

CODE	Technical Title	In-Game Title	3 Act	Category	Status	Map/Scene Location	Story Context	Characters
CN01			1	Cinematic (CN)	Revised	Mercia	History of Broken Britannia. Zoom in on Mercia. Uther trains Britta and Duanne. He is summoned by Merlin to discuss urgent matters - especially the plague.	
MQ01	The Escape	Failed Vows	1.1	Main (MQ)	Revised	Mercia	Uther and Merlin rush to rescue Igraine. They find Duanne guarding the jail and bust Gwen out to help. They defeat some Wessex soldiers who are holding Igraine.	Duanne, Gwen
CN02			1	Cinematic (CN)	Revised	Mercia	TITLE SCREEN AND CREDITS. Mercia destroyed, Uther and party fleeing with a disgraced look, and Igraine being handed to a Gorlois hidden in darkness.	
SC01			1	Story Cutsence (SC)	Revised	Mercia	ESCAPE CUTSCENE - They talk right after leaving the dungeon.	Uther, Merlin, Duanne, Gwen
MR01			1	Map & Random Quest (MR)	-	Map	The party leaves Mercia and sets up camp next to the northern border. Available locations: York Town, Camp	
CC01			1	Camping Outscene (CC)	Revised	Camp	Uther & Duanne (Uther apologizes to Duanne for his previous behavior under stress and talks of Britta. This leads them to bonding and discussing Britta's past).	
SC02			1	Story Cutsence (SC)	Revised	Northumbria	By the entrance of York, the four of them talk about Britta and what happened, and make plans: they'll gather support from the other 3 regions to counteract the plague.	Uther, Duanne vs. Merlin, Gwen
CN03			1	Cinematic (CN)	Revised	Northumbria	Upon arriving in Northumbria, they find a town completely overrun by the plague.	
MQ02	A Warm Reception	A Warm Welcome	1.2	Main (MQ)	Revised	Northumbria	Party confronts mercenaries pursuing Felix and the Order of Terah.	Felix
SC03			1	Story Cutsence (SC)	Revised	Northumbria	Felix presents himself and talks about the plague and the Order of Terah. He thanks them for being saved and says Caydem has most likely gone to Bannor.	Uther, Gwen, Merlin vs. Felix
MR02			1	Map & Random Quest (MR)	-	Map	Available locations: Warkworth Keep, York Town, Camp	
CC02			1	Camping Outscene (CC)	Revised	Camp	Gwen & Duanne (the two "children" bond over stories of Gwen's past)	
MQ03	Beset Citadel	Death Siege	1.3	Main (MQ)	Revised	Northumbria	The party is forced to stop by a stronghold because of a heavy snowstorm, and end up helping Fergus by saving the place from the afflicted.	Fergus (Gwen wants to go)
SC04			1	Story Cutsence (SC)	Revised	Northumbria	The party takes shelter from the storm. Fergus introduces himself.	Uther, Gwen, Merlin vs. Fergus
MR03			1	Map & Random Quest (MR)	-	Map	Available locations: Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC03			1	Camping Outscene (CC)	No Changes	Camp	Felix, Gwen & Duanne (During a sermon, an inquiring Duanne asks about the Order of Terah and Felix's past)	
SC05			1	Story Cutsence (SC)	Revised	Northumbria	Caydem thanks the party for the rescue help and reveals he had a recent failed negotiation with Wessex. He hints they are to blame for the plague and that he is not the one to blame.	Uther, Gwen, Felix vs. Caydem
CN04			1	Cinematic (CN)	Revised	Mercia (Unknown)	Gorlois receives news of Uther's feats in Northumbria. Gorlois controls his anger and says it is no problem because the machine is almost ready. (more mysterious!) (include sections of his speech to his soldiers?)	
MR04			1	Map & Random Quest (MR)	-	Map	Available locations: Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CN05			2	Cinematic (CN)	No Changes	Anglia	Party travels through Anglia, noticing it is strangely unaffected by the plague. They arrive at the swamp and find Flint.	
SC06			2	Story Cutsence (SC)	Revised	Anglia	Flint holds the party at "arrowpoint" and interrogates them. He reveals he's investigating the origin of the plague.	Uther, Merlin, Felix vs. Flint
MQ04	Touch of Evil	A Touch of Evil	2.1	Main (MQ)	Revised	Anglia	Party investigates the swamp with Flint. They find the bodies of Edmur and Dullahan.	Flint (Duanne wants to go)
SC07			2	Story Cutsence (SC)	Revised	Anglia	Flint shares his info on the plague and together they decide to go to Felix's church.	Uther, Duanne, Felix vs. Flint, Merlin, Gwen
MR05			2	Map & Random Quest (MR)	-	Map	Available locations: Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC04			2	Camping Outscene (CC)	Revised	Camp	Uther & Merlin (Merlin confronts a grieving Uther about his guilt)	
MQ05	The Slaughter House	The House of Penance	2.2	Main (MQ)	Revised	Anglia	Party enters the dungeon to rescue an archbishop of the Order of Terah. Afterwards, they face Prince Dorian and free Gorr.	Gorr (Felix wants to go)
SC08			2	Story Cutsence (SC)	Revised	Anglia	Dorian is put in the custody of the Order of Terah. He gives invaluable information about Igraine.	Uther, Merlin vs. Archbishop, Felix
CN06			2	Cinematic (CN)	Revised	Mercia (Unknown)	Gorlois becomes enraged after hearing of Dorian's fate, but teases Igraine and reveals his darker side. The machine is ready and soon he will have what he wants from her. He creates new soldiers.	
MR06			2	Map & Random Quest (MR)	-	Map	Available locations: Folkestone Palace, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC05			2	Camping Outscene (CC)	No Changes	Camp	Fergus, Merlin & Duanne (Fergus tells a curious Duanne about his people and his quest to restore the Old Ways)	
SC09			2	Story Cutsence (SC)	Revised	Northumbria	[if party goes to Caydem's Castle with Gorr] Outscene between Gorr and Caydem. Gorr decides to stay with the party to find tools and substances in Wessex.	Merlin, Uther, Flint vs. Caydem, Gorr
MR07			2	Map & Random Quest (MR)	-	Map	Available locations: Folkestone Palace, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CN07			2	Cinematic (CN)	No Changes	Kent	Intro to Kent, showing a landscape, Folkestone Palace and Cotswold Edge. Flint reports to Lady Alfhild and introduces Uther. As they speak, scouts from Kent report Wessex is invading the land via Mercia. The party is warned.	
MR08			2	Map & Random Quest (MR)	-	Map	Available locations: Cotswold Edge, Folkestone Palace, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
MQ06	The Kent Strip	On the Edge	2.3	Main (MQ)	Revised	Kent	The party has to face a battle to conquer Cotswold Edge.	(Gorr wants to go)
MR09			2	Map & Random Quest (MR)	-	Map	Available locations: Cotswold Edge, Folkestone Palace, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
SC10			2	Story Cutsence (SC)	Revised	Kent	The party discusses the war with Alfhild in the courtroom in Kent. Then they decide to head for Avalon.	Uther, Merlin vs. Alfhild, Flint
MR10			2	Map & Random Quest (MR)	-	Map	Available locations: Avalon, Folkestone Palace, Cotswold Edge, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC06			2	Camping Outscene (CC)	Revised	Camp	Duanne & Gwen (this time around, it is Duanne who tells his story to Gwen)	
CN08			2	Cinematic (CN)	Revised	Kent	The party travels to Avalon with Flint and Merlin leading the way. They gain access through the dense mist and Avalon's wonders are revealed. The party visits the fay oracle at the lake and she recognizes Merlin.	(Fergus wants to go)
MQ07	The Caliburn Omen	The Caliburn Omen	2.4	Main (MQ)	Revised	Kent	Party goes to Avalon and faces Caliburn.	
CN09			2	Cinematic (CN)	Revised	Kent	Uther brings the dragon's head to the oracle and she regrets his success. Every fay mourns Caliburn's death and the lake dries after Uther's throws the dragon's head in it. At the bottom, a human skeleton holding a sword.	
MR11			2	Map & Random Quest (MR)	-	Map	Available locations: Avalon, Folkestone Palace, Cotswold Edge, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CN10			2	Cinematic (CN)	No Changes	Kent	Uther returns to Folkestone Palace, finding all the other lords there. They bend their knees upon seeing Excalibur.	
SC11			2	Story Cutsence (SC)	Revised	Kent	Uther and the lords talk about the prophecy and formulate their plan to attack Wessex. (They can't afford to storm the area without Igraine's safety, so it is a long and difficult journey.)	Uther, Merlin, Alfhild vs. Caydem, Dorian, Archbishop
CN11			2	Cinematic (CN)	Revised	Mercia (Unknown)	Gorlois hears news of Uther's conquest and says "it is time". He cuts his wrist, then Igraine's to make the blood drip and pour.	
MR12			2	Map & Random Quest (MR)	-	Map	Available locations: Withycombe Wharf, Folkestone Palace, Cotswold Edge, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC07			2	Camping Outscene (CC)	Revised	Camp	Flint, Gorr & Duanne (Flint talks about Alfhild while making arrows; Duanne asks about the fay)	
CN12			2	Cinematic (CN)	Revised	Wessex	Intro to Wessex / Narration detailing the plan of action. Focus on the twisted, weird things happening to the inhabitants as party starts infiltrating.	
MQ08	A Moth's Flame	A Moth's Flame	3.1	Main (MQ)	Revised	Wessex	Party infiltrates Wessex. Uther is lured with a shadow/visage of Igraine and gets captured.	(Gwen wants to go)
MR13			3	Map & Random Quest (MR)	-	Map	Available locations: Tintagel Castle, Withycombe Wharf, Folkestone Palace, Cotswold Edge, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC08			3	Camping Outscene (CC)	Revised	Camp	Gwen & Duanne (Gwen asks Duanne about Uther's past and why he hates Gorlois so much)	
CN13			3	Cinematic (CN)	Revised	Wessex	Uther has visions in the cell.	
MQ09	Inner Demons	Inner Demons	3.2	Main (MQ)	Revised	Wessex	Uther needs to be rescued. He's provoked by his visions and is filled with hatred. The Homunculus needs to be defeated. Uther is rescued and they notice the machine is almost ready.	(Merlin wants to go)
SC12			3	Story Cutsence (SC)	Revised	Camp	The party realizes that if they decide to invade Mercia now, there's no coming back. Last warning (from now on MQ = ending)	Uther, Merlin, Gwen, Duanne
MR14			3	Map & Random Quest (MR)	-	Map	Available locations: Port Ayrton, Tintagel Castle, Withycombe Wharf, Folkestone Palace, Cotswold Edge, Dommoc Monastery, Robles Bog, Bamburgh Fortress, Warkworth Keep, York Town, Camp	
CC09			3	Camping Outscene (CC)	Revised	Camp	Merlin & Duanne (Merlin explains the meaning of Uther finding the sword Excalibur to Duanne)	
SC13			3	Story Cutsence (SC)	Revised	Mercia	The party decides it is time to invade Mercia. Uther and the party revise the plan before the final struggle.	Uther, Merlin, Gwen, Fergus, Flint, Gorr
MR15			3	Map & Random Quest (MR)	-	Map	Available locations: Tamworth Citadel, Port Ayrton	
CC10			3	Camping Outscene (CC)	Revised	Camp	Uther, Gwen, Felix, Fergus, Flint, Gorr (Last Party)	
MQ10	A Bloody Reclamation	Into the Fire	3.3	Main (MQ)	Revised	Mercia	Party members (excluding Uther) open the Mercia castle gates to allow armies to take hold of the area.	(Flint wants to go)
CN14			3	Cinematic (CN)	Revised	Mercia	Epic scene in which the party members (excluding Uther) and the armies from the other regions charge into Tamworth Citadel. Uther enters the throne room and sees the gigantic ritual-machine. Igraine trapped in the machine.	
MQ11	Last Rites	Last Rites	3.4	Main (MQ)	Revised	Mercia	Uther exchanges "pleasantries" with Gorlois before the final battle. Gorlois laughs and says that unlike Uther, he is not the wizard's pet anymore. Uther becomes enraged and attacks Gorlois. He confronts Gorlois and reveals his true nature.	
CN15			3	Cinematic (CN)	Revised	Mercia	Uther is mortally wounded, but manages to pierce Gorlois using Excalibur. With his last breath, Gorlois curses Uther and reveals Merlin played both of them. Gorlois turns into stone and Uther's body shrivels as he dies.	
CN16			3	Cinematic (CN)	Removed	Mercia	Epilogue reveals the game cinematics to be part of Duanne's tome/parchment with mention of the fate of every party member, including Uther's and Leo's burial. Lastly, Igraine is seen sitting on the throne, traumatized.	
CN17			3	Cinematic (CN)	No Changes	Mercia	Merlin grabs two babies from the ruins of the ritual-machine. (After credits and/or in different style)	
	Items	Implemented*		TOTAL MR	15			
	Map	Implemented		TOTAL MQ	11			
	Skills & One-Liners	Implemented*		TOTAL SC	13	10 Scenarios, 12 Characters		
	Technical Skill List	Implemented*		TOTAL CN	17 (15)	35 panels		
	Journal	Implemented*		TOTAL CC	10	2 SCENARIOS		
	Help / Tutorial	Implemented*						
	UI Research	Implemented*						
	Achievements	Revised						
	Casting Call	Implemented*						
	Word Count Estimate	Implemented						
	Loading Screen Tips	Implemented*						
	Story Summary	Implemented*						
	New UI Key Listing	Implemented*						

CODE	Scenario	CN Pictures	Uther	Merlin	Duanne	Gwen	Felix	Ferghus	Flint	Gorr	Others	Total of Lines	Notes	Clues	Misc.	Secrets	L&S
CN01		7															
MQ01			23	11	13	13	-	-	-	-	11	71	2	0	2	2	6
CN02		2															
SC01	Outside Tamworth Citadel (Ext.)																
MR01																	
CC01																	
SC02	Outside of York (Ext.)																
CN03		1															
MQ02			8	4	6	3	5	-	-	-	9	35	1	1	1	1	4
SC03	York (Ext.)																
MR02																	
CC02																	
MQ03			12	5	8	9	4	4	-	-	1	43	0	2	1	1	4
SC04	Shelter in Fort (Int.)																
MR03																	
CC03																	
SC05	Bamburgh Fortress (Int.)																
CN04		2															
MR04																	
CN05		2															
SC06	Swamp (Ext.)																
MQ04			9	4	7	5	4	3	30	-	3	65	0	3	0	0	3
SC07	Swamp (Ext.)																
MR05																	
CC04																	
MQ05			10	5	3	6	6	3	3	19	23	78	8	0	1	0	9
SC08	Anglian Town (Ext.)																
CN06		4															
MR06																	
CC05																	
SC09	Bamburgh Fortress (Int.)																
MR07																	
CN07	party runs to the rescue.	3															
MR08																	
MQ06			3	4	3	3	3	3	2	3	18	42	1	0	0	1	2
MR09																	
SC10	Kent Courtroom (Int.)																
MR10																	
CC06																	
CN08	Merlin tells her he has come to	5															
MQ07			8	5	3	3	3	4	4	4	5	39	0	1	1	1	3
CN09	Excalibur.	5															
MR11																	
CN10		1															
SC11	Kent Courtroom (Int.)																
CN11		4															
MR12																	
CC07																	
CN12		1															
MQ08			12	5	5	10	3	5	4	6	14	64	1	1	0	1	3
MR13																	
CC08																	
CN13		6															
MQ09			9	10	8	8	4	5	5	5	22	76	4	1	1	2	8
SC12	Main Camp (Ext.)																
MR14																	
CC09																	
SC13	Outside Tamworth Citadel (Ext.)																
MR15																	
CC10																	
MQ10			-	4	3	6	4	3	4	4	5	33	1	0	0	0	1
CN14	side, and Gorlois atop at the bal	2															
MQ11	with other 3 party members in the throne room		9	2	2	2	2	2	2	2	25	48	0	0	0	0	0
CN15	is spirit transfers to Excalibur. Th	5															
CN16	alized- Duanne signs and finishes writing.	4															
CN17		4															
		54	103	59	61	68	38	32	54	43	136	594	18	9	7	9	43