

Creeping upstairs when enter hall from ship

// [ledge at bottom of well] pool, both in wall, door N, unusable rope.

N → [Large Underground Cavern] sledgehammer, N.

N → [Inside Sea Cave] skeleton (too heavy to lift - 2 bulky dagger, with sledgehammer (drop all - incl lantern)

Dead man at dead end ex mirror - Compass. Wind still prevents entry to cave.

- with skeleton in cabin, look tele: a shining beam must light my way out of

"Smuggler's Cove" // open jug (cork) in bath
[Cork, dagger, magnet, pin, compass] ex mirror: read psalm 116 7.

break mirror ⇒ page from bible: (it's psalm 116 7)

ex mirror in seeing me ⇒ must have boots + compass. (break mirror ⇒ brass key)

~~to~~ unlock trunk ⇒ boots (drop boots, compass, read page) ⇒ he's still earthbound.

(must feel joy) when @ Fork, exam jug. put cork in jug.

// at Cabin - open jug - read poem (ghost gives you magic wine to control winds + help find his doubloons.

- when y leave ship, it raises anchor & is gone forever.

dark wine. take picture. (safe) break safe (with sledgehammer) - doubloons

take gold (win)

