

— *The* —

# FORBIDDEN REALMS

Also by H.C. Newell

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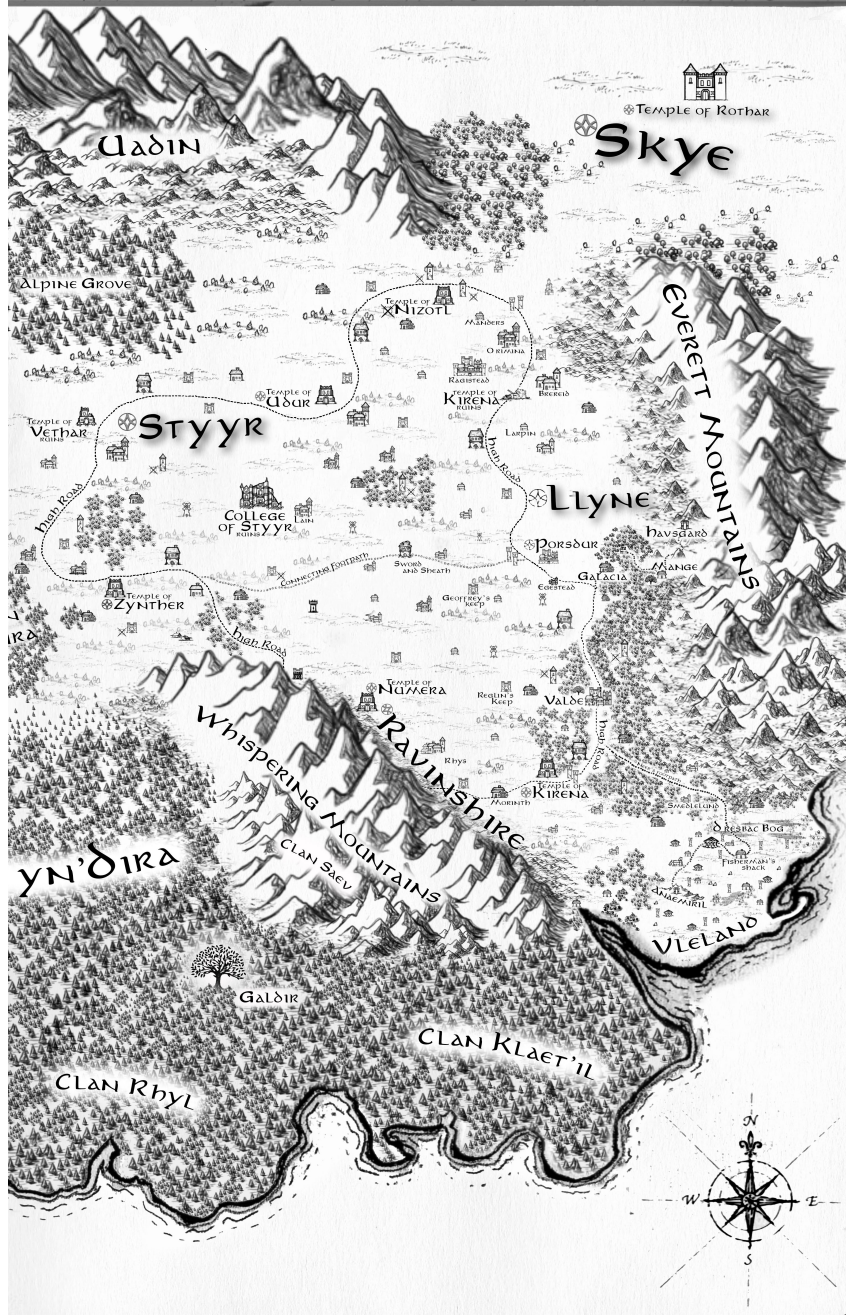
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FORBIDDEN  
REALMS

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COLLECTOR'S EDITION HARDBACK









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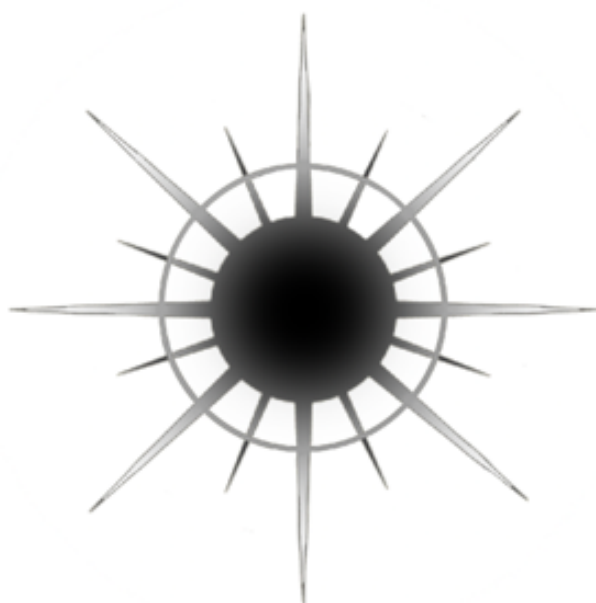
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To Camila, Elias, Arlen, and Benjamin.  
There are too many bad words in this book, but you can  
read it when you're older.

Much *much* older.

# *The* FORBIDDEN REALMS

## Pronunciation Guide

### **Broken Order Brotherhood**

Nerana (Neer) – NEER-ahna

Y'ven – YEV-in

Druindarvenia (Dru) – DROO

Reiman – RIY-man

### **Evae**

Aélla – AYLA

Reiman – RIY-man

Thallon - TALON

Nasir – Nah-SEER

Ithronél – EE-thro-nell

### **Vaxros**

Y'ven – YEV-in

Vrogrün – VRO-groon

Torvüg – TOR-voog

### **Races**

Evae – EE-vay; elves

Vaxros – VAX-ross; brutish desert natives

Faeth – faith; elemental pixies

Klaet'il – klee-uh-TIL; evaesh forest clan

Rhyl – RILL; evaesh forest clan

# *The* FORBIDDEN REALMS

## Pronunciation Guide

### **Human Territories**

Laeroth – LAYR-oth; country

Llyne – Lin; region in Laeroth – home to the Broken Order

Brotherhood

Porsdur – POHRS-durr; Neer's hometown

### **Non-Human Territories**

Laeroth – LAYR-oth; continent

Aragoth – AIR-AH-GOTH; desert region

Anaemiril – ANN-iy-MEER-ill; ancient cave system

Nyn'Dira – NIN-DEER-ah; dense forest region

### **Important references**

Order of Saro – Religious faction that oversees the human-led territories of Laeroth

Circle of Six – Six Divines worshipped by the Order of Saro

Shadow Blades – Band of mercenaries hired to track and find the Child of Skye

Trials of Blood – Magical trial that saw Nerana to Nhamashel

Nhamashel – Cave where Nerana lifted her curse

## SUMMARY OF BOOK ONE

During the events of book one, Nerana embarked upon a long and harrowing journey to find the arun and release the curse that bound her to the Order of Saro. This curse was given to her at a young age, during a time she doesn't fully remember, and allowed the Order to track her whereabouts with the use of a stone that would glow when magical energy was used nearby.

Neer, along with her best friend, Loryk, traversed the forbidden and dangerous land of Vleland to reach their destination of the Trials of Blood which would see them to the cave of Nhamashel. This cave was located deep within the ruins of Anaemiril, a cave system built by the long extinct Ahn'Clave, or First Blood. The waters of the cave were said to be magically enhanced and would lift even the most dangerous of curses.

Along the way to the Trials, whose entrance was located along the border of Vleland and Llyne, Neer and Loryk were attacked by spindra, fierce creatures of darkness in the form of arachnids. These creatures (along with wispers, ravenous canines, and other monstrous beings) would fade to ash upon their demise. It was later revealed that creatures of darkness spawned from the disturbed and manipulated energy of the deceased.

Neer and Loryk fought the spindra and were saved by a magically gifted elf named Klaud, who revealed that he was also on a mission to find the Trials of Blood. In his letter from Azae'l, whose identity is never fully explored, we learn that she had been cursed by a man called the Nasir. The Nasir was the leader of the Klaet'il, an evaesh clan of Nyn'Dira, who sought power and dominion above all else.

Throughout their journey to the trials, they learn the klaet'il had invaded the human territories, and an evaesh assassin, Avelloch, was located in a village far north of the border. He had been interrogating the Nasir's followers when he was discovered by Klaud and ultimately joined the group in an effort to help them through the Trials.

During their journey, the group was separated when



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the High Priest attacked and abducted Nerana and Loryk. In an effort to save him, Neer fought back, and plunged her sword through the High Priest's heart. While fleeing, she turned

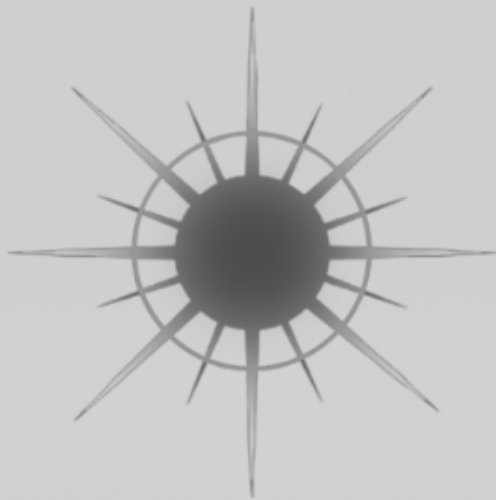
back to find the High Priest had risen and was watching with angry eyes as she fled into the night

Afterward, Avelloch, Neer, and Loryk found their way to a village called Mange where they were healed of their injuries from the fight with the Order. During their stay, Neer touched a Tree and was approached by who she believed was a Divine of the Circle of Six, Numera. Numera gifted her with a prophecy that led her to believe she was meant to travel to the realms of magic.

After Mange, the group moved on to the hidden entrance of the Trials, and it was there that Neer came into contact with a creature of darkness known as a *fench*. While Loryk and Avelloch heard only chiseled grunting and growls, Nerana was able to understand and speak to it.

From there, the trio entered the Trials of Blood and made their way to Nhamashel, where Neer was able to lift her curse after Klaud snatched the arun and left her with his potion.





I AM NOW A WARRIOR OF FLAME.  
ANCESTORS GIFT ME YOUR STRENGTH.  
BLOOD OF MY BROTHERS HONOR MY VALOR.  
HEAT OF THE FLAME FUEL MY RAGE.  
I GIVE MY LIFE TO THE PEOPLE'S DEFENSE.  
I AM THE SHIELD IN THE SUN. THE AXE IN THE NIGHT.  
I WILL NOT COWER IN DEFEAT.  
VICTORY IS MY HONOR AND BLOOD MY SACRIFICE.  
  
I SHALL BEAR NO CHILDREN. I SHALL TAKE NO MATE.  
I GIVE MY LIFE, AND MY DEATH, TO THE AL'YAVAN.  
  
UNTIL THE SUN FADES TO ASH SHALL MY OATH REMAIN.