OverArching plot

Prologue

Summary: Takes place 60 years after the events of TAoN Epilogue. The demon Konungr(Norse word for king) “Asterothar” has finished conquering the heavenly city in “my previous world (name pending)” and has his eyes set on the world that Alenkaria has moved to. So, he has own of his demon Hersir’s send a drengir that is capable of crossing to the new land with an extremely weak host to make way for his coming.

Chapter One

The drengir “Vaelthor” is a low-ranking demon that has an extremely rare talent in spatial magic that lets him send small enough items to other worlds. He uses this to send a small worn-out grimoire “Infernalis” to a gnome trader Nestix. Who brings it to the town of Silverglade where he plans to sell it to someone who has magic blood and looks foolish enough to use the book. Nestix meets a small elf child Thalia who not only has a lot of magical potential but seems to be in desperate enough situation that she might use the book without realizing what it would do. He tells her he sees much potential in her and gives her the book as a gift but tells her it’s a secret and that others would take it away from her if they found out about it. Thalia takes the book and over the next few nights she examines it one her own, not really understanding what the book is about but fascinated by what she sees. She eventually decides to try out the ritual inscribed in the book and when it is all set up, she gets her few friends to come watch. When she activates the ritual, she summons Vaelthor to the world and he unleashes a pack of hell hounds on the town and goes to destroy it. He mortally wounds a hound as tosses it to the kids as entertainment on his way out. Vaelthor and his hounds are burning the town and killing its citizens when he is confronted by the town guardian, and they fight. Vaelthor gets one of his arms removed but as it happens, he sprouts to more from his sides as mortally wounds the guardian. However, with the Elven militia pushing back and major injuries sustained Vaelthor is forced to retreat. Vaelthor is angry because he needs to collect souls to power his magic to create a portal to bring stronger demons over.

Chapter Two

Ten years after the demon incursion Torrin gets word from an informant in Taslosa that there have been missing persons reports over the course of the last few months in surrounding areas. And recently there was a body found washed up on a shoreline with large gashes and severe burn marks. The city council has been at war with the guard to avoid locking the entire area down. The party gets together and decides to head to the nearest city of Luminoso to join a convoy that will be heading to Taslosa. They get to Luminoso and learn that the Trader’s guild sends out convoys at the start of each spring. However, the fee for joining the company is going to cost them, so they have to spend the next month or two collecting enough money to pay for travel expenses or risk the journey on their own. On the journey they stop by a town along the way to stock up on resources and take a rest from the travel. Back on their travel they run into little trouble as they reach Taslosa. After consulting the city guard and some of the city council, they get an idea of what’s going on and head to the village near the coast that the most recent kidnappings have occurred in. They meet an old man at night who hears their tale and takes great interest in them. They meet the old man out on the coast where they discover he is a shapeshifting demon hersir by the name of Azilor who offers one of them a deal. The party discovers that the demon Vaelthor is still in the city but is trying to escape from the country via the ports.