

"DUNGEON TAKE-AWAY INTRO"

By

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FADE IN:

EXT. TOWN - DAY

EXTREME WIDE-SHOT

A dusty town at the edge of a wasteland.

At its border, a black crevasse strikingly stains the parched earth.

NARRATOR

In the faraway town of Ma'rg-Herita, there lies a deep, dark dungeon... The Flavour Pit. Unknown horrors conquered these depths, ending the life of many adventurers who descend into the Pit in search of much needed resources.

BEGIN MONTAGE:

(The screen pans down, revealing the following images. Throughout all of them, a system of pulleys can be seen connecting the levels as it slowly descends.)

INT. DUNGEON - LEVEL 1

An arid place, mostly empty. Strange shrubbery and herbs grow twisted, reaching for the few rays of sunlight that shine through the crevasse.

INT. DUNGEON - LEVEL 2

An area covered in mud. Slimy creatures of all sizes crawl around, leaving trails of goo behind them.

INT. DUNGEON - LEVEL 3

Colorful mushroom-like creatures live here. They seem inconspicuous but spout nasty spores.

INT DUNGEON - LEVEL 4

A layer of underground water forms a murky pool. In it, terrifying fish and crab-like creatures.

INT. DUNGEON - LEVEL 5

A place of pure darkness, home to Imps and Shadows. A CLOAKED FIGURE is visible in the center.

INT. DUNGEON - LEVEL 6

A fiery place. Blazing skeletons and giant centipedes roam around. One skeleton in particular stands out: THE INNKEEPER.

INT. DUNGEON - LEVEL 7

This area is only partly visible. A sterile, white interior. Glimpses of what could be minimalist office furniture. An egg? Or perhaps the head of a bald man?

END MONTAGE

NARRATOR

Dark creatures band behind a terrifying overlord, guarding the treasures of the underground. And you? You are one of those creatures... Another pawn in this cycle of hunger.

SMASH TO:

INT. DUNGEON - LEVEL 6

(As the image zooms-in, details of the level appear clearer.)

In the center, a painting of the Innkeeper hangs from a wall. Beneath it, a plaque reads: "Mini-boss of the month".

The player gains control over the Innkeeper.

CUT TO:

Sometime later. The Innkeeper reaches a decrepit cafeteria. There, they meet the CLOAKED FIGURE seen on LEVEL 5.

INNKEEPER

All right, Dannie? Are you on your 15-minute break?

DANNIE

Yeah. You too? Didn't you already take a break this year?

INNKEEPER

Just don't tell Beef Jezos about it. I've been a mini-boss for five centuries but I swear it's just more work without any benefits.

DANNIE

Still no news about that dental care?

INNKEEPER

No, and I'm a skeleton! Bones and teeth are all I have left.

DANNIE

Sucks to be you, I guess. At least, we get free lunch.

Player interacts with food.

INNKEEPER

Yeah, scraps and tasteless slops. Man, I remember when this place was just a normal dungeon and you could eat whoever you wanted. Those were the days!

From underneath their cloak, Dannie extends a shadowy tendril, dipping it into the bowl of slop. They seem unbothered by the quality of the meal.

DANNIE

I don't know, I just started here.

INNKEEPER

You know, I always dreamt of becoming a chef. I want to make quality food and invent recipes no one has even heard of!

DANNIE

So why don't you?

INNKEEPER

Ah, it's not that simple. It took Sanguir 200 years to retire. Beef Jezos won't let

me go that easily. Anyway, you know he takes all the food we find.

DANNIE

Yeah. Too bad.

INNKEEPER

You're not too big on conversations, are you?

DANNIE

Look, I just want to have my 15-minutes of peace until I go back for another year of endless boss fights. If you want to change your life so badly, why not go into the town?

INNKEEPER

You're right! Beef Jezos keeps saying the dungeon protects us from the townsfolk, but we both know that's bullshit.

DANNIE

(nodding)

Mhm.

INNKEEPER

The townsfolk can't be that bad. Besides, I can always just eat them if they are.

Player finds level exit.

CUT TO:

BEGIN MONTAGE:

(The same montage as before, but shown in reverse.)

The Innkeeper is going up with the pulley system, ascending from the dungeon.

END MONTAGE

EXT. DUNGEON - DAY

WIDE SHOT

The dark opening of the crevasse.

From within it, a bony hand reaches out toward the light.

FADE OUT:

END