Act One: Skaia's the Limit Chapter One
- Introduce first three characters on screen, talk to others in chat
- Get first three into session
- Introduce the Glitch.

Chapter Two
- Introduce next three characters on screen
- Get second three in session
- Introduce the Game Master
- Progress planets 1-3

Chapter Three
- Introduce last characters on screen
- Get them in session too, close the loop
- Progress planets 4-6
- Blow up a planet

Act Two Chapter Four
- Get three teams together, not opponents, just groups
- Team up for planets 7-9
- Start getting seriously messed with my the Game Master

Chapter Five
- Get everyone together on the Battlefield
- Have some interpersonal drama in person, possibly some PVP fights
- Game Master introduces themselves, throws an avatar, put aside personal differences to kick it in the face

Chapter Six
- Start working on the actual goal together
- Learn some glitched mysteries of the worlds, and that the Glitch is alive and helping the Game master
- First character ascends to God Tier

Act Three Chapter Seven
- Game Master realises they're playing with actual lives after one properly dies on the quest bed
- Gets sucked in, has to "Hi, Zuko here" their way into good graces
- Glitch starts to act on its own now it doesn't have a helper, more chaotic and destructive

Chapter Eight
- Personal arcs with the help of the Game Master, who knows the systems better than the others
- Mostly this
- Lotta this
- Glitched enemies appear in force

Chapter Nine
- Frog finding
- Forge lighting
- Final showdown with the Gitched Black King

Epilogue
- Out of things to fight, fight god
- Us, really
- Shotgun showing up for like two panels, half asleep and holding a steaming mug, then getting one shot.

A Young Troll stands in their Bedroom.

It has been seven sweeps since their wriggling day, and they have long since been named, as is tradition.

But let's have a reminder.

ENTER NAME

We mess with the entry system. Instead of one at a time in a chain, we do four simultaneous entries.

Also with a twist.

Each Player and Server pair goes in together, into a world.

Hives get fused together and sent in as one weird structure.

While the Player can exit the Hive, the Server is set to an observational role, deploying what I'm going to call Stratagems because I've played too much Helldivers, based on the Server's Classpect.

Once the Player has finished the first stage of their world's quest, they swap.

Example:

> Harlot and Norimi as a pair. Harlot's the player, Norimi's the Server. While Harlot runs around doing planet quests and yelling at imps, Norimi's in contact with other trolls. Let's add a temporary Server Hop, letting other Servers run for Harlot in case he needs someone elses power. Being Maid of Heart, Norimi's first deployable stratagem is an area heal. Great in combat, not so good for puzzles.
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>> So for example with the server hop and the current player lineup, Norimi could let Harlot hop to Melcer, giving him access to a temporary warrior ghost summon that can serve as a second pair of hands. Or Mietus, for a lucky hint at a solution. Or Intera, to do a short range teleport swap.

We don't have pairs locked yet. That'd put Soleli with Melcer as we have things now.

Norimi and Harlot is one I'd like to lock in though, they'd both fit well and feed off each other.   What I'm thinking for Azalea's buddy is that they've got to be able to shrug almost constant razzing. Melcer'll do it, Intera might get annoyed, Soleli I'm not sure, but with how Mietus has been described I don't think Azalea's a good fit

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Five sweeps ago, the last Grub was hatched, and Alternia continued along as normal.
Five sweeps ago, the Condesce vanished, and Alternia continued along as normal.
Five sweeps ago, SGRUB was played by twelve trolls, and the universe was supposed to end.
It has been five sweeps, and Alternia at large knew nothing of any of these things. Twelve hives disappeared, including the last Heiress. Only a small cadre of violet and near-fuscia blooded observers ever knew the truth, that the troll species was going to die.
Four sweeps ago, the cullings stopped.
Three sweeps ago, the Drones stopped coming.
Two sweeps ago, the Seadwellers were told why, and Melcer and Norimi went different ways. One retreating into the fantasy of hope, desperate for something to change the fate that she would forever be the top of a crumbling pyramid, and then into fantasy altogether. One turned on the system, desperately trying to shore up the base with whatever resources available, looking for something that could be done about the grim situation out of noble duty, before vanishing into grim duty alone.
One sweep ago, the planet was cut loose. One last big recruitment drive, many of whom taken ahead of schedule, especially lowbloods. The cities emptied.
Today, SGRUB2 releases, without a publisher, without a developer. A sequel to what never was.
A sequel to the nothing that ended a people.

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I'm thinking maybe game entering order could go: Harlot -> Norimi -> Soleli -> Mietus -> Azalea -> Melcer -> Khavir -> Intera, that way we can start w the time player and end w the space player!!!
- ○ Mietus and Intera are the Bard/Prince Destruction combo
- ○ Melcer and Azalea are the Page/Knight Equip combo
- ○ Soleli and Khavir are the Thief/Rogue Steal combo
- ○ Norimi and Soleli are the odd ones out.