1. The Burning of Krat
   1. Cinematic - Brio wakes up Rollie
      1. Rollie Conversation - Wakeup
      2. Initial weaponry – Broken broom & Peasant Clothes
      3. Rollie and Brio vs. Genlocks
      4. Rollie and Brio vs. Hurlocks
   2. Cinematic - Rollie finds his mother dead
      1. Loot - Darkspawn Sword
   3. Cinematic - Ayla enters
      1. Initial Weaponry – Dual knives & Peasant Clothes
      2. Ayla conversation - introduction
      3. Ayla, Rollie, and Brio vs. Ogre
   4. Leaving Rollie’s house
      1. Ayla conversation – Find Elder Skymas
      2. 3 darkspawn battles
         1. Loot: Darkspawn daggers and armors
         2. SIDE QUEST: Abandoned Armory. Receive Mid-Level Weapons, Armors, and collars.
   5. Cinematic - Finding Skymas
      1. Skymas dying – conversation
         1. Loot – Elder Sword & Shield
      2. Team vs. Ogre +3 Darkspawn
   6. Team makes their way to the edge of Blood Basin
      1. 3 Darkspawn battles
         1. SIDE QUEST: Abandoned General Store. Receive Health Potions and Mana Potions.
      2. Ayla conversation – Stay or go
         1. Let Ayla Stay
         2. Tell Ayla no
2. Blood Basin – The Beginning
   1. Stubborn Ayla - If player let Ayla stay then progress to B
      1. Rollie & Brio fight an Ogre
      2. Cinematic - Blood Mages attack, Ayla rescues Rollie
      3. Ayla Conversation - Stubborn
   2. Attack of the Blood Mages
      1. Cinematic - More Blood Mages attack, cave in the entrance
      2. Fight vs. 3 waves of blood mages.
      3. Ayla conversation – Blood Mage Origins
   3. The Sacrifice of Kinley
      1. Cinematic - Team enters center room
      2. Cinematic - Kinley being sacrificed
      3. Fight against Blood Mage leaders, save Kinley
      4. Kinley conversation – Kinley joins the team
         1. Inititial Armor – Basic Stave and Robes
3. Blood Basin – The Three Paths
   1. Spirit of Thorwald Greygard Conversation – The three paths
   2. Player can complete sections 4, 5, & 6 in whatever order they choose. When they obtain all three pieces of armor they’ll unlock section 7.
4. Blood Basin – Path of the Breastplate (Blood Mages)
   1. Kinley’s Captors
      1. 2 rooms w/ blood mage battles
         1. Loot – ½ of the two unique mages sets
      2. Cinematic - Kinley recovers his tome
   2. Kinley’s Secret
      1. 2 rooms w/ blood mage battles
      2. Kinley conversation with dying Wormiel Boildon
         1. Loot – 2 rings, Magic or Healing
      3. Kinley conversation – The Real Deal
   3. Kinley’s Revenge
      1. 3 Blood mage & demon battles
      2. Boss fight w/ lead blood mage Taela Darkshall
         1. Loot – ½ of the two unique mages sets
      3. Loot – Holy Breastplate
5. Blood Basin – Path of the Gauntlets (Spiders)
   1. Experimental Tomes
      1. 2 rooms spider battle
         1. Collect 3 tomes explaining body-transfer experiments
         2. Loot - +Damage to Darkspawn Sword
   2. Imprisoned Souls
      1. 1 spider room
         1. Loot – Advanced Dex Dagger
      2. 1 wolf room
         1. Loot – Advanced Leather Boots
         2. Collect tome explaining origin of the queen
   3. Lair of the Queen
      1. Queen conversation
         1. COND: Kill Queen
            1. Loot - + Dex Sword
         2. COND: Agree to help
            1. Loot - +Defense Sword
            2. If player agrees to help then spiders will assist in step 7b
      2. Loot – Holy Gauntlets
6. Blood Basin – Path of the Greaves (Darkspawn)
   1. Dead Man’s Party
      1. Genlock fight
         1. Loot – Advanced Sheild
      2. Hurlock fight
      3. Team enters room with all the dead bodies
         1. Loot - + Healing Staff
         2. Loot – Advanced Leather Breastplate
   2. Saving Benedict
      1. Ogre battle
      2. Hurlock Alpha battle
      3. Save Lanra Raeshann
      4. Lanra Raeshann Conversation
      5. Follow Lanra
   3. It’s a trap!
      1. 5 waves of darkspawn battle, capped with an ancient darkspawn.
         1. Loot – Advanced Leather Boots
      2. Team Conversation – No way into the deep roads
      3. Lanra Raeshann Conversation – Kill or Allow to Leave
         1. Allow to Live - +Healing Received Ring
         2. Kill - +Attack Necklace
      4. Loot – Holy Greaves
7. Blood Basin – Unlocking of the Helm
   1. Spirit of Thorwald Greygard Conversation - Betrayal
   2. Spirit of Thorwald Greygard Battle
   3. Spirit of Thorwald Greygard Conversation – Cryptic Closing Remarks
      1. Loot – Spectral Sword
   4. Loot – Holy Helm
8. Cinematic - Blood Basin – Purity and the 5
   1. Conversation with the 5 and Purity.
   2. Ayla Conversation – The Decision. There are three results to this conversation, they are either steps 9, 10, or 11. Players can only do one.
      1. Rollie sacrifices Ayla. Proceed to step 9
      2. Rollie convinces Ayla to allow herself to be possessed. Proceed to step 10
      3. Rollie lets Ayla live. Proceed to step 11
9. Death of Ayla
   1. Rollie kills Ayla.
   2. Cinematic - The Five are released from Purity and attack
   3. The Five Final Boss Battle
   4. Conversation with Purity – Eternal Gratitude
   5. Closing Cinematic 1
      1. Team leaves cavern, fade to white
10. Possession of Ayla
    1. Cinematic - Ayla becomes possessed by the 5
    2. Conversation with Purity – Eternal Gratitude
    3. Conversation with Ayla – Feeling Fine
    4. Party leaves Blood Basin
    5. Cinematic - Upon entering Krat Ayla collapses
    6. Cinematic - The Five take over Ayla and the denizens of Krat
    7. Ayla and the town Final boss battle
    8. Closing Cinematic 2
       1. Rollie is shown standing over the dead bodies of the town. Pull out, fade to black.
11. Army of Darkspawn
    1. Conversation with Purity – Mistake
    2. Cinematic - Purity reopens the rift
    3. Darkspawn Army Final Battle
    4. Closing Cinematic 3
       1. Team chased after by Darkspawn, are overrun, presumably killed, fade to black.
12. Epilogue
    1. Spider decision results
    2. Lanra decision results
    3. Final result