

Foreword

Hello, and welcome to the outline for OBT's first special episode, *Dielle's Wish*! One thing I liked about this project was trying to tell a short, concise story with a general different mood/themes than what I'm used to writing. It gave me an opportunity to put a child character in the spotlight after 4 years of avoiding it, and I felt like I'd really grown since the last time I wrote children!

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 click on the **highlighted part**. Or you can ignore them to get the raw outline. So let's get shaking!

Dielle's Wish Outline



Make a wish, it's up to you!

Story Outline V.2



We open the scene in a beach town south of Treasure Town, where two parents are looking at an unusual looking Meowth egg. The mother, a Zeraora, seems displeased with this egg and is arguing with her mate, an Alolan Meowth, about her disappointment in what they've created.

"I *wanted* to continue my family line. Do you know how many of my kind are *left* in the world?"

"That's not a good enough reason to walk out! What, am I supposed to just raise this thing myself?"

"Sounds like a plan to me."

She walks out on the pair, and we fade to black.

The next scene opens with Dielle's father leaving the house. He tells a Meowsy Dielle that he'll be back in a few minutes. Hours pass as Dielle mews in hunger, when he finally arrives back home. He falls asleep on a cushion, and Dielle tries to curl up with him. The following morning she wakes up in the house alone.

Years pass, and we see an older, child Dielle, playing with sticks in a room by herself. She's playing some fantasy story involving a lady knight saving a princess who is locked in a tower. She hears a door creak, and quickly stumbles over to see her dad is about to leave. "Dad, dad! Can I come this time? Pleeese?" He rejects her, saying that there's nothing outside that's exciting enough to see. She pouts as he ruffles her head. She fantasizes about going on outings.

One day she asks her dad again as he's about to leave, and to her surprise, he agrees. He slips a cloak over her, and the pair set outside. Dielle continually tries running ahead, but her

dad reels her in and tells her to quit running off. Soon they arrive at a cafe. Dielle seems excited to be at a real life cafe, with those dreams instantly dashed when her dad tells her not to talk to strangers, and to wait by the tree and not wander off. If she does, he threatens to not bring her in the future. She waits patiently by the tree all day, excited to be outside while she people watches. As evening falls, her dad finally comes out of the bar... And he's brought her a bottle of milk! She's ecstatic to have a treat.

This routine continues, but her dad brings her milk less and less frequently. As time wears on Dielle learns to bring her book, but gets tired of even that after a while. One day she's surprised when her dad comes out from the cafe and asks her if she wants to go to the local library and make a list of all the books she'd like them to read together. He gives her directions, and she works on her list late into the night... But soon realizes it was just a way for her dad to brush her off. She enters the cafe and hides her face, and tugs on her dad to ask him to leave.

On their way home, her dad asks her if she knows how he got a scar along his arm, and informs her that she inflicted it when she was much younger, and warns her that she's dangerous due to being a hybrid to a powerful pokemon, and he doesn't want her hurting anyone else. Dielle seems mortified about this, and is quiet on the rest of the walk home.

As more days pass, she soon realizes that this routine is no different from home, and maybe her dad was right about the outside being no more exciting than home... But she thinks about one book about a pokemon that grants wishes, and makes a plan to visit it so she can wish she was born a normal Meowth.

After her dad leaves for the cafe, she scrambles away. At a local shop she asks to look at a map, and finds a place called Star Cave nearby while shopkeepers and customers alike are friendly with her, and give her a knapsack with some snacks. As she sets off they comment that Star Cave is a very minor dungeon, and if a kid was going to stick their nose in adventuring, it's better there than anywhere else. Along the way meets an exploration team that's headed for an unrelated job. She seems impressed with them and their work, and they treat her kindly as they continue on their way.

Soon she reaches Star Cave, and inside is impressed by the twinkling walls. It's a low stakes dungeon, mostly winding and constantly changing while disorienting Dielle. As hours tick by she soon loses heart and sits down to cry- when she hears a shuffling of rock. She enters Wish Cave, and in the center of the cave there is a comet shard. She steps up to it to try waking the wishmaker up using various tactics, but is unsuccessful. She begins to cry again, realizing she still doesn't know the way out, and she fears her dad will be mad at her. She thinks about her wish, and realizes the most fun she's had in her life was during this adventure, with all the pokemon she got to meet in town and on the way. "If I was a normal Meowth, every day with dad would still be the same...". She resolves to not wish to be a normal Meowth, but instead grows to have lots and lots of friends who love her for the way she is.

She works her way out of the cave, and outside it's getting late. She arrives at the cafe to find it's closed for the night. She walks home, but doesn't see her dad anywhere. Confused, she spends the night alone and drifts off to sleep.

The following morning, she goes to the cafe but there's still no sign of her dad. She camps outside, and we see a Nidorina watching her from a distance, concerned. As hours pass, Dielle realizes her dad's not coming back, and cries as she thinks it's her fault for running off. We pan over to the same Nidorina from earlier, who is now talking to another pokemon. "... And

you're sure he skipped town?" "The report from the outposts says so." "What kind of degenerate leaves his young daughter to fend for herself?!" Suddenly a shadow is cast over Dielle and she turns up to see Moxie, extending a hand. She offers to give Dielle a place to stay for the night, but Dielle declines, saying that her dad told her not to talk to strangers and that she wants to wait for him to come back. Moxie frowns, but accepts her response. She leaves and comes back with food, toys, and a small shelter. Dielle watches on in awe, and once Moxie is done, she bids her a good evening and begins to walk away. Dielle calls out to her and asks to go with her, and Moxie smiles and accepts. They get home and Dielle is immediately set up with a room and more food than she can eat. Moxie asks if Dielle would like to live with them permanently, and she eagerly accepts.

Months go by, and Dielle finds herself truly enjoying her time with Moxie and Charlotte. In a montage, we see her celebrating her birthday, making friends, and soon enough, helping take care of Moxie and Charlotte's egg. In a final scene we see Inigo hatch, and Dielle holds out a claw for him to hold. As he clutches it, she thinks about how lucky it is that her wish came true.

Story Outline V.1



In the middle of the night, we see Dielle's father, injured, shuffling through the cover of darkness to the outside of a cafe in Treasure Town. He sets down a small basket and walks away, mumbling something about how he "can't take care of that freak of nature for a day longer". We see Dielle as a Meowsy peer out, **mewing sadly as he walks away**. The following morning a Nidorina strolling through town sees the basket and peers inside of it- and is greeted with a loud meow from Dielle. She takes her home to raise her as one of her own with her girlfriend, as she vows to give her a better life. However as the scene ends, **we hang ominously on a note that was attached to the basket**.

It's some years later, and Dielle (now a small Meowth) is chasing around one of her friends through town. However, she has a difficult time keeping up, and is visibly frustrated. Then she gets an idea to catch them- she claps her hands together, and shocks them to the ground. Suddenly the mood shifts from lighthearted to dire- she seriously hurt her playmate in an effort to catch up. She sits in while Moxie apologizes for her behavior to the parent of the child, and the parent tells her to reign in Dielle- **or else**. Once back home Moxie is seen talking to Charlotte with concern, while Dielle pouts in the other room eavesdropping while a **young Inigo lurks with her**. Moxie soon comes out and grounds Dielle (**hehe**) for hurting her friend. Dielle is unhappy, and has to spend her days inside while Inigo gets to go out. The first while is fine as she reads books at home, with one of her favorites being about a creature that grants wishes to anyone who wakes it. Though even that story gets old after a while. After some time passes she begins to succumb to boredom and decides the remedy is to snoop around- when she finds the note that was attached to her basket as a Meowsy. Reading it suddenly makes her very self conscious about her power and inability to control it. She decides she has to run away to contain her power, and sneaks out of the house after convincing Inigo to run away with her.

Strolling through Treasure Town she resolves to find the wishmaker and wish that she was just a normal Meowth. Inigo says that he would wish to be a Keldeo like Indigo, so that he would have a sword on his body. Dielle points out that he could have more sharp objects on his body if he evolved into a Nidorina. He considers it as an option. They approach multiple pokémon to try finding where Star Cave is, with little success. Soon they find a team that points it out on a map, though it's clear they think they're just sparking general exploration interest in the children. They mention that it's a tough dungeon to go through, and not meant for kids their age. Inigo reassures them that he's very strong and powerful, then points out that Dielle injured one of her friends, which causes them to break out into an argument. The team slowly scoots away while they go at it, not wanting to get involved in their squabble.

The pair pack up a modest bag for their journey, and set out to Star Cave. It's not a particularly arduous walk, though it does take several hours as they camp out for the night. Inigo expresses a fear of the dark, and Dielle vows to protect him from dangers. The next morning it's time for them to enter the cave.

Inside it's very dark, but bioluminescent flora helps guide them. Throughout the dungeon there's many perils that Dielle and Inigo manage to avoid- but soon they face off against a Bronzong. I'll figure out why he wants to beat up two children later. Dielle and Inigo narrowly escape, and finally make it into Star Cavern.

Inside the Star Cavern, the ceiling glimmers and twinkles like the night sky. Dielle and Inigo approach the comet shard and place their paws on it, trying to jostle it awake. After several unsuccessful attempts, Dielle starts crying and sinks to the ground, not sure about what to do

next as the pair don't know how to get back. Suddenly Dielle hears footsteps approaching, and she curls up defensively. But it's... Moxie and Charlotte being led by an exploration team! They comfort Dielle, who opens up about what she wanted to wish for. They reassure her that she's perfect the way she is, and that she doesn't need to change to be loved and accepted. Dielle cries happily, and the party gets ready to leave... But Dielle still wants to make a wish. She approaches the comet shard, and gives it a hug. She whispers something, and they make their way out. As they do, we hear her wish echoing- "I wish for lots of friends who love me for me."

The end.