

# Cavern Walls

## **Talk to & Observe Engineers**

Diplomacy

## **Observe flow of traffic & goods**

Appraise, Profession (merchant)

## **Plot other possible exits**

Knowledge (dungeoneering, geography)

## **Examine Elevator structures**

Craft (carpentry), Knowledge (Engineering)

# Zhotan

## **Observe flow of goods or early trade negotiations**

Appraise, Profession (Merchant)

## **Indulge in local tea culture**

Craft (alchemy), Profession (brewer, cook, herbalist)

## **Interact w/ locals**

Diplomacy

## **Discuss Lao Shu Po religious practices**

Knowledge (religion)

## **Work w/ archived gov't documentation**

Knowledge (geography, history, local, nobility)

# Mushroom Farmlands

## **Talk to & observe ratfolk**

Diplomacy

## **Observe agricultural practices**

Knowledge (dungeoneering, nature), Profession (framer)

## **Collect fungus & soil samples**

Knowledge (dungeoneering, nature), Profession (framer)

## **(Something with precondition)**

(Ask GM if precondition is met)

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(Ask GM if precondition is met)

# Old Rat's Eye

## **Talk to & observe ratfolk**

Diplomacy

## **Examine irrigation system**

Knowledge (engineering)

## **Observe aquacultural practices**

Knowledge (dungeoneering, nature), Profession (farmer, fisherman)

## **Capture shellfish for later study**

Profession (fisherman), Survival

## **Observe flow of goods or early trade negotiations**

Appraise, Profession (merchant)

## **Explore local cuisine**

Knowledge (local), Profession (cook)

## **Document cave flora & fauna further along shore**

Knowledge (dungeoneering, nature)

## **Explore & document lake bed**

Knowledge (dungeoneering, nature) and Swim or means to breathe underwater

# Zhotan Garrison

## **Engage quartermaster in early trade negotiations**

Diplomacy, Profession (merchant)

## **Observe local military traditions**

Knowledge (nobility), Profession (soldier)