

ADVENTURE TIMELINES

LEVEL ONE - INDIVIDUAL CALL TO ADVENTURE

- PARTY MEMBER MOTIVATIONS AND BACKSTORY
- ESTABLISH LIFE ABOARD SHIP
- CONFRONT PIRATES, REPAIR SHIP, BECOME FRIENDS

LEVEL TWO - PARTY CALL TO ADVENTURE

- RETURN PIRATE LOOT (BOOKS TO LIBRARY)
- FORMALIZE PARTY ARRANGEMENT
- CONTRACT WITH LORD'S ALLIANCE TO [HFTT]
- SEGUE INTO [LMOP]

LEVEL THREE -

- DELIVER WAGON
- RESCUE SUDAR
- DEFEAT REDBRANDS
- ESTABLISH MANOR AS LIBRARY / BASE

LEVEL FOUR -

- WORK WITH LORDS ALLIANCE
- DEFEAT VENOMFANG
- RESCUE GUNDREN
- RECLAIM PHANDELUN