Greetings, adventurer! Let’s craft a new plot point to move your story forward. Would you like to explore a new conflict, introduce a twist, or focus on character development?

Here’s an idea to get started, based on the rich world you’ve built:

**Plot Point Suggestion: "The Hidden Passage to The Colony"**

* During Astrid's journey north with her new husband Henry, they stumble upon a cryptic map among the possessions of a trader from The Colony. The map indicates a secret passage through the Heat (desert) that bypasses the treacherous Midland territories and could open a safer trade route to Albion.
* Intrigued, Henry decides to investigate, bringing Astrid along. However, the route is fraught with danger—strange sandstorms, rumors of ancient guardians, and the ominous shadow of Damien’s scouts who seek the map for their own gain.
* This journey could reveal secrets about The Colony’s enigmatic history and their connection to Albion’s Gene Laws, forcing Astrid to confront her indoctrination further.

Does this align with the themes and direction you envision for the sequel? Or shall we refine it or take a different path entirely? Let me know!