Shrum Storyline Outline

***So Far:***

1. Wind is blowing and you feel an adventure comin’ on—you enter the house above you and talk to the Oracle.
2. Talk to the Oracle in a house where you start, and he tells you vaguely about some journey.
3. Finish the sword dungeon and a rock falls on the hole you entered it from (hole glows before the rock lands, so some magical business going on there).
4. Giant shield boss, which may have been created by the witch?
5. Witch in the “lost forest,” and her husband in the bar are connected in a sideline mini-plot (could be used to unveil a later dungeon, possibly)
6. The forest dungeon (where you earn Fire) has three bosses that each represent different “time.” The first is the oldest, and cannot speak (he talks with ellipses), while the second is obsessed with the idea of time, and the third doesn’t know what to do, so he simply plays the part he believes he is meant to play (i.e. he thinks he is supposed to kill you, so he attacks).
7. Wand dungeon, with totem out front that read “Welcome to Lacste, the last of the Great Structures.”
8. Totem boss, which is made up of a bunch of broken magically-held pieces (releases the wand, and picking it up activates him). Don’t have a method of fighting him yet.
9. Go through dungeon 5 to kill the tentacle boss and go inside him, where you find the Yeti, and you get out of the dungeon in some way that you couldn’t before killing the beast.
10. The 6th dungeon has no connection to the main world as of yet, but it is surreal and lighting-based (very dark, with many lights scattered throughout) with a lot of organic elements in it. Most of the levels are suspended entirely above pits, and there are pools and waterfalls seemingly floating in space. No boss ideas yet, but the boss is housed behind a lock on a stone medieval-looking tower.
11. 7th Dungeon!
12. 8th Dungeon!
13. The last boss is a small creature who you have been led to believe controls all of the evil in the world. You feel you must destroy him, but he gives you a monologue beforehand, saying things like "You misunderstand what you do--acting in the name of good without knowledge of good and evil will only destroy us all.” “How can you be sure that your side is the right and mine is the wrong--with every grain of evil there is an equal grain of good.”

***Significant Characters*:**

* **Shrum**, or whatever we name him.
* **Oracle**: aloof guide. He is very vague and ambiguous, so he isn’t directly helpful.
* **Hermit**: the foil to the Oracle—more useful, more apathetic about your quests and life.
* **Sensei**:found in the 6th dungeon, he’s been living alone for a long time in a hut suspended by wooden beams above a chasm. He has had the Ghost Spear for his time there, but he has grown old and wants to leave. You happen upon him, and he gives you the spear, saying that it belongs with a warrior.
* **Yeti**: found in the tentacle beast at the end of the 5th dungeon, he has been hiding inside of the beast for a while, claiming it is the only place that is safe from the beast. He gives you something to finally escape the dungeon, but I don’t know what it would be.
* **Witch**: someone in the forest that you can interact with.
* **Witch’s husband**: talk in the bar about the witch.
* **Bosses**: storyline mostly told through their dialogue (most don’t have any, and we don’t necessarily need to have them be a primary part in telling the storyline)