

# Story Beats (Overview)

<The Winged Worm>

It was huge, greater than a freight cart in dimension. The worm's slimy, rubbery mass heaved forward in irregular undulations. Spatters of feathers dotted the mass, but provided scant cover for its skin. At the front of the trunk, two squamous appendages emerged, like upside-down tree trunks; what were once two legs now jutted over and around. The same purple and black ooze that trailed behind the worm could be seen around the scales of those two limbs.

At the front of the worm, where a head should have been, there was instead a bird's torso. It dangled downwards, skewed to the right. In proportion to the great mass behind it, it looked grotesquely small. The head, facing the ground, wheezed and spat out Blight in sobbing coughs.

As it drew near, the torso rose up, its wings misshapen and drooping. Its face was visible now, its beak unchanged, but where its eyes should be, thick feathers were sprouting, covered at the base with some sort of waxy, congealed mucus.

"Look!" it crowed out, blight drooling from its beak. "Look at how beautiful I have become! As I always should have been!"

## TIMELINE

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME  QUESTION  STATEMENT TO EXEMPLIFY	HOW IT IS DONE	outside notes





## DARLINGS (not yet mapped in timeline)

[illegible]




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Revision #5  
Created 5 November 2024 13:48:05 by Xingxian  
Updated 31 December 2024 20:49:53 by Xingxian