

i {crossbow {bolt}, thighband {4 bolts}, compass}

rate: 8

Hunter, In Darkness
(huntdark.25)

11:01 - 12:00
4:47 - 5:29

TAKE BOW
LOAD BOLT

COCK BOW
SHOOT PITCH

Crawl at Pit (dedend)

Branching
Cave

tight
crawl
ahead

side chamber? ~~pass~~ low passage
LEFT right

GO PASSAGE →

Edge of Pit

GO CHAMBER
(bats ⇒) Bottom of Pit

narrow crawl
two-sided slope
(horns, bones, flesh, clothes)
bats

Narrow hedge
formation

arc - rope
claw
pillars
- left side passage
- right " "
(shoot rope: splits in two)

- take cloth
- bandage me + cloth

GO CRAWL → Tight Crawl

GO FORWARD

GO FORWARD

icy water

GO FORWARD

puddle

shoot claw,
climb rope
→ Hanging from a rope
(dark slope, clinging
to the pit wall, bats the rope)

Smallish Cave

gravel, chips, water
path (R), steep crack (L)
pit (U)

GO PIT

flourstone
Small Cave

path (R), wide crack (D), narrow crawl (ahead)

U → Clamped Caves

[Small Cave] path: Largish Cave
crack:
cave:

[Largish Cave] mud, pillars, pool
go crack: Tiny Cavern
go crawl:
go passage:

[Tiny Cavern] mud, needles, rocks, pool
go chimney: Small Cave (wet sand)
go path:
go tunnel:

[Small Cave (wet sand)] go crack: Cramped Cavern
go left:
go right:

[Cramped Cavern] {rotten powder, stalagmites}
go pit: Small Cave (wet sand)
go down:
go ahead: Round Room

[Round Room] {pool, crystals}
go passage (left): Largish Dome
go tunnel (up):
go pit (down):

[Largish Dome] {brown crystals}
go narrow crack (R):
go twisty passage (L): Small Cave (ropy pillars)
go twisting passage (D):

[Small Cave (ropy pillars)] low tunnel ahead:
path (R): Cramped Room
steep creek ascends:

[Cramped Room] {light, cracks}
passage (W): Base of Canyon
wide tunnel (forward): Small Cave (ropy pillars)
passage (L): Elongated Room

* [Base of Canyon] bats, Wumpus fed this way, blood, river
crevice ahead: (die?, water too strong)
crawl behind:

[Elongated Room] {blue strata}
crawl ascends: Round Room {stalactites, long low}
low tunnel descends:
tunnel ahead:

[Round Room {stalac}] passage up: Large Dome
steep tunnel (R):
creek (D):

[Large Dome] {moyed - fire cracks; pink flowstone}
twisty path (L):
creek (F): Largeish Cave
twisty passage (R):

[Largeish Cave] {reddish travertine} {sand}
twisting pit (ascend): Tiny Cavern {green travertine}
steep tunnel (ahead):
pit (D):

[Ting Cavern] {open travertine}

wide passage D: Smallish cavern

narrow passage Ahead!

steep passage (L):

jump over crevice → [Canyon Wall]

- Wampus is crossbow, loaded & cocked

- path (up)

- Wampus is bleeding

fine things are bats, so that bats swarm Wampus