

CLENCENCE: NARRATIVE PROGRESSION

Narrative rules

Cu is very weak to special attacks

Using non-learnt moves takes longer the stronger the move

KRIB has lightning rod

Zutto does not fight most of the times

For average fights, Reloaded; for serious fights, cinematic endeavor

Undefined events

-Spanish version needs further context for the ones giving her the Fire Aspect sword being outsiders (yet not the invaders), and about ending the drought being done by splitting a boulder in half

-Catalan version needs further context for the ending drought being done by splitting a boulder in half

-Argument in favor of Clencence → no records of Gardein exist after her victory, which we can speculate happened because there's no records of the attacking carrying on, or her failure

-We could get a potion from some magician mon or something, related to the enchantment culture. For funsies, in a self-contained situation, because we don't need it for any event later on

-They find an assault vest

-They find an eviolite

Pendant processes

Beautiful imagery (yes)

Cu writes the diary in first person until Frank-E, then he starts using "them"

Cu getting enamoured with traveling (up to Flaafy's evolution)

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Cu expressing his joy at experiencing meaningful emotion (up to the end)

Positive emotion:

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Negative emotion:

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Cu working with Din's flawed version of the Chant of Gardein, and making assumptions / missing information because of it

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Runes with giant statues of mons using the display's textures (up to the end)

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Finding ampharosite with Noibat's frisk (up to Cu accepting Noibat)

Din being the panacea to all conflicts (up to Flaafy's evolution)

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Telepathy development - The whole story; we have to show how more simple-minded species are very hard to communicate with at the start, and how by the end he has an easier time doing so, even if the quality of the conversation remains at a low level (which can probably be best displayed with Noibat and KRIB)

Sequence of beautiful underwater places so Cu can reflect on how much he likes them, because everything is so floaty it looks like a painting for him to watch (up to underwater zen moment)

Cu shows rejection to Noibat's, because he perceives it as an existence that doesn't have to deal with reality at the same level of cognition as him (up to Noibat's evolution. It's not distate, as that gets resolved early on, but there's still a lack of connection, which gradually melts away despite the lack of growth)

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Mareep (or any of its evolutions) using healing bell to heal a status condition (from Zutto encounter to leaving the base)

Finding ghost weapons (from the 2nd ghost weapon to the end). Gotta sprinkle them accounting for the 1st Goodra encounter and the Goodra taking them to a ghost weapon at the start of the final stretch. If possible I would like those encounters to be more than just fights, and instead bring out the characterization and / or lore of the story.

- 1: Greninja
- 2: King's Obelisque
- 3: 1st Goodra encounter
- 4: Lucario's enemy
- 5: 2nd Goodra encounter
- 6: trainer encounter: the boss mon has made a gang of strong mons, and they have to deal with an ambush, and we do all those cinematics of each mon approaching each other, and Cu jumping around to support the team (after 2nd apple at least), before they get to the boss. As they do, Trainer has just obliterated it
- 7: Goodra takes them to fight this one for the sake of helping
- 8: at the gardevoirite place

Flaafy being Cu's painkiller (between Mareep and Flaafy's evolution)

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- 3: headpatting Cu, who struggles with enjoying himself in this passion of beautiful lands he has found

Din has some actual tough encounters that make him look weaker, but he pulls through with his shonen spirit (from Flaafy's evolution to Frank-E encounter)

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Realization that we need a base (from the start of serious fights to meeting Frank-E)

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Zutto being chill and adding musicality to their journey (from Zutto's encounter to the end)

Din and Axew bickering (from Axew's encounter to Axew's evolution)

Ampharos shows his agency giving its "opinions" on Cu's decisions (from Flaafy's evolution to Ampharos leaving the group)

- 1: Flaafy makes it clear that his lack of communication as a Mareep didn't mean a lack of experience of the world (before Cu accepting Noibat / Cu backstory 1)
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Ampharos being protective (until leaving the group)

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Axew not fighting females being a pain in the ass (from KRIB's encounter to Fraxure's evolution, with spikes of change after Cu and Din's interactions, then later with KRIB and Goodra; do check the why this is happening in "Cu & Axew heart to heart")

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- Heatran encounter
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Finding the third apple (up to Trainer encounter)

KRIB becomes the foundation of the team (up to Fraxure evolution)

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Axew tries to apply new fighting styles (from Cu & Din talk to Din splitting boulder) – we might have a 3D gif of Axew swinging tail, but this feels a very offscreen process we just explain it happens)

Zutto being insecure about contributing since Ampharos left, yet just wanting to sing (from leaving base to Din splitting a boulder)

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Din gains relevance as a fighter again (from leaving base to Hydreigon encounter)

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Fraxure is being a selfish ass and risks everyone's safety (from evolution to Hydreigon)

Cu's discovery of Rhydon-unique qualities (from Goodra's second encounter to about Noibat's evolution)

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Zutto gets increasingly more confident because he is a good support team member (from Zutto's evolution to Trainer encounter)

- Hydreigon encounter
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- 3

Din starts struggling again in fights (from Hydreigon encounter to Trainer encounter)

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Light development (up to Noivern getting his nickname)

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Noivern races (from Noibat evolves to end): it's fine if we don't show most of those, but start action from one of those. I do want one of those to get a lot of screentime, with the camera following Cu jumping between a circuit across giant mountains while Noivern flies through the stone archs and caves

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Noivern nocturnal flights (from Noibat evolves to end)

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- While at final base visit

Haxorus becoming the undisputable samurai zen MVP (up to the end): unless he can't be taking hits freely, his strategy is just dragon dance until necessary while getting hit → guillotine to end every encounter as cleanly as possible

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Din depression for being useless (from Trainer encounter to Mega Gardevoir)

- At muscle enhancement, where he praises Cu's potential bitterly
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Muscle enhancement development (up to the march to the top of the mountain)

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Fire development (up to 2nd auroras)

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- 2: Cu kind of masters it, and using it causes Noivern to learn flamethrower, unlearning boomburst

Interaction with the monarchs (up to Milotic encounter): Hodu trying to interact with the monarchs and communicate in some meaningful way, and just finding a wall in the distinctiveness of their comprehension. Not necessarily dedicate an episode to each occasion, more like try out different types of interaction, and have them fail for different reasons, scaling them up to a comprehension of the incomprehension

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Team assembly

First Apple of the Great Beyond

The group confronts their first ghost weapon, and through that experience, they learn that Din is weak to it, because it's ghost energy, hence the name. Din calls the apples golden apples, not by their technical name.

This fight is against a Greninja with hidden ability, where Din tries to give this exposition about how type affinity is just adapting your core to be in certain elemental output, in the same way that Adaptability just means that certain elemental output is increased, or abilities that turn normal type moves to a certain type are just coating non-energy charged attacks with elemental energy of the core they are of; and we show all this detailed explanation on-screen, and then Cu is like, nope, don't have time, summarize. But hey, if you want to stop and check what we said, there's that

Cu asks Din to stop time, but Din can't, because there's no psychic field, and their opponent isn't low level noibats. And Cu just has to accept he has been gaslighted again, remarking how much of a poser Din is

Cu also asks for a strong special attack, but Din says that teleport was a non-output move, and it took a whole conversation, so imagine something like psychich (moonblast is restricted to lvl 49)

They get the focus sash from the Greninja, and give it to Noibat, for obvious reasons

Post-first Apple of the Great Beyond / Wood collecting + wall-jumping

Din comments on how he can sense psychic energy lightly oozing from Cu's body after eating the Apple.

Cu questions why didn't Din eat it to become much stronger: "Father told me that mons who eat it gain power as well, but since they aren't prepared to develop so suddenly without the process of evolution, it usually causes permanent damage".

Sky's Gouge

A place filled with psychic mons, it's called like this because Rayquaza and Deoxys battled here. We just explain that a powerful psychic mon's energy seeped into the earth as they fought against a great enemy in the sky, altering the nature of the entire continent

Reveal of the original kingdom

Mareep encounter

Cu finds a literal lost lamb: a scared Mareep hiding in a terracotta biome. Through Din, he learns that it lost its family, and is looking for one he can join. Because Cu has a soft spot for it, it offers to accompany them. In exchange they all get to have a relative pillow to sleep with.

Din backstory

Din explains why he became a Gardevoir, and the choice he had in contrast to being a Gallade: to follow Gardein's aesthetics, since he admired her a lot, begin his sole obsession as he was tasked with being guardian of the forest, even though the forest was peaceful, especially after Venusaur arrived. He learnt the punches from his grandpa Gallade, and wished to split a boulder.

King's Obelisque + 2nd ghost weapon

They do comment on how slow travel has been since Mareep joined. The Obelisque is inside a cave, and reads "the all-mighty king will soon reach the end of these lands"

Zutto encounter

Cu encounters a giant nest of Swablu and Altarias. It's a very welcoming place, and as they go on, more and more Swablu arrive, making this swirl of whiteness covering a giant hollow tree. A Swablu sees this, and inspired by the view, sings (Gardein's theme?). Hodu listens to it while captivated, too, by the spectacle, and because of it, deeply thanks him. Swablu feels validated by this, and wants Cu to stay with them; to this, Cu reveals that he can't stay, because he wants to find even more beautiful sights, to which Swablu insists then to be taken with them, so he can make even better songs.

Din looks at Cu hugging Mareep and with Zutto on his head: "I don't feel like our team is getting stronger..." "... Yeah, but I like fluffy things..." "... okay..." "... And I want the camera to go from side to side everytime the speaker changes

Mareep evolution

They encounter a wild Gyarados in the middle of crossing a river. Cu uses Mareep to thundershock it very confidently, but it doesn't do much because it's very high level, and it is not a fighter, so he refrains from involving it anymore. However, as the situation gets worse, though, Mareep intervenes in his own, and defeats the Gyarados, evolving into Flaafy. Cu discovers Flaafy to be much more self-aware and easy to communicate with than Mareep.

Cu accepting Noibat

Cu doesn't communicate well with Noibat, and is frustrated that it doesn't respond to his existence, but decides to accept it. That it's fine to be ignored.

Cu backstory

Flaafy reminisces of its old life in the herd, ringing its healing bell (seeding for Zutto learning the move), reminding Cu of his father's ranch, and prompting him to tell his story. His story has to do with being a misfit because he was left isolated to keep an eye for the rhyhorns, a helpless child left without passion, naivety or affection besides what he could find in the rhyhorns he took care of

Hidden Gardein book

Cu notices a major anomaly in the terrain, and after looking around for a bit, he finds a hidden base where there is a book about Gardein. It's a base of her time, that was then rebuilt years later by the same civilization that did the enchantments

"I always thought the names people called her by were exaggerated. But when I saw it, I couldn't help but believe that a divine power had been planted in her. We were barely holding out when she jumped over the barricade bare-handed,

and with the roar of a lioness, opened a path among the masses. Gathering all the attention on herself, as she was shot and charged at, she climbed the mountain. A white light began shining, but before it could bring ruin, a burst of dust filled the sky. Not long after, the mountain was no more, and we were saved. I've moved here since then, after crossing the XXXX (instructions to do the path in reverse, leading to "Yamask encounter"), but that sight, I still dream of it to this day". This explains why the mountains had disappeared, but it begs the question how would Gardein be involved in blowing a mountain

The squire of Gardein is brought up again, and we get a name (that we will reference later on)

Yamask encounter

They find a Yamask of someone who used to live there. "She was both too late, and just in time. Many of our people died waiting for her arrival, crushed by a legion of mons, but she prevented our tribe from getting wiped. However, the price she had to pay was quite high. For that, the townsfolk took our sacred symbol, an Apple of the Great Beyond, and fed it to her. That's why this place is known as "the Ressurrection of the Red Ire". I don't remember much more. It's been a long time now". They don't really doubt its word, but are weirded out because a legion of mons doesn't sound anything like a light of destruction, nor they seem capable of causing the ravine they had seen. "OMG she was leveling mountains after only eating one golden apple! That is sugoi!" "Yeah, well, we don't really know if she was the one flattening mountains, or if she was alone, or if she hadn't eaten any secretly before that..." "So petty" "S-shut up!"

Yamask be like "oh so you befriended a Gardevoir... I guess people like you will always be around..." "People like me?" "Oh no, nothing. Good for you two..."

Yamask also mentions the squire

Cu asks Yamask if what happened at the tribes and the reason why Gardein left could be related with the disappearance of people they are facing. Din tries to dissuade him from thinking so

Flaafy evolves

They fight another Gyarados, a giant damn one, at very high level, and Flaafy beats it again, evolving into Ampharos (this time we can kind of play it off as a start of the chapter, an introduction to what the actual meat of the episode will be).

Axew encounter

Cu and the rest hear some sounds, and they go check on it. They see a rocky terrain, filled with caves and some holes. Amidst that, there's a multitude of

fraxures fighting each other. When they turn around, they see a haxorus on their back, and after scaring themselves to death, they are offered to join their training. As they go down the path, Noibat turns to a side, and after following it, they find plenty of prismarine shards on the ground. The haxorus calls Axew out, explaining that he is breaking his tusks to make them stronger; she tells it to follow them, and pushes the rest back to the group.

They explain to haxorus about their situation, and he seems very interested in how full of hardships the journey is, saying that she has a few trainees that are ready for some real world experience. Cu appreciates the offer, and says that it would certainly benefit them. To let them decide who to choose, the Haxorus roars, and not long after, a legion of vibrava arrive. Four fraxure come out against the dozen of them, and they begin fighting. Admist it, one of the gusts knocks Zutto away, but Axew jumps through the trees and catches it mid-air (just have the camera moving towards Zutto). After that the friendly battle ends, and Haxorus offers to make a choice. Cu instead asks Haxorus whether he had experience climbing trees when she was young. “No, I was always centered on sharpening my tusks. They are our pride, after all” Then Cu grabs Axew. The fucker weight 20+ kg, so yeah no joke. “How did you learn to move that fast” “Come on, sir, stop joking. He’s an Axew, of course he is more nimble. But when he evolves, and he will evolve, power is where it is at. That’s why you should focus on my best students. I promise any of them will become the pride and joy of your team” “I take your word that they are spectacular. But I’m no expert in fraxures. I don’t know what an average fraxure’s strength looks like, nor do I see more than two colossus bashing heads constantly. For this Axew, however, I see potential. Especially if you didn’t train him, the fact that he could choose a safe path at that speed shows a great awareness and leg work to execute the movement. I can’t help but want to bet on what those soft skills will look like when he becomes a fraxure powerhouse”. “Is it just because you think it’s adorable?” – Ampharos intervenes with a poker face. “Was it that obvious...” “K-k-k-k-k-k-k-koroshite miseru yo! I don’t want to hear that from a fluffy human!” “I-i-i-i-i-i-i am not fluffy! Ampharos is fluffy!” Din gets in the middle. Axew doesn’t react. “You are also cute, Din” “Aix, you didn’t have to”. Haxorus sighs. “Sir, the truth is that... this axew is two promotions older than the youngest fraxure I have. He needs more time to grow his tusks, it really is not something I can recommend. How can he grow beyond what I can teach if he hasn’t even began taking in my knowledge?” “Maybe that’s why he needs to come with me. Not everyone can succeed being treated the same way. And my esthetic tastes aside, I’m not kidding when I say I judge him positively. It’s undeniable that you train those fraxures to become plenty strong, but I wonder how prepared they really are for combat” “... Is that a challenge, human?” (red eye wryyy face) “You bet it is. One on one, whoever you want against this fraxure. And if I win...” “... you’ll take me with you!” Haxorus sighs again (pre-prepare Haxorus faces). “Have it your way”. One of the fraxures walk forth. Cu gets in-between them. “Before that, come at me. I want to make sure I haven’t underestimated you”. Have a clip of a fraxure attacking the trainer in Reloaded, but it’s with a Cu sprite. Then immediately switch to Minecraft, with Cu doing a

forward roll past the fracture. Can we do a montage of everyone (that didn't know of Cu's abilities)'s faces appearing one after the other, with a "!" sound. Cu turns around all smug. "Let's do it". Reloaded battle, with the clip at x2 speed. The last scene of the episode is Haxorus bathed in the sunset, looking at all the tusks of Axew spread over the ground. "... If anything, he has found someone as stubborn as him. But no matter how stubborn, what I told him remains true. Those hollow tusks will never be strong"

Reveal of the massacre of the indigenous people

Cu finds the original version of the Chant of Gardein (episode 5)

KRIB encounter

Rhyhorn was a member of a mix Rhyhorn – Lairon – Aggron herd, with very complex relationships of power based on the descendance of each individual, the Aggron line being the one holding the power. When Cu comes across it on its own, he is excited to see a Rhyhorn and goes to pet it. The rest of the herd comes back, and threaten Cu, but Rhyhorn calms them down, going back. Cu observes them from away, excited to see their interactions, and soon realizes the power dynamics between them. He is particularly annoyed because the Aggron forces the Rhyhorn to tire their opponents, then confronts them with the Lairons, giving them more experience and perpetuating their superiority instead of having a meritocracy. Confronted with that, he goes to Rhyhorn and makes a proposal: he is the highest level one, level 24. This is where his sharp sight for rhyhorns comes in handy, convincing Rhyhorn to put itself on Cu's hands. He challenges the Lairons, and while mounted by Cu, it follows his orders, managing to defeat all of them almost miraculously. Cu proudly declares that Rhyhorn is KRIB, an acronym for "Kanto Rhyhorn is Best". Pissed by those events, the Aggron leader comes into the fight, to which Cu recommends a strategic retreat: he manages to outrun it for a while, before the other rhyhorns circle them. Cu apologizes to Rhyhorn for not having been able to surpass the last challenge, and as it takes a direct iron tail, it hangs on with one last HP, and retaliates with metal burst, defeating the Aggron too. Rhyhorn asks to join, Cu agrees and calls it Rhyhorn, but it protests, with Din translating that it wants to be called KRIB as a name.

KRIB's impediment healed

Cu is just so good with rhyhorns he immediately detects something is wrong with KRIB and fixes it, not even her being aware that something was wrong.

1st enchantment

They find a book called Blessing of the Feather Falling, which sounds like the gift that Gardein got, the Blessing of Fire Aspect. In that place, there's a bunch of other books filled with illegible scribbles, a pile of failures before the one they obtained was made.

1st Goodra encounter + ghost weapon

Cu had found a solid clue on where the next place that Gardein went through was, and when getting there, he found a swampy forest covered in copious amount of slime. They suspected this strange phenomena to be related to the ghostly scraps that they used to find in such places, and upon further exploration, they find another anomaly: mons that are alive, yet have no pulse, and don't react to anything (freeze command), trapped within and inside the slime, clearly placed there intentionally. While looking around them, they get caught in the act by a Goodra, who threatens them to get away; Cu identifies it as the cause of all that slime, and opposes the suggestion to make sure the trapped mons don't undergo any risk. Goodra shoots a dragon pulse (the light of a beacon (can it be set horizontally?)), but Din gets in the middle, being completely immune to it. At that point, Ampharos gets between them, and asks them to stop fighting, since he doesn't sense ill-intent from Goodra, so surely they can speak it out. Din trust those words, and offers to talk instead of continuing to fight, despite his excitement, to which Goodra agrees once they move a bit further. Once they are all sitting down, it explains how ever since it was a small Goomy, there was an elder Delphox who was in charge of cremating the deceased, as it was tradition there. One day, however, she too died of old age, but after a few days of doing so, she revived. She cremated everything she found in her way, until she felt in a hole and burned herself. As time passed, and the deceased stopped being incinerated, more and more kept coming back alive. A lot of them just didn't do anything, and stood where they were passively, but some obsessed over doing the same thing over and over again. Quickly, the forest was filled with mindless creatures that were completely out of control. As the number increased, many died, and many others left their home. Goomy used to be happy that he would never be alone, as a child who didn't know any better. As it grew, though, it realized the reality it was in: they were alive, but they weren't really them. Many times they wondered around and ended up dying alone, only to be brought back, yet trapped alone. Once a Goodra, it decided to keep the remaining people of the forest save, trapped in their goo, hoping they would one day go back.

After some investigating, Cu and Din find the crater left by Gardein, and while going down there, Din suddenly picks up a chilling sensation. Going to a side, they uncover a cave, and after descending it, they find a giant aegislash, submerged in a pond that flowed outside the mountain, it's sword form bloated into something unintelligible, and in the center of it, a huge chunk of ghostly-imbued metal. After destroying the metal, they return where Goodra was, and confirm that the living dead stopped moving. Now that the problem had been

solved, the group decides to depart: Goodra thanks them, explaining that he will go out to find someone who can incinerate the bodies of the dead and give them a proper, traditional burial.

Cu & Axew heart to heart

Cu has a heart to heart with Axew about fighting females and his role on the team

Cu begins to understand how Axew thinks: he gets pumped up when he fights a male. Because surely they think he is weaker, worse, broken. He gets self-conscious when fighting a female because they think he is weaker, worse, broken. One motivates him to improve, the other one hurts him. Simple as that. Of course he knows females can be strong; his literal trainer was a highly renowned female haxorus. But he doesn't want to beat her, he wants to be recognized by her, and he isn't getting that from hurting her; realistically it would, but it's not the mental image he has when he thinks of doing it. He wants strength to find peace. So it's fine if he doesn't want to do so.

Din realizes that Axew continues to break his tusks on purpose in hopes of making them stronger. "Isn't that pointless? You've been doing it all your life, and have had no progress. Anything else will literally be a better way to spend your time" "How am I supposed to let go? It's like Master always said, tusks are a Haxorus' pride!" "Your tusks aren't your pride: the strength in them is. The strength they let you show. So either you never had a pride to begin with, or your pride doesn't need your tusks." "And where am I supposed to take that strength from" Cu points at him "... My heart?" "No you dumbass, your body. You have an entire body attached to those tusks, right? Use that"

Second Apple of the Great Beyond

Cu is taught that the region has an especially high concentration of psychic energy, which causes most organisms to develop faster and stronger. However, when an apple tree receives a high dosage of psychic energy, based on fluctuations and the terrain, it concentrates into a single golden apple, called an Apple of the Great Beyond, which are said to bring the blessings of the deceased. In truth, they provide a restorative and enhancing pool of psychic energy for a limited time, although it also strengthens the body to a degree permanently. To this, Cu comments he heard of a region that was very famous among psychics, but doesn't know much else, and theorizes that what made everyone disappear might have been indeed a psychic-based incident.

Cu is forced to eat the second apple because his team isn't very strong. In this process, we rely strongly on Ampharos, developing their nurturing nature, and having Cu question whether they should deviate from their goal to be more prepared

Post-second Apple of the Great Beyond / Wood breaking + physical enhancements

Din comments on how he can sense Cu's psychic energy ooze with more density (we can make an over 9000 reference). Din gives Axew advice about his fighting style, and focusing on using his personal strengths instead of what he is supposed to be good at. We also reveal that Cu is tanky as heck, but very weak to special attacks, which is why Cu can't just go around punching mons

It would be great to use this respite to show Axew being jealous of KRIB for stealing all the attention, and Ampharos telling him that Cu has a story with rhyhorns, and that's just how he is. If he wants to become the pillar of the team, he should strive to get there instead of complaining.

Reveal of the Flowers of Death

Why did Gardein flatten mountains → because the prototype of the Ultimate Weapon of Kalos were buried all the way into the ground, so to ensure they couldn't retrieve the technology, she had to destroy it to the bottom

Frank-E encounter + base

Frank-E (lvl 50 btw)'s personality is he likes to build things. Building is his passion, his creations are his reason for living. Which might be what gets him in trouble with the Talonflame, but also he is right to stand up to them (maybe he is protecting the mareep AND the creations he has made for them). Its nickname comes from his seeing some of the others in Cu's team, and liking the idea. Then Cu decides to give him the name of a cool ass engineer, so he lives up to the name.

Protecting a herd of Mareeps, they fight a band of birds led by a Talonflame: Din doesn't do much against it, Frank-E is weak to it, and Noibat is a Noibat, so Ampharos is the only one who can do things: if there is a water or rock type, keep them busy putting out the embers that start fires, which talonflames are set to emit as they fight

Mega-Ampharos vs Talonflame band, which ends with Ampharos staying behind with Frank-E, having found a place where Cu can come back to, as well as a family in the herd of Mareeps. During this arc we should show how Cu trusts plenty in KRIB, yet how he also identifies its limits, that it's not a blind belief

Cu questions why are those particular mons so strong, to which he is told that they come from the north; the more north, the stronger they are, while the south area is more relaxed

Frank-E gifts Cu a pair of boots with the Falling Feather blessing

Rising tension

Lucario encounter + reveals about Kalos' invasion + ghost weapon

They find a Lucario that wants help with a ghost weapon mon, and who explains the lore: 3000 years ago, there were multiple tribal communities living in harmony with a more classic "civilized" culture. The incident escalation, however, was perpetrated by the younger brother of the king of Kalos, who took their infrastructures and began attacking the whole land.

This should be a sort of miniarc of 2-3 episodes, so add other content we have pendant. Be sure this ghost weapon doesn't overlap with the Goodra's 2nd encounter

Cu & KRIB teamwork

Cu and KRIB get the team out of a dangerous situation by having faith in each other. "As long as KRIB is here, I can pull something off. Because she is everything I've been for in the past ten years".

Din splits a boulder

We could set a x4 fire weak mon, which we only would have fire punch for, and then an ally that has skill swap and power swap: we buff Fraxure to +6 with dragon dance, then skill swap an azumarill with Din, then power swap the buffs into Din. He is a bit bitter about it, because of course he realizes it was a very situational thing, but he can't help but smile at the rush that he felt by doing so, of being closer to the strength he aspires to

KRIB unchills in a fight

Cu backstory 2

Cu opens up about his first Rhyhorn, how he feels he relates to his mons, and apologizes to Noibat for being an ass (though of course Noibat doesn't care much). He also reveals to Din that he ultimately agreed because he saw himself crying and just thirsts to feel like that.

Cu explains about how his life at the ranch was like, how intense and lonely he was, and how the first Rhyhorn he was assigned to was so caring, and encouraging and patient about him, his learning, and his development inside the herd, many times serving as his guardian since he began taking care of them at

9 years old, which is by the way why that one was chosen as his first contact with rhyhorns.

Axew evolves

Axew expresses his admiration for how they, despite being not fit for it, rather “pathetic” instead, have managed to get to the physical extents they have, and that they have helped him see how they did it: the importance of proper training and understanding your body (for example, he is lighter precisely because his tusks are hollow), to explore what it can do, even when you think it’s out of place or ridiculous, the satisfaction of discipline and self-improvement rather than acting from emotional anxiety.

2nd enchantment + enchantment lore

Following the clue regarding ghost weapons, Cu learns about the region being Saffrin, the Land of Psychics, a place famous for its higher average concentration of spiritual energy, making it the place with the highest natural psychic-human born ratio, up to a 2% of the population. It is so much so that some non-psychic people have been observed to awaken some kind of minor psychic ability after spending large periods of time there.

After millennia of scholars studying those arts, a process to create rudimentary enchantments was developed, but despite understanding the procedure, only very few psychics every generation are capable of succeeding, which is why those things are monopolized by the government, and used sparingly in times of need.

There, they find the Blessing of Unbreakable.

KRIB evolves + 2nd Goodra encounter

Cu and KRIB get separated, KRIB falls down a pit with a bunch of rabid mons, and as Cu tries to get to him, he gets attacked by a stronger mon, and KRIB comes out a wall evolved, having defeated all her foes, being like you do not touch ma boy, red eyes glowing. During the fight against the ghost weapon mon, Goodra finds its way to them, and defeat it together, coming to help with a moveset of dragon pulse, muddy water, protect and superpower. It explains it had been searching for more places with ghost-imbued metals, but had found very little clues: Cu informs it that they seem to be highly related with the places they were searching, so it decides to accompany them. Sad about not seeing Ampharos again, because it wanted to thank it for intervening.

Zutto evolves

Hydreigon encounter

They hear of a Hydreigon that is abnormally aggressive, even for Hydreigon standards, which has the whole region tyrannized. One of the 5th gen mons comments how weird that is, because Hydreigon's destructiveness tends to be rather straightforward. Upon entering its territory, they get attacked by a bunch of rolling Golems exploding as they reach them. Such attacks repeat a few times, before a dragon pulse falls upon them, which Din gets in the middle of; however, the damage is not fully nullified, and Din puts a knee down. "Cu, this guy... I don't know what it did in the inside, but it definitely has swallowed a ghostly crystal". They engage in the fight (Fraxure fucks off because it's a female Hydreigon), and in the middle of it, the Hydreigon uses earth power on a seemingly Magnezone that was there, which endures the hit with sturdy, and then shoots a Mirror Coat that would have killed Din if not because Goodra blocked it with Protect; the power was so much, however, that it got propelled back from the force, crushing Din against a wall, taking it out; don't worry, if you hadn't done that, Din could have died; you literally saved its life (we just show the mirror coat shot, then pan out into an explosion, then show Din in the wall and Goodra on the ground). They continue fighting, dealing with all the dirty tricks it had prepared, maybe at some point even gaining the favor of the mons of the forest due to their strength. Eventually, they push Hydreigon back into a rocky terrain, and it tries to run away. "Goodra, it's tired down! Now or never!" However, Hydreigon shoots a dragon pulse at some rocks above them, and they are about to fall on Cu, Noibat and Zutto, but Goodra gets in the middle, covering them in goo while taking the hit. "What's the point of destroying those crystals if I can't protect you all from them? I don't want to talk to corpses anymore". Zutto gets ready to fly after it. "Even if you can catch up, you can't do anything!". Zutto, who hadn't fought, so had all its strengths, flies towards the Hydreigon, and possibly sets a haze to block its visibility; back to Cu and Rhydon with Cu saying the name of the attack it should forget; Zutto sets for the first time a perish song while blocking its way, forcing it to retreat back so it can escape the perish song reverberations, to where KRIB is, where it learns outrage and uses it to beat the shit out of Hydreigon and wins the fight. Zutto is also KO, but is fine, and they regroup and heal with the entire mountain celebrating their victory.

Explanation of ghost weapons and Flowers of Death

Ghost weapons originated from Kalos, a kingdom that was developing something called the Ultimate Weapon. The Flowers of Death were a prototype to that, easier to replicate but incomplete, and their invasion was both a test to further develop and judge their effectiveness. Using the ghost energy gathered by the Flowers, they could imbue their mons to make them stronger; the ghost

weapons are a result of successfully used Flowers releasing their energy onto something in the environment, corrupting it after many years left without release. The Flowers needed to be planted on highpoints, which is why it is always mountains getting destroyed.

Heatran encounter

They try to reach a ghostly weapon fragment, which is floating in the middle of a platform circled by lava, but everytime they seem to find a way, a lava splurt blocks their way. After a while of this repeating, they find a way to the base level, where Heatran blocks their way. "Are you ready? Fraxure?" "No, it's a female. I'm out of here" "That thing has gender" "Wow, rude" "... Right, my bad. Okay, let's focus". They beat it, and as they destroy the scrap, the Heatran roars and digs up, causing the whole volcano to erupt, filling it with lava. They have to find their way out; in here Rhydon asks Cu to trust in her instead on the knowledge he has about her, as she plunges into the lava to open a way; meanwhile Goodra is trapped somewhere else, and has to keep the lava at bay, so she can't open a path; Cu punches a hole into the wall, and it hurts a lot (foreshadow), and with some trials and tribulations, they manage to escape (make a map save copy, then drop a bunch of lava buckets from top, letting them flow down the volcano; later we can run water and show the whole mountain covered in obsidian). "U-um, you did well, uh, getting out and all... I knew you could do it"

Fraxure vs Goodra

"You did this with Hydreigon. You did it again now." ... "I heard goodras' abilities were to heal from water or grass, but here you are, with this ability to slow down anything that goes in contact with you. Must be nice being so special, you cunt". "What did that do to make me happy? I didn't need to be special to realize that risking my friends lives makes me a horrible mon!"

Goodra loses her shit for Fraxure's actions and beats him up, not even using moves, just slapping him

Listen, how many strong individuals do you think there are? The stronger you get, the less there are. I'm not saying you won't become stronger. But don't make the world be in a hurry to make you strong when you are skipping half the chances you are presented with. If you still feel like that, take the first hit. Remember that you are still weak, and use it to strive to become stronger. There was value in feeling like that, you wouldn't be here otherwise, but it is now clashing with new desires, and it's your choice what balance of feelings you want to go through. As Cu leaves, he can't help but think "so this is a pure dragon heart, huh".

Return to base

Cu gives the blessing of Unbreakable to Frank-E, who wants to put it in his boots, but Cu declines, asking him to have it for himself. After all, there are a lot of precious things Frank-E wants to make

Fraxure asks KRIB for training

A thing Fraxure does is to let himself get first the first time as to not feel like he is being aggressive towards females, using that to mentally recognize that he is rightfully retaliating.

Underwater zen moment

Light learning

Reveal of Gardein's disappearance at certain mountains

The squire or whatever of Gardein confirms that she disappeared at the mountains. Which was weird, because she could literally destroy them, and the cold wasn't that big an issue. But he searched for her, no where to be found, and had to return. Which means Clencence doesn't exist, she didn't "go" anywhere. But then what happened. It is also mentioned that despite everything, the King of Kalos had already left, so by all intents and purposes, everyone was safe

Noibat evolves

Zutto recalls Flaafy's healing bell

Noivern gets a nickname

"I you fall here, we won't see the moon together again!" → learns Moonlight

Explanation of the tie between Ghost Weapons and Flowers of Death

Absol encounter

Trainer encounter

Fraxure evolves outside of screen, as he gets separated from the group

We have to have a moment where Din has a lot of hope deposited on him (probably by an early member (which might need closure later on)), expecting him to push through like he always does, but Din just flat out loses terribly

Marvel scale milotic, levitate heat rotom, unaware clefable, fluffy bewear, dry skin croagunk, aegislash

// Probably have to integrate Absol in this. Maybe it is driven away before starting the combat, as a way to hype up the trainer, because it recognizes him

This is a trainer from the organization that is trying to unveil the technology of the Ultimate Weapon. He was infiltrated in a gubernamental institution, and has realized of a series of problems being solved in rather straight pattern, with consistency. He goes out to investigate, and finds out about Cu, whom he then interrogates. Cu is surprised to find another human being, who is also a psychic; when Cu asks whether there are more people alive, he is like "okay, I'm not dealing with this. Bewear", and the fucker just cracks the ground and separates them, distributing his mons based on type advantage. Milotic vs KRIB; aegislash vs Din; bewear vs Noivern; croagunk vs Haxorus; clefable vs Goodra; heat rotom vs Volcarona & Frosmoth. Zutto flies away, but is key in helping all the members regroup, with this being the scene in which KRIB and Haxorus break through a wall at the same time and their silhouettes appear through the dust. KRIB appears bringing Din with her, but ultimately faints. Since Frosmoth also fainted to rotom, Volcarona has flied up so the embers vanish before they can begin a fire. Din has to protect Cu because he is outclassed as a psychic, and Noivern is protecting Zutto and Frosmoth. Because Haxorus said so. Because he has learned guillotine after eating a golden apple that Din gave him, because despite wanting to become stronger, Din recognizes Haxorus as a better mon (and we can have this scene of Din being like mou, daijobu): "do you think this could ever hope to tame the heart of a dragon?". So it's Haxorus and Goodra vs five mons, since he already beat the croagunk. He changes his ability into mold breaker in the middle of the fight and destroys everyone, since all of them (except the aegislash) have their abilities ignored by mold breaker, and aegislash runs a special attack build, so Goodra can stall it in the meantime.

By the end, Cu asks why did he attack him, and whether there are more people, to which the Trainer realizes there's something weird going on with him, and decides to leave to inform his organization about the danger he represents, without answering any question.

Trainer should openly speak about their interest in the Flowers of Death, how they haven't found anything of use, and how they have to report the information. Which leads me to think the introduction we could make of him is him defeating a ghost weapon-affected mon like it's nothing

I want the end of this encounter to not only be tonally significant as the first human properly found and interacted with, but also what defines why they will go to the tundra, so that this feels even more impactful

When Haxorus wants to learn guillotine during the Trainer encounter, and Cu not sure what move to recommend him to forget, and he is like "obviously dragon claw. After all, it's only strong against dragons" "Are you sure?" "... There's no reason to fight those who have your back, is there?" and Goodra is like "It is an honor". In this same fight, in this same moment, they change their ability to mold breaker, "the honor is mine".

Final stretch

Goodra takes them to deal with a Ghost Weapon

Goodra wants to go deal with ghost weapons that have no benefit to them, purely altruistically, but Cu is reticent because he is spooked by the Trainer. She insists in a very aggressive manner, because she is chill and pain-mending, but for everyone. Haxorus supports her, praising her kindness and care being what awoke him to realizing he had to stop pretending to not care

In this fight Haxorus seems to be suffering a lot, but to prevent Cu from retreating he says it's just the effects of the apple making him be in permanent pain, and that he can deal with it

Muscle enhancement learnt

Lost child

Din detects a lost child, and decides to release the psychic effect from Cu to help it. This causes the child to explain, after getting treated, that everything is perfectly fine with the world. With Cu unable to reconcile that with reality, Din offers to take the child with teleport and help him find a better place from which to find hints. However, he comes back a while after, saying it was actually a Zorua and that there were really no humans, inciting some suspicion from Cu.

Arrival to the frozen lands

Zutto gets overconfident and is about to get hit by an ice type move from a random wild mon, but Moonwave covers, using up the focus sash, and causing Zutto to get scared and stay behind in shame, incapable of convincing Moonwave to change Cu's mind. Cu understands its position: from the beginning, they were using each other to enjoy life: it has never decided to put its life on the line, and it's unfair of him to ask that of him; however, if when they come back it is still there, they will happily take it in again, so they can hear its beautiful songs.

Testimony of Gardein's ascension into Clencence

A servant of the by then occupied castle of the King of Kalos, who explained how the Kalos troops left scared that Gardein had reached them and surpassed all their traps, saw a light engulfing Gardein and making her disappear, and just assuming she had ascended, because that's how ass-kicking Gardein was.

Artificially created moment for Cu

Fire learnt

Episode X: the Monarchs

Cu is freezing in an icy cave, a blizzard blocking the exit. Alone. With no hope. No one will come. He learnt that lesson a long time ago, as shown in a flashback of him, alone in a cave, as a downpour went on for hours, making him feel abandoned and helpless, resigning himself to whatever result his life ended in. There is a possibility that the rest of his mons are freezing, or have frozen to death. And of course he is scared. And of course he is sad. But memories can't stop flooding back to him. Of all the things he has been filled with. "Ah, I have never properly seen the beauty of a blizzard yet". And so, he undresses (have a floating armor piece) and walks out. Feeling. Hearing. Seeing. Shutting off, as the cold invades every piece of him. And then, a flame amidst the storm. A volcarona rests besides him. The next time Cu opens his eyes, he is back with everyone on the frozen lands. He was brought by Volcarona. It is still floating, besides a frosmoth, the both of the remaining silent, distant in the air. Cu can't talk to them with telepathy. He gets headaches and strange, deformed visions. However, they can talk to him. They appreciate the beauty he sees in them.

They want to go on a journey, but can't be near others, and can't be accepted because of it. If Cu accepts them and acts as intermediary, they would be pleased to enjoy his and his team's presence. However, no one will ever be able to replace the other: they will do whatever to protect each other, no matter how cruel it might seem. And no matter how much it hurts them.

Monarchs join

Haxorus gets the metal coat

I don't see a reason why they wouldn't put it on him the same moment they find it, so I guess that happens in this episode.

"Sir, I don't see no difference". "Shut it Din, its tail is now coated in metal. You'll see it if you believe hard enough"

Monarch's dream vision

One night, he closes his eyes and he sees a vision. The soothing solitude of a moth in a blizzard. The welcoming loneliness of a moth in the lava. Yes, solitude is not so bad. The solitude you have known is only a fragment of how far the mind can go. Peer into a solitude you can't know, one you brain can't possibly resist. Peer into the unfathomable reality of finding a likely being, existing, and standing by your side. Still doing so. Volcarona face cracks. It's Hodu. Frosmoth face cracks. It's Amy (RIP having to do animations). I get it now. They don't want anything. They can feel emotion, but choose not to. They decide to satisfy themselves by simply being next to each other. We could make a timelapse of the camera looking at a tree, and then the tree burning, and starting an arson that burns all the forest down, simulating Volcarona's transition from Larvesta

2nd auroras

Do a flashback of the first auroras, because no one will remember (Episode 2, I think)

Din's regrets

Din lashes out all his regrets from the decisions he has taken that have driven him away from actually being strong like Gardein, just for the sake of sharing her aesthetic. Which doesn't make that much sense, because if he didn't like her aesthetic, her strength wouldn't mean much. You can't have it all. If it just so happens you needed to be strong, change your life to not need that. Cu

reassures him about this, as it is Din's perseverance that they are on this journey, made a group of friends, and enabled Hodu to talk with them and not be alone.

Haxorus intervenes too, to tell Din to play his individual strengths, not what he is supposed to do, like Din told him. Or maybe not tell him that, but remind him of what he said, and what that made Haxorus into. I just don't want this to be a moment of the goat telling Din to get good, but to understand the importance of perspective and adaptation

"If you had been all serious, if you had asked me to embark in some grand, honourable journey, I would have rejected. But because you only wanted to have fun... That put me at rest. It puts me at rest. It reminds me that I'm not forced to be here. That I'm here because I want to be by your side. Besides my favorite dummy".

3rd enchantment + ghost weapon + Gardevoirite megaevolution

Cu finds the Blessing of Frost Walker and a gardevoirite. In their fight, Haxorus reassures Din that he can only rush like he does because Din can heal him. His body may not keep up with the strength he desires, but his heart has found a perfect way to express his kindness. Being half a Gardein isn't that bad, is it?

The gardevoirite is possibly there because it's a Kalos rune place, that had a mega gardevoir user who perished there? Like, it's filled with things of the soldiers who were there. Also, I feel like the megaevolution should happen once and that's it

Encounter with relatively modern structures

Cu finds relatively modern structures with some people living in them (maybe a scientific outpost?), but then the humans disappear, and Din tries to convince him there was no one. Cu insists on going down there, but Din asks him not to, to get to Clencence, and that he then will tell him something very important

Zutto re-joins

Zutto re-joins with the team, and Cu explains to her the auroras and what a great, albeit scary adventure it was.

City approach

Cu realizes what is going on with the disappearance of people, and they reach a big city that there's no way Din can hide, and he is like "surely there are more interesting things somewhere else, right?". And Cu is like "sure there are", and decides to not go there

Final base visit

Frank-E imbues the boots with the Frost Walker blessing too

Milotic encounter

Milotic be like "oh Goodra, you are so kind and chill" (maybe they knew each other?) and Haxorus is like "yeah, most of the times lol"

Put the Frost Walker boots to good use

Arrival at the frozen mountains

Altaria insists to go with them, because he also wants to see the auroras. It doesn't want to miss being next to Cu: waiting without doing anything was so painful, it felt like it was withering, yet it couldn't leave because it would break its heart. It is selfish of it to demand being protected to see things, yet not even being willing to risk itself to go to the places that hold the treasures it is looking for.

Din death

After reaching the mountains where Gardein was told to have gone to, they activate a giant nether trap because of Cu's emitted magical energy from the Apples (very possibly The Trainer baits them to go there, which sets up final drama). The trap shoots a series of ghost fireballs; since Din was the closest to them, he tries to create a psychic barrier to protect the rest, but one impacts him, leaving him greatly injured. Just in time to avoid more casualties, Noivern creates a sonicboom (maybe other members do things too).

Cu holds Din on death doors, and due to the gravity of the injuries, he can only communicate by creating an orb of emotions and thoughts. At first, Cu is hopeful to see Din able to use his powers, but as he touches it and enters his psyche, Din begins to talk about him. About how sorry he feels about hiding of other people to him, which Cu immediately dismisses because he already knew; "I thought I was strong, and was losing because I was using my psychic powers to detect any human near us, but even after I stopped doing that, I kept losing." "... yokatta. You called me friend even knowing it". He also apologizes for leaving him too early, and hopes that at least his death provides him the shaking emotionality he wanted to feel. "I said I didn't mind even if it was sad, but... I didn't want it to be like this". "... I'm fine even if it ends like this. Wasn't it fun?" In the end, they reach the future that Din saw, but it's not quite what it looked like: invaded by sadness, Cu does his best to express his joy, after which deeply mourns his death. "Uketotte kure, kako no watshi. Shiawase ni mitsukeru". Din breathes a couple of times, then dies. Then, as the tension

seems to release and the chapter reaches its end, the nether portal activates and they are teleported out, still with Din's corpse on Cu's hands.

// Whenever we are doing the ending, note that we already have the final scene in the Clencence (large biome map), which we used for the episode 3 flashforward. The FinalPeak is the peak where he finds the baddies trying to salvage the last Flower of Death; it is, because if you notice under it it's empty, so we can show ourselves bombing the top part, and then not having to actually destroy everything below. Do a map copy before the bombing. Also, make sure the actual mountain is not shown at any other time

// Show a light of the nether portals shooting up just like the servant described (beacon or an omega portal, do as you wish)

// The fires shoot, they start melting the snow, Din dies, the snow melts, the fire reaches the obsidian, the portal lights. Yes, we probably going to have to do wacky stuff with ReplayMod, but that keeps the narrative straight

// When Din dies, the camera just points at the monarchs. They stand there. As ominous as ever. They flap their wings in a sad dust of fire and ice and leave. The inevitable has happened, and it was only a matter of time

Clencence

Nether exploration

After Goodra tries to keep everyone hopeful to escape, Cu promises Din to find out what happened, encouraging the rest of his team to push forth and find a way out there. The mons in there first react to them with fear, then with a sort of condolence and honor, and then they guide them to Gardein's house. We do some environmental storytelling, maybe mixed with exposition, because I want to have a very raw, direct reflection of how she slowly lost her mind to hunger, thirst, and the unfairness of her fate, despite her initial satisfaction for having put her monstrous strength, the one she herself feared the most, to good use. Incidentally, they find an Apple here, which leaves a bitter feeling, as with one of those Din could have been saved.

Noivern apologizes to Cu too because he was neutralizing the sounds that Din couldn't help bounce back with psychic powers. No, thank you for having supported him this long

Ninetales meeting

I kind of want a moment of Ninetales being kind of creeped out on how relaxed Cu is about this whole thing. "Things aren't looking great, but that doesn't mean I regret how we got here"

In Gardein's house, they are met by a Ninetales, which comes from a line that inherits the vision of what happened that day. She communicates with Cu

telepathically, and brings them to the place where Gardein's madness ended, a place filled with giant craters, showing the absolute destruction her desperation brought. Cu questions why they are so tolerating with him despite the clear aversion towards humans of some of the present mons, but she answers that the vision of her suffering, of her frustration, her desperation, was deeply pitiful, even with all the destruction and fear it brought. So that it wouldn't happen again, Ninetales' tried to destroy the portal, but with realizing that the obsidian was tremendously laborious to remove, and that they could activate the portal with their fire, the previous generations sworn to stay there and wait for any human that became trapped, to let them get out. She congregates a bunch of fire mons to breath on the portal and activate it from the nether side.

They give a solemn burial to Din next to Gardein, as Cu leaves with Noivern first to take flight and avoid triggering the fire again, and then the rest come back, facing the mountain that Gardein couldn't reach.

March to the top of the mountain

"I will not regret this journey, for what I found during it is real, more real than my days as a shepherd. That's why" – points at the last mountain – "the last view is waiting for us".

"I wonder if Gardein was also encouraged by someone like you back in her village..."

Cu reaches the top, finds the evil people working with The Trainer (possibly The Trainer himself, because otherwise this will feel a bit shallow to have two random grunts) trying to take the last Flower of Death that Gardein couldn't reach and Cu proceeds to eat the apple they found in the nether and flatten the mountain, closing her cycle and fate. This is it all, it's rage, and it's triumph, and it's sadness, and it's humbly paying respects. After that, Cu (accompanied by the Monarchs) is absolutely demolished, but Hodu is brought by the mons to him and he saves him.

Epilogue

As an epilogue, show that Cu decided to perpetuate that lifestyle of nomad explorer, because it is something he has come to genuinely enjoy. We go back to Din's home, and reveal the reason why Cu didn't find anyone was because they were in a National Park. During the epilogue, have someone offer a pamphlet or a map about a region, and have Cu reject it "I don't need no map", as he leaves out into the wild.

We show someone telling Cu just how impressed they are that he put the pieces together to figure out the reason for all the conflictivity in certain areas (the ghost weapons), which people were told to stay away from, and that he will definitely be recommended for the title of Ranger

