

Foreword

Hello, and welcome to the Chapter 7 outline for OBT! Despite having two main deviations in the script, there's really only one version of the outline that I was able to find, with the additional "Julius being a mentor" segment added like a fun little DLC pack. Even so, I hope you enjoy this peek into my process!

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.¹ Or you can ignore them to get the raw outline. So let's get shaking!

Chapter 7 Outline



The chapter opens with Rune and Inigo training together profusely, while Dielle, Malachi, and Yohann watch. Rune is trying to perfect her ice and dark-type moves, while Inigo works more on using the environment to his advantage. He's very rough coaching Rune, but she seems just as determined to do this training as he is. They also are trying to unlock a technique called battle bonding, so they might be able to tap into each others' techniques.² Dielle expresses concern for the pair to Malachi and Yohann, especially given Inigo's history of

¹ Yeah, that thing!

² And then there was no mention of battle bonding by Inigo throughout the whole chapter, whoops!

working himself to the bone. The group is interrupted by some sort of guild member,³ who urges them to come over to the guild to hear about the teams selected for the expedition. They reluctantly decide to go.

At the guild, there's a plethora of teams gathered, awaiting news for the expedition. Chatot appears and quells the crowd, and begins to read aloud the teams selected. Among them are Team Skull (which Team Maelstrom winces at), a lone Milotic explorer named Eilwyn⁴, and... Team Maelstrom?! Chatot gawks at the list before frantically whispering to the Guildmaster to make sure he didn't misread the lineup. He glares at the Guildmaster but relents, and tells the teams to take care of themselves for the expedition and to prepare for it in the coming weeks.

Baffled that they were allowed on the expedition, the team celebrates by going to the cafe. That evening,⁵ as Rune drifts off into sleep she is visited by a familiar face. It's Requiem!⁶ She comments that Rune is "Starting to look like her own person", which she quickly moves on from. She then tells Rune she can ask 3 questions about her situation now that she can talk, before their connection risks leaving Rune unconscious for a few days. Rune starts by asking what Requiem is, and she responds once again she's just a dream guardian. Not satisfied, Rune presses for a more concrete answer. Requiem responds, "My arms were once part of the thousand that created this world. We have all long since split to rule over different domains. I'm a rare case though: my fragments reunited to create me." Rune then asks who she is. Requiem says that if she wants her memories, she won't find them with Requiem as she didn't just "lock them away". Any that remain are within herself, and she may never even recover them fully, like a diary that was spilled with tea. Rune then asks why she's here, and why she's connected to Requiem. Requiem responds that she and Rune now have an eternal bond, and essentially tells Rune that she'll only be unbonded when she dies. She then says they're out of time, but that Rune's power comes from a champion bond. "You're a champion touched by a hand from the thousand arms of creation. You and I are eternally bonded, my champion. Now rest, you have a long few weeks before our next talk."

When Rune wakes up, she immediately looks over to Malachi, who seems to be having a nightmare. "Champion...?" she thinks. Suddenly, Maelstrom lights up and greets her. Rune walks over, and then notices Malachi is suffering from a nightmare. Maelstrom says to not wake him per his request, and they talk a bit. Rune asks Maelstrom what being a champion is even about, and Maelstrom reiterates that she doesn't know. However, she does know it's part of Malachi's job as a champion to help her remember. They discuss their differing forms of amnesia- Rune, how she feels fragmented, and Maelstrom, how she feels she is supposed to

³ And then that some sort of guild member just turned out to be Malachi!

⁴ They're here! In the first and only mention of them in this outline. It was written during a time where I still wasn't sure what I wanted Eilwyn's personality or role to be, but I kept a note here of them because I wanted them in the story very badly.

⁵ You can tell I actually didn't plan on the group splitting up before bedtime rolled around.

⁶ I also didn't originally include the second dream sequence here! I've been trying to get more dreams in there since that's like, Requiem's whole deal hehe

be part of a larger whole. “And Malachi... Does he have fragmented memories too?” “... I think he would give anything to forget.” At the end of the conversation Malachi wakes up, and they continue about their morning.

The team spends some time prepping for the expedition, though are upset that Team Skull is so involved with the guild. Finally the day arrives as snow cascades from the sky- the full team is ready to go. They meet at the guild one more time before leaving for their exploration briefing. They will be headed to Fogbound Lake in order to prep the area for evacuation since a Time Gear is reported to be there, along with securing the location of the Time Gear to keep it guarded. They will have to cross continents to the Air continent. Keaton reflects on the only partial success of the Mist continent mission, but says that this time they have time on their side.⁸

Finally, the team sets off. They map out two major dungeons they go through during this time, those being Craggy Coast⁹ (along the edge of the Grass continent), and Mt. Horn (the entry point for the Air continent). The journey begins with a train ride to get closer to the coast over the course of several days, and spend the night in a coastal town's inn before setting off the next morning. At Craggy Coast, the team sticks together closely so as not to get separated. The dungeon is mostly uneventful (and is environmental based with hazards rather than pokemon based), and is an opportunity for the team to connect and bond. Inigo is impressed with Rune's progress, and they reflect on all that she's learned in the past few months. They arrive on the outskirts of the continent, and the team uses an entercard (or similar item) to give themselves the ability to walk over water since the ocean path here is also a mystery dungeon. Through a montage we see them cross over many schools of fish, and pokemon leaping over them. They soon reach shore after some days at sea.

Entering Mt. Horn is a different story, as pokemon in general seem somewhat hostile at their arrival. They're told that some guild expedition teams have been taking treasures and resources without permission, and engage in a small battle with an Aerodactyl. After defeating him, the team explains that they're just passing through to help with evacuations in Foggy Forest. Malachi sympathizes with the Aerodactyl, and wonders if Team Skull had anything to do with aggravating the local pokemon. In this moment, Rune finally sees that Malachi does care about others-¹⁰ and thinks maybe she had judged him too quickly when they had first met. She talks about this with Dielle, and notes she doesn't really know anything about Malachi. Dielle encourages her to get to know him better as they exit the dungeon.

The team soon arrives at the Foggy Forest outpost, with the chapter ending as the team arrives at camp.

⁷ Reading this makes it seem like Rune was trying to imply Malachi could also be an amnesiac for like, literally no reason? I don't remember what I was thinking when I wrote this.

⁸ Oop, another detail I forgot about. Maybe I can rework it in somewhere.

⁹ Craggy Coast existed once in my outlines! I've mentioned before on pages, but I ended up changing this because there's a billion coastal dungeons, and I wanted an underwater dungeon before postgame.

¹⁰ This moment was moved to Chapter 6! It seemed better suited to a conversation rather than just a passing observation from Rune.