

(write + loss)

[Outside Cave Entrance] N/S, foot steps, legions

x evening: gales, furia, leather pouch, lorica segmentata, leather sheath (gladius), scutum, sardula & x gales (helmet) x pouch (coins) x lorica (breastplate?), gladius (sword), scutum (shield)

Germania by Vespere Manuel Muroz Michorera AKA Vico Suge (small glass pyramid, dirt + skin)

N (see smelly skin in basket left) [Cave Mouth] N/S starch, red trail, smelly painted. search bush (small glass pyramid, dirt + skin) x trail. taste blood.

x wall (paintings - dead person awakes; wolf this following people then eating one) x trail. taste blood. n [Inside the Cave] N/S (dark, small hole, shadow) x ceiling (100s of glass shards)

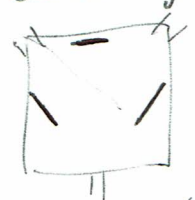
part pyramid on hole (+S, palestidias, see helps light up the room, red eyes cover with darkness)

N [Hole] S/D, shadows near hole. x shadow > cloth fake cloth (revel mirror, room now lit)

d. (rope, woods, mirror) x woods (Death without left & body (man behind in light)) x rope (not firm enough, for right side)

d. -> [Hole (2)] N/S/U, pitied S, rope, when scutum. look under scutum (pieces of mirror) fake rope

S -> [Spring] bulge. pull bulge [Hole] Eats both of gemmas tobacco x body (wolf pelt, small pouch) search body (get glass sphere which glow, +S) N [Rock] mirrors N, E, W. exits NW + NE are dark



NW -> [Tunnel] giant rock N, x rock (small space of air current) move rock (+S, rocks don't open door (falls into room) N Euphorie's eye is eye only hope in darkness; time & space are meaningless in by pass

[REAR COMMANDS] [Guard Room] bear fur N, basket + shelf W, large piece of wood, +S move fur. (broken spear) x spear (dull tip) x shelf (mount candle) repair spear (+S)

(can't take candle or basket, can't repair candle) i Enter that sphere is now an 'eye of truth' {the eye becomes the center of the station!}

repair body {eye can't bring there back from Nexus} repair scutum (+S); eye lenses? {the eye becomes the center of the station!}

repair mirror [The Room of Mirrors] (+S) {evil liches; 8 dies} {only S is dark}

x south mirror. x image (you, decayed) // N6 of rock -> [high entrance] deep hole, odd crack like west wall. x pt bag: enter Guard Room

/// search south mirror (HD, gain dagger, which eye calls a 'key' to enter the Nexus) S -> [Hole]

attach spear to crack (totally impossible to guess) attach rope to crack (+S)

d -> [Stone Hall] N/U (pes of wood, pes of metal) N {Use Gift vs. Guardian} [Wooden Bridge] eyes. bulge (you?)

N (eyes of granules still watch you) use sunlight. (+S) N. [The Gate] gate, figures, giant lock. x gate. x figures which gate with dagger. open gate. n [Inside the Main Gate] (win) (SS of 100 pes)