1. Our hero wakes up in the “wake up tent.json”, currently there is nothing to do in this room ‘exit’.
2. Enter “tileMap.json” Immediate pause and dialogue opens with the man outside of the tent.
3. **The Mysterious Hunter:** Oi! You just gonna run away without thanking me! I saved your arse from those crazed Beavers. You’re not getting away that easy strange things have been happening around these parts the pond has dried up and the beavers have gone mad. I have managed to catch most of those beavers but I need you to kill them! **Dialogue End**
4. Screen goes black and the character appears in the fenced in area with the beavers.
5. **Quest:** kill 10 beavers and escape the fenced in area using skrypting. (lvl 2 upon turn in)
6. Quest : investigate pond (drop down hole in center of dried pond)
7. Work way through dungeon activating each stone (divinations) to unlock the final room (lvl up)
8. Choose divination path
9. Get teleported out of dungeon and back to camp