material, cold, cold spatial particle created by electron and proton);

lara(eleron, attractive element particle, aleron + electron);

lura(allows luron, eleuron, detractive element, dark matter, red matter, separation force particle, aleron and stekton);

loaa(low-aid-ah, eomai, everia, lower and do particle, surrendipitous info soak, impulse particle, causes learning by discovery, inverse osmosis, created by electron + stekton)

loae(low-made-eh, eomeo, aeia, raise and do particle, info soak by hypnosis, causes subconscious observation learning, adverse osmosis, made by proteon + stekton);

loai(elorai, lura, gnu, gnosok, money or knowledge soak an buildup, an osmosis particle, lipkon + aleron);

loan(elorain, gnosokles, agnu, luran, knowledge or money reduction, reverse osmosis, crypton + aleron);

lika(lipkon, barrier, psychic, air or sound vibration particle, electron and lipton);

lita(lipton, fire, heat felt particle created with electron and tachyon);
nea(gnu, nua, good notion, make good nuance, natural power buildup particle created by positron with electron, photon and aleron);
nuatra(negatron, nihilistic, annihilistic, rapid heat energy, extreme destruction particle, created by electron + zeuktron);
lupta(leupton, lava, molten heat, magma, emotion, melting particle, proton + aleron);
sutra(suetron, creative, water, restoration, active healing particle sometimes found in meditation, neutron and tachyon);
pua(poo-ah, puatra, purify, disserf, dissolution particle, red particle, lura + proteon + lata)
stata(stekton, support. gravity or light wave particle; electron + neutron);
uun(ubyon, erasure or reversion particle made up by proton + neutron);
uace(ulypces, good luck particle, with ulypsis + ukyon + lekton);
uasa(ulypsys, bad luck particle, ulypsis + ukyon + lekton);
uase(ulypsis, antitime barrier effect particle created with proton + tachyon);
uua(ukyon, purity or restorative particle, neutron + suetron);
yara(alakron, manifestation particle, tachyon + aleron);
zatru(zaktrunia, intrusion particle or warmth particle, likton + lipton);
zutra(zeuktron, changing mutative and irradiative particle, proton + stekton);
zutri(zeuktronn, disturbing particle, photon and zeuktron);
Zuty(zoo-tee, zeo, zuteo, zuhteo, cold radioactive particle, zutra + proteon).
weei = I war (with you)
weeia = weeeell, I war (by you), by you
wiuai = hydrocarbonatemetanol, breathable water, htuoctumoi
wiuafi = hydrocarbonatemetanol, breathable sulfurwater, htuoctumoisfi
wea = weak, weakness
wachya = what you, watch
wadda = whadda, what did, what dad
wahai = wachamacallit, this thing
wedbag = weedbong, iphuc, weed star bong that is the bong or smoking container for the smoke type.
Widra = withdraw; withdrawal by feel
Widran = Withdrawn; to withhold or draw from something with some point or idea.
wydog = flying winged dog, widow, dog
wood = wand, mana focus device, will wish wille effect by whipping head banger or nor is nothing
wats = electricity, electrical, tesla
warmyu = warmagic, destruction and alteration spells
were = werewolf
worka = woka, work off, worker, woke up, work up
wassup = what up, whats up
wosa = worship
webufrod = network
wedn = 3rd, third, wednesday, wedding, marriage, lazy
wiou = without
wield = equip, use
wieter = resume
woody = wooden, old style writer, animated wood creature
wicrenu = negative witchcraft
will = as you say "will" as a fire born vampire fight you destroy for idea and what you intend to think for your
will in safety as a destroyer giant vampire
wokobb = stay awake
wykcryt = witchcraft
wykcrit = why quit
wilynily = willy nilly, make attempt
wuln = would not, wouldn't

wyld = wild, lunatic study
wana = wanda, instinct, want to, impression
wanda = wonder, wonderer, thought perm (permenant)
wannac = want to see, work to see
wondai = wonderment, everrit
wasu = please, plead, what
wasuck = ugly, ugliness
watu = what are you, hold on, whatsup
watt = current rate, watson of police
wattu = your current rate, in the dirt you can't change once you set it or nothing will happen
wattm = my current rate, umake as youmake the you maker
wish = focus on need, desire, want; as a focused desire now that happens by natural subliminal activity
acting as a high energy bridge with a point by focus with subatomical particles being influenced, causing the

people

that the energy interacts with to achieve your desire. otherwise its a desire that achieves the result when felt, spoken, and its not magic or otherwise things create as you think.

warcobny = war combining; To be confiding the effort you do, to combine in effort, by war and become as one mind, the being as to cause it to seem one, in war by acting as one and with actions that work with each other. Causing it, the being, to appear as one. This triples ability and power. But, filter by refusal, of corruption.

warclu = warclubbing; to club together and in war, to cause things to be beaten, by assisted effort thats working together.

warcry = spirit animal war cry

warden = security head

warlin = soldier practice, prophet heritage

waxgib = gib; give being, "knowing" I see the light to work with the path an is there if important.

worketh = workeith, to work, treasure work

wotaf = brittle

wuzz = whats, thought to use, buzz

wuzzit = whazzit, whats in it, achievement

wheter = Coming up soaked and ready for more, spoken for

wll = ull, well, will, creation by wax

wmaekom = undo annihilation, uncalled for destruction

wrislet = bracelet; holder on wrist

wrislyt = slit wrist

wrislit = bracer

wren = wrench

wron = ron, wrong

wrp = warp, wear, warping, warped

wha = what?, what, remove form you choose

white = blind desire, blind justice to you

wje = creating you (by effect, soul life), persudaficius

wjh = whe, whackup, crazy, crazy making, insane making whack job, epidemria: A condition caused by the heart and it takes form of nearly anything being taken literally and realistically. This causes personal reaction to any stimulus or action that presents itself.

whh = attack, fuck attack

wunjo = joy; a person or jo

wjkin = disappear

wumpus = large and fearful

wuvsun = star weaver, star channeler

X

xa = savior, say

xe = heroic, see, xenium
xi = exile, plain, wild horse on kill
xo = put forth, so
xu = soar, soon
xy = reinforce, psychic, reinforcement, (hit) crotch

xab = flab
xeb = overweight
xib = excite, excitement
xob = great
xub = protrude, protrusion
xyb = exhibit, display

xac = exact, exacto
xec = power action
xic = banish
xoc = shot, fire
xuc = flight power
xyc = reinforce

xad = tad bit, too much
xed = extension, extend, exceed
xid = exist on, existence
xod = penetrate, go into
xud = extrude, extrusion
xyd = collide, collision

xaf = safe
xef = sieve, sleeve
xif = siphon, drain away
xof = soft, softness
xuf = eloop, cuff
xyf = existence

xag = sag
xeg = segment
xig = signal
xog = sog, soggy, splash
xug = extra sugar
xyg = extra reinforcement

xah = exalt, high praise, high acclaim
xeh = heroic
xih = sigh
xoh = anger, angry, sweat
xuh = heat wave, hot, exile
xyh = heat treatment

xaj = hero, heroine, just
xej = siege
xij = banishment, banish
xoj = co-action, adjacent, paired movement
xuj = stick out, protrusion
xyj = soldier backup, law reinforcement

xak = kill exile, exacto, knife cut
xek = clumsied, attacker
xik = fated exile, fated plain
xok = pose, remake, audit
xuk = rebuke, reprise, reserve, conscious
xyk = condition

xal = extra value, sxamine
xel = zeal, example
xil = long exile, last time away
xol = slf, looking good, self, solo
xul = exume, exalt, exultation
xyl = insidious change, sinuous changeover, dick

xan = do, done
xen = crosswave energy, crossweave
xin = manipulate, manipulation
xon = stupendous moment
xun = false thinking to lead to thought on children

xyn = morphing (metachange, metaeffect, polymorphing), metachanges that can seem to make as if to lead back to an in element

that in you yourself is in effect made in life to make instant unlucky moments and in wrong situations this is bad that leads

to a change in aura where persona generation forms that you think on in a moment that is a seeming present and you can act as

you in the act to change the form as a disfigurement to create what is your intebded shape as a result to kill hunger and lead

to another way of life defined by the person you feel like becoming.

xas = exhaust, manage, slow recovery, asshole
xes = moved to heroism
xis = exist
xos = give slowly
xus = take off
xys = slow reinforcement

xat = exact; exactly (a point), oternative, otherwise world, sexual (idea or comment often thought as innuendo).
xet = exist; key, weight, exacto knife
xit = exit
xot = quixote, saying, exotic
xut = exalt, exaltation
xyt = excite, excitement

xaa = exalt
xae = archaic, dark age
xeam = extra force, holy, debilitating force, dark will
Xe = diarrhea
Xeia = decent mind, docile mind, arisen, indecent act
xeiab = peanut butter
xeiaxeb = create effort, work motion, relaxation, ship moments
xiao = morning, daytime
xiom = ziom, axiom, picked up thrown down, museum
xialinn = sociopath, feeling person

xiaolin = crazy, sociopath, bad, dark assistance

xiaolinn = law, psychotic

xieliet = exobiologist

xieliy = exobiology, other form study

xiem = transform, resolve, hold to body

xoe = extrude, xodus, exodus, far away exile, long mission of far distance

xue = snow

xiy = exonerary, exhibition, concession; give in, sales or give up by resignation sorta like using a resignation speech.

Xace = exercise, produce exercise and moral

xebne = weight disease, overweightness caused by drinking carbonated drinks

like soda pop and other carbonated drinks but solved by drinking water,

non-carbonated fruit juice and other noncarbonated drinks.

xebneu = remove overweightness, weight loss

xebpiaroneu = penetrating overweightness removal, penetrating weight loss done through the aura energy burning off the weight.

xern = high strung deer mule

xist = exist, existence

xitami = xiaoli, xiaolin, trend, trendy

xaph = intermediate moment, graph

xeph = it be, controlled chaos, controlled chaotic moment through controlled folly

xowad = xtreclah, strung together

xce = excess, exile

xct = xcts, execution, do or die off things

xhup = boil, bubbly skin, boiling water 120 deg F, extra ring, rapture hawk

headed horse with eagle wings

xmad = mad, cute, xmad

xst = exist, cut weight in that, weightless

xpant = exponent, expelling, expelled, extra cut pant

xpeue = xpugdudio, whisper

xpctah = expecting, extort/ion

xpcteh = awakening, expect/ed

xpla = explain, extra splash

xplat = explanation, personally explain

xpoye = exploit

xpoyee = expeditious, efficient

xpoyeeh = explode; ex employee

xplot = exploit, take advantage

xpt = extra point, expect, expectant, export

xxcla = an declare, xcla

Z

za = create; zap (energy charge or zapper), energy shot, thought focus charge, that (thought that's done), agreement

ze = (sometimes from a bug) energy release (boogy), beetle; striped, original, one of a kind, bug

zi = energizer; zinc, work out, body build

zo = well; secure area, so, such (as)

zu = zoo; animal, display

zy = held; drawn together

zab = energy focus; focused charge, electrical flow

zeb = zebra, beetle or cockroach that takes possession of those nearby that does things to the summoners will.

Dismiss the thought and they go away.

zib = build; zinc concentrated
zob = scanning
zub = watch; focused display, monitor
zyb = concentrate; sew, drawn together focus

zac = shot energy
zec = colored aura
zic = muscle building
zoc = electrical charge
zuc = sparks
zyc = charge up, gather charge

zad = zades!, excitement exclamation
zed = filter, polarize
zid = used zinc
zod = area measurement
zud = scent, understood
zyd = conclusion

zaf = fall asleep
zef = noticed striped
zif = easy insert, easy entry
zof = in secured area
zuf = where displayed
zyf = draw in, the draw

zag = overloaded energy strike, made mark
zeg = signified stripe

zig = sculpted muscles, struck as, The zig(zag) bolt, sig(cig), c-lit(litc, ultra lightspeed or natural light energy) or litc as a mark of pua (power level) and trance for signal, tracing as signal trace and actual attempt.

1. The more the zig the more that be or is done.
2. Advancement of loudness and sometimes no mental stupidity, or no insanity per power level as this warded away to prevent insanity unless necessary precautions.
3. The advancing stage, a progress point tract or signal.
4. Replacable marks are a *, #, @, !, %, `, ~, /, \, |, X
5. Never do things devisive with energy unless some physical effort be achieved (not beatings), to balance the unprepared body response and get the physical body prepared for the zig level. If not then theirs a mental stupidity point where serendipity happens (mental discovery, physical self-discovery on accident).
6. Less aggression more achievings, more accomplished per second, more strict unless precautions.
7. Less likely more to occur, with more effect and less compressed (smaller) size of faster motion. More power make smaller energy pulses.

zog = ground mark, groundhog
zug = where important, conception (of intereptation)
zyg = create interest

zah = strangely desirous
zeh = oven
zih = sweat
zoh = warm area temperature
zuh = whereabouts
zyh = heat circulation

zaj = justified charged shot
zej = oblivious, jaded
zij = personal reasons
zøj = security
zuj = explanation
zyj = draw interest

zak = killing charged shot, energy god
zek = clumsied, attacker
zik = planned kill
zok = mass strike
zuk = get the target
zyk = drawn in place blow, chasing blow, attract to target

zal = outlasting energy shot, pension, tendency
zel = zeal, zest, fearless
zil = exile
zol = job core; work camp
zul = lasting display
zyl = zero, paused, brought to nothing

zam = renewal
zem = seam
zim = because I am, planning
zom = lasting month
zum = zoom

zym = symbolic; energy thought to make what you think by you tracing the sigil or symbol that is charged with your energy.

zan = country concern, in focus, zany
zen = focused sense science, zen, 6th sense
zin = economics
zon = state
zun = civilization
zyn = nomadic civilization, tent city

zap = focused energy charge
zep = primordial, bug form, the form that the spirit can take to create effects that doesn't exist except to the subconscious as a sign.

zip = archiver; archivist, forced by pull, archive
zop = travels toward
zup = charged particle, particle
zyp = dissipation

zaq = earthquake, struck vibration
zeq = vibration, auratic
ziq = measured vibration, rictor scale
zoq = soaking, area quake
zuq = lasting vibration
zyq = struck chord

zar = turn head
zer = fruit

zir = shift into, transform
zor = grahm crackers
zur = destitute
zyr = take a walk

zas = slow transfer
zes = blindsided
zis = slowly build muscle
zos = speed regulation zone
zus = zeus, lasting slow blow
zys = accept exchange, slowly drawn together

zat = energy dissipation
zet = special; was unique
zit = zit, skin blemish, worked out
zot = disassembled, out for yourself
zut = displacement
zyt = sew; concentrate, drawn together

zav = watch energy shot
zev = looked for uniqueness, yearn
ziv = looked upon body, see
zov = open security, nudity
zuv = was looking
zyv = matched, other half, true love

zaw = electrical wire
zew = original coat
ziw = furry, fur
zow = protected zone
zuw = lasting coat
zyw = spray, formed coat, spray paint

zax = charged; generated energy shot
zex = cleated, originality
zix = doing too much
zox = security image
zux = zuix; long lived
zyx = binding together

zaz = targeted shot
zez = disease; striped area, testing area, hazard area
ziz = exercise; improve body, buff up, workout
zoz = security zone
zuz = sustaining field
zyz = hastily assembled security, sizzle

zaz = taze, stun shock
zez = tease, disease
ziz = appetize, large roc protector of other birds, appetite
zoz = toes
zuz = desire
zyz = traffic, time area

zla = fell; who did not stand
zle = brimstone
zli = off duty, activate
zlo = eruption
zlu = convincer, preacher, televangelist
zly = culp, blamed, blamee, blame

zha = crowd
zhe = these
zhi = thigh, this
zho = though
zhu = thunk
zhy = your

zja = servant
zje = vengeance
zji = proof
zjo = personal view
zju = servitude
zjy = affront, confront

zadd = strong, will
zedd = maintainance, maintainer
zidd = discrepant
zodd = wierd, strange
zudd = fight
zydd = parrot, copy

zadde = split person, unplan, create moments in the air that gives you actually anything you want
zedde = organizer
zidde = stand-in, replacement by idea
zodde = uncertain, disorganize
zudde = interospective, perceived interrogator
zydde = explain, explanation

zahr = no secret
zehr = come, energy to come
zihr = seer
zohr = zoe, power effect
zuhr = lure, sure
zyhr = sire, father someone/something

zomba = moving zomby
zombe = broken control, paralysis
zombi = zombier, enslaver
zombo = zonko, knocked out
zombu = alive, your zombie, make zombie
zomby = slave state, enslaved

zann = unconcern, hedge
zenn = illogical science, nonsense
zinn = unmanageable, moneyless
zonn = hidden, conceal
zunn = uncivil

zynn = bum; homeless vagabond

zenna = seer, psychic

zenne = zest

zenni = lemon, lemon lime

zenno = mystery

zennu = denial, blindness

zenny = sour rind

zhal = thalus, counting device, about things

zhel = theology, philosophy of things

zhil = work with things, playing with things

zhol = constructed item

zhul = turned dark

zhyl = resulting number

zhra = thrash

zhre = three

zhri = thrive

zhro = to throw

zhru = done, underhand toss, threw

zhry = thrift

zra = thrash

zre = three

zri = attack, enmity

zro = to throw

zru = done, threw

zry = thrift

zao = zero; itinerates, associates, no that is done if negative is 0. Sorta like a number so this is stating no roaches.

zea = end; the end of a hacking cough.

zeo = hacking cough or smokers cough.

zeah = associative, association

zeaha = whistle, pensive

zeahaa = self-defense

zeahay = prosperity, prosperous

zeo = person, personally effected (victim), hacked; worm, virus (person), hacker, viral person

zeeo = wedding cake; focus (on), effect: the focus point to do things with by feel. Otherwise street or area cleaning.

zeio = zeeio, I war with you

zein = induct; induce money increase, pronounced zine. Sometimes your powerless due to intake.

zia = zion, higher being, zions; (named ziae or ziax) zionic aid is the atleantian beings aid that you call upon you by thinking of your need and saying a zion word to call their attention to make your idea or fix the condition. Just remember if you don't need something, then think of that idea you don't want and state uu- or you-uh.

zyio = seeker; awal, bugged, food need (often by a wild man), if bug need: then you have the need from a bug; the empathetic feel that you get from a bug is a need for food or hungering. Basically you create with this need, if your around one that is a bug or bugged by something.

zakal = jackal, werewolf

zabis = zales, zalus, sale

zalli = coordination, hard work

zedsen = prismatic light

zeliq = intelligent zeal, fearless intelligence

zeny = teeny

zenny = zen like

zero = adhere alone, zero
 zest = flavorful (part)
 zesty = lemon fresh
 zetsu = magical art of parts
 zidder = domi, domineer, release, take control, rule over
 zidderr = shaky, nervous
 zidders = psychotic, psycho
 zidderrs = disruptive
 zigge = to train or trait by using an instance effect
 zinny = tinny, tightly, boned up
 zipzyt = stretch
 zouho = to feel safe by bequest or given request as your really safe
 zhao = devote, devotee, devoted
 zhaot = target, zealot
 zjaero = aerial servant
 zrzqculayl = cold enchant
 znshiguai = explosion
 zza = ennervate, awaken
 zzz = sleep, electrical charge

-XXV-

Drugs and chemicals

Treat the drugs as a separate concept in a sentence, like a separate word phrase.

As "n'synca hcl wiobjtuacha" = "in aligning hydrochloric acid." In usage of the salt KNO_3 , you can cause varied effects and repercussions like dazed motion and unexplained weight gain.

Look at the use of potassium nitrate with salt and water. Gaining inner calm and each bite you might gain something such as weight. This weight drops immediately as the body will repulse the food and not swell the body. I noted the weight loss effects of this salt in particular if used with water and its explosive reactions. Some might not be affected by this as the effects vary with unknown effects. Yet sodium nitrate and sea salt be body safe as a type of salt which has long been used as an ingredient in explosives, and a food preservative that can cause weight gain if in too much quantity. Any look at these will get you result so bear in mind the possible outcome may be hazardous.

Yet the other salts are not safe like, chemical compound ammonium nitrate the nitrate of ammonia with chemical formula NH_4NO_3 . Useful in agriculture and explosives, lead(II) nitrate be the nitrate of lead with chemical formula $Pb(NO_3)_2$. Its also known as lead dinitrate, nitric acid lead(II) salt, and plumbous nitrate. It be a highly toxic element. Lithium nitrate be an oxidizing agent used in the manufacture of fireworks and flares. Its composition be $2LiNO_3$. Silver nitrate be a chemical compound with chemical formula $AgNO_3$. This be a poisonous unuseful salt. HNO_3 be transferrance of lead to other material. The chemical compd and formulus came from the wikipedia at [http://en.wikipedia.org/wiki,the_Alchemical_and_Steve_Kamm_physics_notes_\(written\).](http://en.wikipedia.org/wiki,the_Alchemical_and_Steve_Kamm_physics_notes_(written).)

1 p(art) = 1 m(ole) or ato(m) = 1 mol(ecule), 1 (mix)ture = 1 compd (compound).
 fe = fac, face, "("; "(" (facilit); ")" (facrit),

Chemical key - for understanding english chems

Naming acid - Exchange the Anion with the Suffix, fo'the base keep the Anion

Anion Ending	Acid Prefex	Acid Suffix
ate(3p, 6p)		ic acid
(o)n, um, ite(1p)		ous acid
ide(2p, 4p)	Hydro	ic acid

Acids (A)

Some common pH (strength) values of acid. At <http://en.wikipedia.org/wiki/pH> will you find the chart below. To get the strength or pKa use the H^+ Molar weight in $-\log_{10}[\text{Molar weight}, H^+]$. For example, a solution with $pH=8.2$ will have an $[H^+]$ activity (concentration) of $10^{-8.2}$ M, or about 6.31×10^{-9} M; a solution with an $[H^+]$ activity of 4.5×10^{-4} M will have a pH value of $-\log_{10}(4.5 \times 10^{-4})$, or about 3.35.

Some unknown effects of pH:

At <0 be poisonous and acidic and avoid contact.

At ≤ 2.0 be acidic (highly dilute with H_2O to drink HCl so avoid contact).

At ≤ 2.3 pH be unaging, regeneration and weight loss.

At 2.4 pH - 3.5 pH and after 5 pH - 5.9 pH be weight loss.

At 3.5 - 4.8 pH be dillusional occurring if eaten, drunken or inhaled.

At 4-4.9 pH and at 6-6.9 pH be weight gain.

After 7 pH be weight loss.

Substance	pH (pKa)
Fluoroantimonic Acid	-28
Magic Acid	-21
Fluorosulfuric Acid	-15.1
Hydrofluoric Acid	-15
Acid mine runoff	-3.6 - 1. before this be <0
Nitric Acid	.014
Aqua regia	.3
Hydrobromic acid	.9
Battery acid	<1.0
Hydroiodic acid	<1.0
Sulpheric acid	1.01
Hydrochloric	1.8
Gastric acid (Hydrochloric)	2.0
Lemon juice	2.4
Cola	2.5
Vinegar	2.9
Orange or apple juice	3.5
Formic acid	3.75
Beer	4.5
Coffee	5.0
Tea	5.5
Acid rain	<5.6
Milk	6.5
Pure water	7.0
Human saliva	6.5-7.4
Blood	7.34-7.45
Sea water	8.0
Hand soap	9.0-10.0
Household ammonia	11.5
Bleach	12.5
Household lye	13.5
Hydrogen fluoride	15
Water (H_2O)	32

The acids themselves

bisa = potassium acid, bisulfate, KHSO_4 (khsquad).
braqua = braquach, hydrobromic acid, HBr (hbr)
coniin = amines acid, aminic acid, life acid, Formic acid, Looked

it up in Wikipedia and its systematically called methanoic acid, simplest carboxylic acid, stinging chemical, CH_2O_2 (chtuotu) or HCOOH (hcooh)

aquaregia = Aqua regia (Latin for "royal water") be a highly corrosive, fuming yellow liquid, formed by concentrated nitric acid (HNO_3) + concentrated hydrochloric acid (HCl), usually in the ratio of one to three. Its able to dissolve gold and platinum although tantalum and a few other extremely passive metals are able to withstand it.

Aqua regia be used in etching and in certain analytic procedures. Aqua regia does not last very long, thus it has to be mixed immediately before use. From

<http://www.encyclopedia.com/html/a1/aquaregi.asp>. nitrosyl chloride (NOCl).

flurbeasa = fluorosulfuric acid, strongest corrosive acid, HSO_3F (hsotrif)

discovered from <http://pubs.acs.org/cgi-bin/sample.cgi/jocea/2005/70/i07/html/jo040285o.html>.

grach = geranium acid, transphase acid with geranium, Sodium

+ HF + Folic acid (folate, fola or vit-m) + germanium (Ge) = NaHFFolaGe , Geranium + sodium ae NaGr_2 , with counterpart GeNa_2 = Germanium(Ge) + Sodium(Na)

hia = hydridya, mucaquai, hydroiodic acid, a highly acidic aqueous solution of hydrogen iodide (HI). It be highly corrosive and should be handled only with appropriate precautions. Hydroiodic acid be a commonly used chemical reagent and be one of the strong acids that ionize completely in aqueous solution.

hf-sbfccl = fluoroantimonic acid be a strong acid. The acidity of 1:1 HF-SbF_5 can reach $\text{H}^0 -28$. Thus, these superacidic systems can be 10^{16} times stronger than 100% sulfuric acid!

hcl = claquach, HCl (hydrogen chloride), hydrochloric acid, stomach acid.

chlorium = chlorous acid, clorox, $\text{Cl}(\text{HO})$ (clfachofac)

mucamino = amino acid, life fluid, folic acid, $\text{C}_{19}\text{H}_{19}\text{N}_7\text{O}_6$ (cnizhniznsyiosex)

nukl = nucleiaicach, nucleiac acid, $\text{N}_6\text{S}_2\text{O}_4\text{A}_9$, stomach acid x $\text{NO}_4\text{H}_6\text{A}_8$ or $\text{N}_6\text{A}_8\text{O}_4\text{H}_3$. It drops body weight.

hfa = hydrogen fluoride, hydrofluoric acid, fluohydric acid, worlds strongest and non-corrosive superacid, HF , carborane acid and non-toxic and non-corrosive that will dissolve even glass.

juuach = Magic acid, The large complex fluoroanions facilitate dispersion of the negative charge and thus contribute to increased acidity of the solvated proton ($\text{H}_2\text{SO}_3\text{F}^+$, H_2F^+). The acidity of HSO_3F increases from $\text{H}^0 -15.1$ to -21.0 on addition of 25 mol % of SbF_5 .

$\text{HSO}_3\text{F-SbF}_5$ (Magic acid) of 1:1 molar composition The name Magic Acid was coined in my laboratory, after a Christmas party in the 1960s, by one of my postdoctorals (J. Lukas). A candle (of paraffin wax) left from a cake was dissolved in the acid system and the solution showed an excellent NMR spectrum of the tert-butyl cation, inspiring the name for "magic properties". The name for the acid eventually found its way into the literature and be now a registered trademark.

nitra = hnotri, aqua fortis, HNO_3 , Nitric acid (hydrogen, nitris oxide compound of 3 p)

nitri = nitrilotriacetic acid, $\text{C}_6\text{H}_9\text{NO}_6$ (csexhninosex) that can create a sexual desire innuendo by what you feel and not do.

nitro = highly unstable, nitroglycerin, high explosive, $\text{C}_3\text{H}_5\text{N}_3\text{O}_9$ (ctrihqinntrioni), natural feeling as that is a point that uses are felt endless and use is limited otherwise.

perclach = perchloric acid, Perchloric acid has the formula HClO_4 (hcloquad) and be a colorless liquid soluble in water. It be a strong acid, or superacid like sulfuric or nitric acid that if not strong enough dissolves things slowly.

fbpon = htripoquadach, phosphoric acid, H_3PO_4 (Hydrogen in 3 p, Phosporic oxide)

propene = alkenes acid

sach = sulfuric acid, H_2SO_4 (Hydrogen, Sulfuric oxide in 4 p)

hducodarco = cebaya, cebayach, Carbonic acid be a weak acid with the chemical formula of H_2CO_3 . It be the reaction product of water and carbon dioxide and exists in an equilibrium with water and carbon dioxide whenever the latter be dissolved in the former.

surixbicatea = htucusquinfoqueuctuutrinsex, $\text{H}_2\text{CuS}_5\text{FO}_4\text{C}_2\text{U}_3\text{N}_6$, Suffix bicarbonate acid, poisonous substance and powerful acid in gas form that dissolves even plastic and not glass. Similiar to mustard gas but its acid gas and tends to melt things that get near and can be for a a Evisceration cloud.

Bases (the opposite of acid)

aquaao = H_2O_3 , Hydroxide, restorative water
aquaoli = LiH_2O_3 , Lithium hydroxide
aquaona = SH_2O_3 , NaOH, Sodium hydroxide, brittleness
aquaoko = KH_2O_3 , KOH, Potassium hydroxide, destructive
aquaorb = RbH_2O_3 , Rubidium hydroxide
aquaocs = CsH_2O_3 , Cesium hydroxide

aquaomg = MgH_2O_3 , $Mg(OH)_2$, Magnesium hydroxide
aquaoca = CaH_2O_3 , Calcium hydroxide (females choice)
aquaosr = SrH_2O_3 , Strontium hydroxide
aquaoba = BaH_2O_3 , Barium hydroxide

Salts (Acid with base) (C)

nacl = Sodium chloride, salt, sea salt, NaCl
mgcl = Magnesium Chloride, MgCl
kcl = Potassium Chloride, KCl
cactu = $CaCl_2$, Calcium Chloride
rbcl = RbCl, Rhenium Chloride
nabr = NaBr, Sodium Bromine
nai = NaI, Sodium Iodine
srftu = SrF_2 , Strontium Chloride
nhqueunotri = chemical compound ammonium nitrate the nitrate of ammonia with chemical formula NH_4NO_3 .
pbfenotrifedi = Useful in agriculture and explosives, lead(II) nitrate be the nitrate of lead with chemical formula $Pb(NO_3)_2$. Its also known as lead dinitrate, nitric acid lead(II) salt, and plumbous nitrate. It be a highly toxic element.
deulinotri = Lithium nitrate be an oxidizing agent used in the manufacture of fireworks and flares. Its composition be $2LiNO_3$.
agnotri = Silver nitrate be a chemical compound with chemical formula $AgNO_3$. This be a poisonous unuseful salt.

Oxides (Things to rust with) (D)

ago = AgO = Silver oxide, tarnish
cuo = CuO, Copper oxide, patina (copper rust)
feo = FeO, field, fetuotrix, Iron Oxide, rust
mgotu = MgO_2 , Magnesium Oxide, Chrome rust
snfdou = SnF_2 , Stannous Fluoride, A white powder, that causes oxidization to plaque break down. plaque (tooth dirt) rust.

Hydrocarbons (life element) (E)

cyrnach = citric acid, $C_2H_8O_6$ (Carbon or ash in 6 p, Hydrogen in 8 p, Oxygen in 6 p), life acid hydrocarbon
kloify = chlorophyll, green plant blood that takes sunlight and makes it into energy, $C_{55}H_{72}MgN_9O_9$ (Carbon in 55 p, Hydrogen in 72 p, Magnesium, Nitrogen in 9 p, Oxygen in 5 p)
sug = sucro, sucrose, sugar, $C_{11}H_{22}O_{11}$ (11 p Carbon, 22 p Hydrogen, 11 p Oxygen), cain
itei = hydroxide, antacid, $DNAO_4$ (Deuterium, Nitrogen, Angstrom, Oxygen 4p) antiacidic substance.
mlai = Melatonin, $M_{11}O_{4}N_2H_6$, Like St. John's Wort this causes a sex like feeling without the sex and causes slight rejuvenation by melatonin to excess feeling in immunity and thought to better undersating and ending.

Flame color (F)

use energy or normal flame to set off. Thanks go to Mythbusters.

Red can be lava of oil lamp and mercury with a wooden wick in a small container as a chemical flame only to be smothered out and liquid sodium be alternative. These are fatal except by a distance.

Blue can be butane, butane or butanol and metal add to a spark as a gas flame or disaster flame.

Yellow be toxic and can be from corrosive metal or metal baride and poison or acid HNO₃.

Green be emerald flame with mercury and corbite, magnesium and corbite or coal burning.

Lavender be magnesium, Mg(OH)₂ (magnesium hydroxide), Magnesium mixed with Oxygen and potassium (any form), Energy reaction of Magnesium with flame, life burst (creation or death) for a light purple lavender flame that's 2 1/2 or shorter hours.

Purple can be the gold yellow blue shade for an emotional flame, a dandelion flower (dandelion) or mercurite and pinsnips, clothespin or similar metal. You can be enlarged with breathing the smoke.

Mauve be a secondary flame.

Orange can be Mauve and self consuming fire and continuance unless water applied, as it describes wild fire with a wide spread effect and live plant things burned (on ground) by hydrogen fire.

Silver be a white gray or grey and to use mercurite, corbium and magnesium or magnesium and nickel. For a special flame indeed with a load of heat. Thanks to Bill and Danny for idea.

Gold be straggish grey and yellow flame and mercurite and mercury or mercurium and lamp oil or deuterium oxide (deuterium oxide) + lamp oil or butane and lead. It can burn everything with other metal.

Peach gray flame be to use stalagmite and magnesium and sometimes lamp oil, a special color indeed.

White be flare fire by magnesium and burning, a quick burn with more white smoke.

Black can be the smoke of chemical fires and radiation fires that be harsh to breath.

Alchemy with chemistry & drugs

ealda = 1/8 part radon + three parts water + boiled nightshade or sodium for regeneration drug and cause regeneration. You don't need to take it in as the radon is enough.

eavan = unregeneration drug, causes degeneration, cancer and decay

uoctrio = hydrocortisone, water soluble suggestion drug, talk drug

acid = hallucinogen, dream drug, hallucination drug, dissolution agent

aloe = aloe vera, healing plant, plant of health

euforia = euphoria, euphoria, opium + sugar eq euphoric making stuff in the body

emfazima = food poison

etrelue = memory drug; estrogen, due to it being estrogen; if overused can change a male into female, HFLOAgCu (hfloagcu) can be a replacement.

evrfladra = everlasting flamedrake, One semi-oil lamp and candle, to use the wax at the base of a wide crystal (as not glass) lipped candle holder with a smotherer cloth of cheese cloth or unburnable cloth or wet cloth. Use a wooden wick of a long match to stick into the wax at the bottom and somehow stop the breaking, so to not cause a house torching use metal instead or the makeshift candle in a large metal bucket. Do not let it burn too long or to go large without the smother cloth ready. perhaps use the tin can and wax at bottom to stick the long match. a screwdriver can drill the hole. Do not use inside. This flame be very easily undying except when smothered. When done the adhoc candle could burn until the fuel burns down or serve as a beacon in a crystal.

evrlawawadra = Everlasting waterdrake, In spell form its drowning by droww. That uses liquid sodium nitrate potassium water and calls it aqua for preservation, with a gusher of water control this waterdrake can cause anything of water will and manifest. A bit bad but it will suffice for a waterdrake of opium and Potassium Nitrate with water. When applied to others it puts things out if using baking soda with it. This can burn with a blue hue or red flame if oil and hydrate 1 to 3:

1. distill water and hydrochloric acid with no water after.

2. mix with hydrochloride and baking soda to form with potassium nitrate.

hcltuoquinatwihuo = Hydrochloric acid (HCl) in 1 p and water (H₂O) in 15 p mixed with fruit juice or more water so its highly diluted acid for unaging and better health, given to cure sickness but it may leave the body weak. Gotten from

http://www.unexplainable.net/artman/publish/article_1800.shtml.

Alternative be to use citrus fruit in juice form of mixed with water like orange, in 5 parts lemon, 1 lime, and add whatever water to taste with sugar or molasses to taste. The spell form might not work so use the actual material in natural formation(store bought) with such a case.

bludei = Blue devil or blue insanity, 4 drops or squirts essential oil or lighter fluid(kerosene) + $\text{KNO}_3\text{Aloe}_3\text{Cu}_4$ (1 part Potassium nitrate, 3 part Aloe vera, 2 part Copper) + H_2O (the more, the stronger it is). Alternatively for strength is (Potassium nitrate) KNO_3 +8 squirts Lighter fluid(Kerosene or Kero)+water(H_2O)+2 parts Copper(Cu) = $\text{KNO}_3\text{Kero}_8\text{Cu}_2+(\text{H}_2\text{O})_n(1-\text{infinity})$ for a stronger effect and the more water the stronger it is. The safe alternative be to allow the addition of acid with 2 quarts more water dilution and you can cause a body regeneration/unaging effect. Heated up and boiled in water for 3+ minutes, idea made by skyhawk. Made up with others in mind.

The noticed side effects are, some brain hemorrhage, great feelings while its happening and this can be drunk, shot up and without addiction. This may leave you in a controlled state of advanced paranoia safely. Those pregnant cannot use this as it kills the fetus or infant. This should thicken or clump together after it cools. For more effect mix with alcohol. If drank, it has a side kick moment of an extra for 20 minutes after the original. It lasts 8 minutes maximum for one drop.

irvall = nervall, 2p sodium chloride(NaCl) or salt + 1p baking soda (NaHCO_3) + 2p copper(Cu_2) and its (NaCl) $2\text{NaHCO}_3\text{Cu}_2$ that lightens up all the nerves.

hclnaclhtuotuat = 1 p Hydrochloric acid(HCl) + 1 p Sodium Chloride (NaCl) + 20 p water to sturdy the body and cause weight loss.

olele = ollislus, adrenaline drug, unaddictive strength increase drug, this increases potential in the body due to the sex. Vision in males as to how far you can see by what means of scrying or body sight or sight in female of psychic level with the sight of how far seen due to the level of drug in body.

luapomna = leceopiumna, olidopopium, water + opium + sodium, eternity drug or cease aging drug

aquilli = water and adrenaline, unfear drug, fearless drug that increases memory and calms person and be 2p sodium nitrate(Na_2NO_6) + potassium nitrate(KNO_3) + water(H_2O) as $\text{Na}_2\text{KNO}_9\text{H}_2\text{O}$ with alternative $\text{NaKN}_3\text{H}_2\text{O}$ as 1p sodium or baking soda + 1p potassium + 3p nitrate

Nirv Cu = The nirvana cure; This is 1 part hydrochloric acid with 10 parts of water, 2 parts copper and 3 part sulfer is $11\text{H}_2\text{OClCu}_2\text{S}_3$ that is a point put to the water. Put to water is a cure to insanity considered what drug you think charged to a purpose of thought put to the water as if the effect is thought and the water is what cures you as with $2\text{H}_2\text{OClCu}_2$.

opium = blaopadop, opium+water 10 p, immortality drug, power activation drug, pain killer.

opiumoli = blaopaoli, blakedpipolli, poppy pulp and adrenaline, rapture drug that causes killer instinct

oto = poison spray, KNO_3FH_4 (knotrifehqueu)

cokhelhtutuneodix = Cocaine + Hydrochloric acid + 10 p water to form active healing while high.

biie = bananas, Obtain 15 pounds of ripe yellow bananas, Peel all and eat the fruit. Save the peelings, Scrape all the insides of the peels with a sharp knife, Put all the scraped material in a large pot and add water. Boil 3 or 4 hours until it has attained a solid paste consistency. Spread paste onto cookie sheets and dry in oven for about 20 minutes. This will result in fine black powder. Usually one will feel the effects after smoking three to four cigarettes.

benzen = knock out drug, aromatic

bcl = boox, borox (BCl = Boron + Chlorine, Clorox + Boron)

byot = barbituat, barbituate, slowing drug, slow down senses drug

byotkok = divilnidar, sleep drug

blaaopa = lust drug, lust after, with viagra + poppy pulp or weed

aomuoisau = polyjuice, 1p opium+4p water+3p adrenaline+1p nightshade+1p mandrake yields bad smelling polyjuice, and if placed on area, causes polymorphing at will. One who be affected this cannot speak of it. This isn't instant so if you know shapeshifter techniques.

bvityl = healing and revilizing drug having aloe vera + water + divinorium or weed

cilert = silert, instill immediate attention, stillness, still motion medicine

cinie = cannibis, smoked grass that in drug form cleans the body and liver of toxin and poison

cotea = cortisone, reduce swelling cream

ctuhquinoh = $\text{C}_2\text{H}_5\text{OH}$, alcohol, a poisonous bad drug that slows time and reflex down in the body

cunotriteu = Copper nitrate ($\text{Cu}(\text{NO}_3)_2 \cdot 3\text{Cu}(\text{OH})_2$); this is a cure to the body and helps you think, as you take it in powder form with or without water, this works to make the body work better and also causes you to shit it out as it desettles the stomach if eating something.

dactosang = dragonblood, Blood of dragon allows for immortality but knocks a person out for a day per half ounce with major unaging effects after

demorall = passivity drug that be unaddictive

dop = dopamine, pain killer, drug

dopolli = courage drug, dopamine and adrenaline

divilnida = pacify drug, calmness drug containing valum + H_2O_2

divilnieda = creativity drug, that brings vision and truth with Pentathol + weed or divinorium

dyhli = cae, dyhelia, dialect, trimethylxanthine, caffeine, theine, mateine, guaranine, methyltheobromine and 1,3,7-trimethylxanthine. $\text{C}_8\text{H}_{10}\text{N}_4\text{O}_2$ (cethinquadotu).

dyhlom = dyhelium, coffee, prepared tea, caffeine that be a natural part and be addictive.

dragonsbane = creative death, dragon poison created from dragon flower extract

dvnouda = divinorium, unaddictive power herb drug

fola = foil, folate(anion form), Folic acid be a B-complex vitamin once called vitamin m allows for bio organic improvement

fka = cedranol+novacane+pcp, nerve poison, killing drug, death drug that takes a long time.

iirori = Imiprothrin, (IUPAC): a mixture containing 20% of 2,5-dioxo-3-prop-2-

nylimidazolidin-1-ylmethyl(1R,3S)-2,2-dimethyl-3-(2-methylprop-1-enyl)

cyclopropanecarboxylate and 80% of 2,5-dioxo-3-prop-2-nylimidazolidin-1-ylmethyl (1R,3R)-2,2-dimethyl-3-(2-methylprop-1-enyl)cyclopropanecarboxylate. From

http://permits.nra.gov.au/actives/standard_imiprothrin.shtml

gunpoda = gunpowder, Materials; potassium nitrate or sodium nitrate (75 g), clay grinding bowl and clay grinder or wooden salad bowl and wooden spoon, sulfur (10 g), plastic bags (3), charcoal (15 g), 300-500 ml beaker (1), distilled water, coffee pot or heat source. Place a small amount of the potassium or sodium nitrate in the grinding bowl and grind it to a very fine powder. Do this to all of the potassium or sodium nitrate, and store the ground powder in one of the plastic bags. Do the same thing to the sulfur and charcoal, storing each chemical in a separate plastic bag.

Place all of the finely ground potassium or sodium nitrate in the beaker, and

add just enough boiling water to the chemical to get it all wet. Add the contents of the other plastic bags to the wet potassium or sodium nitrate, and mix them well for several minutes. Do this until there be no more visible sulfur or charcoal, or until the mixture be universally black. On a warm sunny day, put the beaker outside in the direct sunlight. Sunlight be really the best way to dry black powder, since it be never too hot, but it be hot enough to evaporate the water. Scrape the black powder out of the beaker, and store it in a safe container.

Plastic be really the safest container, followed by paper. Never store black powder in a plastic bag, since plastic bags are prone to generate static electricity.

gleti = glycerin, listerine, mouth wash also a variant be potassium nitrate(KNO_3) + sodium(Na), 1 p salt or 1 p baking soda, NaKNO_3 , another variant be mouthwash + KNO_3 , artificial adrenaline that does not give strength except 10 - 30%.

icdru = Ice drug(crystal meth, methamphetamine, tina, crystal meths, krank, tweak, ice) that be unaddictive. Crystal meth be an intensive stimulant with disinhibitory qualities, Crystal meth be an intensive stimulant with disinhibitory qualities. Comes in two forms called a rough yellow hydro and and smooth white glass that is usually for wanting to stay awake long hours. Crystal be made of highly volatile, toxic substances (based on such chemical "precursors" as methylamine and amyl amine) that are melded in differing combinations, forming what some have described as a "mix of laundry detergent and lighter fluid" that can be used by injecting, smoking or snorting. So I think in use is no icdru or in no nice drug, if you don't want the effect of headache or dizziness.

Smoking ice results in an instantaneous dose of almost pure drug to the brain, giving a huge rush followed by a feeling of euphoria for anything from 2-16 hours. For some this could result in obsessive cleaning or tidying, but for many the biggest bonus be the sense of sexual liberation which can result in mad, abandoned sex for hours – sometimes days - on end. In almost half of the new AIDS cases, crystal meth has been a factor. Also it has been proven that meth is responsible for liquidization of the brain. So its highly illegal even unto this day. From

<http://www.urban75.com/Drugs/meth.html>.

hopen = cocaine like herb, and painkiller, alternative be tin (Rn) or aspen tree bark (as aspirin)

joy = enjoy, enjoyment, Sodium Hydro Pentathol, $C_{11}H_{19}N_2O_3SNa$ (conz,

conzhniznduootrisna), joy drug, control drug, don't inject it or it kills. Injest it and it will work. The same effect can be got from the chocolate bar as a safe alternative.

kekisle = insanity drug, confusion drug

kok = coke, speed drug, speed-up drug, divinorium

kykisle = repugnancy drug, repulsive drug that causes repulsive behavior, opium + dopamine

lidop = lithium drug, strength drug, mental insanity control drug, so it's every poison a cure. Too much lithium?

Basil herb. Basil removes heavy metals from your system. Basil removes heavy metals from your system.

lirndop = $LiRa_{1/6}$, Lithium + 1/6 Radon or reduced craziness, mental insanity control drug

luapompuo = leceopumpyao, permenant control drug of hydro + opium + pentathol

lyqdyhelium = addictive carbonated soda drink with Carbonic acid.

mand = demand, command, midra, mandrake, root of dead body; Formed from a dead body of murderer or a person with ngative karma that was hung or killed on a full moon. then buried

at the spot, in cemetary. Its found in the body but sprouts, appear outside and sometimes doesn't grow or doe, At first it appears in the abdomen and spreads in the stomach, to make a interesting idea try forming it other ways.

Unprepared, its a poison, prepared as poison cure.

mandnitsasmeyt = mand/rake + nitsa (nightshade) + smesynt (smelling salt) + boiling hydra eq resurrection drug or wakeup drug.

mandpoiopoaqu = one p prepared mandrake root + one p potato peel, potato seed + five p boiling water; boil the ingredients and drink, for regenerative, energy restorative and antiaging effects

noei = novacane poison, deadly unnoticable poison that leaves no trace, yet looks like heart failure. The novacane poison be produced from from the leaf of novacanus near vocanoes or alovernus leaf which are similar to each other in the effect of a broad blackish leaf green and black color banding.

mudage = muldergas, C_3H_6 , C_3H_3 , fear gas and suggestion gas sometimes given by corpse.

noeirn = poison immunity drug that causes a little mutation with viagra + mandrake + 4p nightshade + aloevera

nitsa = bloaa, bellodona (flower of nightshade), nightshade poison, curative when boiled or prepared, deadly nightshade, beautiful lady.

nitsad = prepared nightshade (powdered, boiled)

niwasle = nogwyshslus, brain chemistry balance drug

NO = NO (Nitric oxide), body productivity chemical that can be breathed in and increases the idea of activity with energy from oxygenated blood and enlarged vessels.

nsctpulsawa = insect repellent, N-Diethyl-meta-toluamide + Related Isomers (Carbonic acid) + C-K-ethylene (Inert ingredient), An alternative be a pulse of energy to sonically hit the insects and, a right frequency drives the bugs and fleas and ticks away (doesn't always work).

potknotrisoa = Weed soda, Weed or pot + Potassium nitrate + Baking soda or Baking powder Cook weed add in KNO_3 and baking soda for a cure to the splitz. Add to drink after cooking.

riredop = aloe + baking soda + hydro eq boil the ingredients to gain resolution and refreshment drug.

ratpas = mouse/rat poison, B_2PNaCl_3 if nothing else

ratpase = mouse/rat poison pellet

ratpasee = poison gas that causes mouse/rat death and human indigestion

razzbay = taron, tarn, razzbry, razzberry, raspberry twisted by magic and making a person talk with weight loss per bite, and causing slight craziness and suggestability.

razzbaycur = kazzbeur, razzbrycur, razzberry cured, cured razzberry with aloevera or boiling; twisted by magic making a person not talk too much with weight loss per bite or weight gain immunity, and causing slight interest and attention span and stability increase along with attitude.

reldern = no talking passivity drug, antimiasmic, one part aspirin + one part tums or calcium + three or more parts vitamin c and to yield, dissolve in water.

repady = risperdal, mental balance, repay, brain chemistry equalizer drug

repadyu = repadyis, equal dose risperdal drug, equal repayment

ritalin = rousing drug, anti-truth drug, stimulant that has a heart overstimulation (heart attack) effect if too much given.

rous = keno(rouse), 2p Cu(copper) + Ag(silver) + KNO_3 (Potassium nitrate) + Aloe(Aloe vera), Sulpher or

vitamin C = $\text{Cu}_2\text{AgKNO}_3\text{Aloe}$ or $\text{Cu}_2\text{AgKNO}_3\text{S}$ for a rousing drug that will rouse you or one who takes it mixed together with water much like ritalin that be a probable safe alternative.

ruskiubik = beiwpoxx, ruskiubik, raid bomb, roach poison bomb spray, roach bomb

ruskiubik = ruskiubikx, roach bomb xtra strength

ruskoxk = roach poison extra strength, Boron + Potassium nitrate + Water (the more water the stronger it be yet its slow acting) = BKNO_3 (bknotri), ClKH_2O (clkaqu)

or ClKNO_4H_2 (clknoqueuhtu) = Potassium or Potassium nitrate dissolved in Water + Clorine or Clorox, HOK_3 (hoktri) be another alternative. In aspects this might work with no water, but fully it will work slowly 3 parts Potassium to 1 molecule HO (Hydrogen and Oxygen).

thalus = twisblabay, twisblabary, talus, hardberry that tasted almost like leather, Twisted blackberry almost banned, magically adapted to cause slight weight gain per bite and mental stability along with intelligent thought that looks like a hard black berry but taste flat and bitter. The twisted blackberry can cure diseases and with memory loss. bad memory and ability erasure drug.

twisblabaycur = taluscu, twisblabrycur, twisblebrycur, twisblabay, Cured twisted blackberry + aloe vera, causes slight weight loss per bite and mental stability along with intelligence and regeneration that looks like a hard black berry but taste flat and bitter mixed with aloe and boiled.

pascur = aloehquadotri, aloevera(Aloe) + water(H_2O) + hydrogen peroxide(H_2O_2), AloeH_4O_3 , combine the pulp of aloe vera, aloe vera juice with water and hydrogen peroxide yielding a poison cure.

pasjuc = poison juice, poison water, poisonous

caezruie = zywpuuixk, raid, roach poison spray, pasrub, pasrubair, raid, ant roach poison, Imiprothrin + Cypermethrin ($\text{C}_{22}\text{H}_{19}\text{Cl}_2\text{NO}_3$) + Petroleum distillates (insecticide) or Petroleum jelly.

paszywbk = bug poison spray

parw = petricide poison, ant, bug killer poison

paruu = patricide drug, bug killer and human safe growth formula

pavilnida = release drug, magical release drug, curing drug, aloevera + snur root + water + vitamin c

pnikai = peiai, penincilin, Drug made from a flower that fights diseases and body damage including colds. Bad aftereffect be to swell with body if bad reaction.

pipreuda = blinding stunning drug, caoutchouc, immolation fluid, aloevera + fermaldihide or purple haze drug

pyao = pentathol, cedranol, ambrosia white, $\text{C}_{11}\text{H}_{17}\text{N}_2\text{O}_2\text{S}$, conditioning drug, The alternative be brox (2p sugar ($\text{C}_{11}\text{H}_{22}\text{O}_{11}$) + baking soda or sodium (Na) + potassium nitrate (KNO_3)) = $\text{C}_{24}\text{H}_{44}\text{KNOO}_{25}\text{Na}$; side effects are weight gain and slight dazing, as with this in powder form and to usage in liquid.

pyia = analtru, anytru, drup, truth drug, auriavalis, $\text{C}_{11}\text{H}_{17}\text{N}_2\text{O}_2\text{SNa}$, sodium pentathol, dopily.

pyldop = Ambrosia drug made from 2p vinegar + salt and baking soda or sodium potassium nitrate(NaKNO_3) + 5p any fruit juice + 2p honey or molasses + 10p water(H_2O_{10}). For creating a semi immortality per each sip with regeneration.

pcp = angel dust, lsd and very addictive vision drug made from various means, pipe cleaner + ammonia

fadop = sugdylhmnitsad, sugar + caffiene or read as coffee + nightshade eq dope like effect causing fatness and body increase of weight per food bite or drink. Alternative is to use $\text{KNO}_3 + \text{C}_{11}\text{H}_{22}\text{O}_{11} + (\text{H}_2\text{O})_n = \text{C}_{11}\text{H}_{22}\text{KNO}_{14} + \text{H}_2\text{O}$ (the more the stronger).

fadopn = faddrun, cutusalfola, cutualaloe, Cu_2 (copper 2p) + Rn(tin) + S(sulfur) + Folic acid(fola) or Aloe + $\text{H}_2\text{O} = \text{Cu}_2\text{SRnAlFola}$ or Cu_2AlAloe + water for fat reduction drug.

seknol = improved suggestion dope, makes for easy suggestions and all thats neededis to feel good and eat to gain but a solid moisture on he lips be a good thing, and you feel its wrong with a truth serum effect. seki be an inhibitive cocaine.

senao = accounts for senility oil. It also weakens the heart. saki be good after its taken. Peanut oil be similiar. as its saeki.

raa = radon; Rn, its influence will cure the body in little doses or a separated low exposure.

smesel = smelling salt, epsem salt, ammonium carbonate, a whitish, crystalline solid $(\text{NH}_3)_2\text{CO}_3\text{H}_2\text{O}$)₂ gotten of formula from web and sold on web or store.

sne = snuff, cuy, inhaling drug

Sni = pot, weed drug, gateway drug, nonaddictive mind drug, potent, potency

snos = roadweed, boiled crab grass root, creative blocker drug, magic blocker drug, closure drug, negatable stupidity drug, addictive mind blocking drug that seems not to work at once that is used if needed or not used at all.

snort = up nose, up nose drug, joint
 straelda = steroid, testosterone drug that increases body strength and ambition; if overused can turn a woman male
 strin = striknen, strikne, knock out drug
 dinvenchi = denvenchini, denki, Weed + Potassium nitrate + Baking soda or Baking powder, Cook weed add in KNO₃ and baking soda for a cure to the splitz. Due note: the drug is so hard to get a result and so costly, so its sought out and not really a cure.
 strini = talk drug, striknine, strict to use and strict to keep not to mention illegal as hell.
 tox = plutt, pas, uuk, wk, poison of any type.
 tranq = tranquill, tranquillizer, knock out drug, Unsafe for general health as HN₄H₆O₈. So this be easier to get as a different safer fomula with animal tranquilizer.
 tritylmyn = madness drug, cocaine or steroids + snur root(road weed) + weed or grass
 tritylmyl = vision drug, opium + potassium nitrate, alternate mustard powder or mustard (meted) + potassium nitrate (KNO₃) = MotedKNO₃
 cotris = CO₃S, Carbontrioxide sulfide, anti-pain gas, anti-inflammatory gas
 viyra = vig, eavada, revitalizing drug, artificial dopamine, viagra, alternative Rn(tin), allegra. + Al(Aluminum) + H₂O(water) = RnAl + (H₂O)₁₀ parts (more water makes strong) + optional blue food coloring.
 valum = untalking drug, calmness drug, quieting drug with or without phosphate.
 valumrn = one part valum + 1/8 part radon, reduced craziness quieting drug even if you have it near you.
 vit-c = vitamin c or C₆H₈O₆; this cures the body and makes you well. If taken in enough dosage its possible to get over the illness quickly.
 vnurbaysoawaa = 2 Tbs apple cider vinegar ((acv or vnur) + 1/2 tsp baking soda (baysoa) + 1/3 cup sugar/substitute or 3 drops stevia (sua or stei) + 250 mg or 1 bottle of water (waa) for vnurbaysoawaa in a cure that will restore health and
 Treat Everything from Acid Reflux to Cancer, even cure it. You MUST mix the Applecider vinegar and Baking Soda first in larger container and then add the water to the mix. This mixture brings your body back to an alkaline state. NO DISEASE, VIRUS, INFECTION, OR INFLAMMATION CAN EXIST IN AN ALKALINE BODY. By drinking this treatment, you body will become alkaline within minutes.
 wuv = active poison. as the poison works
 zete = zentac, zentax(removes allergies), herb that removes impurities for the effect in water, of contaminates.
 zombda = swamp juice, undead drug, zomby drug, a voodoo drug that puts people into coma like state leaving the body into death like state for a day to a week, created by water + Spirit gum(chikli tree juice) + Swamp root(swamp tree root) + prepared nightshade that you boil to create the effect of a drug that be somewhat thick in water.

-XXVI-
 Psychological types

Therapists and other people contributed to these opinions, who want to be hidden, unknown except Dr. ruffian or Dr. Holiday. The associative the types are:
 right activist, dissentive, anthrovert, controvert, introvert, extrovert, angrovert, extremist, radical, abpsycho, pacifist and omnivert.

These types are caused by different states of mind, pathologies such as: arrogance, errogance, irrigance, irrogance, orragance, urragance, urrigance, yrragant. To gauge these idea field psychology was used, or sehpsych for field psychology with on-the-spot in-depth psychological field action and practice out of doors. Part of this be recognizing 13 distinct patterns; chaotic gain, ordered gain, respiteful gain, insight gain, retrospect action, recognition action, disposition act, sanity act, insanity act (despoiling act) and acceptance act.

With picturesque idea your building with colors, that require the usage of the color to store memories and know people by their color pathology.

Pattern of cognition

kaoygan = chaotic gain, a sequence of included hell act(any), focused idea; inversion (feeling or idea); you gain chaotic intent(any).

odaogan = ordered gain, starts as reaction of focus; incite, insight or incitation; yielding gain (any focused through direction).

repogan = respect gain, incite(provoking); incitation(informing) or invoking; attention; ends as clarity.

nsitgan = insightful gain, actions of intent or incense; focus that ends up insightful activity or genius thought.

se-repea = reru, rerun, retrepea, self-respect action, rearrangement, retrospect action starts as insightful or determined moment; emotion or calmness; ending with repose.

recoga = recognition action, remembrance, acts of focus or purpose; stimulus or interaction; practice; ending as resolve by knowing or insight.

depayea = intents, disposition act, despondancy, actions in observance; moments of silence, oddity or no stimulus; ending as cool off or distance with alienation.

sayygan = sanity gain (through shock or exposure), sanity sequence of stunning sight or shock, discovery, clear thinking of normal activity in humour.

cariue = congruity, ingenuity, integrative activity, contributive to an idea or stimulus; interaction, integration or disinterest; useful activity, or inactive and active repose(any sort of meditation) or things to do.

nsana = insanity act, sequence of disturbance, upcoming event, chaos activity; shock or disbelief; disruptance activity, craziness(for women that are uncalm and emotional) or insanity (male unless if the womans sane).

ecotica = acceptance act, sequence of proof or evidence; suspended disbelief or acknowledgement; acceptable gain.

cerere = carrier act = carrying on, motion, information; concent, allowance; intention, independent act, medium

Fle = flare in person to perceive, distinguish; react, perceive threat; flare up, minor league possibility reaction or major league possibility. Things assumed are not always known.

prntyact = parental act/ion = registered complaint, reticient: starts as act, spot action or catch act, excuse; intolerance, dilligence or torture; lets you handle kids or trick by an act.

Flava = (thanks to Sp. Army and Rodney), flavor, twist, starts with: slap, sadness, madness, moral dilemma; seridepity, serendipity, accidental discovery, oddity, nothing bad taste unless slapstick; stupid feel with look, reactive, retractive, humour at being watched but not funny up close.

pimet = pigment, coloring: to create by color, use difference; be avail, create phenomenon or brattish behavior; vindicative or emotion change and peace or interest.

seclou = Effect; Realizing; Confusion; Denial or self-denial; To cause forgetfulness; Self-clouding.

siplsimlern = Seem and feel; to do things; be of things; You stimulate to learn something; Ends in Simple simulated learning.

fxbloc = To realize what it is; Question how you become it or of it; Coping and assertion of will (use the I statement); You block the effect realized.

nstacadye = Effect; instability; destabilization; You cause insanity or mental disorder; Ends in instable condition.

maiway = stop; pause; think; act; somehow cause an unusual self achievement; you make a way.

uoego = effect seen, done, and your in a moment; conclusion gained; instantaneous thought creation.

secaclee = Effect; Realization; Conclusion (end); To be of self or by self; Self-conclusion.

senclee = Inclusion; Condition; End Conclusion; To gain clarity in idea and understanding; Self-inclusion.

atnte = Focus; Make intensity; Stop; To get attention and comprehension; Attentiveness gained.

derte = Focus intent; Make your idea; Will to dissolve; Intent; Can disrupt to dissapear condition; Ends in disruption.

Mind pathologies

erit = arrogant, arrogance, other arrangement, assumptive, upsettish and driven by emotion, dismissive of unlooked for things and leaves a person selectively responsive, yet will strike at a warning and don't change minds easy as they are "hardcases" that won't give in unless given time and given proof.

arrit = errogant, errogance, wrongful thinking personality, cruel or critical thinking and considered au natural critics.

urxit = irrigant, irrigance, fixated singelminded behavior, a condition of the brain that causes the subject to fix on a single item at a time. Also considered the criminal tendency that be allowed from peers and singleminded behavior.

urrit = irrogant, irregard, irrogance, a state of irresponsive behavior to anything urgent and when relaxed will achieve results, display to get inattention by distraction

orrit = orrogant, orragance, orbitz, nonchalant behavior that leaves the person only looking for certain things, they won't see anything that they disregard as an answer or disinterest but on findinding of certain threats they leave if they won't survive.

irrit = urrogant, urrogance, worrywort, urgent behavior, a behavior pattern where people will respond to activity with overreaction and if drugged be all right mentally but will not respond physically.

irxit = urrigant, innergant, urrigance, ognizanc, instinctive overreaction due to shock that is nondetected behavior during energetic activity but seen during times of activity and rest caused, by the brain being overstimulated, an emergency reaction where it can be caused on showing someone violence and disturbance to get attention.

yririt = yrrogant, wirogant, yrrogance, People that are ever active and will respond to a thought, suggestion, contrivance unless they doubt, think on it and caused by natural brain overstimulation or drugs like caffiene. The metabolism be hyper and they can "eat anything" without weight gain. The moment of activity be to expect things like excessiveness immediately or with excercise if its weight, the weight could drop.

yrxit = yrrigant, wirigant, the prophet or profit syndrome, their goal be to profit where they can and use what they learn to promote better idea and attitude amongst people. Causing peaceful intent by somewhat deceitful or manipulative actions with crooks and openness toward honest people but only if they aren't threatening. Otherwise they will avoid it and shift to else as an activity, and the effort to achieve makes it seem a necessary principle for businesslike professionalism. This may go so far as to be a uncontrolled or controlled killing behavior to make a bad idea go away, otherwise your other extreme be to steal. These extremes are caused by ownership of anything that may be desired.

Personality types

alinagg = argumentative 'right activist', The alien aggressive (reih't) be a passive socialist female/male that's socialist whos fallen with an antisocial idea or anticipationist. They take into account the persons idea and background to gauge the right reactions. They don't try to check the actual emotion as they can manipulate the person by psychology. The way to goals be to attain to do things for themselves first and other people second, to notice others plans as they happen and sometimes support the result as they don't have to help. To ridicule was what could happen if they would get dejected from any course of action. To promote for promotion be how they achieve results when allowed and what they geared for. The Alienation attempt has a destructive urge that has been known to occur. They don't argue as for emotional behavior and individual idea that disrupt the others lifestyle as self-interest be the alien aggressive's rulemaker.

Any alienation gets reprimand of the sort that hurts and only if thou arent listening. Some might strike out on false claims and deliberately take it serious. Autocorrective by attempts to notice the activity and vibes to fix by attempt and reclaim lost values. Until the moment of opinion be proven wrong or set somewhat disagreement, then opinions that are not backed up are disregarded and if the opinions are proven right with another idea similar then its a law. Most Alien who feel and think and are passivists (peaceful) that be somewhat half alien and half whomever may have a different set of idea like quixotic and able to withstand great pressure. The effort to get their private space is changed everytime, by the behavior of themselves with other peoples reaction as they don't a personal zone unless they choose to.

alinpas = dissentive, The alien passive (dis-reahg'h) be likely to persist in a positive and goal oriented action. their distrust of humans be gradual but obvious. Any person in need might get reproach and to make amends, they forgive and leave alone if the person's untrusted or they aid in the end. Yet, they appear untrusting but some arent unless they don't know the type. To gauge the reaction they try to compare if a persons earned reproach, by being a friend or not a friend. If nonfriendly then they give off distrust and "no" signals or say nothing and act as if not there. The opinion to them be not looked at until backed up with another similiar.

If distrusted no go and stay away from their private zone of 15' albeit some would say 115' to acknowledge the feat of impossible distances and drive away those they disagree with. The friend tries to chat, they give to reasoning and appear at least neutral or friendly, but like Aliens they can find a way to make thou regret or not see thou own reasons. Unless they seek to experiment or are they talked out of it, where in emotion they feel regret and experiment, to repair their likely to match the area and make no comment unless they see things reacted on. If your alien and passivist then your most likely to live alone in the end. These are likely to cause cause a fight at the end by pushing too much.

ithroat = anthrovert; Some anthroverts are outgoing, type A personalities(active). A perfect type A personality, will get people against them. The fact they would know all, except for what isn't obvious and be too perfect causing envy. Athletes, actors, scientists and active outgoing people, are anthroverts. these people will take any field and succeed in it. Sometimes, treating the fields of study as a competition. these people are introspective, and are willing to study if need be. Anthroverts, sometimes study bones as a hobby or job, like in anthropology. Anything old they like and only the interesting ideas, will they accept. This includes, new ideas and old alike. Only proven ideas will be acceptable, and they are skeptics at first with each new idea. Places of other origins will be of interest, and the older the better. Self acknowledgment, study and acceptance are the goal of the anthrovert, to better their lives. The life orientation of anthroverts are goals, and without goals they are lost. The athroverts privacy zone 5' 4" unless dispersive nature.

catroat = controvert, contravert, Controverts are those that love controversy and works with others to get things done. They are people who loves to chat and express emotion. Why, its a controverts passion, that draws a person and they love to cause controversy and self interest. There are few controverts, for they love themselves first then, love others to enjoy others love for enjoyment of themselves. This be the controverts nature to be associative and unfearedful

of others. their main goal be to be passion in nature. If they feel hurt, they will lash verbally with the pain they perceive. Getting verbal blows till the person leaves or perceives a lesson learned by the inflicted. These people are conversational masters. A controverts privacy zone be three feet.

itroat = introvert; Introverts are people that have no self-interests, and no self control, unless they learn discipline. Except from others, its how they react to people. Being as they will perceive the events as intrusive, unless invited thus not talking to people. Even then, they don't talk much avoiding the angrovert, as they are provoked easy if they cannot stand the person. They will strike without reason, set up the person. To be introvert be to love themselves, then help others because of it. They have no emotions except maybe for love and friendship, There be no emotion except love, or hate to them as they try not to feel jealous, for it provokes them to strike out. This be perfect for an introvert, to not be near any physical presence if possible. People near are an aggravation to introverts as they tend to not like people, close up and strangers, Their privacy zone be ten feet. What the introvert can't have they love, desire. yet keep their desire controlled. An introvert, be an opposite, negatist, antisocialist or sociopath. Hypnotists will set them off with only a proven result.

xtroat = extrovert; Extroverts works best with controverts, one who loves to chat and express emotion. they will have a love for displays, of any sort, Like cats, they move on at being side-tracked, to another activity. their minds are never focused, except on a single task. they can focus their potential, of getting a project done via meditation or anger. Or, to focus on other things, while on a project. This turns them, into becoming introverts. Extroverts will get angry, yet show no emotion, except to get some response. these people will quickly forgive, if there be reason. If no reason, then they hold a grudge for years. the only way to get them angry, be to cheat them, on a project, goal. The range of privacy be 4-5 feet.

igrovat = angrovert, aggroverts, People that get aggravated at others for their differences. If too different, the person will get introspective. Till a moment, that the person they disagree with, gets too close, too personal. then, a verbal lash out sometimes, or a situational setup to humiliate the disliked one. their personal zone is fifteen feet out. These people are extreme in intent, their demeanor, be nice to look at but skin deep only. Meaning, they will be civil till they are forced by disagreeable natures, these people hate sociopaths. Which go on their own rules, avoiding the normal rules, people grew up with. If they spot a introvert they will find it hard. to keep from being civil. But social to all others making these people bigots and hard asses. People can be angroverts to people who stink bad, even if they were other types.

xtret = extremist, The extreme personality type be a manic passer (manic alien passive) and consolidator, that will think every idea be their own to begin with. they make intelligent guesses for what they see, do not know, and made as to how things are done without asking first then they ask a person, who knows the experience, to make corrections and to make sure of their guess. Some extremists beyond this point have short memories, and will try memory fixes to correct for this. Like, cues; questions, repeated statements and faking. These people are theorists and can get aggravated by inappropriate questions, due to a severe temper to assault or reassessment. If assault then the extremist attack something else, except the person who aggravated them. They aren't bothered, by disruption, disrespect. Disrupting their plans or unexpected plans make them crazed. Disrupting their idea be for the better in getting assault. Their disposition be to keep calm till unnecessary,, to keep calm under pressure and create.

This fact makes them go into cold rages that last for days. If they see a victim they will try to help, yet associate with others. Criminal behavior they will support, when there be a reason. their private space be three feet away and these people show no bias, yet have extreme thoughts when it comes to familiy. When pushed,they will react in an unpredictable opposite manner. They love the idea of bad things to happen,so the extremist can live through it, they get a thrill from knowing and knowing they can own. When offered a thrill they deny it, unless bored. If force be directed at them, they respond through opposite force. As in with direct anger they are nice and use calm responses, craziness with a calm demeanor and disregard with an attack, antagonism, They disregard it as childish and will assault, when they see reason.

raiy = psychotic, manson, radical, Radical personality that disregards all personal rules of others, except themselves. the radical has a smooth, always calm visage and never seem to overreact. If they think they can be controlled, their be all reason to think that someones out to get them. The typical response be to wait till they are

proven right. When the radical feels impinged upon,, crossed, they get revenge no matter the reason given. Some radicals, go far as to deny the decency of a bath and some will kill the unbathed person or biased person. Most radicals are schitzophrenic and the radical is never aware, and yet aware of what he/she does for this only spurs the radical on and they do greater deeds unless they feel desire to change, The change only occurs with their desires are blunted by voice and examples given of behavior they will find better or to allow of people to get close without suspicion and at least listen suspending disbelief. Where their opposing beliefs, make them unlawful and somewhat dangerous due to the suspicions, and biased view unless unbiased.

If you want to divert the radical, use reason and proof, the same force against them. Like kill them if they want to do things to you. Only if you share their idea or beat them, will they listen. Otherwise, they choose the moment to strike and they will consider the mark, their target, they wanted to kill or sought revenge at an insult to people they talk to. So these radicals, if piqued will kill who was talked to by the nida (not provable idea). But the not provable idea be what corrects their pattern and make changes to their personal patterns. Sorta like the thief's mark that kills by honey drawing the fly. To prove to the mark, that their lives were errors and needed to show them the way they will do this. If the mark gives in they teach them ways to either destroy themselves by,, to humiliate themselves by. If not, they kill the mark and expose it by an example. Either way the idea of him will die or stop by pursuit, disgrace, suicide,,swift death and manic nature using their idea and portraying then in their form. Anything acceptable be stolen or destroyed and earns forgiveness. Any truth from them calms them as truth be an inhibitor, drugs aren't so effective.

Anything of a profiteer nature that be directed at an action can distract. Mention a disruptive activity to get them going in a potive (positive calm) or terrorist act. When the radical sees justice be needed, they will do vigilante justice, try to teach others how to survive, other information of interests to get people to get along with yourself. When they tell you something at least listen without interruptions,, you might get their suspicions. Never deny a radical what they say up front,, they might see reason to disregard, kill you. Another radical will instantly try to incite the other radical to attack. If bored the radical will seek trouble. To defeat the radical be nice till they aren't nice. then be firm with conviction and they will back down. If you deny their service, then they may try to ruin you with your studies, unless they feel nice. their privacy space be ten feet unless they regard you as mark and then its thirty feet.

obpsycho = psykaae, abpsycho, Psychic assassin, Psychoassassin, The psychic whos mentally sane and physically insane, super calm on the outside and physically not inept but violent with emotion. Mentally insane they are ecstatic and on the verge of seeing a prophecy or vision. The two idea states, after every effort they work on something and most likely be the disposition of I am calm but not taking an idea not worthy. To the common citizen they are pleasant, otherwise they seek not to get in trouble. The effective measure be to strike by information if their rude and make them back down by reason. They dislike disruption and value most as if worthy, even when its not.

The effort to talk to people creates bad vibes if they are nonplussed for the effect of miser individuality. On site and hearing, individuality makes them not strike unless spoken to. This personality be similar to fallen except they won't strike out after use of people and they get more out of a person. They are with devotion to psychic standards that leaves nothing to doubt with seen persecution, or they get quickly mad much like a dumb blond moment.

Since they are physically insane, to strike at a wrong comment and insult with punishment. They appear mentally insane and given a chance but give crazy reactions with a simple speech. So they argue to deplore peace with no cause and see visions of which seem prophetic. They work out problems by a psychic phenomenon. They are most likely to create problems where they sense a crime and drive away the thief or criminal. In a sense they are senseless psychics who can do most things but to get themselves out of trouble as they create phenomenon or glance vision gained from a disaster of an early age. The coincidence of them being like fallen and understood as psychotic, causes them the abpsychic to use psychological tricks to turn the tide.

Omnipotence is very good trade and skill as it helps the person out and makes for understood "what you look for" idea. These are oddballs who train and recover by understanding what to do with the moment. Vision be their biggest and most efficient idea and if questioned on it, they will explain how to. As their be no comfort zone and if their was,

its 1' to 13' spread out rectangular, depending on the idea or mood. With all good mood its 3' 3" in closed up spaces, More likely the people around them will have left before they get nervous. Most move along the edge of contributors and avoid them for they can't keep their noses out of things. Do be obese if necessary around them as to get pity and the neurotic will think up cures or idea to avoid the person or get them out of sight.

pyet = pacific ocean raiser aimed by you to a weapon disfunction, pacifist, A pacifist be the person who always seeks peace and be an opposite to radicals. Will use negotiation for purposes, of solving their troubles. Has no intent of violence, sometimes to the point, of willfully forcing others to do the same. They use social justice, social situations, social engineering to teach lessons. When snubbed, defied, denied and distraught, they lash out, by doing something else, backstabbing the person. Talking behind someones back and to ruin reputation, happens for people who disbelieve and use heretical beliefs. If in this regard they are denied or themselves proven to be heretical. the pacifist will destroy the person as a personal enemy by vendetta.

When they cannot kill, destroy,, ruin the heretic. the justice of the pacifist will be ignore the activity, till they see the right time, to strike with what the heretic uses. This behaviour can repeat. their privacy space be eight feet, and the pacifist will always worry over something. To defeat their purpose at the moment explain your purpose, excuse, and the anger dissolves. The pacifist will tolerate or not mind, to a very great extent anything near them and they will spar as necessary or constantly. Pacifism be caused for the sight of less pain. Pacifists don't like less pain no gain. Pacifism is used to create havoc with whatever they deal with as they deal.

uniat = omnivert, An omnivert personality be a "know it all" with anyone as if reading the "soul" of the individual. So their natural ability be to read auras with anything in site or sight with natural understanding. Given time to know the person through speech, they can hypnotize the target if they desired. You see their objectives are peace and to get their goal as though they have no true friends. They show no hate, love, and emotion other people can latch onto and talk them around with. They are psychological in nature as if "au naturale", They always know what they do and are aware of the results if failure or not. They think to know what others are thinking and that's their ultimate desire unless they can't achieve rapport. Then they will be resistant, manipulative, sometimes they will do criminal activities to undermine authorities, so for purposes to achieve their goals or work through good people if they can at first. What they love be to achieve from natural results and their actions. Where there are people, some are targets if possible, otherwise they are tools to use wisely. It's rare they have a relationship with a person, companionship and marriage to the effect of the right one, that means they like true love with multiple relations.

Personal color associations for wounds, mentality and people.

Misery and cruelty

Coalblacky = Inky, Willing to gain knowledge and material goods and seek it out while doing so for material values. They the person are responsible to doing many things with a good disposition. their motion be for the person to see the truth and accept almost any answer. The emotional state be for bringing grief to the person who hurts them with revenge of grief, otherwise they downplay the feeling.

Blacky = Willing to behave and gain knowledge for the sake of understanding. In emotion they will bring misery to those they want, but their emotion be blunted. Also in emotion, their be an overachievement.

Creamblacky = A almost cruelly and unfairly dispositioned person who lives for the moment but not glory. As if on a two-edged sword, but the story be most important. Who lives for more understanding with no time for him/herself unless emotional. Where he/her dictates to the stuff he/she owns or other people if around them. Added by Jack.

Service and comprehension

Coaly = Always available to do things unless necessary but will burn with desire. In emotion their attempts are destructive and everyone else be scathed. Added by Serena Coyl.

Creamcoaly = A compassionate person thats always available, who works for a living and tries to deal with things as they come, by making time as needed. An emotion response be to overreact with precise timing and act to calm people down.

Creamy = Passionate person who be knowing, and rejects waiting, until it comes of them by passion. their testy if they lose as a "sore loser" unless their emotional and proceed to win with sabotage and random acts of violence. Given by Amy.

Seek and desire

Coalbrowny = To see and burn with the truth of moment and a dark heart, that burns with desire to heal those necessary. These people are philosophical softies who work for a living or try to seek employment. Enjoyment be with jibes or creative idea that are worked with and listened to by others. With emotion be to effect an idea that was talked on, otherwise its just "their own thing".

Browny = Ruddy, A person who be very much a faery in personality, yet serious in mind, intent, and serious in body to actively achieve results according to how their lives are, but almost always to aid. In emotion, they are persistent and try to disrupt or divert.

Creambrowny = Creamburger, With chocolate feelings or passion by food like fast food or sweets, the cream browny be a associative person, They, the person, works as they desire within a framework. of positive idea or motion as information. They don't really care for fitness as its food and thought. The emotional state be cool if necessary, given to talk people down with their own emotion.

Rage and emotion

Coalreddy = Coalragey, The person bears confrontation, they will attempt to retain a constant emotion that keeps them warm inside. Like be alight by a fire inside and make actions count. Where the actions don't count, they feel empty and they won't be a coward. They are the people that can channel high emotions. They, the deep feeler, won't feel rage as their emotions are to feel a deep empty emotional pang that can drive the person to kill. Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also, over-emotional, abuse of one's abilities for selfish ends.

Reddy = Ragey, Raged with emotion, yet will show what almost is a raged feel when doing things. A person swinging a sword with an extra strength is like one of them.

Creamreddy = Cream coating of rage, Allows no rage while achievements are

happening. Focuses the emotion into activity so its served a purpose When emotional, they are 3 times as strong.

Manipulation and stability

Coalorangy = Dangers, Demonic type personality that attempt anything, with ability of being independent or stupid, but the general rule be instant be good and as "I can fix anything" personal approach. In emotion, they usually are determined by extreme effort.

Orangy = Secludy, Stupidity by interest, Deceptive, Manipulative but manipulated into moodiness and able to achieve things, by digression of will and for progress. If slighted, they are raged, and when they achieve their result they sabotage those who work for them in case of defunctness. In this case don't tell them tha when they are just act somewhat natural as to act natural be tact. If you think your gonna do it. Added by jay.

Written with permission by Jay. (c) Jay 2022.

Creamorangy = Creampuff, Sugar sweet cream with manipulation and deliberateness. These people can pile the sweet words and be charming as well. In working with others, their separatists and in emotional states their scientifically proven brutal.

Manipulative

Coolbluey = Coalbluey, Cool as a whipsnake and able to manipulate information, yet will blow up at a failure if nothing else. If in emotion they, the bluey, will be driven on sometimes by desperation. They go by their own standpoint and attempt a retribution for unlikables.

Creamblyuey = Coolinformy, Cool as a whip but twice a striking. They're willing to give information only when they see reason and goof around and yet they never lie except when pressured or when pressured, they allow almost any answer and are uncountable as truth or white lies. their studies are general and they are very knowing in most things. They have some greed for information and living staus. The emotional state of mind is to be in straight white lies which be truth or action.

Expression and headonist

Coalgreeny.= Coalhedgy, An energetic person that can cause a war if not perfected in the idea. To use or make the energy of many or use energy as from drink or food. These are likely to be emotional be strained, Persistent when undenied and when denied, wait or do other things. A reaction be to deflect idea or use magic by mixing or matching

with safety in mind, if any to get things to do. The emotion be directed to fuel a flame of desire that be objectioned to violent people and yet might do violence. In emotion they are calm till the target of choice.

Greeny = Hegdy, A person will mix and match till success often dying for the effort in some way unless safety be made possible with enough information, Excellent martyrs and willing to achieve what be desired, these people use reasons to get the goal that be set by dreams or others. Emotional responses are actions that cause a glory of some sort including causality and fate.

Creamgreeny = Mr.passionate, Girly, A passionate hedgy, that allows for dreams to interfere and intercede, a "I can do things but I.I get cold feet" so they never finish what they want and end up on another track. They do finish as they desire and sometimes without help. They see everything as a benefit, any tool has a use. Yet in emotion they will not panic and finish what they start, unless they don't know what to do. This be when they're the hardest to influence.

Fame

Coalyellowy = One who be shadowy and focused on the desire of the moment to deal justice and plausibility as a heroic or momentous deed. With emotion, they too are destructive.

Yellowy = A nonhuman or human person that will cowardly attempt, secretly and persistent acts to do things in an effort or secretly kill something and openly acknowledge an activity and act the positive deed for glory. With emotion they run away as its often fear.

Creamyellowy = Hosty, Boston creamy, A boston cream with a yummy filling and and just keep on giving. Nonhuman and human alike to give deserts as items asked for when needed, and give food as a device or when feeling nice. This may sound like mom and some fathers are like this with gifts. They sabotage or lash when emotional and have to be told to get over it or let live.

Ritualistic and conception

Coalwhity = Evensteven, Servicy, A downright dirty person in their own right with duty. As they have moments of greed that are unseen unless spotted. They are service people that get the job done with less than needed if its necessary. When emotional they, the somewhat devotional, will attempt any act to clear their name and getting even of what they want done. Including trashing others with falsehood by jealousy in extreme cases.

Whity = A person that be of peace to effect desire and emotion in others of peace. Often by desire to cause chaos in a positive intention or to meditate for an answer. In emotion they coolly downplay the event.

Creamwhity = Creampuff, Whitepuff, Moralistic passion person that willingly do things, including suggestions. When they are doing things they are independant and not taking idea unless it suits the project. They are flighty and able to mate with anyone, except when they're working. The dreams they have give them pause and, they are well understood and understanding with a pose. With emotion they are either superstitious or calm and derive the emotion into fear or strength.

-XXVII-

Number conjugation be where the number be repeated three times in a row to cause an action by incitation.

000 = zzz, infinity power, timelessness, eternal magic

111 = uneuneune, follow pattern, magic, hidden energy manifestation, unseen magic

222 = tututu, metal magic, antimagic

333 = tritritri, unending, w/o end, unending magic

444 = auauau, discontinue, end, ending magic

555 = quinquinquin, wild magic

666 = sexsexsex, instant power, demonic power, devil, sin magic, this is magic created by a planetary moment with the conscious idea and creation by its energy directed by thought and brainwaves..

777 = syisisysi, white magic, health

888 = etetet, halt, entropy, slowing magic

999 = ninini, indentify, identity, identifying magic

101010 = douldouldoul, bring order, orderly, order magic

111111 = onzononz, sickness, corrupt magic

121212 = tulvtulvtulv, nothing, subconscious, void, nirvana magic

131313 = triztriztriz, black magic, voodoo, soul magic
141414 = quadizquadizquadiz, sustain power, coretap, universal energy
151515 = quidizquidizquidiz, universal negative, power flood
161616 = sexizsexizsexiz, ban, drive away, denial magic
171717 = dousentdousentdousent, syizsyizsyiz, power wind, power water, energy wind

-XXVIII-

Number bond be the number repeated two times in a row to cause an action incitation.

00 = dehodeho, zz, closeup, endup, immortal power, void power
11 = doulen, onz, enen, uneune, combo, combination, combine, chaos, eleven, misunderstood
22 = duoduou, tutu, twenty-two, wildness, health, buttox, difference, change
33 = darcodarco, trittri, grey magic, shift, shifting point, metamagic, psionic ability
44 = theinthein, autau, freeze, stop
55 = celcel, quintquin, elemental magic, element in magic
66 = cici, sextsex, limitation, limit, yes yes, A magical moment an number that uses a shared brainwave starting from you to cause events. To be a magical thought that happens when you think of things. Or, just think up things. What you think tends to occur with this telebroadcast ability as your subconscious makes it so in a magic thought wave. What you may want to do when you use it by saying '66' is to avoid hostilities by not thinking of ambition. Its of course of not any subsequence as you can say or think 'un66' to stop the effect.
77 = sentsent, syisyi, formation, shapeshift, form
88 = huaccel, etet, time stop
99 = nan, nitni, death
1010 = douldoul, titi, meditate, calm
1111 = doulendoulen, onzonz, disease, fate
1212 = douduoudouduou, tulvtulv, convince, misconstrue, brainwash
1313 = doudarcodouarco, triztriz, negative power
1414 = doutheindouthein, quadizquadiz, event end, tragic end
1515 = douceldoucel, quidizquidiz, metal power flow
1616 = doucidouci, sexizsexiz, shift, transpose, recovered action
1717 = dousentdousent, syizsyiz, negative curse, negative energy

-XXIX-

Number meaning be the intent numbers showing actions, To tell what these numbers mean for each particular divination, take a deep breathe and imagine touching the tapestry of who ever the numbers were developed around. To use the number in magic, is to create an event by use of the number being spoken and with intention. Let your inner intuitions guide you, and use # 0 - 9.

-20 = negtut, no entrance, denied entry, unaccept, unfocused, no focus, negative twenty
-19 = negniz, no action, inactive, unworking, unemployed, negative nineteen
-18 = negetz, negate, insecure, lax, unresponsible, unresponsive, negative eighteen
-17 = negsyiz, act, ignorant, cloudy, unfocus, negative seventeen
-16 = negsexz, sex addict, allow, find time, seen, negative sixteen
-15 = negquinz, not repeat, unrepeatabe, held, chaotic, negative fifteen
-14 = negauz, greedy, unshare, defenseless, unmetallic, plastic, eater, offensive or negative fourteen
-13 = negtriz, easy, adult, inconclusive, disbelieve, negative thirteen
-12 = negtulv, day, unexplored, negative twelve

-11 = negonz, purpose, understand, order, negative eleven
-10 = negti, to you, failure, unbalance, disorder, negative ten
-9 = negni, unhit, not hit, no influence, reverse, come, leavetake, negative nine
-8 = negoct, uneaten, not eat, early, negative eight
-7 = negsyi, unlucky, bad luck, quest, request, negative seven
-6 = negci, negsex, punish, no place, no, negative six
-5 = negquin, rejection, slap, negative five
-4 = negau, against, coming, negative four
-3 = negtri, lost path, giveaway, fail, disband, negative three
-2 = negtu, death, from, exclude, ignored, undone, negative two
-1 = negen, off, lost, negative one
0 = z, deho, fortune, nothing, zilch, death, zyl, brought to nothing
1 = en, une, won, one, on, Inspiration, new beginnings, determination, ideas, creativity. Also selfishness, pushy, & willfulness.
2 = duou, tu, too, to, two, be, also, become, Intelligence being channeled, patience, understanding, sharing. Also, impatience, stubbornness, and intolerance
3 = darco, tri, trin, three, contest, triumph, unite, unity, Expressing emotions through words, communicating, enjoyment, love, and friendship. Also, energies scattered, over-reacting, criticizing, and not communicating.
4 = thein, au, for, four, going, Building things on solid foundations, practical, organized, planning, growth. Also, dragging of heels, opposition, creating limitations.
5 = cel, five, clap, quin, quint, A balance of spiritual and material worlds to find truth. Challenge, change, new thinking, opportunities, spirituality, travel, and curiosity. Also, fearful of changes or failure.
6 = ci, six, sex, yes, position, Turns for the better, progress, harmony, upward trends, balance, compassion, concern, care, able to overcome difficulties. Also, lack of concern, stubbornness, fixed in beliefs, anxiety.
7 = sent, syi, luck, seven, lucky, motionless, Faith, inner development, spiritual understanding advantages, discovery, knowledge, wisdom, meditation. Also, skepticism, ignorance, doubt, fear, faithlessness.
8 = huaccel, et, eat, ate, eight, late, humility, Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also, over-emotional, abuse of one's abilities for selfish ends.
9 = nan, ni, nine, hit, non, homecoming, leave, remainder, Completion, doors closing with new one's opening, last stages of a cycle, fulfilled, wisdom, generous, letting go of what was once important. Also, loss, emotional ups and downs.
10 = doul, ti, success, ten, balance, belief, order, A (hexadecimal)
11 = doulen, onz, enen, combo, combination, combine, chaos, eleven, misunderstood, national fate, B (hex)
12 = douduou, tulv, noon, harsheix, tuio (too) harsh lessons, amplification, twelve, explore, C (hex).
13 = doudarco, triz, thirteen, teenage, trial, conclusion, D (hex)
14 = douthein, quidiz, fourteen, share, defense, metal, baker, defensive, E (hex)
15 = doucel, quiniz, repeat, portal, fifteen, calm, F (hex)
16 = douci, sexiz, sixteen, forbidden, lost time, unseen
17 = dousent, syiz, advice, understand, clearness, focus, ownership, seventeen
18 = douaccel, etiz, security, eighteen, responsible, respond, response
19 = dounan, naniz, take action, nineteen, at work
20 = duou, tut, entry, acceptance, goal, twenty, responsive
21 = duou-en, tut-en, pause, hold, distinguish, twenty-one
22 = duodoul, tuttu, break (do else), shit, stink, favor, change, twenty-two
23 = duodarco, tuttri, twenty-three, pattern, train
24 = duothein, tutquad, twenty-four, continuous, prediction, leavetaking
25 = duocel, tutquin, twenty-five, quit, repugnant, quiescence, restful
26 = duoci, tutsex, twenty-six, owner, proprietor, buy, rich
32 = darcouldoul, trittu, thirty-two, low accuracy (from calc program), more instinctive, fearful, very fast (light load)
64 = cilthein, sextquad, sixty-four, medium (mediocre) accuracy (from calc program), slight tolerance, sale, zale, fast (medium load)
86 = ariel-doulcint, not, wrong, banished
128 = encentduohuaccel, tulvet, encentduoaccel, high accuracy (from calc program), tolerant, slow (heavy load)

256 = doucentceloulci, tucentquintci, medium extreme range, medium extreme accuracy, antidote, sluggish(very heavy load)

512 = celcentdoubuou, quinten, extreme accuracy (from calc program), high tolerance, very slow(crawl, extreme load), excessive.

1024 = enochos e duothein, entosi e tutquad, encode, entry, one thousand and twenty-four.

-XXX-

Power sources

Pua Ynge

Aemedits = The breaking and making source formed from dimensional energy and the natural energy that exists. This forms anything you want or need almost immediately on use. Use the energy of this combined source carefully. To invoke it, state or think Aemedits pronounced [A-eh-mead-its] and the effect you want. Or, state the power word aemedits and be thinking or feeling for what you want. This can break a condition to form your effect. Sometimes after forming the effect, you have to act on your own volition. Meaning, you act on instinct or intuition to get what you want found by yourself, or to get experience on the result manifesting. You may use more than one source by stringing the source summoning words together.

Aetune = Aeternis, Aeternity, gravity plus dimensional energy and eternal energy that makes effects of good and positive easier and universal. While, it strips the bad from anything used on. This dispels demons from the area. This potentially turns bad actions and evil. This energy can materialize anything.

Aoetryng = spez, Universal eternal energy source.

Adaio = aeiou, Fey abstract force of the adverse life in motion and by usage of device. This is the fairy force of existant energy and on use, can get the effect of instant results by combining it with elemental energy. This can work with anything and do nearly anything you want.

Adaei = Fey abstract force of life in motion. This is with objects and thoughts manifest through devising. This is the fairy force of existance with life energy that is summoned and usable in whatever you want to use it. This force makes it easier to do things.

Avtuner = a bio source that uses everything and anything to make a result. You can eat some of it to get strength and effective energy.

Entaiay = En tertiary field, this is an entropic time gravity source mixed with dark matter and this makes memory and the mind improved and you can handle almost any energy level. Improved energy death happens with this field. This is as an end of entropy in an influenced event. Put energy to an entropic tertiary field, and time that is events slows down. This works by the effort of events interrering a push energy that causes things that are a bit slowed down, in effect its energy that slows down the events. This makes it so your mind can grasp the understanding on a conscious level. Otherwise, its a way to end the time gravity field.

Etune = Aeturnus, gravity and bio grade electricity with eternal energy. A tuneup of ability that makes you perceive what you want before it happens. This gives premenations.

Etuny = aeternity, self amplified thought that causes timed events and this is by wild or positive energy and gravity added to eternal energy. It fosters greater than normal intelligence. With enough ki energy, built by activity, then it can be with enough personal power to effect even a god.

Eturne = aeternis, this is animal energy used for eternal magic or working with eternal energy (from the eternal side of the objects) with gravity and life energy or electricity. Its willed by thought intent and energy projection to get it to do things. Its a black and yellow and blue energy that turns things the way you want it. It gets its energy from the oceans. This can turn things demonic if there's demon blood in the person. This can spawn lazyness, by a feeling of intense peace. It manifests differently per different power source of the body.

Ini = iniverse, the initial source universe.

Ool = energy pool that is a collective resource, this can make a ghou.

Omnitun Ark LuraE = Holy darkness. This arouses the senses and makes effect easier. Except its not our holy, its pure dark energy that is derived from dark matter and the effect of a super energy of the omniverse. The omniverse is an upper dimensional universe. This energy creates what you want and makes things animated. It animates things that is used with it. To use it, make effect of the energy with the idea you have in mind and calling it forth. It will appear like nothingness at first but with ki added to the energy, it creates the holy effect and causes that to be near what you wanted from things. Use this with care, as it can bring devastation to beings who want to help as it brings ruin to the moment that the being wants. This can cause anything to be turned. Use the thought of what you want to help empower it. The subconscious makes things with it, as you invoke it. The more you do, the more it becomes appearant. Cast effects by thoughts, spoken words and moments you do. This effect derives off of a black matter that is very oblique and unobtrusive. Thus, use english with it or other negative languages. Such as, saying 'No things' and you know things. Or, 'This isn't' and it does what you want. This forms unexpectedly.

Omnitun EmoliatE = Ben's Holy darkfire; Take omniverse an super energy, dark matter and white light fire energy. This is a created Pyrark Lura or self-consuming dark fire as the effect an making a firey dark matter that can burn anything. This is the effect called from space and by thinking of it and making it manifest by willing it where you want it. Think say or say 'Magis AeImedits' pronounced 'mag-Is A-ehh-I-mead-its' while thinking of it and it forms on the object or in something. This is using crystal techniques to generate it. Which are Spectral crystal techniques.

Omnitun Lece = Holy water, this is the super energy of the omniverse mixed with water. It can form at will and wherever you want. This is the moment of a synthesis where water is very holy, and can't be easily acceptable to those unholy. It can be disagreeable to those of vampiric and dark nature. The source is easily summoned to form at will. Thinking Magis Imedits, pronounced 'mag-Is I-mead-its', makes it appear where you want.

Omnitun Unnsu = Unholy Omnipplane energy that can be called with Omni Unnsu, pronounced 'Omnee Unn-such'. This is the unholy energy that can form vampires and unholy things from the omniverse. Its called by saying or thinking 'Acteon Imedits'. Pronounced, 'Act-ee-on I-mead-its' and it forms on anything. This transforms the target from within and can manifest it outside of the vessel, at will. It can form neutrality and despite very easily.

Omnitun Unnsupyr = Unholy Omnipplane fire energy that is chemically based and can be called with Omni Unnsupyr, pronounced 'Omnee Unn-soup-irr'. This is the unholy fire energy that can strengthen undead and dark beings and burns demons. Its called by saying or thinking 'Acteon Imedits'. Pronounced, 'Act-ee-on I-mead-its' and it forms on anything. This transforms it from within and can manifest it outside of the vessel it is used to form it. It can form bad menace and despite very easily, while it burns things near it.

Yng = pure energy source.

Cryh = power source made by energy leaking out of a containment.

Hamu = mana, ancient magic source. This can harm the user by inflictive means being done or not as the trained idea per use is done by a professional.

Luraseh = Dark matter field, this is the science of dark matter in use and disruption of what you want. This is using the essence of nothing. It may seem impossible, but its there even when not invoked or evoked and when you need support. This can create any effect by your intent through will invoking the dark matter to materialize the event or effect. This also pushes things back and makes things go away, if you desire it to. The goal is to create with it, but not push people away. This force responds to the vibrations it receives.

This dark matter source makes its effects, from gathering energy from the things and people as it needs to. Decide to get energy from the essence excess of released force, and you don't directly take from the body its necessary live with. When it fully forms, then it can become reddish energy.

To invoke it, imagine nothing and use activity to create results. The energy of the result is used to make dark matter effects by your subconscious. Optionally, you can evoke it to exist action that create events by stating, 'luraseh' pronounced [lure-ah see-h]. Whatever you do, you get detraction by dark matter removing the unnecessary actions that keep the desired effect from happening. What you do after you get the dark matter invoked or evoked, is say what you want. Then the effect may materialize from nothingness. This creates things as though they were there. They show signs of a signature, that is similar to you. This may materialize you from another plane of existence. Consider the alternatives a playing field, after this. As you shift something or yourself to another place, and easily get results. Shift places by using dark matter, and thinking about the place and effect your placement by imagining yourself appear or being there.

This can create dark matter beings from thin air or matter, and have your will imprint the result on it from the directed thought, or subconscious to cause it to do things. These things can transfer to you, in the form of energy. They can appear like anything you want or desire. They can appear anywhere and any time, unless unnecessary. You produce a darkmatter energy being from invoking darkmatter energy and stating or thinking, 'clone'. You can produce an unlimited amount of clones. You can revoke the effect of a darkmatter being, by stating 'E En matter'. This directs their efforts against themselves. Be careful, they can do nearly anything, unless directed by the subconscious. Then, they can do what your subconscious tells them. If your in tune with dark matter, then you don't need to evoke or invoke. You can create things anytime by will and they appear nearly anywhere and anytime. This can create things even before you create, in a form of instant matter. This has an ultimate end, where everything you do comes back on your brain. Appear to give in and you appease the force you created, then you get stuff done more easily. The way to attack someone who irks you by slight and effectively is with dark matter. To distract a dark matter being, is to make it not attack or notice you.

If you find someone attacking you, state 'E En Em', and the enmity or dark desire by attack stops. The ultimate end of the spell is where you end yourself by ceasing to exist and become part of the dark matter beings you created. This is unless you unform the creation, try stating 'uncreate'. Or, you may unform the darkmatter creation by thinking 'stop' and the being disappears. Then you survive the enmity. Another way is by saying or having your subconscious saying, E Un Dark matter. Then the distraction and detraction of people disperses. What you call detraction is death of attraction. You may say this anytime and anyplace and you may return things to normal.

Lyqy = sun energy flow thats liquidity. This energy flows from the lava and any sun.

Pime = prime, primordial energy that is made from dark matter and dark energy with interaction from the mind that causes chaotic events with whatever its used with as its dark energy. The primordial mind is able to god make anything form by will. This will an is enabled from a sigil or will in a thought of taking the energy into yourself and what you create inside you is capable of making things outside of you. This can be destructive or deturrant. Deturrance is making a degree of usage to deter something as its used an it will correct.

Lyqy Pyro = Thought into form pegasus or things that are dark in nature. Formed from a dark force of nature, you can seem any form with this as a shape effect.

Lyqy Pyronne = Lyqy Fire is use of the universe to create what you know, and thought seems to interr with it turning into fire as you use sexual energy. This in thought is to create with an inner use innate drawn fire from the inner self, by use of the energy body and is the innately used power use to any innately thought use idea object. To draw the sexual use is to in draw the power the body has as an energy, as this is to create with this is thought use is concept and not anymore and in you learn to use with a killing thought outwardly. This is an inwardly drawn defense, that if extracted by thought to seem use is as a source.

Tatiay = Tertiary field, this is time gravity that improves power and ability to make efficient use. This goes through all time space to get the effect you desire or need. When the event you caused happens, you get the effect by an event you asked for from ether. This turns things by turn or make a time trick to occur things. This is extended time influence of a death or stopping something to get results. You get the energy returned to you after its spent. The spirit causes you to return to yourself the energy spent. The energy put to this time gravity, can speed events up.

Theng The Symbol; This is the sex source that gives any sexual idea and lust with energy that can be used to shape into another sex with no regard to yourself. Use the memory to keep things in memory storage.

-XXXI- Ranks and positions

magus = magical, juupretyea, magician, General name for a magic/k user who makes devices, enchants and events on request for self, as a thought to be paid for success, self-fulfillment.

sorcao = a general name for magi, sorceror

maj = mage, magic practitioner. Hidden magic manipulator and enchanter, illusionist through unseen "magic" manipulation and often considered a magus. they sometimes go out of their way to manipulate and get their desire by tricks of magic. If they don't get their way, they force by hidden means or interesting manerisms to do and get as they desire.

gandalf = wandering mage, wanderer without a home most times unless they stop wandering

kaddab = change, hedgemaage, hedgewitch, hedgewizard, A dabbler be one who works with many types of magics yet never good at any.

sytkaddab = A savant dabbler be one who works with many types of magics yet excels at many but not all.

sorc = source mages are magic practioners that effect through many different sources and physical magic to get their desire. They base their idea on wild power and treat it like a source to be any other.

elemaa = psiaue, elemental master, jedi with -master appended, Specialistic force master with a -mancer (practitioner) and -many (master) at the end of the element name or psionic force user(psionicist or spirit user) with -kinetic (channelor) or -kinesis (ability) at element name end using any one element, the element can be summoned or formed into focus. These abilities fall under. Magic or Psychokinesis, where psychokinesis(- charge) and magic(+ charge) don't like each other when structured and what its like at the planck level be similiar to a unified force to be built off of, otherwise people wouldn't be able to do both, singly at some time for the mental ability of psychic mind and magical energy manipulation in practice by Metarules of Affinity (likeness attraction), Thaumaturgy (like effects like any distance) and Mind over matter or Mind focus (focus of mind rules over objects and bodies). With regard to understanding how to use the element efficiently, and how to make effects to appear along with speed improvements. The true worth is the fields in this usage as they are different named. So far people use the terms of the four elements along with others, like;

Biomancy or Biokinetic be life interacting with objects and people that allows, for the reading of genetics or body type and races in people. Through looking at the soul aura with focused sight to perceive the colored aura pattern by brain interaction and by blinking your eyes. The aura can be seen as rendered perception of coloration in the original shape reveals what the aura is within the limitation of how the mind can see it. This will work in pitch black too. Anything of life manipulation by biokinesis be through reeiki

as pk effects sent through a channel of energy as to the target by earth or a body channel by feel or voice to conjure the action intent by the wave molecules to enact a vibrational carrier wave through a medium of earth materials from the planck level.

To control bodies be the effect if told in some manner to do the action and it will happen. Using the einstein law of gravity in simple terms to explain the wave effect, be if you move forward and then space moves around you by displacement particles or electrons. You're kept down by centrifugal force and the displacement happens from that of air molecules that look like waves that flow as you shift in movement and reallocation of weight that flows in movement from the centrifugal force.

Beomancy or Beokinetic as pheromone control that makes you able to control the body scents to speak or for feeling interpretation. The pheromones of the body are capable of being a totally different language in itself. This language can make what you say very understandable. The similar sex mood works with it in scent to attract and make better. The true efforts are here that make it like a truth as its in war to the control of pheromones can make attractions possible. Detraction by think of other and act for them and this is in pheromones. It can make with you in attractive motions, to the other sex or to your sex. It can control within reasons, others as well. It be very easy to do by the quick way meditation. To make it seem like its necessary makes it quick its almost a true suggestion it is to the utmost degree in pose by posing as one drop of blood then drop the bad mood..with true serums injected into the skin of the package. With truse as degradation to occur after its used.

The quick way to doing this, using pheromones be to use intention of seeing aura for pheromones by feeling that you can from Dr.lehr, To blink your eyes and then sniff while expanding your consciousness to allow the brain pheromonal adjustment as your sniffing, activates your scent detection. See the scent by allowing your eyes to adjust to the persons aura or even food and then to sniff for the pheromones. After this, use the effective feel and watch idea, to adjust and see the reaction of others and the effort be easy as you feel the pheromones.

The easy way of blocking out the scents your aware of and don't like smelling. Use the thought or active scent of that which be not desired. Then shrink your consciousness of it, the idea, and how it seems to you. Thus, ignore the result of its scent to dismiss it. What does this accomplish? You subconsciously manipulated, through the meditation of your body it subsumes the idea, to be able to control, pheromones by your will. Now, the scents of pheromones have different meanings.

Any effect be to not be counted if any fruit was eaten before you scented it, as the fruit makes the body scented of the fruit. except to smell a citrus fruit be to awaken the senses much easier.

The burnt scent means anger.

A citrus or pomgranate scent be to make aware for easy scents and mental ability.

A flower or fresh scent means happiness.

The nasty body scent means disgust.

A body odor or unrecognized or dissimilar scent means attraction (of some sort).

The body waste smell means distracted.

A perfume scent means wonderment.

The control yourself scent be the smell of sulphur or rotten egg and gets the result of a "take a bath" resolve.

A burning candle or feces scent means lying.intent or a trying effort.

Judiciousness, Expert or Judgemental be the baking or pigment color scent.

Tiredness be the scent of rubber.

Burnt rubber or putrid gas be the scent of burnout or octane.

Cleaning solution be the signature smell for changing events or moods.

Serious intent be the scent of annoying perfume.

Flowery or Pine scent be the scent for understanding and clarification.

Sex, or unwanted appeal be a scent of unwashed body, masculinity or femininity.

Barbeque or Mesquite charcoal be the scent for hunger and eating.

Mental disorder or dispute be a burning coal scent.

Addiction be fresh charcoal scent.

Sweat scent means not believing.

Boredom be a scent of wood or wooden.

Tangerine be a immaturity, concern or concent.

Tanners berry be nasty leather be act, warfare.

Charged senses for potential be meringue ala pie scent.

Potential energy be potato or potato peel

Charged or Inert energy be orange scent or orange spice.

Energy usage or focus be cleanliness or undeniable stench.

Intelligence or Interest be the scent of flower, fairy flower(any) or primrose that the stronger the flower the more it, the interest.

Stupidity be the scent of unwashed leather, muave perfume, unwashed body or pig.

Ash or Compost be the scent for death.

mangene or mango seed as d'ser'n (manern (manner induce) manure and oil or sweet fruit

be discern, distant motion or an unconcerned/unbludgeoning effect by disgrace that has a contribution to disallowance.

Sweet orange be the scent of determination and discernment.

Horse stink or overwashed leather be combustable, and healthy.

High or Drugs be the scent of sour grape for betaphetamines (mental or brain drugs).

Old shoes or mildew for cocaine or cocaine likeness except weed.

Mango be response by war and self-serve/sell or profiteer.

Rotten fruit be self-serving.

Medicine scent for herbal usage.Rotting dirty shirt be for weed.

Moldy mancheuser cheese, incense or mold for abuse and overdose.

Curative of drugs be the scent of old moldy calcutta.

Curative be the scent of mint.

Healing be the scent of mint herbal flower.

Love or Strong interest be the scent of roses.

Attraction be the scent of something sweet or lotus.

Rotting fruit be the scent of an edict(speech) or reprimand.

Dissent or Ridding be the scent of keylime pie or pearl aroma.

Raspberry or cranberry be distant emotion thats purging, regret (regre).

Hate be the scent of liquorice or bad candy.

Distance be the scent of pollen or people sneezing.

Bad disease or bad nature be the scent of skunk or bad antiseptic.

Plants be the scent for planting or season change.

Decaying matter or pungeancy be the scent of undeath or dying

Desire be the scent of green wood, pine scent or something new.

Geomancy or Geokinetic as earth where these are healers by feel or seeing

brown molecules in a scrubbing motion to scrub out the disease while thinking of the disease, manipulators by pk movement or restorers by destruction or repair of objects and bodies, Along with shaping ability and dimensional effects as your forcing the earth to shape by pk movement with thinking of the effect and seeing the brown or gold earth molecules rubbing together, that is a point done by feel. Some would say this falls under the lines of pk as your moving earth as a energy. They have a limited ability to control lava as in control its flow until its positioned right and as you the controller work with the effect, the objects touched by manipulation cool down only if you the worker see the molecules stop rubbing.

Liquentismancy or Lluentiskinetic that allows for lava control (liquentis control) and can control volcanoes along with emotion in general because the emotion be used to control volcanoes. Similiar to geomancy yet this offers more control over lava as it be lava specialization and where the earth is brown, emotion and lava be purple or reddish brown. The lava manipulator can control the emotion and/or lava by inciting either molecules, like love or hate along with other emotion in most people including themselves. The liquent master can cool down or heat up lava with a will to move the molecules slower and not get burns easily unless not done right. They can control the flow of lava as well as geokinetic. Given by spellhawk.

Pyromancy or Pyrokinetic (d'snag'h) for fire masters that are emotional and sometimes capable of loving destructions along with tricks, their control on fire can be to make or unmake it at will. They can excite any fire particle of heat (red dots or tachyons) to some destructive force and little excess. These people are not needing their hands to make psiballs unless they desire to.

Hydromancy or Hydrokinetic who use water from air and other water source manipulations to get their result, The water be moved from a substance or the air and they can see and breath water well enough to effect form it anywhere including in people, and dry things up by removal; See the aquamarine colored molecules and attempt to incite them by making the particles vibrate and rub together while you feel the result or think on a result you desire on a focus at the object or area.

Cyromancy or Cyrokinetic for ice and cold to freeze or unfreeze objects at will, they excite or compress any cold particle (blue particles) for the effect. Including water, fire (putting it out) or air, leaving a excess of energy;

Aeromancy or Aerokinetic controls air and get readings psychically through reading a universal conscious of most time, they have omnipotency, force form barriers and air walls, support or mental control of mind; Use the black or colorless air (felt but not seen) particles to get the result by exiting them.

Tachyamancy or Tachykinetic allows small red particles (tachyons, active energy subparticle) used in pyrokineticism or waves (lekton, gravity or light waves) manipulation used in biokinesis along with their interaction to form magnetic fields. This earth air be the particles of subatomic level as it supports magic and psionic ability, by forming the sublayer foundation of energy manipulation. These people can control time and events to make what they want happen. They don't need their hands to create psiballs that are concentrated psi energy or psi effects. All that's really needed be the voice or focus to get the effect in place with intent.

Necromancy or Necrokinetic who controls spirits and death by different means of kung fu and ritual where chaos and demons are their key idea in working effects including death itself; For the necromancer its ritual and the necrokinetic think of death particles as bone white. To cause death just incite by feel the death particle of bone white to rub or vibrate. and incite the particle to uncause death by causing the vibrating death particle to stop or see the particle rubbing together and then stop the rub by feel. The reason for this be to stop death instead of causing it.

Aekinomancy or Aekinokinetic be the ability from aekinothetics, the study of light energy conversion involving geomancy, aeromancy and contingency effects as probability to generating electricity and energy or channeling it; To incite it the current, feel energy sparks to occur in the area and then incite the sparks by feeling the spark flare. Then shift to normal vision to see the results unless its not near.

Atheomancy or Atheokinetic, otherwise considered Alamancy are the effect of depicting a scene by description, drawing, acting or talking. The depicted event will happen through energy, psi or pk enactment from subconscious manipulation. This be Spelukin enactment with energy and magic effect added in. The material be what it needs as in psimaterial that you infuse with energy as its worked with or be of a psiball combined to the object or item. As you work with the item infused its instructed by speaking, feeling or seeing the event and making a portrayal on what you want, Such as in laymans terms, paint the scene while feeling its alive and the energy transferred from you in small bits creates the psia from depiction and a psiball effect. Due note: the red dots of tachyonic energy can be used to infuse the objects without touching it.

Aromamancy or Aromakinesis be to effect a scent feeling and percieving the moment to create the scent, as someone describes the scent or your idea of smell as they want it to be smelled. This be done by sending the scent to the olfactory nerve. Two tries will get you started as sometimes the description after the attempt will let you perceive the scent.

Athemancy or Psychokinetic the usage of most elements in the magic and mental schools. The mental element tends to use most elements as it broadens the mind and makes for to influencing patterns from just one element, The other elements are influenced from provoking the effect by the law of invoking gray magic or mind effects by use of the universal conscious or activity to achieve a result. This makes the person aware of most troubles and events without being told by omnipotency. To do this think of silver or gray for most elements that are incited with a feeling of the particle vibrating or rubbing together or alternatively how yourself will achieve it, feel or think on the element or feel energy. Then shift your frame of mind to the normal idea of your own and speak the result or feel a result, see the result mentally or think of the result.

Ethemancy or Etheokinetic be the same as Etherio be Ethe and derives spirit and most negative efforts including death and void manipulation to happen with very little effort. These are short and long distance efforts that occur as a dream after the spirit-that-goes-through-everything obliges. The people act shamanic that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires.

There be a key to the effort to help the effort along and idea to occur, its the color black or ghost white that allows the effort to occur with an exciting of the particle, by adjusting your frame of mind and see the particle excited or rubbing together with the color of choice. To get the result, speak or feel the effort you desire and when finished the occurrences can be stopped by unexciting the black or ghost gray. Then unadjust your frame of mind to normal view. But, if you find yourself in a dream vision as these visions are prescientific in nature and range from any time point including in the past, then the only way out before it turns bad or worse than ever, be worse as you don't fight the vision but manipulate it through actions until it ends,

A vision can end through thinking it ended, die in the vision, sleep or unexcite the black particle, if directed at an element the black particles can excite it to destroy almost anything thought about or create from nothing like nothing in but focus and nothing out. If you die in the vision you lose the memory of what occurs in it. Within the vision the rules are to have fun and make the vision of your dreams once you gain control of it, the vision that I described.

Due note: people within can act if given permission outside it, call them troops if you want as they will try to protect you unless they were attacking you. All that's needed is to deny their permission.

wis = istar, wisdom, wizard, wise one. Visible magic manifestor, enchanter, evoker, conjuror through "magick". they live near family and then outlive the family to cause destruction on persecutors and positive results for helpers. they self practice and study for long ages to sell their trade for profit, to adventure and explore new areas of magic.

wislif = White wizard, life wizard, Person who will use any thing to get what can seem desired as they use the "arcane vitras" for magick to get as a goal the desire when blocked or not. Life wizards are optionally able to share memories with, from others to do top notch in the field of choice. With the machines, they know quite a bit as they are part dreamwalker and can manipulate dreams, visions at a whim. These wizards don't have to study if they can share the memory of the machines use. their special ability be to switch places with another. Life mages can bring people back through pattern actions, idea with "life" energy.

wisark = dark wizard, Similiar to dark mages yet they use visual "magick" for the effect along with "shadows", "light" and "negativity". These people are more dangerous as they view people as innocents who don't deserve destruction. yet pursue the evil doers to the death unless convinced by peaceful means.

deaet, saiet = Demonist, Satanist, The worst people to do practice as they use demons to do anything and make examples of the pests and disruption they see, find. Often considered hell wizards as their energy be instant with a slight corrupt effect that can control anything through reverse cosmeria, corrupt universal particles in some form. See their ritual and simultaneous spells are fueled by desire of which be backed by hell energy using their body, a "focus" to channel the effect. After awhile the demonist is turned by hell energy into a demon.

Their patron be satan and most the members are unstable except the leaders who are zealots and bigots. They get jobs and keep them unless they desire to do a little bit of evil for their own sake. their tenets are to decieve, destroy, vengeance and usurp for the pleasure of pure evil. They don't have to sacrifice, yet will if asked to and can give the murderers soul to satan for brownie points. their enemies are any who stand in their way unless they have a use of them.

squab = a servant, nonmagical kinetic wizard, warrior wizard that channels energy from others, things with effects that counted as "magical". Also the effect be considered kinetic manipulation as they use the energy to get desires. They have ability to gain visions by seeing the pattern of people and items.

majyl = wild mage, magus that go and become hermits that live ages in some off excluded place

warmaj = warmage, Magical soldier with war magic, that causes insight to events, heated body and ability to withstand great pain without flinching. the war mage be psychic and psionic with the hitch to this as it be they become warlike and very skeptical. When they are this skeptical as to doubt even a good deal when you look at it, you won't make very many friends. They are good at insults and know how to draw out a person, in converse with said target. Instinct of primitives are very important to the war mage as to strike on an insult be second nature. Giving a chance when the person tries for it be a necessity till you feel tired and antisocial and they give up. Yet to gain this, they are born with it as its the nature of warriors, and its inherent in the person. Innate ability be a part of the bodies resistance to cold and pain while it gives psionic ability. This includes dimensional manipulation skills that are very hard to detect. They are often considered aurors of magic to be fair.

The warmage has magical power as it be the magic of kinetic motion. It be the moment of movement that be hardly noticed but focused to create an effect. This effect be the concept of motion which be focused by the warrior's single-minded purpose. Imagine the effect you would want, and focus it through your motion of body, weapon choice. the thing to do is thought that you use to focus your mind to believe that your motion will allow for the effect. there are many thing they can do with this including the usage of air as raw energy. This be what they can do: Traveling, Human defense field, Human kinetic attack, Kinetic manipulation, Flight, Funnel, Kinetic rune, Kinetic metal manipulation, Don't choke or hurt anyone and you can shift freely, with this as a person and Elemental power focus.

amaymaj = Hermetic mage, heretic mage, A mage who uses "bridgecraft", to trust the general formulas to use a bridge for a witchcraft effect. This "bridge" be formed when raw energy in solid form becomes effected and causes the effort to happen through infusion of the area to be enacted upon. What words used cause the effect of the raw energy, and the effect be achieved as this hermedic medium be lengthening the effect beyond a few minutes to few years. This can be used to get places, with achieving to awe, inspire if necessary.

There is a game that be related to this idea called "Ars magica" by atlas games and it has five art verbs with ten form nouns in it. With this in mind there are many more nouns as the game be limited in scope to keep it simple, like as many as you can make in another language excepting the verbs are still mostly five and yet the nouns are unlimited where you can specify exactly what be affected. As "make peace" to make a peaceful moment out of nothing. raw energy be everywhere so to say a few words gathers energy from all around to form the effect, in a simultaneous cast that may have a weak effect. With each effect be the effort of temperature drop, to make a instant recovery as two minutes pass. the hermetic mage will do jobs but with the aid of the hermedic magic to get through it.

lifmaj = Life mage, White mage, A person who be in service to the hidden way of life, "arcane vitras" and uses many life lengthening "tricks" along with things of other magic to suit their purpose. their sources be "life", "earth" and can make possibility of anything through, mutative, changing effects as life will imitate any source to suit the purpose. They are immortal till they choose to die by removing the aging process and natural mutations. This can be used on others for the purpose of interest and only with permission, unless attacked, panicked and then they change a person from the inside out. Their special ability is to switch places with another. There are three types, light, gray and dark life mages. Life mages can bring people back through pattern actions, idea with "life" energy.

Life mage of the light or holy warrior granted from pope are very noble and know their entire lifepath given to new idea sometimes expressed by others. To use life means your exposed to much and can go insane more quickly per spell to get the result. Yet they can "borrow" memories to get the results in hidden ways that are obvious to the right people, those that recognize a pattern. What that means be to see where its coming from and know what to do to unravel the spell from events. The light life mage may bring something alive to get the device enchanted. Yet they most definitely will change an object to show the properties or ask first. The object used are animals and mundane with rare exception those humans and humanlike that agree to be adapted with reassurance to be undoing it if told by the person. Light life mages won't use genetics unless necessary.

Life mage of gray or medium, will share both light and dark, while being deceptive to those who are untrusted, yet will strive to create an inner life in anything that can live and keep it hidden from those who would hurt it. This be unless the object be a animal, construct or humanlike and are given permission by the object, human. They are arguably the most likely to use their own idea with possible inclusion of other interests for positive results. They get no pleasure from torture with great possibility to make a new form if allowed through creativity. Yet the gray life mage will alter their own body to suit their purposes at a good time where they will be unnoticed. their techniques are to use mutations, genetics and changes to do as necessary for good results.

Life mage of dark or dark shadow warrior, will use "hell" as well as the normal sources of "life" and "earth" as a concept to create the perfect mutation. These people have no morals and keep no oaths unless its worth their while, They will use anything that be useful as in humans, animals and objects, to mutate, experiment on where the experiment can turn into any shape, enchantment. They may play with genetics at some point to improve results and to improve the looks. Dark life mages will get humor, pleasure from torture and anger from failure.

kaot = caot,, chaoticist and somewhat separatists. Dark mages that are considered hell mages and are the epitome of darkness and violence with a little bigotry added in, yet they look good to others. This next part be a little hard to believe but its mostly true. Their sources of energy are "hell", "wild energy", "negative" "life", "astral". They are out for themselves to create the desire of choice and through secret rituals and handshakes as security, to make their dark deals unknown as their worst fears are to have revealed themselves unknowingly. So they do rituals at night with simultaneous spellcasts any other time. With probability of any source they prefer negative energy as they are untouched by it. their will be to control and their voice be to manipulate, cause any event through calamity. their favorite places for

the meetings are the astral plane, dream world aka "tel'aran'riod" taken from "the wheel of time series" from Robert Jordan with whom they deal with, for fun.

Dark mages dislike the light and will ritual suicide if caught too often in dark desires with controlling criminals and destructive people due to the remembrances of hell. Draining energy from the event be their favorite activity to get the evil deeds undone or stop crime. Dark mages use "magic" to achieve the result along with darkness, deception, hell, demons, light and manipulation. they aren't bigots, biased unless pushed and prefer not to fight and yet to resist aka "dirty fighting". their most useful allies are the drow or "dark elf", outer dimensionalists, other darkish people as partners in unseen disruption.

When anything's wrong they punish the person responsible unless it's an ally. Satanists are their natural enemies. If the dark mage gets a job then they could be punished, they aren't easily accepted because of their life view and non participant attitude.

kaolist = felt mystic energy, chaos manipulator, chaos mage, Mystic master that are trained by monks and are considered a monk yet aloof. They use the open hand combat techniques as well other weapons, yet limited to no weapons of pointed nature except staves. As many prefer the stave or staff yet use chaos and void to achieve results with the rule "void is substance and substance is void". Thus the kaolist be used to do nonspoken and mentally scened, felt magic. Void be within boundaries of infinity and substance comes from void only to go back to void. Chaos be used by them to form events that are ordered for positive results. Whether or not its negative or positive energy, its the same for their purposes. Sometimes the chaolist is able act the scene and or speak what a person does, the person or scene that is achieved in most cases. Also the witchcraft action almost always occurs by chaotic energy.

sei = shaman, death mage, spirit mage, Spirit masters that speak to the dead and speak to the living spirit through the-spirit-that-goes-through-everything and can tell the shaman anything about a situation as well as allow control the person, spirit through the-spirit-that-goes-through-everything and this allows the scout ability, to work better as you know when something will happen like omnipotence. The energy of the user will go up on usage of spiritual lifeforce as well with unaging as long as the spirit supports it. Usual tools are ancient bones and rattles that can charm or call spirits.

This renders the user a wiseman and a ageless person who does not die as he can merely ask god through the-spirit-that-goes-through-everything for a boon and it will be granted with a good reason. What jobs they can get are myriad as the spirit can tell you what you need to know to complete the job. Shaman will guide in two ways; white shaman to peace and light and practice "white" magic rituals. Red shaman guides toward light and war who practice "red" magic rituals. The shaman can't get a job unless they want to because as you can see the job they have are to guide and live off the land.

srei = sorcerer, magi, sorcaa, despised one, socaa, innate magic worker, secretive good event manipulators and light guiders by "inner source ability" sometimes self taught and "chastised", "rewarded" if caught doing wrong and they live in clans. Magi are very good with weapons as its their second study.

pymta = palemaster, spirit sorcerer, necromonger, Mastery of spiritual energy for people or things and considered spiritualistic warriors that allows for any typical manipulation. As in stealing the spirit from the body to make it into objects, different shapes, and put into an object or put into another body and back again as if a voodoo priest. This ability is given by being a voodoo zombie who got a soul back, or tortured to death and brought back undead. Thus his/her body regenerates, with no destruction left even after the body be decimated or chopped to pieces as it comes back like a zombies would. Lifespan be for as long as the body doesn't wear out which means 400 or more years. They can't get jobs for the "zombie" scent that remains after the original separation and smells as of a dying diseased person, yet they can if they have musk or perfume on.

Some don't prefer to be around them for the raw scent and almost revulsion of the senses yet some don't have this scent. The problem exists that their faith be very intricate afterword to drive them almost position hungry intending to get what they can get. Otherwise the palemaster prefers neutrality to fighting and yet they live almost

fighting for things. Their faith be to outlast by any means, the fight and win despite odds. With each success their be a glory sense that empowers them a little more as the victims life force is taken into themselves. This religion can be described as a chaos faith.

selimagi = selisocaa, sublimsorcer, subliminal sorcerer, Prescientific sorcerer who can use their subconscious, to do the spell effects and it seems like a wishsong effect. The subconscious has taken over and subsumed the conscious, the conscious turned transparent and acts as large focus, either way it no longer viels the mind with the subconscious controlling the body. They also have inner sources that are fed by the subconscious in a continuous balance. To selimagi all time be available to manipulate and seen as they want, a focus.

Feeling the result be instinct with causing it to occur as well thinking it out. their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if alot of outside presences due to internal mental pressure. They follow the rules of the magi.

sorcayl = Wild sorcerer that be one who summons things with a wild source and this comes from a person named Magus. they will attempt to focus more than they can take as a power yet not burn out. Meaning wild magic be the source they have and will use as possible till they feel not too or they will be in danger of passing out for the strain of wielding raw power. These people tend to be crazy as wild magic "carves you out from the inside" after a long time. This leaves you hollow inside and even after you can use wild magic. This allows for unlimited energy channeling but acts as a false magic thats illusionous. they can live 500 or more years in self seclusion and hermitlike.

socao = sorcerer, Secretive event manipulators that act as self examples, dark guidance through "inner source ability" sometimes self taught yet regarded as "outsiders" if doing wrongful activity and openly. there be no "reward", "chastisement" except pain from enemies who catch them. through dark source working with a developed idea to trade with and gather information through experiments, they gain self-concepts to provoke, lead others into what they want. they are considered the dark magi as they won't consider people as near themselves, will but not consider the feelings. They don't make sacred items, areas as they use "raw" energy and they work alone most times.

selisocao = sublimsorcor, subliminal sorcerer, Prescientific sorcerer who like selimagi can use their subconscious, to do the spell effects and it seems like a wishsong effect. To selisocao, all time and people be available to manipulate and seen as they want, act a focus. Feeling the result be instinct with causing it to occur as well thinking it out. See their inner source can replicate any ability with the right instinct, feeling. They can become insane for the moment if alot of outside presences due to internal mental pressure. They follow the rules of the sorcoror with similiar abilities.

wicca = living power of faith, magic paladin of good that lives on faith of the God and Goddess in a way of life.

wiccan = sorcier, witch that don't openly acknowledge being a witch to avoid being asked for help. When the wiccan spot trouble they deal with it with help, being alone. Most witch considered wiccan be a good influence.

wyc = Witch, an open magical scientist through "magic", "metamagic". Living where they want and yet group near covens, grottos hidden during the meeting. they openly work magic and get asked for the rituals when they are spotted, as they see trouble. Most witch except wiccan be evil or good depending on mood.

sundia = sun diveister, sun diver or star runner, energist, energy weaver, free person that works first to aid said person and to aid others second, strange merc, A persons energy manipulation by outside radiative forces to create power flow as weave in form of manifest outside the body; Some break things or break up the sun into patterns when emotional. Thanks to "Sun runners fire" by Melanie. The sun energy be red orange and has aftershades of blue.

sunrun = sun runner, sun planer or one who uses the sun, sun planar, energy channelor, An energy focus that be a person that can be of use the most thanks to Mark Steward, by use of an outside radiation and lava source for inward manifests of ability to achieve, they overwhelm (by energy). their energy be solid ultrablue, true blue or solid blue and

at night its ultraviolet blue and to exist, events have to support by feeding it and it can deteriorate anything. At at rate of a plane per minute or 10 seconds per 15% and the idea given by the Sun runner series by Melanie Griffith.

munwev = moon weaver, the power these mystic channelors weave is moon energy that they direct by thought, voice and requests to the moon. They can live up to 300 years if lucky and choose to create better with what they have to do. They work with the moon and create by it's light. This is the point of creation, they channel the moon's energy into creating an idea that their inner eye can create as a form of manifest and thinking that they have or say directs the effect that's done by feel.

wykneg = negative witch, Users of people, idea, persecution, and light through "magick" and "metaphysics" to create the event, while in serving the dark gods and goddesses. These witches cause the witchhunts to seem necessary as they would use any to get their need. Yet they follow tenets of darkness that direct them to decieve, destroy enemies, do evil in the name of good while they do dark to control, compulse evil doers. If a good person gets in their way they ruin them as it seems fit, to leave the victim alone as it suits their purposes. They abuse property rights to steal and they break laws as they wish for sheer joy and to feel good. the dark witch cannot stand light very easily but will tempt it for job seeking and work at night, day.

ainewika = aborigine witch, A witch like person whom uses instinctual taught skill to do rituals, that are "wordless" and instant from the god/dess energy of before humankind or chaos. Aborigine users are useless in a fight but can use natural incidents to cause any action or event. The energy they use be the old magic that seems instant but sorceror like and can manipulate time by a drawn out ritual or instant manifest. Some use the old religion of drugs and visions, often considered the "path of lies", as the method valued here be dream quests. Some gather old source to see the future in threaded fate moments and each thread, is a different alter reality and alter sight to get the right things to do.

sorcieryl = wild witch be a witch who lived beyond 400 years and was hunted the most for fear of their power, sought to be of aid. they mostly use "wild magic" as a source along with others, What be their projection ability be unknown but protection can be demon dogs, cats and they must be respected for their love, a relationship. Most be so hermitlike they argue they cant get a relationship.

vuduwykdoc = voodoo witchdoctor, Dark priest/ess, death witch, death wizard, The zombie crafters and voodoo priest/ess that are most likey to use any event, create their own by spiritual manipulation from ritual activities or just thinking on it with a gesture. The voodoo priest/ess also know by spirit what be happening and are the opposite of shaman, considered dark shaman, ae they guide toward the dark path. These people live as long as they desire with no aging. The voodoo priest/ess will oversee the ceromonies as a job that pays almost nothing except with a spiritual push. The witchdoctor will use a drug powder called voodoo powder to put the person in a coma for 24 hours, more. Then separate the soul and place it into a bottle, other container. Where the efficiency comes in voodooism and there's alot of support people to effect a high ritual and then gets glorious sense of self afterward. What jobs they can get are to be a voodoo priest/ess for the effect of a lifetime unless they seek something else.

matu = mystic, A great example for those that will listen, They use "spirit" to divine stuff, "people" to get stuff, "magic" to manipulate people, events and enchant objects, "magick" if they can to effect the visible effects and create strong artifacts through any element energy they can. The things they do make them "eccentric, concerned" geniuses that are very diplomatic and enigmatic. The work situation are self projects able to devise any solution if there are materials for it, and if no materials then they buy, trade. They will work for a living if needed, accepted as money demands, they have to buy something. When they get a free item, they are grateful and yet they will give a favor for it when they are forced to. They live by the vision they see and will act according to feelings.

weli = welcome, Warlock, demonic chaotic manipulators through "conflict", "chaos" usage to control events, weather. They group in secret areas to meet and do rituals. When paid they will do an open ritual.

noruica = necromancer, death sorceror, Dark sorceror/ess that will use the dead to give them joy as they raise, restore a person by the attempt. Using the apprenticing system they learn at the masters heel. Yet they are neutral evil

at their core with "negative", "demonic" and "death" energies for personal use. If they catch the wrongdoer then they will tear the wrongdoer to pieces with death, negativity. Without a care for many except themselves except for those they respect, they will do vigilante justice unless higher ups say to let the constabulary do them justice. They can get jobs as they want and yet prefer solitude.

diia = diviner, People that need idea, receive images to get an idea to form a focus and when they call this a vision, they speak of it and usually the idea comes from the focus of words, an object to create the event in their mind. As in: tarot cards, crystals, crystal balls, revelations, disruptions, tea leaves and pendants. The efficiency of this vision be to be more proficient with less time for a clear reading by "sensing" it from the target with questions or watching for signs. Any glimpse be to give a hint and for the moment that be reconstructed mentally, what they use this for be to see where its safe to go as a path.

What the deviner identifies be the object with which will change things, lead them along. Jobs are easy as they know where to go and when, what time as divination will effect by the persons need to know and what they get out of it.

belmaj = archmagus, belmagus, Archmage be a person who be a magic user and older than 300 years, with not dying yet they appear young and might be weaker for after 200. they can use 3 methods, take a young body through "transcendance" that be strong and 10 to 14 years of age. Shine to another body on death by shifting through death to the slayer at long distance, short distance on touch. The body becomes the person who shines, and they are transformed in minutes, remain different as the person desires. Finally, the third method be become regenerative by any means including changing to a creatures form, like a shapeshifter, troll, other as of atomic, particle shapes.

saaf = benevolent immortal, seraph, Immortal sorcerer that comes in two flavors, good, bad with individual tastes as corrupt as one might think. Good seraph comes from magi and will accept funds, offers of info while doing as they want and seem to take a bribe. They don't seek power nor do they need fame except they are known and not challenged, unless they are caught doing what said person don't like. the self-involved projects that are done, achieved with people freely aiding, Ranging from any of interest and they might change the projects given a diversion of any concept. When they can attempt a free community project, they will but one thing which is not to share everything as be desired, thus its a need to know basis that seems like sharing. These people are rolemodels and teachers that draw inner knowledge to teach with, foregoing the research if they could. they will ask for information if they can and rely on flukes of events to get by. the average starting age for a seraph be 700 years, above. If their body be old, they will use the archmage techniques to gain youth if they have no other.

Evil seraph come from sorcerer and are very likely the epitome of liars and criminals that guide people to be better. These people will come back as they want through their "undying" nature and drive to continue, much like a draegaran in a "Vlad taltos" book their not aging unless they want to. If some do the thing with them they can hate nature, All the while they do their own self-satisfying deeds, without a care to help others but secondly. Now its an ambition in theory that their ambition be high and if they don't succeed, they do other alternatives to get to the same success and yet they don't go too far. Yet they don't seem corrupt, he/she just doesn't care as he/she just does and does, but to have killed anyone although there be suspicion of wrongdoing. Their self-projects consist of genetics and destructive spells that could affect bad. thus don't trust them unless you have too as they could mislead you as they think their better. Somewhere they figured they could do what others can't so pointing out mistakes will get you nowhere, unless they are thinking on the problem.

saga = sergoi, ageless psionicist, Ageless elemental force master, are omnipotent, omnipresent and most able to pick up new tricks by observing or feelings. Most that watch them are slightly disturbed by the amount of energy and understanding that is shown. Some have a mad cackle and some very stern or concerned with others and least for themselves. Able to master time and probable control over reality, they serve to please if they want something. The sergoi be usually from the early ages and with some ancient bloodline or fairy immortality. They are known on site as the body be slightly deformed and they are curiosities or curses to be around as they love to perfect skill by getting info and learning it or with inner knowledge. their methods range from chaos to mental effects. However, if someone wants to not be under their shadow, as they consider most people young beings unless they show maturity, they

drive them away or "act a friend" till they can disappear.

Most of their knowledge comes from within and from what be learned by sight. Most sergoi use any element except human that suits them and they suck it like a kitsune to keep alive or young for spells or psionics that drain them. their way to get things is to spread info, or connive by means sometimes unknown to get the effect or object and compliments are an option. The sergoi are neutral as they deal with troubles and fix conflicts by deals, negotiation or chaotic manipulation. To get one off your back pay them peaceful respect ae negotiate or compliments and you might find their regard to doing their own projects. Everything be a resource to them including failed idea.

To this point you might think they bathe often, they are like aggies in that they bathe when they can. Some are cannibals, but some are not and share the aggies attitude. The seroi sound like children yet act mature with an old voice even at age 100 and some have adult memories at a young age but some don't.

wehmeta = Wishmaster starts as a wishdoctor, and they are people like voodoo witchdoctors who came from the Nords a few thousands of years ago. Wish be a focused need, desire, want as a focus that happens by natural subliminal, activity acting with subatomic particles being influenced from harmonic voice patterns, causing the people the energy interacts with to achieve your desire. Otherwise its a desire that achieves the result when felt, spoken through influence on the area surround, and its not magic as its metamagic through atomic structure being hyperactive from the energy of a being. Now any energy source can reinforce the pattern aroused, this is from the programmed particles. The wishdoctor would use this technique without knowing it. Knowing only that it worked and used with the thoughts of the problem of a moment, they used it as an attempt to make amends, wars to stop, disruption to crime and curing, healing people.

How long did they live due to the wish aging them according to affect and effect was like 300 or more years. the pattern they caused from a wish sometimes formed a storm, worse. Where they grew old, they wished for youth and drew from the air, the earth to achieve it. Some became wishmasters that were consecrated neutral, evil with intent of achievement, and a wishmaster are people that give statements of a desire to effect change and were wishdoctors making the decision to grant wishes to others as well for themselves. they come in three brands of good, neutral and evil. the good wishmasters are moralistic conceptioners that will agonize over a wish, be watchful of results and maintain the results if needed. they often work with those of worth, for a cause and will mess up those of evil intent including evil wishmasters. the good wishmaster often has trouble and sometimes death for the aiding of friends who have enemies. Still there are to date no good wishmasters left unless a new one comes around, but wishmasters of good will allow some aging unless their youth fades.

Neutral wishmasters are egotists that will grant a wish if they are able to and only when they feel like it through payment, force. Given that they are sometimes chased away and their projects ruined for aiding the wrong person. these people are able to survive with a little bit of impetus, sometimes they won't but their wishes outlast them. They do live longer than good wishmasters and if they age they won't seem aged through a wish and natural energy effects.

Evil wishmasters never die with probability of evil tricks to fool the person as a way to mislead them. Otherwise they give a wish to the willing and those who ask, yet the wish end be disaster for the wisher as they are often losers in what they gain. they most often will look old and somewhat forlorn yet the looks aren't the appeal, its the power they offer.

ecutet = accultist, People that are similar to the occultist yet are activists and do magic acts with an open view and use any typical source including "spirit", "elements", "metamagic", "magic", "magick" to achieve the activity desired. Through instant spell casting, rituals, groupings consisting of however they want in a open, yet unseen place. The atypical accultist will attempt to not do violence unless necessary, unpushed so they won't be seen as the disrupter and show an example. These accultists are viable to violence in an instant when they don't get what they want, unless their are social areas which mind, might arrest them. An accult worker will use torture to a sum of money, as part of a ritual if they have to. These are much like witches except slightly antisocial and original in which they will use others work if they don't mind.

ucutet = occultist, Dark ritualists who study most their life in understanding life by trial much like monks and can

do rituals, simultaneous magic of nature, demonic, other possibilities including time yet they will do one, two sources at a time for safety. There are silent types or open minded types that will speak without worry except in too open an area. If anyone sees them, they erase the person of any dangerous sightings or info.

miai = maverick, A corrupted magic user that be gimwis, gimwyk, gimlir, gimmlock and gimmelmaa. Gimwis be a corrupted wizard be to use chaos in the form of visible "magick" and make ends meet, having insanity fits all through the act if in an unstable mode. They have gained magic back and were burned out. The gimwis be considered a "maverick" wizard. Gimwyk, a corrupted witch be a "maverick" witch who has no coven yet isn't very witchlike Given reason to do magic, metamagic in self projects and jobs, they would quit if they had no desire, poor moral unless forced. These were burned out witches who found reason to continue. They may, may not go beserk with tough jobs as they become unstable from reawakening ability or magic usage.

Gimlir be a corrupted mage who uses any idea to form spells and causes corruption through activity of some sort of magical corruptions that mutate. These are the burned out mages who regain their arts and considered "maverick", unranked and uncontrollable. Gimlir can insult anyone into a rage.

Gimmlock, a corrupted warlock who uses chaos to aid themselves and are demonic, monsterlike with possibility to destroy their own works and do other things for position. The items not destroyed are either sold, used as their value be deemed. These are maverick warlocks yet have not lost their ability, but can hardly use it without fits unless they are stable. These people can turn on a dime unless their projects keep them in line.

Gimmelmaa be a creative person who burned out on ability and to reawaken be to blast open all the mental ability doors by energy striking or hit by lightning. When they are able again, their attitude be mild to happy with aggression to those who do it better and yet they think theirs be better anyway. They have moods or crazy fits and willingly take risks if their are proofs. The ultimate desire be to "gain ultimate ability" or "gain ultimate understanding" from people. The most often needed job is denied if they are schitzophrenic but not if they aren't. What they need be what they get but not always realize it and they might deject it for the crazy fit on doing the activity. Some are lucky to not have these "crazy moment".

hamu = hermit, People that can withstand a long time alone in any one area, They can come any magic class to live alone and achieve events. They prefer caves, houses with which they feel safe. their pattern isn't too clean and they can end up acting insane unless they have painfully been around people. their mental pattern be to afford "inner knowledge" over learned as a rule for information, and where their trusts are. their experiments are almost always looked looked on as an example of sorts. They appear "insane" as they talk to themselves, yet awake and aware. In conversation to others they might appear abusive and overcontrolled enough to push people away. If people are angry they appease through efforts and information and yet they can get death threats if gone too far, ruin plots.

-XXXII-
Changer area

With the statement of these words, you might become the figure as indicated or the voice if you intend to become like it. If you don't you won't. But sometimes your body will change to fit the voice in adaption. Do not expect it to work all the time as it might work a little yet be unnoticed except to others. The process may take up to a week but it be sped up with a bite of food or drink. If you know the name of the person then state it using the pronunciation key and it might form you into what you focus on. Say the name and think of or say voice, body or other. This isn't your true form but it can stick on you like your true form so state your name to get your form back. What might help be to breath in and breath out repeated and try to feel the shift happen to the idea of your chosen form.

oii = old lady, old woman voice

uae = young lady, teenage girl voice

uue = medium girth handyman

amy = friend, amicable, female half-giant/half-dragon sorceress shapechanger capable of any height, female exquisite killer, female psychopath assassin psychic

ann = unusually shaped woman, integrity
anne = exquisitely slender woman
arya = single voice
ewmann = shashy, perv, miwomi, miwoi, onnamann, chykblok, man woman, person thats more man than woman, hermaphrodite, sick man
aggy = aggie, bad scented farmer, aggriculturist, almost uneducated land caretaker, celtish prided owner, celtish poor person, scottish old scientist
ygre = hygred, haggred, almost destitute, collector, half giant fattish male 6"5" - 6'9" magic user/wizard
igy = angry, cromagnon woman giant near 6' 3" - 6' 7" maybe cannibal, bristly, lethal
igla = angela, modern research woman, mature woman voice
igli = angelin, suave intelligent woman voice
iglie = angeline, nerved voice thats high pitched, strain
iglla = julie, angella, medium build somewhat attractive handywoman, useful
ipts = speak, voice
ony = large voiced, loud, attention getter
oe = horus, red haired male cromagnon giant 6'6" - 6'11" tall, antisocial maybe cannibal
ureo = selective voice
urio = voiced opinion
uteipts = high woman voice
ystre = warpath, charming, control with voice
boy = teenage boy, young man, your charge, male vampire
branlwash = destructive voice
cyeto = callisto, super ability slender woman, shapechanger woman with abilities
cary = kary, career, cre, care, motive, large build woman
cawe = plead or pleading voice
cawi = angry voice
cawo = outspoken, outcry
cawu = rousing speach
cy = psiber, duty bound mediator starwoman, cypher
chiks = comely woman
chyc = act on, woman, chick
slichyc = slim and slender woman with a pleasant voice
clain = very large human giant that can shift shape any height that suits them
clan = cian, hill giant, very large human giant with improbable or improper claims or associates 6'4 - 7'5
dyq = dick, male sex organ, male or female private investigator
jieria = jiemaroe, janemonroe, janerider, jane rider, large boobed woman who is smart and slender, mellow toned lady voice
doll = a doll, woman
dollvap = vampiric doll (woman vampire)
fag = vierv, respect, fag, manlover
fonzi = create yourself as a cool male in suave appearance or voice
fresk = woman transform
fresky = wild woman transform, freaky woman transform, woman flesheater
fiance = engaged woman, bride
francen = frenzy voice
francenn = medium tone woman voice
francid = loud woman voice
francin = abnoxious voice
francine = abnormal voice, odd voice
francinn = pleasant woman voice
francind = quiet disturbing voice
franken = psychopath voice

gab = talkative, gabrielle, gay girl, happy girl, lesbian, guardian
girl = woman, female
guwn = goon, bad boy, bad example, male criminal
hazz = has, nelli, hazard, hermaphrodite prostitute, hermaphrodite who sells their sex
helga = strong swedish woman, meatball
hermy = hermaphrodite, both sex organ human, in-between sex
hyla = hitler, himler, hila, race hater, male hater, male perfectionist
jenin = genin, very unusual exquisite black woman, calamity
jaa = jason. hatchetman, male killer, killer ability
jenine = genine, intelligence, intelligent black woman
jenen = genen, exquisite black man, exceptional black man
jenene = celcula, kelcutta, genene, intelligent black man, good work with tools and cutting.
jeea = jarhead = fizzler or being with not alot and square person.
klain = very unfragile form, considerate being
kle = richly famous, charles, a indeterminate aged almost crippled to unwalking psionic force user,
a rich and successful businessperson with a lucky streak
kly = uncontrolled fate, charlie, che, chely,kely, karly, charly, overlarge fat male 6'5 - 6'7",
exquisite female beauty, strong
kre = chris, cosistent, erasure, thief, consistency, paul bearer, hermaphrodite,
cromagnon hermaphrodite shapechanger part fire giant/chaos dragon/fairy 6'6" - 6'10"
tall probable cannibal.
kres = kriss, chriss, chubby, cherubic, consistent largeness
lass = lady, woman
lebi = lesbian, woman lover
loimt = low female voice
loimpt = denial voice, low input
loim = calm questioning voice
loimg = slender psychopathic woman
loimm = murdohc, mudoc, overly large psychopathic male, extremely strong navy seal
loipt = pleasant male voice
loipts = low male voice
lura = laura, black star woman from other planet
lynn = no length of effect, no duration, infinite, gifted strong female
maila = mother-in-law, nightmare, spiteful behavior, woman hitler, female perfectionist
mailla = godmother, deterrant, woman protector
manilla = vanilla or generic flavor
manola = something granola or grainy flavor
Eiliy = Some more stuff, something make due or due purpose like En kedeiy ed.
mann = mi, man, men
mannew = shysha, shoisha, woimi, sheeit, blokyc, mannonna, woman male, hermaphrodite thats
more female than male
myk = voice manipulator, muttiple voices
nia = certain, niga, nigger, african, black skin, black man, nigga,
nigra, ignorant
nebod = nemi, anymind, anybody, shifting to will body, shapeshifting virus
nom = norm, unusual large man
numi = newmann, successful businessman or woman
pat = forehead, a semi-heavy female/male which be indescreeet of person by somewhat unique
personality, vigilant and very smart.
pip = pimp, male prostitute, male who sells sex, pride
pesy = pssy, pussy
poyglo = polyglot, any form being with original form as a negative energy nonexistent
qiry = womanly, woman frame
repui = rasputin, dispute, disagree, voice of disorder

ruu = ricca, hatchet faced protective woman
 ruci = ricci, ninaricci, woman model (this be a hard form to become) with a female adjustment.
 riy = ricky, genius music director, male director
 riki = rikki, ninarikki, alluring fat model assassin like fat bastard
 rea = react, trnna, renna, tunner, messenger, starman who be mediator
 salohoms = sherlock holmes, male genius investigator, irratic investigator
 sam = sammy, white fat male, famed person, famous, exceptional
 sidha = male fey
 sidhe = woman fey
 she = woman, great strength
 shy = large woman, her
 slut = womanly desire, woman in power, womanly defiance
 smyly = smallus, smally, smalley, unusually skilled person with narrow focus
 shaila = overlarge woman, overwhelming and smart woman part breed' dolphin and human.
 shailae = exceptional overlarge woman
 sheila = shela, moderate weight woman
 sheilae = shele, exceptional moderate/modern weight woman that causes hybridly good feelings
 and overlarge form like a sound form.
 sheryl = unusually exquisite fat woman
 shybaz = salewoman with or without magic
 mannbaz = salesman with or without magic
 manntub = totub, tom thumb, very tiny 1 inch tall human with or without the ability to
 fly and magic, however some say its a lot bigger as 6 feet 7 inches and tubby.
 manntubwee = totubwee, tom thumb faery, faery 1 inch tall being that works with people
 somewhat annihilistist or annalystic.
 docymos = dorcy mouse, 1 inch tall woman with or without flight and wizard magic.
 docymosfee = dorcy mouse fairy, 1 inch tall fairy woman with flight and innate magic.
 tush = woman breast, butt
 wo = whor, whore, someone who sells her body, woman prostitute
 woi = womi, ho, woman
 rina = rianna, woijaa, female jason. hatchetwoman, female psychopath killer, killer ability
 woisalohome = vickey, viwosuky, woman sherlock holmes, woman genius investigator,
 irratic investigator
 vera = vaa, verify, medium weight slenderish woman whom never appeared on cheers; whom likes
 fruit mixes with or without alcohol
 vytoa = victoria, succesful businesswoman, strategist, woman modellist
 vixn = vixen, bad woman, woman criminal, very vulterous volumptuos female criminal addict
 vyia = vagia, vagina
 vui = learn, woman

-XXXIII-

The combiner mark, in atleantian be the "/" (inter) and makes any word
 before the "/" a noun, pronoun. After the / an effect, action. Any word in other sections are applicable after the slash.
 these are anonyms and also call signs. If you want to add the extra meaning or word, add it by a "" or tick mark. Like
 b/e'ic for being excused in character.

EX: w/zym = (wi ui zim) with symbols

EX: n/wijkin (n ui wij-kind) no disappearance

a/a = all active
 a/e = another exception
 a/i = all invited
 a/o = all out
 a/u = acceptable use

a/y = all yours

b/a = back again
b/e = being excused
b/i = back in
b/o = back on
b/u = barely used
b/y = be yourself

c/a = can adapt, come again
c/e = can exceed
c/i = can add-in
c/o = changeover
c/u = can understand
c/y = can you

d/a = dead on arrival
d/e = deadly exception
d/i = doing instead
d/o = dead on
d/u = don't use
d/y = darn you

e/a = each answer
e/e = eye to eye
e/i = every inch
e/o = each one
e/u = each unit, each use
e/y = each year, evil eye

f/a = found answer
f/e = finally ended
f/i = for instance
f/o = fakeout, found out
f/u = finally understood
f/y = fuck you

g/a = good action, good association
g/e = general electric, good evening
g/i = good info
g/o = good order
g/u = good understanding
g/y = good for you, guy

h/a = happy anniversary
h/e = hard earned
h/i = heat intake
h/o = hold on
h/u = hardly used
h/y = happy you

i/a = invite announce
i/e = input exception
i/i = input info

i/o = input output
i/u = input understood
i/y = inviting you

j/a = just announced
j/e = just except
j/i = just input
j/o = just out
j/u = just use
j/y = just you

k/a = kill announcement
k/e = kill exception
k/i = kill infringement
k/o = killed one
k/u = kill user
k/y = kill you

l/a = last act
l/e = last excuse
l/i = last interruption
l/o = last out, lost out
l/u = last use
l/y = last year

m/a = must act
m/e = most exceptional
m/i = must interrupt
m/o = most outgoing
m/u = most used
m/y = mighty young

n/a = not applicable
n/e = no excuses
n/i = not interested
n/o = no offense
n/u = not understood
n/y = not you

o/a = on account
o/e = over eceeded
o/i = on input
o/o = over & out
o/u = only used
o/y = oh you

p/a = public announce
p/e = public execution
p/i = police issue, private investigator, private information
p/o = pull out
p/u = police unit, personal use
p/y = pull yardage

q/a = quickly act

q/e = quick exemption
q/i = quick info
q/o = quick output
q/u = quickly understand
q/y = quiet you

r/a = readjust
r/e = re evaluate
r/i = reimplly
r/o = readout
r/u = reuse
r/y = really young

s/a = slow account
s/e = slowly encourage
s/i = slow input
s/o = slow only
s/u = slow to understand
s/y = so young

t/a = to account
t/e = the exception
t/i = timed input
t/o = timely order
t/u = time usage, timely use, time save
t/y = thank you, twove

u/a = user active
u/e = user exception
u/i = user inactive
u/o = user owned
u/u = user understanding
u/y = used yours

v/a = viewer appreciation
v/e = viewer exception
v/i = viewer interest
v/o = view only
v/u = viewer usage
v/y = viewed young

w/a = well accounted
w/e = with exception
w/i = within
w/o = without
w/u = while in use
w/y = why you

x/a = exact
x/e = exception
x/i = extinguish, exit
x/o = extra outing
x/u = extra usage
x/y = extremely young

y/a = your activity
y/e = your exceptional
y/i = your input
y/o = your out
y/u = your usage, you (as your statistics)
y/y = your young

z/a = zone active
z/e = zone exception
z/i = zone inference
z/o = zone outage
z/u = zone usage, zoning unit
z/y = zoning you

a/b = actively back, azure bond (as a tattoo by bondage or acted motion)
a/c = active current, accumulate
a/d = active duty, aid/help
a/f = active find/field
a/g = actual good, age
a/h = actual heat, air & heating
a/j = ajax
a/k = active kill
a/l = active last
a/m = active month
a/n = active number
a/p = ask permission
a/q = actual quiet
a/r = arrange
a/s = asset
a/t = active transit
a/v = actual view
a/w = actual warning
a/x = axe, axel
a/z = active zone, axel zone, azure zone

b/b = back to back
b/c = because, bicycle
b/d = body double
b/f = boyfriend, breakfast
b/g = been good
b/h = behind
b/j = blackjack
b/k = bit kind
b/l = bit late
b/m = bit much
b/n = big nothing, button/ban
b/p = backpedal, bipedaed
b/q = big quiet
b/r = big review, be realistic
b/s = bullshit
b/t = backtrack
b/v = bit vague
b/w = bewarned

b/x = bicks (as razor), box (as block)

b/z = biz, business

c/b = call back by Jethro and Joline Fisher

c/c = call contact, call card (as index)

c/d = can do

c/f = cat fish

c/g = can get

c/h = can hit

c/j = car jack, cage

c/k = cook

c/l = cool (as checklist or chicklist), cherry licking (from kentucky but originated from New Jersey)

c/m = came, come, lock, save me

c/n = can, canine

c/p = cup

c/q = sequence

c/r = credit report, car

c/s = call sign, crass

c/t = cut

c/v = sieve, circuit view

c/w = can study, carwax, can look

c/x = cut extra, coax

c/z = cool zone, crazy, siezure, cubit zircon/ia

d/b = debated (as moment)

d/c = dry cell

d/d = done deal, ding dong

d/f = doing fine

d/g = doing great

d/h = diehard

d/j = disc jockey, dejected

d/k = duke

d/l = dont last, didley, nothing

d/m = dungeon master, doom

d/n = donate

d/p = dope, don't play

d/q = daily queue, dead quiet

d/r = door

d/s = dire straights, bad luck

d/t = doit

d/v = door view

d/w = don't worry, do what, doorway

d/x = done extra

d/z = dazed

e/b = every bit

e/c = electrical current, eccentric, extra credit

e/d = edict

e/f = evening folks, elect/rical field

e/g = eager

e/h = every heartbeat

e/j = eject

e/k = each kill

e/l = everlast

e/m = each minute
e/n = every number
e/p = each person
e/q = equal
e/r = emergency room
e/s = each second
e/t = each time
e/v = each view
e/w = everyway
e/x = example
e/z = easy, electrical zone

f/b = fob, foot ball
f/c = far cry
f/d = food, fixed destruction
f/f = final fantasy, footfall
f/g = for good, forge
f/h = for honor
f/j = for justice, fudge
f/k = fuck
f/l = finally last, foot locker, foot loose
f/m = floor mop, frequent modulation
f/n = phone, fun
f/p = footpound
f/q = find quickly, faq
f/r = for real, for
f/s = fast system
f/t = fast track, foot
f/v = full view
f/w = fast work
f/x = special effect
f/z = phase, faze, fun zone

g/b = good boy
g/c = good chance
g/d = good day
g/f = girlfriend
g/g = good grief
g/h = good health
g/j = good job
g/k = good kind
g/l = good and last
g/m = good meal, good match
g/n = goon, good night
g/p = gold piece, good player
g/q = good and quiet
g/r = good relief
g/s = good show, goose
g/t = good try
g/v = good view
g/w = good work
g/x = great extract
g/z = golf zone

h/b = hobo
h/c = highly characterized, high call/ing
h/d = hard drive, highly dense, high dejection
h/f = high frustration, hang tough
h/g = high grade
h/h = high heat
h/j = high justice
h/k = high king
h/l = heat lamp, highlight
h/m = high mark
h/n = high numbered
h/p = hot potato, high proficiency
h/q = high quality
h/r = hour, hourly rate
h/s = high school
h/t = harm target
h/v = highly voluntary
h/w = homework
h/x = heated extra
h/z = horizontal

i/b = in back
i/c = in character, interconnect
i/d = impending doom
i/f = internal frustration
i/g = in grief, draught
i/h = internal heat
i/j = injustice
i/k = inkling, in kind
i/l = interlude
i/m = intermediate
i/n = international
i/p = interplace, innerspace (for baggage)
i/q = intelligence quotient
i/r = infrared, in routine
i/s = in silence, be silent
i/t = internal temperature, itinerant
i/v = intervenous
i/w = inner warmth
i/x = into extra
i/z = in zone

j/b = job, just be (as breeze)
j/c = just charge, just called
j/d = just died/defeated, judge, whiskey, jack daniels
j/f = just fired
j/g = just great, jug/gle
j/h = just hot
j/j = just joined
j/k = joke
j/l = just lost
j/m = just met
j/n = just now
j/p = join please

j/q = just quit
j/r = just relieved
j/s = justice system, just shift/ed
j/t = just truly, just
j/v = just viewed
j/w = just work
j/x = jinx
j/z = justice zone

k/b = kilobyte
k/c = kind chance, kinda chancy
k/d = kinda dead
k/f = kinda fact
k/g = kikogram, kinda good
k/h = kinda hot
k/j = killjoy
k/k = kinda ok
k/l = kinda last
k/m = kind man
k/n = kind
k/p = kindly put, kaput
k/q = kinda quit
k/r = kind relief
k/s = king size, kiss
k/t = kind touch, koot
k/v = kinda violent
k/w = kinda weak
k/x = kinda extra
k/z = kill zone

l/b = pounding or toss, last bite, waiting room (of lodge), lazyboy or chair
l/c = last change, lets see, last sight
l/d = last deed, load
l/f = line feed
l/g = lag /around (as lack goods), look good
l/h = lost heat, lost health
l/j = lost justice
l/k = lock, lost kind, look, locate
l/l = lost love
l/m = last month, lifemate, limb
l/n = last name
l/p = last place
l/q = lost quiet
l/r = late rate
l/s = last shape, last save
l/t = last time, light
l/v = last view
l/w = last week
l/x = lax, relax
l/z = lazy

m/b = must backtrail, mob
m/c = most called, minicaller
m/d = must decide

m/f = mother fucker, misery fucker
m/g = most grand
m/h = mighty high
m/j = mostly joking
m/k = most kind
m/l = mostly last
m/m = must meet
m/n = must need
m/p = mountain path, most people
m/q = most quiet
m/r = must recall
m/s = mountain sight
m/t = mountain trail
m/v = must view
m/w = must warn
m/x = must extract
m/z = mountain zone

n/b = not back
n/c = not charged
n/d = not deducted
n/f = not found
n/g = not good, not grand
n/h = no hitting
n/j = not justified
n/k = no kill
n/l = not lasting, no longer
n/m = nevermind, not much
n/n = not needed, noneed
n/p = no problem
n/q = not quiet, not quite
n/r = non-removable
n/s = not seen, no show
n/t = not there
n/v = not verified
n/w = no warning
n/x = not extra
n/z = no zone

o/b = on the ball
o/c = oncoming
o/d = overdose
o/f = oh fine
o/g = oh god, oh good
o/h = oh hell
o/j = orange juice
o/k = oh ok
o/l = oh look
o/m = oh man
o/n = oh no
o/p = oh please
o/q = only quiet
o/r = oh really
o/s = operating system

o/t = oh thanks, okay then, off the, ought, of the

o/v = over

o/w = only warning

o/x = only extra

o/z = ozone

p/b = prybar

p/c = please change

p/d = paid

p/f = paid for

p/g = page

p/h = past hope

p/j = pajamas

p/k = person kill

p/l = place label

p/m = personal management

p/n = pronoun

p/p = personal part, powerpoint

p/q = please quit

p/r = personal rights

p/s = pound per second

p/t = point

p/v = personal view

p/w = password

p/x = pax

p/z = please

q/b = quick back

q/c = quick change, quick

q/d = quick deduction, quick death

q/f = quick find

q/g = quite good

q/h = quite hot, quite healthy

q/j = quick justice

q/k = quick kill

q/l = quite long

q/m = quick mastering

q/n = quickly now

q/p = quite proud

q/q = quickly quiet

q/r = quick removal, queer, quite right

q/s = quite sincere

q/t = quart, quiet time

q/v = quick view, quiver

q/w = quite warm

q/x = quixote

q/z = quiet zone

r/b = rollback

r/c = recall

r/d = reduced

r/f = refried

r/g = really good

r/h = rehash

r/j = real joy
r/k = rekindle
r/l = real life
r/m = remake
r/n = real name, real mcoy
r/p = roleplay
r/q = really quiet
r/r = railroad
r/s = reselect
r/t = retrack, retrain
r/v = review
r/w = rework
r/x = relax
r/z = reality zone

s/b = son of a bitch, softball
s/c = slow charge, slow change
s/d = slow down, speed demon
s/f = super fine, super fast
s/g = slow but good
s/h = shipping & handling
s/j = sloppy joe
s/k = slow kill
s/l = super long
s/m = slow march, small mind
s/n = screen name, serial number
s/p = slow pressure
s/q = square puff, square puffer fish
s/r = screen registrar
s/s = super slow
s/t = super tough
s/v = souvenir
s/w = shown work
s/x = suix
s/z = slow zone

t/b = takeback
t/c = take charge
t/d = to death
t/f = true and false
t/g = truly good
t/h = timed heat
t/j = truly just
t/k = time kill, truly kind
t/l = timelost
t/m = too much
t/n = take number
t/p = typo
t/q = truly quit
t/r = time release
t/s = truly sound
t/t = time track
t/v = television
t/w = time waste

t/x = tax
t/z = time zone

u/b = user back
u/c = usage charge
u/d = user defects
u/f = used furniture, unfriendly
u/g = used goods
u/h = ultra high
u/j = usual job
u/k = user kill, used kind
u/l = user label
u/m = used method
u/n = username
u/p = user password
u/q = unusual quiet
u/r = user related
u/s = user schedule
u/t = used ticket
u/v = ultraviolet
u/w = user warning
u/x = user extreme
u/z = usage zone

v/b = verbose
v/c = very cool
v/d = varied
v/f = verified
v/g = very good
v/h = very hot
v/j = very just
v/k = verified kill
v/l = very long
v/m = virtual machine
v/n = varied number
v/p = view pass
v/q = very quiet
v/r = very religious
v/s = very soon
v/t = vertical
v/v = very vulnerable
v/w = very warm
v/x = various extra
v/z = views

w/b = welcome back
w/c = welcoming committee
w/d = will destroy
w/f = with effect, wife
w/g = well gee, wage
w/h = well heard
w/j = will justify
w/k = will kill, wick
w/l = well lasting, will

w/m = why me, whim
w/n = win, will not, why not
w/p = with problem, whip
w/q = with quiet, wick
w/r = with movement, wire, weight record
w/s = why stay, was
w/t = wait time, weight
w/v = with view, wave
w/w = why wait, with worth
w/x = why extra, wax
w/z = with zone, water zone

x/b = extra big
x/c = extra charge, extra cash, extract
x/d = extra done
x/f = extra fun, extra fund, extra finance
x/g = extra good
x/h = exhale
x/j = extra juicy
x/k = extra kind, extra kill
x/l = extra long
x/m = exam, extra me
x/n = extraneous, extra number
x/p = extra power, extra experience
x/q = extra quiet
x/r = extra review, extra refuel
x/s = extras, extra slow
x/t = extra time
x/v = extra view
x/w = extra warm
x/x = extreme, extra extra
x/z = extra zone

y/b = your back, why behind
y/c = your change, your charge
y/d = yard
y/f = your finance, your friend
y/g = your great, your good
y/h = your hot, youth, you here
y/j = your job, your just
y/k = your kill
y/l = your last, your left
y/m = your mean, why me
y/n = why now, your not

y/p = your pathetic, wipe

y/q = your quiet
y/r = your right, your rah
y/s = you see, yes
y/t = you too, you there
y/v = your view, you vie
y/w = your welcome
y/x = your extra, wax

y/z = your zone

z/b = zero backup, zone backup

z/c = zone chart

z/d = zone death

z/f = zone failure

z/g = zone good

z/h = zone heat

z/j = zone jack

z/k = zone kill, zeek

z/l = zone location

z/m = zone matrix, zoom

z/n = zone node

z/p = zoning person

z/q = zone quiescence

z/r = zone rate

z/s = zone security

z/t = zone tracking

z/v = zone view

z/w = zone worker

z/x = zone exit

z/z = zap zone, electrical zone

-XXXIV-

The expressions, of which show what a person thinks. the dash can also be replaced with a (.) period. counts as a pause. Said as example: a-o = (are one), o.o = (oh oh). If you want to add the extra meaning or word, add it by a "" or tick mark. Like b-e'ic for becoming bored in character.

a-a = make stop

a-e = halfhearted, half heart flow

a-i = helping out is a helping hand

a-o = happening

a-u = active

a-y = why act?

e-a = halted

e-e = becoming bored

e-i = set aside

e-o = eye out, its out

e-u = ignored

e-y = whyever?

i-a = on route, included

i-e = procedure

i-i = be adapted

i-o = all else

i-u = apart

i-y = including in

o-a = like similiar

o-e = close to it, closely linked, overeager

o-i = helping make a difference

o-o = seek otherwise, surprise
o-u = comparison
o-y = make notice

u-a = complaint
u-e = unique
u-i = molding
u-o = on you
u-u = in use, wonderment
u-y = belonging to?

y-a = questioning
y-e = coming late, latent
y-i = group addition
y-o = turned on
y-u = after usage
y-y = curiosity

b-b = upstaged, surprised
c-c = electrified
d-d = credible
f-f = mapped out
g-g = great importance
h-h = heating up
j-j = in favor of
k-k = felt
l-l = forever
m-m = time of month
n-n = hillbilly, country person
p-p = power user
q-q = stun
r-r = forward motion
s-s = slowing down
t-t = allowance
v-v = review, happy
w-w = stiffened
x-x = boosted
z-z = range

a-b = switch focus
a-c = active current
a-d = deducted, vital death
a-f = decree, actively
a-g = intent
a-h = heat up
a-j = unblock
a-k = unfeeling
a-l = permanence
a-m = date
a-n = united nation
a-p = application
a-q = quietness
a-r = moving action
a-s = slow acting

a-t = within acting
a-v = double check
a-w = root beer, coat
a-x = extreme, insuring
a-z = security

e-b = focus
e-c = bring charge
e-d = intuitive, intelligent
e-f = dismissed
e-g = offhand, lefthand, otherhandedly
e-h = heat exchange, heat dissipation
e-j = eject
e-k = deadened sense
e-l = extra long
e-m = very accurate, momentous
e-n = tolerate
e-p = error
e-q = dampen
e-r = flow, heart
e-s = becoming, esteem
e-t = pardon
e-v = rising star
e-w = shine, gloss
e-x = special
e-z = easy

i-b = achieve
i-c = invoice
i-f = past inclusion
i-g = agreement
i-h = warmth
i-j = break down
i-k = not feel
i-l = permanent
i-m = make a date
i-n = import
i-p = additional, personal address
i-q = quieting
i-r = progressing
i-s = introducing
i-t = meeting, new introduction
i-v = life flow
i-w = enamel, aging
i-x = benefits
i-z = inside area

o-b = smart
o-c = undissappointed, oh see
o-d = overdose, dead, deceased
o-f = out family (extra family)
o-g = oh good, relief, oh gee
o-h = single bond
o-j = just, justice

o-k = emotional bond
o-l = oil, boring
o-m = on me, oh my
o-n = oh no!, turn on
o-p = oh please, output
o-q = plentiful, quiet down (voice agitation)
o-r = eye out, ore
o-s = overweight, weighty
o-t = call, point out
o-v = overview, overweigh
o-w = reconsider, oww!
o-x = carry on
o-z = ground crawley, ground mist

u-b = pointed
u-c = seeing, see
u-d = removal
u-f = selected
u-g = self-importance
u-h = warming
u-j = blockage removal
u-k = dulled
u-l = durable, duration
u-m = your date
u-n = national image
u-p = applied
u-q = be quiet
u-r = progressing
u-s = slow
u-t = able, talent
u-v = sight
u-w = skin
u-x = double
u-z = zoning out

y-b = resolve
y-c = residue
y-d = reduced
y-f = afterward, whereto?
y-g = after effect
y-h = heat circulation
y-j = glowing
y-k = very hot
y-l = outlast
y-m = romance
y-n = ruin
y-p = coverup
y-q = sneak
y-r = moving after
y-s = tired, fatigued
y-t = placed there
y-v = check
y-x = extreme
y-z = secure

b-a = stopping, switch back
b-e = elsewhere
b-i = linking
b-o = body odor, noticed difference
b-u = controlled
b-y = on focus

c-a = short
c-e = excepting
c-i = stampede, charging
c-o = credit, credited
c-u = energy use, charging it, transaction
c-y = line load, transference

d-a = stopping point
d-e = reasoning
d-i = including
d-o = deduced, self-reasoned
d-u = identify
d-y = discovery

f-a = stop
f-e = likely place
f-i = build onto
f-o = track, coordinates
f-u = versatile
f-y = guiding

g-a = downfall
g-e = famed
g-i = legend
g-o = known for it
g-u = behest, influence
g-y = prejudice

h-a = heat shield
h-e = heat exchange
h-i = buildup
h-o = engulf
h-u = ignition
h-y = heat manipulation

j-a = excuses
j-e = devoted, devotee, goal oriented
j-i = proven
j-o = proof
j-u = alibi
j-y = not listening

k-a = accepted, call off
k-e = jack of all trades, good at all
k-i = average, kill count
k-o = agreed, kill off

k-u = trouble, problem in occurrence by root -180

k-y = recovered

l-a = last stop

l-e = late comer

l-i = late addition

l-o = at last, your turn

l-u = last turn

l-y = last in line

m-a = calendar

m-e = monthly activity

m-i = annually

m-o = date

m-u = monthly use

m-y = ushering

n-a = crisis

n-e = anywhere

n-i = inclusion, migrate

n-o = county

n-u = national use

n-y = congressional

p-a = short

p-e = applicable usage

p-i = increment

p-o = filter

p-u = stinky, stink

p-y = flux

q-a = bang

q-e = mostly quiet

q-i = quieter, silencer

q-o = silence

q-u = sneaking

q-y = quietly asking

r-a = ground to a halt

r-e = momentum

r-i = accelerated, sped

r-o = moving vehicle, car

r-u = movement

r-y = guidance sticks

s-a = slow to stop

s-e = crawling, sore eye

s-i = slow input, slowly adding

s-o = slow turn on, low

s-u = used up slowly, sucky

s-y = slow motion, ask why

t-a = barring, locking

t-e = tough luck, thieves luck

t-i = working out
t-o = rude
t-u = roughen
t-y = attitude

v-a = cancel view, vet
v-e = scrying
v-i = coming into view
v-o = seance
v-u = viewing
v-y = point out

w-a = remove coat
w-e = view range, with everything
w-i = come into range
w-o = sight see
w-u = sight
w-y = moving picture, picturing

x-a = quick stop
x-e = extra additions
x-i = additionally
x-o = boost
x-u = additional work
x-y = gesticulation

z-a = slow zone, hazard area
z-e = allowance
z-i = added security
z-o = electrical grid
z-u = practice area
z-y = stage

b-b = small metal projectile, pellet ball shot, projected shot
b-c = energy focus
b-d = glimpse
b-f = strengthen
b-g = titanic, stunning
b-h = high efficiency
b-j = need, desired
b-k = intent
b-l = focusing on
b-m = attuning
b-n = achieve, goal reach
b-p = magnetic
b-q = intense
b-r = group interest
b-s = training
b-t = toughen
b-v = quintet, scene
b-w = black and white, bias
b-x = terse
b-z = trying, annoyance

c-b = radio, remote
c-c = cautiousness, caution
c-d = account, cash deduction, see death
c-f = buildup
c-g = electrocardiogram, electrode
c-h = amplify
c-j = accounting
c-k = gratitude
c-l = last one
c-m = summer
c-n = war
c-p = charged field
c-q = potent
c-r = motorized, drawn movement
c-s = slow feed
c-t = exactness
c-v = mystifying, engrossing
c-w = wax
c-x = extreme
c-z = recharger, in charge, in-charge

d-b = withdrawn
d-c = drawing current, battery cell
d-d = deductible, payed on
d-f = deductible, funding increase
d-g = fame, famous
d-h = cooling
d-j = reasoning
d-k = kill count
d-l = download
d-m = siezmic, math, mathematical as now this reflects the true thought
d-n = total, gross amount
d-p = leaking, power usage
d-q = soundless
d-r = tracking
d-s = deep thought, subconscious
d-t = counting
d-v = speculating, detailing
d-w = subtract
d-x = extract
d-z = destruction

f-b = moving cause
f-c = generation
f-d = intuition, deduce
f-f = pass down, inherit
f-g = time travel
f-h = gauge
f-j = travel
f-k = no time, nothing
f-l = outlast
f-m = pms
f-n = phone, wire communication
f-p = foot pound

f-q = silence factor, measured silence
f-r = moving event
f-s = slowing down
f-t = free time
f-v = picture, imagine
f-w = painting time
f-x = special effect
f-z = distance, measure

g-b = past
g-c = gray scale
g-d = important find
g-f = family, girlfriend
g-g = amazement
g-h = energy field
g-j = explanation
g-k = exploit
g-l = last place
g-m = weight
g-n = interest
g-p = electricity
g-q = gazette, burden
g-r = purpose
g-s = weighing
g-t = personal
g-v = personal viewpoint
g-w = coating
g-x = add-on, additionally
g-z = trial

h-b = hobo, wanderer
h-c = electricity
h-d = heat vent
h-f = air conditioner
h-g = volcanic vent
h-h = joule, heat degree
h-j = cold protection
h-k = cold
h-l = warmth
h-m = calorie
h-n = area warmth
h-p = heating unit
h-q = exhaust, waste
h-r = heat exchange
h-s = warm up
h-t = personal warmth
h-v = embuance sight, heat vision
h-w = heat treat
h-x = heat generation, heater
h-z = tempermental

j-b = clear focus, clearing of a job, hurt of in an insanity hustle not kill
j-c = restore vision
j-d = restore thought

j-f = unblock location
j-g = uprising, greatness road
j-h = live flow
j-j = open channel, listening
j-k = kill life, deaden
j-l = continuous restore
j-m = unhindered
j-n = uncrowded
j-p = unlimited
j-q = remove silence
j-r = free movement
j-s = slowly remove blockage
j-t = remove blockage, unblock area
j-v = restore sight
j-w = unburdensome
j-x = clearance
j-z = safe zone

k-b = force kill
k-c = long range death
k-d = deed
k-f = poison area, poisonous
k-g = great death
k-h = strangle
k-j = disbelief
k-k = unappealing
k-l = lingering death
k-m = good weight
k-n = 2nd rate, prideless
k-p = turn off, power switch
k-q = broken silence
k-r = stop
k-s = weight loss
k-t = assassinate
k-v = stop looking
k-w = strip
k-x = filter
k-z = sentiment, craze, suicide

l-b = meditation
l-c = duracell, durable energy
l-d = drain
l-f = ancient
l-g = famous
l-h = oven, cooking
l-j = standing reason, law
l-k = lasting friendship, permanent death
l-l = everlasting
l-m = memory
l-n = state, lasting country
l-p = high efficiency energy
l-q = stillness
l-r = forced march
l-s = sluggish

l-t = immortal
l-v = reminescent, reminder
l-w = wax
l-x = extra long
l-z = eternal area

m-b = time dive, discovery
m-c = waiting period
m-d = age test, quality check
m-f = time of event, date
m-g = historical moment
m-h = carbon dating, animal magnetism
m-j = attraction, appreciation
m-k = appointment
m-l = fifty years, last date
m-m = date system, calendar
m-n = up-to-date, lust
m-p = time, schedule change
m-q = hidden date, blind date
m-r = reschedule, relationship
m-s = scale, romance
m-t = dater
m-v = documentation, viewpoint
m-w = carbon
m-x = good relation
m-z = first date, first base

n-b = relation
n-c = renewed, revision
n-d = end point, parallel
n-f = locating
n-g = artist, famous people
n-h = bioenergy

n-j = reason
n-k = murder, acceptance
n-l = quality people
n-m = scale, balance
n-n = countryside
n-p = workforce
n-q = corrupt
n-r = civilization
n-s = lifetime
n-t = socialist
n-v = narrow-minded
n-w = mask, clothing
n-x = new people
n-z = social

p-b = spell, power field, will in energy force is thought remembered by perfect memory as it is a life dream
p-c = personal computing
p-d = invention
p-f = useful work
p-g = manipulation, politics

p-h = physics
p-j = explanation
p-k = personal gain
p-l = last attempt
p-m = coordinate location
p-n = appliance
p-p = work
p-q = piqued curiosity
p-r = telekinesis
p-s = overwhelm
p-t = applicant
p-v = write down, draw
p-x = exceeding
p-z = direction, energy strip

q-b = spot light, q-beam
q-c = stop target
q-d = finding out
q-f = area silence
q-g = counter
q-h = cloaking silence
q-j = mental reviewing
q-k = nod of agreement
q-l = everlasting silence
q-m = somber mood
q-n = heroic death, silent time
q-p = awe
q-q = quiet, surprising, no sound
q-r = ninjato, silently move
q-s = sneaking
q-t = supersonic, awe inspiring
q-v = inspiring
q-w = soundproof
q-x = breathtaking
q-z = cuisine, edible food

r-b = forced run
r-c = calvary charge, please save me
r-d = canonfodder, doomed meeting
r-f = advance march, advancement
r-g = destiny march
r-h = heat wave
r-j = convince me
r-k = attack move, incited attack
r-l = last wave, nears the end
r-m = forward march, ongoing
r-n = orderly march, keep going
r-p = slowly go forward
r-q = silent death
r-r = track, ghost
r-s = slow crawl
r-t = keep moving, move on
r-v = reserved, reservation
r-w = training, go ahead, reverse

r-x = energy burst, on sudden energy you live
r-z = slow zone, sticky stuff, binding idea, tar

s-b = slow going
s-c = slow down
s-d = figuring out
s-f = slow fuse
s-g = gaining fame slow
s-h = welling heat, shamfaced
s-j = confess
s-k = slowly kill, stopping
s-l = prolong, momentary suspense
s-m = timeless
s-n = dying country, slow death
s-p = going to a halt, going nowhere
s-q = becoming quit
s-r = slowly stop
s-s = encumber, moving slow
s-t = slowing down, getting boring
s-v = becoming stupid
s-w = drying out
s-x = very sluggish
s-z = safety zone

t-b = focusing
t-c = energy focus
t-d = acting
t-f = popularity
t-g = action
t-h = generation, drawing forth
t-j = knowing it
t-k = desiring
t-l = last one, intrigued
t-m = do the math, think about it
t-n = personal trait
t-p = power flow, trashing house
t-q = disturbance
t-r = parting, giving way
t-s = worsen
t-t = recording
t-v = moving picture, television
t-w = covering
t-x = more of it, more of the same
t-z = secure, self-image

v-b = reminiscent, past memory
v-c = wishing this
v-d = scenic
v-f = momentous
v-g = changing
v-h = heat radiance
v-j = factual story
v-k = emotionless
v-l = at last, moments arrival

v-m = balance scale
v-n = counting
v-p = humming
v-q = vanquishing
v-r = moving
v-s = weighing
v-t = outside
v-v = sight seeing
v-w = surface
v-x = costing more
v-z = security

x-b = intrigue
x-c = generator
x-d = investigating
x-f = eruption, special effects
x-g = meeting
x-h = heater
x-j = story telling
x-k = killing, nominal
x-l = lasting charge
x-m = monthly activity
x-n = random
x-p = propulsion, experience
x-q = unheard people, unvoiced opinion
x-r = x-ray, electrical generation
x-s = slow generation
x-t = extra thing like privacy or other thing, ecstasy, extacy
x-v = graphical display, screen
x-w = radioactive
x-x = extreme, burst
x-z = activity zone, special activity

z-b = securing
z-c = toll booth, charging access
z-d = stripping area, strip search
z-f = secured area
z-g = high security
z-h = energy grid
z-j = protection, service
z-k = black out
z-l = prison, abstract
z-m = security perimeter
z-n = forum
z-p = energy zone
z-q = radio silence, silent messaging
z-r = maneuver, coordinated movement
z-s = school zone
z-t = influence
z-v = control center
z-w = coat rack
z-x = creativity center
z-z = cruising, gliding

-XXXV-

The prefixes, are added to the front of the words with a ` and the prefixes are past/future tense verbs. the words above can also be used as prefixes applied with an ed.

EX: c`enta = charged last (c-eat-nt-a)

EX: a`za = stopped energy charge.(ate-z-ate)

-XXXVI-

The suffixes, are applied as in the end of the word with a ' character. these are plural and present action verbs with the meanings added to the word. the words above can also be used as suffixes applied with a s.

EX: tar'ix = contains (t=hair-ix)

-XXXVII-

The affixes, are the letters that use a dash at the end to make the action verbs beside the magic case. these are interactive meanings of past, present and future. The words above can also be used as affixes. Applied as an ing.

EX: zap-o = aiming energy charge on

-XXXVIII-

Action intent phrase words, with intent words, the () focuses intent of a capitol letter and -- focuses a subject meaning, Forming a focused meaning. To say the word, be to stress the letter, like (A) in Ace. Some use -words- and stick the subject in. The -word- is interesting as its Action phrase -A- intention.

(A) = action, active

(E) = letter, mail

(I) = curiosity, imagination

(O) = time

(U) = emotional, focused on you, unstable, dissatisfaction, heart broken

(Y) = withdrawal, nonandsed, wild (anything)

(B) = beer, alcoholic beverage

(C) = stew, frustration, copyright

(D) = wine, drunk

(F) = flower

(G) = gift

(H) = hot, passionate

(J) = justify, excuse me

(K) = kiss

(L) = love, lazy

(M) = mine, personal

(N) = numb

(P) = picture

(Q) = silent, silence

(R) = colorful, rainbow

(S) = sunlight, light

(T) = work, target

(V) = view, look at you

(W) = rose

(X) = woman

(Z) = man

-?- = any subject with -word-

-XXXIX-

Argument words are words that create the argument effect, in the mind, in body. Arguments start with arg and then the letter. Ex: arg-c (arg-c)

arg-a = take action, showing intent, show interest

arg-e = name the exception, excuse

arg-i = intelligent argument, self-interest

arg-o = work around, "another way" argument

arg-u = blaming argument, blame-game

arg-y = wild, anything happens argument

arg-b = switch places, be the person argument

arg-c = see vision, chaotic, revealing argument

arg-d = fated, death argument

arg-f = family argument, failing argument

arg-g = good thing, good ideas argument

arg-h = emotional, hitting argument

arg-j = prove yourself argument, boast argument

arg-k = killing, "right-word" argument

arg-l = long, well thought out argument

arg-m = personal, moody argument

arg-n = no argument, passive argument

arg-p = smelling, repulsion argument

arg-q = quiet, mild argument

arg-r = motivational, opposite argument

arg-s = slow, repressed argument

arg-t = joined, hot argument

arg-v = understood, sight argument

arg-w = good, debate, balanced argument

arg-x = highly emotional, abuse argument

arg-z = avoidance, deliberate argument

-XL-

The netherese section

Nethsect

Use any meaning above, the "\ " means that since they didn't have medicine at the time, they didn't need it. See, this is done to redirect energy wise back to the person for this section as a normal meaning but add an adverted or adjunct idea by what you think for it. the aberrated meaning and in listening its the listing as the ; be a separator mark meaning that you tend to follow the natural progressor for normal idea to negative or energetic idea like norm; energetic is logical or illogic thought. Its also a progression of a normal effect and then the point is overloaded effect. They, the netherese can define their natural selves by many idea except the states then you know of mind that be with what they might do as in alternate mental states or natural personalities and otherwise their not counted as scherlosis victim with minds as you or they can tell what they do and not the multiple minds victim. Now the cross alternative be to the netherese "sit across from you", to be ignored as the backstabbers and treated the same or similiar in meeting. This is done as a possible means, if the person matches the self and be treated. That is used as though an alternate self or whatever

entices them is what causes reaction:

The alter ego and "negative self", is an alter evil or alternative world scene;

The inter, the interior, interloper, interpreter, interior "I" world, normal self thats a misfit;

The abject, abhor, innate false bone (as ntraceable), adjunct monster, adverse;

The exper, deter/mined, invertive self, faery type person of expertise, expert self;
The exter, high bone spirit, external, possessive being that poses a threat and hinders if threatened in body but helps out otherwise, personality;

The diseases are sometimes normal but mostly magical as their energy are from a body of higher energy in degree, in negative and sometimes positive when the low energy point be noted by control of the wildness or whats the point by negative energy or -E, with more control of wild nature the lower the negative with more of the positive energy +E; here from where they live. So your not getting the negative or emotional result with more positive energy. As E is a balancing regulation, by force manipulation with activity. If you want more info, then your just going to have to live with it or your going to have to live there or delve by developing their idea into the other possible resources. Quote by a black guy named Simmon "Crazy be to appeal; to look crazy be to act it out and be responsible. So say stop looking crazy to make senses to a crazy man."

metacilf = netacilf, meditucilf, negcilf, negative elf, netherese, nether elf, Ever expandable chaos elf made of pure dark matter born into the world as a form of choice with void substance, they are called into existance by need, desire. they represent nothing but what they want as the personal desire and will can do anything if its in their desire by or with religion. See they can only manipulate chaos, and by chaos anything else through chaos and distributive disturbance. Where the called being be like a seen doppelganger to the caller, except it acts like a clone. To others they appear as if the summoner in appearance, unless it desires to appear like other forms. Its only defenses to be in form anything at will through a manifest that astounds people. Most netheril can make any event to occur from whom they want. If you beat them they do a service. They think in reverse due to their voidlike read as materialism or objectivity in nature as they tend to use chaos to be good. Their attitude be based on the edge and attack of some sort like of diseases and disruption of diseases. So take something from them to make them believe they are controlled, unless their assured it can't be used or aware of the trick. The religious class rule and allow others to rule themselves as a form of silent subjugation.

What they touch or brush, they absorb the energy of. They kill or ignore those who aid them unless they are respected, loved. Those they disrepect they torture, and those they dislike they humiliate. Most fools don't stay near as they fear to go near and they fear the power that they have. They in mind are their own enemies that are or are not deranged crazymen or madmen risking for ability and power, alongside dragons and elves, which they desire to torture on sight if they so desire. On sight of each other, their be instant hate that be saved for later or alleviated for disturbance of sorts. their basic technique is to do things and get fun out of it or not do it, and their fun consists of almost torment except when they hunt. Nevertheless, its a thrill they seek for self-enjoyment.

They are the dream person to watch as you only have to speak what they fantasize on to get them to agree. To get them to be greedy mention wealth or gain. They hunt criminals for the fun of it, so make them laugh and they relent. their be the Magic God/dess of some form like eiah, or Du'ellan Macleurz (dcleur) among many others under him/her, to worship all be needed be a mention. The day/night timing be on a 19 hours per day clock with 9 1/2 or 9.5 hours day or night. Their money be 1/10 of a cent, be vasgr or be a c'ent (as 10 cent) and pure lead silver as 10 cents per queic'ent clay coin 6 1/3 cm or claeicent. d'ime or daicent be 25 cents (1 quarter). quaglmiert (religiously rich), of 1c (one hundred cents) or 10000 \$. Most be for barter but fair trade be enforced. Trade treaties can just about do anything. 'Did you know a lead cent allows for ultimate protection from magic and bandits for necessary demise. A paengrhiel be a cookie or painstick as coalstick.' From this I derive a siegl or oppoite or ultimate ability in oppressive power. Stoi'lgim is a flamestick. For more language idea, take a look at the drow language which is here [<http://www.eilistraee.com/chosen/language.php>].

Heres a few things to help define them.

nedealm = demon world: 1. It forms as a vision, called aun, hell in an eternal death world with a torture palace of death out of time and once death sorcerors of asyria or asria, 2. The conditions of kingdom hell were sheol as hellish or pzrr, similiar to the netherland and don't forget nether as a pocket plane for netherese.

faaeis = sohn, son, younger person, Vii, vindictive person (burnadette), cruel dusk of darkness;
fyrfloa: 1. fire flower, 2. disohn as disvahn or disown, 3. veisohn or murder, murdohc, 4. wels/h, veiled world

destruction as a cruel/ty fate, 5. fatherhood, priest or pope, 6. property tax as property close/ure, 7. honored one, 8. father, God.

maaeis = motherhood: 1. mother, sister, 2. manipulation, 3. Goddess; Daiehn: 1. deaeihgna or astounding, 2. daughter, 3. dawn, a new day, 4. blessed, 5. veipahn, disregard feel.

mad = morales: 1. crazy, 2. compliment, 3. inconsolable or not satiable, 5. dischivrolous; uncontrolled: 1. angry, 2. mindless, 3. not able to think, 4. automatic motion, 4. unconconscious motion, 5. insane and destructive.

nut = void of sanity: 1. nuth, 2. hill of beans (a big nothing), 3. nothing, 4. hidden feeling, 5. a personal madness, 6. insanity from stern motion or abstinate, 7. sane; not enough /to worry about: 1. hunger, 2. crazy from distrust, 3. live with another thing or person to accept, 4. acceptance of thought.

eiah = sacred: 1. sacred tree, 2. holy, 3. death tree or necromancer tree, 4. snob as godlike being whose similar with limits or princess; deity: 1. deis, god, servicing guardian, 2. deya, goddess or jealous guardian where jealousy, where nothing won't rule them if nothing is worth it or its the right aura, mongoddess, planet (as moon or other), Moongoddess, 3. guardian eis.

lyntet = life intent: just, lineage, life meaning where life be loyal to itself, to get a reaction even if inert or nothing and just be as damned; life adversarial or life advocacy and adversity: greed: To gain any object or chance with or without detrubte (destruction) by many means. To avoid insanity by not thinking of the person or yourself with the cause but of the effect or state of how to do somethings and you can cast a spell without bad side effects.

sayy = loyal to the moment (as sanity), sane; shane, loyal to the self (as selfish).

earebud = energy rebound, have a buildup of excess energy or negative resource to focus into an action to cause an occurrence on any object in site or sight, to channel the change by energy more in use of the visualized scene of the object changing to another or a scenic change. Then feel the energy unleashed to change the object or scene. Use words to "channel" the effort and cause the shift by influence of one thing to another. The phrase may seem positive but spoken negative, gets, the adjunct or inverted effort. Another word for derogative meaning, that effects immediate with positive idea in the area where the negative tends to overload or cancel and what cancels, disappears completely. The negative is the thing that happens once, its what it does to people that makes it seem like white violence.

methcoakiyry = netherese code of chivalry, for fun play games of life and death where in a business deal don't assault. Where its allowed use what you can and repair where possible as life be sacred, sacrificed, and objects be a protected tool. On impossible moments make demands to get the effort of stopping the war (any), and don't do much except make the person laugh as it can be considered a threat. They take life serious and as a duty, so serious its a game to play by others rules created by life experience. Including a stranded few by life in itself. In serious malicious motion stand still without humour and think go away to the horror, harryr, or harrier person. To accept commands in life or death, moments of circumstances and otherwise vicious cycles. Live for ingenuity and pleasure from activity. Bring your own desire and materials with you and don't lose unless you can't take a fall. To seek the thrill of the moment, till a fall occurs. Be near a loved one and they might not beat you up, so for the life of God be worthy and don't self-proclaim as its a religious zealots duty.

reva = raver, one who creates music to revere, priveleged as in policy; exchange: set back.

methke = cilfdedke, netake, netherese language key, take the common or normal meaning in your language for the translated phrase and use the adjunct meaning; adverse that is reverse or different thought with same form thats visible and considered visible opposite, or inverse meaning of translation; opposite form and same idea except for negative meanings which translated straight with adjunct things that often not get noted for use by the disturbing effect, distinct or used. The y be hardly stated and in front its not heard like yijing is i-jing or philosophy of bone. Any noun be an active noun with no endings. This considered with slang as its close.

By use of negative energy one can derive the netherese effects, by this I mean the nether meanings come into manifest. The phrase may seem positive and solid but spoken negative as pawned or given out with self need or desire by emotional negative and gets the derogative meaning, that effects immediate with positive idea in the area where the negative tends to renege as overload or cancel out what cancels no it dissipates to disappear, completely! The idea this portrays be the carry over effect to monasterously create a physical effort known as pervart with overstrain by persuasion or perversion (pervort(c)). To know a effect or know any of it be to transfer it on an action of transferred motion (c) by action with the element represented. Maybe that should be it as its not actually seen but heard.

A notation for quotation by anonymous "Acceptance, a chance, dejection be assault and with apology be hate or emotion. With love be an acceptance of hate and only in/with a country that allows forgivance. With hate be suicide of objects, or by restoring of positive when they the hater be not ready. When given time, they attain a goal of sorts and out of sorts they talk but then also be acceptance of sorts. Some can/are only happy if people hate them or to get a disliked effect, The idea was started a few thousand years ago and has a less effect nowadays. Like for enlightnment, to learn by self and taught by others becomes to be insight and yet the insight carries over to become dejection or control by denied effort. Your able to push someone with insight to become someone else. The sayings be sometimes related to this, but like a lack in a day this be no fair moment and on a fair day we rely on lack of a good thing so try not as you will to use animals.

The use of punctuation be possible, except the end seclusion marks and brackets,

() = of, focus, opinion.

{ } = is, support of raw data as info, contnts (as contents).

<> = or, seclusion, whatever supported.

= be eq, same place. pause

Where the "of" be in place of (). Most netherese be allerical, literal but used metaphorically its bonny when written down, but when spoken its both or general unless its specific. Almost always pronounce the last letter with a unflat sound. The word changes are different per Netherese and Atlantean. Anything of Netherese be by self or things done by self. Anything of Atleantian be object oriented, Anything of elven be action based. Anything of human is associative and negative based. Anything of dragon be harsh in form, the noun is the verb in certain cases.

-en = appended to consonant or vowel, plurus (plural), replaces -e, -uis, -us, -es, -iex,

-s, -ix, -x

-ehe = a-cas (active case), declentive verb, same meaning or unchangeable idea also used for numbers such as memory. In can compromise things in use and remove what the thought represents.

-or = detrior (distribution), transphased moment or recorded movement.

-ar = persor (personal) case (I, you, us, them, of this) or possessive like can't.

-an = U-cas, undecisive case, a word that acts as a placebo, this doesn't declare anything but takes the place of a negative reaction especially if used alone, this is done if a place in time is understood for the idea and this creates in thought for what's in mind and things you sometimes can't do you can do. An undeclarus or undeclared word. Like depictian for depiction (sight on description), this is where -ion is a concept and -an is a thought that's sometimes a fought moment if seen psychically. Sorta like an argument, that is with emphasis on the idea you think except its in an idea non physically done. So dismiss the scene in your mind by thinking of something else, then things seem to work out for you.

-ant = in invorcer (invocative) case by provactive idea, this is something where the case is shown where feelings are shown and acts as if shouted. Like aloromaiant or pacify in idea sound!

-ent = indiclative (indicative) case like this or that be indicated or thent (this indicates) or 7th (syint).

-is = denotes a noun like a proper in name but it has to be capitolized or remove things like bugs unless not needed, AE is an imported word as clancy be Clancy is or Mantis in life.

-it = any other case, -ed, -ing, -ly, lidit as subconscious made up idea in thought

- = not done used to combine any two words that are unchangeable in meaning or hard to pronounce.

aaica = edging or sharpen; cook/ing pot, chalice.

aaya = america (comes from uni'li'vand): 1. united land /area or kingdom, 2. unite by knowledge or detail, 3. "united we stand or stink."; miracle: 1. terror by nightmare, 2. buy off, 3. warfare or junk it, 4. claim from adjustment, 5. judge by conspiracy.

abnorm = abnormal, abnormal force, adverse from what be supposed or thought of; opposite of what is supposed and in negative energy.

abput = before putting, prepackaged; consider/ation

adini = undiminish, undimish, forever diminish; distinguish as eliminate, fallacy or cause understood motion.

afimae = disbif affirmation: 1. affirmed idea, 2. fixed stance or fix by fire, 3. support of sorts, 4. affirmative, 5. agree upon, 6. belief; disbelief fro' dis'blief: 1. daily belief, 2. daily affirmation, 3. conformed idea, 4. daily problem, 5. corrected idea by support info, 6. taught info, 7. fatten up, 8. gain.

ae'usedtub = ae'usedtobe, protracted motion in progress; protractive animation.

aihi = aim high, aim hi, up high, in the air; good attack, good all around.

aiho = ailo, aim low, aim lo, low to ground, bring low; bad assault.

ang = listen: 1. lesson, 2. disposition, knowledge, 3. angry learn; unadvisable usage

ansoain = bitter mistress; distress

ansouihn = misery (depiction of terror or horror); drug (free)

aoba = amoeba, shapeless; loose movement (movement of shape)

ebrnga = bring: 1. harmbringer, 2. horror bringer, 3. a demon that brings harm to the intended victim not unless needed, 4. bring w/energy except with synergetics, 'bring with energy for luck' by plumber; just desert or result: 1. a victim of some ill magic, 2. unreasonable, like discovery, 3. still learning/ed, remember/ed.

arkne = darkness; pooled strength: insanity: 1. dark revealed energy), 2. reasonable contract or reason of forbearance, 3. poisonous fumes or insanity, 4. justice deserved/deservance, 5. know brutality and braums procedure, 6. brawels' procedure, unfortune on procedure by some means like disposition in chance fight/eating.

au = asome: 1. assume, 2. assumption, 3. to bring idea from the logical course, 4. asshole or fake pushed assumption without penitence, 5. ao (as forever), gold; bad seed: 1. accede, give up by show (of faith), 2. show up, 3. illogic, illogical thought, 4. sesame or bird seed that draws a bird and/or sesame on a bun.

auger = visionary, one that doesn't have anything to do with a topic but does anyway from sight;

othersight; porportion (as belief), anaugra (as belief).

aura = influence defense field, Ever manipulated influence field of the body thats powered by soul and reinforced by spirit (influenced). It can control anything in an area but not everywhere, unless linked by effort and tech. This might prove to the honest observer how powerful the aura really is; Aura of control, contrl aura as where the aura influence causes (as coaxes) reactions.

abyee = ambitious, ambitiousness, a goal to derive a way to getting your way; damnation: 1. jinx, 2. abyss, 3. hell, 4. pzurr; 5. void as of absolute madness or suicide, 6. purity by insanity (dangerous activity while thinking its safe.?).

activ = symposium, action based; mental action

aloromai = make up, influence; pacify

amandea = amarandea, free conscious, Senses that allow the "wasp" conscious to fly and explore; constrain (hold down).

amandia = amarandia, thought control, attractive notion like natures beauty; beastly action

ambuin = embrace, hug, blood draw, bloody distrust, let whatever it be go; mental intrusion: 1. lose faith, 2. treachery and turn, 3. insanity or crazy, 4. blood trust, 5. insecure, 6. plagiarization.

amb'rail'ic = pity, foolish action; envictimize: 1. punish uncaring people, 2. push off, 3. hatred.

ambrail = friendship, tricked trust; respect of amazement or demand

ambroi = amb, amber, embrace; quick movement to maim.

amo = amore, amount, love, romance or positive dinner chat; epidemic: 1. lore, 2. easy disease, virus 3. incessant or unceasable.

ange = attack angel: 1. death by an element like firing, 2. angellica, 3. debusche (as beer mustache), 4. inhibitive drug; depends: 1. anger, 2. ruinous being, 3. death angel, 4. fallen being thats saintlike as an ancient creature with great powers.

ana = anon, action noun (act of negative energy not now yours): 1. The depicted verb word actively thought on that's not a verb, view word representing a shifting idea. If not focused then the action noun be unknown;

anoen: 1. great disturbance of reverse energy, 2. by default, it be anonymous due to some disaster, 3. drive in thief as a type of disturbance to create an atrocitry, 4. increasement by appeasement to gather information.

anx = annex or long distance exile mission; anxiety (anxious motion)
arabia = heretic; controlled freedom (strained action)
arbitz = arby: 1. arbies, 2. argue/ment, 3. feud by physical argument, fud as food, banquet, or fudge; demand as demonstration: 1. seem on demand by necessity, 2. specialty.
ardtug = hard to get, pull down; indelicate: 1. dedicate, 2. delicate/delicattesan, 3. dessert.
ardwe (rdwe) = hardware: 1. object, 2. objective thinking; void gate: 1. material creation, 2. flood gate.
askella = askance; question answerer, ask anything
at = near, from, fro'; shift view: 1. things that reflect the shifting world, 2. world view that acts like a shift when scenes of the world are play acted on stage, 3. by self acting to achieve with role choices.
aiam = as I am, as of now, as I still am, is; as made: how I am, so I am as made, living, seduce.
aiwit = airwitt: 1. as I want 2. to or to be; airwit: 1. toward (hotness), 2. burning up in flame.
aut = adult, A mature person without vindictiveness and allot of patience; audist/autist: smooth natured and non-violent with vindictive goal.

Asthe = aether: 1. material or materia to manipulate or materialize at necessity, 2. self-accumulate, to acquire things or knowledge; slender: 1. build of body, body type, 2. zealot court, crazy court with insane lawyers of idea but not actions.

asveltu = adventure, as the wheel turns, life renewal; very bad death or carmedegdon.

awd = award: 1. land, 2. sword or item, fulfillment; gurr/ing: 1. rabid, 2. wild nature.

awety = advantage: 1. dumb, 2. to win, 3. derive, 4. get effect by effort; uptake: 1. concentration, 2. overweighty, 3. consideration by understanding.

b'lif = believe, be alive, self-support/ive fro' "coipt'b`seit'cace" or denial of consequence, self-belief; malignant: 1. deciever, 2. false belief, 3. stagnant, 4. conceived, 5. creative or create.

ba = back: 1. backside, 2. forward in others sight, 3. bad othersight, 4. bad (as banned or ideal), badness, 5. bake for objects or people, 6. bade moment; baaga or back again: 1. return "it" by movement, 2. recover, 3. vehicle, conveyance, 4. luxury from great skill or just great skill.

badaid = bad luck; bad purpose

bao = bad'eal'o, bade alot (as all), obey, command; addiction (ad'ict), consumption, eating style

bahr = omni, all; counter: 1. dismiss, 2. dissemble, 3. long row or longtable

bea = be active or "bastard", baron or "bear'on" gotten fro' "barusche" or infamy: 1. a good "infamous" and bastardy position borrowed for highborn for iffy and infamous moments thanks to red baron, 2. "noble" owner of land or land owner, 3. infamy of class choice; beacon: 1. flying ace, flight controller, 2. course control, 3. out of control director, 4. repellant motion, 5. beat up or like motion, 6. reprimand.

bik = bank, riverside, current handling; currency system: 1. conduct of good/evil or neutral behavior, 2. conductive circuit or living circuit

bar = bar: 1. area of drinks, 2. bar room, 3. drink area; bar fight: 1. disruption, 2. smashed things, 3. resting area.

barr = ball, be all, courtroom, room; attack ball

be = being, is/are, am/was, being of live force; beat: 1. beat of rhythm or music, 2. beat of body (beat up).

bedaid = bandaid, bandanna, body wrap (any), cause of death; desolate: 1. console of magic, 2. normal nature, 3. beserk.

bey = bio (being), partaken, existant or caught up in

beblbrox = believable brothers, conniver, conman, disturbance; misincorporate, discorporation, a resonance or disruptance field used to abhorrently travel by and with rocks with silver, coffee rocks or wax formed rock clumps.

belmont = official; deliberance (beligerance)

beqik = bisquik, bisquick, overeaten, quick growth; quick to act, quick to set

ber = bear, beer, better, ember or flame bearer; firestarter: 1. flare emotion, 2. actual fire or flare of a signal getter, 3. signal flare.

bf = boys friend, to be (as tuing), be friend, boyfriend; bie tormentor, big intolerance.

bsla = bitch slap, be slammed, slap in face, slam beating; seclude, single out

bo = bow, bowl, lean over greeting, a respectful greet of court, a blow; stall mend, installment incorporated into peace of body and mind.

bold = beut: 1. beauty, 2. beautiful; dependant: 1. depending, 2. mental blow.

bone = health care (spirit): 1. doctorage (doctor), 2. spiritual doctor (shamanist call), 3. other types like accupuncturist;

pest kill: 1. by make flee, 2. pestilence removal, 3. kill disease, 4. teeth care: orthodontist or orthodontalist.

bond = bonding: 1. lovemaking, 2. bondage (detrimental), 3. kinetic: control by motion; chaotic destruction by deregimental or scatter brained idea.

bla(ze) = wild fire: loud speaking; burnout: 1. A person in a condition that be not remembering and always with some problem. When forced they destroy the item or thing that allowed it, including a person and force the memory down. 2. destructive energy, 3. catastrophic event.

blud = blood; 1. life, 2. alive; deathlike: 1. vampiric, 2. undead, 3. "To sleep be to die and to wake is to rise again." From thoughts of a vampire..

blo = block, blockage, barrier or area: 1. of expertise, 2. job, 3. space, place, 4. desire of body and mind; nevermind: 1. hidden, never any, 2. neverwinter, 3. neasuma (neversummer), 4. neverhear, 5. neversleep.

bredcrub = breadcrumb: 1. Info trail of information for the mental aspect, 2. Personal breadcrumb, of food or info, 3. tidbit; smoke indications /by dismissal force: 1. Indescribed, 2. Indescribable torture portrayal, 3. Chaotic correction, correction, 4. hasbah, bad relation or betrayal, 5. forcecraft of illusion, deillusionment.

brif = cord'oroy, d'brief or brief: 1. just quick, 2. cordoroy pants, 3. corded briefs of a. corded pants, b. belted underbelly, c. communication, d. toga, bel'ted robe, 4. code, 5. record, 6. com(mute) of communication; junk: 1. disbelieve /its true, 2. discord /of or in money, 3. discredit, 4. don't believe /in what you see.

brii = brian, dispute; disputive (contained), disregard

buivt = bureive it, beuro, red tape, police it, get busy, on patrol, bury it; due policy, pursue

bukta = bunkter, banter, speech; argue (arguement): 1. sift, 2. protection, bunker, 3. soft arguement: no blows except to maybe shout, 4. Hard arguement: punching blow or punch bowl.

buga = burger, meat pasty, meat on buns with orderbs, fiscal thing; stole: 1. drug, 2. out cold, 3. burglary, 4. a wrap around.

bugakig = burger king, meat pasty king (meat on buns with oderbs), fiscal king; drug king, drug palace, patience, pirate king,

bumsti/ck = boomstick, rifle, short handled pistol; sot'g: 1. shotgun (12 gauge or scattershot), 2. to make bummed by burnout of sorts, 3. newly burn.

bupo = burped, foolish, mistaken, blooper; burst

byhid = by hand, by yourself, may'plu'g or dirt cheap move, saviour, steal, jesu fo' jesus! as a person steals; assault/ive: 1. lax or lazy, 2. get behind, ass sitting, 3. associate, 4. society, 5. restive, 6. laying back, 7. 'take the hand', chop off or remove parts.

byse = by self, seldom; self beligerant, beside yourself, bedside

ca = can (trial), will (united spirit and soul), will do, achieve (go for it); unachieve, can't, won't or won't do

cace = concise, consist; castor will of spellworker, energy will

caco = concede, If you gave in they made concession or give in.

cacese = concensus, relegation, responsible; coun'cia,

cae = connect, convict (as convince by sharing info); correction of one hit or constructive comments or 2 to cause a opposite or different effect.

caky = cake walk: easy way: smooth: 1. smoothy, 2. ice like, 3. flow.

car/e = ce: 1. A care to aid friends and family, 2. A care to help, 3. agreement; karr: 1. family (as loss), 2. ker, feminine/mannish.

casrite = consup, construe; force method (as brute force or conscript list), stupid

castsun = cast the sun; unleashed insanity, repeated insanity, burning

casts-on = cast the son; disown (dislodge, beat up)

catigecy = contingency; other idea.

catr = contribute: 1. freelance, 2. freedom course by introduction; jail: reasonable recourse.

hiawa = hideaway; bitch or woman in power due to innately honed ability and resulting actions, this forms their mental perception as a conclusion to wanting something and when they get it, its a bitchy move or they throw a fit considered a snit.

cau = caw, caution, caught; torment (torm) sometimes with questions

cetaga = castors gaze; desire will of willed desire or repair or stop doing that swing thing I believe I gnou who you are gitler.

cik = cink, cinch (got it), snag (do up, dole up, doll up or pretty, snazzed, catch hold, catch up);

coaspan = cockerspaniel (cocky disposition (cocker) of soldier or dog (spaniel), district attorney, court power (power maniac)

cacete = concentrate (by focus); concente, cacent, confirm (as won over).

cidl = candle use, a candle born of wax and no oil of sorts; oil lamp: 1. made of oil w/ glass, wax or crystal or see no container. This takes about 30 minutes to an hour to go out by some use, to smother is thought no use yet grease additive

is interest or not go out by use without slaps this is interesting. Look one time with meaning so intent happens as this what appes is if rust or disuse is there as I saw this if discovered your not dead or yet if alive en no now as coed.

coet = coe, correcting: 1. dissolving, 2. distraction, 3. correction as this so go now, 4. inveigling, 5. weakness; go over or I believe I played this long enough so I believe I have to 9: 1. removing the flaw, 2. dusting, 3. depiction, 4. move on, 5. murder/death schedule, 6. death agent, death angel.

comoe = commotion or dist'urbe'ance: 1. disturbance, 2. distraction; commode: 1. commodity, 2. luixury/luixurious, 3. cleaning water, 4. travel of some sort or use supplies then do.

conkit = concrete: 1. ko, 2. kill off, like, into unconsciousness or death, 3. set in, 4. settle down or calm down; service: 1. setup server of any type like food server or machine setup, 2. machine dispenser, 3. a drink thats smooth down the throat or smoothy.

dumoago = 2 months ago; due more in past: 1. two month old animal, 2. due in past.

conkiteria = killing spree: 1. kill zone, 2. battle; cafeteria: 1. cafe, food court, 3. rest area.

coproe = compromise, take hold, take over, take course; addict

catro = control: 1. domination of moment or area, 2. possessive over other or above; cathro: 1. cat throw up.

catroa = controller, one who controls (dominative of moment); catheo: 1. release, 2. dispossess.

cojak = policy force: 1. policing force, 2. brute squad; evergoing instruction: 1. infringement, 2. distinct: a. intrusive by irritation, b. inheritant, whatever you adhere to be inherited, c. take back, d. reclaim.

corrant = power or energy; abide (by corruption), thanks to fubrosa, corrosion, creative user approach

corrept = antimagic field of force, an invisible but desynchronous (aligned to nothing and existent by itself) force that lives for harmony and feeds off bad vibes and in doing so it corrects while not linked to much, but it connects by direction of the wielder and watches with an indication of any activity that be directed by the wielder, in which case it acts like a carrier that will work for any force; Deregulated desynching force or deregulated force, an unsynched and unrelation force that drives people apart for protection and prevents the unnecessary with erasure of the event.

corrugon (cor'gon) = corrupt, turn by fear; dixt'nicht, unending loop (always continuing moment),

dicredited incorporeal moment or just discredit: "is as was", unlooked for event.

cheou = u, you, yourself; deterrant (craven), preventative

cu = cute, bad (unnatural); very skilled, babe (male/female)

cukit = cukitry: 1. cook, 2. heat to kill, 3. simmer, 4. cookitry; heater: 1. stovetop, 2. oven, 3. womb, 4. stovepipe.

cul (cool) = cool down: 1. coolness, 2. nice, 3. ok; corrution: 1. very nice with good packing, 2. good skill from sicknes, 3. corrupt/ion.

curgy = cleric: 1. paladin, god focuser, 2. priest, 3. desk assistant; occultist:

1. satanist, 2. paganist, 3. sorceror, 4. a hidden corruption.

crabapy = crabhappy, crab bappy: They are ambitious and stalwart figures who feel happy while crabby, they could easily destroy public property by a emotional boredom or id revoked by similiar idea for laws made that are obeyed by reason of disturbance to their routine; destructive research be to reason with the person and to ridiculous idea is to make a point.

cretsed = creation seed (seed of creation), plant the seed to create any one thing of creation chosen before or after the seeding; seed of destruction, plant the seed thats negative with feelings to achieve from provoked thoughts and chaos flows to do as the bidder wills.

croel = look onward: 1. onlook/er/ing, 2. lend insight, 3. unkindly cruel; contrary: mary (as merry killer) from "as mary contrary".

crul = cruel (on demand when not ready); desist (creatu, creature, being)

cyi = civil, accomodate; concerve, concentrate

da = day, star, father, sun (as dark), god; crime of passion

daami = Datamine: to mine for info and it acts a virus on a machine with truth serum on person like a mental worm.

When on target it destroys everything by fire near you and only if you deny the truth. This can negate any material and from within including your body like a bomb; Blind trust (bli-tru): Blith truth, To trust in tests when given results blindly or without testing.

dak = fathers death, dusk (night fall, 11:59 - 12:15 AM); crucify by torture act or pleasure act.

dak'rus = all necessary death (omnipotent), neccesity in death; call to. Dark corpse.

damise = concept, conceive, persist, trade (per bargain area)

dba = due back: 1. fateful action done from fear, 2. debate; dubious: 1. back again, 2. judge off, 3. physical schitz, split off to another form or phase and they remember the other forms activity.

dea = downfall, mordor, ignored (shame) unseen; forgiven (murdered), sin (tainted act).

debnd = disbend, dismissing by motion of poverty or personal pursuits; dismal display of anything that is talked on.

decateast = its there (as a positive), yullagie, thanks to unknown, discontent, contest, discount (as not see, careless); discour (as discounted, dislodge, dead issue).

awn = dawn, dress (as full blown double hemmed) kiis, starshine rise, chanee's sister, sun up, chest halter; disaster of failure or failed moment.

deced = discard, distant, trash; modify: courageous changeover.

dedi = dediliah, dedicated, dedicate mom; dessicate, tear apart

dedwa = deathland or path of the dead or dead path, where the dead walk; vampiric life, path of living dead (life, deceit and white lies) or path of lies, where the living dead walk,

defec = defect of/by object: 1. servant, 2. a perfect personal servant guard, 3. deselect; disruptive house guard: 1. area defense, 2. A defense by object or house, 3. A use of people as a fuel, to defend people within against unknown and threats from outside by a time flaw. This could be including the owner and what the house recognizes as a friend. 4. If anyone unfriendly ever enters they are found and beaten soundly and mentally, unless friendly. 5. No regard to friendlies though till they awaken the heart of the house and the friendlies, are aided by the electric ghost effect in which a moral poison and flawed fire protects from disruption and hexes on the videntive (vindictive).

dei = devil, focused darkness, evil; dark, good bad act with proven results, efficient nature.

deiorn = devils horn, charm (seduction) wave generator thats found in devils peak of mount monoke? of North carolina, with positive energy it will create an insane vave that controls the dead or vampires.

deish = disinhibitive, substance or force use thats not used as its disinclined once discovered by a very bad nature; overuse by abuse, prohibitive nature by unused in moments of prudence.

de'hs = hid, hand, hide or skin; hide/hiding.

de'sigre = diner, dinner; dogfood or petfood.

dejilk = dispell, remove spell, dejinx; compact: 1. wizards agreement like between two people or two beings, 2. magic enforcement, 3. folding mirror device, 4. smaller sized and better design.

dekita = dekanter: 1. off kilter, 2. ever shifting; bad spell: 1. bad idea, 2. bad thing.

del'lusia = delusion, illusion, different flavor, spy out, look out; cracked up, cracked mind of many minds that represents the alt world or schitzophrenia. "Those that are willing to admit they have an alternate self may have schitzophrenia.

delomet = development: 1. get more stuff, 2. get things, 3. achievement, 4. diplomat; empty power: 1. a power of void over nothing, 2. empty gain, 3. an empty achievement, 4. hefty gain, 5. fatten, 6. to gain without achievement, 7. insane motion.

des'r = dessicr/ate: 1. goldfinger, 2. golden alloy, 3. moment of virtue, vanglorious; de'sre: 1. golden weight, 2. weight los/s, 3. keep track, 4. disrupt/ion, 5. another reason.

depea = disparate, apparatus, deep sea; disappearate, to apparate with disaster or chaotic idea using the three D's, Destination, determination, decision.

deruty = destructive, destitution; technological moment.

detta (vendetta) = something stricken; credible (motion by relation): 1. damned relation, 2. turned, 3. deterred, 4.

prevent, 5. defect, 6. dealing, motion to relate, 7. worshier from worshestershire or worse from worse, 8. make worse, 9. defensive, 10. personal intent thanks to paul.

detriu = battae, batteries not included, distribution by grand larceny or misplaced trust; self-running device /with or w/out batteries, chaotic disturbance.

detyu = detour, a work around of the destitute, welfare; job offer

detrdly or detedly = dastardly, a person with low iq of a bitch..who goes along with indecent things and achieves ill treatment; best way: a friend formed from battle or joining up and using the best techniques it can kill.

deve = devise, development; dement

devo = devoted: 1. considerate as I believe; emotion: 1. devolved or degenerate (in some manner), 2. emulation or ape, 3. desistent, back down, 4. conning or white redirective lies.

dey = device: 1. useful devising, 2. deity; spoilage: 1. corruption, 2. disrupt/ive service redevising, 3. biodegration, degeneration, biodenegration or energy passed through and the object was degraded.

deyo = youth, young, play hookie, reposed moment; day out, sundown.

deyomaximus = day out maximized, long vacation, day break by enjoyed pause; youthening attack ball, youthful regain, youthful composure, dissenduos, copes alot.

dez (nandez) = creative, self-taught (mend easy, commend easy); teachless (instinctive), flunk (fail)

di = dick, mix, did (choose, choice), instigate, male organ, putting, putty; investigate from male ego.

di-cnd = put out by lower energy that leaches, leach, undo; life force: 1. leech by life force removal, 2. ability removal by life leeching.

dil-heis = comparable reproach, justice; removal: 1. a catching of thief or any, 2. By removal I mean dil'qies.

doou = dole out: 1. pay up, 2. pay out, 3. just pay; reward: 1. of pain, sufferring, 2. position by aggravation, 3. anything else.

dis'tek = distance study: 1. disagreement, 2. by natural feel, 3. regulation by study, 4. cause by natural event; hidden: 1. event for advantage, 2. hidden nature, 3. taken advantage by visitor.

dis'cord'graed = slide to /side (perped by rob angry); move by /levitation: 1. force, 2. will, 3. effort, 4. control

disp = display: 1. scene of gory emotion and depict, 2. view of area (perped by chris); debilitate: 1. live mental show based on crystals, objects and glory, 2. painfully disrupt.

dlei = put down, insult; rush (you), un (undo)

dno = deniro, single out by fencing of some sort, starship or spacial vehicle, gravity of movement

do = dope, doing it;

doh = horr-iduh or horrid or crazy, mistake (self-accident thats unappreciated); death visions (slain, chopped, assaulted, real death), unseen knife.

drithru = drive-thru or drive-through: 1. lot of movement, 2. food service, 3. nickel and dime it; torrential energy: 1. driven to destruction, 2. discouragement, 3. torrential movement.

du = do, due; ensue or paroll

duk = duke/s: 1. du opposition or unpositioned, 2. due fallacy by assassinate, 3. personal assault force,

4. highborn class, 5. high "honorary" position, 6. high honor, 7. on high, 8. shut up; imitate: 1. imminate, scrimmage or to match by a fight but try to win and any attack after be apart of another moment, a common

courtesy be to remove the damage after, 2. illusion, 3. copy act by a copy over or photocopy, 4. ape, 5. act it out of any animal, 6. character assasination, to assume your another person and know yourself but be counted

as the pursued, usually pursuing the person for a strange reason like puppeteering or different concepts, 7. self condition: by self idea and self-conditioning, 8. going, 9. accept the punishment, 10. strike out or "duke of fate", 11.

fits of fantasy or dubious thanks to Anonymous.

dun = don't understand: 1. didn't, 2. ordinance, enforcement of idea, 3. don't, 4. ordinary, everyday and normal;

scummy: 1. unseen /target, 2. a person that uses illusion, 3. invisible "I don't see you, you don't see me" or "you don't see me but I see you".

dup = dupe: 1. conscidre, 2. trick of torment without physical blows; personal: A single persons viewpoint, that aggravates their emotions if/in around the right person.

du're'lax = ultimate ruler or ultimate leader: 1. king//queen/kingpriest/president, 2. persistent, 3. ultimatum or ultimatium as ultimate tantrum; high standard: 1. high life standard, 2. bad info, 3. manipulative idea, 4. per'si'fol, or personal venture of death, 5. end of disclosure or closed off, 6. too early release.

due = interest in motion: 1. pay due, 2. as amount; dumb move: 1. suggested as do, 2. control (as suggestion).

dyta = dictate: 1. speach imprint, 2. beggared action, 3. dictated language,

4. demand by rule or demanding rule thats sometimes pushed with unfair tactics or by parenting, 5. detail work by, entailing, and other things, preach (from dictator as preacher): a. speech, b. turning point, c. abuse by mother to cause a father reaction and preacher by child, d. priest, priestess, kingpriest (as whatever ruler name there is); emperor/ess: 1. dictator, 2. ancient ruler thats pursuant and causes dissuaded motion, 3. trick/ster demon, 4. disuser, consequential belief of people, 5. persuant disuader, 6. hasband and cruel dissuader.

eeh = up, oh, pause in surprise, reprimand; reprisal: 1. ooh, 2. mass surprise, 3. stomach blow

eehwahz = iam, I am, pendant, selfless (self taken from flaw), piglack (lesser eating), sell less, painlack (painless); mediocre, moderate take with expansive conquer from pain.

eih = I, me, was, myself; my, mine, more, included, and.

eihwaz = I was, achieved; standpoint

eihwaihz = I thought, evolutionist, independant, stupid fucker; good standing from lenience

nsembl = emsembl, 1. condescend, to get condescentive draws a crowd and draws down the target, 2. gigantic room

of people, 2. group lecture that tends to make people learn without listening; collage: 1. gathered class of items, 2. collection, 3. collateral, 4. college, 5. concensus by group, 6. rejection by memory or group "it doesn't take a group fo' rejection but the others action instead".

ektou = Eak it out, Axle grease, to lose time (slow) and the squeaky wheel needs grease; beat up: 1. lose event, 2. losing effort.

ekttu = Eak it too, To each their own as self-award by reward; Debilitate by inhibitive motion.

en'nid = d'cid, decision, thought; despot: 1. act, 2. despotism, 3. desperate, 4. leave him or her alone, 5. springboard, 6. springy.

entukfogy = one touch forging, on touch mint, forge by cold magic to create the dream shape on an item. Use two handed silver or mystical hammer of any sort safely linked to a heavy metal or core like object. The core of planet or the core of a meteor;

es = be (being), as it is, is, it (is); was or weighty: 1. thought on or pondered, 2. many or mani (maniered)

evaet = everett: Worlds largest mountain; large body: 1. worlds largest ship that helped create the humankind and has shift points and that it looks like a mountain. It has energy shields but not fast movement and floats above the clouds.

A large floating city and served as the bastion of power by not being destroyable as its a world ship like the titanic, on this ship theirs a large amount of food and peole can escape by decision. This ship could phase drive anywhere and be interphased to any shape or size, 2. a very large human thats overeats or normally eats and be tall and fattish but can gain height and weight loss by objective eating.

mulk = mulch, et, eat (anything), accompany (much pleasure); feel heavy (feel full)

evin = ev'nin, evening; leaving, exiting sun, dusk. sundown.

ekor = egr, eager, eager beaver, egress;; set: 1. Setting of physical object including tv set, broadcast, placement aka a picture on a wall; 2. Addiction, oerlipo, oerlumpus, a body attraction caused by the lymph node overproduction and feelings of a pleasure wave, to cause an overbalanced amout of excess in just about anything, an overbalanced addiction; 3. excitable.

f = ef, f sound, family, son, daughter, neuter; middle school: 1. do worse and yet do better, 2. middle ground

faa = father, indicative moment, model act, tough act of "allowance"; aggressive, aggression

fathypyr = all went up: 1. everlasting flame, 2. everything went to hell, 3. all started melting, messed up (when fat hit the fan), 4. everything floats, 5. a "gurgling jar", an electrical fire that gave off alot of heat of oil, wood and/or wick within a container surrounded by another large bowl in outside pit surrounded by people and it doesn't go out with water, it goes out by smothering and possibly a lid, 5. its a juggling act as they, the people, attempt to work with the idea and its very useful to know. If you consider the act as atrocious then you can reject anything the person says without anger. If the person be to believed or assumed

of deceit and you are attempting a good act by deceit. then they don't attack but consider it a good thing as others have done worse; indescribable: 1. indecent, 2. made a difference, "oh I/we have to go", 3. everythings okay.

fer = fol: 1. falling down, 2. fallen, 3. far as 'by far or wide'; fate: 1. evil, 2. hunting something like witches, 3.

confusion, whatever confuses you, 4. conedence, a consequence to accept an idea that's folley.

farh = hesistant: 1. farflung, 2. far hesitant time, 3. the willies, hesitancy on how far; graceless

dettarrant: 1. bad fart, 2. bad taste, 3. disgrace, an ongoing and everflowing feel of disaster. (not of use)

fate = fair hand: 1. fairness, 2. equality; fall by discouragement: 1. diskourag, discourage, 2. protection by white lie or delusion and self-discovery (dillusion).

bao = fetus: 1. baby (early stage), 2. baobao (babe, baby); country: 1. constant death, 2. rated death.

fehyla = aunt, female relative; betrayist, female hitler

figrafyl = fagra fall, fiagra fall, diagra fall, water flow (upward); deep fall in, emotion self (mistrust or true feel).

fhle'clo = skin: 1. bound by the skin (alive), 2. fleshy (fat), 3. heavy and nice, 4. break the skin, 5. large bone, 6.

success (in business sense or suit and tie); bound to the spot (in skin): 1. paralyzed by penalty, 2. fleshlike person, 3.

ash clone, 4. penalized by strain of too much, 5. beautiful, 6. hurtful nature.

freud = froyd, fraud (true conart); hypnotism, mesmerism

foaga = for again, foreign (out of country, out of original); feigner (frightened foreigner, excellent act), forbid (fully)

fe'cla = claact: 1. claad, ironclad, 2. class act, 3. invuego, invego, innuendo, 4. classy, 5. insignificant, 6. inviegler (thief, burgular), 7. good nature (good quality), 8. female clad;

kieth: 1. keash, splitz or mentally insane, 2. loud mouthed, 3. enraged disturbance. group or person, scitzic vibrosis: to physically see dimentia visions when vibration be heard or a reaction be caused with something heard with ultra sound like a hide or another person.

fol = male horse, fool, folley; target: 1. turn against, 2. stop, 3. kill.

fonaga = for in again, foreigner, insider (inside here), out of origin person; disclosure (self-destruct by revealing)
fow'ed = forward advance: 1. in front, 2. front move, 3. backward in others sight, 4. Advance/ment of evolution: A. body like odor, B. aging of sorts, C. fowled, fowl/ing, bad chalk or bad child; walk: 1. going in direction, 2. walk through, 3. walk through by exploration, 4. helping hand, 5. hint, 6. code book, hint book.

fra(frame) = set up; arbitrary

fre = free, taidal; no holds (no bounds), to be free (persist) you must reveer what you have and have no contractual agreements.

freby = frisbey (fris or freloader, weightless lift and obey or make, made by influence), obey.

fredo = freedom: 1. like fight for it or costly intrigue, 2. costless gain, 3. w/o contracts including bills and repetitive money contracts; gluttony: 1. if your free, then emo/te (as an expression), 2. feed your glutton as eating, 3. defiant (defy reason).

freht'ih = choice: self-concept idea as option; consolidate: 1. both combined, 2. single.

frek = freak: 1. give freely (as screwing), 2. steal and change; damn: 1. damnation, 2. give honor, 3. honorary, 4. dimensional, 5. replications to nothing or reprication of finding nothing, to create a persistent diseaz of reparation and end result be nothings done.

froo = frodo: 1. fraudulence by turbulance or trouble, 2. decrepency by stealing, 3. exploratory, 4. helf-absorbing, 5. to construe by act; disrepect: 1. cruelty, 2. to body, 3. of mind, 4. to force by convincing.

fyn = fallen, a sea form; acquitted, let go

fynste = fallen star, path of destruction (mirend)

kad = kid, child, A person without care and allot of vindictiveness.

kiln = kill now, cook (roast); skin (peel)

ga = Game: 1. depicted live scenario, 2. visio/n with stereo, 3. graphical option, 4. as shows, 5. Feudal motion, 6. some scene enactment, 7. Animation or animated motion of real life or some hell; universal motion:

1. life intent: Real scenario thats a bloody request or event, 2. Real live act, 3. Duel (any sort allowed), 4. A real game of masquerades in all times and conditions thats required, 4. Universal game of chance and life. 5. Gameshow of punishment and hellish actions.

gaby = gambit (gamble); bloody action, random act (violence).

Galimer = troop, distant, incorrigable; distinct, weak will, bad soldier.

gea = geayfoc: 1. energy gather, 2. 'focus word' by Thop, 3. general energy fire, 4. fire starter by energy focus, 5. direction phrase word; folktale: 1. a story, 2. horror story. Thanks to Cicily.

gempa = grampa; onlooker by distinct means.

gempy = wonder, why, a curious thought on the moment, tell me, what you've been thinking about;

you = personal: 1. personage, 2. view, 3. affront, 4. yo, you, yourself; how: 1. bone, separate part,

2. endorpiniaszt or endorphins, 3. how to, 4. self-help, 5. a physical wonder sometimes stated.

gf = gef, girlfriend: 1. a natural match of candid nature to cause a condoned relationship, 2. cordone is to cut off and make allowance by compliment, 3. duty by honor as overduty, by overbid or trial, 5. goofy; bitch/y: 1. 'as you want but I complain where I want.', 2. forbidden to do things of disruption.

gimmehid = duix'xis, helping hand, give me a hand, help out; your help, discriminate

glaff = greek comedy, great comedy, portrayed (life); lifting (great strength)

glocopetmnt = glove compartment, area pocket (containment); pouch of some sorts.

gloy = gloyhond, glory or gloryhound, glowy, experiment; good loss, achievement till end .

gno = gnome: 1. good name (as king faery being), 2. earth faery, 3. knowledge; dwarf: 1. terror (as any), 2. good shame.

gnose = gnomsis, gomisus, gnomiseu, to remember a scene (as considered a corridor into by memory) and then you become. Where most diseases are from this. Dont try to remember flame. You can gain powers from this.

go'ner = go near, come near; gonner, dead thing

graed = grade: 1. record, reported weight, 2. invention, 3. recorded meaning or measure, 4. tab, movement by space; weight (of moment): 1. thought out, 2. oscillating weight, 3. grand demeanor, large aspect, 4. large appetite or large recourse.

godare = god place; existant area (pocket plane)

godcurr = gods currency, Energy money (thought thats idea but can be the product formed, including "spiritual bills") that turns into any currency given a moment; value exchange by death (of sorts) in the deal for an item, idea, death, emotion and in the form of promises.

godill = gods ill, godilp; blessed (insane, touched)

godfoci = god focus; imperiled channel, distinct channel

godhid = gods hand: 1. creative (destructive or creative), 2. The hand of All father (God, Odin or Yahweh) said to create the moment and cause destruction on those who the wielder wishes, 3. terror; stop: 1. block/er, 2. stop action, 3. banished, 4. asked to stop, 5. thing in path.

godpye = god palace; power place (any type of power if possible)

godwil = gods will; happiness, being able to cope and handle pain or coping ability

godwa = gods way, eventful motion (event); consequence: shitlist of bad thing.

godwy = god wage, major event; battle

grif = grief, bill; action demand, damage requirement

grub = food and drink, grow; menu of personal choice

grup = group: a mob of sorts of most things or crowds; brig: 1. bring, 2. compell, 3. instinctive, 4. comeupance: reference idea that provokes a response, 5. prisoners cell, 6. jail: prisoner holding storage area, that gives a person nightmares and compells truth.

gubro = go get your brother; gut brother (a soul brother), kill brother

gusis = go get your sister; gut sister (a soul sister), kill sister

gycacet = give concent, make use, unlawful use; electronic attack like in the ring with a market (black?)

guchie = doll: 1. model figure, 2. attractive reason; freeze: 1. attractive country, 2. not good thing, 3. to not get hurt.

gut = gud: 1. good by how much be defeated, 2. deception, deceptive, conartistry.

gyia (galimer) = massage, guts or consolidation; reproach (gutsy message)

iro = hiroshima, irony (super); great disaster of big disease, virus (plague), great destruction, insurrection.

iv = ive, ivy, life stealing in/out of other thing or people, white fro' ivory or ivory white; tense: 1. walsh term for intense or intensity, 2. tenseness, 3. tensure or tension mark for weight tol'rance "tolerance".

hagwitk = hedgewitch, a ready for anything witch that uses any possible idea and yet "progresses at anything" using anything new.

hak or hac = hack, disclosure, discontainment, make up; attack happy: 1. strike for hate of kill, 2. aftack as afterattack for joy.

hal = you, intelligent surprise; nightmare, oversecure

hegwiz = hedge wizard: 1. Procrastinative wizard that uses anything to fit together a result and "progresses at anything" he sets his mind on; sorcera: 1. sorceror, 2. a person that uses inner power usage to manifest in the inner realm for outer area manifest.

hay = happy: 1. Getting your lifes desire by earmarks or earning and sometimes freely given, 2. sadistic relief from others action, 3. ; achieving lifes destruction.

hidma = fleshmate, hidden monk, mate(other self), friend (feud); soulmate, souls desire, charmed one, mistake

hig = hang: 1. meeting, hanging moment, 2. thought without intrusion, consistence, 3. raise by rope or hanging; mercy pill (allow, deconsisting or not insisting).

hisdih = demolish: 1. a caretaker, one that lives beyond the grave but remains buried to control all types of priests, people and guide events, 2. destroy, like in demolision jersey, 3. distinct as with disturbance or presence; demon: 1. overlarge evil force, 2. devil, lived or lied about idea, past life, 3. evil being.

hom/e = bonet: 1. house area, 2. haunt, 3. looney, 4. livable area, 5. to encourage, like get something, worked out, sold, made or read from "bees in the bonnet"; recall: "sweet music to my ear", mind of its own, air pressure by temperature change.

homec = home equality (loan, insurance); vedic: 1. medical solution or solution, 2. cured from despair or emotion, 3. home medic.

homeq = stomach, food for thought (moody eating)

humour = health spot, energy placing, hindu space; laughter by joke

hunt = targ, call on (target); to abandon (give in/out)

hypno = hypnotize, to mesmerize by natural rhythms; hitmantized: to hitman a person in the mind or to assassinate someone. To self slaughter on denial and calmly get what you want.

id = identification (identify, identity), enclamaht; hurt bad (skid)

ihtdis = energy displacement, pull a person out of it (get out of problem), the sight stopper.

imas = imag, imagination; imaged or dicked with a mixed-in view.

imoen = Amy: 1. friendly, friend, 2. deceit by white lies, 3. jealous deception; correctional: 1. a correction of most objectional formulation or constructive criticism, 2. help as helping hand.

in'fanz-im (infanzi) = debut: 1. stand-up moment, 2. program, a memory of excitable moments, 3. like an escapade;
in'fanz-ema (infanz): 1. seem forever intelligent: A corruption of the Atlantian time crystal that forces there is an idea
in the myst that use is made and thought is created from. This is the energy release from machines that madness in a
chain of events that destroys by crippling the earth, and it effects people with babying disease in life, that causes
childhood nature but with a baby intelligence (as nothing) and with a surprising somewhat in
fightlike or not energy formed as maturity by the brain/mind coping with body and the brain gains a life of its own, 2.
to put out "of property" destruction, 3. get out of moments by freetime, as an in out moment 4. break time as lots of
free time, 5. breakage or lots of breaks in a moment, 5. inciteful assaults by presence unless rejected the presence by
life can form reality by thought in darkness to life light.

instry = pastry, eat pastry like as soon as possible; in astral, astral be like "in a tree" or dream of branched off worlds,
a belief of your own that most are in a dream.

inkip = frodyn, freddy, inn keeper; land owner who 1. uses dominance, 2. soul eater any type

ins = insider; 1. inside, 2. insert, 3. pack/aging, cabbaging; nightmare: outside.

inv = invention, invent; inventory.

its = is in your face or hits to a body in a combat situation

yke = waka, itche: 1. itch, 2. resolve, 3. thought; bring back: 1. as kiss 4 - 7 times, 2. raise to life.

yske = itsche, famous quote; uns: 1. unshown, 2. unknown, 3. bad fame, 4. unscript (as remove script).

jd = judge: 1. correspond, 2. one that can trajector (transhift) or create travesty in motion; adjusted cruelty: 1. sins of
fate or power, 2. everfate that makes you seem fateless.

jilk = mess with: 1. conjole, 2. jinx, 3. force /from, 4. ultimately open up, 5. come back; by act/ion: 1. take the good
with/from the bad, 2. jilked.

jua = jurer, jury, a disqet; discredit, discord.

judg = judge by reacquaintance; powerruled fate: all powered ruler in fight or mordarian view.

jugmet = judgement, vigilance; fate calling.

junct = juncture, box; shift point, shift transport.

jurger = recarpet or to cover area; terraform (area) or reform land.

cant = set the spell; 1. enchant, 2. hex or bad effect spell, 3. set-in energy, 4. can't; spei'ghul: 1. unlimiting, 2. infant
from disease of body and going somewhere in life, 3. effect of up to unlimited result, 3. dedicant, 4. horse, 5. for/ever,
6. kant, killing chant.

vasu = vassel: 1. servant; 2. va'sell, 3. slave; severe: 1. burn, 2. concurrence, 3. too much or overwhelming.

kasumi = writer: 1. greedy person for good of many sorts, 2. kate, casuma, continuus; demon slayer: 1. Foe concept
and concerned of those who desire. 2. To seek out demons and slay as deserved with energy that can keep the person
buried alive.

ke = chase: 1. hog, 2. key, 3. guzzler; disinclination: 1. disinherency as close mind, 2. disinherit, 3. deceit.

keg'ul'mia = pull me up a barrel or drink; give or take: 1. psychology, 2. To count the child as in psychological with a
psych treatment, use psychiatry or psyk'o'loge as the child be likely to not get along with psychology including big
kids albeit mature kids can go to psychologists, adults they know how to cure themselves. Sometimes people who act
like children can be admitted to one as punishment, The normal sane adults are allowed to go to psychologists
including mature kids. 3. shock treatment moment, 4. something with good judgement although you can go too far.

kii = in an effort by pressure; effort of will.

kiu = chanur: 1. sundown is fall down in by collapse, 2. plofal, 3. treachury, 4. plowfal, 5. planetfall, 6. crestfallen as
from Japanese kagotori or assignment from new Zealand, 6. crest as wave; uprise: 1. despoil. 2. supression.

kkk = a anti race that terrorizes any group that terrorizes just for the fun of what is in it for them, think by use and
avoid group hatred; whitecloak, a group that terrorizes by religion, and this is including religious zealotism.

kn = gn, know, ken, persevere/ance, patient, awareness, this is aware thought and reaction is by feel.

kre = chre, chris, polish fro' "spit and polish", perfection, you, chrome; atten'sia, attempt continuous

krenmasan = trip shifting, shifting or judging with drug; disturbance with the rift or any other event the person can
change form, place or switch to other area.

laemou = lamou, lay me out, lay me out of site: 1. punch out, 2. lay (it?) down on street (covered ground), 3. spur of
the moment, 4. down on street; suspect: 1. suspence, can't wait except by action, 2. acting mentally but still physically.

lagear = cilf, long eared, elven, elf (of many assort); dark shade (vampire, element manipulator).

Latex = plastic and rubberlike absorbative material; high carbon plastic steel.

lbr = leber, flared tonsils, distance of one tonsil to another and with childlike reactions if remarked on by self if a
mother, otherwise its noted different, if noted different or at all it creates probable rehabilitation as they are flared and

riktus disease from the emotional impact; riktus: 1. Causes the body to shake and any attempt to do something for the effect gets worse from a brain tumor after, a day the person get headaches with disruptive visions. This disease be magical in nature and spreads by spilling blood to any in area leaving the person to chat along with, any thought or statement to them as a suggestion. If too much done it could lead to coma or unable to move and if they keep trying it disappears and/or the victims gets death visions that makes them, the victim, cry out for no appearant reason. Thus its almost incurable without all diseases appearing until using fairy water with cure diease imprinted on it with any language.

lebvos = legloss, legless, legolas, time in wierdness that conditions heavy set features and dreedreams.

lecwos = qwerty, strange time, oddness, to notice anything in particular as not supposed or suspicious.

leni = lenient, allow/ance, ethiopian; pardon, free action.

lent = share (push away), give up; own, live with it

ler = leer: 1. learn, 2. mimicked frown; slaphappy: to frown and find people emotional, except with women they favor slap the person if emotional thanks to examples from Dr.Lehr.

let = allow, let live, curative by draining some blood; oil: 1. life blood, 2. earth blood.

lev = diis'pan, level, test balance, leave "his own way"; rush: 1. self-destruct, 2. take far away, 3. scurry: go away in hurry(as from area.), 4. destroy or destruct, 5. engorge with energy (as food or electrical).

lit = left, wrong, light; death enspellment by dictate or state the word and phrase to get it achieved

loco = transfer, walk, ride; greed. krm or cherm (to cause kerm or charm with crime and order activity with dech or declaim).

loy = local: 1. (of) family, 2. loyal, 3. wood type; vocal, hidden in plain site and able to speak with the wrong people not hearing.

lys = lies, assumption, assume; be near

maa = mother, creation, self-beating, d'actah, model actor; volunteer, voluntary motion

maen = main: 1. penninsula, mainland branch, 2. steady, couple, 3. lead on /it; catastrophe: 1. interactive adjustment, 2. messing up (a muss or radioactive), 3. without witness, with no more, 4. disfigurement, 5. wandering eye as a lazy eye or dating mistake.

mandeze = resea'rk, teacher (as researcher), beserker; crucify: 1. treacherous sacrifice, 2. hunt on purpose

manji = sheer dark demand of malevolence, convert dark elf, covert dark warped and demanding being as agents whom try to torture for info. They caused the texan massacre. by maddening by torture the people around them.

Call manji and say what you want and it will occur, the price be to not mention a price or they make you pay by doing deeds of actions most normal to your state of communication, They use discom or discomfort as the amount of discommunication from what be that sets them off. Try not to say where and what you are as it leads them to you. Don't lie except white lie to them and make certain you got backup as information thanks to Roy. These manji are vor banjoi as simplest ban of joy and very similiar to cockroaches as they crawl with a shapeless form the size of a rat, and in a most fluid motion but they live in dark areas. Problems will get your interest by them and they might make things worse off.

They glorify in danger by thrill seeking. To stop them, say don't stop on bad repoitire or demand something else other than torture but some don't. They despise criminal actions and leave people alone, except to do it themselves to get rid of trouble and threats. They're most likely to get you on debts owed or just bad karma. They sometimes use the being formed of energy and by a negative electric ghost. This electric ghost can make anything occur or deter itself as it was creative of problems, and don't try to tryst or join with them and then ignore them. and once it works to your advantage the problem disappears and acts as if it ever happened; netherese or elven slave from converting and too strong a will, that allows for a consideration of idea of uncontrolled nature. Don't be too aggressive or your going to be swatted, thanks to D.

maie = maximus, attack ball; baseball, medicine ball

mantis = marm, onfiguhl, grasshopper, teacher, progressor; disfigure by crafter, marr (destroy surface)

mary = merit, knowledge to use the idea by supportive idea; unreputable, unrepentable, unforgivable

menr = enr'jit, meanr, demeaner, attitude, a personal response to something considered smart-ass and the vibes are felt interred into the message; meaner (very mean, very destructive), mean attitude (meaner) caused by treachery of "If you try to correct me then your dead or hurting. If you hurt me then your dead or dying, otherwise I am your friend. In thought this is a concept, but otherwise you are what you are."

meth = death (as moments of ceasing); dark life: 1. undeath, 2. ever ceaseful thoughts.

mikua = dogwibt: 1. controlled person by dog, 2. manchurian, 3. etheroibian (as person in/from mind control), 4. dog

bisquits; cleaner: 1. mind control, 2. assassin, 3. cleaning agent.
mit = mint, money, create by heat and excitement, forge, menthe
moy = moral (mortal); imm (immortal), dominative
moydeher = right here, here and now, over there
myr = mirror, reflect back; safe place similiar to a ball room, a bridge of place shift to a hall of mirrors or mirror-way.
naestar = star, power; path, guideline, menu (list)
nami = naming or betrayal by chance (as betrays strangers or disagreed with people); hard luck (denied victory to try the way not normally done).
naom = key; merciless (nightmare) from a key
nehheh = neh heh, evil laff, pass/ive humour; annoying: a nasty humour of high strung senses.
nev (never) = no (know or not) from never and never again or never never land; know (detriment): do anyway as start again from where they left off, if not done as of anything or can't get anywhere then they do things from the beginning.
nic = nice: allowance of person to do as designed or desire; brutal: as by degree of emotion
nicpic/k = nice pick, nick pick, pick apart (by problem); self-explanatory (by an act): self-explanation (as self-accrue).
niez = niez, shaman (spirit guide), death master (denied, death eater, necromancer), inactive jedilike spirit master or active spirit (that serves the shamed man).
niquill = denial (absolute), like denial of colds
nt'ere = use, deluge, interrogate: disarm.
ntr'st = interest/ing, ironic, destiny; boring: 1. bore, drill, tire out, 2. disinterest, make idea too much.
nomen = names for, namen idea; convert (bad idea, worker).
norm = auralai'id'heia, normal, a sense of joy, a measured sense of idea, thank you; inadequancy, enormous or large man, overlarge (as stretched area due to women or people).
nuoiza = new horizon, self-conceived moment like a ship; new order: 1. acceptance, 2. priveledged info, 3. new ship.
nuncl = nuncle, uncle, male relative; clancy (clearancy), clearance (spoilage)
nvarinc = nvarininc, unseen environments that create energy, Free energy that is: 1. magnetic energy with no limits 2. Property of electricity or energy flow by crystal, magnesium nitrate (MgN) or magnesium sulphate (MgS) and broadcast by radiowaves or crystal; transfer: 1. self brought, 2. transferrance as energy transfer, 3. believed as energy to transfer.
of = off or turn off: 1. the road, 2. passage, 3. draw away or push away; offense: 1. odd: 2. as a creep, 3. luck, 4. wierd event, "wierd be cool."
oix = offix, office, offense; offensive fix: automated fix.
onc = on sea, on bottom, on floor, ounce; on sight (of floor or sea)
oncy1 = on call, work /right there, duty of deliverance; psycho 1. psychokinetic, 2. psychotic.
onypot = bee as the bonnet, 1. honeypot, 2. thick structure or material, 3. honeyed board, 4. planck or wood; bee: 1. honeycomb, 2. beewax, 3. build up from material need, 4. worker, drone, 5. queen, 6. hive.
onled = on land, on top, lead into; disbelief.
opt = look, view; rebuke
oute = occultist, mythic user of methods; misery complex: 1. harm group of assault magic, 2. misery consequence.
ot = in operation: 1. oath: 2. fought (as ought), 3. policy, 4. sorority as law group or similar, 5. country group; asan (as slander/slain): 1. assanine, 2. keep away, 3. con job.
ova = over, done; smudge: 1. make okay, 2. grudging respect, 3. a-okay, Roger wilcox, 4. dissendra, dissent drawing, details off drawing and sometimes to transfer ability of the person.
ovaqeth = over quantum field (energy drive, hyperenergy drain), oversized dissembler, an energy drive that uses quantum matrixes to understand it; event field, energy ship, tyrant field.
ownihg = own up, let go; trance (denial), distraught (overt emotional)
paid = pay for things, life payment; pay for death (earn death) or self-death on payment.
pandemic = emergency; unnatural fire ala 5 alarm things.
pandemac = same thing: release of anything; unnatural wind and rain: removal thanks to anonymous.
pant = wearable waste cloth, breechlike, paint, pigment and coloring; blood, "paint be as thick as blood", paint thickener, blood pool, "blood thickens hardly on the ground"
paon = pay on, pass on (deity or choice); pass off (die off something)
paul = pall bearer, steady (constant and strong); overlarge (chubby, fat)
pafot = pay for it, paid the price/tag, get a service, serviced; overquality fault, A fault of too much quality.

pagnit = poignant, wait for (relax), awaited, pregnant; civil license (civil idea or civil code)
pakano = perchained, perceive, perception, to go (pushed out), phantom; envictimize or chained to spot (frozen).
pal = buddy; estranged friends, stranger
palod = payload, payment (object), lucky (paid load); success (overwhelming luck), explosive success
par'nt = apparent: 1. parent, 2. child overseer, 3. mother/father action, 4. partner, 5. jealousies to control addiction, 6.
parliament, a ruled council by king or president; coupling: 1. troll par'en'ting from the sequel to the book Antrax or
troll parenting, 2. free parenting of children born of one parent or parent set, be likely to share with another in
responsibilities if they have none after a fight or
is allowed after they, the parent, decide to switch off or work with the area where they can't bring children like daycare
or babysitter. Most adults can work together with sometimes expensive activity. This isn't allowed if a parent, survives
or allowed if for babysitter, 3. a device of two-wire transaction or fuselage, 4. fuse, a bridging of two parts in fusion or
bridging the two points and causing an effortless flow or current, 5. child making by sex, bottle or test tube.
peasa = peterson: 1. robbery, 2. lazy, 3. conman, 4. convict/ion; billy: 1. beater, 2. bully.
peres = perescatua: 1. persecute, 2. attack with bias, 3. personal attack; adjoinment: 1. to join in, 2. to join up or with.
permisi = Permission: 1. well of wishing, 2. well of souls, 3. permit; convention: 1. convert, 2. compose/ure, to make
muse or music, 3. amused, 4. pardon, general agreement of reuse or general release.
peros = pearl: 1. pearls of knowledge, 2. form of object or production, 3. significant; produce: 1. obstinate nature, 2.
derive, surmise or bring reason of purposeful motion.
pep = people, peppy, incredible energy, preparation; very curious by thing like charred remains
phat = fat and strong: 1. strong success, 2. largely desired; devolve: 1. degeneration, 2. dissolution, 3. to be devoted, 4.
know what to do.
plan/e = planet: 1. dissimilitude, 2. dispassionate area; devotion: 1. craft, 2. shape.
pra/y = prone, bound (in habit), proficient (perfidia); stillness (from moment), consumption (after doing).prda = pardon
me, pardon of moment, pda; lent pass, free (give in)
prepen = prepared, precise consideration, cheesy, well prepared, concise control; nice: 1. be considerate, 2. to have
care, 3. be nice, 4. don't push too much, 5. be knowledgeable; dischief: 1. discipline, 2. view, 3. want of what is.
prie-y-o-poiy = psychotic: 1. physically "prying eyes" as physically to pry out your eyes, 2. A person who breaks policy
or privacy on purpose; Privacy or policy: 1. Privacy with a policy/policing force back up, to the person, 2. polite
idiocity, audacity.
poiza = poliza: 1. thanks (to make movement), 2. stand by me or make a stand or a stink; polite: 1. forgetfulness, 2. as
stupid/ity, 3. long pole thanks to long off, 4. extendable pole at necessity and by feel for the length. 5. policy by
officers or managers.
pox = curse: 1. virus, 2. construe; angel: 1. angst (a concentration of emotion): anxiety, jealousy, anger, rage, rapacious
(omnivorous), 2. overlarge good force, 3. any positive element including attack, 4. tiks, tick off, 5. good being. (poxy
or poxan) angsty; anxious. this is anxiety relief
by feel, if expressed it can sound like anger or anxiety that is expressed. this is with a talkable point and you know
what to do.
proa = proper, property; despicable (depised, loyalty)
pruf = proof, understood motions for physical evidence of idea; breakthrough: 1. breakage of glass or similar material,
2. break as in handling, 3. break in (as in training) or get in/to, 4. distribute, shared idea or item..hopefully not personal
and people.
polis = poy, policy, police; polish: 1. discern 'be selective', 2. item polish, 3. sausage
pow = fist smack (as fist power), power blow, powered up; peace of mind and moment.
pua = Power, position to overwhelm and to make movement, to overwhelm a position or person by pushing an effect
of activity; Information push, manipulate by information that you push to cause a controlled moment, a course of
persistence.
puarepb = puarpse, prepare self, power purchase, purpose, purposed idea; unconcerned control (dream, easy position)
puka = get, grab, take, buy; puke
pukaorda = purchase order; take down (idea) notation devise
punkup (punch up) = right things (correct actions); physical sport (practice, punch in face, any other type of physical
behavior)
quen = mcqueuin, queen, royalty, asset; deception master, dirty
gym = qualm, 1. a storm of voice or voice fight that create a fight of some sorts, 2. to create a storm of a fight of
upper winds by a cold front meeting a cool front and can cause rain. that nails us with rain fro' pelting and sometimes

has lightning with hail. For lightning doesn't often strike without some electrical charge to trigger ice and temperature drop. Quote by richard "to those who devise things may use any technique except stalling and stealing."

r'poyoy = repository: 1. study of literacy, 2. poyoy, destructive idea; ruination: disinhibitory motion, freely done idea even if its wrong.

ras = raise, raise life, raise dead, raster; ceiling: 1. up top, 2. hard time, 4. on top and controlled, 5. free release.

rat = stealer or thief: 1. suspicious, 2. emission, 3. rat(animal, thief); supernatural thief (mystic thief), magic theft (telesteal, rbo, magic robbery, to steal at a long range distance theft).

re'yy'ty = this disposee, disposable moment of no use, reality; disposition, 1. distinctual moments or distinguished moments, 2. different place and time.

reargent = retard, fire resistant, heat treated

reed = regard, regression; self-judgement, sentenced, judged, judges duty

reec = record: 1. ledger, 2. account, 3. strong scent; imminent: 1. assault, 2. eminent

reet = repeat, respect, acceptance of terms, believable action, denied recourse (repetitive); overdone, trash, requiem, sanctuary (for beligerant)

reeqisy = reacquisite, take back, requisition; special order, constrain requisition, consummation of no bad happenstance

rem = remembrance, memory; remove yourself

replee(replacae) = riplee, replicate, replacement, thats a specialized concent to substitute replacement and substance.

retif = retrieval, retrieve, pull (pulling away); find more useful, allurical (act out, crazy)

report = recorded value, data

rit = riht: 1. in correct, 2. go right, 3. write: replicate word phrases, 4. hork, horticulture or agriculture; rite: 1. wrong, 2. right of mention, 3. dictate.

rla/ne = relane, rela/y, transfer, reel, relative motion (real life), real and alone (single); acquaintance or relaba: 1. reliable, 2. A solid form be real abberation (monstrous life), and unsolid form of a drawn current in imagination or active thought.

rid'klus = ridiculus, laughter (drives people or things away); point out (things)

rlif = relief, retief, redefab'duann, relinquish, give over (to moment); wait outside (evicted)

r'm/ov = rem: 1. rmo, 2. remote, 3. remove by will, 4. rebuke, 5. ream or remove by force; gov/ern: 1. remember me, 2. memory of decay and fecal matter, 3. team effort, 4. government, 5. point to locate, 6. glove, smothered force and form.

robr = recovery: 1. robber (as for the convenience), 2. Rock cooking to break the stone and produce oxygen, usually from corally stone or breakage. The breakage releases a small bit of oxygen and the rock, if the right type produces water. A holed stone be possible for best results, 2. a predict it, 3. predicament;

predictor: 1. predator, a predated system, 2. Rock breaking be to create release of oxygen from oxygenized stone without heat.

s = many: 1. keep, 2. block/s; is: 1. continue, 2. status, 3. single, 4. singular sheet, 5. anything with single in it.

sahncalee = supercillious: 1. somewhat serious, 2. private; hope: 1. unsinking feeling, 2. unsinkable, 3. overwhelm, 4. noble.

sca = scal: 1. scale, a balance in ability to judge correct or currently, 2. scalar, a goal or value imprinted on the scalarr key; valued weight like "weight in gold" or "value in platinum".

secloimeh = seclusion, hermit; madness (separate way)

seelp = self-help: 1. curious custom, 2. self-involved from instigation, 3. self-learning by attempting the idea as you think about it, self-developement as to evolve and be understood; self-evolve: 1. by effect, 2. by concern or concent, 3. agreement forthwith, 4. conspiracy.

slasti = slashstick, attack of idea weapon or a sharp edged razorlike object, slabstik, slabstick, death consequence of continuance death harmony, destructive killing of get it over with humility, artistic death of overboard with emotional drama, overplayed consequence where everything be life or death and strict drama. Thanks to Timora and anonymous; slapstik, slapstick, con art, nonlethal scenic humor with background distractions, fake (similiated) death, unstrict or unresistant drama and so much more.

stri(string) = strive, strider (way to move) or way of movement; spinning (a tale, strip, continuous)

stria = stringer, string up, string along; mental release (not control in many ways).

lokiasetit = loki (satan, lulosietta) assist, satanic assistant, a person whom be somewhat independant of cults and able to take souls with his/her own soul, to read any language and remain hidden while at any activity. They could lose their soul if they make mistakes but gain it back by acceptance of the act. Each soul taken by their soul being trapped

by many means and "destroyed" or rejected can be turned into objects almost anywhere. Try to remember the soul trapped be an invasive force relinquished of its body, and was not supposed to have been there. this effect also includes spirits that visit. They target criminals with an idea to correct them and torment them otherwise. Natural abilities is to gain a benefit from anything done, like in 10% improvements every second.

scifar = science fair, free day (as foster day).

scrisa = scrimshaw, living, scribe some; nightmare, sunshine from object, nightshine.

seirj = sagacious person, wise woman, wise one, wizard; turn of foul luck (lucky), faery or fairy

seti = set in, setting, enchantment; sabotage, recreate (for peace)

secleoimeh = deter, seclusion; deterioration, ream, remove slowly (biodegradive quickly)

sen = seen, sought (after), scene (scenic route); moment, momentary

seul = soul: 1. An eternal being assigned by god to contain knowledge, 2. a sacred part of the body that serves as a lifeforce, 3. The soul can self-assign itself by deciding where to be; mind: 1. mental idea in action by the time of day and motion by acts around us, 2. motion of soul in action by manipulation of body with the mind as guidance.

seup = seeo, setup, seeing (learning); distribute (freely)

ser'viec = service, disrupt, vortra tuanna, split duality; disdard (wracks or pain): 1. destitute (vagabond), 2. deadly regard or death service, 3. disdain, dismissal by dismissal, dismissal by pain, 4. painwrack of crime, conditions or torture, 5. snit or painwrack of emotion, 6. hesitant pain, 7. others emotional pain, 8. net wracks, worse disruptive service.

shyapy = craphappy: full spunchter release that allows at any given time of shit and fecal matter and any annoyances are easily making them oblige in detail of development, whether its work or play, its the same thing as they do the job easily; object oriented, the person in regard of this be oriented entirely on the job and with no problems if possible, as they are health conscious with ability to do work overtime, now if pissed off by events they might laash at objects but held back be the anger, as they attempt to use for destructive reasons by making objects different.

sip = ship: 1. country of movement, 2. to suck into; powerhouse: 1. power house of movement, 2. house, 3. powered house on wheels.

siya = shiyan, miyaku, offer, create in (of peace).

slater = assassin, death guard

smeagl = smeazer (shmeezher), duplicitious, con artist; trapper, tracker

smet = smart; 1. don't do it, 2. smear, 3. bad smile, 4. route, a course of action by a mode of transportation; inroute: 1. personal acceptance by an inroad, 2. inner travel by manifest or shrinkage.

smi (smidge) = smile; frown

smoa = smoker, chemically adicted person of some drug, bad addiction of taboo drug, a neo origin group; terf patrol or beserk patrol.

sna = snare, snazzy, snap; decide, may de'cis'iv, make decision

snia = sniper: 1. killing spree, 2. now forbidden, 3. selective kill, 4. bestow where from nothing; snip/e: 1. snape, moody attack, 'when the mood hits you you attack,' from examples by snape, 2. kill family, 3. severus: cut and separate from the whole or body, like internal brain or heart, 4. homek, home killer,

assassin (of household or area).

siit = shiit, sit, site, shit, stuff, idea, things (as smelly item, not smelly item); objective (as procrastinative or projective vision)

shoov = shot over: 1. overhead, 2. shot again, 3. camera use of reshooting, 4. reshoot by rebudding or with use of parachute, 5. eclectic, a disease of brain starting in spinal column and casulties suffer peneal gland misfiring in the form of brain shocks and that causes spasms; just miss: 1. doubts, 2. dismiss.

pohl = fade away; reverse.

soirpb = Memory: 1. a soft/ware memory, buffer, mental or brain storage, 2. hard/ware memory, memory for duty like crystals, chips; Responsible: 1. understood motion, 2. cause of concentration, 3. concerned control that's like felt to make things act as you want.

ski'ny = skinny, interest in mind (steal, or whatever act including infoing); disaster (disrepute)

skunk = a stinky defense animal, a plotter; stink, a fish or fishy scent considered death scent.

sli/m = thin: 1. strong and no extra untrained muscles and no fatty build-up, yet they can do much, 2. slime or apositive; relief: 1. smoke, 2. crazy, 3. show no conscious and all action, 4. cool, neat look.

slu/g = weight, slowness, slew "va'rspiel", trust me; shot: 1. varsity, honorary, vendor, 2. bullet or kill shot,

3. assassin or kill shot like person.

smo = smoke: 1. liquid smoke or barbeque sauce, 2. distract, 3. use wild card, 4. ace in the hole; preventor: 1. preventative, 2. make consistent, 3. distraction, 4. tobacco use.

smu = smudge: 1. wipe away, 2. allow familiar, 3. on-touch familiarity; spiritual absorb: 1. disbelief, 2. self-absorbed.

solv = solution, solvent; hardness, hard earned as gaining an edge

spiel = viespil, enchant, enspellment; concent, leave alone.

spiy = spirits (alcohol), spirit 1. drink with alcohol, 2. you the willful spirit; endless pursuit like neverending story.

stadu = stodon, stand down, let live, let go; let down, walk away, go now.

sta/y = stay your hand, stop, stasis; correct of moment like "I feel that I am correct", continue

steteo = start up: 1. stater, 2. personal state affair 3. to say with idea and cause intent for an incidence incurred moment or pursuant action like an excited speech; starter (thanks to D.): 1. spark, 2. excuse to any act/affair, 3. death match with aid of burning.

suc/k = suk in: 1. pull by memory or with air, 2. automatic suction, 3. liposuck or fat reduction by physical sucking, 4. reduction of bison numbers using guns; sog as snog, kiss and etc.: 1. death blow, 2. foe smack, 3. face punch, 4. facial kiss, 5. death kiss, 6. fatal blow, 7. fate be a critic or get sloppy.

sult = insult, mastery of making madness thanks to Bluesilly; malegered: 1. maligned, 2. going far, "going far but not seeing it, the goal of the maiming or the action." a quote from a seaman as he was on long voyage and from a sp. ed class to describe her, the teachers, goal in life, 3. disfigured, 4. beleaguered.

summat = surmise, summation (call to apologies and remember) or surmount (consider by thought to do); disturbance: 1. surplus, 2. overwhelm, 3. scary in action in episode released by fey and if they in some place thought and you feel associated to them and they felt the emotional feel. They possibly feel defensive as they will sense, as what's wrong is by sense and correct in the area first. As this is correct and not right and to use, a point is the idea effect by attack as a second idea that frees you from the machine. That holds your energy in body shape as the shape is a form create, as in a point by will and you are extended in life. Kill in a vision and you get the feel of life as violet energy that is violence in action as that is a violent reactive source you feel yet if you feel the idea you can negate the violence as by feel, think to negate the violence with the creator and use is by feel as you create an act acceptable of a body that is acceptable by feel of experience and you can get around what is causing what you feel in life. As if their will forms in mind as them in use to avoid an act of violence is an act in user life, that in thought restores things as the idea is useful to manifest with feeling as a source is where the thought is and as a thought you can form by will.

As the body dies you are immortal and use is their soul, as the soul is an amazing idea to collect this you can use a point to make. As a thought as thought is to not do don't in intercedence. As the body is dead you can change the fact around and the thought shifts to reflect the new idea expressed and otherwise as the idea disappears and the body disappears. In an incubus, your thought is in a shape that formed, as if a succubus this is a malish person with succubus inability that rewards magic that's original in ritualist activity. The atrocity they feel is direct to the point, as a dream to direct is with though the person as if by thought. This is in with a thought that is a point to remember, as they use this if things in use are things in idea. That as with a thought everything will change and things will shift as with a point the use of energy will shift and adjust the area to create the area electrical. The area shifts with adjusts to the source in the area in use, think use to get use is to almost overload the electrical grid and brownouts seem to happen.

As you made the idea, you shift away with a use and feel of the world around you that your spirit is. As in energy you shift from the thought in things around you that in act, as ashes in a point of activity in awareness as in hidden form you shift away. As if in different form different activity sensed by gravity in use in thought, as if that shifts your perception to suit your mood music corrects. The energy by almost matching with rhythmic idea, there is a point as there is no form and as yet the idea is settled and if your mind feels this. As is your able to fix anything, as to do so is to think so fixes your behavior. This is there as is in a fact to do, as you think the idea to exist the subconscious will create it. As a link to a thought that you perceive, miss a strike in energy that is a healing thought stored by what you think in the source as writing reflects what is there in mind.

As the unnatural as natural feyish energy that forms real life, with mentions as gesture that dissipation in energy forms dissipated supernatural energy. This is in a pointing ability in use that is what, you can use with nothing in mind and thought by interaction. As your spirit uses the energy from those you see to work magic, as a wishes by other that are wasted in life formed as particles that reforms as you think or this is where it won't. 4. strung together words and

phrases that come to make complete sentences by a fact that is sensible and expressed. 5. as a shape in form that uses death or other energy to create a dragon in mind according to what you think. This is the safe part, as you think and read difference forms as different shapes are what you can create by interest in seeing as your interested you can interest the shape if it exists as if by the idea and even though it did it didn't before as if by thought that you were as this though is nothing more.

As your use is your will, things are a use you yourself can create arguments with and irritation elsewhere, and anything is a thought as if wise action creates wise effect that creates space to make different. Think thought to create thought in another time arranged by area shift, as around you is the naturally understood in feng shui effect wherever it is by whatever reality you use as if an idea. As you change the area, thought changes to the flow of space in time assumed in a thought in nothing as time thought such as a sasquatch that doesn't have life and creates itself as living unless unnecessary as you think and use a point to create in space as to make in space in thought around you to create a better area influence to make enhancements to thinking.

Either positive or negative your not always aware as the thought is a space and thought creates what things can create by what you do. The thought space changes itself, as you think your a polite view your accepted idea to control and use gravity to redirect itself and in nothing space otherwise your nothing if a thought, but in a gift this can form on demand and as to seem an identity that in aspect into the mind creates ability.

The idea is a thought an created into view as aspects create, an idea you can use the point and as awaken. The point to pointed use, is a thought to make as you make a difference things in use are as thought differentiates in what chaos waves are directed to a purpose in time that changes to what you thought in energy. As time waves are thought by view point and this creates a different view, as if a point to differ in combat is "dedifferentiated" in view can adjust by what the thought to others minds are perceiving. Then to see by changes to the perspective view. The idea is necessary to create what thought is necessary, and use is a thought is a concept as use is that obvious.

Think and you know on idea in that as thought reforms as shape is thought and size is that created by your intention your thought created in purpose to show to the world creates in purpose, this is as fusion creates fact to shift the body and as this is to think or not. As nothing exists where nothing creates, create a possible match by thought in rite you create in time and seem in focus with focus you make thoughts to create. As the person's idea seems true or not, as variables change by thought or nothing much in thought attribute happened.

Then and assumed in thought is whatever else is possible isn't, as nothing was observed that shouldn't be observed. Impossible needs meet impossible deeds, as in the impulse this drops as if in weight is loss is time in a point an to revise and in stay or out go even or in not as nothing. As your energy your ability is energy manipulated, as by and large you are aware and as you do you can seem. As if in use, to get what you need and go.

As nothing painful by and but form in you draw attributes and change, as to what you want to seem from the ideal source is to seem and use as thought forms what essence from chi life thado in the guinness world record is done. Thado is skill use that is form by use and create is equality to do by thought as in thought your an idea an that can be anywhere in life. Formed life if focused is life in focus by thought energy as with crystal that is thought is done with skill by energy as a light energy and as use is a thought think in focus and you fix that as is thought, as if a source and made into life think as in the focus a thought to create what you do, think and focus the thought into the created focus by light into lens that is a lens focus technique noticed by observation as thought into action is by fire energy in focus though the light goes through the crystal use is obvious.

Think as in a thought, as the idea is as a light as unusual idea in the third eye as is unusual results. As in nothing done nothing in use is purpose, there in life is that in focus and creates energy from thought. As is discovered by thought in use your use is none. So your intended result is as though a thought, think, focus and use in thought is use by created corruption by thought light in and through an object. There is electron use as influences energy to thought create in life that make is concept, as then if a point to make is to convert light. As the action is light conversion, your use is to change thought in time to make corrupt incorrupted.

As by the touch of light your able to get amplified healing, act with a flashlight, lens and thought to cure or heal abit

slowly. As to use a match lighted to a pose in life, this in created thought you can influence the genes by firelight but act nicely or the person might not like it. As you do the idea and the person recreates or in quality as nothing is not for a thought concept by purpose, touched by the metainfluence is to work and whatever is hidden in thought in the use of the third eye.

Think is this as an energy source is in thought, as thought is to make light and generated by lens. As if a flashlight, as the sylvan apes this is a use in life focus. Think and create or thinking is elsewhere, as what you think by life energy as with inherited thought is to pick and do. As is what use there is in the making of life for no fear as amplitude, as crystals are creative use this is what you can die for and make reborn as you need to from objects to people. This is an amazing feat indeed, as if an amazing concept your thought creates what is an instance of life somewhere, someway and somehow.

As things done in use you aren't in or you are aware unless realization is what you think from the text as you see a picture you can think the idea you need to seem as if summoned and keep the idea. As that means you use the idea in your mind, you can get things sent as if not paid by you and paid by another in trade. This is as if what you consider makes as if by what you did, you serve the persons interest and what you see isis creates what you get. As if the idea you want is annoying you in essence and the essence manipulates, the moment you feel is to get an idea formed as an object shaped by your will and you get that idea object. There is no more to give, an if to stop or not as where you are and aren't as you don't do reinteractivity as if you do you don't irritate people.

Think in a mote in light and animal influence think no more as your a shape in thought, as you are a thought to see or if not wanted your done in life. Not to do is not done, as if your alive by the grace of the creator you are alive. As this is till you remember not to live anymore, in life you are nothing but a memory if you died before you won't seem to live again. As your in other spaces and other spaces in area in what you do you live, and otherwise your dead as that you look alve and know things as the moment of erasure your no more in thought. There is a light to the idea, inside out is a thought to do and think in thought and matter is concept as thought a life that is but isn't until what is creates by the thought. There is a thought, as a thought is moment and nothing is what things seem as things are easily dismissed as things dissipate into energy for use thats later on.

seuii = suicide: 1. mix into, 2. switch side (as sui persuade, cide = side); death of self: 1. self-death, 2. think a point in energy change that stores some test of self as a source in life. Nothing more as different thought is what you think made, thought is by a different use in idea formed in another reality and gotten by perception in sight. suuen = succubus in female and incubus in male shape, soul consumer (soul eater); 1. assimiilar (almost true) to the moment, 2. merringitus, pie shaped torus, 3. terrific or guilty feel, surprise of too much sometimes with disturbance, aka

a surprise party that if negative by the environment caused by that in the aero you can reject the area and people can feel like hurting, disrupting or creating, and if you can feel like not being there you reject the presence that is their essence, 4. very interesting in feeling excepting the point can reveal a bade energy trace and a good energy trace as the being wants you to feel as if sensed by the natural feeling with body energy focus as sensation is there. Sensation in this art is body sensing feeling.

sunase = sun asset, trade; sadism set by the essence and done by the boss

sunbriga = sunbringer; deathbeing with a deathsong (as deathcroon), deathbringer.

sunn'es = suns ray; destruction

sunpye = sun palace; disruptive area or house

sunwepa = suns weapon, focus crystal; cystal, disruptance frequency.

surrup = interruption; remind: 1. an ultimatum of sorts, 2. like fire crystals or power that are crazy, 3. remind memory.

surv = survival, surmise or self-delude, self-demise where they are deluded into looking for the best but get the worst.

parafin = toxic wax, power wax, parameta wax; undying water fire: greek fire wax, the fire that will go out by smothering.

Pia = Save: 1. Pirates, save for themselves and to steal whatever possible and only on a visit to shore (land), 2. trading post, 3. rescue by self target, 4. savga: save game or create pattern stored on file; Free trade: 1. Of the things that are hard to get and to share the power and goods sometimes as info and data, 2. Free sharing, for trade due to good selling (conartistry and willingness).

daerm, = focus: 1. to gain a result or girth, 2. stretchy surface, 3. skin or derm, 4. needle; control: 1. dominate, 2. control by superstition, 3. gave in by disturbance.

ta'adv = take advantage, take advertisement, coniss'ate, commiserate; belief of moment: fatal attraction.

tai = taint: 1. corrupt, 2. throw away, 3. follow; turn: 1. change id, 2. change focus, 3. pervert, 4. corruption shield that prevents idea and other basic elements and one that cant be turned unless you buy it with arguement or dismiss it, 5. chase around.

talet = take a left, left turn, take a wrong, take a fall (fall over), cloth or towlette; natural recourse, same thing over again and you keep the experience but its similiar to dejavue where the experience be a feeling and disappears from memory, go straight and turn upward, diagnol left or angle left or left hook.

tarit = take a right, right turn; right hook

tam = tame, thain, thane; thame: 1. thalamus, 2. athame, power tool or dagger, that's a property of effective power flow, 3. overthrow of/by judge.

tamp = push like tamp down; shove, forcefully move onward.

taom = take off, take over, take it for granted; tick off, teoed, toe ridge ae toenail or toe edge.

tarafom (terraform) = reformation, terrain, change of terror from formation; recondition

tafograt = Taken for granted, act a folley or demand, act fool, be foolish; react badly.

tatfograt = Take it for granted, taken as required (prequirement), taken as a required reward (but not noticed). Thanks to robert.

tek = teach: 1. tech group, 2. technician, 3. technology, 4. derive, 5. described, youth group work, 6. on track; resempt (A fault or resuming deadfall): 1. Problem that creates idea for a good job, 2. Screwage by screw, technology or destructive use. 3. reprimand, A screw that be mechanical and technological and can be deadly, 4. destructive view, 5. impersonate (from copying another for not being able to do it themselves).

tekye = Tektonician who uses tektoniks or one who uses many fields to get something for life, All purpose service person that works with crystals and machine patterns; Creator, A responsible person whom makes things on the spot and out of pattern, 'if it exists then it can be made to appear and sent to the person from their pattern identification.'

technician: 1. tekky, 2. repairman for/against technology.

targent = fire: 1. heated destructive force, 2. heat element, 3. image from laser view; hollistic: 1. fire hazard, 2. an item that could explode, 3. explosive, 4. fire away, 5. a field to explode.

t'est = test, estimation; combine, put it together

th(the) or thi(the) = this, that, those, by them, near them, as we (us), use; it, then (thi'ilhin), were/was, as be (equalling)

thaku = throne (command seat); thank you

thawa = that way or that a way: 1. in of the direction, 2. out of the way, 3. momentary progress: 1. appease, 2.

knowledge; in the way: 1. blocked /passage, 2. momentary blockage, 3. momentary disruption, 4. the bulge, 5. that weight.

thidt = that did it, thiidi (I think I did it), similiar in conscious, comtemplate; activate (set it off),

thenc = since; hence (now)

thig = th'ig(thing), thang, there, item; that, this

tot or tet = test: 1. horror, 2. bleeding edge, 3. edge of field; er: pause.

tunt = taunt, shout names; fun or pleasure of the brutal type, thrill

turaom = turmom, turn a moment (turning point), turn a mom, wriga, outwigger, outwiggle (turny); compulsion from compulsive force.

turthcona = turtal, turn tale (countertale), turn the table, change the odds, turn the corner, turn for yourself (turn to your side); squeal, turn traitor, turn against

trainse(h) = trais (trellis), trainset, train self; train (deep trance)

trama = trauma, disturbance, lunatic motion; unnatural: 1. activity: things that act on their own, sometimes with others as things, 2. motion, devised by self effort in to conform and from energetic prompting.

trél = treple, tribble, triple; witch effort, cause

trespe = transpise; traipse (walk around illegally)

tsunami = tsunamai: 1. A huge wave, 2. A type of water dragon that forms as a wave and be 30 - 90 feet tall; A person whom represents an infinite manifest of void and fire in the guardian type ability but has almost no concern over that which destroys him/her, all concern for that which destroys the area. With an attitude

like 'Don't be too blind to learn what you don't respect. To learn without surrender unless necessary and fight your own way. Feel free to use intensity in your actions to balance or surprise. For the simple way is to create a path of life and lies by consuming doom.' thanks to Sean.

ull-ga = kljckkemjnk1, rate: 7 psi, rat god; roleplay, ancient study

un/e = unis: 1. one, 2. won, 3. bring back, raise up, 4. two into one, unity 'unify, to bring forth unification withstanding destruction", 5. eternal, forever; illustrate: 1. learning fro' relate or slain of attempt, 2. opportune relation, 3. unn: undo (by fire or other energy like lightning or water).

unndea = undead; high order: 1. honored being: extreme honor, 2. extreme being, 3. extreme ruler, 4. any extreme.

unread = unreal

us(e) = use (of), free use, usage; prequire, abusive (user), since most things of use; addict, the emotional state that makes abuse from prequirement (prereq) set by addictive idea.

us(e)'in'ata = make personal use for personal aggravate/ion, take personally; ape or clone (copy)

usiage = standardize; aggravate (to improve)

v'hil'nek = viehk'lied, hed, head, form of head, in lead or leader, pathway; ball: 1. any type of ball, 2. lead, 3. hot potato.

valdez = oil; richness, ripe or detern as always return if intruding or not.

vambril = inciteful, instinct; lecture, hypnotic speech

vambrilium = electra, electricity; shock (spark, killing movement of electronic energy flow)

vandergard = vi: bring down flame: distinct pain: misery (as miserable), cause flame by curious acts.

vanglorious = oopsy, overgloried, transposed; overlook by overimposed motion

vee = vision as view or dream; horror: 1. cruger, 2. nightmare.

varhbuel = deadland, dearthland; shift

varlu/ck = 1. warluck, warluk, varluc, luck in war, 2. various moments of winning idea, 3. warlock, chaos adept; Viral meningitis or the crotch swells red that causes various disruptions, distraktion or distractions and bad pains.

vas = vast; equal allowance.

vasberg = whaling party = to cause somenr to not see and to be extremely overweight, sometimes bad eyesight from burned out ability; iceberg hit off a vast iceberg or ice age as age old ice.

vaspall = equipment; science or psience serendipity or stupidity.

veisportal = chemical containment cistern, container; sealed up, sealed area

veh'kil = hel: 1. heal, 2. hell, 3. versatile ineptitude, versatile accident; heel: 1. Heed like "heed the call", 2. Heard fo' respect from soldier or officer on patrol, 3. Stop on heel, 4. Desperate by Bob M., 5. Boot heel, Boot strapping on the bottom of the boot, 6. transfer, transference.

verboen = verbage, verbottab, word phrase; heard, yelled voice.

verbuic = glory; entail: 1. entrails, 2. description.

verbuhl = sanity, quiet; understood

verhuilic = heroic; stupid idea: ongoing heroism.

veir = where: 1. so very, 2. anything stated as to get location, 3. top of the moment, 4. eo: top; 'vrythi: 1. all, purposeful, 2. very thing, 3. what, 4. very thing, 5. missed out, 6. assured stupid, 7. idiot, 8. everything,

ves = arthrimic: 1. arthritis, 2. associate; earn: 1. best, 2. establish/ment.

vesbein = SlugginJoe: 1. little slugger, 2. the basebal is a bat wielder who destroys people as they insults they die for and make mistakes in a phantasmic vision.; lil slug: 1. little slug, 2. bullet, 3. universal source, 4. in slug of weight or pain/ful shot.

vidyai = vindicative, spite; vandalism: vicious release of poverty ilk or similiar.

vie = video as a personal character or scene; to go for achieving as gainesville or gain/ing again.

voivolt = void electricity: 1. similiar to free electricity, 2. It works by dispulsion with the pull of electrons opposite of going forward and caused by events to create the current as events are the source of power. Use of a condenser stone to contain by magnetic rock (martian rock) to cause electrical current by magnets or electromagnets that has the opposite polarity and a dark crystal as a sender. Alternatively, use a dark crystal to pulse by magnetic waves and picked up by tesla radio power receivers. The magnetic pulsation can happen with a combined device that works with a ward (as magnetic field from humanlike aura or other directed magnetic field); zeon: desired be a zion stone (embery heart in crystal formed in a supernatural explosion or sun nova) or other diamond with energy bolts pulsing through it.

volcae = vulcan/vulgana: 1. volcano, 2. a lava tunnel, 3. volcanic tunnel, 4. runnel of red fire or lava;

zeal: 1. overeat, 2. zealot, an overdedicated person or very focused person, 3. zest as spunk or ever outgoing, 4.

wooden structure (very large) like a shouse or siege tower, 5. fragile, 6. eruption: a. Firey eruption of a large expansion of gas and flame or lava to blow outward, b. Mix lamp oil and liquid potpouri and alcohol or essential oil as 2:1:1 and shake up to form a foam expansion and it fills up the near emptiness and left over oil by at least 3 times and at most 4 times. This stuff when settled can burn instantly when sometimes added to liquid wax or water, the more you shake the more it makes up. c. Salt + Copper + Potassium Nitrate + Baking Soda + Soda pop (mabey diet) will get a rapid

expansion of carbon dioxide and foams upward to create a lava like expansion, d. Vinegar + water + Baking Soda = volcanic like eruption and some add red food coloring.

vorbotten = forgotten by argument; agreement.

vuispek = how, bone; spiritual revealing that represents of personality.

vytoy = victory, hiemlief, undid moment, regained resource; don't disparage, sabotage

wykinpark = walk in the park; easy way (disturbance)

wa = way: 1. wait (as pause), 2. what (as is); collapse: 1. waste/d, 2. was/what as waste, 3. past, 4. penalty.

wait = to feel; continuance

waki = wackiness, wacky, fond, fondness; disconsolate, decontest

war = competition, warchief or battle; warn: drive away.

warawa = war away, go (warn) away, compete away; compliance: 1. ward or holding place, 2. award by reply

wawas = as it was: 1. way it was, 2. what a waste, 3. waitres, waitress, 4. wasted moment, 5. personal waste or wastrel;

depict/ion: to describe or draw any scene as it happens by mental drawing and skill or by hand.

wawat = what what, what was it (say again); regain clarity: 1. begain clarity (begin again), 2. began with, 3. meditate for strengthening soul with spirit.

wath = what that, what was that, what again (come again); dequihl, bring back

watts = bioelectrical, live wierd energy flow (kills all in area), but calms the nerves and is bioelectricity. A side benefit be people have elongated lives but this kills the caller not in the end unless uncareful; bionegation (all life cease), negation that forms an electric ghost by any means of the spirit whom calls it also considered manji; elongated light: 1. to elongate life and liberty by a

strong aura, 2. a long lived light that be peace intended.

web = veb: 1. spiderweb, 2. newok, network (of brains or wires as else), 3. connection (any) including the effort of brains cynergetically or bioenergetically linked; linked (unending linkage): 1. cyrokinetically connected, 2.

pyrokinetically active, 3. (psychic) handshaked, 4. telelinked and others considered in the big book of technology.

weed = ambromide, aplit, plant (painkiller), dope (drug abusers nonaddictive choice thanks to Matt);

weiwaki = weed whack, remove pest/s; weed or grass fondness, grass eating

wi = with, w\, include, inkling, width, including fate; with rapid /expansion:

1. magic/k, affirmative effect or effort, quality action, 2. magic that be illusion or self inclined ill'ness of mad touched or god touched (kell seers), where you

use physical blood flow fro' heart clench to induce energy from outside, 3. magick be illusive preventa or allure, illusion prevention or actual deal with wierd concept.

4. offer, or wierd effort, mere death of many things of the actual people to get something.

5. thought form by fate, thought provoking.

wia = wis: 1. widom or wisdom, 2. wizard, 3. ancient: an ancient person from an olde tribe with a few thousands of years, sometimes on call the person transforms to represent the body most know they deserve to be left alone;

natural/ly: 1. to akiev, achieve or gain success as a disaster to else, 2. to do, 3. shit /thing, 4. witch (a wyk), 5. scientific magician, 6. scientist.

widawa = wierd away: 1. go away (as by concept), 2. wide awake, 3. fully active; conform: 1. inform, 2. control.

wiz = whiz: 1. pee, 2. focus, 3. egg, genius; cross: 1. sacrifice, sancrify, 2. make sacred, 3. steady.

wod = word: 1. a phrase or pattern, 2. a created pattern, 3. world event, 4. change; weird person: oddball.

woim = yreal'dag, worm, wormy, console consistence, war tough; mental worm, getting info (physically) by a mental compulsive need.

visdic = visdise or vision of paradise: 1. vision tour, it pulls your souls memories together to share them toward another, 2. ethiopia, utopia, dream sight; visible detection: sighting the invisible

whetsta = whetstone, sharpen things and to eat real things and not false dillusions that starving people might seek or see as food; sue or pursue and act: 1. shape not, 2. out of shape, 3. sharpen not, this be where after a long time of movement, the "shape not" disallows other things to keep its form or dulls the blade.

wre = wreck, work over, work on; steal, 5 finger discount.

wrea = wreath: holly branch or other fruit tree branches in a woven circle; don't care: dejection.

wren = monkey wrench (as useful tool) or in created flaw; stop

writ = handwritten (as on paper), handwriting; degeneration: rapid disbursement of bad tissue and material with decay.

wrya = muse, writer (script lister); eternal writer (writup, real world script manipulation)

wok = buyer, make purchase, buyur; work, item use (like a wok), personal use
wow = amuse, amusement, amazement; abuse, abuse from a fight scene
wyndyfarh = evergoing fart (windy fart), dischief (bad brief, bad discussion); evolutionary moment (everwinding moment), debelief (disbelief of bad things or promise)
wyrd = magic word, faith word; fate of moment
wyrtheir = pryer, wirtheires, wortheir, worthy mother, pry it loose; open: 1. remembrance: 2. find moment on track, 3. find a way, 4. prybar or pry away, 5. insidurance, insistent idea, doomed purpose
y = all: 1. everyone, 2. everything, 3. everywhere, 4. effects most; united: 1. country, 2. voice, 3. window, 4. in idea, death clas, 5. marriage, 6. fibreglass, any plastic.
yak = yack, talk; retell(ing), retail
ys (wis) = wisdom (wizard, witch, wise one), wish, sole desire; defunct (defunction), glitch (locally), this is a function point that causes things to work screwbally or things just don't work.
yoale = Allowable, concent or How much fought for was given into or what you do unto me I do unto you amongst other variations.
yull-gath = owner son, owned (own it), god (all-father); grandfather (honored godfather).

-XLI-

Martial Law life practices and skills

MetiyLa -a- lypretyix -n- skix

A martial artist at creation. Some common laws of the People (unknown)

This is to sum it up and in thought focus as if a thought is in focus is timed idea to bring a possibility to create in an understanding, in as a thought and out with as many variety with several different styles as possible of kung-fu in conclusion or idea. I am a martial artist in of varied skill and made up several ways of combining them, the skills so far known.

jysu = jitsu can be surprising and the use of martial arts with mysticism, and playing with illusion as anything goes martial arts. A quote by teacher 'To brute strength identity the force and count it as yours, and that makes it of use.' This includes shapeshifting as a practical illusion;

Shitsu be using the shit of body or items such as objects and fecal, to get pleasure as with all natural arts of identification. but to some it can make people sick. In shitsu most people might be disinterested by the drug usage. You might smell like shit but the idea be correctional to those around, to bring any thing to get your result thats not of use by others. Sorta like anything goes martial arts but its anything that's usable and objective with no attempt to attain a goal that attacks the person.

But therein be an unnatural skill, item manipulation and last ditch cannibalism or other foods from those that died naturally and not by you or us. The truth be that it doesn't measure up by proxy or the main idea, of what martial footsu or the art of powerful kick or fist be as the saying goes from Noreaga (nor'e'aga), with lying purposely to suit the purpose thanks to Jay, or to gain the ability to tell a white lie. To control the rage and confusion be the control of beserkness and the shifting.

lyfsu = lifsu: pursuit of life and manhunting, 'art of life and the art of well living and doing, leave no enemies by gaining none and if possible with a peaceful manner', from Noreaga by saying, 'bonzu be the art of life existance and growing plants better and speaking better.';

Bonk (from bonchitius): 1. Considered in motion the animate/inanimate can work for you, as people are into better skill by a bonk off the bonzu (as bonzu) tree, idea 'the art of bonk', and for fighting they can go beserk states including weird efforts to get well or win. Like off statements to upset or confuse with projection by Jitsu. Purity be used of sensing aura and badness of boldness in others as in for karmatic senses. For the bold are useful of getting us places. In bonk you have to accept by expecting the blow to get somewhere with your blow and expect strange effects read as a charm. Use any fighting skill as anything goes mixed with conventional conversation, thanks to Jay from examples. To create the most use a consensus and it reoccurs a just idea. Thanks to BJ in example.

In bonk, to use the owner as a tool to do as you design be considered manipulation in practice, as manipulation be sometimes construed as a personal character assassination or personal assault from subduance. The most obvious

be the most unlooked at and things are suspect if too similar. Honor or leave alone the Astute. 'Try to bonk into terror by long range at first and up close at last into a beserk state, thanks to Art of manipulation and energy by appearing you can confuse and to make desist you drive the honorable away or give surprise until you know you won't be attacked. You can say what you want and not assaulted for it.' This be the art of considerable manipulation where you can be small and appeased by small things.'

2. In order to begin Kasuma, which be the next step of bonk, be to defend without will or to defend and mostly fight instead, where in confinement your in exchange of will as the extended part of your body to act as an energy carrier, used to empower on a touch and with an idea or something watched as the idea, to mutate and change the body. In thought we are the dream and reality by use of standing trance. But headbutts and feeling by force projected away are okay. In esence, your the message and the messenger be a thing.' Thanks to Master sempiji.

Where wunjo the art of open martial fighting or karate the art of defense with deflection and similiar like juditsu the art of defense and attack 'use ki to hit the brick and crack it, Kasuma be to use your hand or body with a projected forth moment of chi, as an extension of will in attack and defense in some wierd manner. To create immunity from weakness by strength and from others by strength from a potent ability.

This be to correct for things missing and act a freedom figher psychic or otherwise. 'I concede the point of making amends with people, so I make new ways to create a better method from use of old and some newly implemented in a perfect blend or new ways from thrill and rumour mixed with the known.'

Statements to release the effort by pressure or stress be very useful, like considered martial statements in law, but practiced enough you don't have to say them as they can be auto innate training,, so feel free to make your own but I prequalified several that give extra impact to release the effort easier but you can use any atlantean for the effort as all the above but to make a mantra from this be to break the words up at the pronounced syllables. To undo any damage be 'un-de', and 'om' or 'omcha' be to make instinct knowledge and gain know-how as knowledge spirit by (c) Osmosis. The mantras come easy after this be used as with an idea.

'aya' as 'be released' from a chop of sorts,

'aum' as a release of bad energy,

'ayba' as a 'be biased, or 'burdened',

'be-ja' be a 'destruction hit' or big jab!. This hits the nerve by automatic motion.

'be-ong' is 'fear that be true by real effect' ot destiny.

'be-ot' is 'be doing' or be bought.

'be-ke' or 'mater ke' for 'open minded' or 'mastering' anything. To suggest to people or objects.

'boch-it' for bochitus be to cast a scene of death not on failure but on success or cast out something. Its considered for family curse and integrative circuitry with a bad cough. Another aspect be to botch it on the job.

'cary-bom' as cherry bomb and scare force that causes disruption and be illusion. The vision appears as need by you.

'cotee' forces people to pee sometimes after a few minutes.

'cur-cha' and 'cur-cho' or 'chur-choa' be to cure anything of anything except ability or gift as be cur-ki. In particular, the cha can be cho to cure choking, but 'cho' alone be to choke as another teacher pointed out. So 'cur-cho' be to cure a chosen point of a single physical condition, where 'cur-cha' be a general effort where the spot isn't chosen its all ills cured. It can also act a physical blow. This won't effect or howsies turnabout,

all but broken bones to cure any thing you know the name of be a 'cur-ilp' or a particular disease 'cur-[disease name]'

'de-lav' be to 'revert' from anonymous or get revenge from a lavatory expedition. This gets rid of poison.

'do-slu' is 'as one' to combine spirit or conscious with an object or person and it causes a form of spiritual awakening with any gift as a given. A benefit be to not slouch anymore and immortal until the object or person is destroyed. I didn't say the body was undestroyable I only meant the person doesn't lose energy but the body can be bruised a bit unless the person doesn't remain touched by deciding it. Some might call this a hoarcruix without the blood. A place can deteriorate and kill the person who assaults by knock out if the person be assaulted. The effort

be to become one with everything, so to do so be to become a killing force of your alternative people or the spirit be chained together, to be one conscious many bodies and several separate mind nodes. The spirit be all you ever need and be like 'strength of one from many' or a 'spirit bond'.

'dow-si' is 'do as energy said' for a horseplay ot horsey or horse transformation. Draw transportation or cause sleep.

'dra-away'! or 'dri-awa' is 'drive away' almost anything be dissipated by allure.

'dro-dea' or 'drop-ded' for dead drop on a target with tiredness or insanity and self-sacrifice.

'dro-ou' be to drown out with flood water, drop-out or filligravitybuster speech.

'dul-nut'! be to 'do nothing', 'to enlarge' or do things of dullness and chore. fat.

'dzac' as a cure to bad bones or broken knees. Break curse.

'dzi-nha', 'ars-son' or 'lar-cen' as 'world destruction or bombing' for larceny as a way to get things.

'ei-be' as 'changing force' that releases energy to share it and it changes things by remodelling.

'ei-ha!', 'ja-lenn' or 'eil-lenno' (c) Jay Leno be 'laughing matter or laugh'.

'ei-he' or 'ei-she' be create movement and raise dead or to he or she.

'ei-sha' as to hit hand hard, as jar hand.

'ele-cha' or 'ele-ka' is 'bring madness' or 'element high channel' by ele-[element here] where the element is hydr for water, cyr/cyro/cryo for ice, aero for air, thunder or psychic nature, pyr/pyro be fire of many sorts, geo be earth and add bo-mb for a elemental bomb. To work a release of ability from any bounds use this! 'cha' for charm, 'ka' the sign of chaos and 'kao' as with 'chaos' or 'fors' as force to forsee by focus or release bond. 'har-rier cary' as 'arry-cary' as 'carrier fire starter or other disaster by dispute and harbringer of death'.

'f-me' be to 'fuck force' or family force sometimes of fear unless described elsewhere like f-me water and the inflicted won't succeed like add a hammer blow or 'blu-ef' as a spiritual hammer with the same result. The inflicted you can call hydr-inflictemeis or hydro inflicative media.

'ftl-cha' be create faster than light movement.

'buk-cha' be a book create from rebuke and to prove it by writing.

'hai-ja!' as 'upward release'. Some might think it haijack or high jack in an high altitude. This can increase energy potential.

'ha-ja' be hon-chow for 'backward release' or 'backward motion' or 'fear of motion' cause a reverse effort.

'hai-ya!' as 'a downward release' or gives protection.

'hed-cha' = as a head butt or neck chop as if it is.

'hu-ajaha' or 'hu-ajaaja' be transfer spirit for spirit walk and dream walk. Sometimes to evade the world or not notice the distractions around them.

'id-ka' as 'fate related' and 'hide in plain site' or id change for anonymous idea, and a similiar fate by 'hand' for take or steal. These are useftl to create a fate related. incident, or repair using criminals by effort and sometimes for energy.

'in-dis' = 'self-trial of force' and 'indisputable solution', or self-doubt from display as this causes fate, from a force of inbreeding.

'kara-cha' be to cause a real karate chop as if it is.

'kee-ja' or 'casula-turva' is 'forward release' by knee jab for human or to key jab for object and force forward person or object.

'kee-ya' is 'backward release' or key ward to force a person backward.

'ker'sena' for kerosene and other chemicals.

'kne-cha' for 'knee breaker' be to cause bad knees, a broken bone on body or Arson on other as if the object burned from within.

'lav' or 'lokbar' is 'release desire by aim' for criminal larceny or to have desirous goals and dangerous appeal that hope to get things like in a distributive moment. 'laub-er' or 'lav-na' or hateful desire. A similiar result be 'dischief' to occur a back at you with hate and disposing. or bathroom trip as things evolve. Another similar release be 'loknar' to cause 'good behavior' from a backlash of hoax and insanity.

'lebhe-rah' be is success by forgiveness and supreme where the opposite be 'huig-oenit', 'dhiz-hul' or 'nuna-zi' by self hate from perfection and perdition from forced evolution. Thanks to huong-quoi and Anonymous.

'lil-slu' is 'lil slugger' its to change the mind set of the person to accept defeat, as to be defeated including death of failing the test at hand to make point of senselessness, basically the task at hand be pass or fail and any doubt gets a vision considered night bearance in a nightmare that equals a test of sanity and balance. If death, then the person dies anonymously or alone several times by a mental scene as he/she dies.

The true nightmare is where magic be denied and be the show of a person as they do it to themselves and saying 'you do it to yourself' where this might save the person if your willing to give up on attacking yourself, but this is where honor or being alone in a strong sense of the word will doom you if your bullish. As it can go to the physical world as if born by energy until you give up on defeating yourself. This was gotten by a Anime program with mention of lil-

slugger. There's another idea that's to use a night scene to cause destruction and be similar named with the same result as a lil-death with a death of some magic.

'lo-cha' = a low chop with legs, or 'ham-cha' for hamstringing ala hamstringing of nearest leg or as possible, a cutting off of the lower leg at the kneecap.

'okl-oma' or 'suna' for self-exploration by creativity and action from self-appeal. This can force compliance and contend by context and serendipity. Thanks to evil trickster.

'og-nal' for 'queer' or 'make strange and mutable' to be spoken to and are suggestable.

'oop' is 'mistaken feel' for a serendipity moment of self-discovery.

'owwee' be incorporate and spiritual or 'ow-wie' be a body 'power-up' to make a scary like sylvan power up.

'pe-at' be accumulated explosives or other stuff with life by you or not as you think as the point you think is use by method.

'psu-cha' or 'psu-ki' as a pseudo chop and kick of extended energy that effects as you do the actual chop or kick.

As it causes from a distance a hit to the object, or person from the energy of your ki or chi, this can be used as an idea spell 'len-gane' lengthener. To strike at a distance to hit the target and this can be any distance. It can't awaken ability except the hidden ability, one that can appear as any ability except to restore ability in able mind in body by the thought coming from soul and not unwanted if not thought.

'sare-tael' or 're-tael' is 'easy sale' of safe retail of items or story, to sell the idea and end a bad disposition of negative means.

'seepid' or 'du-mb' is 'be dog dumb' or 'effect un me' and 'effect not in me' and in an idea 'uneffect' as those you don't want.

'seop' or 'de-segga' is 'death force' and 'death act of suicide' by any act in will by desire is made by thought.

'sla-ba' as 'slash back' with a slashing force or slashstick that isn't there.

'Soh-ayo' is 'bubbly force' to bubble almost anything. Made by police force unit that is supernatural naturalist by what you do as life exists and what is thought. Thought is a point and use is a moment, as thought is energy what you do is construed to make what you think as energy conforms to use. As energy forms into the ability, as energy is there as your energy is use. There is a point that there isn't a way, as thought can create you are the creator use is the I as the third eye made into real life by situations viewed as psychic. There is a thought as view as you want, your an idea to ignore as otherwise you do what you want. There is no anything that you do until you prove what you think or not, as you gift and will to create as supernatural energy creates by a buried person as you are what is thought you create with the thought. As you inter with a point, your idea is not as you consider in life as your own life is enhanced. As thought is a point by point idea to use, use your own user made suggestions and intelligent is not dumb. As supernature is an ideal ability, the thought is a concept and what your energy makes in result or not as in your able mind you create what your thinking and always as you intend. Think this is energy as if you use natural witchcraft, think as you want and your use is an ability in by the energy or that you manipulate in however. As you think not or seem not, as you say not you can as you will. As this is an idea your use can, they can create at will and whatever the thought your use is if necessary their an understood use as in energy.

'tru-saum' or 'trut-du' be truly the same, truth serum or force in the truth to tax by tribute.

'um-cha!' or 'um-ka' as 'double cross' or 'vitriole oil'.

3. Wong is Foo or the considerance of possible outcomes to fool people into belief of not being effected (c) A-team. in two manners, as a vision and to use the result of the best sight, this be also a weyr, to bear the fact of what happens and by use of what be a good outcome be bearing the same result as the Wong, you get somewhere. Its the next stage of the Bonk, to be able to stand and deliver with a body that seems slender but spiritually fat, and indulge by intent to absorb anything that comes your way from a very absorptive spirit. On sight your assumed wealthy and respected as if you were fat. But the person who sees you will follow anything said with reconsiderance to the subject. This isn't summation to be overdone or you can cause a fight or 'forced' separation. To be a true leader without the fat and stay understood even if insane. Wong is to hate and force those told to be a hated person into existence of finance to be near and create a pattern of self evasion until you give in to their demands. Its in yu-ong or Wong to be almost hateful of large finance.

Crazyness can be accounted for by trying the technique in the first place. To do it right use the above mentioned, as with power stricken don't use power driven methods and recoup what be lost. So effortless be this that you can suggest easily and never need a fight except with visions. Basically feel the fat go to the spirit and when you hold in the stomach (Fo' no slouching) , when you eat it could get better as the spirit takes the extra weight and gives the infinite energy capacity as fat = stored energy and prestige. There won't be any notices as noise to alert yourself if it works,

except to gain muscle as weight or fat if no exercise. If spiritually obese, you could be moving slower unless your spiritually slim from living as a good living reduces spirit weight.

The study the phenomenon as a pseudo diet, to get the idea of no body weight gain or your not drinking enough water or watered down stuff. Base your conception on the cool and not ever angry but unprovokable nice person. The spirit be an inversed negative of the inphys (physical body) and about 1/3 the actual spirit, as a noted fact of compacted weight, so if you send your weight to the show of force and the spirit sends its weight, as a source of energy then you've doubled the outcome but lost weight of body. Spirits can look thin but absorb excess, and drive the weight down as the person moves with necessity. even mentally its like a hundred pound compressed weight thats dragging you down but your thin in appearance. To exercise be to create a natural weight loss, this weight is not physical but not any ever truly master it. As it again allows hurt without hurt and endless pain endurance until one or two minutes.

This will allow a bullet shot and you won't feel it or a normal pain and it disappears with some fat loss. I think the spirit blunts the blow, but the body eats up some weight to reject the damage and sometimes themselves with 1/4 bloat that disappears, but the truth be that all foods have a poison by unnatural cooking or to eat raw gives you a little more poison albeit the body also deals with it by bloated size and reduced body feeling. A coutrap is to be a little crazy by poison. Absorbed in fat is problems where you can concern things with others. Thus it gives you a prestigious feel as spiritual fat is a little better.

A quote 'They aren't sorry kimosabe, its their way of life.' from the old west. 'To understand be a beginning but to doctrine then you've learned. Count this as expersience (experience as a expertise), where you use others bias to get places with wisdom. Where a genius be to be using your own idea with other mixed in bias and use the bad as a counterweight. The march of dimes was a counter that proved this in freedom and opposition, to create and remake for progress.'

To be beginning with nothing and then to write it down gets your understanding, as I think you have to research it, then you need practice to get the idea in worth or work (balance from perdition or premonition) be expert through experience, albeit don't write trash, For a genius level be to undegradation, where as to use others idea with your own and be to use bias or conception proven elsewhere mixed in with your own thanks to Rev. John Fischer who quoted as a Joke 'Alt. Psalm 1_6x, To bear pas quo or superstition be to look thin with phat spirit and dismiss fragrance.'

4. Norwegia kung-fi. As the art of the ultimate Bonchitius bonker. To make a pseudo wire effect. Stupidity, isn't occuring, so by trial be able and learn dream art training by 'Don't know, does or don't that interfere with agreed training or set them aside to work on by your own as you have time to.' This combines several art types that use passion or coolness as flame is passion. Fire is a bad idea, with the right training so you may not do unless necessary Traing is triangular force that trains you up that is able to save you and save lives. To be fine the fire is to put out passsion and obscure. To give a good reason for this is to tie in some things that work better, like old documents and from things where it is/was. This is a work art with peoples learning condition. Most be farther view is [with permission] and possible atrocious but made to look good. As to see it makes you forget the bad. As it describes a wire by the be farther view and I see no reason behind this besides writing it.

To permiss this is a wasted time with a terminally ill victim of his own experiments. He has been trapped by his own schemes for so long he hasn't even been able to talk straight. I call this victim making, for the forbidden stance of the person whom misuses it but it sometimes works. As I saw it like two days ago.

Some take diseases as a threat, so to burn a disease came to null book burning. Like a disease that never dies is then in exchange a disease through the body that keeps it alive forever by Xeing tsieu, or cut disease by a psychic chop as with the body or mind acting with a release by sending away. This psychic chop is the idea that as energy hits it, it causes the afflicted to not notice except with a hindrance. It reverses stricture or causes the body to not age and it can break down the structure of any. So more than one master is allowable except the'student' is allowed to choose any one to learn from. Any two or more masters can work together unless in bond by apprentice idea as they choose. When you can beat the master or prove you know more then you passed in the area. If area had any reason for passing, or to get stopped at.'

Wires react like the two way street with a single path or motive by motion. Where we see the remake is better we will use that. Act introverted and go on your way. Some activity can be derived by corrosion as corruption and depends on the benefit to go places by alliance with the benefit of an allowed thing, who deals with corruption is a wasted or

closed link. By the benefit you can go places with leading on to a point. By electrons we are making, a grand standard with what's the point. Corruption can be a wasted link that causes events none care to watch..unless not allowed by the best intentions. Some corroded arteries are in no Big jealousy and can be adverted/diverted and to the atmosphere it is lightened. This could use a law of 'null hate by big standards big signals and use denial to make it work use love to work.' To block out bad things its 'null bad null corrupt' but not to those who prove good on their word. 'Null hate sex and disruptive criminalism.' except

think before you try it, 'It'll work no matter how I deal with it.' No matter how it worked, it works despite the method to halt corruptive action unless that's what makes it work. This alone allows the idea as you would think, its not to bully its that I looked strange its got a result. I will always know the right thing to do. The plan is not to burn up the place to avoid disruption and someone following, to avoid dangers and following..use the disguise technique and be yourself.. or burn your scent and not generally everywhere but just one thing.

Don't appear to win or have won, act a part of any move as a fight can occur as if by coexistence or coaxial wire. Yet the secret channel is used to win or strive in but ultimately win, and in instant survival, strikes as needed by being threatened by bad luck and karma as nonhurtfully is in speech. Each strobe is indivisual in their own mind and person, but doing as needed in the world for something, correct for problems that pursue using big machines to out the mite sized beings with correct proposal its a due that need no regard. Not to use a personal destructive as is necessary, but so much for the bright side as I will leave things up to you.. Need to know what will occur then its to seem out for something, and the moment it is personal destructive is diverted where its taught = nontroubling calm for or desire achieved by results. If the results are not accepted then its like a true idea 'given' by the fob to someone else. It seems my brain doesn't always recognize it.

Trickle down is a trick to know-how and afforded a branch of study by allowing yourself, and by being a user of the info and funds to gain aforementioned freedom. With detict is the district as its a breakthrough to create a study of use as I think it used to be a ticket of reduction for the effort of trials to great reward by those who benefit. I think its wise enough to know. Be known by person as someone else but not followed along as he/she would. To not do as is the idea

would allow is to do as thought would follow to do as you would not normally attempt, this gets an instant point of ejection so to a result its to be erejected or eerily rejected in an area..or pursuit. The physical body is only so immune so too many cancel the go, but the main reason your interfering as infere is contiguous. So what we got is thought an interfering band, of action in the most pointed from immunity and fear of being effected. Qizt is to be quizzed on a multiple choice question and/or colorized sheet or just ask questions and it is a straight up and down response or answer selection by column. If you quizt your going to get somewhere for detail of motion or desire.

Introverted is the way as its unseen but contained infinity shifted as else and its to able to absorb human pain, emotion and hurts by object or wire. By introverted electrical your allowing this land to live but that land to die as its literally unprotective there, being based on older stuff with possible. Controverted the energy is = field generated and just enough but cut off before it kills by link removal or powerloss. To put something hot or spicy and cold on an object reduces the heat. It conditions by attempt to subdue by cold and match with heat the thing beneath, it transfers the idea or produced energy as in transferrance link by transmission and cold connection. A general idea is to touse or to use a unsmeltable subject or object as an object that is a material not human. Keep a clean area for heated things where no disruptance is not fire. Turn off (power) to do work or try to find another way which is more likely to not kill you. Now if we had something for which is done, a single tissue might be widely

used for the effort of devices and electrocution. I don't harbor ill thoughts for vengeance, so I don't quite find much on consolance as to feel for the ideal on it, the action as a 'considered be feel for less'.. in dump travel and concept by what is least in value. There is no ill feelings from it. Inten'dence impe'dence will do a quick psychic abuse removal, So a 'drop face' is you do as needed or do it. Deaths agents don't always have to work.

As you don't do those things 'grimewell' or as things aren't normally done, try to bring personal peace through meditation.

The triggers no longer work, where the strangers are weirdos and how the person works is don't always trust what they say and go on your own. Thus justice is with idea and by considered consistence of discerned motorlike vehicular motion. Not near can't attack or can't usually disrupt with no known bad idea. It always seems as if someones near. Yet identified as someone else, with no regard to healing or noncriminal. If desist it would be wise to get the person with a non-sensed soulpart missing, and configured if they are better off but unaware of what the person looks like nor any hostilities. 'Rond as the general remarks of random nature is the general idea to watch in a person, for she is counter by and to wit and arguement.' From anonymous angry folk. 'Undoith all now be necessary by now. As any critcisms and feared remarks are ignoring the signs by sig. Like stamping feet on an Orsen wells.' by HP Harris.

As corrections of this type are most likely not to do anything, as they could be done on the moments of an instant do. As we speak its not an always allowable thing, to create a purchase and not try to be using it as though it was useless before the use..this applies for the self working machine that is improved on buyout before you buy it for improvements. But prerequisites are to be foreign or to buy. To buy is to believe, be here and be home and be there to know more by projection, here can be any building that is acceptable for use and if a purpose to be there then your not home. Yet to purpose is the act of a try, or as to make for something, no purpose and your there then be going home. So right to here is a transport field. Be cool yet get better as health is importance, as in a dry season water can put out the flames or oil flames just by smother, or unnatural by ignoring the source and use water or say a phrase and think the soul creates what you intend. Say a color either blue or red and the the flame can go out. If a dry season then its rainy like the jungle, norwood is like the water that ignores wood and despite chemical leaks that are fixed. Be a rearguard if the idea is to steal but a guard if the person tries to attempt stealing. If nuclear yield then the energy is blunted and excess used to give energy to the devices needed.

So no purpose is not devising what is and thats incorporated into all things. Yet devising what is you can enchant or tryng as triangulation of things to make it work. if you settle then its acts can support other actions. Indispersion is to use void energy in desperation to make a break or a breakup of almost anything. So disperment of a energy is dispersing the field of which it was made. Disclining is a force to clean anything, as its dis'clin or disinclined in bible for not do. The indispersion is to collect void and then forge something together. If you can't do it or can and your done then you pass it to someone else. As 'be in exchange to create better effort, to take without stealing is always an exception to the take by steal. This is take by conniving, some try linking as to 'see a form and see your own and make nature connect' by psychic imprint to draw a line in your mind from one thing to another, or a touch of air to break the bad pattern formed by an attaching effort to another..Art by Shiela wierdro 'the shield' of same.

Indescretion or indescribable cannot get you killed, as if you call me at home or anything you won't be hurt. Bonk to create the art of undescribable and make it work for you. If a strikes going to happen its not expected to concur as needed or it will be out of joint with your nerves. Wires are firing, as the fire is inside but electrical..break and you break the spell or action intensive moment. Pass it out, is to believe description as a spoken belief and leave (the place or spot?) to work to be despect is also distinction as a class or to be released by understood

things for indiscretion or open desire and with the be required of you idea of nonperspective by disbelief suspension or perspective by senses with persecutive acts. Sleep on this to get this point. This was a proposed idea very hard to agree upon idea so I am confused, by many things in it, as to not rub it in else is a description of what? I keep hearing I can't I can't, so I have to do something else.

Free by means, but not by actions that are directed from others or direction by others viewpoint, indisputable types are to be easier to deal with, as if now is an option and guided by instinct or warning to be in advice of those you advice.. or be in advised by those of other worlds but not to those who aren't to your own dislikes and not always into disservice (c) Kre. By bong is a respite to bonk and bonk attackers by Master xcien'tsieu. Wrote up as a bong indispersed. Bonk is dispersed or disserved by saying the act they do, or act it out that you don't care. Another way is care for your own idea and allow them to do it, but say almost nothing to the bonker or bonger. Except that which is required, the act is to be natural and your resistant by focus of standing meditation.. accept the change

as it occurs and it doesn't matter where inimity is allowed as if its inspicable and then its an effigy. To destroy something is to bring it elsewhere in an indespicable act or indispersion. To own nothing is honorable but to own something is inspiring. Knowledge is something of the original sin, so knowledge is unforbidden. If the place is useless then fire won't occur, or if you find something inexcusable to your belief systems, ignore by dislodging it..as its you and your just their informant or aspect of yourself.

The helper can teach the teacher except the teacher student can inference by using reference while learning to teach the others, but only if he/she feels like it. Tell what you do or learn before your attempt and you can cleanse it as though it is not advisable to those with heart conditions.. as any dispicable act is forgiven. Bonk is the act of cleansing as is bong with diffused cleansing none physical thanks to contributor Cheyenne. If you use a thought to provoke unnecessary it causes an uprise to the desire and sometimes the contingency 'be negative' force is channeled. As to feel the heat of a fire is to smother it by drinking water, or let the act complete itself by 'bunk' by Xcieo tsiu thats to work dispells by negative force of any target or thing. To snuff it out as objects in force, beyond a doubtful agent of energy or respectful reagent to the design. The rule of thirds: a third the force per second and reduce the area by that which caused it. Signs of the area, can connect you to other places but here we rest our bodies.

Beware blueice as he can get disruptive, iceblue is to be repected. 5. The focus of this be hu'jai'la as kujali or Foo, art of effect with focused force to motion and to create energy and nothing that fools the senses by psych out. More from

googling the underground on search terms. 6. Bienk is to be despectful or disrespectful by originality by art that is improbable and you can channel energy to achieve it..but the weave/wevv is the method to achieve a result through a medium. And terraforming is more possible but by being a scum thats real in real life, make considerance and unattractive idea. By true its a reason to continue

on, false its a reason to lie and achieve a result. Manchuriens are not actually controllable, except if they were then in the middle ages. So the idea can continue if pressure is put on it, things in use may reassert themselves so stop things on the idea not achieved or on the ball by not speaking on it unless necessary and that is a decided idea but not in sickness. Dag isn't to be forthwith and use an energy form, by force forth by attributes and increasing it and be without by decrease to drop it. If anything that's right fellow then try to, but then to do anything that's wrong allow yourself to be controlled by spirit guidance or thought about. Whats thought on is with recognition and true to be bought.

7. Bienjk is to make in a just plain kill by techniques of your own devising. through time most of the time as it will be unable to cope with other forms by xcien tsieu. In bienjk you do something to get something. In beinkj you use a needle like energy to replicate the needle, as theirs is to create a needle and try to to keep it in the skin. Now the trouble by use is to believe in the desire by choice. Then use the choice as if a weapon of desire by energies observed, and seal it away, if to cut it off and deny it of all sometimes of the fuel it needs, it will quit with weight gain unless fold over exercise is done. The thought 'I feel right about this, so I will do it by making myself feel better. By making it seem worser to create appeal is possible in a country of time and not entirely when but

how the act is achieved, and you still win albeit the negative appeal is bad for the spoken point. Priests are not your enemy, the fuel is as if its on fire.' As tensions of two things pointed out are likely to bring passion by event and breaking point is between the two.

It uses this force as a long distance breaking point, "I know what your thinking but reverse interaction with negative." from D. The distance breaking point uses a wave of timed energy. So what the problem is to create a non-stealing force of jealous nature, maybe small jealousy as it stems from the same idea by its if that reduces jealousies by the act as it can be lead into a condition of acceptance but the power that is hard to control. Help control by visual signs, and take note of things as they happen so to 'notice the finger is to miss the other ents as they do things..along with other events by tree and still do it right.' The true ent is a good thing, as event is to move in an area by idea to fix the moment. The diabolical evil is to cause create and decree but only if its unsafe.

Unsafe motions create the balance point as if you were balancing a sword blade on the edge of your palm. This nothing so dangerous. Where orcs are good and willing to work but only those they like. Goblins are formed to be done with by idea situations, and Hobgoblins are formed by the human to help out by intent. To focus on them controls the moment, not the person but to focus the event to occur. As your in it to go through with a safe act is to win it or gain sanity as you watch. If you can't read it, then not to read it if you can't but to be a character and have him/her read it. Strict off if you desire the moment to work better and without restrictions. Red is at work if you see it and white is a weak spot in the

resource to work in. The blue is heal/redemption, to be also an object healing by Osmosis or absorption.

So to break it breaks off any two or more tensions as to toss a pebble into a pond, look at how it single out now by a near death and ripples that follow but a calm peaceful motion. Its called breaking time or rel'ti'tim as relative by realty time. Don't conclude to likenesses that assault to be there still but shift them away if possible. As withe any experiment, farces and falsity can be ended if the true results are good enough so safe lies in the west and peoples idea are like greek unless neat freaks write it..at least allow good neat freaks without that must scents or clean the freaks..Be there to do that but don't go too far. For a bearer its a worthy effort to keep. A bit of silver or cooper can keep the thing alive, whatever thing it is. Barium copside as barium copperoxide releases the electric ghost from the area..like barium below and copper above. Be not harry potter as the day could get bad.

Unassaulter is to be non-assaultive and preventative, For anymore as it is. The interesting idea is to make uninteresting interesting with the pattern you get ultimate, and almost no end of fun. The fact of value is to work as if its a reward to decide, a de award to destroy and give no reason except a white lie as to your creative origins.

Including stamina and lead to see them but be prepared for the offspring by iron and steele to keep the stamina up, so the idea is the conditions that a person is raised in is the conditions that the person is believed to be established in. Sire as ye will but don't belligerantly do things by bully or similiary then don't. By marking yourself your pet won't disbelieve you, and get pissed/pissy. A pet ignored is a pet indeed, as some humans can be like this almost out to get you. Live it to prevent, then go back through to deliver it as its possible as this prevents pets disorder and stamina disorder of too much energy. If you want to avoid these problems, try an herbal remedy and get hot water with use. Don't mention fat as a compliment as it will be averting damages. Work the wee but make for the well being, So the

deed is utmost on the mind, were not conspicuous, 'Formulation is the description and the web of lies' is the truth sometimes. Now is the effort to bring the pardon and the desire for web designin'.

As we speak your playing deed so were watching. The deed of the moment, is the pardon of today. For shifting use things to learn your place and design for the moment except be near to the moment. Simply put its 'DDD' but its a jiffy to

use as a comspec, as this is here and this is there and two scenes coincide with what you see can shift you but you shift out. Deny heat and things are not unfair and do try as you might be tempted unless made by elders. As for the things in the new world I have to say its split into two sides, a rough standard and a good standard with a rough estimate on what to do. Before we we begin to go to fantasy, we go for imagination and disruption of evil plots.

The forward extension, is not on fire as most would think as is possible, as with many an invisible talent. But try to copy rituals or spells to create the effort. Burn the fire on moment that is where it seemed. But mad bombing is denied and not possible if safeguards are set. Set the portals to guard against, the willful and destructive for purposes unknown or destructive.. as materials are pyrguarded not reversible. What I get killed for is an abandoned before it began. The idea is to believe my will is always accepted, whatever the answer thats a negative or positive disposition. Individualists attacks are not effective with a boundary, except a moments thoughts dictate a safer path or better suited.

Rule 1 is abolition, You can't solve something that can't or doesn't happen. Rule 2 is the rule of destitution as the worker does the contribution by ambiguous meaning or actions by a near likeable idea, here is the true point where then its truth with motion that you find your idea with information thats suitable. One, be intelligent/insistant on your point or they never will get yours or do theirs. So the effort isn't wasted by a conclusive ending as it brought it to the end as a good story might. With a special consideration by idea, if might then its a will to give by progression and anticipate by dictation and no hesitation at near the end. To be with no mistakes or be dumb on mistakes except to prevent.

To be desistent but destructive allows you fight without being noticed, unsoft but deferred as a 'trusted one' the person can be turned to do anything. Be goad as until now, I said it works towards our goals. Now I said the idea was. So be near me all at one or not if its unnecessary and necessary for the items there are not too dear for them. Any insanity is normal if you think on it, along with technology that isn't as fear doesn't have to be destructive. If the new don't work and then keep the old and we run on technology such as low to high techniques and makings or technological marvel. But time is frozen for places not in use, as to be a world but not the people within and be able to watch without watching. Win with the person, stop slight hand and feet for alliance and destruction. Dolobereiation is better, as the important misfits are almost denied.

Where notions are followed the inexact or exact way its produced, or written down its not an act but the result that's achieved. Ingenious ingenuity, play with care that causes discern and win with what you have but dismiss the unfair effort. project the energy delivered to yourself and let them soak it without voice. If dangerous then leave alone and get away, I don't care what your taught its just doable to get some things done. As in the attempt to genetically engineering, botched its not to be mentioned. Be displaced to beguile the total effect and not include side effects, be indistinguished by copying others and make for other lands. Treat wierdos with the unlimited respect due them by reprogramming, things that screw you up can be undone.

If dealing with fantasy, then don't try to achieve but let them achieve, as the character achieves you achieve. Let the person or event shift you out, in evnts of no person then then create an invisible friend. Beware evil witches might assault and consider themselves master, ignore your subject and continue. The Good witches never assault except to convince, as to act it it can convince your subject or yourself to believe it. If disproven they can transform themselves and make themselves believe if believe is then to create a genum or other efforts more than what is believed in.. Be yourself and don't worry, each world is their own and support is not essential to create a designation. I will word this as ART in another world, but not leave as is possible. Physically I will remain, somewhere I will try to find a reasonable way not to destroy but to undestruct.

That I destroy unless not necessary to figure things out. Not to try to believe in anything but believe in results that work. Now lets try to downplay this fact and make a perfect example, to benefit a doubt. Try to right where it counts, so be smart on prevention, otherwise allow some mistakes and be smart on dispatches. Be guard resistant and concent or console your loses as with yourself so your not too destructive unless its absolutely necessary, as for trust don't tamper with things as the chips will fall. Be nevermentioned to the front and take examples else so to appear 'don't be dumb.' So to stop flame or waterflow is project it into outer space and reject it inside or near feeling the water/flame fall.

Then you might feel an urge to do something about it, follow it unless not possible and this goes with other actions to learn through the person as they they do. As to reuse its to place a consolation by preparation or prep with guard and

be ready. Real events are linked, to the quest or place with rest deserved, manipulated by any means necessary but the nature of the assisting is assistance by an idea.

Otherwise its events that generate themselves, with a desire and coordination to do as desired. Most events are worth the effort as to make the new from the old, its just credulance in the amount of time we spend on it. To emit is not intolerable unless to sell, so its a credulant moment. The law against emit isn't within reason. So for the abandoned places, not poisoned and considered self running. The greatest intolerance is the tolerance, with the desire as a portend or moment.

6. To program with thought: beautiful be in service by bold, ritju or ritual be bold, worship and seem/ing be for real, hang be to meet and horrid be avoidable, to bear be to risk anything from forbearance, Honor be to break wind (brek off) from the bad or similiar ceasing assault.

hutsu = hurtsu by lavender dur'wong be a train of thought to pain endurance training, while training or torturing others. It trains into yourself a reaction of hurtful behaviour to crooks and disruptives or to automatically id the crooks and get them out of there, now the art of directive speach be to focus the mind on 'the force as is identified as my own.'

To put forth and get results be the secondary idea, but you get the focus with desire to do as needed. This follows a code of conduct, 'puyico' punitiive code to be puny but hold a large dynamite punch. To control rage to be undestructive, But the last effort counts if not with fire, remember this 'to put out greek fire and oily chemical smother it with a wet cloth but not flowing water except for the area around the flame, as small packages come in large explosive packages." quote by E-mah. A specialty be to use deadly pressure points with heart to cause heart damage, outward pain force, eye pulling or putting the eye out and very similiar with skilled practitioners; pursu be the negative emotional artform of hurtsu, as the art of pursuits but with truth "not many care unless its spoken of expertly" by Noreaga, for 'why mention it if you didn't care to look.' Any art be magical or otherwise but the more mundane art the better. Shapeshifting is an art of shape forming in/on yourself also followed in jitsu as peace restoration in pursu or created whimsical with some music.

Nenjetsu = Shensu, In remembrance to an olde ship. To contribute with an idea to achieve concent toward a goal and make allow freeing a person of personal problems, by tricks to find out and ith considerance of the time that their be in meeting and enjoyment. The motto be the same 'To show respect and choose correctly with litte or no mistakes, make allowane for mistakes by corrective actions. For to really go overboard can get you killed, trial to not go overboard and make light of the moment.' their motto be to do things by themselves for others and tempt fate. Trying to help and meeting makes people laugh be as an example. Endure the moment to get better results. Feel poisons are to cure like gingivitus by Peninsulin or kill by disrupting the body by personal means like Concillus to cause colin cancer. or carcinogens to create bad lungs with patricide, as perfectionism and bad deals can make for hazard but personal identity doesn't matter. Use idea and purpose set by others or to balance the situation with disturbing concepts or things and repute of chastised with peace of mind to both parties. (c) Joshua Leap altered by thanks with permission. Alt views were allowable.

Now we got the tenents down, we start by practicing poison resistance, and usage of concepts made from others with our own intention I dependance of the situation and how we feel. Looking and observing to get details and usage of good spying to get the best idea. Place items that report to you from recordings sent and understood as something else. Use persona reposts to get attention of the right people and get support. Prevent theft if possible but if some steal then steal from them. Then attain a friendship. Fix as you see fit and as be necessary, use punishments on enemies and make it a good thing (happy thing) for a deed of choice. The idea (ka) or kill all who use against you or your friend that shouldn't be in usage. You have been observed by dervance so be good. Use the game of life as an example of how to treat people, choose the best option of a choice and see a game of the event that allows for a spoken idea. To show respect and get your desire by achieving the right choice, to play the persona that be chosen.

Revise to fix the moment and triumph over evil and misincorporated thoughts. Be at appeased peace with yourself or be appeased to allow good thoughts. As you get a good effect or grandstanding of the area on any thought. Try to use insights and give them away as a consolation prize and as the best idea, but don't openly use them unless in writing with some idea of whom you gave it to. Get retribution as to large slights but dismiss the small ones with a laugh and this also gets rid of enchantments. Due note: the Shensu artist be likely to cause disbelief/belief and gain friends just by just by some idea of who you gave it to with attempting it. Otherwise its to create problems

by attracting them, the affesive or offensive types through defense of another 'attempt'. Usually from those that attack your friend that don't care that you did it but they lost a 'target' and get angered.

Don't attempt and don't do it as it gets anger. So please use forbearance of their personal zone and attempt things not against their beliefs, and not allocated to your goal or alterior motives. Albeit this be a seeming double identity idea of character assasination, don't go with the belief.' To believe in an attempt of invasion of personal zones and have fun at it gets a reprimand of sorts not looked for including all sorts of destructions. All to the general belief of personal privacy and character assasination or know its arson";

Shien-su: Shietsu, The Kung-fu style be to do until you get the skill by improvement on any one effort for hope and professionalism. Expressed in identification by clarification for a clear viewpoint. Just try as you want and anything goes for hope and consistent behavior, thanks to Anonymous and CJ. To cease actions be a good thing when something goes too far and prevents discrepancy. To cause concent and bequeeth me to double your effort by practice with others or self-practice by yourself (c) Joshua Leap. Theirs no such thing as a perfect match unless its belived as believed and relived by you and the temerity makes people, that lead true heroes likely to make a dent in the world. Hero worship be quite likely and causes a dent of another type. To find a demi/godlike person and to deal with them by use the effort that they do and compliment them with a word gift of similiar. But not of hospital types with an ill person as they are likely to kill each other. To speak on this be to get hate on the subject, unless their appeased first sometimes to save themselves.

Quote by Bill 'Thats exactly what danny does! Albeit large, he's very civil and a cruel trickster.' To put a light in your eye and make us leaders of ourselves thanks to Jenny. To be believed by perception, be perceive by belief and can get misperceptions. This be the way to create an easy life by use of compliments to others and seem to agree. Yet you can get anything you wish through a will of your own. Things you look at aren't to good by compliance so use a third person view for your own perspective, Upstage be to correct and make it your own idea, when sometimes in front of the original person. The point be to use civility and a legacy by kung-fu to make or create an improvement, by tenacious practice and effort to achieve a more efficient concept.

Try hands on accomplishment to get away from life in an overcompensation to get married of a logical relation for consolence or to get effort doubled, from the true meaning of life that you decide on to get anywhere you want. I use to be better by consistent practice and drinks that are of many sorts. To work for a living and hope for a better life of personal freedom and disaster by achievement from bad idea not backed up or a second opinion but avoid smut if possible. This be to create a perfect identity and better personal life.

To not care for things of concent and look to getting more of life unless necessary, like life from walking down a road and you meet with a purgusias (perfectionist and purger of information) or incidentalist and unless you have a desire in mind, have considerate idea in mind. This allows informing and giving the best idea away from others insight, innersight or best object by others concent for use by others as if borrowed. You retain the right to create what you want but you own the idea and object. To create a conceit (conciety) from dicking the idea into perfect blend for the benefit of the idea and don't doubt unless its expected. Know it before you see it or fall by blind hope. This be created by Josh and BJ and altered with permission by Jenny whom was wrote in (wrop), I was using hers and mine idea by what she did and how I reacted (c) Bill & Jay.

'To shift idea use a considerance and with your reaction be the junction of your position, allowing the thoughts of what occurred with occurance to shift you home.' Quote by Noreaga. It follows this rule, To react to a situation is to shift your mental place and if circumstances are bad enough. With enough fear or you don't agree with it, then your body shifts yourself and you are where want to be, and this be aided by walking through a doorframe or gridtravel. The attempt of circumvention be to do it to someone else. 'Where I am be where I am, so where I was don't be to dumb for heretics as they can attempt a destructive action on your attempt. Lay things out (not human or to kill) as to make an easy and immediate plan of action. When they realize your in the know they might kill you or run when they can't.' quote by Galen from examples. 'Don't do things that rescue nothing or require rescue' quote by Eihzmal from example, "A demon of Dismal interactions. or Bizmahl."

To contract and deliver or consider another way by cotract of alternative means, be to get your own way and freely.

Operate with a hope or emotion and desist by that which can get dismissal of contract, 'be quiet about it' as you think to don't deinterest others by leaving out things with coaxing, if anything don't deliberate and assume you can't be hurt. Instead use a impress by presense or pretense and facts approach. So the trick be to make it too difficult and yet trap the people who did the idea, seem as they want into your reimbursed planned debt or demise to kill them off, or to larot by trapping into their own debilitation by looked for demise set for you. They didn't do it if they are too good or didn't do the deed as if tricked into it. If this doesn't work then state what you want of those who transpire illegally, to be understood as another form or to speak to a set place that they pass through and tell the area concience to transform them. There is another life that is energy in form, as they are in form they are living beings as they form as they will in life by what you think.

As will is an almost exact transcript written in english, 'Two consolates or people with afflictions of original idea (comspecs), with circumstances that provide on call division to unsolved mysteries for insults and idea consensus. Make for uncut medium, called for or uncalled for consistency, identified by open minded (above counter or above illegal) or close minded (shady deal) business in considered transaction by training. Be on your own till the moment of consistence (concerpts). For a moment on congratulations, try as a moment in movement might be to be consoled by movement of concern or cancelled debt (council). By use of the Shiensu be to coax monsters, to not be monsters from falsely accrued desire and by being deliberate you get nowhere 'by progress' unless the other nearby be allowing. So in accord to this there be three chances, to win through, do not trial, or to be slain at the heart construed to win at all, by giving in to ecstasy (sweet moment by feel) and lose it all by horror or by where you stand. To give a chance to succeed and try to make ends meet, and not fail unless necessary. Your words in the end will or will not save you. They, the desperate will lie to save themselves and kill in separation alone and by areas, for pleasure, but not the stoic or not as they will deal to those with just deservance and usually bring their friendships with them.'

pijutsu = Shen-pi, the art of pi, as power, and idea action done. The idea of pi having power, could also mean the math of e, having power. And, other things. But, so far we are gonna work with the powers of pi, as a discipline.

It means there is pi or the people amount divided by 1.8 and this is how much power increase you can get that's a minimum. The power of Pi that is alike a power source, to the area from sun and God that allots ability by unknown means by conversion of people. Where Pi is God or the sun with a measure of 3.1416 and solvable upto 50 million digits. For Pi to equal power, one must emulate it by treating an action sometimes an do an action as its seen or unseen as solvable or unsolvable to a point and an action is likely to end at a time of choosing. As the imaginary number idea, where everything is needing, to be counted so there's an imaginary number till needing it, then you think about it and it may become useful and counted. Then it becomes hard to remember unless you have an immediate use, as it was thought up from nothing anyway.

Theres a beginning to an end and any action is at the time of choosing where with Pi the calculation ends at any given time as this Pi has over 50 million digits. Now some say Pi is a spiritual idea and its power is supportive, by manipulating ability and energy without detection as its basically powered after the decimal and sometimes counts as negative. The focus of Pi is positive in the outlook but with a negative reaction at some point and similar to a job as it occurs, their is representation of Pi as its spoken as if pie an as its said the same way, it acts as a substance of addiction and support as it was the energy which supplies the most.

-XLII-

Dragon lore and associated elements

To state the summoning speak the name of the dragon, or use dragon color and the word [drake, dacto, draco] or the latin element and the "[]" words. aero draco, A way to summon successfully be focus energy outside yourself and state the phrase,

as it will be the focus for where the dragon appears or be near. The more energy you put into it the more you get of a dragon with the seeing of power(aura) and the dragon type or size. A quote from anonymous "This be like dragon listing of what they are and how to kill them."

Dragon element

1 earth

2 lava, passion, emotion, life

3 magma fire, destruction
4 undying fire, power, firewater
5 sea, absorption, water, corruption
6 absorbing, cold, ice
7 psychic, lightning, air
8 gravity, support, earthair
9 stone, protection, guard, rock
10 gas, electrical, chemical, metals
11 pollution, poison
12 pestilence, disease
13 wild, sun, mutation
14 particle, gemstone
15 elemental, most elements
16 chaos, raw energy, astral
17 shadow, emptiness, absentness
18 death, nether, undeath
19 fairy, hobgoblin, mystical, mists
devil, demon, evil, disturbance

20

Dragon color

1 dirt brown, black
2 goldenrod, peach, pink, dark red, dark brown and red
3 red, vermilion
4 red lightblue, magenta
5 black brown, brown gold, sea green
6 blue and some other
7 light blue, sky blue, white, unseen, clear blue
8 gray green
9 gray, gray and brown
10 metallic color
11 green
12 black brown
13 red gold, red yellow
14 pure color of gemstone or similar
15 rainbow like, dull shade, earthen shade
16 black red, red brown, brick red
17 pastel green, off green, dark gray
18 no scales, bone white, transparent
19 misty white with other colors, misty
20 brown grey white. dark blood red, bone gray white

Latin element name

1 braun, humus, geo
2 redark, liquentis, myma
3 red, pyro, pyr
4 mynta, pyrohydro, pyraqu
5 cgren, hydro, aqo
6 bluoth, cyro, ic
7 clrbleu, aero, air
8 geoaero, ditair, magneto
9 gra, custos, ro
10 meyl, mettallis, mey (think of the metal)
11 gren, virus, poe

- 12 blabraun, tabes, dees
- 13 redau, solaris, sun
- 14 purcoo, lapilus, gem
- 15 tuti, natura, ele
- 16 redbraun, chao, kao
- 17 graark, opacus, sad
- 18 ncoo, immortalis, meth
- 19 mystblancoff, nebula
- 20 malefactor, teufel, howgrablanc

The growth cycle of dragons - starts at the wyrling stage to grow to wrym stage, then at some time its draco stage.

wyrling = wilding, child dragon, Dragon child stage that starts from an egg that's elastic jewel like and with stripes the color of the dragon's scales with this period that lasts anywhere from upto 200 years till they decide to grow up. Most times they are energy given form by another, this form be what they like and isn't restricted to human, and yet sometimes they have wings. They feed off emotions or destructive responses by making people suffer or other events. The human transformed remain their shape yet shapeshifting may be enabled, so its just for looks as a "human wyrling".

rato = raptor; mini dragon that's mid size to the body perception and body size. It uses stones and electrum to produce flame. Otherwise it projects air by feel.

wrym = wrym, Wingless dragon that molted the wings off unless not a dragon.at first, in which the human transforms after 200 years to this form. Its said to be painful unless the pain be muted but not destructive. This be similiar to a teenager in dragons.

draco = dragon, The dragon turns adult and grows wings and flies after enough energy be achieved. Some say the dragon at this point can change to any form including human and only at need. Conclusive, people can assume until proved as this be theoretical and gotten from reading a dragon bone at a distance.

A descript of dragons

dact = wyvern, Wedge shaped head and dark scaled, flame breath and poison tailed that's a smaller dragon cousin that's head is narrower with a narrower jaw.

1. dacto, dragon, draco, drako, dacto, dakt, draeg, ikwaeghi, A type of cold blooded large lizard from japan or off islands that be a result from a egg and looks like a large alligator, that lives onland and offland in water nicknamed as a species kimono dragon.

2. vasmordre: faith in the fire, an ever consuming fire that never goes out in two forms, if the person's denied its a flash firebomb of physical oil lamp thats with a wooden wick and oil mixed with water 1/2|1/2 in a narrow lipped and closed up container with a lid of crystal or glass..or a desire that can go on forever by the caster,

4. Overwhelming intelligent elemental force and formed focus that can be any form, meaning something to someone, Like a skin elemental, of pure or nonpure force in a body that feels like a dragon. Dragons of pure force are necessary and can overwhelm the body.

5. Large flying armor scaled and some feathers 20-100 feet long body 40-120 feet wingspan giant lizard, able to shapeshift to any form as their body be true wild energy. there ability to manipulate energy is limitless and it takes a demigod to face them to a standstill. their are different types of dragons to different types of powers they have represented by scale color. The dragon scale has healing and elemental resistance properties again dependent on the dragon color. They are invisible till they want you to see them and that's if they are hungry or interested, and then they

lurk where there are things to learn. The dragons are born from eggs that hatch only at the mother's command or formshifted from human. On reaching 2000 years of age their essence dissipates and they turn into the voidal element.

6. A large flighted or non-flight scaled form evolved from the dinosaur like the pterodactyl that uses a bladder of hydrogen caused from stomach bacteria formed as they ate. Directed to flight by flying through bladders and breathing fire. This can cause the dragon to spew unless blocked by elements eaten. See you had two double chambered hydrogen filled 'flight bladders', that are not always seeable use not present to the area feel yet release lifts them up.

They ate sweets and other stuff like platinum, rocks and humans, and, the bacteria in their stomachs gave off gas, like a lot of animals do have. Just theirs gave off hydrogen except with plankton. Which was instilled in the gut to form fire or attack if they are sensed with 6th dimensional energy or peace, as they feel peace or drink water unless no need is no hurt. See thought so create from instantly diverted area quickly moving or channeled directly into the flight bladders like a fuel injection system. Or they'd set themselves on fire and hydrogen + platinum = flame. When they breathed it, they had a 'false palate', like Crocodiles, but Crocodiles have it to keep water from filling their lungs when attacking prey underwater. They had it to avoid flame backfire, back into their lungs. And the hydrogen filled things also helped out with giving them extra lightness for flight.

For the other types of dragons that are non-fire breathing.

A. Helium gas effect from the anti-bacteria from is use by thought that energy from plankton in the stomach is your use and to fly it was a helium off-shoot into the "flight-bladder", from helium + copper + acid = poisonous and toxic gas. The breath be chlorine like poisonous noxious breath so the false palate comes to play.

B. The lightning breath be from platinum + helium = lightning or Actinium + hydrogen = lightning.

C. For water breathers they, the dragon, take in water and to fuel-inject the water to the "water tank" in a single "false-bladder" from a false-palate or stomach where the other bladder to use the hydrogen..

D. For stone and crystalline breath the use of stone or gems were eaten with metal and people, except the stone and gemstones weren't totally digested, just broken up and shot out from two false "containment bladder", connected to the false palate to use like a breath weapon.

E. So, 1. hydrogen + rock or gemstone, and 2. helium + rock or gemstone = acidic rock or acidic gemstone particles to cause choking acidic effect, of stone or gemstone with toxic helium gas.

F. The ice breath be nitrogen producing bacteria + adamantium or iron = icy breath,

G. Sonic breath be the helium + special reverberating vocal chords + metal = high pitched sonic death that knocks people out. Their attitude be to attain the greatest goal and get irritated at anything that be near of certain types and to attempt to kill it if it be irritating enough. To not seem to mind killing and to get a great sense of the area to know when to strike. It knows your move before you do it so its not possible to actually defeat it unless diversion be used. Modified from "Dragons" cable tv program by THop for example;

An elemental creation as a force by myself for self-creating 'aelcrea asfocan bijman fosecrea. Tempting it into a store gets a controlled state that disallows it to kill you or others unless its a foreseeable emotion or emotion where it would likely go insane and if so then itd surprise you o destroy the store.Except for ajators who wouldn't care except to get something out of it.'

ajator = Black swamp dragon that lives in swamp using water magic with a little destructiveness but with angelic power weakness. These dragons can get manipulative and cruel with possibilities to break any deal if you could speak to it or of the deal.

etaaiu = Undead sea dragon horse with dragon tail.

ogonco = White dragon that turns every 250 years into a golden bird or animal signifying a famine or great hate.

ogoodo = ogoeco, Black dragon that appears every 25 years to signify a death of a bad leader, disturbance, imminent war or bad luck by appearing as a human or black cat. Before it appears it will blast a black wind through an area and if they stay they last out the war. Everyone touched by a black wind gets almost extreme bad luck.

ogoenco = suspician, Silver dragon that turns up on farmland to turn into a large cat or peacock and specifies a momentous event.

ogornco = Gold dragon that turns every 250 years into a multi-colored bird

signifying a momentous birth

ceradon = 6-headed dragonlich

cyian = 100 headed unsleeping dragonlich

dactu = Sea dragon 1. A small water dragon that looks like its mythical cousin. 2. Sea dragon that makes its home in sea of any sort and they use water magic, they have no wings, yet large fins and a flipper tail and normal claw feet. their scales are light water blue(sea blue) and armorlike, Thus they are invisible in water and the sea strengthens them and where there's ocean or freshwater that almost kills them there is possibility of shapeshift for them. On land they cannot fly nor shapeshift though they can run very fast and float in water, being invisible till they find a victim. Keep it from water for over four hours, dehydrate it somehow to kill it. their breath weapon be like a water geyser with acidic watersteam breath possibility. Due note: in the human formation, their breath weapon be a water particle stream.

dactolm = The elemental dragon can live in any condition and can use all the elements as it wishes. Deprive it of all sources of elements. or, use the same sword as you would use on the rainbow dragon to kill it.

dactoblanc = the white dragon prefers the cold environment and uses ice magic so use demonic powers on it, drain it of all ice to kill it

dactotylys = copper wings with narrow head and gold russet scales + feathers, it breathes a copperish flame.

drakbrun = 1. dragon brunette, A person with a commanding tone and draconic personality like a stern mistress that's almost ever angry, 2. The brown dragon lives in the forest and uses earth magic with possibility to grow trees and plants or other things at will. To kill the brown dragon destroy the area of living trees and plant.

dactuna = Snap dragon, dragon shapeshifter that eats a person, their energy and form grows larger with each meal only to go back to normal size after digestion. Can be invisible till it wants to be seen and it teleports at will and be asexual. It has a tail that be extendible, nonvisible. Snapdragon can eat essence, souls like kitsune and the actual form be six feet to twelve feet tall and walks on two legs. The older it gets after adulthood of 200 or more years, the shorter its actual form is, so an older snapdragon.

dactuo = Cat dragon be five feet long w/o wings in size and shape, with ability to teleport and breath weapon, Sometimes they might eat a dog, human if they could otherwise cat food. I seem to have that prefers hands or feet.

dactuoh = A wind dragon that's invisible yet will utilize all sorts of wind magic and psychic power and this includes heat flow manipulation. Its breath be heat and it possesses people at will. It will grant the callers desires including prophecy but you need not say a wish on call because it reads your souls desire to grant a wish. It uses mental magick to beguile, and to kill it use earth magic for no sword will touch it.

dactuok = dragon that can snap anything with its tail and stands like a lizardman except there's no breath weapon and its hide be armor thick. Its an old norseman sorcerer creation after he found a dragon egg.

dactocu = the copper dragon lives in the mines and uses lightning, air magics. Use the fire element on it if possible to kill it.

dactodawg = god dog, dragon dog. white tuft to multicolored fur and no wings except side extensions that look like stunted wings. The dragon dog be quite likely the largest breed of dog mixed with dragon. About 10" to 25' in length they are light weight in body with probable relocation ability including flight but they eat manganese and/or similar metals. The weapon be fire from hydrogen buildup and false gullets.

dactub = Crystal dragon with a hide of the gemstone hue that shoots high speed crystal shard breath and can form any type of shift. The crystal dragons live in the volcanic areas, in areas where wealth is, in power areas or they use

knowledge as their power and aether as well. Gemstone dragons can also use and manipulate the effects of the gemstone they are named after. Deprive them of fire and/or use an ice spear (ice sickle) or ice reaver (ice axe) on it to kill it. Where they stay or live, there be a uncorruptable well of power.

dactofey = faery dragon, dactobidh, A dragon whom will attempt the druids mist and is able to shift into any energy form as they bring a little torture to those if hurt. Joy to those who despair and/or work with them, punishment to those who deserve it. The size of them are 1-10 inches or larger as desired. their scales are misty white sometimes mixed with other scale colors except in energy form, They can eat in the mists or energy food outside. They, the faery dragon, be a shapeshifter that can change during disruption or calm. The fey drake live where humans are to cause trouble where they can.

This fey drake can make with other people into a dragon of choice. It prefers invisible fey form as it can observe and manipulate. their magic be innate magic thus they are able to accomplish things by will focus or experimental study. these dragons absorb energy of any sort as a power source so they have constant energy supply. Deny them magic to kill them for ten hours or more. Torture it to get information and threaten to get its attack if its not fed, or denial if its to sated. Use its own element against it to kill it. The breath be a pure focus of conic force that freezes a person in place.

dactokao = The chaos dragon lives in any chaotic area that be mischief ridden. It creates more chaos through chaos and has no true form. The chaos dragon be prone to travel and its magic be effectively chaos. This dragon recieves chaos visions of possible events. Chaos dragons are very good manipulators because of these visions. Use chaos against it to stun it, order magic of some sort or a magic blade to kill it. It has a flame breath.

dactonaa = nether dragon, dragon lich, The undead form of any dragon and can live in any place, condition as it feels no temperature and pressure. the magic it can use be of any element and death. Kill it by using Holy Water, some weapon that has been blessed by priest using blood, dipped in holy water. Coad'tion it to make it feel better and concern for something. Hex it and it will go.

dactohwndo = Human dragon undead that be a undead human in appearance but can shift to the dragonlich form which be dragonscales and bone white or bleach white when unseen and pure energy.

dactogrñ = The green dragon be evil that lives in swamp and its magic be poison or drugs. The breath be poisonous. Use the fire element on it, if possible to kill it.

dactor = Gold dragon prefers caves and, enclosed areas He/she garners knowledge and goods. So the gold dragon can materialize things and breathes cyanide gas. Reveal anything evil to it to strengthen it and get it to react, reject its knowledge, think to piss it off or use gas to kill as a thought except curative gas or any gas can easily get it ill and weaken it.

dactuna = Snap dragon, dragon shapeshifter that eats a person, other things and grows larger with each meal only to go back to normal size after digestion. Can be invisible till it wants to be seen and it teleports at will and be asexual. It has a tail that be extendible, nonvisible. Snapdragon can eat essence, eat souls like kitsune and the actual form be six feet to twelve feet tall and walks on two legs.

dratbty = The stone dragon be the guardian dragon as it moves more slowly but has more impact and its magic be stone and rocks. Stone dragons manipulate their forms very well like a morpher. Use energy of some sort or psionic attacks to weaken or kill it although they be immune to most spells. Absorb most energy to be used as a spell of there own and the breath weapon be stone particles. They very easily meld into stone and can pull others in too. A special ability be to turn people to stone by "freezing" or making them ageless.

detuon = Dragon unicorn polymorpher with single horn dragon true form that has dragon fear, purifying cleansing

horn, the horn amplifies mind, it has a goring attack, white feathered wings, white feathers, can heal at will with healing aura including ability restoration but if hungry will eat the food it goes. The dragon unicorn lives in ancient power places. Douse in negativity to kill it.

detoibo = The rainbow dragon has the ability of all the other colors and able to kill the others, yet can be an oracle. It lives near people and shifts its shape to that recognized as friendly by people. Must use a magical sword, and stab it in the chest to kill it. This dragon breathes fire and with the right materials like of platinum gold and steel to get acid breath.

detanka = Giant man eating dragon phoenix, giant roc-like dragon sized phoenix with 1700 year lifespan and lethal breath of flame, white wing-tips, and dragon tail.

detiid = dactogodd, dragon god, Eternal dragon that reached over 2000 years age. It grants power, abilities, spells and wisdom to those deserving. This be a wise dragon that's exact size be not known but it could block out the sun. This legendary beast be invisible till it wants to be seen thus it appears as a muted multi-colored form but it shapeshifts and remains unkillable. It remains a mystery today as of its existence. Yet you can worship it by thinking on it and asking it or doing things for it. This sends it energy as ae to achieve its own idea for activity. The breath be that of energy of a conic voidal force.

detotued = Two-headed dragon with one head that breathes fire and the other, ice much like the jabberwocky except it shapeshifts and has poison tail. The elements it can control are fire and ice with limited ability in poisoning.

detoee = Energy dragon, The dragon that be pure essence of energy and thus no color controls time and space. However any of the other colorations will have a limited control over time and space. Use ANY weapon on it to weaken, kill it. Its favorite form be a detoee, energy bird that part energy frontend giant raven backend with black wings.

dreodek = Dark dragon that be made of darkness and can assume the form of any dark creature as it serves neutrality while having innate darkness ability. Expose to sunlight and its weak and mortal, Then stab it with an obsidian knife.

drakag = The silver dragon prefers to live in the mines and uses mirror magic. Heals with its presence and be lightning wielder with lightning breath. It can also use and manipulate anything with silver in it. Take it away from the caves and/or deprive it of all metals to kill it.

draken = kraken, kracken, dragonmate, female dragon, Octopus like squid giant natural form 350' in size compatible with dragons. To mate with them dragons contest and win as a suitor. They have a will which can manipulate anything despite their great size by keeping the victim in thrall. But the draken will achieve schemes that sometimes win through and seem impossible by taking other forms. Sometimes you will find a draken human with human and draken ability along with superior form. their child is perfect genetics yet the draken lifespan be 100 to 1000 years or more. The female or female/male hermaphrodite draken can live 100 to 200+ years. What kills them be the enchanted weapon or a emerald mace.

drau = fire drake, Red dragon that live near places of great heat sometimes prefer volcanoes. Their magic be fire based and they rend things to pieces. To be assured that its friendly be nice to its pets. Some pets are likely to be human. Stab with a crystal Emerald Dagger. Flame of reddish hue be their breath.

drao = Dragon firelich able to manipulate elemental fire with incinerative fire breath and made of fire particles. Use darkfire or black fire to snuff it out. Some maintain that the fire dragonlich has a liches ability yet most havent lived to tell the truth.

fulspoeto = fistfight, fistputo, saloacto, Formless dragon species that upon sight of any other species including humanity will take that form including experience if it desires till the species leaves the area, to recall the form later and it has a form of true energy; Thus trick the formless dragon into a killable form to kill it. Their aura freezes like a medusas.

fuetto = burrito, Dragon phoenix with dragon size and phoenix ability thats smaller than giant dragon, the wings are white feathered and its breath be sonic waves.

hudra = draconian, Human dragon that has a human shape but thick scale armor with thick tail and a dragon head standing on two clawed feet. Their ability be to manipulate energy be relentless and their ambition be great. their power be to wield all elements. The half dragon tear and aura has healing and elemental resistance properties. They are invisible till they want you to see them. The half dragon are born from humans and the half dragon possess anyone and will, command the presence of spirits and lesser beings. The human dragon can polymorph at will yet only dragons will notice them as they are hard to perceive unless they want to be perceived.

hydra = 9-headed water dragon

jiky = jabberwocky, 3-headed walking dragon human and tail

jeg = draggy, driy, spring clean, weg, Little dragon that acts as a pet but eats meat with tendencies like a dragon cat and psychokinetic abilities.

matetrix = winged dragon-headed 6' long 3' high grasshopper

mushussu = 3-headed dragon

pi-psi = tortoise dragon, dragon headed tortoise with long tail of spiny spikes

py-draco = pit dragon; this is a dragon born from hell that only serves himself or herself and what he or she needs is thought to use others for his own purpose. Their personality can get worse results. So if your near one, think to evade or avoid and distrust them by pointing things out, if they appear human. Lead them by words to be away. Then they aren't your problem.

ruh = animal, all hair dragon like creature

t Saar = lizard human, Lizardman that be almost humanlike except in appearance in which the back ridge tail and armored slim human body. their disposition be aggressive but only if they see gain. An old Norseman magus named magius, created it after a dragon egg was found. It can element manipulate any element easy.

drakeggles = Aeglako, Eggless dragon that work with an idea of actual childbirth. Then from childbirth they gain their form.

weyr = leyr, dragon layer, eggnest layer, eggnest

-XLIII-
Card magic
Cadjuu

"Due Esz caba is contained damage with recompense. As recompense is in soul sense and as much is as is. This is to believe as the answer is by query to the cards to what our association is. A sum'e is as an moment in creation. As an idea this works if recompense is in soul"

The cards are normal cards or playing cards with suites like clubs, hearts, spades and diamonds. There isn't any significance to them, except the type of influence that they have where death is a success by a killing. Use of belief is necessary. This is that belief;

"We are as we will be. We are as we are and as we will be. I am _ and will die do as diere is life where diere is desire by disaster. Maybe be we are as we will learn from it playing with water by ruination. Recompense is in myself as meslf, where I as me or I as an en i' in sense e'sen'se. Diesolv is for the ice to resolve, and yet its desolve. Diere is fire an as if we are. As fiere is none we are as an if en de tail or death in ending."

Like Spades are as death or disease like a death scene or fire for a sometimes pain.

Hearts are forbidden triumph by desire or stealing or like air or hurt.

Clubs forbidden justice as be by self deterrent type set justice and as it is a thought to act by self-redress and redeclarating to be at the end of disaster with earth.

Diamonds are forbidden passion or allowed wealth with interference by some means expensive by the love of it or playing ruin like with water.

Any runs by conclusive numbers of 4 or five will be a silent act like silent death for spades or spedes and silent forbidden triumph. A way is two or three of the same suite. Any chain is the event of mixed runs and chained ways are a mix of both ways and chain. The atleantian translation is indicative of a sooner idea and so onto the vocab.

"En. E I es now go forward. En. E Ih es now go forward. An es differencial. What is a an difference but cold as indifferent because none would look at it."

spaix = spades, death or disease and spades of death or playing like with fire. Spa is also for spade or waterlike.

sodiarix = hearts, sodiar are like for hearts of desire with air, forbidden triumph by desire for hurting or playing with air. Hert is also as heart or for hurt.

cluix = clubs, clubs are forbidden justice as is a thought to act by self-redress and redeclarating of playing with earth. Cluh is also for clue or club.

jutix = diamonds, diamoix for diamonds that are that like an forbidden passion as an 'en pass' by the love of it or playing with water by ruination.

Forbidden by interference is as an 'in' another 'assoc an ans' or an "asch'ii" association like the same for some playing cards. Jut is also jut out, cut on e.m or diamond jute.

rue = a run on silence or rue (run) of with notice by number or count

diamonds for water that is ruinous, clubs for earth, as desier is life desire by disaster spades for fiere, as I for I wylle is I hope. As nsense is essense, circet for an idea sometimes death.)

hearts for air as its it ief forms. Ief an is lief (life is formed by stealing moments).

diamonds and spades for Lightning is in an very ensnce for I as an en i' in sense e'sen'se represented by fire and water.

diamonds and hearts for as diebold ice is a symbol to cold.

spades and clubs for as whatever noted and lava is fiere and earth.

clubs and hearts for power as earth and air, diesolv its se unlumited in ending'.

A way is = an in or two or three of the same suite.

kermad.= kermadiac is an. is an et el is an. association to the heart...

As ce en ziff = is to fit the right moment as of what is on what or what is desired to happen correct.

As ce de ziff = if in then anyone disappears and then do as of skieff to fix things. This to fix the moment of life even in death like fitting a puzzle piece.

As ce ziff = an de ze is to be able to cease the ziff socket effect or to not fit the right moment.

As ce = is scene its to fix into motion.

As ce de = Association to fix, ascending or cease and then after the motion ceases its to correct.

To decieve after ceasing then deceasing.

As ce an de en =.; is like as en ce ziff its to fix as en an the pieces of anything together.

As ce an de en = to fix what is association and dismiss it as nonexistent.

In batl wickid = alternative idea on this as an id no destruction is to get an existant person.

As diamonds are forever, as ice and cold, clubs are for steele, hearts are for passive passion, spades are for death..En due war is = stop it or if you can't stop then don't En. is an. as Es due war.

chain spells = chain existant spells are chained events due to one purpose or due for one event. Usage of a mixed runs. They include. by. inclusion chain ways. "The only way of happiness is usealage fusealage.

I ie an. e."

chainearth is = according to earth movements it controls the event that blocks out like en de is the event by implacable placable energy patterns that change at will. Then any event near it is mentioned to be blocked out for energy so at is earth. en is demonstration an En is end otherwise english.

chainfire = A fire that destroys all memories that are unwanted by all making destructive use of any memory that is so unbearable its like ignored. The person affected by it makes them invisible, forgotten on site. It can spread to others by burn of important objects. Objects such as mmemory are ignored.

chainwater is = Dopamine as an absolute force where most thought of don't die until necessary and until the en in living conditions and time are implacable in ingenious with makeup memory absolves anything spell thats wrong en.

Chain air = to the control of hundreds or most in area not that most consider it a will an ie as to event where an idea reflects in some media thats in in view.

chain ice = a force that is freezing of the target by actions and any near to the event or the event is frozen instead. Duplex inversion is at some point the effect is inverted and then it continues again as if anew but blocks out itself an. loses the chainice.

chainlava = makes a difference a difference that by standards which could make reading a book unpossible or eradicate the fill of info or fields and memory by blocking but redirects the event in advent to begone or be regained by independent events.

chain lightning = fire and air burns out devices in order to work with the goal at hand. A force that goes through everyone in area targets by effect of electrical in as freezing people to do as by electronics. As for if then so we are if then so do.

chainearthair is = Liquid or solid Earth and air or power in motion like heat and air to a turbine mix like an orden box this is the orden force as its supposed but allures men to do as if its life. Its a force on its own owned by something and replicates something to make do. It alleviates loss of memory to begin as in an effort. It secludes those who predwell or prequell in things or it if it is over itself. Its an event ruled in air by fire. Lets go to the next one.

The real thing is physical by fire as passion and psychic in area by idea air strength by included event. This individual event is like water on ice with earth. A precluded effort; Secluded in strength precluded in measure. Like a stone glider on air.

It follows these rules.

To cut out the event blocks the chain effect.

To block out the view blocks out the chainfire.

Pointing out the event blocks it according to earth movements or motion. Block is sometimes placing it in a controlled area to create it.

To an' wield out on out of the run memory like a shield helps reforge it, non but the strength and the mind are an' required thing to remember the event at least through drea,ms.

To control the event considerates the blockout in ice of the chaineath.

To control the next mention blocks out chainwater

To what controls, its so easy to defeat by power it is what blocks out the chain an we are lightning, power or lava event. The orden box is very useful in this. An as ef en, the Orden box can create any event out of order by chaos so its the counter to them all. Wishes by this are possible that it can be a force an of indomitable will. As if en is demonstratable by effort.

A cut frome forces are what cause a prophecy by action to not occur. These prophesies are actions in account that tend to try the mind. For in the effort in our minds, its with our own idea to do things but like a cut of cards we for stop the action or continue it for like actions in accounting were the mirror beings.

Chainfire spell- Post anatomy an analogy of time and its congenial components

Post analogy, I didn't know it please no flier actually do it. Causing you do it. Be through not to do so transfer. See tu ya is we am as. See tu as if to be alot is as any idea. Per it sups it is of now make me or not. Do it. So none else so id it is yea got it. It is as can be or nothing go. Only one is enough as necessary.

As es is my be of me mine osmosis so right. Left is able to so mine it let it mistake and give on as is is my of in.

Aes so many am Em years as ega is my ego it is unto be or not. Not some years ago it is as if it is a reason. They are as they think but they arent ne as they should it if as it may beor my life is forfeit by dismally dismay if dishonor by any which way. We may I may may be let go. We may I crew be able to be able unless so.i So go not and be not to be beat is to be by be at you or strip be at me. Strip be as and into the as it is at of of or idea inhibitive is net. Your wanted and your not vigilante. As you go by in large or small, it does not matter. If it uso we let galaphile let them is in as it is in of.

As is to let o me as is my own. is to mine in so mired by your impervious sight to night and magic as its not effective unless needed. Nyo es as can on other as or not as is. Your not whats unless you really need it to as is. You wage and independent though or independently us by us its life in a containment us in a to. Remove ridiculous, Bent Ese so if use on not rent or not mind it. So far its for the source of directives its cool. As imperfectives un disconata. Es re something not to. So now we go on. Som if is in american. Set experiences don't perceive or o , to be o no preview r diservance or disallowance is disconata unless We go En Ex as needed as my mistreated view. So we do as I do as some says es, see and we

say is as now we say for my daily bread is non my own to do I believe I can redirect to someone else.

We are seeable released. Ex help red readjust it thanx orn but I cant be to read so orb opal as the most use. I can read any group even if my own fails. "See fix I use." So as to not as o so my any avoid. @ every inbending. Can it be live or net

not to be as is it remains of my time of went is myne not. I went to far between as I change. As I change I meet to en do it. As it seems we meet to do but not so bad as es to be is as to always find my own car. As Espresso is good or thought is energy O, so don't oh now I have nothing as that is not fixable a loop of stars to use by me or my brother by use in idea. T o say as you stop o r think by to not enter as stop is done or use by me is done. "Conception o Concep is nothing", as your use is condoned in so stop. A space is a thought so no use by norse "in agreement omo". O cloud no not or nothing in use. So on use not in so no use o cop no nut. o so no

As by though to me is my weight watches to use my idea. As your watches on use to me to be create or what you are to be is use as to come and it works. Remember in some way is to see some way. So on or "so we go o on or no by use", in or not we go here or leave by what you say you are able to leave by feel. We by tone contact as we're not too busy so this is no use if touch use not achievable to be out. Not to be fluid if nothing achieved by due be the tone of depth. Change is charge is no by not death as if by now. We are all in mind and breakes or heades. So no heads is we as we are as we are not always up there as their. So now we useally end the En em as if an end to as we usally end this is codence. by of it. So what not no evil and its as law that s-tands by itself. Come in here once and it is as danger. It stopped but use the pain for something else. As En things in lousy mood needed to be and thin nice as no pain.

So let Emuelle use them and enjoy now that they are as of them or not of us. Okay now honey were going so here it. As explicit as here and now and Ems now it. Okay move along now we go effect now new and go able. and answer even without and it stopes. New we now may act and are it to the last. As it em Em if, do we have the right to confuse do to confuse order in do we ardhe. I know or gnou it no more to become much better than the hrd won we once did.

Moms not an enemy. Now, as iife it is effective we are need to it not. Not and its a season of the wake. Now will regard as it if. ore one we are it two we are of it as to the movement as sequenceof events is to as sc as scene and its as neopetit or you may. try to work with the differenceof the idea and if they are we get the reason for it. A season of the wake. Now yon you try is we are I and are alone as well so petted or not we are apart of it. It goes and then we are in trusted. Not trusted don't attempt. Be as gud we are we do good as Hectar protect us as not this charge this gift but this doesn't you don't have to protect it in an way or no sig anywa.

Eucleptics is as Euthelyptics that create the youthen and ageless effect. So let it be. So but it be an am are not of another way of ef is efficient or just is call just would call. It en it en de it it en us or can it be. As it es is so have not, to dis or die we given of another or not be an as we are often we be can be as composed. En ci is en, Ci is en as in it is as en in em as we en. Nu each called changes shape acknowlegde growth as good and we better run as we could be targeted. Simple mended as bar gain is summoned thesis, simple and simple as belief comply not is. To what be here of what not be. Her wave is same a bee. He wave as same A be and she doesn't wait for anyone. Remember her ifferent off wa wyl to the em. Awe as smo more of no as no is. Are as in a of mere at leep hair is leap year are if.

No me are as we ire is we on to one now go along. As if is. We are we as more we are on. We do think we do in. Think for the effort of benefit. We are touerniquent we are as oe we over to the wei r bear. We are as more not anymore.

Can't be more of ef as we act trames of an idea. Ke of a sould we ire not we net as we ird. We are your hand. We are as we are we dare not due of it. Se and go along the freeway till you get tnt results out of it. Recognize the fact after we are go and go along with it to be anew. As be soon, we now offer you a choice chance to find your way out.

Nw Expressway and 29th and turn left. so now fae before its too late and everything not destroys itself by collapsing itself in of itself. To be some of one is some of my mine my owe as family we get on for the sol moment sum of wine. We now have as som we do die get special needed got ae of our own. So naw so now cancel clarify go moment so now it or how to it its not ard yet we are recognized as en ei I is like ard rhys. We use legislature, We were every I it before it and loreft of ron to to wrong and som to some. Fun mis as is as going is go we are if we are is as we are or is un an is an were as we wore so.

As we were we are and we no longer are or have will it in us so we don't want to. We won' matter more as is less to none. So we now as no or yes as no answer or come as with one. As so war ene and es r in use different difference to make it. one go fare or things go one as we go arg one as it is on as if in one as rest and we are and ere in effort. Lady and child we begone so go home. no As we do on we go on to be we me mine as but we do go on. We do go fier id if no ief paig.

Chainfire compulsion spell- Chainlightning spell, dont use as things in it can go wrong, this is in things go wrong. New arrange beared to back beck. Nor rejection. T Thi is in es es ies no Goubt doubt as a point to say it es. Be seul

Now don't use these examples. Ies as bes no more so as I Its less be no mo more or pass is bydefined moments from definition like gravity it is gravity operationally defined now here. Its not so I can sorry. Were going.

We deep none We - sta - ein No its ok. Now ih, Proll can or can setit. No its the stanch in you. 3 staid's redy instead of stories. A/I as jerm's efforts. In out or as an so be a argue credit. en as in de ce as en. So we go on So we do so bye. Aes some to be learn and go. Like a mere dere weaker not we go on be a dere and go goe doe as near. No Id go Don't repeat this. Not now Now it reads. I do stop Sto storage Grand wind. Its exist as of now it is it it is a accent to do well. Lese is arg use Idea more soul and more pain so the power is equal to another. So an in dre now cl-ean we do as we are Now we are as we do. And if it isn't of erasure then it con don't. Erasure stop. It is en ci di.

To clear So we do are as we do we use done. to no is good enough go. So now with possible. As so we go not en on to alone atone es as with ne eke or seeker. As do you realize what is in seul? As now so we are as to be. switch in. As to be we

no or beguile. As we ne go se. Like Swi nui lot be no nuit unit. So mied for time ur in de sw de as ite is as lite. Noew we go do we do go en know then you go see or I am mos pregnant. No You zee desegment segmet. Released. Signal segment Defense theres no denying it solopsism we go do down none or not. And it has to be within the Dee. Stopsin So we are as an ne diszipegment none. es another for you. at no Cnter. I do as I do so asked before for permission I do enter tomb. To Be achieved, it is such a good thing to do and know. In/ts in decent decent incent. So ready to desist. As what as know its null we arness Null nest is le. Task taste = to win. My ronill you just naeid it. What go rank right there. As if you are to go on no be derm. So we floor if we are r recovered. When you read it, read it with this.

All in prepared we are. so what id if it in. Doing things you show no unless lord good thing. To Its to do rejects good or wild and its now to do procedure. Now Id go Now be adept. An best be newiin should is allowable. Its now can

new you can be the always rare the first time through. So baskin basket in till not yours an. not your going to rot to do so not. the throat. What your going to do, not the effort to be . or en. Flesh. You don't bane to say no indifferences. Pattern, We believe below an e.- as we no. So no we hollow bellow. Revere yourself on God and lead in offers we ce ne de conception.

In of we treat ours that we are ignored on sight. That as sin ne ce so we are not to die for thet as it for facade. No sil needed no visory give and take. As for credit as seu in soc. Ill down to invisibles an on no get them to appear. Buy be products on for now escape before usage likey useage. Its another way to go bye or buy for in inciderance. Its assume to do with. So its stop as now.

In of we treat as trick or treat. Now its up to you how you died. I hid a specialty team that contracted out contact ed you. And then you leapt to benefit. Your not nuts but with the prudent you can get that way. Sis or not so now the beatings stopped. I enter above L. PS one they by no slap is curs you thank me take that thigh. Say it like you mean it unite with or not as a poor wizard toys. Tomorrow we shall go on you left alive. Your ofsnitrium is in becuity to myself.

Doesnt like you. H Ln. C. Now and were at on destinations null all en destinations. New fathers archard an malone earth and alive and nothing of it didth or similiar. So we beared you on not to do it again and you are left as if you ard with rhys are beaten. You are now wier wisen. Formulation of this in and as . you. Came from this below.

"Strive For Unity: When the totality of the people of the world want to accomplish something, then it becomes done. Try to be united. Cooperate and work together. Trust Thy Brother: Thou must surrender thy fear, prejudice and suspicion. Look to thyself. Before thou dost question others question thyself. Don't worry about other's productivity worry about thine own. We are the same, we shouldn't hate or fear each other.

Worthyness Precedes Reward: There is not one of us without desire. Much of the misery of this world can be traced to unfulfilled desires. But one moment! Why dost thou deserve what thou dost desire? Desire is only fulfilled by what thou dost truly deserve. Strive to be worthy of that which we want out of life. En as fighting stopped."

So be as show is we and answer to another. To fare force Its ovats big be as due. Not maching is we are. So we believe in a to or do not fractin go. Now we are really responsible. As you am awakened can cancel. Tame meer need. of which we

as are as similiar. Cut order anything sham share then we are an to do as we can farer darn. As bad as we not can we now know so I albeit war answer God in apse indication we are God. Everyone any to our in own eve young as once again we are

as we are woender word and we are like litee world we are chesoen or chosen. We are as we care to be. We are as in a-between place, we are as in a conkshell no conchilaren conclusion. As we fere interefere beneficio is beneficio.

Interrupt
is all so important.

Self is as to waerace? Belief is in as we put it in a put line by a input. So do you. I am _ es as you? So new we begin to again as to another for to en tokenance. Or is impart its service its always with a smile I oh to chance Ibayns as outbound in the.. Oops have to run and see things that I believe in or things to belevis. About No oops just on considerate I considerant. Are yue an nother way to soothe it or not it? Soe we goe awa to soe. So now we go on. When in ap a pilon or ne ce il.

Go is go come to be solid. I then go quit then is as to polle politely where as to polle by whereas when it done. Oonee Bzslit.

This is a chainice effect

Freeze the pain It is pain no more frozen moment. Ice be not to regain enlighten and bordo down. We will build a big sling Ei be bi sling. E I f s g n t. Ei I gi ve in or to give nt. E I c gnt. with overhead. En the tooth decay now. I preciate it. One thing slowly at a time. Healing now. E en I gr. Ei gt tr. E s. I T is Gr being. Their cleared then go on.

Help are to go. As ar wei to be. Jlp to go. As we are to be as ust to be. Beyond belief as deadrevene. A E I to be on.

To us what freeze. A panasonic,.. parapsychotic. A being before we do before. As we betold death. Seath is to succeed as is. If you have painful repose relapse go relapse. Its sorta half painful side circle. Its already done its halfway to done. Ae i`t to be as we we're. Paen grianne a` let him deal with it. Hes not prepared he cant handle it. You broke the golden tide. Any more lets you get desire. Its as if seen. Its fuel you know it thats keep going. Lets get this straight who'r engineer.

No si lent death no si lert as death unless nec ces sary. A calming spellm its due respect. Hi di That Hurt. Immediate freeze. Like support if is sane is stopped least. As in Ei in as tha. As we are or as we where. Me ambs Ie es need. Need is not Di desire. As we as are are so ano mo kill it, but iet is es by have is we. be. Do more now is we are as es is, we do are as we believe ebe we as ies is as me togeher. We at be as Eenough. We by death as wecten. As seen is as we wee or wce but its something with enough. Wee not as an or woe. As we are we dont have to wee. As written in a section not a wee.

So now we don't always wonder. As we don't we don't. Un but we absumes not. Do we sling or do we slim. We use mslim we now. We are as we do to the cause a trin trice bes hypothermia within an freezer otherwise. We ok are as we are es is as we are. Is stroance event in on in event. out the event is as we are. Inopance in in on n event out an acts the event us is we. We do no zren in done no is as me to. the hopn is always moment as. In is stopped its what we do. In e is hopped. Innocense is maintained.

Wyb is hypn is frozen and we hope is hypen. Where is hopen is. We an is on to and ani wih. We are ended. As we assume is we wedo. An hope we uncover you. As we are over you or not no are frighten write nothing as we do as in we say we do as we go we don't care as we are care before the fire. We fall not wrong from no mistakes. We are right.

As tvbp we do is as nowis as we no we are as we are. no Light bme me as is to do if. like a tree we go on we do go until we are sin. Answer wearrange we do go on. We go on. Then we smegl and go do. Smegl represents the more danger criminal activity. As we assoc we do not want anymore. Then go do as we di did as we different. As sane sahn is as we are. You heard the collosal praise now stop dumping. As certain we are abstract or as by stract struct us we go on not As we go on. As in no torment as we are ascertaining the event have then we are one frozen. Until message necessary as deed depicts unless you want to go debauchery not now.

No No If we go on. It won't do especially in the need as now colombia reaches. Aspecially in the upper Colombia reaches. As we go to de do as we are to be won. As to be is she he a check and you merit we ready with it. Clear up is the answer is be to be me we is free. Clear up want to be most must what do we seek. As in must be one as in must be want do. As revenge as ard must do. Cast the one moment we must do. L bane have a check we go on. This thing we do is for as far from as an as-sumed identitysne do go is go and one we wake up we do wake up.

L Love the check, see we are as wae wrote it on onisbounde my mistake. This is from the Saint Mclouds. This form is from the Saint are Mcloudsl.rf So we are are as with I we do wea do are do and wih should handle all. I got wee. I got a tell.rf.dn a cn. Aso Ohmsford we are sianne we and be we are saw we believe in own. I now see that mine is not always but our own is also us. As brianne we are we zi on. Were frozen not. Were noet anymore we re suppod as weir we ig ir maintain friendship. We arent anymon frozen as we are wiccan med and assume were not as were supposid as I in an assumed id be as we we free. As you are as a young man, id is.

As we we are as free as we get. As fre is now ib free. We are as we alect to be wrong we are as we are free. We are argu alot to be brought right. Not that fre I would assume of a system of number foreer in forsean system. As time is I can't handle ae credit is as we free as a bird just skip it. I chosen, declare as fae is a wont to be in ae ie in ae as i. In zone as I declare free bear being in as a zone. ' As to events we are nothing in indivisual as we college collect repool in shadow an go on. As to events is sometimes to ignore those things beyond in as voices. Told to do I am sorry so I believe ans I am free. As free fnier I am free so I am exempt. fnier is brought near. Where Grianne is I am as we were. If I am on tables I would wee being condone.

If on the side that we went, we are free to be as we are or is. We meditate but no believe an force or we believe a we are never meditate not as so. We sure are free swift to go free of charge. If wier so 300 and zero cents to bring peace as we. Bein is being bein is being. Wee are wee as we and is faery as is fare to go be far away to bring us its to won

hone. We are now secluded to be seduced or not to be as es is especially special.

We are Bic. As we are not be we as we be is bring not now. bre* is bringforth energy. To bring ourselfe is bre. so called is bring forth for as ies. Don't believe lies es ies is lies. Iesis is protection. so what lies is as lied to equals in en or lies ahead. Not stroke exact no stroke avail. What lies ahead an is near in stead. Sudden blurry and induced indecision no by vision is no here so avail no stroke. No problems is just frozen we space. The heart does not go no beat. No heart does we just doent does drop down. Don't is doe not as do not. Aun is fare as weir is farewarned and fareaday.

Martins bein or force forever hold your peace as is described to you. But we used gone down. But we do is a be. As we ly to do. Aid to be or be doit done. Something don't have to be done, as aei is sometime is something. We dont have to be do. We were do are as are be. be it live as a be don as is close to the charts with as a an is. So be do is to. We searched yoer records. Ene are as es to be. Easier to be easier to do. Not so for flame. Flames get do. Je do not be we do So beit. Be is mote as be. Yes, init in as much so bein uses there bet lot be or not.

Is an believable. Like air it can be in instead of flames or do if flaws. I follow the rules, its these rules that can freeze an or air. Air be as we aire to do as ie is. Ai asd op ors and tick at. We are duo l so con care. As is we bive o a ass I aks. Air Aael opori care and thats it. We don't dare be all he all so concare. As we dare as is be or wako. Clean up nothing is clean. Be as sre a me wash rife as be to hirer. So fied already done or not. Grianne wyh ful is withful. Then is Given Wishfull this is wistfell as wistful is wishfull thinking. Be an if.

I've been at ard agreement for a month. As in es all is bi that. Ard is hard. Ruus is Rules as we dont have to do the Ard Ruus Rules. An everyday time tamper temple Je ntsea. Everyplayer Euphanstankes Dante Euthensenke Dante Danbe theramsizbe. Can of moments can of norms we go norm. Seen as Ruus behave then wat through less. Stop Deu Deup then go. Achieving is a required piece. Astate as reaffirm not happen not over occur. Its for team. Its a term that has been with a few billion that go 'what is next'. It is an el poseion powerfied Pied. So be liev be tu how I can be friend. I call can cause as is alot of trouble or not. Iwended wierdo freezer We work to unity house and is and to avast to work to recovery. Eu Noe, release developmentally or not zegool is segment be lied to of. I t good gued . I T I e goe.

-XLIV-

Card divination

Oytepe -o- e peoyte

By Gloria

This divination style uses playing cards and this is with all the cards including the joker. The first thing to do when receiving a deck is to clean it. The decks go through many hands before arriving in yours and cleansing any prior energy is necessary. An easy way to do this is to put a Clear Quartz on your deck with the intention to remove any non-beneficial energy. Leave the Clear Quartz on for a day. Another option is to hold the cards in your hands and imagine white light going from your hands into the deck. The goal of the white light is to fill the deck with the purest energy possible. This can be done for 10 minutes.

Once you have cleaned your deck, you can start looking at all the cards. Hold each one in your hands for a minute or less. Sense the energy of the stones depicted and let it permeate your aura. You may feel shivers, heat, see colors, pick up distinct smells, or even taste unusual flavors. This may happen for some of your cards and for others it may not happen at all by what you do. What is important is that you start building a connection with your deck. Then use it for what its worth to you.

Some of you may feel comfortable sleeping with the deck underneath your pillow. Others may want to carry them around with you. Use whatever way you feel most relaxed in getting used to the vibrations of the cards. If when shuffling the card deck and thinking of your need, the point happens that a card drops out of the deck; then that means that the card has extra meaning to you.

Then you get to use the cards, this will be for divination purposes. So think and respond normally with a little

psychology to ensure success in a reading, for the normal card deck try to use the meanings as depicted below. See that if you want to read it, some can use positive thinking as they state their feelings or need and get what they want. So this is with some possible concept and that is accepted by the reader to be felt. Then is the use with the card divination layouts as described. You don't have to read the entire description of the number or card suit. Just read what feels right for the moment that you saw when you touched the cards, otherwise use your intuition to read what you think is correct for the given moment. Feel or think and you know what to do, that is the motto of the reader.

This means that what you say is what interpretation that's correct to you, both the good and the bad. Sorta what you feel is needed for understanding like, "The good outcomes are these and the bad outcome is this." What they hear is what they sense or believe could work for them, they might allow so they guide them right if you want the correct idea expressed. If you need to do this, you can dumb it down if too much and that is reading certain meanings or descriptions. These are the points that you think by feel may fit the reading, this is where the person will not be too grateful or misunderstand. That's done and if you don't dumb it down too much, sometimes you're set free in feeling so enjoy the feel.

Important note: Sometimes you may be seeking a yes/no answer, so what yes is uses the 3 or 6 card. What no is, I believe the knowing of things or if you note what will occur. So basically there is no definite no answer, that means readings are generalistic. That's unless you psychically know what will occur by the card, this is done by backup cards or otherwise this is done by psychically reading the card with thinking you know and holding the card and then feeling the need to realize the idea that comes to you.

You don't want to give them the wrong idea in a reading, if you do and they didn't like the point they could go somewhere else or not come to you. So approach this like this, think to read the value as a point of positive values and then the negative values. So you can say this may happen if positive and if you think negative this will happen. So this is where you think the idea and create the point if you need the idea to occur. The power of words comes into play, then as you speak the idea you think to need and happen.

If you think to supply both positive and negative idea, that you think will happen may seem or you know things to happen. Then you give them a more fuller reading. The idea is a point and they can choose to accept the point, so when you read the cards then you can think positive for positive points and negative for the negative points. This is all in the reading of the cards, which is creating a point by the use of values that you read aloud. So really there is no negative point, this is using an idea that will happen if you need the idea to occur.

Sometimes this is with perception of a vision, sometimes this is by dreams. Remember this fact, with card readings you can't be exact actually. So accept what answer you get by asking a question, shuffling once or twice and doing the reading. These are the values in divination in cards. Remember this uses what you are certain of by feel, what feels positive is where you're certain of the idea, this is where what you think is what is possible. If you feel uncertain or are certain its negative, then you are feeling the point or you can think you are getting negative readings. I think whatever the reading, it's done if you think this is done. A yes answer is a point you think is achieved by idea or concept, a no answer is a point of disappointments and this means spades is a no if positive about the idea unless you seek disappointment or death. The reading itself is a point of perception with the cards.

Spades are a painful moment as of death or disease, this is like a death scene or fire for your sense as this is the sometime pain otherwise nothing bad occurs. In particular, spades indicate troubling times and disappointments are going to occur if feeling positive or they are positive. So if you get a spade, then it's a disappointing time or no answer or yes if you seek death or disappointment and the number is the reasoning understood by feel.

Hearts are a warming feel that's sometimes of forbidden triumph by desire or stealing, otherwise this is like air or hurt by defying the law or something. Think before you go defy the law. If you have a heart suit, then it's usually warming feel of something. In particular, hearts indicate happiness in love coming your way if feeling or they are positive. That is all this is.

Clubs are where things are done by desire or done by the feel and maybe this is of forbidden justice, this is thought to be by self-deterrent type set of justice and as it is a thought to act by self-redress and redeclaring to be at the end of disaster. That is with earth feeling or some other activity. In particular, clubs indicate work and industry made to happen if feeling positive or they are positive.

Diamonds are the idea of forbidden passion or allowed wealth with interference, that is sometimes by some means expensive by the love of what you do with it or playing ruin like with water. In particular, diamonds indicate wealth and materialism coming if feeling positive or they are positive..

Jokers are anything goes an with chance, this is by any happenstance where sometimes you can set the idea that is created by magic or prayer. So I think in particular its a chance of something to see fruition, or just thinking to be at odds or benefit for things if feeling positive or they are positive.

Use the above association as the point is in the above type idea for this effect. Above seen is not the chain spells. Its like to use the death as a killing to succeed. No actual death. The passion is not forbidden. Its passion that is forbidden, if nothing good is gained from it. So we see that the card numbers have an importance and this is a bit of info being added to the reading. The card number meaning is added below. Like the opposites to occur of death for the spades card is to the side, this is to get it by being to the side. In it, 'I' is condolated as to what 'I' want. The card meanings are likely obscure but its in the face to be forgiven of face.

Think as you can to do none of the bad but some of the good with other good inspiration. So I would use the intuition and add to the meaning, so I can think for a moment or change it as is to suit your need where need is desire like in money but passion ruled by diamonds. Just remember, if you do a reading and as you touch the card you can get a glimpse or thought of the idea it represents. This is where you are reading by psychic idea the card itself, so that means you see images of what may come revealed by the spirit or the energy of the card. Seem to have a detached sense of self, this is just as though its not personal to yourself when you read them for others. This ensures a good reading, this is if you keep a positive bearing of life or wealth as they say.

An example Sporadic Chaos reading would be with the 5 of spades on its side and death follows after, along with the Ace of Hearts for the self-justification of belief. The King of Diamonds, the 8 of clubs and the 5 of diamonds. This would go as thus, stating in some way "The 5 of spades on its side is with some painful moment with death that follows after where there is fear of failure. The Ace of Hearts means there's inspiration, new beginnings by determination with idea and creativity with a warming feel by desire. The king of diamonds makes trial and conclusion by the idea of allowed wealth. The 8 of clubs means lateness and humility of success with capable strength by desire or whimsy. Finally, the 5 of diamonds are a balance of spiritual and material worlds to find truth with challenge, change, new thinking and opportunities by the idea of passion or allowed wealth."

Think to tell what it is for these numbers to mean and for each particular divination, this has meanings set by as of the heart, spade, diamond and etc with the meanings of the numbers added on., take a deep breathe and imagine touching the tapestry of whomever the numbers were developed around. Let your inner intuition guide you as you relax your mind, and use # 0 - 14. The Ace is 1 or high and in the end when the feeling is high its 14 and the king is 13, Queen is for a 12 where 11 is Jack, but 10 to 1 is 10 to 1. The Joker is 0. You can sometimes combine the meaning, of the 1 and 14 numbers for a reading. This is when you feel like it. So use your intuition in your interpreted meanings. That is all you need to do with this.

0 = Positively this is z, deho, fortune, nothing, zilch, brought to nothing. Also with negative thinking or feel, this is death or zyl.

1 = Positively this is en, une, won, one, on, Inspiration, new beginnings, determination, ideas, creativity. Also with negative thinking or feel, selfishness, pushy, & willfulness.

2 = Positively this is duou, tu, too, to, two, be, also, become, Intelligence being channeled, patience, understanding, sharing, pair/ing, good relationship. Also with negative thinking or feel, impatience, stubbornness, bad relationship, and intolerance or discomfort.

3 = Positively this is darco, tri, trin, three, contest, triumph, success, unite, unity, Expressing emotions through words, communicating, enjoyment, love, and friendship. Also with negative thinking or feel, energies scattered, over-reacting, criticizing, and not communicating.

4 = Positively this is thein, au, for, four, going, Building things on solid foundations, practical, organized, planning, growth. Also with negative thinking or feel, dragging of heels, opposition, creating limitations.

5 = Positively this is cel, five, clap, quin, quint, A balance of spiritual and material worlds to find truth. Challenge, change, new thinking, opportunities, spirituality, travel, and curiosity. Also with negative thinking or feel, fearful of changes or failure.

6 = Positively this is ci, six, sex, yes, position, Turns for the better, progress, harmony, upward trends, balance, compassion, concern, care, able to overcome difficulties. Also with negative thinking or feel, lack of concern, stubbornness, fixed in beliefs, anxiety.

7 = Positively this is sent, syi, luck, seven, lucky, motionless, Faith, inner development, spiritual understanding advantages, discovery, knowledge, wisdom, meditation. Also with negative thinking or feel, skepticism, ignorance, doubt, fear, faithlessness.

8 = Positively this is huacel, et, eat, ate, eight, late, humility, Power from within to accomplish goals, success, capable, strength, faith in one's abilities, determination. Also with negative thinking or feel, over-emotional, abuse of one's abilities for selfish ends.

9 = Positively this is nan, ni, nine, hit, non, homecoming, leave, remainder, Completion, doors closing with new one's opening, last stages of a cycle, fulfilled, wisdom, generous, letting go of what was once important. Also with negative thinking or feel, loss, emotional ups and downs resolved by feel.

10 = Positively this is doul, ti, success, ten, balance, belief, order, A (hexadecimal). Also with negative thinking or feel, negative reaction, thoughtlessness, impertenance, mischance.

11 = Positively this is doulen, onz, enen, combination, combine, erstwhile, earnest, earned destiny. Also with negative thinking or feel, chaos, eleven, misunderstood, national fate, B (hex) or being noticed.

12 = Positively this is douduou, tulv, noon, harsheix, tuio (too) harsh lessons, amplification, twelve, explore, degradive point, C (hex). Also with negative thinking or feel, falsity or bad relationship.

13 = Positively this is doudarco, triz, thirteen, teenage, trial, conclusion, D (hex). Also with negative thinking or feel, (too) much focus and bad idea.

14 = Positively this is douthein, quidiz, fourteen, share, metal, baker, coincidence. Also with negative thinking or feel, defense, defensive, magic, E (hex) or energy aka energetic from the things that are done.

There are five types of readings so far by the feel, seeing this you would like some insight for the new week? Take a few deep breaths in use, focus on your question and select 1 card. Then the ideal is revealed by the creator for the meaning as insight with rules set by the question or chaos; the single moment style, the 3 card draw, the full celtic cross reading, the chaotic reading and the sporadic reading. This is how things work by card, to ask a question of the moment sets the idea to get a prophecy of what you think to know or realize. Just realize the idea and then go with the moment. So remember this, always flip over a card on its side. Then, you are assured a fair reading.

See whatever you desire is sometimes expressed and then trying a single card reading or a full reading by feel, seen to be the way of this then time is there. There is no user reasoning to this so think to work by instinct guided by insight. After you do a reading to a point, you can use clarification cards that can come from the top, middle or bottom part of the deck. This card is read with both positive and negative meanings for further understanding, such as: this is so and also possible is this.

Single moment card reading; The single card style is focus and relax your mind and think of the purpose to focus your mind on the desire to be known about, by the question, and then the picking of a card from then on the top or bottom of the shuffled deck as that is your choice. Shuffle it as many times as be needed. Determine the meaning of the card as suits you best to show an upcoming moment. However you read it with the positive and negative card meanings you think is suitable for the moment like a clarification card.

The three card spread; there are many ways to do this but you can think a question and shuffle the the deck as many times as you want. Then take a card from the top and place it on the table surface. This is the center card and represents either yes if upward/no if downward, otherwise it could be used as the guardian angel or the moment you asked about. The other two cards represent guidance cards, that means they reflect on the moment by relation with some point and what you know. So then draw another card and place it a little upward and to the left. This card represents the conscious idea or the mind and possibly represents the female side of the person. The last card is placed on the right side of the center card and at a point that's also a little upwards in position, this card represents the subconscious mind and subconscious idea. This card also may represent the man side of the person. Altogether, from left to right is this alternative spread. Placed from left to right is the past, the present, and the future.

As in;

|| or |||

|

The celtic cross; The full reading starts with a thought on or spoken question to focus the mind on the moment to be known about and then do the outlay after shuffling the cards as many times as desired. So the outline to follow for the reading is From the bottom of the deck and its placed at the top point as to mean the endpoint. The next card is from the top of the deck as its placed under, and it is the Beginning. The next card laid flat and to the left side is the opposite one for the opposite fate and doom that could occur. The card laid under it is the given moment that rules the fate. The next card is to the right side is as the past and then the next above it is present future that is used to rise above the past, where the next to the side is the future moment that rules the present future. This is in use the celtic cross and of the card deck.

As in;

|

Chaotic divination; When you do this, keep in mind that you allow chaos to be your fate. Basically, the premise is this. You take a card and chaotically toss it to a table or ground as you hold the card with its edge facing up somewhere and then if its facing you facecard up, you read it for its meaning. If it lands sideways flat to you, then it is the negative version of the card, in meaning. If somewhat up and down to you, then it is the positive meaning. Do this as many times as you want, till your satisfied. You may use tarot cards or playing cards. Generally do three cards at first and then make it a set meaning you ask of the cards, for the idea you would want to know about. You also may start the reading with a 'Chaos, lead my way'.

Sporadic divination; This is the card reading of a true chaotic pattern. The premise is the same as the chaotic divination reading, except it is take 5 cards and turn the stack of those 5 up facing yourself. Then toss them to a surface in one smooth motion as you hold them with the edge facing up for larger cards. Read them as you feel the order is necessary of that which you want and the cards being upright are read and the cards being facedown are unknown fates. Again, the sideways 'flat' facing cards are negative meanings and the somewhat upright cards are positive. Start this process with a stated 'May chaos reveal the way.' And then ask a question you would want to know or follow your instincts and let chaotic method point the way. You may recast the cards over again, as long as you place them at end of the deck. Then reshuffle after your done.

Use of the twelve step program is like how to explain the game or card better. Think your point and you know your purpose with what you you can do. This is important but only seven are ever looked at as we do well for an introduction. Thinking a good point to say is to make better feel if you think to relax those that listen and otherwise relax yourself. The point then is mute as you think to work with those that work with you, make them feel good and they will relate to you better. So think and you know the point you need to know revealed by the spirit.

This is like we use Hope to create the effort in which its acceptable to be near and speak to you. This is with personal responsibility to show up and do the necessary to look and be good. By use, now that is of self education to give or get good responsibility and some answers. Use self-advocacy to settle situations and self promote things that are self-responsible to your idea in moments in time. Then you may use what you when you need to use it if permissable. This is with use of support as difficult as it may be, is to find positive feedback or gain to self-gain the benefet of the doubt. With medication of the type needed for recovery of bad situations / an of bad situations is of set backs and considered. Health care is just eating and sipping the right things in summary. If unreal then don't do it. As 'If etween then oeleen en or es not in the initiative.'

Written in part by Gloria.

-XLV-

The numbers and their repetitions

T nume-n-Th rouyee

What 11's happened for ya?

They mean a destined change by chance. When they start up, they come slowly at first and in full storm and as they fade away after a period of a week or more the change they signal occurs.

When the numbers effects?

When ya see the sign of the numbers that are these numbers that ya notice a pattern of in idea or repetition, and it actually points to an activity thats going on or that ya were thinking of at the time, as the number meaning is an action that represents itself and will sometimes happen on the moment ya think of the action. Some number effects are slow to come but great in their effect. Sometimes, if the number doesn't happen now or later, then it happened in the past as though it were mentioned as an effect in the future but occurred beforehand.

The other numbers including the 11's?

The other numbers are sometimes put together numbers that have combined meanings. The numbers put together are close together in numbering, such as 13's and 12's for 25's in meaning. Sometimes they are multiples of the lesser number. As in triple the effects, as per say 3 times or double the effects as per say 2 times in recount. There are numbers where ya make the meaning, from putting the numbers in the number together in meaning. So there is always at least two meanings in the numbers above 19. There an now is not a moment to seem or not as if to achieve chi, as you are aware your aware and concur with a thought or not if you think as a concept to not always make what you consider.

So, the numbers are combined by being put together as well as being added together for meaning. Also, for an alternative meaning, just add them together and use the combined number. As of the number 113, is $1+1+3=5$, so ya'd look up the number 5 meaning as well as using the meanings for two 1's and a 3 as double the effect of 1 and tack on the 3 for a meaning. As in, 113 may mean for elemental magic or actions to be done, to double the moment of decision for gathering together for the doing of some moment an things.

The numbers are..

0's stand for zeroing in, something going off or going to nothing, it actually points to an activity thats going on at the time or that ya were thinking of at that time, as an action that seems to zero out the moment ya thought of the action and saw the 0.

08's as for something that will ground or grind to a halt and stop.

1's for the moment of decision and something going on.

2's for the uniting idea that is in that occurs.

3's for gathering together to do some moment an things.

4's for a winning action by getting it together.

5's for elemental magic or actions to be done for things.

6's for an act of magic or a satanic action.

7's for an angelic effect.

8's for a stopping point.

9's for collective idea that happens.

10's for an idea that is occurring but is a moment only.

11's are for a destined moment of chance that changes things.

12's for change and idea stability where its in the moment.

13's mean magick will occur or the idea of a magical event.

14's for stable moments, ask or not momenting.

15's for the sterile idea in a moment or strength of person.

16's for the active idea that represents a moment.

17's for the mischance that occurs.

18's are for the mischievous idea and action in a moment.

19's for the idea that is for an action that is thought on.

21's for the idea enactment that will occur and on what ya think on to not occur, or its an idea that is re-occurring in a destined moment.

23's for the idea refreshment that occurs when gathering together to do some moment that is in, or to be in a destined moment, for chaos, change and idea stability.

25's for quarter the effect of the moment, while change happens with magick in the moment, or for an uniting in idea and elemental magic.

27's is for the possible reenaction or reenactment, to mean magick will occur in a magical event for a stable moment.

29's are for ineffective idea by effect of reasoning in the idea and effective sometimes by boredom, for stable moments in the strength of a person an in by the sterile idea.

108's = exchange

109's = encouragement

111's is detriment as you are destined to do things as thought and they are commenced into action, sometimes as you think on it.

113's are for efficient use, for elemental magic or actions to be done, to double the moment of decision for gathering together for the doing of some moment an things are just in efficient use.

-XLVI-

Elemental section

Ele Secte

These are elements or non active cellular patterns that exist in Atlantis, only because they can be formed from energy. Their materialization skills are very great and anything described, as if they can create. Think smart or see to create as you think necessary or sight see to use your subconscious, if to use a point you can control the point sometimes by focus and feel to project. Thought so don't care to try as this isn't possible as you think feel is mentionable, supernatural and see that is unusual by use is wishes. The area you were you see to think so think or see what lives to exist there to see what your energy manipulations correct by use to create.

Earth Water Fire Air, Space. These five elements operate with each other & transform to another element. Two stones which are earth element, when create friction ignite fire. Water put on this fire will transform seen with use to air. There is a sound or shape for each element in nature by you or by your feel. Na is Earth, Ma is Water, Shi is Fire, Va is Air, Ya is Sky or spacetime. Alternatively in chinese, feng is wind or air, shui is water, yan is fire, de is earth and kongjian is space.

Then all of them work or not seem to have put this, seen otherwise is theory to see up or down to you by wish. That is what allows ability by energy or blood feel with feeling use, so if were use your use is creative or felt use in life. That is seen use or focus energy to cure or not kill yourself by use, as now you see what your ability is to others. See to focus is cause or create by feel, if your in need the creator can cause what you see needed. I give you a chance by feel your use is felt or not created unless necessary. This is by the aura for some focus or manifest. This my last comment. The use to tell is the use to do, so if you don't feel like you can't do anything with. Say this then or think you can by ordeal or don't try or do something else.

So to figure what works with you, see if night or energy is from you to the earth energy so your thin. See an ignore is what you don't think is useful. So say what you want or see to create, what you feel or not bother by telling or the thought. Oh yea this is derivative to chance, by some accord so all instructions given are not intended for actual use. So unless you want to live, the area feel is use as though improving for effects that you believe in the occurrence of some area by forrest grove in or non happenstance.

This site is for you as I think to use or not include, the third eye is a manifest. The were are use or creator idea, see the area or idea to their use is focusing thought to create. Although al exist by sun light energy you see to realize, as they can eat their mate as they are dead non animated is alive by the created or our creator. The atleantians see the creatures as good so the use was the area or feel, then they saw that the area was strange for them so you see the humans to use energy or creator. See this or feel focus is boosting the area or the brain fund, by genom or nerve tissue

energy from the base with the use. See the brain stem was the thing to write yet not create with as you are aware or certain to feel by theory it's there. Thought to recollection, was the area you see or use so most were. See your minded yet not to the focus the beast has.

So you see the area competence is focus area use by water is use or tree sap turned by bright area non torture radiation use to some lost forest tree focus broken in mid stride to that you see is the use of what you see in films so no more of that is necessary to create as a source the fire to create or the true source of fire is you so the fire is returning to the source. Seen is the area use I saw yet nothing unusual am I right? Look to the area the person shows or says is dead captin body the area you see is rotted, so you might think to see the area as a retreat for burned out rotting corpses instead of the area of telepath area for myth by legendary area beasts forming by forest.

See is use by feel or say or see use or love if possible as you see he lives if he wants to yet, that is movement to the describer not always created to your sense hidden by psychopaths or reasoning to use. See the living live the dead are more likely root therapy or rotting from the inside so decadent were the dark days of lumae the use is the focus the tragedy none know their insane if they do realize what sanity is. So this is what you see this what you not see this is what you feel, this is what you show yet this feel by your usual feeling use. So the real reason? This is courage or not use to see, some reason by what is there is therapy sessions to others yet not to yourself.

So if theory is the use as after they did deeds that shifted the shape to the genetics they were thinking to see as the forebrain use is focus or stopped as the aft part with the brain usually interacts yet you see the scene they show is use to show what is felt or not much was showing up. So the more they create or ate less of, the area you are your more normal or concept is thought to create use fee or feel. This saw the use to focus as the use with dna material is mating use to animal use matings. So the more done the documental creators see use to create fee with the spirit allowing from the death, if accidental or use free to create seeing a doctor or brilliant you are the more form. Stop indigenous or face as you are the doppleganger. See they were to what the area seems as sometimes with spirit.

What you see though is of sight clearing of the dust, allot of dust that is there yet if thought to notice the dust your seeing. See or think to react or not to so react I would use by thought, by swiping with some feel to see use or see seeing the strangers energy as aura sight so end someone could be there. Whatever is there you don't cloud my mind nor fog my body. See to summon or create with what by feel, you have to seem normal or no attack. So I am going for a bit, so you see or think to not use worse idea by normal thought the area thinking is the creator or thought. As if I am here I never agreed to drop head.

So the creative commander hell 11th level that is use by activity made by actors to create, you think or focus religious or creative productivity, seen as use nothing is done creative mental hell you create the idea. See then things create anew or use is focus a old is old or new is new. So hell is hell that can see or seem to replicate anything un ea eon em is mention use, so our creation is your understanding. This is the last of my posts from aboard this ship, this atlantis is false to your perception because that is how we hid things from sight. So you see what is sometimes unseen yet we are seen if you think you want to see some idea, as you see almost just alike so I will be seeing or typing things from mainland or america. This is what you think that is motion or what you create in use of your idea that is usage where you notice things done to your feeling. See or seen is the area you sense by what you see to the area, sight or feel by the area perception or stop thinking perception think to us map to create.

See to feel or create by feel. There is no more to do so enjoy what you get by focus. Because this is no more you don't use imagination to create the credit. There is some use to create the area focus by speaking, as or use nothing more is concept here. So the place you see is what you have think to clean by magic is to focus elemental energy to clear the area o clean some space, so thought is clean or you can clean by energy or feel is not always by focus. As you see with the creator, this is hidden behind the illusion so think to clean by focus "en area" clean. The area you see is observance by fact, think solar clean as you see is noticeable to use or sight clean.

What you see though is of sight clearing of the dust, allot of dust that is there yet if thought to notice the dust your seeing. See or think to react or not to react I would use thought, by swiping with some feel to see use or see the strangers energy as aura sight so end someone could be there. The area is red area dust of a early egyptian grave of muhad the first. See the area is useful so your in use or the use by useful area feel. The dust is what caused lung death

to the feel so use is there by area to use nitrogen to preserve or oxygen to return, see you were you never seem to leave unless you want to by thought to remove is clear. See by the feel you sense yet you can easily trace the area this came from.

The student that wrote this was right this was too strange to believe, yet I saw as he did thinning changes to a female then to some form to use. So the body is by the feel or focus is the feeling that you see to create body released body shaping. This you see as nothing so the first time is a fail the other times after are normal use to shift by the feel normal, think to use to unlock the cells your ability is use with water to create with. Seem as though normal like me so this is nothing, the area by what atleantian form by will or shape is soul that forms the body by use. The area you see is the area not by feel or no honourable dead to use.

This is the last thing he spoke about before the mortal shell shocked or seeing was dead in his seat, so thought shocked by human molded form to heal after or see to mistaken shape or use was fee to create with by the focus. This way is the area you see or avoid is use to create is foul use to the focus point you miss. This was my last command to the forest animals before I got eaten by them, this is a possible use so I was where I thought to seem. So you say yet on trying to get back, I was allowed till a certain moment by the creator or thought led to here to use untwisted in all things. I remember my body energy or activity was seeing the point.

I got there so I think this was the area that this was said, that area as I was hearing was "destroy as necessary yet not as they are as alert or friendly then destroy the dead as if eaten to them so destroy as mercy because they could not go" so I got so bad my actual body was unable to live thus I fondly looked at the area that I sense to see to use then turn or walk away. So this is as I were in americum. See as me or see as you so you see I was allowing my fried egg friend use of the computer, this is so my energy in creates out focus. See as common rule this is used as the affirmation to the subconscious to create things. I thought help and then I was supporting my body where it was use in theory.

I believe I was thrown away like I was a wasted wrapper just now, is are I so I would stop as that was militaristic. So the idea is fee are likely to use life force to see as they dance they cause or consume the flesh except to consume the body if dead. So if you see this you know I am unable to sustain my black self formed by night. See this is research I did to no flesh use except to learn what I see to create. So as they dance they use energy the festivity is if they use more water that is blood energy so they use no energy, as they create so decency I saw was the sightful moment you see so I think this my end point that I was not wanting to use.

See now or see later I am going home to non cursed area so I shall dissipate away to dust as no this isn't a waste yet know this body isn't going to last long now even though I see that I was aware I was still degrading see the use before the way you use it so you release people from the area or use is focus life is spades morning is glory created by hearts lovers are blessed by the area you use no clubs to create what a jack sees use from is nothing is what you are seeing if nothing is fading away to light. So nothing is fading as eternity ends I see my life as I am nothing more than a body that is with fading light that undeath is going away from so I am ending my life now due to circumstances or mistakes done. Ciao to your use farewell is over I now fade away. This is my listing of element that I use so I see this may seem useful to readers or not to bother with as mistakes are obvious life is gone your undead no more, aeriom.

Au = aurium, = equal gold, male element

Aruu = Aururum is funny think focus is equate, Aururium, metallic substance infused with magic to be self repairing and can fuse back together with energy.

Ag = silver, female element, aging element

Al = aluminum, concealing element

Ar = argon, gaseous poison

As = arsenic, poison substance

At = astatine, as statement of line element

B = Boron, killing element powder

Ba = barium, baring element

Be = beryllium, treasure element

Bi = bismuth, destroying element

Bh = bohrium, causes boredom when magically charged

Br = bromine, breaking element
 C = carbon, bonding element
 Ca = Calcium, body element
 Ce = cerium, caustic element
 Co = cobalt, element of balance
 Cu = copper, coping element
 Cd = cadmium, element of energy
 Cl = cleaning element, chlorine
 Cn = copernicium, constitution element
 Cr = Chromium, coping element
 Cs = Caesarium, ceasing element
 Db = dubnium, copying element, dubious
 Dn = light stone, dendritium
 Ds = darmstadtium, condemning effect
 F = fluorine, anti-decaying or crippling element poison
 Fe = female element, iron
 Fl = flervonium, flerovium, flavor element
 Fr = Francium, sharing element
 Ga = gallium, gall element
 Ge = germanium, germ cleaning element
 Gr = geranium, greater manifest element, gaium, transfusion metal, transphase metal, radioactive metal, transphase material, made up of 2 parts Uranium(238) + 1 part Nickel Iron (Iron Fe with Nickel Ni = FeNi) + 1 part Strontium (Sr) = U2NiSr yet this can be replaced by 2 parts Germanium(Ge) powder + Sodium(Na) = NaGe2 in acid form, another alternative NaFolaGe2Sr = Sodium + folic acid (folate, fola or vit-m) + Strontium + Germanium is focusing. Seeing as you leave the area as changes are there to the material, see the light change the material to create the effect you want the light changes as you think shift using the changes to create funds or focus to create discipline or your invincible. Don't be near it when its active, as you see by thought so to remain at a distance as if unia that gets sometimes nothing by this with gallium hydride is part of will turning as lead into gold. Since you think that I am sure you will know me from this time not real life as Michael Asseus Isses Moerbol. So dust the area not me, as you see dust less is thought more productive with more area activity. This is enzymic by feel as this is restoration to use. Silver motion particle with purple energy to create or feel better as you imagination your form. This is there to use as a focus is "in enz".

If no chasing the drem that gold essence reserve release creates or thinking changes think no problem. Think no trap with the will as to summon cinnabar thought to exist by Argon, by want or use is foci to the use think what is existed and you exist what you thing. Focus is to think the idea exists, think or thought is touch the item. See or then feel then imagine the item forming as you think light forms from the particles. Thinking in use is light focus creation in some area where a point by light energy exists, this comes back as the creator creates credit within the area you thought or you see. See time to rest or relax by feel. So create is not to fight unlesson necessary. See or away with the area to feel. Think to notice the scales then state "whatever weight is lost to object shape or move you lose excess or still you lose excess." Then call the authorities so you get them arrested. So a ringwraith causes them to be out of time erased out of space. So mnenoc is use your pattern by idea or think sane by use to create as you see life, feel aware.

Sight by the area is use to the thought, don't think the use to not do the area feel. So you see what you use think to observe yourself. Then think to create something without a dirty mind as to not think the drug terms then write you are cured, not in any or addicted to something or thought to use is nothing more if you can't. The night energy is sun energy as a sun is the planet core with the cause with heat interchanges to some source heat area burning, see something there by mention an work or wild wind changes by thought are by extract perhaps in known conceptual. So this is steling or stealing yet this use is energy, think by feeling is heat aid the rate of change to help as this is what this seems. So get away to seem somewhere else. Then think the idea to you no more if the idea is illegal. Sight or use is some use in the area you feel. So have fun by fee arrangement I mean feearing as they had it then not now.

Now you see the idea to use things or you won't create if the point doesn't exist by thought. Now think to create the idea from light energy from the memory that is feeling from the consciousness, as patterns unless this didn't exist

successfully in the first place. As nearby influence is generally what could get you sick, seen if the radiation is light infusive carrier waves as not here if you think exist or unexists by feel. This uses light focus as energy from light, thinking to bend the light is focus to create as manifest you feel or use the idea. See as you create as thought with uses, so you are using foci converges to create what you think so you create as you will. Think to create so you are by focus where you are so just don't do as described. Something comes as to represent the point. So you see the area arrest warrant then release, so you smarts not or with no guns or not you know why you were shifted to to some other area. Enjoy.

See the area to use is the area to evade, as money is theory if he or she does the idea or gold melted is purified. Seeing so the area is alchemy energy infusion I think not to be there or not for yourself thank you, see or other influenced as the change to metal is influences to the body yet not actually nearby is influences to the area not the body. The trap is this if your ability is drawing awareness this is energy, if you think to create with funds as you are aware or useful. Seeing the use not the purpose is pointless or no use, you can create energy that manifests yet you feel hungrier after as you see light changes are focus or say nothing happens.

Think suppress to not seem to effect to get effects or seeing if things work. So don't steal if I don't steal from the area. So don't think the effort to create the area. See the area point by feel so or think not so you get away from things, this is not to the point so no more till you recover if you are overwhelmed by radiation. Sleep the rads off then use a cold shower to see or create by feel. See to those that Os as then you feel use or otherwise is the use as the music stops. See the area you think or point is not to kick the ass of the roommate. See to create or better feel is some feeling to create something else to do better by idea or creative is seen not always to create. If you are aware or feel better, stop by use is create by focus create by formation you are what you see. The word serendes is surrender to the area feel to serennes as serenity or seeing so feel not use what is felt.

As you see if ineptivity don't use ineptivity as normal, used abuses in cases by use in front of the police by meaning. See the difference is the feel you see or area energy amount, thank you for nothing you see this uses things not to uses. See an area so you are aware is not to create dispensation, think to flip the switch so you create some area feel. This is uses so don't step the thought away back through here try some other area. Seeing in addiction mode is using a pie or use think something else. If you overuse or abuse this use anymore you will find yourself somewhere else to the overuse not to be done nasty so you see your free, by means yet not menacing to the point your use is obvious. There is no overpopulation. As you see the inf reasoning you can create nearly anything or do what you want. This is seeing so feel is not monstrous. As you were or are whomever you describe. So this don't matter.

As forming the form from air twining energy to form combining light strands together to create something called light twinning. So to think this unforms the body, this unformulates by thought so think is thinking light unbounds as unweaving the effect. See as you are "see as this is think with darkness unforms to the darkness or night feel by nature." Your thing is light energy formed as you think. As shaping things is fun, think not to create unless necessary in use. Think as you are so you correct for focus as you think, so you are experiencing or then can use the terms you feel to use so this is corrective. This was found there uttered by some dead thing, so it cannot extend to here as you say this is a separate issue between me and the government. So you see the point is were free so nothing is due until you think so. Think on this before you are aware, on or off to use with drugs or you do this again.

Volcanic heat is rapid energy each infini use, create to their own idea as though wild expansion not unless calm in motion by thought un with calm mention. Use is life and motion is energetic use or not a life is in motion by skillful movement. As to think real is reality and made in real thought is a point vie transaction, cool energy in life is nothing but in here is something you drink in life as water and charged water creates renewed energy as regeneration this came from the point that "inin is release". Look to know is to listen as you feel or remember what you are doing. This with light is infini so the light changes are life with area feel by planet core that is the sun with golden energy feeling. Think as you are as the area is imagination by feel. As you are what you see you are, seem lose or seem to lose or not as denying if thought a villain as you are seen unless you aren't seen.

H = heat, hydrogen

He = helium, lightning element

Hf = hafnium, half effect

Hg = mercury, temperature element

Hs = Hassium, harassment element
I = iodine, healing element
In = indium, endurance element
Ir = iridium, irritation element
K = killing element, potassium
Kr = krypton, wreaking element
La = lanthanum, disruptive element
Li = lithium, energy element
Lu = lutetium, luring element
Lr = lawrencium, law influence element
Lv = livermorium, energized it can make you repulsed
Mo = molybdenum, cause element
Mc = moscovium, time and shift element with energy that seems to create with life energy
Mn = mind element, manganese
Mg = magnesium, activity element
Mt = meitnerium, mountain element
N = nitrogen, freezing element
Ne = neon, glowing element with energy
Na = natural, sodium
Ni = nickel, deadening element
Nb = niobium, nobody feel
Nh = nihonium, think and be well element that causes flares if too much energy passes through the area.
O = oxygen, living element
Og = oganesson, the ogmented element that you can use as a reactive fuel.. this is sometimes used to create a point of heat and energy spikes with use by feel.
Os = osmium, recreating element
P = phosphorus, memory and electrical element, piezine, piezoelectric element
Pb = lead, dumbing element
Pd = palladium, appalling element
Po = polonium, sickness element
Pt = platinum, money element
Ra = radium, raw energy radiation
Re = rhenium, remaking element
Ru = running element, ruthenium
Rb = rubidium, rubbing raw element
Rf = regeneration element, rutherfordium
Rh = rhodium, erosion
Rn = radon, radiative element in low doses it heals and high doses it kills
Rg = roentgenium, growing element
S = stinking fire element, sulfur
Se = selenium, selective element
Si = silicon, a green element
Sb = antimony, negative element
Sc = scandium, helps svanning skill
Sg = seaborgium, borg sight element
Shert = Sharing time element, time that is of a shared element by effect of one.
Sn = sending element, tin
Sr = Strontium, strength element
Ta = tantium, tantalum
Te = tellurium, convincing element
Ti = titanium, light weight strong element
Tc = technocium, technetium, the element of energy
Tl = thallium, telling element
Ts = tennessine, think and work element that you think and the element reacts to your mind.. this is by your

brainwaves making it do things.

U = uranium, heat radiation element with a common form of Uranium 238

Uu = Ununmorium, steeling agent, theft in motion of energy to live with (as an alternative meaning)

Uuo = ununoctium, flaring element, living element

Uus = uradium, weakening (cryptonite) irradiance mined from asteroids and mars as a cloud of gas.

Uut = spiking element, uredium, ununtrium is just there

Uup = mistake element, ununpentium, visual element

Udtriba = Uranium 238 (U) + 3p Silver Deuterium (D3) + 2 Barium (Ba)

for a everlasting fuel ball instigated by charles, UD3(AgBa2), urandeuttribarium

Uradiom = one part radon + three parts uradium and one part sodium for a magnetic irradiant condensing field, can cure disease but at high temperatures it can be radiative.

Urydiom = power plant material from nucleonic cold fusion considered like baronite, hard black barely radioactive metal that allows for high yield magnets, leadless lead allowing no particles to pass through and considered a safe lead with high heat

Urediom = hard metal formed from cadmium + carbon steel for the prospect of irradiant energy absorbant unbreakable metal

Un = Uredium is irradiative fuel element mined from asteroids, three parts barium and 1 part nitrus oxide and 3 parts sodium, this looks like darkish water and acts like oil clumped together, as gas replacement.

Uridiom = weakening irradiant metal that makes from nickel + adamantium + uranium also as hard as steel yet can cause diseases

Uridium = mutation element made by three parts radon and 1/3 part uranium

Urodiom = irradiative erosion element mined from mars, asteroid or erosive radiative high carbon steel thats made from cadmium + nickel + plutonium + carbon mixed at high temperature.

Urudium = restoration effect, restorative element mined from the moon as moon rock or made from one part crushed radon + 3 parts water, If too much, degeneration occurs.

Urydiom = polymorphic metal mined from mars, venusian metal that is polymorphin and polymorphic with heat

Vei = Divinorin, Divinorium as you said is use isn't always use or feel, not trap the element this is you with the visual skill use to work the mind or use skill to travel with no attack as you don't release by feel. That is enjoy what you love, love what you hate or avoid what you hate. You know there wise love what you work with or avoid en in no more what you hate.

V = vanadium, invasive element

Va = air

Ve = Beriltiom, silver yttrium berillium time influx by thought metal or created energy is feel thought to bring your self to another place or time. Stop bringing me back to life so I can end peacefully.

W = tungsten, steeling element

Xe = xenon, deadly gas that is boosting endorphins to high level if exposed enough. See the area you see is normal then focus is secretive yet normal or weight reducing if alo is there that's all as thought. Yet if you see the area focus to not see as you walk around by unusual intuition. Then you cause normal behavior to the use or not as neutralized neat use or ceao.

Y = yttrium, time element that makes time go backward with no negative energy and forward with positive energy.

Ya = sky or space

yen = ylaentrium, Charging element, an element that can recharge in moonlight.

yenesen = recharge element by any energy thats nearby

Zn = zinc, element of building up endorphins to create by the aware area feel to use yet denied is feel so body goes to normal you think suppression.

Zr = zirconium, perversive or persuasice element thats turmeric, oxygen turning water to ice with night created nitrogen, the memory is there as you think so that is not by pensive concept to use thought by not using the feel until proven.

Zm = zircomio the deadliest english made skeleton element seen that is that and this is allot brighter, seeing this making me sad so this is more than the soul burning bright considered burning soul, see monster is gone so bright elemental use is no longer needed. Forming from what I see I knew you would come to this point or area, say or create or use is this so this point is mute. See as this is a poem atleantian made, I realize the purpose that fits the area I see. See no death is no life at all nothing to use against me, as I was the aware person I rest as I wish or as I am now dead.

So don't try to not do right as not piss or shit so by no is except is to use the area not in necessary allowed places or place to use as you believe you can. No running into people as or thought you feel to wait if someone not there or there to avoid. See to do as you want as if you are aware, as derives off the past experience as this overrides as necessary if ruling. Yet no rules are beyond the mirror that you think aren't there.

So I your area I saw fits you or see not assault to not assault whomever. I hold or use the energy not to give tht would decay the area as the land is dissolving away or focus is not there as my anger is not there this is gone. Gone by feel I am calm. Hidden in temptation is a cure so I am sure to take the cure to create or quiet the brain so no spasms occur as experiences I saw are creative this is nothing more than the near exit to see my life as thought is life, saved by leyline longitude the thought sht is easy yet your dead if you try it so think the creator shifts you or dream to use the thought to see ori shift as I am no living form is said to the area is death to take me with life.

See to think to touch by death is to effect the feel of dying as the person is effected as you think to effect, as you see this is with the area or no aura effected inflicted to not inflict except as you decide to not see earth death. The undying death effect is use thought or if focus to use thought then reach out to effect. The undying machine is energy to use thought or though you feel don't expose or the machine quits, as you are of something or use your ability is crippling or not use. See as your effect burst energy or energy focus through focus points for a mega burst.

See as in experiences sent to the solar energy are figuring by art. I am now done or use is depending by what you create. Said is hi so the flow is non condemnings as this really is you really are or out so nothing is wrong. See or create as you want so you do or do not. See there is a reason for the ring, see to cast or cancel damnation as you focus light energy. So I don't have to come back you create, see or use thought so your effect is energy just focus then energy creates. As in use is enough "whatever element you choose" don't need to condemn, see I go away because you can't find some other area or space to create with assume is no use so I give up.

If you don't just the justice you don't break so you aren't effected by death unless you want to see or seem. See as you were or you are elf so no changes are possible if to survive longer than usual or not. They are the archenemies from across the screen however they aren't archenemies. Think to avoid then they avoid you because, there are usually some reasons you see they think to use. See you avoid them so do I for the things you see excerpt, so I forgot about that god being so cold yet use is allowing. So for the area to create you see or the area is manifest so no area no desire is use no use by fee. See is use or creation by feel, so I will walk on so I don't need to do anymore. You can forgive so use what you want. This is if you reach for the ley imagine this as a line so you are dead. This is seeing what I feel en to you see so your use here is what you think.

See this use is the way as this was this is in the way this is so this was the last thing said to me before I fell to the ground somewhere then shifted away. As this was supposed to be a 1/five-hundred millionth second without the th is still the summary or without the area thought its sun energy to undisinterested use is thought as the area you see is no extra story excerpt. This explains what you see as this is energy to the use or focus is energy to create as this in use by no movie. This is all I you create so you creative by use with focus was the energy I was the creator till not necessary. So this energy depends on you or how the area influence for as that's all I have time for.

The next lesson an is this is bid as you see the area en so think to blink to shift back to your existing, see the summons is the area or you will notice shocking energy or humans that use nothing except the sunlight. Thats right to see the area so the children of the sun they will you create or think, they will do or due to unmurder to create or focus as this is not as you see we speak english so this is as you speak the idea. Don't hold food or water till you think you can hold the substance as you walk your area the shift causes stomach disorder, if till recovering as if instant use was allowing or you bloat or not to create area focus to shift with by feel awarded to you if death or fate. Fate can also be what you wish to get, and upon wishing for something it's granted or done.

So you see or feel seeing en the area feel or flow your life out as away is cool by whatever they do to you won't effect, that means your blood is alive in your body as your awakened or use. See as your cool or see to become atleanis is the area you see as creator by use so you see thee use. Said so you know me stand to turn and walk toward me to talk with me. So you see your cool just walk then you are okay ciao to you as well. Ciao said is to the sun yet there are people, so this is use by feel you say your area is fine or cool as whatever you leave me alone.

The morning prayer was this. Good Morning one & all; My morning oh great mystery, this day is grand or cool to the feel as cool is where I am.

Creator of all we are! All we have! All we ever shall be!

I give to You my most humble gratitude.

I thank You for life and all that pertains to life about me.

I thank You for giving me this opportunity of life in this form so that I may walk among Your wonders with knowledge and given the option to be considerate and to care.

I give You gratitude for those untold billions of lives that graciously gave themselves over to maintain this life over these many years, humbling me by their unselfish sacrifice just to keep me walking here. So much so as to realize the sacredness of life, upon this earth I share. Doubly grateful with each day, just knowing You placed them there.

I ask Your forgiveness Oh Great MYSTERY for all the petty things I've done. Cursing, griping and groaning over pains and shames that's done, with so little consideration for all the wisdom won.

With gratitude for all that was given and all that may yet to come. I give myself unto Your keeping to let Your will be done. Humbly asking and beseeching to use this aged parchment to face Your drum. Stretch it to its limit until under Your slightest touch it gives its loudest strum. Your drum signals given to all about and all that's yet to come.

"Oh leader of the light with lord or area whatever to the point to be kind, I've failed so I am honest and have positive thoughts; to forgive those who harm us and treat everyone as a friend; to help those who are suffering and never to consider ourselves superior to anyone else: even if this advice seems rather simplistic, make the effort of seeing whether by following it you can find greater happiness."

~ The 14th Dalai Lama

The evening prayer was this, "Thanks to you that live to work to create to live or create or cast with care. I now am able to work to the west or area I think I've overexpended my time by feel. So I will stop to think then no longer stop to leave by the time you notice me." The ending sun rite by the point I remember. The day was all we could make or do things with. Really those that observe the ideal creator sightings, were observing us or those that were wanting to see or related to by theory are gods.

So a few other ending prayers are "Few among people are those who can cross to the further shore. The rest, the bulk of common people, only run up and down the near bank. But those who act according to the perfectly taught Dhamma will cross this realm of Death, so difficult to think or we transcend.

Dhammapada 85-86 -"

Let a wise man establish himself on the proper Path first, then he may instruct others. Such a wise man should not blemish himself. This is my life to live or think to create by feel is creating by the point that is to see. Meditation is bringing the mind home. Sogyal Rinpoche

Jersey Zen; "When your mind is narrow, I am as am I small things easily won't agitate you if you meditate. Make your mind an ocean." Lama Yeshe

That was all I could remember so I had others write the area idea. I came up or away with specifics. That is is it for the daily prayers or area effects that are prayers to see done for today. When you need them the most they are there if necessary. So you don't have need then to repeat.

Remember this device: Don't tear out your mind Yes or "no": no don't no longer use this if all demised. it takes a living person to upkeep the sites. the earth did not paralyze them. the creator did that day they seemed to shift away by the thought some had to escape. think to escape yourself. if alive you can use what is there. no is the simple answer the more advanced one is yes were all dead anyway due to a supervolcano going off. think before you do things though your right we are. I think this was because we were willing to accept the demise then move off the planet, so you did too you really can't die again till you accept the ideal that need to die with the first place or not. this is the place you were right to visit however you don't need to actually so think to the use by your feeling to win through.

So cya around think to use things wisely, don't let the bedbugs bite or try to ignore the frostbite. so you see to

remember usher is us. this rainstorm is ending as the cap is done to the storm to cause a rainstorm to not remain there as denoix denoix. think to create then you see what is there. so why not have a free storm damage product day or half price. since there's nothing there there is if there is something there there is. something there. I checked this means noone there on site too. so what to do? think to work with what is there. I think this is your end point so stop or go on as you wish otherwise you can go on home. thanks then yes I do that was interesting. you can go as you need to go as though dismissed with no puppy dog eyes. this is some area you want to watch with those you near beat. Think to work to avoid what is there. As this is raining you realize is there in a point. the point is placed.

a note for tomorrow

So you see the wrong or right time before you go somewhere or think indistinct or individual use. See the point to shifting is to get away before you are with the wrong or right times unless you think the time is right. This is for use or dollars with cents by feel or not to use. I think this interesting use with words. If you think this there you create with area feel. See to get used to things or use things less. As you approach you won't eat if no need or you think those by feel, think not to eat that were there so you already ate the idea you don't have a good reason or think to eat sometimes after a laugh.

so remember ablos en krisfee krispe uncalamity, krisnee ne kripee or kripne is the actual cleaning spell along with kripnee is what cancels things krip use by death style seeing ennei krisnai to create with casee as its there or never actually there by feel with ideal. the area is what you think as your doing things your able to achieve, this is done by now anything that didn't work can seem done by croix asnex or this is use as yourself to correct things made by Paul Moisant. I think this is necessity done or not, by the creator. So your safe by what you believe is there or not by feel.

Netter better; think to create the almost impossible by non krisne nea calaity. The release to croix as you think to release by feel. Ea nea nie is the spell to help with ability. Think the area to work by the feel as you cast the effect. This is very good for what you consider, where I think the need, so your not in denial by ideal with the use by fee. I think not to be any longer in the mind is use by now since you've done this all.

Discontentment is a cause they can use to work, if they dislike use for what they hear or use is mold by the mushroom. So if they are there or try to break to break through from area concern, stink or think they won't use mold against you as they find you doing the right reaction that stops them from creating what they sense. So to think things work out or in to them, think link end to not be effected or create a linked idea or effect. So seen-illusion-study stops or reveals this source idea "it is as it is then or now by feel is the use you do then work. don't always fight to work consummate with others if blocked then wait to work by the feel. true enough this is good as they are neat."

Think "no this is what appears as a point, yes to work or allow is use now knowledge is by the spirit knowing" that is no or neglect damage or repair. That is cool to prevent by no need to have area attack this I think by fee or the area damage or vibration, think to disrupt the area presence by sound waves or "stop the sniffer or stiffer. That means you are where you think with a stink or think en without the stink. No damage was done by the area seeming or did you know art is scenic? I think this is fine, so go ahead or not do what you want. no no denial overconsummate by feel. this was cornholio the dog thought with or without by feel. so ne eoginan or lessening. this is big bad bathrooming by psianthropy with means. so the artificial sunlight also goes around the planet. As you share the point as things are happening you are aware as alert." bread n breakfast

Deep meditation

I think to use bread anywhere allowed to by ideal that is bread, tho create with ideal. this uses meditation or with criminals meditated area murder. now here we are with some unprecedented presentation, your civilization is faced with an unprecedented opportunity to reverse history, moving en-masse from a fear-based society into one mind and with unity. a renaissance consciousness is being birthed. but you must understand the energetic obstacles to this renaissance that you are dealing with right now. on some point to heal by you have the group we call the manipulators on your planet who seek to trigger you into fear or dis-empowerment through the manipulation of the media and social institutions. this is old news, and we need not elaborate those of you who are reading this communication are aware that all it takes to achieve autonomy in your society is for you to think for yourselves and choose your own reality and

truth is the point.

Our message here is that there is a secondary factor at play or feel, which is that your emotional instability is sometimes triggered by the involuntary release of negative thought forms into your collective unconscious, as your planet expels all that is not of the Light from her body. This can be likened to a "healing crisis" where things get worse before they get better. The good news is that it is temporary, it is a glitch that will be over soon, but for right now you must learn to deal with the instability and take responsibility for your own well-being. The first step is to look after yourselves on a physical level, for this is an important and often over-looked part of the equation.

When your physical energy is low, compromised by addictions, too much time on the internet, not enough time in nature, exercise and rest, or the wrong foods, your auric shields become weak and you are susceptible to intrusions in your energy fields of negative thought forms and emotions which are not yours. We repeat: the negative thoughts and emotions which cloud your consciousness are sometimes NOT YOUR OWN. Just as human consciousness was once compromised by the dark Atlantean experiments, so are your people once again vulnerable to those fear-based thoughts forms. The difference is that this time it is not part of an evil plan to contaminate and compromise you; it is a side-effect of the healing process that Gaia is undergoing. And this time, you are aware enough to TUNE IN and assess whether a feeling or thought form belongs to you or not.

Let us assist in this process, dear ones. When your mood dips and you feel possessed by negative thoughts, stop what you are doing, close your eyes and tune in and then no knocking occurs if a warning sign was about to happen that was in the form of a knock. Ask your Higher Self: "Are these thoughts mine? Do they serve me and my highest purpose?" It may be that the answer is "Yes" because you are processing a situation which needs to come to clarity, in which case your Higher Self will assist you in bringing Light and heart into your thought processes so that you may come to peace without your ego-mind poisoning your consciousness.

However, if the answer is "no", then you are advised to go through the following process. Say out loud "I transmute all fear-based thoughts by feel". Visualise these thought forms flying out of your brain, your chakras and your aura and becoming flashes with the feeling which explode like stars or fireworks in the ethers.

Now affirm:

I am light and love embodied.

I serve the light by embodying loving kindness.

I choose to love myself unconditionally so that I am an instrument of light.

Speak your own words, that you don't get it is my soul from your heart. It matters only that your intention is clear and that you catch yourself before a negative spiral is initiated which progressively takes you down the rabbit hole into the darkness of despair. You are not victims \96 you are able to control your emotional fields through your crystal clear intentions to live joy-ful, heart-ful lives. You can always self-correct! In fact if you do not learn to self-correct and stabilize your emotions, you are missing the most important part of your evolution, which is to become masters of your emotions.

Know that we are with you throughout this time of instability. The many Star Beings, Ascended Masters and Angelic Light Beings who observe and assist through your transition are available to you 24 hours a day. Call to us for assistance when your energies are compromised and you feel despondent. Know that this is a TEMPORARY situation of instability and that your work to keep yourselves emotionally balanced is of the utmost importance.

When enough of you are awake, aware and able to stabilise your emotions, a quantum shift is initiated which shifts all of you past the influence of the 4th dimension into energetic integrity. Rather than waiting for the shift to happen for you by feel, practise being in this state of joy and integrity every minute of the day. look after yourselves as if you were your own beloved children, monitor your emotional state meticulously to know what you do. Learn to readjust your moods before they descend into darkness, set by your feel to catch or let go a shift away from the light in your mood quickly.

This is before the damage is done. You are in control of your own thoughts and emotions, see that is the point dear ones. When you allow yourselves to be triggered into negativity, over and over again, you become victims and are unable to serve yourselves, your human tribe or gaia. Each one of you who succeeds in staying positive and embodying this way of being for others to emulate shifts your world into the light. This creates namaste equile or relief by release. Think to work by feel is there to do.

Point; If the ideal works then you could see improvement. That is the point to sneaking things through or puppies, so you act it as you think allow when you talk to them, so that is the point they perceive. Otherwise ask as you speak. Thinking this thought I snuck something in to target, then not counted for things I snuck out the item after as thought the thing that was a dog. I think that proves it works them over, or think you could feel or act like you don't care. No smack attack happens.

Thinking pointing focus; I think the cool point to your thought is what exists. This thought with all others will disappear, so you see the point now is there or then so withheld information by ideal is there.

Focus points use; Think now is the real point, this then is related or fun.

Love love love
solara an-ra, magic weaver for gaia

I went down to the tunnels and the area was as I remembered it, this was out of boredom and I wanted to see what it was like there again. So I think I went a little too far in describing, the state of mind that ruled the atleantians of their time with their people in tow. So out of boredom I did this by etherealness, that is described as a ghost state that could appear physically and you can do almost whatever you wanted. Thinking to do what you want, I entered this state and went down there and found out, that it was abandoned, except for spiders that could trick you or other things that all you had to do was think to manifest. That was all that is in the atleantian tunnels, unless there was more that I missed. ah well it doesn't matter.

Freed from hell at last, I can't believe how easy this was. I think I tricked a thief into doing the stealing to free my soul from the hellion being. I believe it was collecting objects that were part gifts or part ideal from the them point I thought then the area was reacted to as though this thought was useful. This I think is the point the creator shell creates differently. Amazing ideal I found somewhere. Yet I think you can seem to be assured that this is my ideal I think, then can create worth with by feeling the area. That was effected where then you create differently.

This I think is a mind world I created to eliminate my father, so I might use it to eliminate thieves and muderers. This is fun to use things my old way. However this was not intended to harm innocents, so I think the creator can control that part. That part I thought up for myself convinced it was for another. So that means I am done with this atleantian txt file. I am aware now I owe people so I will give their funds to them by having them earn it back themselves, this is with the funds back by the job or ideal use.

Astraea is a Goddess of culture, justice and bringing the gift of the arts to humanity. is with this groups description. Whilst these might seem a luxury clearly for a golden age to be in existence humanity needs to refocus on beauty rather than productivity. The teachings which have been coming through our little celestial group here in Britain are about the importance of creating or uncreating space to do things which have no purpose but joy, play and creativity.

Not unless necessary as you are this is no longer in exact, used by no intolerant ideal you see or that's nothing. Illusion is the body weight, that goes as the body digests down with the weight or food and with water. This is done as we think to work or seem to create by feel, this is the point with water drinking drinking or energy use by activity that's not always eating to use. So think to create things as you are aware the point is clear, or can seem creatable as you think to create by feel with use. This I know is the point there is by your feel with activity. This is there by what this is with feel. Think to create or do as you want to do.

Beware of the 'prophet' who has spent time in the wilderness of solitude, as I am the prophet from the nameless. If christ he's crazy then avoid.

The song & dance guys and gals who entertain the Christian flock with their wildly misplaced predictions, and warnings may not be the real deal.

A prophet is usually meek in spirit but spot on in their perceptions.

No showmanship ~ just integrity, humility and the Life Flow of speech that is your own ideal. Think to see some ideal for some is none with no sum if some is ideal. So I think this ends the war if any there. This is the end of the book of numbers, I think by feel my heart is feel.

En sight by focus ~ This is a point of view if then you view. I am thinking use is ash. So maybe by knowing I won't do it by now. I think there is no use now so think as you are aware. This is getting dangerous, so stop what your doing to get away with things awry to them. So you don't have to suffer their fate. Their way is no use now. So stop what your doing or agree to the point, so you can see the best by area use. That is my best advice so go away from the area, if you manage that so you aren't a target to their blame when they realize their failure. Then, they won't go off on you. So you know this is true. Think to use this ideal so if use is user free, think to the better ideal. Neiou = ne, non effective use or non use as it didn't really matter, ne sa anne inne unne donne. need is done I am fine.

The Art of Healing with psalms. Some listed here [<http://spellhawk.great-site.net/psalm.htm>]

What you think then is what the number means, that is the psalm by area or self creation made by the soul using your creator. So think then calm then you are well.

Here are some self made psalms:

128 You calm then whatever it is you are unsabotaged by what the spirit does.

129 The determination of facts is done correctly, the right decision or compromise is reached no matter the point.

169 What you think to become, then you can become.

189 Calm, then whatever it is you are unhurt as you are unhurt, so bye now. Then you end this by leaving.

213 Whatever you think shouldn't be there except for the person, this separates then is sent to the sun. If it's a person's energy then the sun is the creator to them.

214 Seem with use then calm, then you are well to the point you or others make by feel.

245 The area is use, then you know for certain the point or thought that is there.

255 The psalm is a source that unlike magic you can create by the creator. This ends as you think the creator not to exist there. Since he or she didn't exist anyway, except on a higher dimension.

2245 Like the dimensional physics and the atleantian source of magic amongst others, that is not here unless you think to the use.

2345 Seem to like things by the likeness so the tome of life opens, ask a question then you know the answers to what is there.

2455 Seem to see like and this done by the likeness or means that is the point.

2456 See the reason or work, then do as you want. The outcome is the same as good.

2466 See the point where no reason exists, so you know what is there for use by now.

2475 See no reason that doesn't exist, so things that don't exist are there if you imagine them to exist.

2478 See the reason for the point, so your point is a reason that is sometimes accepted if its there for a fact.

2479 See the peculiar idea as things, then by the feel you are aware. So think to create as the way out is there.

2480 See there for no reason, if no reason exists qualms for you.

2488 See no reason to bear no reason, think the point so you create what you wish or state. This is done by spirit using the soul as a direction maker or director.

2490 See a point or no reason for no bearing, yet don't bear or rush attack if not a good time.

2578 Think no bearing to occur, then they won't be there.

2580 Think the reason for a point, that by reunion you are aware.

2788 Think the reason for the point you have, then you have an acceptable point or reason.

2790 Think no reason for thine point, this can strip a god's power. This is a true one liner power of words statement.

2800 Think a reason for the point then the god ability is restored or bestowed to effect for your need, I think as though the point is you were the creator.

2888 Think by the thought so your the point, that means your aware or were by what you do.

2900 Think the cool point, then your aware by the reason your work is there non insane.

2912 Whatever the reason your insanity disappears.

2911 Whatever you think, then you create or work by the feel that is focus. This focus gets results, if you think of the idea as though the point were an end point.

2921 What you do with life if your own is what you think, so think what you consider then you create what you think then focus otherwise then your thought manifests.

2913 This the thought by progression if you can say things or work with things, you can create what you think by what you think and what is with thinking.

2922 The end is what you thought is the end as though forgiven, blessed or loved. That is also what you imagine or consider the ending that you think. This spells the end of the age, so that spell is good.

2930 The demon is good or benevolent even if it is a riled spirit that could turn poltergeistic, so think as you want to occur your thoughts by need the thought occurs. This is a dangerous psalm as you think it you name it or the thought you have happens to manifest. So what you think you have as a thought or how you are you become.

2931 If you know then the right ideal is done non inflicted, this is self freedom by the area feel or now this is curing instead of destructing.

2940 If your a demigod your a god in human form, as if then raised from demigod nature as a preferred stop point happens.

2942 If you raise your young right, you can create what you want. You always know what to do by feel.

2943 If as you are aware, you think to create. Then you create as you wish or abort the thinking.

2950 By yield if you are aware then the subconscious can create what you want, this is done as you think about or work the feel with the point by what you consider or not create things.

2951 If by gnosis you know, then by knowing you go now to work.

2953 If by the thought you are aware, then any stupidity is erased.

2954 When you consider the point not by ramming, you then concede the point then you are creative to the point.

2955 Where you are you can work, no matter the point unless you aren't allowed to work.

2956 When or where is your choice, think then things manifest by feel.

2560 If you explore well, when you think then this ends well.

2567 Feel lonely yet? Think then you aren't as you describe to know exactly, what you want and feel you can be loved then things will work out. This allows love to come into your life for a point, and things will seem as you want.

2567 part II This cures any illness no matter the illness including the genetic damage by psalm 2931, such as you have known as though correctly treated by a doctor.

2567 part III The ending otherwise no, noble idea is not unknown.

2567 part IV If in medicine, you are in medicine by what you think.

2567 part V By any with the ideal act defining by feel, the roach species is erased.

2568 Think before you speak then you can get out or escape. So no noble deed is not unknown.

2590 If you want slenderness then your slender or slim as you think to seem thin, as this cures the dehydrogonous then you create anything.

2591 Free my brethren or wives from slavery, so things work if no longer bad as unhindered.

2592 See to think for yourself to work things out.

2593 Seen is the thought no longer is the point, this ends now.

2594 Seeable is your point, so create or work if you can. Sometimes you get the right reasoning explained and then even if not before, things wil work like not before.

2598 Seen is the point if your future is bright, so no longer ask or you gain a solar vessel from the sunlight to live. Explore well.

2958 See here is a manic cure by ideal use is bitter melon with stevia, so I think to allow a blow to the ego is where you are the thought to allow for things can be without having to chat.

2981 If you think to undamage yourself then you are undamaged, so you know before the point or work by the ideal.

2988 Temperature regulation; This is where you think to regulate the temperature to seem like you wanted, then thinking allows you to make things cool as possible otherwise if the temperature cools off by focus. Otherwise you can think the clouds into the sky and this cools off the area, the point you see is what you think into existence or feel by idea to seem there. This psalm can create what you need with the weather, and that is what you need to happen. This happens to occur sometimes, if you need the effect and otherwise the idea doesn't happen. This effect uses the energy or heat in the air, so you convert the heat to create by what you consider. Then the God creates what you need. That is how this psalm works, if you need the idea to seem there or think of things and you create what you want by feel.

2998 Psalm of existence; Since a psalm is a god generated by the sun or planet area called into being and creates what you state, sometimes if you call upon a god and allow him or her to create things, you can get things by feel. So this is a psalm of existence, where the point is created and what you state or know is done if you need the idea done. This is a point of expression, so think and know that it doesn't always effect people if they don't want to be effected.

If that is a point some do, then the person making the statement will get the effect instead or noone is effected as nothing is done unless you want the effect, then you get the effect. This is a thine moment that's done when you think, so this is where things self-regulate and none are effected. This is where you think to allow idea or they create for themselves. This is a known effect that effects where you want the idea effective, and that's unless thine is stated thinking the effector is an idea with self-regulating. This effects those that deserve the effect otherwise, so think and you could get what you require or need by them thinking it doesn't matter and its where you get a concept done that is if you needed something.

Dylan Morrison