

The Forbidden Realms Footnotes

1. A common greeting among the devout, though to Neer it's more a warning than welcome. The phrase refers to the six divines of the Order of Saro. Anyone faithful enough to speak such a harmless phrase is viewed as an enemy to our heroine, as they'd see nothing more than to put her head on a spike.
2. A village in Ravinshire. Neer chose one at random. She had never been, and hoped it was still a working civilization to better suit her lie.
3. A common gesture of prayer, thanks, greeting, or goodbye used among the richly devout, though it seemed reserved for those of Ravinshire or anyone in the presence of a Priest. Neer never found herself using such a gesture as it was forbidden in her rebel hold of Llyne.
4. Not to be mistaken for the High Priest, who is Neer's most formidable foe. Priest Ealdir is one of many Priests that reign over Laeroth..
5. Nizotl, the Divine of trickery and deceit, is one of the six Divines of the Circle of Six: a collective name given to the six divines of the Order of Saro. Since the reign of High Priest Karlo, the predecessor of the current High Priest, Beinon, the Divine Nizotl has been viewed as the giver of magic and darkness. Any human born of magical blood is considered a demon of his creation and is therefore sentenced immediately to death. There are many beliefs as to why Nizotl would gift a human with magical blood, the most widely accepted being his own desire for power and chaos.
6. Pronunciation: Shad-oh-sah-lahnundefinedIn the language of the humans, Shadosalaan are referred to as creatures of darkness.
7. Pronunciation: Drem-ell In the language of the humans, Drimil directly translates to Magic User and refers to those that possess any magical energy or abilities, limited or otherwise, of the Realms. In addition to this title, those who possess magic from all seven realms of magic are also considered full sorcerers.
8. A dül, in simple terms, is equivalent to a shaman. Typically, the dül lives in seclusion within their shelarr, or tribe. They are regarded as the most valued member of their shelarr, as they've earned the right to their title through blood, loss, and sacrifice. A dül can be either male or female, as both sexes are considered equal in all regards among the vaxros. The dül is the oldest member of their shelarr. Dül'Muirin of the Grenghat'shelarr is the youngest ever at 319 years.
9. Roughly translated: dragon, though the ancient word has become lost as the myths and legends of such a race have been wiped from Erolith. The evae, with all their knowledge and wisdom, were mostly ignorant to such magnificent and deadly creatures, only finding mention

of such a powerful race in ancient texts. Only the rēt'grugnah, or sun-blood, still tell the stories of the ancient and powerful draak.

10. Tre'lan are gateways to the magical realms. Hidden within the continent of Laeroth, their origins are unknown, though it is believed they were constructed by powerful Ahn'Clave, or First Blood, scholars. Tre'lan Aenwyn is the Realm of Elements. Anyone born of elemental magical energy may enter its doors and obtain the power inside.

11. A cycle, or sun cycle, is a vax term meaning day. Each cycle is one day on Erolith

12. Those not born with inherent magical energy, yet still hold its power, are considered eólin, or unknown. It's unclear how these individuals came to possess the energy of the realms, which is only attainable to those born to the First Blood, though many have their own theories and suspicions.

13. A treaty made by all non-humans that grants amnesty and voyage to those who partake in matters which affect the lives of the many.

14. A term used by the evae in reference to the klaet'il, who hail from the eastern reaches of the dense and mysterious forest of Nyn'Dira.

15. "A heart of gold turned to stone. A familiar embrace in arms unknown. Four trials you must take if energy you seek. Many years shall pass, but few will you need... Shadows fall upon a sleeping land. Stay close to the light. Aerón'dok'fan." Numera is the divine of nature and elements. Neer believes she was approached by Numera during her stay in the town of Mange on her way to Nhamashel.

16. Cogs are the currency of the civilized peoples of Aragoth. While the vaxros don't barter with currency between themselves, the many other inhabitants do. All cogs are made of copper. They hold no value anywhere else in the world.

17. Pronunciation: Is-ee-ah-zan Known as the land of fire, Iziazan is the ancestral home of the vaxros. When the volcano erupted five hundred years ago it left the continent heavily destroyed and forced the surviving natives to flee into the wastelands of Aragoth.

18. The Shadow Blade mercenaries are a band of thieves, murderers, and the altogether rotten sort. Upon Neer's disappearance, the Order lost track of her whereabouts, and the Shadow Blades, being more concerned of gold than morality or life, fought to collect the reward for her capture. This mercenary, however, was of a different sort. He was more terrifying than the Blades she fought before. And even more dangerous.

19. "Seeking of the highest decree: The Child of Skye. Born to the name Vaeda Vindagraav. Age 24, tan of skin, dark of hair, and teal of eyes. She has received The Mark high upon her right arm and must not be trusted. Any known whereabouts of such a demon shall be brought forth to the Order at once. Let no man fall heed to this devil's disguise. For the powers of Nizotl have drenched her soul, and she must be washed clean before entering the gates of Arcae. Reward

for her capture has been increased to 300 gold pieces of any currency. Any harboring or unwillingness to bring forth her whereabouts will be met with the severest of punishments. Go forth and carry in the Light.”

20. A magical staff which is used as a key to open the final realm of Aenwyn.

21. Known by the humans simply as Tree. These mysterious, mystical trees hold immense magical energy, and have been known to heal those who meditate beneath its branches.

22. The mountains of Uadin were once the seat of power in the ancient days of the First Blood. Though the dreleds and dwarves consider the mountains their home, they've long since moved from the rugged terrain and spread themselves throughout the continent. What was once a glorious and monumental place of power is now a wasteland of ancient ruins and inaccessible caves. Mountainous and tropical islands, Erasin remains virtually uninhabited due to its lack of fertile soil, and its high population of territorial delvine. Though the sea creatures are unable to live on land, the beautiful and deceptive race has taken claim of the shores and outlying waters, bringing down any ships or witless boaters who find themselves passing by.

23. Alteration and convalescence are two of the seven realms of magic. Located along the rugged coastlines of Erasin, the Realm of Convalescence gifts its sorcerers with the ability of healing. Hidden deep in the ruins of Uadin, the Realm of Alteration gifts its sorcerers with empathic and telepathic abilities.

24. Pronunciation: kuh-LAY-ah Enormous bird-like creatures who dwell within the highest Peaks of Draak. These creatures are known for their seclusion as they never leave their homes in the mountains. Many adventurers have died in their pursuits to climb the mountains and peek at the mystical and rare k'laea, whose blood is said to reverse death and heal all wounds.

25. Roughly translated to mean city of lights, Zaos was built by the y'lenae centuries ago. The desert natives worked together with the Rhyl clan of Nyn'Dira to create the magically fortified city. Some believe the pillars containing the barrier was built by the First Blood, though there is no evidence supporting such a claim.

26. Anaemiril is an ancient and forbidden cave system that travels beneath Laeroth. It belonged to the Ahn'Clave, or First Blood, who vanished long ago. Neer, Loryk, and the others traveled together through a small portion of Anaemiril known as the Trials of Blood. This trial led them to Nhamashel, a cave within the system of Anaemiril.

27. Calm in nature and quick on their feet, vestrils are the main source of travel in Aragoth. Not only is their temperament ideal for even the most novice of riders, but their low appetite, high endurance, and quiet steps make them desirable amongst travelers. Neer had never seen nor heard of such a beast. Had she been of the mind to find interest, she'd have approached the stables, but her anguish left her devoid of all emotion and intrigue.

28. Mors'groval, a place of damnation and death known for its infamous chains which keeps its prisoners tethered to the ground until their agonizingly slow deaths. It's a dreadful place meant for the most unworthy and dishonored. Many fallen warriors (most often those who have broken their vows to the al'yavan or more treacherously devoted their life to the Broken Order Brotherhood) now rest forever beneath the sweltering heat of a scornful, unforgiving sun.

29. While the faeth didn't require food to survive, as they receive all their sustenance from the sun or flames, Dru enjoys eating, and can typically be found stealing crumbs or leftovers from the plates of her hungry companions.

30. Considered the capital of the human country of Laeroth. Only those with approved clearance may enter the isolated hold. Located along the northeast corner of Laeroth, Skye shares its southern border with Llyne. The close proximity to the rebel state has left the capital to secure their borders with reinforced walls, trained guards, and mercenaries. Within the last fifteen years, 60% of the settlements along the Skye/Llyne border have been destroyed by the Order. While the residents had no association with the Brotherhood, they refused to leave their homes, and were branded traitors by the laws of the Six. This injustice led to an increase in the Brotherhood's numbers as the residents of Llyne joined their ranks to better defend their homes, family, and land.

31. An ancient monastery that once housed the most powerful elemental sorcerers and their students. Following the disappearance of the First Blood, its doors were forever sealed, left only to be unlocked by those truly gifted in the art of elemental magic.

32. The oldest evaesh clan still in existence, the Klaet'il make up roughly 60% of all evaesh residents in Laeroth. Known for their ruthless behavior, lack of empathy, and disregard for anyone outside of their clan, the Klaet'il have become known by non-humans as a terrifying, unpredictable force.

33. Pronunciation: kah-nah-veen In the language of the evae, kanavin is a term that loosely translates to creature of darkness.

34. The eirean are a conclave of leaders from each of the five clans of Nyn'Dira. These include Klaet'il, Rhyl, Y'darus, Gorn, and Saevrala. While the clans live in separate territories, and have adopted their own set of rules, guidelines and customs, the eirean will come together in times of great importance. Aélla's pilgrimage, for example, was a matter handled by the eirean, for her journey has consequences that may affect the entirety of the forest, rather than her clan alone.

35. A slang term used by the evae to mean devil. The klaet'il, in particular, have used this phrase against the vaxros since the War of Fury, when the vaxros invaded Aragoth and forced the evae into a bloody, brutal war. After the vaxros victory they declared the land as rightfully their own and sealed their borders to all evae. The Klaet'il have held a vindictive grudge that's lasted several centuries, while the other clans harbor resentment and anger toward the diafahl race, and still refer to them as such.

36. An esteemed and highly respected warrior pact. Those who survive the brutal and threatening rites are gifted with the mark of the warrior. They are regarded as the fiercest, strongest, and bravest of their people. The al'yavan are free to live in seclusion or within a shelarr of their choosing. They dedicate their lives to protecting their people and land.

37. The most esteemed and well-trained warriors of Nyn'Dira.

38. Mentioned before in chapter seven, the eóilin are those who were not born of magic, yet still hold its abilities.

39. Roughly translated: airship. The Great Mastiff is an avia, or airship, powered by steam and wind turbines. Three avia exist in Aragoth and were created by the y'lenea as a way to travel between the three major cities of Zaos, Kelua, and Rhynd.

40. Mentioned in chapter ten, the k'laea are enormous bird-like creatures who dwell within the highest Peaks of Draak.

41. A dangerous and forbidden test of strength, will, and spirit. Located deep within the forest of Nyn'Dira, this test is used by the klaet'il to train their soldiers. All other clans have banished any from entering the avour'il, as many who enter are never seen again.

42. Dro'fahmel is an evaesh phrase meaning soul of the damned. This dangerous and often unsaid phrase is given to those who are deemed unworthy of this world. Even the most ruthless and vile of evae, the Nasir, has yet to earn such a condemnatory title.

43. Institution providing medical care for the sick or injured. While there are no hipera throughout vaxros territory, the y'lenea cities each have one of their own. Filled with electricity and apothecaries, they're much more functional, safe, and renowned than the hipera of the forest regions.

44. A person who is trained in the art of potion mastery, medicinal science, and healing. Among the humans, the nes'seil is known as an apothecary.

45. Vax for magical realms

46. The continent northeast of Laeroth is known mostly as a place of kingdoms, war, slavers, and poverty. Since the time of King Benjamin IV, aeshan natives have seen a constant decline of wealth and power in their homeland. Refusing the aid of their neighboring continents, and for fear of losing his reign to foreign invaders, King Benjamin VII sealed his borders from defectors and outsiders fifty years ago.

47. A deadly battle which resulted in the loss of thousands of innocent vaxros lives after human invaders ambushed their unprotected villages and settlements. The aftermath of this battle, which lasted two years, gave further proof of the vaxros' need to seal their borders, and has led to an increase in armed forces guarding their lands at the edge of the Reinwald Gorge.

48. The mark of a warrior that resembles the sun. The muz'rogg signifies one's position as an al'yavan warrior, the fiercest and most feared of vaxros fighters.

49. The enchanted staff Aélla collected from Aneamiril that can contain each of the four elemental energies and use them as a key to enter Elandorr, where she will gain the full strength of her elemental abilities.

50. A deadly, brutal war between the vaxros and klaet'il that ended with the vaxros taking claim to the desert region. The War of Ashes first began after the vaxros fled to Aragoth when the volcano of Iziazan erupted and destroyed their home. Caught between friction and unease with the native y'lenae, war was inevitable. Calling upon their cousins to the east, the y'lenae sought the aid of the Klaet'il, who were hungry for battle. A swift attack that was meant to see the vaxros out of their land soon became a bloodbath of honor and arrogance as neither side were willing to see a truce. Fifteen years of war left Aragoth in a state of disarray and cast a dark stain upon the vaxros as they were viewed as vicious and fight-ready brutes. By the end of the war, the klaet'il realized they couldn't see victory in the wastelands and retreated back to the forest with resentment and vengeance. Never forgetting their failure, they've held a deep mistrust and hatred toward the vaxros, while the latter banished all outside races from their land. In respect and honor of the original inhabitants, the Treaty of Peace was enacted between the vaxros and y'lenae which allows the desert natives to coexist.

51. The Reaping. Taken by the Order of Saro as infants, either by trade or force, young boys were genetically modified and brutally trained to be the largest and strongest among humankind. Only males were allowed to join their ranks, and just after acceptance, while still too young to speak, their tongues were sliced from their mouths, forcing them to communicate to only one another through arm and hand gestures.

52. Gul'frir, like its sister, Zaos, is an enormous city protected by enchantments and magic. Being closest to the desert border, Gul'frir has been a target for most attacks, as outsiders want to either destroy or steal their technology, enchantments, and airships. To better protect their land, the vaxros have constructed several villages around its perimeter, which has been effective in reducing the attempts of outsiders.

53. In the language of the humans, bor translates directly to mean village. With no organized form of government or politics surrounding the desert or vaxros community, there are no documented numbers of bor, or vaxros villages, though it believed to be well over 5,000, with nearly 500 shelarr, or tribes.

54. In the language of the humans, grot'méget can be interpreted to mean bastards of the night. Being sun-blood, the vaxros rely heavily on sunlight and flame to nourish their bodies. Other races are referred to as night-blood, as they can walk among the darkness without losing their energy or strength.

55. Both the old ways and new hold true to the belief that some souls are damned to one of the seven layers of hell. The darkness of their soul dictates the depths they're condemned. Each

layer is worse than the last, and crimes such as renouncing the Divines, or simply questioning their existence at all, would see them in the torturous pits for all eternity. While the Old Ways stated those with redeemable hearts could eventually be granted peace in Arcae, the New Ways condemn you forever.

56. A small jungle notoriously located within the dry wastelands of Aragoth. While many scholars have tried their best at finding the source of such abundant plant life, there has yet to be an answer. Many have left its mysteries to the First Blood, whom they believe enchanted the last piece of the extinct and forgotten rainforest, D'windlemer.

57. A place of great power, faith, and sanctuary. The Pillars can be found all throughout the continent, with most being in the plains and woodlands of the human territories.

58. An uncommon, mystical artifact which may transport its traveler instantly from one place to the other. Only able to be used once, the n'aeth, or transporting stone, loses its magical energy after its incantation has been said.

59. Tre'lan Aenwyn translates to The Realm of Elements

60. As mentioned previously, nesiat is a term used to describe the lost or soulless, while grot'meget is a derogatory slang meant for anyone not born of the desert.

61. As mentioned previously, Mors'groval is a wasteland meant to punish those who have caused disgrace or strife. Shadsosalaan translates to creatures of darkness.

62. Spoken in the language of the y'lenae, Aldír refers to a chieftain or leader. While the y'lenae and vaxros do not speak the language of the other, they are able to communicate by understanding key words and phrases

63. The temple that holds the final realm of elemental power. Its sealed doors are only to be opened by the energy secured within the elemental staff, the rástalfür.