

NEGOTIATIONS

chair, debris, kropsack, crocks  
(2 up from clearing?)

look in wilderness  
trees  
whispering  
idol, tower

Interior of  
The Pod

Area outside  
Hardy Pod

patel (pole)  
snake

sneak past snake

Day  
Cave

dust, machine  
wall  
(above: scroll, statue)  
Kid's machine  
as above crocks

Base  
a

hover  
elevate  
Room

3 crystals  
2 goldlicity!

Wet Cave

structure,  
large rock

Indigo Cult does  
healy, Muslim + teleportation  
Sitoru Cult does  
surgery + fire

push rock with  
stone → skeleton, stain, Indigo crystals

- Halim offers 22g, 2g of which is trash

- Hedey scroll (H costs 340g for it)  
- not negotiating makes them cost more  
- Law Guide (H asks 49g;  
your offer of 20g is insulting)

→ calc pod —  
buy from —  
ask about products

"pay work  
with ple"  
pod,  
crock  
& ent (hatch)  
depression

head in (read & healy scroll!)

analyze x

	Barrel	Game Use	Value	Damit hit
Stick	y	tool, weapon	1g	3
crystal	y	valuable object	100g	1
pole	y	tool, weapon	5g	15
Zakyo Crystal	y	valuable object	100g	* 1

favor  
- tell healy scroll depression  
- find 2 obj to help ID the people involved  
- find clue to ID people + tell H.  
(asky can't scroll the guide 'book'?)

(Siberian's feedback)

head b

→ gold ring (magical)  
"Upon moon rise, abundance,  
the beaver cries, perchance, magic complies"

(say "abundance" at Hill Top: get 94g)

teleport snake (unknown  
magic rally point!?)