

Cave Island Arc

Crew is asked to check in on the cave people. Our crew enters the caves and finds a secret society of moles. Our crew finds out that their tribe leader is missing and there is a fear of ghost haunting the caves among them. Upon deeper investigation, it turns out what humans left behind in the caves have made the animals there more paranoid. Our crew takes out human placed lights and other human structures in the caves. Once animals have calmed down, animals remember about the forbidden entrance deeper into the caves. Our heroes dive deeper into the caves through this entrance to find the leader of the tribe burning through fossil fuels, oil, and has tons of weapons. It turns out he was working with Carbon Demon this whole time, but he wanted to protect his tribe. After defeat, the tribe leader relinquishes his loyalty to Carbon Demon, and they the crew destroys the place. Honey Badger almost gets left behind and caught in the blast.

Other missions to do: clear out sections of rocks in a cave, mining for ore, setting up farms

Cave Island Characters - Moles

Background:

- Common NPC
- Not concerned much about the outside world
- Easily frightened
- Dramatic

Abilities:

- See in the dark
- Not fighters



Cave Island Characters - Bats

Background:

- Common NPC - live alongside moles
- Not concerned much about the outside world
- Sleeps a lot
- Like to hang out

Abilities:

- Blind - uses echolocation
- Biting



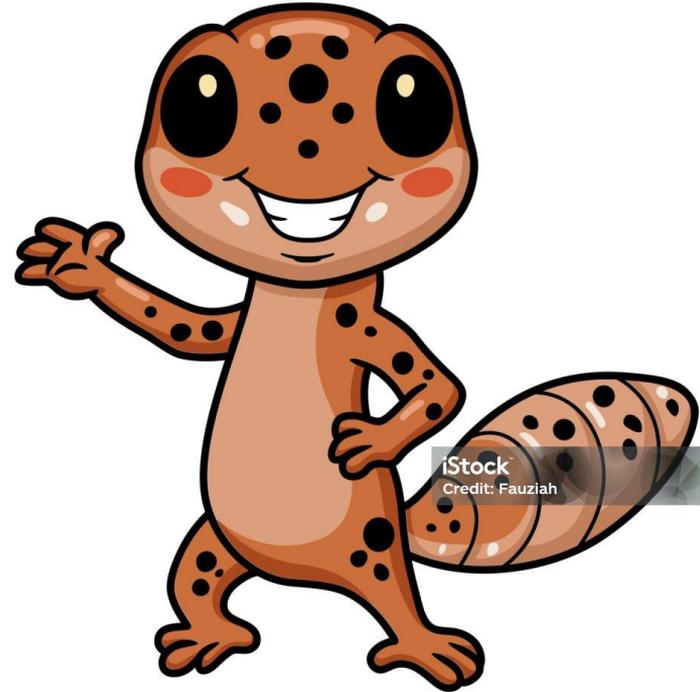
Cave Island Characters - Salamander

Background:

- Occasionally travel outside the caves for resources
- Works with the moles to upkeep their homes in the caves
- Generally friendly
- Different variations w/ different colors

Abilities:

- Spit fire or poison
- Quick scratches for melee attack



Land setting - Cave Tribe:

- Hates natural light
- Tight spaces
- Distrusting of outsiders
- Various mushrooms and muddy waters



Savanna Rigged Tournament Arc

Our crew further along the island in hopes of finding a boat to travel to the other islands. The player saves a cheetah from being jumped by corrupted animals. The cheetah hears the crew's problem and tells them about a tournament going on run by the most powerful animals in the savanna. However what the tournament really is, the owners of the land rig the tournament so their friends win. They don't want to share the immense amount of resources that they have, so to keep the other animals at bay and content, they created a tournament under a false premise that a common animal can "earn" what they have. One of the prizes of the tournament is a boat. With Cheetah's family support, they insist on Panda joining the tournament. To not arouse suspicion, the owners of the tournament agree to let him join. Despite their efforts to make him lose, Panda wins the tournament. He is confronted by the owners, but Panda and crew wins. With the crew's help, Cheetah's family is put in charge. However, as they're about to leave, Cheetah insists on joining Panda to make a name for himself.

Other missions to do: Help other families in the savanna by getting them water

Crew: Panda, Rabbit, Hedwig, Brown Bear, Honey Badger, Octopus Captain, Cheetah

Savanna Character - Cheetah

Background:

- Curious and gets in trouble a lot
- Immediately clicks with Honey Badger
- Runt of his family, wants to prove herself
- Shy in general

Abilities:

- Extremely fast & able to fit into tight spaces
- Eventually learns to be able to intimate



Savanna Characters - “Upper Class”

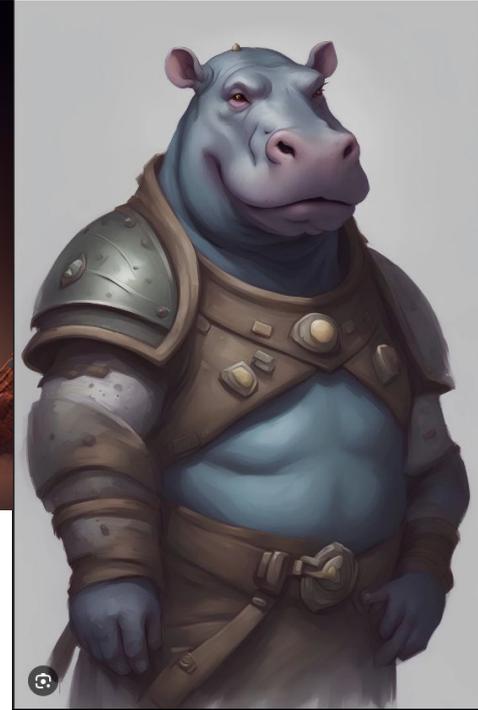
Lion, Elephant, Hippo

Background:

- Hoards resources and wealth
- Cunning and devious
- Created the tournament to appease the “commoners”

Abilities:

- Pure strength
- Don't have much combat experience - so has very basic attacks



Savanna Characters - “Lower Class”

- Buffalo, Impala, Zebra, Kangaroos



Savanna Characters - “Lower Class”

- Buffalo, Impala, Zebra, Kangaroos

Background:

- Completely oblivious to their own mistreatment
- Thankful that they “get” to compete for resources from the upper class
- Very excitable
- Competitive people

Land Setting

- Lots of grass, houses made of straw
- Lower class of animals have a strong sense of community that is threaten repeatedly by the upper class of animals



Tropical Island Arc

The crew insists after being in the heat for so long to go to the tropics. So our crew heads there and meets the water tribe there. As you are talking with the mayor a mysterious oil leak happens and you are immediately blamed for it's cause. The Crew engage in battle against the guards of the city. After combat Otter helps you escape. You plan to help find the cause of the oil leak and help resort Pool City to its clean water state. You go with your crew and find an Oil ridge up stream. It is the Carbon demon's forces causing the oil to get into the water. You and the crew build a water purifier to help slowly clean out the water. You clean up the area around to make sure to keep the water flow clean. Then, they go to take out the oil rig. You clean the water and make it back to the city. You have Otter explain to the mayor what happened. The mayor apologizes, and in return offers to power up the boat with steam power so it can take them where they need to go next, to get the water orb in ice island.

Other missions to do: Clean up plastic along the shores, help animals get out of plastic, put up more shade, Octopus Captain goes back to his family

Crew: Panda, Rabbit, Hedwig, Brown Bear, Honey Badger, Octopus Captain, Cheetah, Otter

Tropical Island Characters - Otter

Background

- Naturally trusting
- Knows something is wrong in the village and has been trying to fix it, but because otter is smaller and talks differently than others, he is disregarded

Abilities:

- Fast
- Doesn't fight



Tropical Island Characters - NPCs

Whale Mayor, Octopi, Ducks,



Tropical Island Characters - NPCs

Background:

- Quick temperament
- Generally lazy
- Tight community
- Disregarded nature
- Artistic

Land Setting - Tropical Island

- Generally peaceful people
- People like to relax
- Lots of palm trees

