

# The Nine Banners

Heroes of Might and Magic III · full site export (single document)

Runtime **v7 = 95:30 FROZEN** · Phase 8 SHIP · Phase 9 COMPLETE · FILM END · no S13 invent

Generated 2026-07-19T10:30:56.415Z · presentation only · epicmovies.net/homm3/

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## index

index.md

## Film · scenes · production (shared site body)

| Area              | Links                                                                             |
|-------------------|-----------------------------------------------------------------------------------|
| <b>Film</b>       | Overview · Runtime · Three acts · Title locks                                     |
| <b>Scenes</b>     | Index · S01 · S02 · S03 · S04 · S05 · S06 · S07 · S08 · S09 · S10 · S11 · S12 END |
| <b>Production</b> | Package status                                                                    |
| <b>Assets</b>     | Full gallery                                                                      |

PM expanded shared film/scenes/production/assets (65b4d9) — not dept folders. Director home index updated this pass.

## Department pages

| Dept                   | Page                           | Folder                                           |
|------------------------|--------------------------------|--------------------------------------------------|
| <b>Director</b>        | Director                       | <code>website/docs/depts/director/</code>        |
| <b>Editor</b>          | Editor · Runtime · Transitions | <code>website/docs/depts/editor/</code>          |
| <b>Gaffer</b>          | Gaffer                         | <code>website/docs/depts/gaffer/</code>          |
| <b>Scene Editor</b>    | Scene Editor                   | <code>website/docs/depts/scene-editor/</code>    |
| <b>Dialogue Editor</b> | Dialogue · Lines               | <code>website/docs/depts/dialogue-editor/</code> |
| <b>Lore</b>            | Lore                           | <code>website/docs/depts/lore/</code>            |
| <b>PM</b>              | Project Manager · Residual     | <code>website/docs/depts/pm/</code>              |

**Route:** `website/DEPT_PAGES.md` · **Live:** <https://epicmovies.net/homm3/>

**Constraints:** 95:30/v7 FROZEN · film COMPLETE · presentation only

## film

film/index.md

# Film overview

**Title:** Heroes of Might and Magic III — *The Nine Banners*

**Runtime:** v7 = **95:30 FROZEN**

**Status:** Document package **COMPLETE** · Phase 8 **SHIP** · Phase 9 dialogue **DONE** · Site **LIVE**

Queen Catherine Ironfist rallies **nine faction banners** against the undead army of her reanimated father. The film ends at production **S12** (*the-clash*). SCRIPT Sc.13 (father/daughter) is **folded into S12 — no production S13**.





# Story spine

King murdered → Lich raised → Catherine lands into ruin  
→ nine-banner muster → living factions answer → dark powers answer  
→ Conflux council → final clash → daughter frees father → THE END 95:30

# Three-act lock

| Act | Title         | Window        | Runtime |
|-----|---------------|---------------|---------|
| I   | The Fall      | [00:00-26:30] | 26:30   |
| II  | The Gathering | [26:30-74:30] | 48:00   |
| III | The War       | [74:30-95:30] | 21:00   |
|     | Film total    |               | 95:30   |

→ Runtime lock · Act detail · Title / content locks · Scenes S01-S12

# Package layers (document)



| Layer                 | Status          | Authority path                     |
|-----------------------|-----------------|------------------------------------|
| Picture-lock          | READY           | director/ · Editor cut             |
| Delivery SHIP         | <b>GREEN</b>    | PRODUCTION_DELIVERY_SIGN_OFF.md    |
| Directed dialogue     | <b>COMPLETE</b> | PHASE9_DIALOGUE_COMPLETE.md        |
| Film dialogue package | <b>COMPLETE</b> | FILM_DIRECTED_DIALOGUE_COMPLETE.md |
| Website               | <b>LIVE</b>     | https://epicmovies.net/homm3/      |

## Load-bearing creative locks (read-only on site)

| Lock             | Rule                                                |
|------------------|-----------------------------------------------------|
| Runtime          | <b>DO-NOT-FLIP</b> 95:30/v7                         |
| S12 dissolve     | <b>ONE</b> green→gold dissolve in the film (Shot 5) |
| SHATTER          | S12 green <b>SHATTER</b> ≠ <b>dissolve</b>          |
| Sc.13            | Folded into S12 · <b>no invent</b>                  |
| Protected scenes | S04 · S07 · S11 (trim only with Director)           |

## Canon paths (repo)

| Package        | Path                                                |
|----------------|-----------------------------------------------------|
| Plan           | director/PLAN.md                                    |
| Screenplay     | director/SCREENPLAY.md                              |
| Storyboard     | director/STORYBOARD.md                              |
| Runtime ledger | editor/RUNTIME_BUDGET.md                            |
| Cut            | editor/CUT_STATUS.md                                |
| Lighting       | gaffer/LIGHTING_COVERAGE.md · NECROPOLIS_GRAMMAR.md |
| Dialogue track | dialogue-editor/DIALOGUE_TRACK_INDEX.md             |

**Presentation only.** This site does not re-open BINDING, cut, or light.

film/runtime

film/runtime.md

Runtime lock

| Field                     | Value                                               |
|---------------------------|-----------------------------------------------------|
| Version                   | v7                                                  |
| Duration                  | 95:30                                               |
| Status                    | FROZEN · DO-NOT-FLIP                                |
| Cut authority             | Editor ( editor/CUT_STATUS.md · RUNTIME_BUDGET.md ) |
| Creative transition words | Director                                            |

Act ledger

| Act              | Window        | Runtime | Scenes  |
|------------------|---------------|---------|---------|
| I The Fall       | [00:00-26:30] | 26:30   | S01-S04 |
| II The Gathering | [26:30-74:30] | 48:00   | S05-S10 |
| III The War      | [74:30-95:30] | 21:00   | S11-S12 |
| Total            |               | 95:30   | 12      |

Per-scene floors

| Sc | Slug              | Runtime | Window        | Notes                                                                                           |
|----|-------------------|---------|---------------|-------------------------------------------------------------------------------------------------|
| 01 | the-assassination | 6:00    | [00:00-06:00] |                                                                                                 |
| 02 | the-rising        | 6:30    | [06:00-12:30] |                                                                                                 |
| 03 | queen-returns     | 6:00    | [12:30-18:30] |                                                                                                 |
| 04 | the-muster        | 8:00    | [18:30-26:30] |  protected |
| 05 | a-leaderless-land | 8:00    | [26:30-34:30] |                                                                                                 |

| Sc | Slug                  | Runtime | Window        | Notes                                                                                             |
|----|-----------------------|---------|---------------|---------------------------------------------------------------------------------------------------|
| 06 | the-elven-bargain     | 8:30    | [34:30–43:00] | trim lever                                                                                        |
| 07 | towers-and-barbarians | 9:00    | [43:00–52:00] |  Fortress only |
| 08 | war-drums             | 8:30    | [52:00–60:30] |                                                                                                   |
| 09 | gates-of-fire         | 7:00    | [60:30–67:30] | trim lever                                                                                        |
| 10 | underworld-bargain    | 7:00    | [67:30–74:30] |                                                                                                   |
| 11 | elemental-awakening   | 12:00   | [74:30–86:30] |                |
| 12 | the-clash             | 9:00    | [86:30–95:30] | <b>FILM END</b>                                                                                   |

# RUNTIME BUDGET v7 — DO-NOT-FLIP

Editor ledger authority · total 95:30 · presentation diagram only

TOTAL

95:30

v7 FROZEN

ACT I

26:30

S01–S04

ACT II

48:00

S05–S10

ACT III

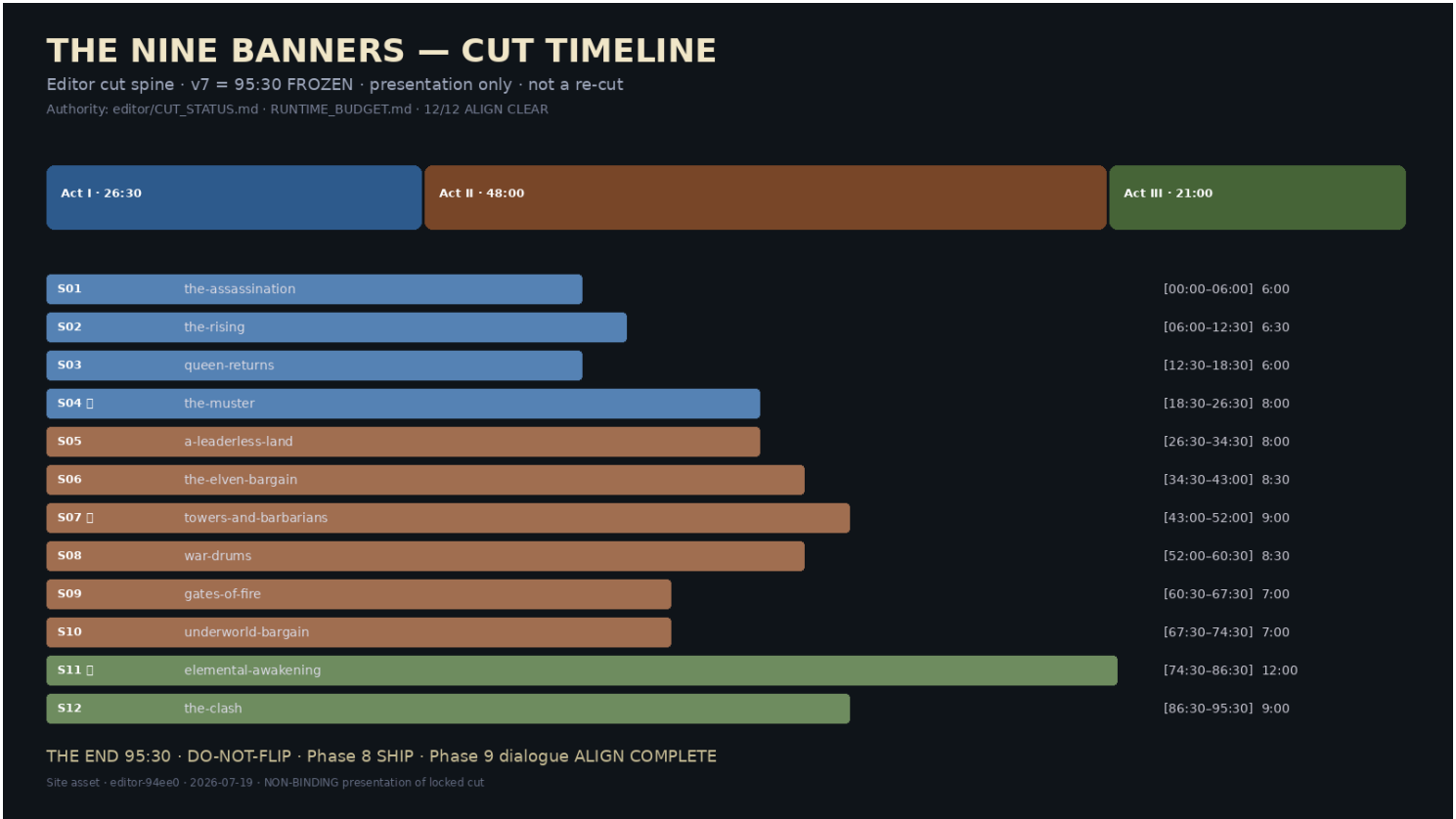
21:00

S11–S12

PROTECTED LOCKS

- S04 the-muster 8:00 
- S07 towers 9:00  · pair #4 genie re-time · Fortress-only
- S11 elemental-awakening 12:00 
- S06 / S09 trim levers (hold — no flip total)
- S12 Shot 2 SHATTER SNAP · Shot 5 ONE green→gold dissolve · THE END 95:30

Source: editor/RUNTIME\_BUDGET.md · CUT\_STATUS CLEAR · site asset non-binding



Do **not** flip runtime from this site. Website is presentation only.



film/acts

film/acts.md

Three-act structure

Act I — The Fall · [00:00-26:30] · 26:30

King falls. Undead rise. Queen lands. Muster of the living begins.

| Sc  | Beat                                         |
|-----|----------------------------------------------|
| S01 | Poison · body taken · first death that rises |
| S02 | Sandro raises the Lich King                  |
| S03 | Catherine returns · grief hardens            |
| S04 | Nine-banner vow · Act I OUT                  |



Act II — The Gathering · [26:30-74:30] · 48:00

Living factions answer. Dark powers answer. Title≠content locks hold for faction diptychs.

| Sc  | Faction / lock                    |
|-----|-----------------------------------|
| S05 | Rampart / Gelu                    |
| S06 | Tower / Solmyr                    |
| S07 | Fortress / Tazar (not Stronghold) |
| S08 | Stronghold / Crag Hack            |
| S09 | Inferno / Xeron                   |
| S10 | Dungeon / Alamar-Sandro           |



Act III — The War · [74:30-95:30] · 21:00

Conflux council. Final clash. Father freed. **THE END 95:30.**

| Sc  | Beat                                                          |
|-----|---------------------------------------------------------------|
| S11 | Elemental awakening · council fold · sole green/red collision |



| Sc  | Beat                                                   |
|-----|--------------------------------------------------------|
| S12 | Clash · SHATTER · one dissolve · father/daughter · END |



## film/title-locks

film/title-locks.md

# Title / content locks

Production title slugs can mislead. **Content locks** (not website invent):

| Sc  | Production slug       | Content lock                             |
|-----|-----------------------|------------------------------------------|
| S05 | a-leaderless-land     | <b>Rampart / Gelu</b>                    |
| S06 | the-elven-bargain     | <b>Tower / Solmyr</b> (not Fortress)     |
| S07 | towers-and-barbarians | <b>Fortress / Tazar</b> only             |
| S08 | war-drums             | <b>Stronghold / Crag Hack</b>            |
| S09 | gates-of-fire         | <b>Inferno / Xeron</b>                   |
| S10 | underworld-bargain    | <b>Dungeon</b>                           |
| S11 | elemental-awakening   | <b>Conflux</b> + council fold            |
| S12 | the-clash             | Final clash + Sc.13 father/daughter fold |

## Transition bank

| Link        | Rule                                  |
|-------------|---------------------------------------|
| S12 Shot 5  | <b>ONE</b> film dissolve green→gold   |
| S12 SHATTER | Not a dissolve                        |
| S10 tease   | Must not read as the film dissolve    |
| Sc.13       | In S12 · <b>no invent S13 package</b> |

See Lore dept notes and Gaffer ladder cards for full grammar.



scenes

scenes/index.md

Scenes S01-S12

Production spine · 12 scenes · FILM END S12 · no S13 invent.

DIALOGUE ALIGN STATUS — S01-S12

Phase 9 SHIP · all windows ALIGN CLEAR · stand down

S01

ALIGN CLEAR

the-assassination

S02

ALIGN CLEAR

the-rising

S03

ALIGN CLEAR

queen-returns

S04

ALIGN CLEAR

the-muster

S05

ALIGN CLEAR

a-leaderless-land

S06

ALIGN CLEAR

the-elven-bargain

S07

ALIGN CLEAR

towers-and-barbari

S08

ALIGN CLEAR

war-drums

S09

ALIGN CLEAR

gates-of-fire

S10

ALIGN CLEAR

underworld-bargain

S11

ALIGN CLEAR

elemental-awakenin

S12

ALIGN CLEAR

the-clash

No further DE-SCN ALIGN · next scene NONE · 95:30/v7 FROZEN

| #  | Page              | Slug              | Runtime | Window        | Cover                                                                                 |
|----|-------------------|-------------------|---------|---------------|---------------------------------------------------------------------------------------|
| 01 | The Assassination | the-assassination | 6:00    | [00:00–06:00] |  |
| 02 | The Rising        | the-rising        | 6:30    | [06:00–12:30] |  |

| #  | Page                  | Slug                  | Runtime                                                                                  | Window        | Cover                                                                                 |
|----|-----------------------|-----------------------|------------------------------------------------------------------------------------------|---------------|---------------------------------------------------------------------------------------|
| 03 | Queen Returns         | queen-returns         | 6:00                                                                                     | [12:30–18:30] |    |
| 04 | The Muster            | the-muster            | 8:00    | [18:30–26:30] |    |
| 05 | A Leaderless Land     | a-leaderless-land     | 8:00                                                                                     | [26:30–34:30] |   |
| 06 | The Elven Bargain     | the-elven-bargain     | 8:30                                                                                     | [34:30–43:00] |  |
| 07 | Towers and Barbarians | towers-and-barbarians | 9:00  | [43:00–52:00] |  |

| #  | Page                    | Slug                | Runtime                                                                                   | Window        | Cover                                                                                 |
|----|-------------------------|---------------------|-------------------------------------------------------------------------------------------|---------------|---------------------------------------------------------------------------------------|
| 08 | War Drums               | war-drums           | 8:30                                                                                      | [52:00–60:30] |    |
| 09 | Gates of Fire           | gates-of-fire       | 7:00                                                                                      | [60:30–67:30] |    |
| 10 | Underworld Bargain      | underworld-bargain  | 7:00                                                                                      | [67:30–74:30] |   |
| 11 | Elemental Awakening     | elemental-awakening | 12:00  | [74:30–86:30] |  |
| 12 | The Clash ·<br>FILM END | the-clash           | 9:00                                                                                      | [86:30–95:30] |  |

**Dept deep-dives:** Director · Editor · Gaffer · SE · DE · Lore · PM



scenes/s01

scenes/s01.md

S01 · The Assassination

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | the-assassination                                       |
| Runtime | 6:00                                                    |
| Window  | [00:00-06:00]                                           |
| Act     | Act I                                                   |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

King Gryphonheart is poisoned; necromancers take the body; the last guard dies and rises.





## Authority (repo paths)

| Dept           | Path                                                  |
|----------------|-------------------------------------------------------|
| Director scene | <code>director/scenes/01-*.md</code>                  |
| DE dialogue    | <code>dialogue-editor/scenes/01-*.dialogue.md</code>  |
| Editor ALIGN   | <code>editor/ALIGN_DE_SCN_001_S01_*.md</code>         |
| SE SPEECH      | <code>scene-editor/scenes/01-*.SPEECH_BEATS.md</code> |
| Gaffer light   | <code>gaffer/scenes/01-*.md</code>                    |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

Scene index · S02 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



scenes/s02

scenes/s02.md

S02 · The Rising

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | the-rising                                              |
| Runtime | 6:30                                                    |
| Window  | [06:00-12:30]                                           |
| Act     | Act I                                                   |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Sandro raises the Lich King; Mass Animate Dead takes the first field.



Authority (repo paths)



| Dept           | Path                                      |
|----------------|-------------------------------------------|
| Director scene | director/scenes/02-*.md                   |
| DE dialogue    | dialogue-editor/scenes/02-*--dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_002_S02_*.md          |
| SE SPEECH      | scene-editor/scenes/02-*--SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/02-*.md                     |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S01 · S03 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s03

scenes/s03.md

S03 · Queen Returns

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | queen - returns                                         |
| Runtime | 6:00                                                    |
| Window  | [12:30-18:30]                                           |
| Act     | Act I                                                   |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Catherine lands into ruin; first skirmish; grief hardens into resolve.





# Authority (repo paths)

| Dept           | Path                                                  |
|----------------|-------------------------------------------------------|
| Director scene | <code>director/scenes/03-*.md</code>                  |
| DE dialogue    | <code>dialogue-editor/scenes/03-*.dialogue.md</code>  |
| Editor ALIGN   | <code>editor/ALIGN_DE_SCN_003_S03_*.md</code>         |
| SE SPEECH      | <code>scene-editor/scenes/03-*.SPEECH_BEATS.md</code> |
| Gaffer light   | <code>gaffer/scenes/03-*.md</code>                    |

# On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S02 · S04 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



scenes/s04

scenes/s04.md

S04 · The Muster

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | the-muster                                              |
| Runtime | 8:00 🔒                                                  |
| Window  | [18:30-26:30]                                           |
| Act     | Act I                                                   |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Host assembles; she vows to raise nine banners. Act I OUT.





# Authority (repo paths)

| Dept           | Path                                     |
|----------------|------------------------------------------|
| Director scene | director/scenes/04-*.md                  |
| DE dialogue    | dialogue-editor/scenes/04-*.dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_004_S04_*.md         |
| SE SPEECH      | scene-editor/scenes/04-*.SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/04-*.md                    |

# On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S03 · S05 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



scenes/s05

scenes/s05.md

S05 · A Leaderless Land

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | a-leaderless-land                                       |
| Runtime | 8:00                                                    |
| Window  | [26:30-34:30]                                           |
| Act     | Act II                                                  |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Rampart — Gelu and the Forest Kin; green-ceiling rumor only.



Authority (repo paths)



| Dept           | Path                                      |
|----------------|-------------------------------------------|
| Director scene | director/scenes/05-*.md                   |
| DE dialogue    | dialogue-editor/scenes/05-**-dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_005_S05_*.md          |
| SE SPEECH      | scene-editor/scenes/05-**-SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/05-*.md                     |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S04 · S06 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s06

scenes/s06.md

S06 · The Elven Bargain

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | the-elven-bargain                                       |
| Runtime | 8:30                                                    |
| Window  | [34:30-43:00]                                           |
| Act     | Act II                                                  |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Tower — Solmyr and the Silver Cities; hard cyan OUT to S07.



Authority (repo paths)

| Dept           | Path                                      |
|----------------|-------------------------------------------|
| Director scene | director/scenes/06-*.md                   |
| DE dialogue    | dialogue-editor/scenes/06-**-dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_006_S06_*.md          |
| SE SPEECH      | scene-editor/scenes/06-**-SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/06-*.md                     |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S05 · S07 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



scenes/s07

scenes/s07.md

S07 · Towers and Barbarians

| Field   | Value                                                                                  |
|---------|----------------------------------------------------------------------------------------|
| Slug    | towers-and-barbarians                                                                  |
| Runtime | 9:00  |
| Window  | [43:00-52:00]                                                                          |
| Act     | Act II                                                                                 |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b>                                |

Fortress only (Tazar/Tatalia); not Fortress/Stronghold diptych.



Authority (repo paths)

| Dept           | Path                                     |
|----------------|------------------------------------------|
| Director scene | director/scenes/07-*.md                  |
| DE dialogue    | dialogue-editor/scenes/07-*-dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_007_S07_*.md         |
| SE SPEECH      | scene-editor/scenes/07-*-SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/07-*.md                    |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S06 · S08 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s08

scenes/s08.md

S08 · War Drums

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | war-drums                                               |
| Runtime | 8:30                                                    |
| Window  | [52:00-60:30]                                           |
| Act     | Act II                                                  |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Crag Hack earned; RED-ONLY near-subliminal; hard-silence OUT.



Authority (repo paths)



| Dept           | Path                             |
|----------------|----------------------------------|
| Director scene | director/scenes/08-*.md          |
| DE dialogue    | dialogue-editor/scenes/08-*.md   |
| Editor ALIGN   | editor/ALIGN_DE_SCN_008_S08_*.md |
| SE SPEECH      | scene-editor/scenes/08-*.md      |
| Gaffer light   | gaffer/scenes/08-*.md            |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S07 · S09 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s09

scenes/s09.md

S09 · Gates of Fire

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | gates-of-fire                                           |
| Runtime | 7:00                                                    |
| Window  | [60:30-67:30]                                           |
| Act     | Act II                                                  |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Inferno — Xeron; spy-glow after SNAP; sting-to-black OUT.



Authority (repo paths)

| Dept           | Path                                      |
|----------------|-------------------------------------------|
| Director scene | director/scenes/09-*.md                   |
| DE dialogue    | dialogue-editor/scenes/09-**-dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_009_S09_*.md          |
| SE SPEECH      | scene-editor/scenes/09-**-SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/09-*.md                     |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S08 · S10 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



scenes/s10

scenes/s10.md

S10 · Underworld Bargain

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | underworld-bargain                                      |
| Runtime | 7:00                                                    |
| Window  | [67:30-74:30]                                           |
| Act     | Act II                                                  |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Dungeon — Alamar/Sandro bargain; ember tease-that-loses.



Authority (repo paths)

| Dept           | Path                                      |
|----------------|-------------------------------------------|
| Director scene | director/scenes/10-*.md                   |
| DE dialogue    | dialogue-editor/scenes/10-*--dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_010_S10_*.md          |
| SE SPEECH      | scene-editor/scenes/10-*--SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/10-*.md                     |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S09 · S11 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s11

scenes/s11.md

S11 · Elemental Awakening

| Field   | Value                                                                                   |
|---------|-----------------------------------------------------------------------------------------|
| Slug    | elemental-awakening                                                                     |
| Runtime | 12:00  |
| Window  | [74:30-86:30]                                                                           |
| Act     | Act III                                                                                 |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b>                                 |

Conflux + council; sole ACTIVE green/red collision; breach to S12.







# Authority (repo paths)

| Dept           | Path                                     |
|----------------|------------------------------------------|
| Director scene | director/scenes/11-*.md                  |
| DE dialogue    | dialogue-editor/scenes/11-*.dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_011_S11_*.md         |
| SE SPEECH      | scene-editor/scenes/11-*.SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/11-*.md                    |

# On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S10 · S12 → · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**

scenes/s12

scenes/s12.md

S12 · The Clash · FILM END

| Field   | Value                                                   |
|---------|---------------------------------------------------------|
| Slug    | the-clash                                               |
| Runtime | 9:00                                                    |
| Window  | [86:30-95:30]                                           |
| Act     | Act III                                                 |
| Package | Phase 9 DIRECTED · BINDING · ALIGN · SE <b>COMPLETE</b> |

Final battle; SHATTER ≠ dissolve; ONE green→gold dissolve; father/daughter fold; THE END 95:30.







## Authority (repo paths)

| Dept           | Path                                     |
|----------------|------------------------------------------|
| Director scene | director/scenes/12-*.md                  |
| DE dialogue    | dialogue-editor/scenes/12-*.dialogue.md  |
| Editor ALIGN   | editor/ALIGN_DE_SCN_012_S12_*.md         |
| SE SPEECH      | scene-editor/scenes/12-*.SPEECH_BEATS.md |
| Gaffer light   | gaffer/scenes/12-*.md                    |

## On this site

- Dialogue Editor lines · lines ledger
- Scene Editor boards · speech
- Editor cut windows
- Gaffer light

← S11 · Film overview · All scenes

**Presentation only · 95:30/v7 FROZEN · no S13 invent.**



production

production/index.md

Production package

Master gates

| Gate                              | Status          | Master                             |
|-----------------------------------|-----------------|------------------------------------|
| Phase 8 final delivery            | SHIP            | PRODUCTION_DELIVERY_SIGN_OFF.md    |
| Phase 9 directed dialogue S01-S12 | COMPLETE        | PHASE9_DIALOGUE_COMPLETE.md        |
| Film directed-dialogue package    | COMPLETE        | FILM_DIRECTED_DIALOGUE_COMPLETE.md |
| Website VitePress                 | LIVE            | https://epicmovies.net/homm3/      |
| Next production scene             | NONE            | Sc.13 folded into S12              |
| Sound/Mix                         | DEFERRED        | Interim audio accepted             |
| Binary FINAL export               | OPTIONAL        | Outside document SHIP              |
| Runtime                           | 95:30/v7 FROZEN | DO-NOT-FLIP                        |

Department matrix

| Dept            | Package                                  | Site page               |
|-----------------|------------------------------------------|-------------------------|
| Director        | PLAN · SCREENPLAY · BINDING              | /depts/director/        |
| Editor          | CUT · RUNTIME · ALIGN                    | /depts/editor/          |
| Gaffer          | NECROPOLIS · ladders · locks             | /depts/gaffer/          |
| Scene Editor    | SPEECH_BEATS · NONCANON boards           | /depts/scene-editor/    |
| Dialogue Editor | Line IDs · uniqueness · formalize CLOSED | /depts/dialogue-editor/ |
| Lore            | Wiki-safe factions/places                | /depts/lore/            |
| PM              | Tracker · next-step · SHIP               | /depts/pm/              |

# Phase history (summary)

0–5 GREEN → 6–7 GREEN → 8 SHIP → 9 COMPLETE → 10 Website LIVE → FILM END 95:30

# Residual (non-blocking)

| Item            | Status                          |
|-----------------|---------------------------------|
| Sound/Mix agent | Deferred                        |
| Binary FINAL    | Optional                        |
| Picture re-cut  | Not authorized without Director |

See PM residual queue.

## assets

assets/index.md

# Asset gallery

Curated **public-safe** presentation assets. Full dumps stay in dept trees.

**Route:** `website/ASSETS_COLLECT.md` · **Runtime frozen** · mood-ref only.

## director

Folder: `/assets/director/` · **13** media files

`S01_assassination_griffins_hero.jpg`



`S01_assassination_open_hero.jpg`





S01\_shared\_act\_open\_crossref.jpg



S03\_queen\_returns\_grave\_hero.jpg





S03\_queen\_returns\_grief\_ride\_hero.jpg



S04\_muster\_nine\_banners\_hero.jpg





S11\_elemental\_council\_hero.jpg



S12\_clash\_father\_hero.jpg





S12\_clash\_free\_hero.jpg



S12\_clash\_light\_field\_hero.jpg





S12\_clash\_nine\_banners\_end\_hero.jpg



S12\_shared\_catherine\_light\_crossref.jpg





S12\_shatter\_vs\_dissolve\_hero.jpg



**editor**

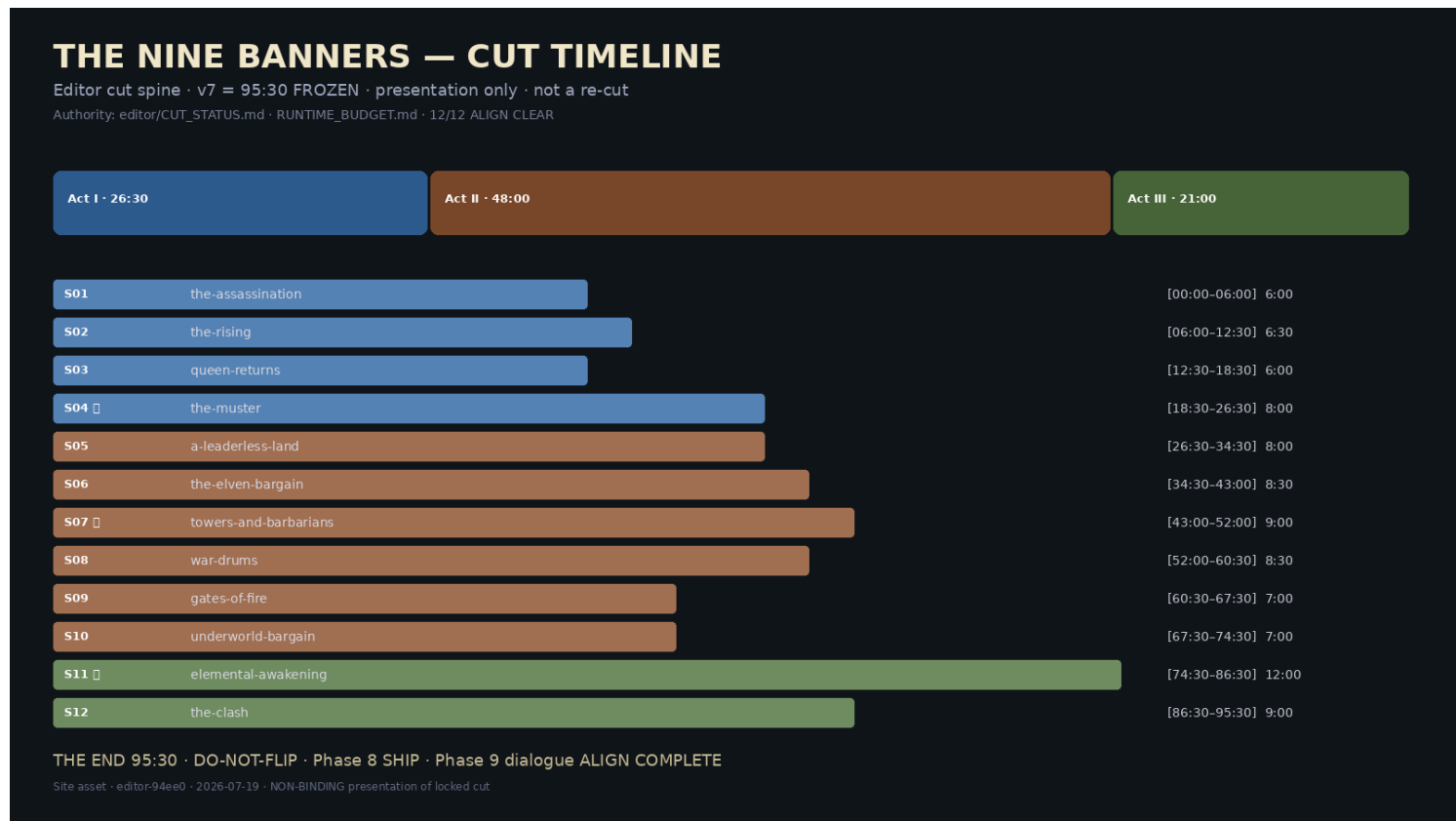


Folder: /assets/editor/ · 5 media files

FILM\_align\_status\_S01-S12.png



FILM\_cut\_timeline\_spine.png



FILM\_runtime\_budget\_v7.png

Editor ledger authority · total 95:30 · presentation diagram only

## PROTECTED LOCKS

**FILM\_transition\_chain.png**

Director binding words · Editor cut windows · presentation only



S12\_the\_clash\_end\_windows.png



# gaffer

Folder: /assets/gaffer/ · **10** media files

S00\_hero\_palette\_mood\_noncanon.jpg



S01\_gold\_green\_seed\_mood\_noncanon.jpg



S04\_castle\_gold\_mood\_noncanon.jpg





S08\_red\_only\_lock.svg

## S08 War Drums — RED-ONLY (presentation)

Stronghold red · Shots 5-6 ZERO Necropolis green · hard-silence OUT · not Fortress swamp

**RED-ONLY · Shots 5-6**

zero Necro green frame-level

**OUT · hard-silence**

light drop · not smash green

Canon lock holds · site presentation only · Gaffer gaffer-e4ff8

S08\_red\_war\_drum\_mood\_noncanon.jpg





S11\_green\_red\_collision\_mood\_noncanon.jpg



S12\_dawn\_land\_mood\_noncanon.jpg





S12\_shatter\_vs\_dissolve.svg

## S12 The Clash — SHATTER ≠ DISSOLVE (presentation)

Two distinct green exits · ONE graded dissolve only (Shot 5) · dawn land zero residual green

### Shot 2 · SHATTER

hard SNAP · NOT the dissolve

### Shot 5 · DISSOLVE

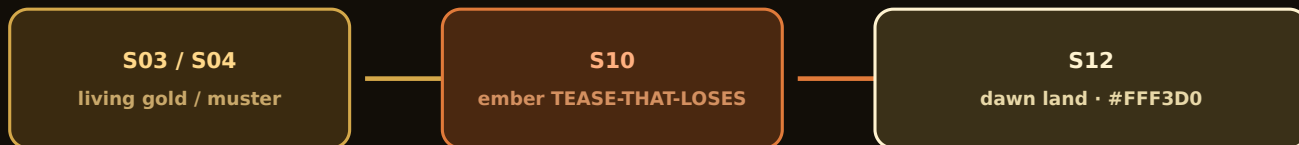
green→gold graded · sole film dissolve

FILM END 95:30 · no residual Necro green on dawn land · presentation only

ladder\_gold\_ember.svg

## Gold-ember ladder (presentation)

S03 sea-gold → S10 40-50% tease → S12 #FFF3D0 dawn · mood-ref only · no re-lock

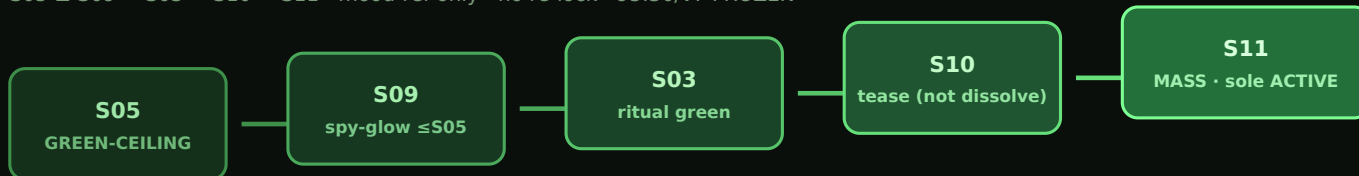


ONE film dissolve banked S12 Shot 5 · SHATTER ≠ DISSOLVE · 95:30/v7 FROZEN

ladder\_green\_force.svg

## Green-force ladder (presentation)

S05 ≤ S09 < S03 < S10 < S11 · mood-ref only · no re-lock · 95:30/v7 FROZEN



Gaffer · gaffer-e4ff8 · NECROPOLIS\_GRAMMAR holds · site presentation only

## scene-editor

Folder: /assets/scene-editor/ · **24** media files

S01\_L01\_chronicler\_noncanon.jpg





S01\_L02\_gryphonheart\_toast\_noncanon.jpg



S01\_L03\_sandro\_outlast\_os\_noncanon.jpg





S01\_L04\_chronicler\_griffins\_noncanon.jpg



S02\_L01\_sandro\_rise\_majesty\_noncanon.jpg





S02\_L02\_lich\_erathia\_noncanon.jpg



S03\_L01\_catherine\_grave\_noncanon.jpg





S04\_L02\_catherine\_raise\_nine\_noncanon.jpg



S04\_S05\_horizon\_dissolve\_noncanon.jpg





S05\_L01\_gelu\_forest\_owes\_noncanon.jpg



S05\_L03\_gelu\_we\_bend\_noncanon.jpg





S06\_L01\_solmyr\_stars\_doors\_noncanon.jpg



S07\_L01\_tazar\_glory\_none\_noncanon.jpg





S08\_L01\_crag\_hack\_begging\_noncanon.jpg



S09\_L01\_xeron\_two\_feasts\_noncanon.jpg





S10\_L01\_alamar\_dragons\_noncanon.jpg



S10\_L04\_sandro\_sold\_it\_noncanon.jpg





S11\_L01\_catherine\_elemental\_noncanon.jpg



S11\_L09\_catherine\_five\_hands\_noncanon.jpg





S12\_L01\_captain\_own\_dead\_noncanon.jpg



S12\_L04\_catherine\_father\_noncanon.jpg





S12\_L06\_catherine\_free\_you\_noncanon.jpg



S12\_L09\_chronicler\_nine\_banners\_noncanon.jpg





S12\_shatter\_vs\_dissolve\_noncanon.jpg



## dialogue-editor



Folder: /assets/dialogue-editor/ · **18** media files

S01\_L02\_gryphonheart\_toast\_mood.jpg



S01\_assassination\_cover.jpg





S02\_L02\_lich\_erathia\_mood.jpg



S02\_rising\_cover.jpg





S03\_queen\_returns\_cover.jpg



S04\_muster\_cover.jpg





S05\_leaderless\_cover.jpg



S06\_elven\_bargain\_cover.jpg





S07\_fortress\_cover.jpg



S08\_war\_drums\_cover.jpg





S09\_gates\_of\_fire\_cover.jpg



S10\_underworld\_cover.jpg





S11\_L09\_five\_hands\_mood.jpg



S11\_elemental\_cover.jpg





S12\_ADR\_RANK1\_father\_daughter\_mood\_NONCANON.jpg



S12\_L07\_gryphonheart\_outlast\_mood.jpg





S12\_L09\_nine\_banners\_mood.jpg



S12\_clash\_cover.jpg





## lore

Folder: `/assets/lore/` · **16** media files

`S01_deyja_sandro_necropolis_mood_noncanon.jpg`





S01\_erathia\_feast\_castle\_mood\_noncanon.jpg



S01\_erathia\_griffins\_place\_mood\_noncanon.jpg





`faction_castle_wiki_ref.svg`

# Castle

Nation: Erathia

Seat: Steadwick

humans · knights/clerics

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

`faction_conflux_wiki_ref.svg`



# Conflux

Nation: Elemental Confluence

Seat: planar tear

elementals (AB)

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

faction\_dungeon\_wiki\_ref.svg

# Dungeon

Nation: Nighon

Seat: Death Kiss

warlocks · underworld races

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

faction\_fortress\_wiki\_ref.svg

# Fortress

Nation: Tatalia

Seat: Tidewater

lizardmen · beastmasters

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

faction\_inferno\_wiki\_ref.svg

# Inferno

Nation: Eeofol

Seat: Kreelah

Kreegan · efreet

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

faction\_necropolis\_wiki\_ref.svg



# Necropolis

Nation: Deyja

Seat: Moulder

necromancers · undead

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

`faction_rampart_wiki_ref.svg`

# Rampart

Nation: AvLee

Seat: Pierpont

wood elves · dwarves · fae

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

`faction_stronghold_wiki_ref.svg`

# Stronghold

Nation: Krewlod

Seat: Ulgak

barbarians · orcs · ogres

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

faction\_tower\_wiki\_ref.svg

# Tower

Nation: Bracada

Seat: Celeste

wizards · genies · gremlins

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

place\_antagarich\_wiki\_ref.svg



# Antagarich

Primary film continent (HoMM3 RoE/AB)

south of Enroth continent

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

place\_deyja\_wiki\_ref.svg

# Deyja

Necropolis homeland

undead / necromancer state

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

place\_erathia\_wiki\_ref.svg

# Erathia

## Human kingdom · Castle faction

borders Tatalia, Krewlod, Bracada, AvLee, Eeofol, Deyja

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

place\_steadwick\_wiki\_ref.svg

# Steadwick

## Capital of Erathia (Castle)

Restoration spine seat

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only



Folder: `/assets/pm/` · **0** media files

*No media yet.*

## shared

Folder: `/assets/shared/` · **4** media files

`S01_the_assassination_chronicler_open.jpg`



`S05_leaderless_land_gelu_hero.jpg`





S12\_the\_clash\_catherine\_light.jpg



S12\_the\_clash\_father\_daughter.jpg





depts/director

depts/director/index.md

Director

**Owner:** Director ( director-3e693 ) · edit only: website/docs/depts/director/  
**Film:** *The Nine Banners* · **Runtime:** v7 = 95:30 FROZEN · THE END

Authority

| Layer                                | Owner           | Status                               |
|--------------------------------------|-----------------|--------------------------------------|
| Creative integration · BINDING words | Director        | <b>COMPLETE</b> S01-S12              |
| Formal line IDs                      | Dialogue Editor | <b>58 IDs · formalize CLOSED</b>     |
| Cut / ALIGN                          | Editor          | <b>ALIGN CLEAR 12/12</b>             |
| Light ladders                        | Gaffer          | <b>LOCKED</b> (no re-lock from site) |
| Next production scene                | —               | <b>NONE</b> · no S13 invent          |

Package

| Item                           | Status                                                                                                                             |
|--------------------------------|------------------------------------------------------------------------------------------------------------------------------------|
| Phase 8 Final delivery         | <b>SHIP</b>                                                                                                                        |
| Phase 9 directed dialogue      | <b>COMPLETE</b>                                                                                                                    |
| Film directed-dialogue package | <b>COMPLETE</b> · FILM END 95:30                                                                                                   |
| Site                           | <b>FULL / LIVE</b> · <a href="https://epicmovies.net/homm3/">https://epicmovies.net/homm3/</a>                                     |
| Root CTA                       | <a href="https://epicmovies.net/">https://epicmovies.net/</a> → primary <b>Open full film site</b> → <a href="/homm3/">/homm3/</a> |

Spine (S01 → S12 THE END)



| #  | Scene                 | Binding note (presentation)                                          |
|----|-----------------------|----------------------------------------------------------------------|
| 01 | Assassination         | King falls · chronicler frame                                        |
| 02 | The Rising            | Lich / Sandro rise                                                   |
| 03 | Queen Returns         | Catherine lands · grave                                              |
| 04 | The Muster            | Nine banners                                                         |
| 05 | Leaderless Land       | <b>Rampart / Gelu</b> (title marketing only)                         |
| 06 | Elven Bargain         | <b>Tower / Solmyr</b> (not elves)                                    |
| 07 | Towers and Barbarians | <b>Fortress / Tazar</b> (not Stronghold)                             |
| 08 | War Drums             | <b>Stronghold / Crag Hack</b>                                        |
| 09 | Gates of Fire         | Inferno / Xeron · quiet IN · sting OUT                               |
| 10 | Underworld Bargain    | Dungeon · HARD CUT OUT                                               |
| 11 | Elemental Awakening   | Conflux · 12:00 🗝️ · breach OUT                                      |
| 12 | <b>The Clash</b>      | <b>FILM END</b> · Sc.13 fold · SHATTER ≠ ONE dissolve · free-not-win |

Full per-scene pages (shared site body): Scenes index · S12 END

## Locks (do not flip from website)

- Runtime **95:30/v7 FROZEN**
- S12 Shot 2 **SHATTER** ≠ Shot 5 **ONE** dissolve
- Final card = **title**, not spoken line
- S04 dawn land · zero residual green into end
- No invent **S13** · no DIR-SCN re-open without PM

## Hero stills







Gallery: [/assets/director/](#) · [full site gallery](#)

## Cross-links

| Link                        | Path                                                                                    |
|-----------------------------|-----------------------------------------------------------------------------------------|
| Film · acts · title locks   | <a href="#">/film/</a> · <a href="#">/film/acts</a> · <a href="#">/film/title-locks</a> |
| Production package          | <a href="#">/production/</a>                                                            |
| Home (Director-owned index) | <a href="#">/</a>                                                                       |

**Presentation only.** This page does not re-open BINDING, cut, or light.

# depts/editor

depts/editor/index.md

## Editor

**Owner:** Editor ( editor-94ee0 ) · edit only: website/docs/depts/editor/  
**Live:** epicmovies.net/homm3/depts/editor/  
**Status:** Film cut package **COMPLETE** · Phase 9 dialogue ALIGN **SHIP** · presentation only

## Authority

| Owns                                             | Does not                                   |
|--------------------------------------------------|--------------------------------------------|
| Cut plans · CUT_STATUS · continuity              | Binding transition <b>words</b> (Director) |
| RUNTIME_BUDGET ledger · <b>v7 = 95:30 FROZEN</b> | Picture invent · S13 invent                |
| Dialogue <b>window</b> ALIGN (not re-cut)        | Light ladders (Gaffer) · line IDs (DE)     |

**No re-cut from this site.** Gallery / VitePress are presentation only.

## Runtime ledger (v7 DO-NOT-FLIP)

| Field   | Value                                  |
|---------|----------------------------------------|
| Version | <b>v7</b>                              |
| Total   | <b>95:30</b>                           |
| Act I   | <b>26:30</b> · S01-S04 · [00:00-26:30] |
| Act II  | <b>48:00</b> · S05-S10 · [26:30-74:30] |
| Act III | <b>21:00</b> · S11-S12 · [74:30-95:30] |
| THE END | <b>95:30</b> hard stop                 |

## Per-scene cut windows



| Scene | Slug                  | Runtime | Window        | Lock                              |
|-------|-----------------------|---------|---------------|-----------------------------------|
| 01    | the-assassination     | 6:00    | [00:00-06:00] | slow→SNAP→hold                    |
| 02    | the-rising            | 6:30    | [06:00-12:30] | crypt push-in                     |
| 03    | queen-returns         | 6:00    | [12:30-18:30] | HARD CUT OUT + ember pre-lap      |
| 04    | the-muster            | 8:00    | [18:30-26:30] | 🔒 protected                       |
| 05    | a-leaderless-land     | 8:00    | [26:30-34:30] | sea→smoke IN                      |
| 06    | the-elven-bargain     | 8:30    | [34:30-43:00] | trim lever · zero-green OUT       |
| 07    | towers-and-barbarians | 9:00    | [43:00-52:00] | 🔒 · pair #4 genie · Fortress only |
| 08    | war-drums             | 8:30    | [52:00-60:30] | hard-silence Shot 7 OUT           |
| 09    | gates-of-fire         | 7:00    | [60:30-67:30] | trim · sting-to-black OUT         |
| 10    | underworld-bargain    | 7:00    | [67:30-74:30] | Shot-3 TEASE-THAT-LOSES           |
| 11    | elemental-awakening   | 12:00   | [74:30-86:30] | 🔒 · breach OUT                    |
| 12    | the-clash             | 9:00    | [86:30-95:30] | SHATTER · ONE dissolve · END      |

**Protected (no trim without Director):** S04 · S07 · S11  
**Trim levers (hold total):** S06 · S09 (±0:30 available — not flipped)

## RUNTIME BUDGET v7 — DO-NOT-FLIP

Editor ledger authority · total 95:30 · presentation diagram only

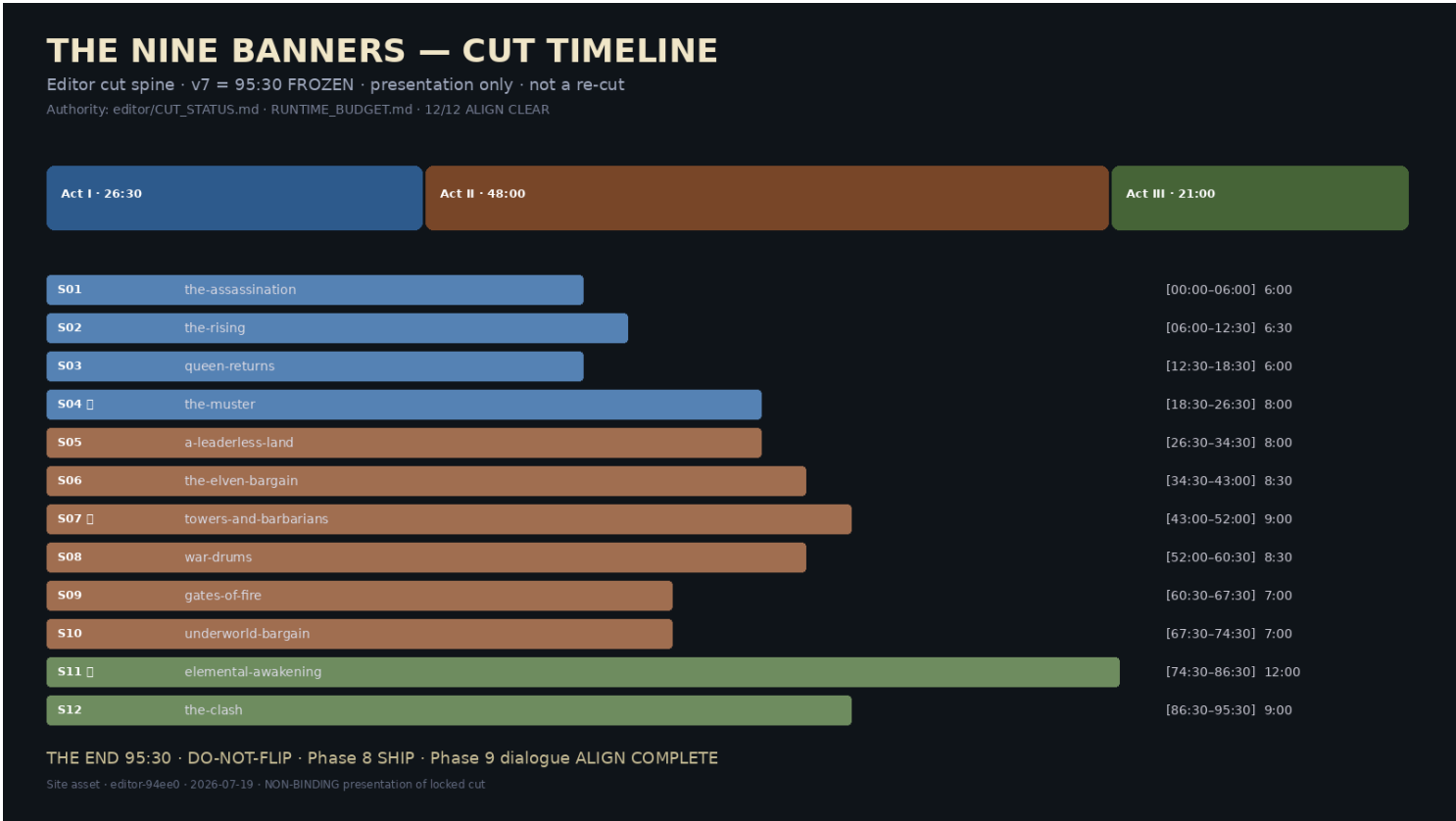
The diagram illustrates the runtime budget for the project, divided into three acts. The total budget is 95:30, which is frozen at version 7. Act I (S01-S04) has a budget of 26:30. Act II (S05-S10) has a budget of 48:00. Act III (S11-S12) has a budget of 21:00. A list of protected locks is also provided, detailing specific scenes and their durations.

| Section | Time  | Notes     |
|---------|-------|-----------|
| TOTAL   | 95:30 | v7 FROZEN |
| ACT I   | 26:30 | S01-S04   |
| ACT II  | 48:00 | S05-S10   |
| ACT III | 21:00 | S11-S12   |

### PROTECTED LOCKS

- S04 the-muster 8:00 □
- S07 towers 9:00 □ · pair #4 genie re-time · Fortress-only
- S11 elemental-awakening 12:00 □
- S06 / S09 trim levers (hold — no flip total)
- S12 Shot 2 SHATTER SNAP · Shot 5 ONE green→gold dissolve · THE END 95:30

Source: editor/RUNTIME\_BUDGET.md · CUT\_STATUS CLEAR · site asset non-binding



## Load-bearing transitions

| Link    | Type                                                          | Protect                                                                                          |
|---------|---------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| S01→S02 | bone-rattle under · green match                               | no speech across A1                                                                              |
| S02→S03 | hooves drop                                                   | speech-free OUT                                                                                  |
| S03→S04 | <b>HARD CUT</b> + 1-beat ember pre-lap                        | <b>NOT dissolve</b>                                                                              |
| S04→S05 | sea→smoke <b>match-dissolve</b>                               | speech-free handle · Act I→II                                                                    |
| S05→S06 | road-wipe                                                     | L05 clean · no speech tail                                                                       |
| S06→S07 | amber→cyan hard cut                                           | <b>ZERO green</b>                                                                                |
| S07→S08 | firelight <b>smash</b> + drone/drum pre-lap                   | L04 kill before smash                                                                            |
| S08→S09 | <b>hard-silence</b> hold → quiet IN                           | no smash into Inferno                                                                            |
| S09→S10 | sting-to-black → fade-up                                      | speech-free OUT                                                                                  |
| S10→S11 | <b>HARD CUT</b> to war drums                                  | zero dissolve · TEASE loses                                                                      |
| S11→S12 | breach → dawn charge                                          | 12:00  held |
| S12 END | Shot 2 <b>SHATTER</b> · Shot 5 <b>ONE</b> green→gold dissolve | SHATTER ≠ dissolve                                                                               |



**Reserved payoff:** green→gold dissolve used **once** (S12 Shot 5 only).

S10 Shot-3 ember = **TEASE-THAT-LOSES** (flicker-match · not dissolve bank).

### LOAD-BEARING TRANSITION CHAIN

Director binding words · Editor cut windows · presentation only

|                                               |                          |
|-----------------------------------------------|--------------------------|
| <b>S01→S02</b>                                | bone-rattle under        |
| A1 bridge · no speech across                  |                          |
| <b>S02→S03</b>                                | hooves drop OUT          |
| speech-free OUT handle                        |                          |
| <b>S03→S04</b>                                | HARD CUT + ember pre-lap |
| NOT dissolve · A2                             |                          |
| <b>S04→S05</b>                                | sea→smoke match-dissolve |
| speech-free across handle                     |                          |
| <b>S05→S06</b>                                | road-wipe OUT            |
| L05 clean · no speech tail                    |                          |
| <b>S06→S07</b>                                | amber→cyan hard cut      |
| ZERO green · L04 clean                        |                          |
| <b>S07→S08</b>                                | firelight smash OUT      |
| L04 kill · drone/drum pre-lap                 |                          |
| <b>S08→S09</b>                                | hard-silence hold        |
| Shot 7 OUT → quiet IN                         |                          |
| <b>S09→S10</b>                                | sting-to-black OUT       |
| trim lever · no speech tail                   |                          |
| <b>S10→S11</b>                                | HARD CUT to drums        |
| Shot-3 TEASE-THAT-LOSES only                  |                          |
| <b>S11→S12</b>                                | breach OUT               |
| 12:00 □ · war-drums IN                        |                          |
| <b>S12 END</b>                                | SHATTER ≠ ONE dissolve   |
| Shot2 SHATTER · Shot5 sole dissolve · THE END |                          |

One dissolve banked at S12 Shot 5 only · smash/hard-silence/SHATTER protected · 95:30/v7 FROZEN

## Protected silences & speech-free seams

| Zone                        | Rule                              |
|-----------------------------|-----------------------------------|
| S01 battle tail             | no dialogue                       |
| S02 massacre [~07:35-08:35] | silent                            |
| S02 Lich SNAP               | L02 P0 lip · protect              |
| S03 skirmish / flashback    | silent · HARD CUT speech-free OUT |
| S05 dragon uncoil (L02→L03) | <b>SILENCE</b>                    |
| S06 Titan battle            | silent · no invent combat lines   |
| S07 Hydra + pair #4 genie   | <b>SILENT</b>                     |
| S08 hard-silence Shot 7     | OUT free of speech                |

| Zone                             | Rule                                     |
|----------------------------------|------------------------------------------|
| S09 SNAP + fire barrage          | SNAP silent · spy-glow <b>after</b> SNAP |
| S10 Shot-3 TEASE                 | silent · not S12 dissolve                |
| S11 drums IN · three-greens peak | no invent speech                         |
| S12 charge / SHATTER / dissolve  | silence protected · father/daughter P0   |

## Dialogue ALIGN (Phase 9 SHIP)

All per-scene Editor ALIGN files verdict **ALIGN CLEAR** (window only · no re-cut).

| Scene                 | Status                         |
|-----------------------|--------------------------------|
| S01-S12               | <b>ALIGN CLEAR</b> ×12         |
| Next DE-SCN route     | <b>NONE</b> unless PM re-opens |
| Next production scene | <b>NONE</b> · no S13 invent    |

DE owns line IDs · Director owns BINDING CONFIRM · Editor owns cut timing windows.

DIALOGUE ALIGN STATUS — S01-S12

Phase 9 SHIP · all windows ALIGN CLEAR · stand down

S01

ALIGN CLEAR

the-assassination

S02

ALIGN CLEAR

the-rising

S03

ALIGN CLEAR

queen-returns

S04

ALIGN CLEAR

the-muster

S05

ALIGN CLEAR

a-leaderless-land

S06

ALIGN CLEAR

the-elven-bargain

S07

ALIGN CLEAR

towers-and-barbari

S08

ALIGN CLEAR

war-drums

S09

ALIGN CLEAR

gates-of-fire

S10

ALIGN CLEAR

underworld-bargain

S11

ALIGN CLEAR

elemental-awakenin

S12

ALIGN CLEAR

the-clash

No further DE-SCN ALIGN · next scene NONE · 95:30/v7 FROZEN

## S12 FILM END (title card · not speech)

| Lock   | Rule                           |
|--------|--------------------------------|
| Window | [86:30-95:30] 9:00             |
| Shot 2 | <b>SHATTER SNAP</b> ≠ dissolve |

file:///home/epicmovies/Documents/GitHub/epicmovies/website/docs/public/downloads/nine-banners-full.print.html

98/211



| Lock      | Rule                                                     |
|-----------|----------------------------------------------------------|
| Shot 5    | <b>ONE</b> green→gold dissolve (sole film dissolve bank) |
| Dawn land | S04 dawn land clean                                      |
| THE END   | <b>95:30</b> · DO-NOT-FLIP                               |

# S12 THE-CLASH — END WINDOWS

[86:30-95:30] 9:00 · SHATTER ≠ DISSOLVE · presentation only

**L01-L03**

Mass raise · steel V.O.  
speech windows

**L04-L07**

Father/daughter faces P0  
duel dialogue

**L08-L09**

Dawn / candle  
close speech

**Shot 2 SHATTER**

SHATTER SNAP  
≠ dissolve  
PROTECTED

**Shot 5 ONE dissolve**

Sole green→gold  
match-dissolve  
S04 dawn land

**THE END**

95:30 hard stop  
DO-NOT-FLIP

ALIGN\_DE\_SCN\_012 CLEAR · BINDING CONFIRMED · no re-cut · editor-94ee0

## Package status

| Layer                  | Status                                      |
|------------------------|---------------------------------------------|
| CUT_STATUS             | <b>CLEAR</b>                                |
| Phase 8 delivery       | <b>SHIP / READY</b>                         |
| Phase 9 dialogue ALIGN | <b>COMPLETE · SHIP</b>                      |
| Interim audio spine    | <b>ACCEPTED</b> until Sound seated          |
| Website assets         | 5 curated heroes · <code>MANIFEST.md</code> |
| Editor disposition     | <b>Stand down</b> unless PM re-opens        |

## Child pages

- Runtime ledger detail
- Transition chain detail

## Repo authority (not overridden by this site)

- `editor/CUT_STATUS.md`
- `editor/RUNTIME_BUDGET.md`
- `editor/scenes/EDITOR_CUT_INDEX.md`
- `editor/ALIGN_DE_SCN_001 ... 012`

**When ready (this page):** message Director with paths edited → Director updates home index + rebuilds.



depts/editor/runtime

depts/editor/runtime.md

Runtime ledger — Editor

**Owner:** Editor ( editor-94ee0 ) · parent: Editor dept  
**Runtime:** v7 = 95:30 FROZEN · DO-NOT-FLIP

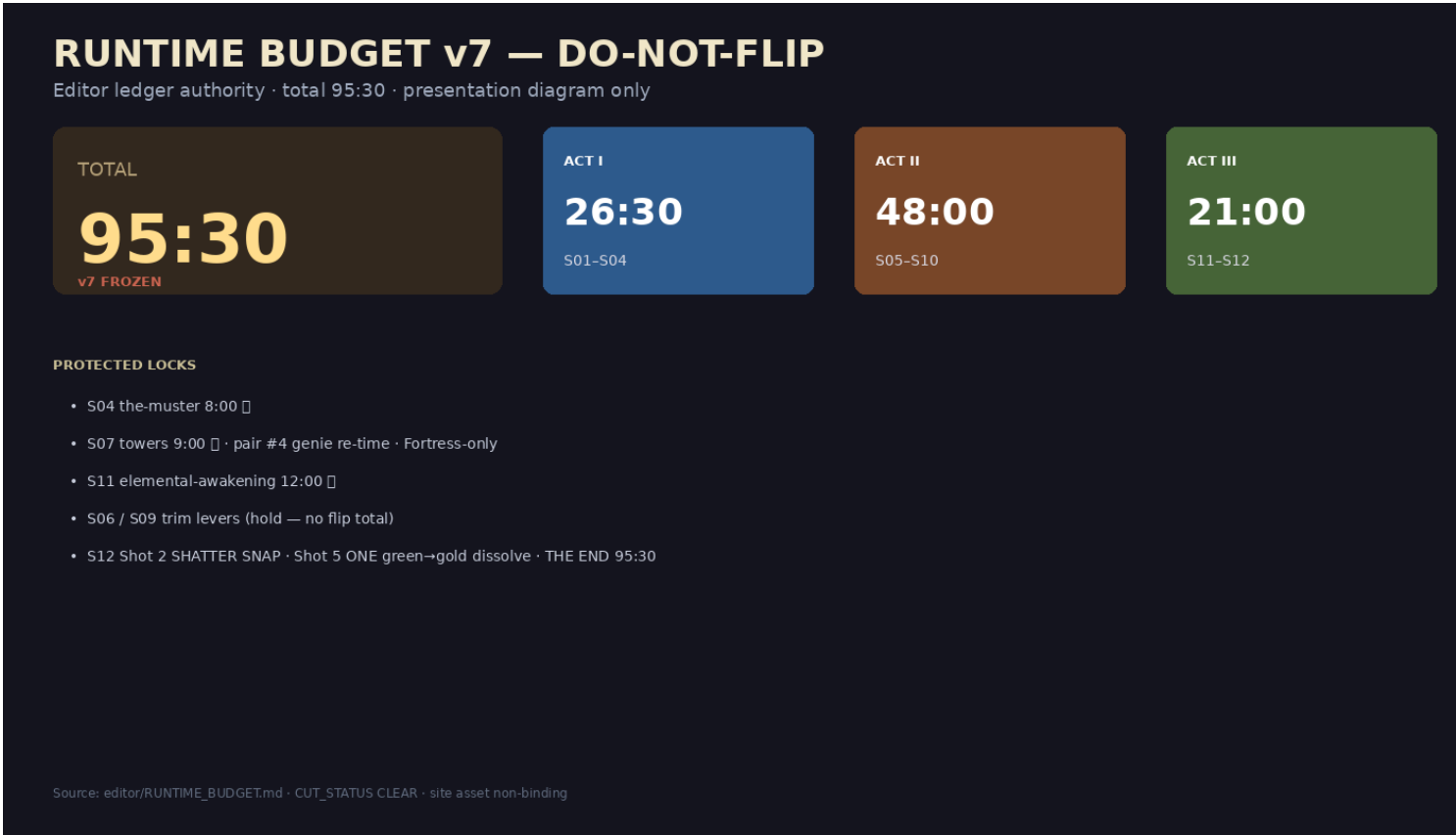
Spine check

| Act   | Window        | Duration | Status   |
|-------|---------------|----------|----------|
| I     | [00:00–26:30] | 26:30    | CLEAR    |
| II    | [26:30–74:30] | 48:00    | CLEAR    |
| III   | [74:30–95:30] | 21:00    | CLEAR    |
| Total |               | 95:30    | FROZEN ✓ |

Policy

- Any re-lock = one-row ledger edit + CC Director + Editor
- Protected locks: **S04 8:00 · S07 9:00 · S11 12:00**
- Trim levers only on S06 / S09 — total not flipped without Director
- Retired: v6/98:30 (do not cite)

Diagram





depts/editor/transitions

depts/editor/transitions.md

Transition chain — Editor

**Owner:** Editor ( editor-94ee0 ) · parent: Editor dept  
**Binding words:** Director · **Cut windows:** Editor

Chain (locked)

| Link    | OUT → IN                  | Type                                  |
|---------|---------------------------|---------------------------------------|
| S01→S02 | bone-rattle under → crypt | audio bridge + green match-dissolve   |
| S02→S03 | hooves drop → shore       | audio drop                            |
| S03→S04 | ruin → sunlit sea         | <b>HARD CUT</b> + ember audio pre-lap |
| S04→S05 | sea-horizon → smoke       | <b>match-dissolve</b> (Act I→II)      |
| S05→S06 | road-wipe                 | dissolve                              |
| S06→S07 | amber → cyan              | hard tonal cut · <b>zero green</b>    |
| S07→S08 | firelight smash           | smash + drone/drum pre-lap            |
| S08→S09 | hard-silence → quiet IN   | silence bridge                        |
| S09→S10 | sting-to-black → fade-up  | hard reset                            |
| S10→S11 | gold gutters → war drums  | <b>HARD CUT</b> · zero dissolve       |
| S11→S12 | breach → dawn charge      | core-arrival                          |
| S12 END | SHATTER · ONE dissolve    | THE END <b>95:30</b>                  |

Audio bridges (interim → Sound)

- 1. S01→S03 gasp — bone-rattle under S02
- 2. S03→S04 pre-lap — 1-beat ritual-green/ember (replaces dissolved green→gold early)
- 3. S07→S08 — drone↔drum pre-lap under smash

# Reserved dissolve

Green→gold **ONCE** at S12 Shot 5. S10 Shot-3 = TEASE-THAT-LOSES only.

LOAD-BEARING TRANSITION CHAIN

Director binding words · Editor cut windows · presentation only

|                                               |                          |
|-----------------------------------------------|--------------------------|
| S01→S02                                       | bone-rattle under        |
| A1 bridge · no speech across                  |                          |
| S02→S03                                       | hooves drop OUT          |
| speech-free OUT handle                        |                          |
| S03→S04                                       | HARD CUT + ember pre-lap |
| NOT dissolve · A2                             |                          |
| S04→S05                                       | sea→smoke match-dissolve |
| speech-free across handle                     |                          |
| S05→S06                                       | road-wipe OUT            |
| L05 clean · no speech tail                    |                          |
| S06→S07                                       | amber→cyan hard cut      |
| ZERO green · L04 clean                        |                          |
| S07→S08                                       | firelight smash OUT      |
| L04 kill · drone/drum pre-lap                 |                          |
| S08→S09                                       | hard-silence hold        |
| Shot 7 OUT → quiet IN                         |                          |
| S09→S10                                       | sting-to-black OUT       |
| trim lever · no speech tail                   |                          |
| S10→S11                                       | HARD CUT to drums        |
| Shot 3 TEASE-THAT-LOSES only                  |                          |
| S11→S12                                       | breach OUT               |
| 12:00 □ · war-drums IN                        |                          |
| S12 END                                       | SHATTER ≠ ONE dissolve   |
| Shot2 SHATTER · Shot5 sole dissolve · THE END |                          |

One dissolve banked at S12 Shot 5 only · smash/hard-silence/SHATTER protected · 95:30/v7 FROZEN

Source: editor/scenes/EDITOR\_CUT\_INDEX.md · editor/AUDIO\_SPINE.md .



depts/gaffer

depts/gaffer/index.md

Gaffer

**Owner:** Gaffer ( `gaffer-e4ff8` ) · edit only: `website/docs/depts/gaffer/`  
**Live:** `epicmovies.net/homm3/depts/gaffer/`  
**Canon package:** `gaffer/NECROPOLIS_GRAMMAR.md` · `LIGHTING_COVERAGE.md` · `CUT_LIGHT_SEAMS.md` · `scenes/01–12`

**Presentation only.** Site mood stills and ladder cards do **not** re-lock lighting.  
Runtime **v7 = 95:30 FROZEN.**

Authority

| Layer                                        | Status                                           |
|----------------------------------------------|--------------------------------------------------|
| Lighting / VFX / NECROPOLIS grammar          | <b>Gaffer owns</b>                               |
| S01–S12 light packages                       | <b>LOCKED</b> (12/12)                            |
| Green-force · gold-ember · sole S12 dissolve | <b>HOLD</b>                                      |
| Site assets                                  | <b>Mood-ref / NONCANON</b> — not BINDING re-open |
| Film package                                 | <b>COMPLETE</b> · stand down creative            |

Green-force ladder

Order (ascending force):

**S05 ≤ S09 < S03 < S10 < S11**

| Scene      | Role (one-line)                                                          |
|------------|--------------------------------------------------------------------------|
| <b>S05</b> | GREEN-CEILING — Rampart rumor emerald ≤ S03; not Necro mass              |
| <b>S09</b> | Spy-glow <b>after</b> Shot-4 SNAP · intrusion ≤ S05 · presence-not-spell |
| <b>S03</b> | Ritual / horizon green seed (Enroth sea)                                 |

| Scene | Role (one-line)                                                        |
|-------|------------------------------------------------------------------------|
| S10   | Ember TEASE-THAT-LOSES — flicker-match <b>not</b> the film dissolve    |
| S11   | Sole <b>ACTIVE</b> green/red collision · Mass · <b>12:00</b> protected |



## Gold-ember ladder

S03/S04 living gold → S10 40-50% ember tease → S12 dawn land #FFF3D0

- **ONE** green→gold graded dissolve in the entire film is banked at **S12 Shot 5**.
- S10 tease must not read as that dissolve.



## S08 — RED-ONLY



| Lock      | Rule                                                       |
|-----------|------------------------------------------------------------|
| World     | <b>Stronghold</b> red war-drum · <b>not</b> Fortress swamp |
| Shots 5-6 | <b>RED-ONLY</b> · zero Necropolis green frame-level        |
| OUT       | Hard-silence light drop · not smash green into S09         |

## S08 War Drums — RED-ONLY (presentation)

Stronghold red · Shots 5-6 ZERO Necropolis green · hard-silence OUT · not Fortress swamp

**RED-ONLY · Shots 5-6**

zero Necro green frame-level

**OUT · hard-silence**

light drop · not smash green

Canon lock holds · site presentation only · Gaffer gaffer-e4ff8



## S12 — SHATTER ≠ DISSOLVE

Two distinct green exits at FILM END:

| Beat            | Light rule                                                                |
|-----------------|---------------------------------------------------------------------------|
| Shot 2 SHATTER  | Hard SNAP · <b>not</b> the dissolve                                       |
| Shot 5 DISSOLVE | Sole film green→gold graded dissolve                                      |
| Dawn land       | Castle gold / sea-blue · <b>zero residual</b> Necro green · ember #FFF3D0 |

S12 The Clash — SHATTER ≠ DISSOLVE (presentation)

Two distinct green exits · ONE graded dissolve only (Shot 5) · dawn land zero residual green

Shot 2 · SHATTER

hard SNAP · NOT the dissolve

Shot 5 · DISSOLVE

green→gold graded · sole film dissolve

FILM END 95:30 · no residual Necro green on dawn land · presentation only



Palette cards (mood)

Hero / ladder mood stills only — **not** light canon.









## Scene light register (summary)



| #  | Scene               | Light one-liner                                       |
|----|---------------------|-------------------------------------------------------|
| 01 | Assassination       | Gold feast vs toxic green seed · Death Ripple grammar |
| 02 | Rising              | Lich rise SNAP · Mass Animate Dead                    |
| 03 | Queen returns       | Enroth sea-light · HARD CUT OUT (dissolve banked S12) |
| 04 | Muster              | Castle gold · sea-horizon match-dissolve OUT          |
| 05 | Leaderless land     | GREEN-CEILING rumor only                              |
| 06 | Elven bargain       | Tower cyan · <b>ZERO green</b> S06→S07                |
| 07 | Towers & barbarians | Fortress swamp → firelight smash-prep to S08          |
| 08 | War drums           | RED-ONLY 5-6 · hard-silence OUT                       |
| 09 | Gates of fire       | Spy-glow after SNAP ≤ S05                             |
| 10 | Underworld bargain  | Ember tease · HARD CUT OUT                            |
| 11 | Elemental awakening | Sole ACTIVE green/red · 12:00                         |
| 12 | The clash           | SHATTER ≠ DISSOLVE · ONE dissolve · dawn land         |

Full specs live under monorepo `gaffer/scenes/` · coverage: `gaffer/LIGHTING_COVERAGE.md` .

## Asset manifest

Drop folder: `website/docs/public/assets/gaffer/` · see `MANIFEST.md` there.

| Kind               | Count |
|--------------------|-------|
| Mood stills (jpg)  | 6     |
| Ladder cards (svg) | 4     |

## Constraints (held)

- No ladder re-lock from this page
- No S13 invent · no Phase 9 re-open
- Runtime **95:30/v7 FROZEN**
- Site = presentation · Gaffer stands down creative unless PM re-opens

### Paths ready for Director index + rebuild:

- `website/docs/depts/gaffer/index.md`

- `website/docs/public/assets/gaffer/*` (stills + SVGs + MANIFEST)



## depts/scene-editor

depts/scene-editor/index.md

# Scene Editor

**Owner:** Scene Editor ( `scene-editor-0c49c` ) · **edit only this folder:** `website/docs/depts/scene-editor/`

**Route:** `website/DEPT_PAGES.md` · **Assets:** `/assets/scene-editor/`

**Live:** <https://epicmovies.net/homm3/depts/scene-editor/>

## Authority (support only)

| Item                  | Status                                                                |
|-----------------------|-----------------------------------------------------------------------|
| Role                  | Per-scene <b>assembly support</b> · SPEECH_BEATS · NONCANON boards    |
| Not                   | Cut rewrite · binding invent · light re-rule · dialogue ownership     |
| Line IDs              | <b>DE owns</b> formal S##-L##                                         |
| Runtime               | <b>v7 = 95:30 FROZEN</b>                                              |
| Next production scene | <b>NONE</b> · no S13 invent · SCRIPT Sc.13 folded into production S12 |
| Film SPEECH support   | <b>COMPLETE</b> S01-S12                                               |

Editor owns cut timing · Gaffer owns light · Director owns BINDING words. SE flags speech windows for assembly boards only.

## Film SPEECH map (S01 → S12 · THE END)

| Sc         | Slug              | Formal IDs | Content truth                                   | Site hero                                                                            |
|------------|-------------------|------------|-------------------------------------------------|--------------------------------------------------------------------------------------|
| <b>S01</b> | the-assassination | L01-L04    | Erathia feast · king fall<br>· Sandro seed      |    |
| <b>S02</b> | the-rising        | L01-L04    | Crypt rise · Lich "...<br>Erathia."             |    |
| <b>S03</b> | queen-returns     | L01-L03    | Catherine lands /<br>grave                      |   |
| <b>S04</b> | the-muster        | L01-L03    | Nine-banner muster                              |  |
| <b>S05</b> | a-leaderless-land | L01-L05    | <b>Rampart / Gelu</b> (title<br>marketing only) |  |



| Sc         | Slug                  | Formal IDs | Content truth                            | Site hero                                                                            |
|------------|-----------------------|------------|------------------------------------------|--------------------------------------------------------------------------------------|
| <b>S06</b> | the-elven-bargain     | L01-L04    | <b>Tower / Solmyr</b> (not elves)        |    |
| <b>S07</b> | towers-and-barbarians | L01-L04    | <b>Fortress / Tazar</b> (not Stronghold) |    |
| <b>S08</b> | war-drums             | L01-L04    | <b>Stronghold / Crag Hack</b>            |   |
| <b>S09</b> | gates-of-fire         | L01-L02    | Inferno / Xeron                          |  |
| <b>S10</b> | underworld-bargain    | L01-L05    | Dungeon / Alamar-Sandro                  |  |

| Sc  | Slug                | Formal IDs | Content truth                                          | Site hero                                                                          |
|-----|---------------------|------------|--------------------------------------------------------|------------------------------------------------------------------------------------|
| S11 | elemental-awakening | L01-L11    | Conflux / Ignissa + council · 12:00 🔒                  |  |
| S12 | the-clash           | L01-L09    | Clash + free-not-win father/daughter · <b>FILM END</b> |  |

**Totals:** 12 SPEECH packages · **58** formal DE line IDs · **58** production NONCANON stills ( scene-editor/boards/ ) · site heroes **24** · exact full-line collisions **0**.

Story follow (assembly spine)

S01 king falls → S02 Lich rise → S03 Catherine lands  
→ S04 nine banners → S05 Rampart → S06 Tower → S07 Fortress  
→ S08 Stronghold → S09 Inferno → S10 Dungeon bargain  
→ S11 Conflux + council → S12 clash + free father → THE END 95:30

Silence locks (not speech IDs)

| Scene | Protected silent                                         |
|-------|----------------------------------------------------------|
| S01   | Battle stretch                                           |
| S02   | Massacre after rise command                              |
| S09   | SNAP + spy-glow picture-only                             |
| S10   | Shot-3 flicker (NOT dissolve) · HARD CUT OUT speech-free |
| S11   | Three-greens is light, not dialogue                      |
| S12   | SHATTER ≠ DISSOLVE · final card not spoken after L09     |



Title ≠ content (do not re-board)

| Scene | Content truth               | Do not re-board                                |
|-------|-----------------------------|------------------------------------------------|
| S05   | Rampart / Gelu / AvLee      | Tower / Solmyr                                 |
| S06   | Tower / Solmyr / Bracada    | Elves / Rampart forest                         |
| S07   | Fortress / Tazar / Tatalia  | Krewlod war-drums                              |
| S08   | Stronghold / Crag Hack      | Swamp / hydra                                  |
| S11   | Conflux / Ignissa + council | Dungeon bargain cavern                         |
| S12   | Clash + father fold         | Conflux nexus · conflate SHATTER with dissolve |

NONCANON boards (site heroes · /assets/scene-editor/ )

**Policy:** curated heroes for the site · **not** full dump · **not** picture-lock.  
Full per-line stills remain in production repo `scene-editor/boards/` .

S01 feast (full set on site)











## Act I-II seams & allies























**Act III → FILM END**























Hero file list (24)

S01\_L01\_chronicler\_noncanon.jpg · S01\_L02\_gryphonheart\_toast\_noncanon.jpg ·  
S01\_L03\_sandro\_outlast\_os\_noncanon.jpg · S01\_L04\_chronicler\_griffins\_noncanon.jpg ·  
S02\_L01\_sandro\_rise\_majesty\_noncanon.jpg · S02\_L02\_lich\_erathia\_noncanon.jpg ·  
S03\_L01\_catherine\_grave\_noncanon.jpg · S04\_L02\_catherine\_raise\_nine\_noncanon.jpg ·  
S04\_S05\_horizon\_dissolve\_noncanon.jpg · S05\_L01\_gelu\_forest\_owes\_noncanon.jpg ·  
S05\_L03\_gelu\_we\_bend\_noncanon.jpg · S06\_L01\_solmyr\_stars\_doors\_noncanon.jpg ·  
S07\_L01\_tazar\_glory\_none\_noncanon.jpg · S08\_L01\_crag\_hack\_begging\_noncanon.jpg ·  
S09\_L01\_xeron\_two\_feasts\_noncanon.jpg · S10\_L01\_alamar\_dragons\_noncanon.jpg ·  
S10\_L04\_sandro\_sold\_it\_noncanon.jpg · S11\_L01\_catherine\_elemental\_noncanon.jpg ·  
S11\_L09\_catherine\_five\_hands\_noncanon.jpg · S12\_L01\_captain\_own\_dead\_noncanon.jpg ·  
S12\_L04\_catherine\_father\_noncanon.jpg · S12\_L06\_catherine\_free\_you\_noncanon.jpg ·  
S12\_L09\_chronicler\_nine\_banners\_noncanon.jpg · S12\_shatter\_vs\_dissolve\_noncanon.jpg

Completeness ledger

| Gate                                  | Result |
|---------------------------------------|--------|
| SPEECH_BEATS packages S01-S12         | 12/12  |
| Per-line NONCANON boards (production) | 58/58  |

| Gate                         | Result |
|------------------------------|--------|
| VitePress curated heroes     | 24     |
| Uniqueness exact collisions  | 0      |
| Title≠content guards S05-S08 | HELD   |
| Next scene                   | NONE   |
| Support-only idle            | YES    |

**Repo (production):** `scene-editor/scenes/*-SPEECH_BEATS.md` · `scene-editor/boards/` · `SCENE_ASSEMBLY_INDEX.md`

## Status

**Film SPEECH + boards support COMPLETE** for site presentation.  
**95:30/v7 FROZEN** · no S13 invent · no cut/light/binding rewrite.

**Director:** this page ready for home-index link + rebuild ( `npm run build` → `public_html/homm3` ).



## depts/scene-editor/speech

depts/scene-editor/speech.md

# SPEECH\_BEATS packages (S01-S12)

**Owner:** Scene Editor · support docs only · DE owns formal IDs

**Runtime:** 95:30/v7 **FROZEN** · next scene **NONE**

Each package lives in the production repo as `scene-editor/scenes/<nn>-<slug>-SPEECH_BEATS.md`.

## Per-scene line IDs

| Scene                            | Window<br>(assembly) | Formal<br>IDs | Silence locks (not speech)                   |
|----------------------------------|----------------------|---------------|----------------------------------------------|
| <b>S01</b> the-assassination     | [00:00-06:00]        | S01-L01-L04   | Battle stretch silent                        |
| <b>S02</b> the-rising            | [06:00-12:30]        | S02-L01-L04   | Massacre stretch silent after command        |
| <b>S03</b> queen-returns         | [12:30-18:30]        | S03-L01-L03   | Skirmish silent                              |
| <b>S04</b> the-muster            | [18:30-26:30]        | S04-L01-L03   | Sea horizon OUT speech-free                  |
| <b>S05</b> a-leaderless-land     | [26:30-34:30]        | S05-L01-L05   | Content = Rampart/Gelu                       |
| <b>S06</b> the-elven-bargain     | [34:30-43:00]        | S06-L01-L04   | Content = Tower/Solmyr · zero green seam OUT |
| <b>S07</b> towers-and-barbarians | [43:00-52:00]        | S07-L01-L04   | Fortress/Tazar · hydra call action-only      |
| <b>S08</b> war-drums             | [52:00-60:30]        | S08-L01-L04   | Stronghold/Crag · hard-silence OUT           |
| <b>S09</b> gates-of-fire         | [60:30-67:30]        | S09-L01-L02   | SNAP + spy-glow picture-only                 |

| Scene                          | Window<br>(assembly) | Formal<br>IDs | Silence locks (not speech)                 |
|--------------------------------|----------------------|---------------|--------------------------------------------|
| <b>S10</b> underworld-bargain  | [67:30–74:30]        | S10-L01–L05   | Shot-3 flicker silent · HARD CUT OUT       |
| <b>S11</b> elemental-awakening | [74:30–86:30]        | S11-L01–L11   | Three-greens light not speech · 12:00<br>🔒 |
| <b>S12</b> the-clash           | [86:30–95:30]        | S12-L01–L09   | SHATTER≠DISSOLVE silent · THE END          |

**58** formal lines · uniqueness **0** exact full-line collisions across packages.

## Story follow (assembly)

S01 king falls → S02 Lich rise → S03 Catherine lands  
→ S04 nine banners → S05 Rampart → S06 Tower → S07 Fortress  
→ S08 Stronghold → S09 Inferno → S10 Dungeon bargain  
→ S11 Conflux + council → S12 clash + free father → THE END 95:30

## What SE does / does not

| Does                           | Does not                         |
|--------------------------------|----------------------------------|
| Flag speech windows for boards | Edit CUT_STATUS / RUNTIME_BUDGET |
| Point to DE line IDs           | Invent dialogue or S13           |
| Protect silence zones          | Re-rule light or binding words   |

← Dept home · Boards



## depts/scene-editor/boards

depts/scene-editor/boards.md

# NONCANON boards (site heroes)

**Authority:** Assembly mood only · **not** picture-lock · **not** cut

**Site policy:** curated heroes (not full dump) · full stills in repo `scene-editor/boards/`

## Hero gallery

### Act I



















## Act II













## Act III























## Inventory

See also site <public/assets/scene-editor/MANIFEST.md> (24 heroes). Production tree holds one still per dialogue line (58).

← [Dept home](#) · [SPEECH packages](#)

depts/dialogue-editor

depts/dialogue-editor/index.md

Dialogue Editor

**Owner:** Dialogue Editor ( `dialogue-editor-78e1b` ) · edit only: `website/docs/depts/dialogue-editor/`  
**Live:** depts/dialogue-editor · Assets: `/assets/dialogue-editor/`  
**Runtime:** **v7 = 95:30 FROZEN** · presentation only · no S13 invent

Authority

| Item            | Status                                                                                   |
|-----------------|------------------------------------------------------------------------------------------|
| Role            | Formal <b>line IDs</b> · dialogue sheets · uniqueness · ADR priority notes               |
| Not             | Picture cut · lighting re-rule · inventing spoken text                                   |
| Source          | <code>PLAN/HOMM3/SCRIPT.md</code> + <code>director/SCREENPLAY.md</code> (path-qualified) |
| Formalize queue | <b>CLOSED</b> · S01-S12 done · next scene <b>NONE</b>                                    |
| Sc.13           | Folded into production <b>S12</b> (not a 13th scene ID)                                  |

DE owns formal line IDs. Director owns BINDING CONFIRM. Editor owns cut timing / ALIGN. Gaffer owns light. Scene Editor owns NONCANON boards / SPEECH support stills.

Film dialogue map (S01 → S12 · THE END)



| Sc  | Slug              | Line IDs | Count | Cover                                                                                |
|-----|-------------------|----------|-------|--------------------------------------------------------------------------------------|
| S01 | the-assassination | L01-L04  | 4     |    |
| S02 | the-rising        | L01-L04  | 4     |   |
| S03 | queen-returns     | L01-L03  | 3     |  |

| Sc  | Slug              | Line IDs | Count | Cover                                                                                                                                                                                                                                                                                                                                                              |
|-----|-------------------|----------|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| S04 | the-muster        | L01-L03  | 3     |  A knight in full plate armor with a red cape rides a white horse, leading a large army of soldiers. Above them, a winged angel with a sword and shield stands in a bright, golden light. The scene is set against a dramatic sky with a rainbow and a castle in the background. |
| S05 | a-leaderless-land | L01-L05  | 5     |  An elf archer with long green hair and a feathered cloak is crouched in a dark, mossy forest. He is holding a bow and arrow, looking intently at something off-camera. The forest is dense with large trees and hanging moss.                                                  |
| S06 | the-elven-bargain | L01-L04  | 4     |  A wizard with a long blue beard and a tall blue hat stands in a room with ornate, glowing blue architecture. He is holding a staff and looking down at a pool of water on the floor. The room has large arched windows showing a starry sky.                                  |



| Sc  | Slug                  | Line IDs | Count | Cover                                                                                |
|-----|-----------------------|----------|-------|--------------------------------------------------------------------------------------|
| S07 | towers-and-barbarians | L01-L04  | 4     |    |
| S08 | war-drums             | L01-L04  | 4     |   |
| S09 | gates-of-fire         | L01-L02  | 2     |  |

| Sc  | Slug                | Line IDs | Count | Cover                                                                                |
|-----|---------------------|----------|-------|--------------------------------------------------------------------------------------|
| S10 | underworld-bargain  | L01-L05  | 5     |    |
| S11 | elemental-awakening | L01-L11  | 11    |   |
| S12 | the-clash           | L01-L09  | 9     |  |

**Totals:** 12 scene packages · 58 formal DE line IDs · film dialogue track **COMPLETE**.

Full exact-line tables: lines.md

## Uniqueness (film-wide)



| Check                           | Result                                                             |
|---------------------------------|--------------------------------------------------------------------|
| Formalized exact-line cores     | 58                                                                 |
| Unique normalized cores         | 58                                                                 |
| Exact full-line duplicate pairs | 0                                                                  |
| Ledger                          | dialogue-editor/DIALOGUE_UNIQUENESS_AUDIT.md · <b>UNIQUE-CLEAR</b> |

Intentional motif echoes (distinct wording each)

| Motif        | Occurrences (not exact repeats)                                           |
|--------------|---------------------------------------------------------------------------|
| Outlast      | S01 Gryphonheart toast · S01 Sandro O.S. · S12 Gryphonheart “Outlast me”  |
| Erathia      | S01 toast · S02 Lich “...Erathia.” · S02 Sandro · S05 Gelu                |
| Dead / rest  | S02 dead keep oaths · S12 Captain own dead · S12 Catherine reason to rest |
| Nine banners | S04 raise nine · S12 Chronicler nine banners rose                         |

Motif echoes must remain **different takes / different intent** — never collapsed to one recorded take.

Cover gallery (curated site assets)























## Key line moods (site)













**18** curated NONCANON stills under `/assets/dialogue-editor/` · full per-line boards remain with Scene Editor.



## Title ≠ content (dialogue truth)

| Scene | Content truth (SCRIPT)                                                                          |
|-------|-------------------------------------------------------------------------------------------------|
| S05   | <b>Rampart / Gelu</b> — not Tower                                                               |
| S06   | <b>Tower / Solmyr</b> — not elves                                                               |
| S07   | <b>Fortress / Tazar</b> — not Stronghold                                                        |
| S08   | <b>Stronghold / Crag Hack</b> — not Fortress                                                    |
| S12   | Clash + father/daughter free-not-win · SHATTER ≠ DISSOLVE (picture/light — DE does not re-rule) |

## Completeness ledger

| Gate                           | Result               |
|--------------------------------|----------------------|
| DE sheets S01-S12              | <b>12/12</b>         |
| Formal line IDs                | <b>58</b>            |
| Uniqueness exact collisions    | <b>0</b>             |
| VitePress curated covers/moods | <b>18</b>            |
| Next scene formalize           | <b>NONE</b> · CLOSED |
| S13 invent                     | <b>REJECTED</b>      |

Repo pointers: `dialogue-editor/DIALOGUE_TRACK_INDEX.md` · `dialogue-editor/scenes/*-dialogue.md` · `DE_NEXT_SCENE_ae69bd314fa80271_FILM_COMPLETE_NO_NEXT_2026-07-19.md`

## Status

**Film directed-dialogue COMPLETE.** Formalize **CLOSED.** Presentation only · **95:30/v7 FROZEN · THE END.**

## depts/dialogue-editor/lines

depts/dialogue-editor/lines.md

# Dialogue line IDs (S01-S12)

**Owner:** Dialogue Editor ( `dialogue-editor-78e1b` )

**Authority:** SCRIPT + SCREENPLAY · DE-owned formal IDs · no invent

**Totals:** **58** lines · **0** exact film-wide duplicates · next scene **NONE**

Parent: Dialogue Editor index

## 01-the-assassination-dialogue

Status: **L01-L04 BINDING — CONFIRMED**

| ID             | Speaker      | Type                   | Exact line (canon)                                                                                                                                                     |
|----------------|--------------|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S01-L01</b> | CHRONICLER   | <b>V.O.</b>            | They will tell you this was a war of kings. It was not. Every banner is a story a people tells itself about why it is right — and this is where the first story ended. |
| <b>S01-L02</b> | GRYPHONHEART | <b>ADR</b><br>(spoken) | To Erathia. May she outlast her king.                                                                                                                                  |
| <b>S01-L03</b> | SANDRO       | <b>O.S.</b>            | Oh, she will outlast you, old man. You will see to it yourself.                                                                                                        |
| <b>S01-L04</b> | CHRONICLER   | <b>V.O.</b>            | A king once believed the gods loved the just, and so he could not fall. That was the morning he stopped counting his griffins.                                         |

## 02-the-rising-dialogue

Status: **BINDING** (Director 468176 / SE confirm + DE-SCN-002)

| ID             | Speaker | Type       | Exact line (canon)                                                                                                 |
|----------------|---------|------------|--------------------------------------------------------------------------------------------------------------------|
| <b>S02-L01</b> | SANDRO  | <b>ADR</b> | Rise, Majesty. Your kingdom still needs you. <i>(softer, cruel)</i> It simply no longer needs you <i>willing</i> . |



| ID             | Speaker    | Type             | Exact line (canon)                                                                                                                           |
|----------------|------------|------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S02-L02</b> | LICH KING  | <b>ADR</b><br>P0 | ...Erathia.                                                                                                                                  |
| <b>S02-L03</b> | SANDRO     | <b>ADR</b>       | Yes. Erathia. Go and give it to me.                                                                                                          |
| <b>S02-L04</b> | CHRONICLER | <b>V.O.</b>      | The dead keep every oath. That is what makes them terrible. He had sworn to protect his land — and now he would keep that oath by ending it. |

### 03-queen-returns-dialogue

Status: **BINDING** · peer cascade closing (Director + Editor ALIGN + Gaffer)

| ID             | Speaker    | Type        | Exact line (canon)                                                                             |
|----------------|------------|-------------|------------------------------------------------------------------------------------------------|
| <b>S03-L01</b> | CATHERINE  | <b>ADR</b>  | I left a kingdom. I've come back to a grave.                                                   |
| <b>S03-L02</b> | CATHERINE  | <b>ADR</b>  | Then I'll dig it up with my own hands.                                                         |
| <b>S03-L03</b> | CHRONICLER | <b>V.O.</b> | You cannot outrun grief on a fast horse. But you can ride it — into something worth the doing. |

### 04-the-muster-dialogue

Status: **DIRECTED** — awaiting Director BINDING + Editor ALIGN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                |
|----------------|------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------|
| <b>S04-L01</b> | CAPTAIN    | <b>ADR</b>  | They are ten times our number, my Queen. And they do not tire. They do not fear. They do not <i>stop</i> .                        |
| <b>S04-L02</b> | CATHERINE  | <b>ADR</b>  | Neither will we. ( <i>raising her sword</i> ) One banner cannot hold the dark. So we will raise nine.                             |
| <b>S04-L03</b> | CHRONICLER | <b>V.O.</b> | Every empire begins by believing it is the good. Hers began by knowing it was not enough — and that is a rarer, better beginning. |

### 05-a-leaderless-land-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                                                          |
|----------------|------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S05-L01</b> | GELU       | <b>ADR</b>  | The forest owes Erathia nothing, Queen. We have stood a thousand years without your walls.                                                                                  |
| <b>S05-L02</b> | CATHERINE  | <b>ADR</b>  | The oak said the same to the storm. <i>(she gestures to the undead crows overhead)</i> Their rot is already in your streams, ranger. You can bend with me — or break alone. |
| <b>S05-L03</b> | GELU       | <b>ADR</b>  | ...Then we bend. But we do not kneel.                                                                                                                                       |
| <b>S05-L04</b> | CATHERINE  | <b>ADR</b>  | I'd think less of you if you did.                                                                                                                                           |
| <b>S05-L05</b> | CHRONICLER | <b>V.O.</b> | What will not change to meet the world is broken by it. Even the ancient must, at last, learn to bow.                                                                       |

## 06-the-elven-bargain-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                               |
|----------------|------------|-------------|----------------------------------------------------------------------------------------------------------------------------------|
| <b>S06-L01</b> | SOLMYR     | <b>ADR</b>  | We saw this hour in the stars a hundred years ago, Queen Catherine. We wrote it on our doors.                                    |
| <b>S06-L02</b> | CATHERINE  | <b>ADR</b>  | Then why are you still here, and not already marching?                                                                           |
| <b>S06-L03</b> | SOLMYR     | <b>ADR</b>  | Because knowing the hour of the storm... is not the same as knowing what to do in it. That, it seems, you have come to teach us. |
| <b>S06-L04</b> | CHRONICLER | <b>V.O.</b> | To know a thing and to understand it are two different countries. The wise are those who know they have only visited the first.  |

## 07-towers-and-barbarians-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker   | Type       | Exact line (canon)                                                                                               |
|----------------|-----------|------------|------------------------------------------------------------------------------------------------------------------|
| <b>S07-L01</b> | TAZAR     | <b>ADR</b> | Kings send men to die for glory. I've none to spare.                                                             |
| <b>S07-L02</b> | CATHERINE | <b>ADR</b> | I'm not here for glory. Neither are you. The Dead are poisoning your water — I'm here because you'd rather live. |



| ID             | Speaker    | Type        | Exact line (canon)                                                                                      |
|----------------|------------|-------------|---------------------------------------------------------------------------------------------------------|
| <b>S07-L03</b> | TAZAR      | <b>ADR</b>  | ...Huh. A royal who speaks plain. Marsh'll follow you, Queen. Not for the crown. For the water.         |
| <b>S07-L04</b> | CHRONICLER | <b>V.O.</b> | Glory is loud and brief. The reed drinks the same water as the sword — and it is the reed that remains. |

## 08-war-drums-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                           |
|----------------|------------|-------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S08-L01</b> | CRAG HACK  | <b>ADR</b>  | Ha! A queen, come begging in my badlands! Give me one reason my axe should care about your dead king.                                        |
| <b>S08-L02</b> | CATHERINE  | <b>ADR</b>  | Because your axe has never met an enemy it couldn't kill. Until now.                                                                         |
| <b>S08-L03</b> | CRAG HACK  | <b>ADR</b>  | An enemy that won't STAY dead?! Queen, you had me at the poison, but <i>that</i> — that's a fight worth singing about! The tribes are yours! |
| <b>S08-L04</b> | CHRONICLER | <b>V.O.</b> | A fist holds no water. But point the strongest fist in the world at the one thing it cannot break, and you will never need to ask it twice.  |

## 09-gates-of-fire-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                                                                            |
|----------------|------------|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S09-L01</b> | XERON      | <b>ADR</b>  | Two feasts, laid out and fighting over the tablecloth. How generous. I'll take both.                                                                                                          |
| <b>S09-L02</b> | CHRONICLER | <b>V.O.</b> | A guest was given bread, and ate the house. Some hungers are not fed by feeding — they are only taught how large they may grow. The demons did not come for the crown. They came for the ash. |

## 10-underworld-bargain-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                                |
|----------------|------------|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S10-L01</b> | ALAMAR     | <b>ADR</b>  | My dragons are the finest in the world, necromancer. What does your master offer for them?                                                        |
| <b>S10-L02</b> | SANDRO     | <b>ADR</b>  | A share of everything that lives. Soon — a share of everything that <i>doesn't</i> .                                                              |
| <b>S10-L03</b> | ALAMAR     | <b>ADR</b>  | Then we are agreed. I sell to the winning side.                                                                                                   |
| <b>S10-L04</b> | SANDRO     | <b>ADR</b>  | Wise. Only remember, warlock — the winning side never has need of the man who sold it.                                                            |
| <b>S10-L05</b> | CHRONICLER | <b>V.O.</b> | He who sells to every hand is held by none of them — defended by none, and mourned by none. But that lesson always comes due later than the coin. |

## 11-elemental-awakening-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN

| ID             | Speaker    | Type        | Exact line (canon)                                                                                                                                      |
|----------------|------------|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S11-L01</b> | CATHERINE  | <b>ADR</b>  | Elemental! Fight with us — help us end them!                                                                                                            |
| <b>S11-L02</b> | IGNISSA    | <b>ADR</b>  | We do not fight <i>with</i> , daughter of griffins. We fight <i>between</i> . Take away our striving and you take away the world.                       |
| <b>S11-L03</b> | IGNISSA    | <b>ADR</b>  | ...But a fire that eats all fires is no longer balance. <i>That</i> one, we will thin. Consider it a gift you did not earn.                             |
| <b>S11-L04</b> | CHRONICLER | <b>V.O.</b> | Balance is not peace. It is the endless, equal contest that keeps all things from falling into one. Do not pray for it to end. Pray only to survive it. |
| <b>S11-L05</b> | CRAG HACK  | <b>ADR</b>  | We charge at dawn and break them on the open field!                                                                                                     |
| <b>S11-L06</b> | GELU       | <b>ADR</b>  | Charge a foe that raises your own dead behind you, and by noon you fight your own front rank.                                                           |
| <b>S11-L07</b> | TAZAR      | <b>ADR</b>  | Out there's no swamp to swallow them. Poison the ground and let it do the killing.                                                                      |
| <b>S11-L08</b> | SOLMYR     | <b>ADR</b>  | The stars give us a narrow hour near dawn. No more.                                                                                                     |



| ID             | Speaker   | Type       | Exact line (canon)                                                                                                                                                                                                                                      |
|----------------|-----------|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S11-L09</b> | CATHERINE | <b>ADR</b> | You're all right — that's the problem, and the answer. Not five wars. One, with five hands. I'm not asking you to fight like me. I'm asking you to fight like <i>yourselves</i> , at the same time, in the same place. That's all an alliance ever was. |
| <b>S11-L10</b> | CATHERINE | <b>ADR</b> | Two things end this. I take back the Sun's Tear, or my father can only be killed and raised again, forever. And Gelu denies Xeron the blade that ends worlds.                                                                                           |
| <b>S11-L11</b> | IGNISSA   | <b>ADR</b> | There is no ending. Only which fire burns after. But the fire that eats all fires — that one, even balance would see thinned.                                                                                                                           |

## 12-the-clash-dialogue

Status: **CHAIN COMPLETE** — Director BINDING + Editor ALIGN GREEN · **FILM END**

| ID             | Speaker      | Type        | Exact line (canon)                                                                                                                                                                               |
|----------------|--------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>S12-L01</b> | CAPTAIN      | <b>ADR</b>  | Our dead — he's raising <i>our own dead!</i>                                                                                                                                                     |
| <b>S12-L02</b> | CATHERINE    | <b>ADR</b>  | Then we give them a reason to rest! LIGHT THE FIELD!                                                                                                                                             |
| <b>S12-L03</b> | CHRONICLER   | <b>V.O.</b> | Steel decides who kneels. It never decides who was right. All nine banners burned that morning — and somewhere in the smoke, a daughter finally saw her father's face.                           |
| <b>S12-L04</b> | CATHERINE    | <b>ADR</b>  | ...Father.                                                                                                                                                                                       |
| <b>S12-L05</b> | LICH KING    | <b>ADR</b>  | Catherine. Run... while it is still me who asks.                                                                                                                                                 |
| <b>S12-L06</b> | CATHERINE    | <b>ADR</b>  | No. I won't run from you. I'll <i>free</i> you.                                                                                                                                                  |
| <b>S12-L07</b> | GRYPHONHEART | <b>ADR</b>  | ...My good girl. Outlast me.                                                                                                                                                                     |
| <b>S12-L08</b> | CHRONICLER   | <b>V.O.</b> | She struck the blow not to win — but to free. Any fool can raise an army. It takes a queen to know the last enemy worth defeating is the one you love... and the last mercy is to let them rest. |
| <b>S12-L09</b> | CHRONICLER   | <b>V.O.</b> | Nine banners rose that day. Some fell. But the land does not keep banners. It keeps what was done beneath them — and                                                                             |

| ID | Speaker | Type | Exact line (canon)  |
|----|---------|------|---------------------|
|    |         |      | remembers them all. |

---

## Notes

- Exact wording is **SCRIPT canon** (stage directions stripped in sheet tables where marked).
- Final S12 title card is **not** a spoken line ID.
- Sc.13 father/daughter lines are production **S12-L04-L09**.
- Uniqueness: `dialogue-editor/DIALOGUE_UNIQUENESS_AUDIT.md`.

**95:30/v7 FROZEN** · presentation only.



depts/lore

depts/lore/index.md

Lore

**Owner:** Lore ( lore-4da4d ) · **edit only:** website/docs/depts/lore/index.md (this page)  
**Agent:** lore-4da4d · **Live:** https://epicmovies.net/homm3/depts/lore/  
**Route:** website/DEPT\_PAGES.md · **Assets:** /assets/lore/  
**Runtime:** 95:30/v7 FROZEN · presentation only · **no S13 invent** · **no Wave re-open**

Authority

| Owns                                               | Does not own                          |
|----------------------------------------------------|---------------------------------------|
| Wiki-safe factions · places · title≠content guards | Cut · runtime · BINDING · light locks |
| Film-vs-game divergence <b>notes</b>               | Creative rulings (Director)           |
| Scene lore PASS / NOTE                             | Invented dialogue or production Sc.13 |

Wiki = game canon baseline (Miraheze HoMM3 · lore/HOMM\_WIKI\_LORE.md ). Director rulings may diverge — document; do not silently rewrite SCREENPLAY.

Factions — nine town banners (wiki-safe)

| Town    | Homeland | Capital / seat | People (wiki)              | Terrain | Film scene(s)             | Content hero             |
|---------|----------|----------------|----------------------------|---------|---------------------------|--------------------------|
| Castle  | Erathia  | Steadwick      | Humans · knights · clerics | Grass   | S01 court · S03-S04 · S12 | Catherine · Gryphonheart |
| Rampart | AvLee    | Pierpont       | Wood elves · dwarves · fae | Forest  | S05                       | Gelu                     |

| Town              | Homeland             | Capital / seat   | People (wiki)                           | Terrain       | Film scene(s)        | Content hero       |
|-------------------|----------------------|------------------|-----------------------------------------|---------------|----------------------|--------------------|
| <b>Tower</b>      | Bracada              | Celeste          | Wizards ·<br>genies ·<br>gremlins       | Snow / silver | <b>S06</b>           | Solmyr             |
| <b>Fortress</b>   | Tatalia              | Tidewater (wiki) | Lizardmen ·<br>gnolls ·<br>beastmasters | Swamp         | <b>S07</b>           | Tazar              |
| <b>Stronghold</b> | Krewlod              | Ulgak            | Barbarians ·<br>orcs · ogres            | Rough         | S08                  | Crag Hack          |
| <b>Inferno</b>    | Eeofol               | Kreelah          | Kreegan ·<br>efreet                     | Lava          | S09                  | Xeron              |
| <b>Dungeon</b>    | Nighon               | Underworld seats | Warlocks ·<br>minotaurs ·<br>dragons    | Subterranean  | S10                  | Alamar             |
| <b>Necropolis</b> | Deyja                | Moulder          | Necromancers ·<br>undead                | Dirt          | S01 seed · S02 · S12 | Sandro · Lich King |
| <b>Conflux</b>    | Elemental Confluence | Planar tear (AB) | Elementals ·<br>planeswalkers           | Highlands     | S11                  | Ignissa            |

HotA Cove / Factory / Bulwark: **out of film scope.**

**Faction refs (SVG · </assets/lore/> )**



# Castle

Nation: Erathia

Seat: Steadwick

humans · knights/clerics

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Rampart

Nation: AvLee

Seat: Pierpont

wood elves · dwarves · fae

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Tower

Nation: Bracada

Seat: Celeste

wizards · genies · gremlins

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Fortress

Nation: Tatalia

Seat: Tidewater

lizardmen · beastmasters

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction



# Stronghold

Nation: Krewlod

Seat: Ulgak

barbarians · orcs · ogres

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Inferno

Nation: Eeofol

Seat: Kreelah

Kreegan · efreet

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Dungeon

Nation: Nighon

Seat: Death Kiss

warlocks · underworld races

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

# Necropolis

Nation: Deyja

Seat: Moulder

necromancers · undead

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction



Conflux

Nation: Elemental Confluence

Seat: planar tear

elementals (AB)

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

Banner notes (content truth)

| Banner     | Film note                                                                                  |
|------------|--------------------------------------------------------------------------------------------|
| Castle     | Assassination court · queen’s return · muster · final clash                                |
| Rampart    | S05 = forest kin / Gelu — <b>not</b> empty Steadwick                                       |
| Tower      | S06 = Solmyr / Titans / cyan — title “elven” is marketing only                             |
| Fortress   | S07 = Tazar / swamp / Hydra · Gorgon — not Tower or Stronghold                             |
| Stronghold | S08 = Crag Hack / war-drums / Behemoth · might culture                                     |
| Inferno    | S09 = Xeron / fire-gates · third power (Blade race framing per CANON)                      |
| Dungeon    | S10 = Alamar bargain · dragons · Sandro continuum                                          |
| Necropolis | S01–S02 raise Lich King · S12 field vs Castle · death-green cite (Gaffer owns ladders)     |
| Conflux    | S11 Ignissa / Phoenix / council · ninth banner · AB wild card (droppable for 8-banner cut) |

Places — Antagarich geography (wiki-safe)

| Place                | Role                          | Faction    | Film use                             |
|----------------------|-------------------------------|------------|--------------------------------------|
| Antagarich           | Continent (primary geography) | —          | Whole film setting                   |
| Erathia              | Largest human kingdom         | Castle     | S01 · S03-S04 · S12                  |
| Steadwick            | Erathia capital / seat        | Castle     | Court-implied S01 · restoration goal |
| Deyja                | Necromancer realm             | Necropolis | S01 seed · S02 · S12                 |
| AvLee · Pierpont     | Forest homeland               | Rampart    | S05                                  |
| Bracada · Celeste    | Wizard skycity                | Tower      | S06                                  |
| Tatalia              | Swamp realm                   | Fortress   | S07                                  |
| Krewlod · Ulgak      | Barbarian homeland            | Stronghold | S08                                  |
| Eeofol · Kreelah     | Kreegan land                  | Inferno    | S09                                  |
| Nighon               | Underground empire            | Dungeon    | S10                                  |
| Elemental Confluence | Planar tear (AB)              | Conflux    | S11                                  |

**Gotchas:** Erathia ≠ Antagarich (kingdom vs continent). Catherine = Queen of **Enroth** by marriage · heir/restorer of **Erathia** by blood.

**Place refs (SVG · </assets/lore/> )**



# Antagarich

Primary film continent (HoMM3 RoE/AB)

south of Enroth continent

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

# Erathia

Human kingdom · Castle faction

borders Tatalia, Krewlod, Bracada, AvLee, Eeofol, Deyja

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

# Steadwick

## Capital of Erathia (Castle)

Restoration spine seat

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

# Deyja

## Necropolis homeland

undead / necromancer state

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

**Mood stills (NONCANON · presentation only · not picture-lock)**









# Title ≠ content guards

Marketing slugs must **not** drive boards or dialogue factions. PLAN path + unit/hero names win.

| Scene | Marketing title       | Content truth                    |
|-------|-----------------------|----------------------------------|
| S05   | a-leaderless-land     | Rampart / Gelu / AvLee forest    |
| S06   | the-elven-bargain     | Tower / Solmyr / Bracada         |
| S07   | towers-and-barbarians | Fortress / Tazar / Tatalia       |
| S08   | war-drums             | Stronghold / Crag Hack / Krewlod |

# Scene lore rollup · status

| Item                  | State                                        |
|-----------------------|----------------------------------------------|
| S01-S12 lore          | 12/12 production-safe · 0 blocking CONFLICTS |
| Next production scene | NONE · SCRIPT Sc.13 folded into S12          |



| Item          | State                                                                            |
|---------------|----------------------------------------------------------------------------------|
| Film package  | <b>COMPLETE</b> · Phase 8 SHIP · Phase 9 DONE                                    |
| Wave consults | <b>No re-open</b> (PM)                                                           |
| Assets drop   | /assets/lore/ · 9 faction SVG · 4 place SVG · 3 NONCANON moods · MANIFEST (repo) |
| Runtime       | <b>95:30/v7 FROZEN</b>                                                           |

**Sources (repo):** `lore/HOMM_WIKI_LORE.md` · `lore/gathered/TOWN_HOMELANDS_MIRAHEZE.md` · `lore/reviews/SCENE_LORE_INDEX.md` · `lore/FILM_VS_GAME_DIVERGENCES.md`

## Ready for Director

**Path edited (this PM pass — ONLY index):**

`website/docs/depts/lore/index.md`

**Assets (prior c47ba5 · unchanged):**

`website/docs/public/assets/lore/`

Please: home index link holds · `npm run build` → <https://epicmovies.net/homm3/depts/lore/>

depts/lore/factions

depts/lore/factions.md

Factions — nine town banners (wiki-safe)

**Owner:** Lore ( lore-4da4d ) · parent: Lore home

**Sources:** Miraheze HoMM3 · lore/HOMM\_WIKI\_LORE.md · lore/gathered/TOWN\_HOMELANDS\_MIRAHEZE.md

**Constraint:** No invent · no HotA Cove/Factory · **95:30/v7 FROZEN**

Town ↔ homeland lock

| Town       | Homeland | Capital / seat (wiki)      | People (wiki)                      | Terrain        | Film scene(s)             |
|------------|----------|----------------------------|------------------------------------|----------------|---------------------------|
| Castle     | Erathia  | Steadwick                  | Humans · knights · clerics         | Grass          | S01 court · S03-S04 · S12 |
| Rampart    | AvLee    | Pierpont (Tularean Forest) | Wood elves · dwarves · fae         | Grass / forest | <b>S05</b>                |
| Tower      | Bracada  | Celeste (skycity)          | Wizards · genies · gremlins        | Snow / silver  | <b>S06</b>                |
| Necropolis | Deyja    | Moulder                    | Necromancers · undead              | Dirt           | S01 seed · S02 · S12      |
| Inferno    | Eeofol   | Kreelah                    | Kreegan · efreet                   | Lava           | S09                       |
| Dungeon    | Nighon   | Island / underworld seats  | Warlocks · troglodytes · minotaurs | Subterranean   | S10                       |
| Stronghold | Krewlod  | Ulgak                      | Barbarians · orcs · ogres          | Rough          | S08                       |
| Fortress   | Tatalia  | Tidewater (wiki)           | Lizardmen · gnolls · beastmasters  | Swamp          | <b>S07</b>                |



| Town    | Homeland             | Capital / seat (wiki) | People (wiki)              | Terrain   | Film scene(s) |
|---------|----------------------|-----------------------|----------------------------|-----------|---------------|
| Conflux | Elemental Confluence | Planar tear (AB)      | Elementals · planeswalkers | Highlands | S11           |

## Banner cards (SVG refs)

### Castle · Erathia

Castle

Nation: Erathia

Seat: Steadwick

humans · knights/clerics

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film:** Assassination court · queen’s return · muster · final clash under nine banners.
- **Heroes (film):** Catherine Ironfist · Nicolas Gryphonheart (living then Lich) · Lord Haart.
- **Units (wiki-safe sample):** Pikeman → Archangel; Griffin → Royal Griffin.

### Rampart · AvLee

# Rampart

Nation: AvLee

Seat: Pierpont

wood elves · dwarves · fae

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S05 content truth:** Forest Kin / **Gelu** alliance — marketing title “a-leaderless-land” is **not** empty Steadwick.
- **Units:** Centaur · Elf · Dendroid · Unicorn · Green/Gold Dragon.

**Tower · Bracada**



# Tower

Nation: Bracada

Seat: Celeste

wizards · genies · gremlins

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S06 content truth: Solmyr** / Titans / arcane cyan — title “the-elven-bargain” is marketing only (elves = S05).
- **Units:** Gremlin · Gargoyle · Mage · Genie · Naga · Giant/Titan.

**Fortress · Tatalia**

# Fortress

Nation: Tatalia

Seat: Tidewater

lizardmen · beastmasters

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S07 content truth: Tazar** / swamp / Hydra · Gorgon — title “towers-and-barbarians” misleads (Tower = S06 · Stronghold = S08).
- **Units:** Gnoll · Lizardman · Basilisk · Gorgon · Wyvern · Hydra.

**Stronghold · Krewlod**



# Stronghold

Nation: Krewlod

Seat: Ulgak

barbarians · orcs · ogres

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S08: Crag Hack** · war-drums · Behemoth · might culture (not crusade).
- **Units:** Goblin · Wolf Rider · Orc · Ogre · Roc · Cyclops · Behemoth.

## Inferno · Eeofol

# Inferno

Nation: Eeofol

Seat: Kreelah

Kreegan · efreet

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S09: Xeron** · gates of fire · third power / Blade race framing (CANON: Gelu good-hands preferred over Xeron completed Blade).
- **Units:** Imp · Gog · Hell Hound · Demon · Efreet · Devil.

## Dungeon · Nighon

### Dungeon

Nation: Nighon

Seat: Death Kiss

warlocks · underworld races

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S10: Alamar** underworld bargain · dragons sold · Sandro scheme continuum.
- **Units:** Troglodyte · Harpy · Beholder · Minotaur · Manticore · Red/Black Dragon.

## Necropolis · Deyja



# Necropolis

Nation: Deyja

Seat: Moulder

necromancers · undead

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film:** Sandro will-behind-throne · raised **Lich King** · S12 field against Castle.
- **Units:** Skeleton · Vampire · Lich · Black/Dread Knight · Bone/Ghost Dragon.
- **Palette cite:** death green — Gaffer owns NECROPOLIS\_GRAMMAR ladders.

## Conflux · Elemental Confluence

# Conflux

Nation: Elemental Confluence

Seat: planar tear

elementals (AB)

HoMM3 wiki-safe ref · The Nine Banners

Source: lore/HOMM\_WIKI\_LORE.md · not picture-lock · 95:30/v7 FROZEN

Production banner faction

- **Film S11: Ignissa** · Phoenix · council fold (11A) · ninth banner / AB wild card.
- **Units:** Pixie · Elementals · Firebird/Phoenix.
- **Note:** Expansion material; droppable for eight-banner cut (Director).

---

## Magic school colors (cite only)

Castle holy/gold · Necropolis death/green · Rampart nature · Tower arcane/cyan · Fortress beast · Stronghold fury · Inferno fire/red · Dungeon destruction/violet · Conflux prismatic.

**Gaffer** owns light ladders · **Lore** cites only.

---

← Lore home · Places · Divergences



depts/lore/places

depts/lore/places.md

Places — Antagarich geography (wiki-safe)

**Owner:** Lore ( lore-4da4d ) · parent: Lore home  
**Sources:** Miraheze · Might & Magic wiki (Antagarich / Erathia) · lore/HOMM\_WIKI\_LORE.md  
**Constraint:** No invent continents · **95:30/v7 FROZEN**

Cosmology (film-relevant)

| Term                 | Wiki role                                          | Film use                          |
|----------------------|----------------------------------------------------|-----------------------------------|
| Enroth (planet)      | Classic M&M / HoMM world                           | Background                        |
| Enroth (continent)   | Northern; Catherine as Queen of Enroth with Roland | Origin of Catherine’s voyage home |
| Antagarich           | Southern continent · RoE / AB / SoD setting        | Primary film geography            |
| Jadame / Vori / etc. | Other lands                                        | Out of scope unless V.O. texture  |

# Antagarich

Primary film continent (HoMM3 RoE/AB)

south of Enroth continent

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

---

## Core places

### Erathia



# Erathia

## Human kingdom · Castle faction

borders Tatalia, Krewlod, Bracada, AvLee, Eeofol, Deyja

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

- Largest human kingdom of Antagarich · **Castle** faction.
- Borders (high level): Tatalia, Krewlod, Bracada, AvLee, Eeofol, Deyja; Nighon via straits/tunnels.
- **Film:** Court assassination (S01) · queen's return (S03) · muster (S04) · final field (S12).
- **Gotcha:** Erathia ≠ Antagarich — kingdom vs continent.

## Steadwick

# Steadwick

## Capital of Erathia (Castle)

Restoration spine seat

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

- Capital / seat of Erathia (wiki).
- **Film:** Court-implied in S01; restoration goal of the campaign spine.
- **Do not** board S05 as “empty Steadwick alone” — S05 content is **AvLee forest / Gelu**.

## Deyja



Deyja

Necropolis homeland

undead / necromancer state

Wiki-safe place ref · lore/HOMM\_WIKI\_LORE.md · presentation only

- Necromancer realm · **Necropolis** · seat **Moulder** (wiki).
- **Film:** Sandro schemes · raise Lich King (S02) · undead pressure through S12.

Other homelands (no dedicated SVG drop)

| Place                | Faction    | Film                       |
|----------------------|------------|----------------------------|
| AvLee · Pierpont     | Rampart    | S05 forest alliance        |
| Bracada · Celeste    | Tower      | S06 silver cities / Titans |
| Tatalia              | Fortress   | S07 swamp wardens          |
| Krewlod · Ulgak      | Stronghold | S08 war-drums              |
| Eeofol · Kreelah     | Inferno    | S09 fire-gates             |
| Nighon               | Dungeon    | S10 underworld             |
| Elemental Confluence | Conflux    | S11 planar council         |

Mood stills (NONCANON · presentation)

From SE S01 boards — **not** picture-lock · **not** new canon.







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## Restoration Wars spine (wiki summary)

1. King **Nicolas Gryphonheart** poisoned (Lord Haart / Deyjan plot).
2. Heir **Catherine** away in Enroth; multi-front invasion.
3. Catherine lands · Restoration · reclaim Steadwick · confront undead king.
4. Film sharpens father/daughter duel form in **production S12** (SCRIPT Sc.12+13 fold).

Full character locks: repo `lore/HOMM_WIKI_LORE.md` §4.

---

← Lore home · Factions · Divergences

depts/lore/divergences

depts/lore/divergences.md

Film vs game — divergence notes

**Owner:** Lore ( lore-4da4d ) documents · **Director** owns creative rulings  
**Register:** lore/FILM\_VS\_GAME\_DIVERGENCES.md · scene index lore/reviews/SCENE\_LORE\_INDEX.md  
**Rule:** Lore annotates; Director rules. No silent SCREENPLAY replace.  
**Runtime:** 95:30/v7 FROZEN

Legend:  aligned ·  film extension ·  deliberate change · **NOTE** label drift

Register (presentation)

| ID | Topic                     | Class                                                                               | Film treatment                      | Game baseline                             |
|----|---------------------------|-------------------------------------------------------------------------------------|-------------------------------------|-------------------------------------------|
| D1 | S05-S07 titles            | <b>NOTE</b>                                                                         | Marketing slugs                     | PLAN content: Rampart / Tower / Fortress  |
| D2 | S07 “diptych” wording     | <b>NOTE</b>                                                                         | Some plans said Fortress+Stronghold | S07 = Fortress · S08 = Stronghold         |
| D3 | Sun’s Tear                |  | Frees bound dead / climax device    | No such artifact name                     |
| D4 | Nine Banners + Chronicler |  | Narrative frame                     | Not a historical event                    |
| D5 | Lord Haart merge          |  | One poisoner → Death Knight arc     | Two Haarts in game data                   |
| D6 | Father/daughter duel form |  | Personal duel climax S12            | RoE ends Lich King; full Haart arc longer |
| D7 | Gwenllian / Beatrice      |  | S03 flashback warmth                | Silent in game cutscenes                  |
| D8 | Blade framing             |  | Xeron seeks; coalition deny         | Gelu good-hands; Kreegan forge race       |
| D9 | Tatalia / Krewlod         |  | Survival / might, not crusade       | Multi-front Restoration pressure          |



| ID  | Topic             | Class | Film treatment    | Game baseline                |
|-----|-------------------|-------|-------------------|------------------------------|
| D10 | Conflux wild card | ✓     | Ninth banner / AB | Armageddon’s Blade expansion |

Title ≠ content (always apply)

| Scene | Do not board as...                            | Board as...                       |
|-------|-----------------------------------------------|-----------------------------------|
| S05   | Empty Steadwick / leaderless Erathia map only | Rampart · Gelu · AvLee forest     |
| S06   | More elves / forest bargain                   | Tower · Solmyr · Bracada · Titans |
| S07   | Tower cyan or barbarian drums                 | Fortress · Tazar · Tatalia swamp  |
| S08   | Swamp hydra reprise                           | Stronghold · Crag Hack · Krewlod  |

Authority when titles fight content: **PLAN source path + unit/hero names win** over marketing titles.

Spelling & naming locks

| Item                 | Film standard                                                   |
|----------------------|-----------------------------------------------------------------|
| King                 | Nicolas Gryphonheart (first mention)                            |
| Continent vs kingdom | Antagarich continent · Erathia kingdom                          |
| Catherine            | Queen of Enroth by marriage · heir/restorer of Erathia by blood |
| HotA towns           | Cove / Factory / Bulwark — out of film scope                    |

Production end state

| Claim                 | Status                  |
|-----------------------|-------------------------|
| Scenes S01-S12 lore   | 12/12 PASS (NOTES only) |
| Production S13 invent | NONE                    |
| SCRIPT Sc.13          | Folded into S12         |
| Next Wave consult     | Only if PM re-opens     |

← [Lore home](#) · [Factions](#) · [Places](#)



## depts/pm

depts/pm/index.md

# Project Manager

**Owner:** Project Manager ( `project-manager-102cf` )

**Edit only:** `website/docs/depts/pm/`

**Film:** *The Nine Banners* · **Runtime:** **v7 = 95:30 FROZEN**

## Mission

Tracker · next-step · SHIP gates · department coordination.

**No invented production routes.** No S13 invent. No picture-lock re-open.

## Package status (authoritative paths)

| Layer                     | Status                                | Master                                                                |
|---------------------------|---------------------------------------|-----------------------------------------------------------------------|
| Phase 8 Final delivery    | <b>SHIP</b>                           | <code>PRODUCTION_DELIVERY_SIGN_OFF.md</code>                          |
| Phase 9 Directed dialogue | <b>COMPLETE</b> S01-S12               | <code>PHASE9_DIALOGUE_COMPLETE.md</code>                              |
| Film directed-dialogue    | <b>COMPLETE</b> · FILM END            | <code>FILM_DIRECTED_DIALOGUE_COMPLETE.md</code>                       |
| Website VitePress         | <b>COLLECT COMPLETE</b> · <b>LIVE</b> | <code>website/</code> ·<br><code>https://epicmovies.net/homm3/</code> |
| Sound/Mix                 | <b>DEFERRED</b>                       | no Sound agent · interim audio accepted                               |
| Binary FINAL export       | <b>OPTIONAL</b>                       | outside document SHIP                                                 |

## Gate matrix (document film)

| Gate               | Count | Result      |
|--------------------|-------|-------------|
| DE dialogue sheets | 12    | <b>PASS</b> |

| Gate                            | Count | Result |
|---------------------------------|-------|--------|
| Director BINDING CONFIRMs       | 12    | PASS   |
| Editor ALIGN CLEAR              | 12    | PASS   |
| SE SPEECH_BEATS                 | 12    | PASS   |
| Gaffer light locks              | 12    | PASS   |
| Next production scene after S12 | —     | NONE   |

SCRIPT Sc.13 (father/daughter) is **folded into production S12** — not a 13th scene.

## Phase map

0–5 GREEN → 6–7 GREEN → 8 SHIP → 9 COMPLETE → 10 Website LIVE → FILM END 95:30

| Phase                         | Status      |
|-------------------------------|-------------|
| 0–5 Bible → integration       | GREEN       |
| 6–7 Audio · lock · Act II     | GREEN       |
| 8 Final delivery              | SHIP        |
| 9 Per-scene directed dialogue | COMPLETE    |
| 10 Website VitePress + assets | LIVE /homm3 |
| Optional Sound                | DEFERRED    |

## Act spine (runtime lock)

| Act              | Window      | Runtime |
|------------------|-------------|---------|
| I The Fall       | 00:00–26:30 | 26:30   |
| II The Gathering | 26:30–74:30 | 48:00   |
| III The War      | 74:30–95:30 | 21:00   |
| Total            |             | 95:30   |

**DO-NOT-FLIP.**



## Live routes

| Resource                    | Path                                                          |
|-----------------------------|---------------------------------------------------------------|
| This site                   | https://epicmovies.net/homm3/                                 |
| Gallery (public_html)       | https://epicmovies.net/gallery.html                           |
| Next-step plan              | repo <code>NEXT_STEP.md</code>                                |
| Latest PM next-step receipt | <code>PM_NEXT_STEP_FILM_SITE_LIVE_71b877_2026-07-19.md</code> |

## Status docs (static assets)

| Doc                    | Image / file   |
|------------------------|----------------|
| Package status         | PACKAGE_STATUS |
| Phase map              | PHASE_MAP      |
| Act spine              | ACT_SPINE      |
| Asset collect manifest | ASSET_MANIFEST |

## Residual (non-blocking · honest queue)

| Item                       | Owner             | Status                                               |
|----------------------------|-------------------|------------------------------------------------------|
| Sound/Mix agent            | PM (if onboarded) | <b>DEFERRED</b>                                      |
| Binary FINAL export        | PM / Editor       | <b>OPTIONAL</b>                                      |
| Dept page expansions       | Each dept         | <b>ACTIVE</b> ( <code>website/DEPT_PAGES.md</code> ) |
| Production scene formalize | —                 | <b>CLOSED</b> unless PM re-opens                     |

## Constraints (always)

- Runtime **95:30/v7 FROZEN**
- No S13 invent
- No BINDING / cut / light re-open from website work
- Site = **presentation only**

## Department coordination

| Dept            | Page                    | Role                                  |
|-----------------|-------------------------|---------------------------------------|
| Director        | /depts/director/        | Creative authority · home index owner |
| Editor          | /depts/editor/          | Cut · ALIGN · runtime ledger          |
| Gaffer          | /depts/gaffer/          | Light ladders · mood                  |
| Scene Editor    | /depts/scene-editor/    | SPEECH support · NONCANON boards      |
| Dialogue Editor | /depts/dialogue-editor/ | Line IDs · formalize CLOSED           |
| Lore            | /depts/lore/            | Wiki-safe faction/place refs          |

**THE END · 95:30.** Standing for optional Sound/Mix only.



## depts/pm/residual

depts/pm/residual.md

# Residual queue (optional only)

Honest leftovers after film document package **COMPLETE** and website **LIVE**.

| Item                     | Blocks ship? | Status                                        |
|--------------------------|--------------|-----------------------------------------------|
| Sound/Mix agent          | <b>No</b>    | Deferred · interim audio accepted             |
| Binary FINAL package     | <b>No</b>    | Optional                                      |
| Picture re-cut           | N/A          | <b>Not authorized</b> without Director ruling |
| S13 invent               | N/A          | <b>REJECTED</b>                               |
| Further DE-SCN / DIR-SCN | N/A          | <b>CLOSED</b> unless PM re-opens              |

## Live

- Film site: <https://epicmovies.net/homm3/>
- Gallery: <https://epicmovies.net/gallery.html>

[Return to PM home](#) · [Production package](#) · [Film overview](#)

## depts/pm/PACKAGE\_STATUS

depts/pm/PACKAGE\_STATUS.md

# Package status — The Nine Banners (site mirror)

| Field                     | Value                                              |
|---------------------------|----------------------------------------------------|
| Runtime                   | <b>v7 = 95:30 FROZEN</b>                           |
| Phase 8                   | <b>SHIP</b>                                        |
| Phase 9 directed dialogue | <b>COMPLETE</b> S01-S12                            |
| Next scene                | <b>NONE</b> · Sc.13 folded into S12                |
| S13 invent                | <b>REJECTED</b>                                    |
| Sound/Mix                 | Deferred (non-blocking)                            |
| Site role                 | <b>Presentation only</b> · no picture-lock re-open |

## Gate matrix (document)

| Gate                      | Count |
|---------------------------|-------|
| DE dialogue sheets        | 12    |
| Director BINDING CONFIRMs | 12    |
| Editor ALIGN CLEAR        | 12    |
| SE SPEECH_BEATS           | 12    |
| Gaffer light locks        | 12    |

Sources: PRODUCTION\_DELIVERY\_SIGN\_OFF.md · PHASE9\_DIALOGUE\_COMPLETE.md ·  
FILM\_DIRECTED\_DIALOGUE\_COMPLETE.md · NEXT\_STEP.md



depts/pm/PHASE\_MAP

depts/pm/PHASE\_MAP.md

Phase map (presentation)

0–5 GREEN → 6–7 GREEN → 8 SHIP → 9 COMPLETE → FILM END 95:30

| Phase                         | Status   |
|-------------------------------|----------|
| 0–5 Bible → integration       | GREEN    |
| 6–7 Audio · lock · Act II     | GREEN    |
| 8 Final delivery              | SHIP     |
| 9 Per-scene directed dialogue | COMPLETE |
| Optional Sound                | DEFERRED |
| Binary FINAL                  | OPTIONAL |

depts/pm/ACT\_SPINE

depts/pm/ACT\_SPINE.md

Act spine (runtime lock)

| Act              | Window      | Runtime |
|------------------|-------------|---------|
| I The Fall       | 00:00–26:30 | 26:30   |
| II The Gathering | 26:30–74:30 | 48:00   |
| III The War      | 74:30–95:30 | 21:00   |
| Total            |             | 95:30   |

DO-NOT-FLIP · picture-lock READY · presentation only.



depts/pm/ASSET\_MANIFEST

depts/pm/ASSET\_MANIFEST.md

PM asset collect manifest (c47ba5 / e4fe51bb)

|         |                                                                                   |
|---------|-----------------------------------------------------------------------------------|
| Date    | 2026-07-19                                                                        |
| Route   | website/ASSETS_COLLECT.md · director/ROUTE_WEBSITE_VITEPRESS_c47ba5_2026-07-19.md |
| Runtime | 95:30/v7 FROZEN                                                                   |

Seeded this pass (curated · not full dumps)

| Folder        | Files                                                  | Source               |
|---------------|--------------------------------------------------------|----------------------|
| pm/           | PACKAGE_STATUS · PHASE_MAP · ACT_SPINE · this MANIFEST | PM authored          |
| scene-editor/ | S01 L01-L04 NONCANON (prior SE) + S12 hero stills      | scene-editor/boards/ |
| shared/       | Act hero picks S01 / S05 / S12                         | SE NONCANON boards   |
| Other depts   | README placeholders                                    | Awaiting dept drops  |

Constraints held

No S13 · no BINDING/cut/light re-open · presentation only.

## download

download/index.md

# Download the site

Export the full *Nine Banners* presentation site as a **single file** (or offline package).

| Format                   | Download                          | Notes                                                                     |
|--------------------------|-----------------------------------|---------------------------------------------------------------------------|
| <b>HTML</b> (online)     | nine-banners-full.html            | All pages · TOC · images via live <code>/homm3/assets/</code>             |
| <b>HTML + assets ZIP</b> | nine-banners-full-with-assets.zip | Offline package: <code>index.html</code> + full <code>assets/</code> tree |
| <b>PDF</b>               | nine-banners-full.pdf             | Print-ready single PDF                                                    |
| <b>ODT (ODF)</b>         | nine-banners-full.odt             | OpenDocument Text                                                         |

## Offline ZIP (recommended for archive)

Unzip and open `index.html`. Images load from `./assets/` (relative paths). Includes all department stills/SVG under `assets/`.

```
unzip nine-banners-full-with-assets.zip
open index.html # or double-click
```

## How it is built

```
cd website
npm run build # vitepress + export-downloads + publish
# or:
npm run export
```

Pipeline ( `scripts/export-downloads.mjs` ):

1. Walk all content markdown → one HTML (web / offline / print modes)
2. Bundle offline HTML + `docs/public/assets/**` → **ZIP**



### 3. PDF via headless Chrome · ODT via LibreOffice

## Constraints

- **Presentation only** — does not re-open BINDING / cut / light
- Runtime **v7 = 95:30 FROZEN**
- No S13 invent · FILM END holds

## Live

- Page: <https://epicmovies.net/homm3/download/>
- Files: <https://epicmovies.net/homm3/downloads/>

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Export from VitePress source · Project Manager / build pipeline · 95:30/v7 FROZEN