1. Our hero wakes up, he has been rescued by a hunter.
2. The hunter explains strange things have been going on. The pond has dried and the beavers are going mad.
3. Quest: kill 10 beavers (lvl 2 upon turn in)
4. Quest : investigate pond (drop down hole in center of dried pond)
5. Work way through dungeon activating each stone (divinations) to unlock the final room (lvl up)
6. Choose divination path
7. Get teleported out of dungeon and back to camp