

Score/talk to - / help / x gold / clues

Score (0 of 125)

The Mystery of the Darkhewen Caves (A4)

[Entrance to the caves] N, S i swords s=(exit) x gold (4)

N [A set of twisty little passages] NW Entr (Lard) / N Graves / E Glowing passage / S Entr. / W x passages

[Graves] graves, N Narrow passage (need to hold to dig graves), E Lard to Crumbly passage, S A set of twisty

[Narrow passage] N Grumbleguts' lair, S Graves

[Grumbleguts' lair] small, ogre, woman in cage, E Mossy cavern, S \_\_\_\_\_  
unlock cage (ogre has key; y have to kill him, she claims) (unlock cage with toothpick)

[Mossy cavern] moss, NW Curving passage, E \_\_\_\_\_, SE \_\_\_\_\_, W Grumbleguts' lair  
(toothpick)

[Crumbly passage] walls, scars, E Grisly junction, SW Junction

[Grisly junction] body, N Goblin cavern, S Cells, E Curving passage, W Crumbly passage  
walls.

[Goblin cavern] goblins, S \_\_\_\_\_, goblins chase you back.

[Cells] cells, N \_\_\_\_\_, prisoners, open cells → (flee to Twisty passageway)

[Twisty passageway] NW Junction, SE widest Graves, W Troll's cavern

[Glowing passage] N widest Twisty passageway, ~~W~~ A set of twisty, walls/glow, light

[Troll's cavern] E Twisty passageway, meet, Sneezes the troll (abra snuff?) talk to troll (painful mbar.)  
pull thighbone (no!) give toothpick to troll (get a cello) & thighbone. take it. take meat.

(you can't leave with the meat)  
[Junction] NW Underground lake, NE Crumbly passage, SE Twisty passageway

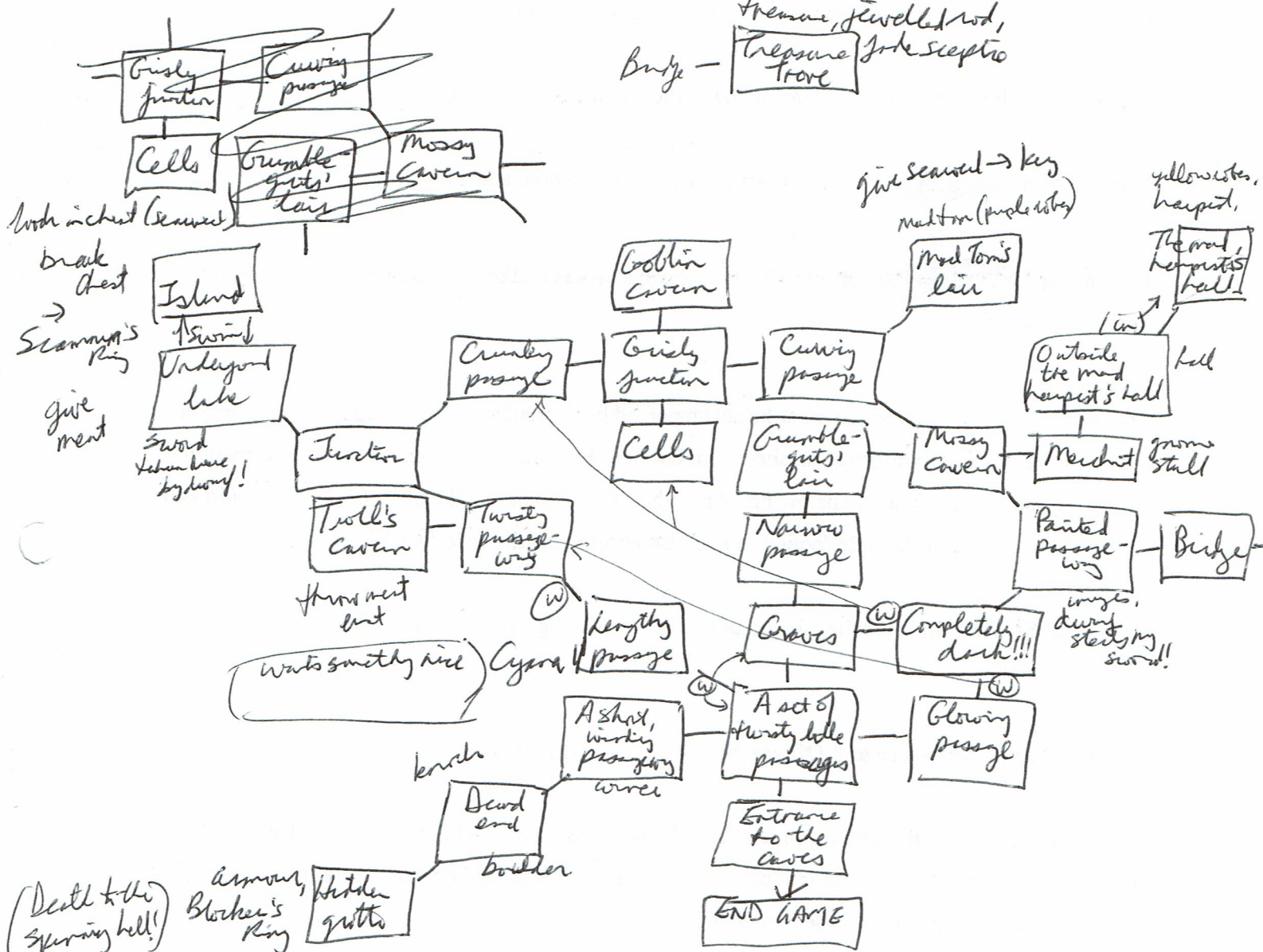
[Underground lake] lake, waters, island, SE Junction  
(shoes)

[Curving passage] corpse, NE \_\_\_\_\_, SE Mossy cavern, W Grisly junction  
↳ fatty book, purple vial  
(Twisty little...)

Budge - badge, charm, knight (Sin Purgis), plate armor, weapon.  
 give necklace (or pearl) (to Cyra) → help 'exbsg stg fmnts',  
 (not helmet) 'dwarf repeller'  
 dwarf drops sword + 15 gp  
 drunk vid (+5 pt)

95 out of 125  
 → 120 out of 125 (on lewiny)

(55 gp) which cost → 15 gp.  
 treasure, jewelled rod,  
 Joke scepter



(Death to the spinning hell!)  
 armour, Blocker's Ring, Hidden grotto

wind effect is random.

SE from Mossy → go E water?

talk to gnome: pearl for 30 gp, ruby for 30 gp, diamond for 60 gp - "buy jewel" syntax.

talk to herpist: give calls to herpist (get 5 gp)

talk to tom: I almost had it! I was sure I had the book with me!  
 give book to tom (get shovel)

dig graves. & graves (necklace)  
 talk to tom (wants seaweed)

vid → is a vid of Bravery.  
 open calls (after given the phone to goblins)  
 - 25 gp + guitar. // give guitar to herpist (5 gp)