

THE BOY BEYOND THE GATE

Volume 1 — Background only. Not a chapter.

This sheet is for the writer. It is not meant to be pasted into the novel. Volume 1 should only hint at the larger world.

What Volume 1 should show

- Valhalla is one entire continent, and it is only one continent in a larger world.
- There are other lands. Some can be reached by land. Some only by sea.
- Names and powers exist outside Valhalla that people here have never seen.
- Yamamoto is not from Valhalla. He is a lost kid from another continent.
- The Gate is older and stranger than the kingdom. Do not explain it yet.

Do not explain the Eight Lords, the Supreme Gods, or other continents in Volume 1. Let readers feel the gaps.

The world

The world is made of many continents. Human maps do not cover all of it. Some regions have been known for centuries. Some are only partly explored. Some are blank.

Valhalla covers one whole continent. Other continents sit beyond it. A few lands are connected by land and can be thousands of kilometers away without needing a boat. Others can only be reached by sea.

Magic exists everywhere, but it is not fully understood. People know spells, schools, and old techniques. They also know that some powers do not fit any of those.

Kingdom of Valhalla

Valhalla is ruled by the Grand Thaumaturge Magnus. He is not a God and not one of the Eight Lords. He is the highest human authority on this continent.

Under him are six Valhalla Captains. Each Captain has a Lieutenant. The Captains are assigned across the regions, but they can still move freely. Reyl is a Lieutenant of the Captain Knights.

The five regions

Map, from the writer's view:

North: Highspire. West: Ashen March. Center: Aurelion. East: Silverfen. South: Verdant Reach.

Region	Name	What it is
1 — center	Aurelion	Political heart. Magnus lives here. Rich halls and layered stone structures. Almost no ordinary villages.
2 — south	Verdant Reach	Wide land with villages, farmland, and the coast. Sea travel leaves from here.
3 — west	Ashen March	Wide outer land. Villages, harder roads, mountains.
4 — east	Silverfen	Wide outer land. Rivers, trade towns, scattered villages.

5 — north	Highspire	Rich northern district. Grand buildings, closed courts. Almost no ordinary villages.
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Aurelion is the center, not the port. Verdant Reach in the south holds the beach and the ships. Land routes to nearby continents can leave from the outer regions. Sea routes leave from the south.

Power, kept in the background

- Magic: studied, but incomplete.
- Physical mastery: people who become dangerous through training and technique.
- Special abilities: powers that belong to one person.
- Ancient and unknown powers: things scholars do not have names for.
- The Eight Lords: legendary beings. Rumors only in Volume 1.
- The Supreme Gods: even less certain. Do not explain them yet.
- The Gate: older than Valhalla. Connected to whatever lies past the known world.

Yamamoto

- Age 15. Lost kid from another continent, now inside Valhalla.
- Knows only a handful of spells. Wants to become one of the strongest magic users alive.
- Fights with a large blade and an unconventional style.
- His goal in the early story is the Gate.

Author reference only: the blade is inspired by Meliodas's Lostvayne. Do not use the name Lostvayne, or any other borrowed weapon name, anywhere in the series. In the book it is simply his blade, or a name you invent later.

Volume 1 rule

Stay inside Valhalla. Show the boy, Reyl, Yamamoto, and the feeling that the world is larger than this kingdom. Save the other continents, the Lords, the Gods, and the truth of the Gate for later volumes.