

Overview

This is the plotting for the for-real-final first book. (*Ian Note: It was not.*) It's more streamlined, more direct, and relies less on previously established cannon. However, there is precious little time to build Wynd and Lisie's bond, and I'm not wild about Lux's identity being revealed so early. (*Ian's Note: I actually **hated** it, which was part in the new-new-new direction.*) This was going to be pitched as 200 pages, but we could probably shave it down to 120ish. (*Ian's Note: We're shaving it down further.*)

Scene 01

We open on the Ajehime dive sequence where Wynd fights the giant bat-spider. The difference here is Lisie isn't part of the crew yet. The sequence plays out 90% the same with just Wynd, Foren and Jobbun. They drive off the monster, secure the battery from the downed Galaxant ship, and think they're sitting pretty.

Key plot beats:

- Wynd's dragon form teased, but she can't transform for fear of wrecking the ship
- Establish the dynamic between the crew.

Scene 02

The recovered battery wasn't worth the effort and the crew is left with little to show for their efforts. Jobbun gets a call from Yorick, who has a job for them. Wynd is happy since he's given them good leads in the past.

Key plot beats:

- The team is unlucky and living on the fringes
- Yorick is an old friend of the team

Scene 03

The team waits to make contact with Yorick during a Faithful service. Wynd bristles during the sermon, angry her heritage is co-opted for the message of oppression. Yorick joins them and gives them directions to a temple in Humehime. Wynd lets her disguise slip, and Yorick playfully makes it clear their secret is safe with him. (Basically the Rock Cutting scene remixed)

Key plot beats:

- Wynd's dragon form teased again, but transforming would blow their cover and solve nothing
- Establishing the Faith and its ties to Galaxant and the series in general
- Wynd's desire for a blunt, direct approach
- Yorick knows Wynd is a drogune

Scene 04

The crew reaches the drogune “temple” in Humehime. Wynd is able to open the door’s biometric lock. Once inside, Wynd finds the vault containing Lisie’s egg. She and Foren debate the virtues of hatching it - Wynd wouldn’t be alone, but the child inside would face the same problems she has.

Meanwhile, the Roses are already in position and witness the team entering. They alert Lux, who confronts the team. Lux holds her ground, barely, while Foren and Jobbun run interference. They manage to overcome Lux long enough to escape. They are unaware the Roses put a tracker on the *Fortune*.

They’re too far from a Gateway, and Jobbun doesn’t trust they’d get past Customs anyway, so they make the risky move to fly straight into the Ether.

Key plot beats:

- Wynd has personal ties to the “temple” (it’s on old military bunker)
- Lux and the Roses knew they were coming (Yorick set them up)
- Lux is a major threat; the trio barely got away
- The Ether and Leylines

Scene 05

The team debates on their next move. Wynd wants to stand and fight since she’s all but exposed. Foren says that’s suicide and they should run and hide. The argument is cut short when the egg - stashed with the stolen mana - hatches into Lisie. Wynd immediately adopts her and runs off to show her everything.

Foren and Jobbun discuss their next move. Foren thinks of Linjua, but happily takes Jobbun’s suggestion of Mahboz. They’ll have to take the risky route to reach the risky option.

Key plot beats:

- Drogune eggs hatch via mana
- Plant seeds for Book 2

Scene 06

Wynd dresses Lisie and shows her all her stuff - her weapons, her star-charts, everything. She's gushing since she finally has someone to talk to about drogune stuff. Lisie is overwhelmed and defaults to the storybook. They read by lantern light, which Wynd powers herself and later teaches Lisie how to power. Storybook sequence goes here.

Wynd vows to look after Lisie, and the idea of protection makes her realize what they're up against. Running and hiding is the only way. Sparks from the floor prompt her to take Lisie to the cockpit where they find the *Fortune* is surfing the surface of the Leyline. Foren tells her they're going to barter with Mahboz. (*Ian's Note: It's about here I realize how inorganic all the world-building is just to get Lisie into the mix.*)

Key plot beats:

- Lore dump via storybook
- Drogunehime is missing
- Drogune can infuse things with mana, powering them
- Lisie is more powerful than Wynd
- Leyline travel
- Wynd upset over being a powerless god

Scene 07

Foren and Jobbun go to barter with Mahboz while Wynd is left to hide with Lisie. As soon as the two are gone, Wynd drops all the ship's protections and starts calling their allies and contacts. If Lux knows about her, he'll come hunting for leads. She's not going to leave their friends to die.

She calls Yorick first to warn him. Yorick is deeply moved and proud of who Wynd has become. He promises they'll meet again. Lisie, meanwhile, goes to wander the ship.

Foren and Jobbun trade the mana for a safehouse. However, Mahboz reveals Galaxant got to him first, and he was only stalling them until the Roses arrived. Foren and Jobbun are arrested.

Wynd's calls are cut short when the ship loses power. She realizes she's lost track of Lisie and hurries to the engine room, worried Lisie hurt herself and blew a fuse. Instead she finds Lux. He's disabled the engine rune and kidnapped Lisie.

Lux reveals they used the tracker data and proper Leyline travel to reach Drofhime first. (Possible revision: one of the Roses was spying on the ship this whole time and relayed that info). Lux reveals [REDACTED] and tempts Wynd to join him while threatening to hurt Lisie if she fights. (Possible revision: Lux isn't revealed [REDACTED]) (*Ian Note: This is, like, the mic drop moment and really don't think it has the proper context this early on.*)

Key plot beats:

- Yorick is personally invested in Wynd ([REDACTED])
(*Ian Note: Another long-term spoiler. No lookie!*)

- The crew did some questionable jobs in the past (e.g. organized crime)
- Drogune are super-long-lived
- Establish Forever King as boogey man

Scene 08

The Roses arrive with Foren and Jobbun. They're extra incentive for Wynd to come quietly. Foren encourages her to *not* go quietly into the night - if there was any time to throw caution to the wind, it's now. Wynd transforms into her dragon form and attacks. Lux is both impressed and enraged [REDACTED].

Key plot beats

- Drogune can turn into kaiju

Scene 09

As the crew flees, Lisie explains Lux broke the ship. Foren explains why they need the rune to fly the ship. Lisie climbs into the engine and powers it herself, much to the amazement of Foren and Jobbun. Jobbun gets them flying.

Key plot beats

- Lisie is *insanely* powerful
- Magic system

Scene 10

Dragon-Wynd fights Lux and the Roses. Lux orders the Roses to bring down the *Fortune* and get him the child. Wynd drops the fight with Lux to protect the crew. Lux jumps on her mid-flight, causing damage.

Lisie passes out from effort. Dragon-Wynd repels Lux, forcing the Roses to break pursuit and save him. Wynd grabs the *Fortune* and - as on Humehime - flies them into the Ether.

Scene 11

Dragon-Wynd navigates the horrors of the Ether (Ether Beasts) and hides the *Fortune* in an asteroid. She then enters the ship, wounded from Lux's cheap hits. Lisie is exhausted but safe, and the team is whole once more. (*Ian Note: A problem I'm running into a lot of drafts is the Ether is supposed to be a dangerous place you can't just pop in and out of, but the crew has to flee there regularly. Twice in this treatment. I need to quit that.*)

Wynd didn't change the world, but she did beat all the odds and keep them alive. They're together, and that's what counts. Whatever their next step is, they're safe for the moment.