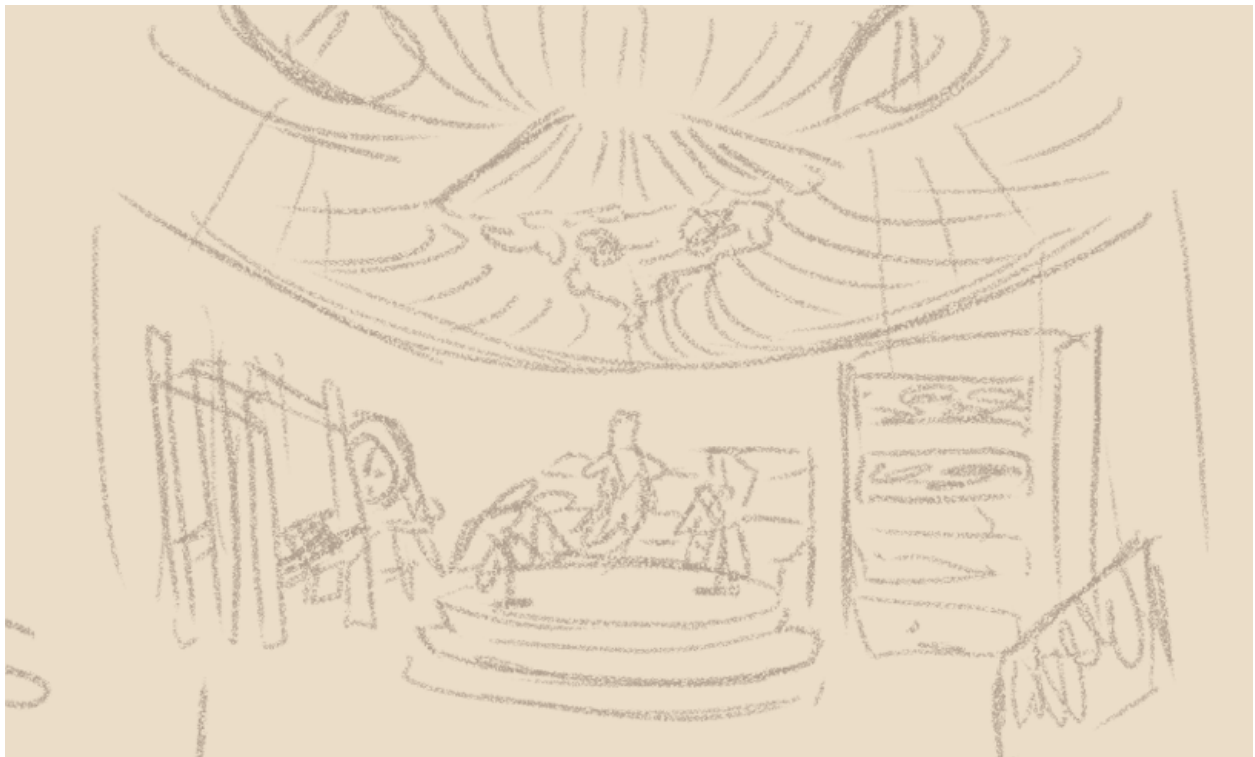


## Foreword

Hello, and welcome to yet another outline for OBT! This outline is where I started getting into a comfortable groove with the outline/scripting process, so there won't be a whole lot of deviations from what ended up getting used in the script.

To read this document I've added helpful little comments featuring more insight and commentary, kind of like those director commentary tracks you never watch! To read them in full or see which comment is linked to a sentence or word, simply follow the footnote on the highlighted part.<sup>1</sup> Or you can ignore them to get the raw outline. So let's get shaking!

## Chapter 4 Outline



We open with Rune and Malachi being escorted around the guild by Loudred<sup>2</sup>, who is thanking them for taking his shift. Malachi laments about not being able to do independent guild work, to which Loudred replies that it's nobody's idea of a first job ("And besides, do you really wanna be outside in this heat today?")<sup>3</sup>. Malachi relents and they begin work, only to find out immediately that Rune can't read. While Malachi ponders what to do, a familiar set of footprints

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<sup>1</sup> Yeah, that thing!

<sup>2</sup> No Grovyle stealing a Time Gear in this outline! Mostly because I forgot that it was a game event. I added it later in the script, so no harm.

<sup>3</sup> smh yet another casualty lost in the script

steps above. Malachi seems to dread this particular visitor, and the duo are immediately stormed by a furious Psyduck named Yohann who seems to know Malachi. We find out that he's actually Malachi's tailor- and he's pissed about Malachi's torn scarf. Exasperated, he gives Malachi a hard time about it, to which Maelstrom joins in poking fun at Malachi. Malachi then gets the idea to send Rune along with Yohann to get fitted, and Yohann is *ecstatic* to have a new guinea pig. They leave Malachi to work as he sighs a breath of relief.

Rune and Yohann arrive at his nicely decorated hut, and get to work getting her fitted. Yohann asks her a few questions about her style and strengths with fighting, before realizing she has no idea on anything. He puts together an outfit for her once he realizes this, using an *aura bow*<sup>4</sup> and earrings. The earrings go about as well as you'd expect. And with that, Rune finally has her full character design! *About fucking time.*<sup>5</sup> Yohann tells her that it'll be a while to spin new fabric for Malachi's scarf, and she takes the opportunity to go to the dojo to train with Inigo. She says bye to Yohann for now, and heads out.

When she arrives at the dojo, she is immediately swarmed by a small sea of children begging her to do ice moves to help cool down in the summer, while she tells them she doesn't do that sort of thing. Dielle swims through and is happy to see Rune, and tells her that Inigo is waiting for her in the move-based training room. As the duo enters, we see Inigo sitting in the center of the room *with his legs crossed.*<sup>6</sup> Dielle goes to sit on the sidelines while Rune approaches him. And the *dumb idiot*<sup>7</sup> has a whole *speech* planned! "Wit is a valuable skill to have, but it cannot outmatch raw power. Pokemon are made to fight, and to deny your skill is to reject your status as a pokemon. Will you use your gift?" He spins around, a Poison Sting attack letting loose from his tail, Rune dodging it clumsily. "Hey! I thought we were *training!*" Inigo hits her with a low sweep, knocking her off balance. He stands over her. "*This is your training.*" The battle begins as he hops away... Until Dielle starts laughing from the sidelines. "Are you reading that book series again? That was so cheesy!" *She winks at Rune and lets loose a Thunderbolt, catching Inigo off-guard.*<sup>8</sup> "Hey, stay out of this! We're in the middle of training, here!" Dielle laughs and lets them continue. "Show me what you got!" Rune starts the battle by trying to do a vague tackle, which Inigo easily dodges. "What are you doing? Use your moves!" "I don't *need* them!" Inigo shoots a poison sting, grazing Rune as she attempts to go in for a bite, missing again. Inigo charges in with a headbutt, which Rune meets with a tackle, leaving them both dazed. The battle continues as Rune refuses to use moves (and Dielle coaching her on how to perform Feint Attack) until a final blow with feint attack, which Inigo accepts when she admits

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<sup>4</sup> Rune's hesitation with the aura bow isn't present in the outline, because it was something I added shortly before working on the page itself!

<sup>5</sup> I was SO ready for Rune to have her accessories lmao. I think at this point in the script I didn't know I would slick her hair back in the future- I miss the long bangs, but with how expressive Rune is, they just kept getting in the way of those precious eyebrows.

<sup>6</sup> anyone know how to draw a nidorina crossing their legs? asking for a friend

<sup>7</sup> I love bullying characters in my outlines LMAO

<sup>8</sup> In the final version, Dielle stays out of the way of training a bit more- or at least, doesn't try battling with Inigo directly, so she's actually coaching Rune rather than battling for her.

she doesn't know how to use any other moves. She asks him and Dielle not to tell anyone, and they agree to help her continue training until she can learn ice-type moves.<sup>9</sup> Rune then faints from poisoning, and wakes up in Dielle's dorm room an hour or two later. Dielle invites her over to the cafe, and the two have a chat about Dielle's aspirations, and Rune is surprised to find that Dielle is unsatisfied with her work despite being good at it. Around here I would like to start developing Dielle's arc about passion lying outside of your skillset, where she's a poor battler but dreams of exploration in far away lands. Rune invites her back to the guild, and though hesitating, Dielle agrees to go, if only to try it out. Inigo, Rune, and Dielle all stop by Yohann's hut, and they all continue on to the guild together to register themselves as teammates.

Malachi seems relieved to see them all again, exhausted from a day of sentry work. He's happy to receive his new scarf, and commissions Yohann to get gear for Dielle and Inigo as well. Yohann is willing, but needs more materials to tailor to their abilities. Malachi offers to get these materials, but after a short conversation where Malachi doesn't understand exactly how to harvest the materials needed, Yohann insists that he join the team on their next exploration to find the materials himself. The team registers their 3 new teammates,<sup>10</sup> and the Guildmaster informs the team that they have a mission for the next day, collecting water samples at a nearby settlement, Malachite Falls. Residents have been experiencing poisoning from the water supply recently, and the gang needs to collect water samples so the guild can identify the problem. "A real, honest to god exploration?!" "Well, I suppose if you count collecting water samples as an 'exploration', then sure." The chapter ends with Malachi ecstatic about having a new job.<sup>11</sup>

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<sup>9</sup> No secret ice-type training in the final version! That plot point was reworked and moved to Chapter 5.

<sup>10</sup> Surprise! Yohann is a registered member of Team Maelstrom in this iteration! This was changed as he kinda got shuffled around during future chapters :( I promise he'll hang around more after the expedition arc, though!

<sup>11</sup> I think the escort mission end-of-chapter stinger is more fun :)