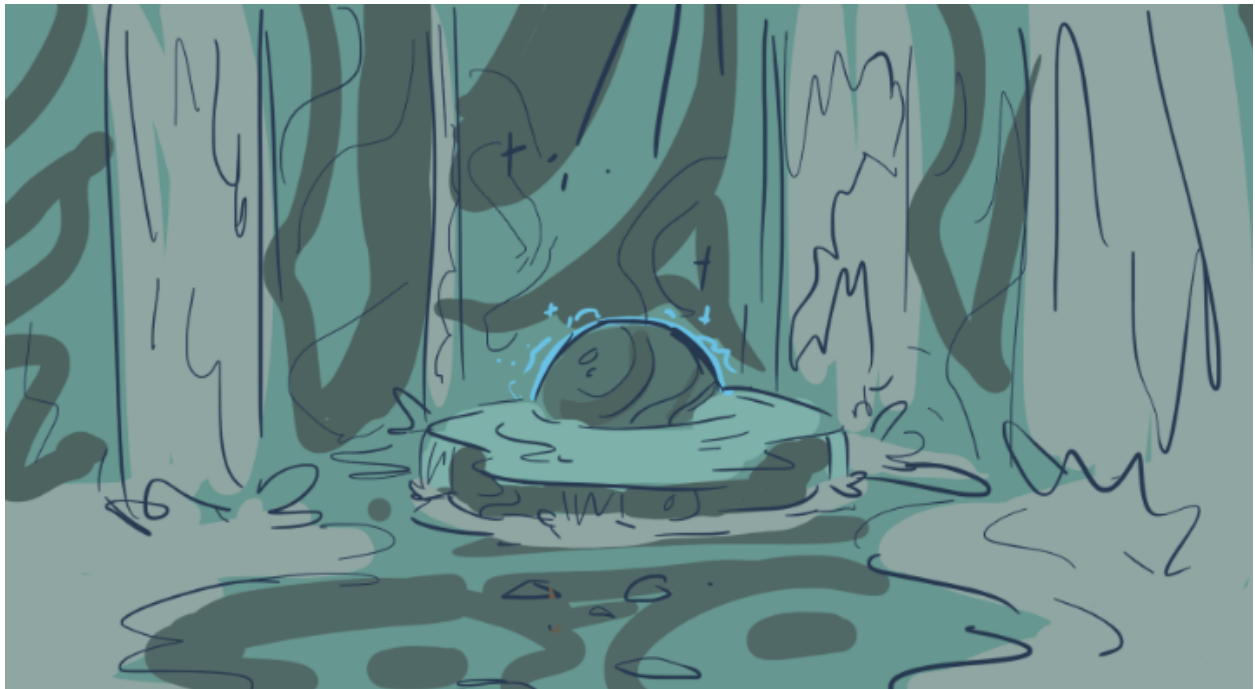


## Foreword

Hello, and welcome to the Chapter 5 outline for OBT! Like with the Chapter 4 outline, I was pretty comfortable with my workflow and didn't change a whole lot before getting to 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 5 Outline



We begin the chapter just outside Malachite Falls, with Rune, Malachi, Yohann, Inigo, and Dielle all traveling down a river towards the nearby settlement. They discuss the location somewhat, as Malachite Falls is primarily a settlement that touts itself as an ideal vacationing spot thanks to the nearby hot springs. Rune talks about how she could use the break for once after multiple dungeons with hostile inhabitants. "What's the deal with them, anyway?" Malachi and Inigo both explain that battling is a normal way to settle minor disputes, and that the only reason pokemon in towns don't fight more often is due to fear of breaking infrastructure, and that if you upset a wild pokemon near their home they likely wouldn't resort to physical battling. Dielle seems excited to try the springs and relax for a change, to which Rune asks what her job usually entails. Dielle goes into great detail about everything involved with taking care of the

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

children. She also notes that Moxie could probably handle them herself (and perhaps even Ceran the Marill taking her place), but she feels like she owes it to her since Moxie took her in years ago as an orphan herself.<sup>2</sup>

Maelstrom also joins in the conversation by saying she would also love to feel the hot springs, but unfortunately can't due to her status as a rock. Dielle asks what exactly she's meant to be, to which Maelstrom reveals her amnesia status to the rest of the team. Malachi says that she and Rune have that in common, and that maybe they knew each other once. Rune says she thinks she'd remember a talking rock, but then backtracks and mentions she has no idea what her life before was like, seeming very sincere about this. Inigo comments that whatever her previous life was like, she likely had a cushy life based on her nonexistent battle experience.

The team arrives in town, and are surprised to find that there's nobody out and about. After some looking, they find that much of the town's people are in an infirmary. They enter and are told by a quagsire nurse working there that everyone seems to be exhibiting signs of some kind of poisoning, though mentions it's never been this bad before. Malachi swears that the team will get to the bottom of this, and then head out to begin their search for what's wrong. Rune reminds him that they're only there to collect samples, and Malachi reluctantly agrees, but asks if they can try staying longer to find the cause of what's wrong. Yohann seems a bit bummed that the local market is closed down as a result, and expresses an interest in looking around for wild growing materials.<sup>3</sup>

The team continues to gather samples from various pools in the area, before eventually coming to a large waterfall at the edge of town. Rune reaches out to collect the last sample, and experiences a Dimensional Scream in the process. In the scream, she sees a figure similar to Wigglytuff investigating the area, before he suddenly jumps through the waterfall. He makes it through the other side, and continues exploring. Darkness billows in and Rune suddenly gets an idea. She tells the group to just trust her, and she jumps through. The group follows, with Malachi going through last with the most doubt in his mind. They all make it safely through to the other side, and Yohann remarks that he's happy to have worn something for water during this trip.<sup>4</sup>

Malachi is surprised by this turn of events, and as he realizes they have found a secret, hidden mystery dungeon, gets excited at the prospect of having found a previously undiscovered dungeon. As the dungeon is unknown, they want to cover as much ground as possible to find the excess copper deposits that are causing the town to fall ill. The group decides to split up, with Rune and Dielle going one direction and Malachi and Yohann going the other (they decide to split the electric types to cover potential weaknesses).<sup>5</sup>

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<sup>2</sup> This scene was moved to a later chapter!

<sup>3</sup> Poor Yohann, I'm sorry I cut your dialogue. I'm not that sorry though, because it's less drawing for me hehe. I often make a lot of little sacrifices like this for the sake of pacing the story, extra scenes and bits of dialogue can really add up!

<sup>4</sup> it's funny because he- because he's a- duck

<sup>5</sup> yet another exploded small detail. though since there's nobody in this dungeon, there's no reason to worry about "weaknesses"

Yohann seems fond of collecting small malachite stones along the way, and tries prodding Malachi about his past and why he has so much money on him (to little avail).<sup>6</sup> Rune finds that she seems to have an odd natural intuition with dungeons, and shares with Dielle some details about her Dimensional Scream ability, and how she's worried that they didn't even discover this dungeon.<sup>7</sup> The dungeon interrupts their conversation, however, with some pitfall water traps and malachite crystals that shoot out near them as they near the heart of the dungeon.

With a brief "fight" scene where Rune desperately is trying to use her ice abilities to no avail, and she expresses this frustration to Dielle. Dielle helps coach her through the battle, at one point clasping hands which forms a partial battle bond. Surprised they immediately let go, and Rune asks what just happened. Dielle explains what battle bonding is (and that it's something Inigo constantly tried to achieve with her as kids since he read about it in his book series)<sup>8</sup>, and expresses excitement that their coordination is improving. They promise each other that they'll do their best to get strong together.

Shortly after, they find the heart of the dungeon! It's a room completely covered in Malachite, with pools of it spilling over the sides of the walls and a spring in the center. "This must be it! This has to be what's polluting the water! As pretty as it is..."

A large stone sits in the center, seemingly clogging up the proper flow of water, and Dielle wades over carefully (but not before confirming that it's not dangerous to walk in, just ingest) to inspect it. Rune follows, and they're stumped by the gem. Rune touches it to see if it might dislodge,<sup>9</sup> and experiences another Dimensional Scream. In this one, she sees Wigglytuff again, but he merely inspects the gem (only lightly touching it), and leaves without doing anything else. Rune comes back from the vision befuddled. Why wouldn't the Guildmaster remove the source of the copper poisoning? Dielle suddenly finds give in the gem by pushing it-<sup>10</sup> and a shit fuck of water comes flowing out at once. Rune instinctively creates an ice floe for them to grab onto, and they rush down the tunnel, everything a blur as they go...

Until Rune wakes up smelling rotten eggs. She looks around, and realizes that her, Dielle, Malachi, and a soaked Yohann are all in the hot springs. The Torkoal there suspects that they partially unclogged the spring deep in the waterfall cave and that a proper excavation team could handle the remainder of the job. Malachi seems celebratory (Yohann a bit irritated), and Rune hesitantly celebrates with him.

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<sup>6</sup> As much as Yohann likes to snoop, I think he actually respects Malachi's privacy at this point in the story, so this was dropped.

<sup>7</sup> This was changed since Rune has no reason to assume her visions can see into the past at this point in the story.

<sup>8</sup> Another dropped detail, but perhaps this one will come back ;)

<sup>9</sup> Yet another change from the published chapter! In the actual comic, she intentionally tries to investigate with her Dimensional Scream.

<sup>10</sup> When in doubt, I just filled in the gaps of the story with what happens in the game lol

When they return to the guild, Malachi talks about the success of the mission while Rune stands quietly to the side. Dielle nudges her, and she comes out and asks Wigglytuff if he'd been to the cave before. He asks how she knows, and she explains her ability to him. He seems excited at the prospect of her ability, and collects himself. He admits that he went there the night before their mission to investigate, and that the mission served as a test to gauge their abilities as there's an upcoming expedition. He seems pleased, but Malachi seems a bit defeated at the prospect. We see the team take their leave, Wigglytuff and Chatot remaining.

We see Chatot and Wigglytuff in the chambers, and Chatot quietly says "Sir, how long are you going to keep giving them vanity work?" "It... It's been so long since I met someone like me. I don't want her to get hurt." "They're a real, certified exploration team whether you like it or not *Alphonse!*" "... My name's not Alphonse anymore."<sup>11</sup>

*End of chapter.*

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<sup>11</sup> Some tasty, tasty reworked plot remnants. For clarification here, the Guildmaster in this old concept renounced his "human name" since he struggled with his identity as a pokemon. But given that the Guildmaster is genderfluid, and the amount of trans characters in the story, it read like Keaton was just deadnaming him LMAO. Also idk what the "I don't want her to get hurt" bit was about.