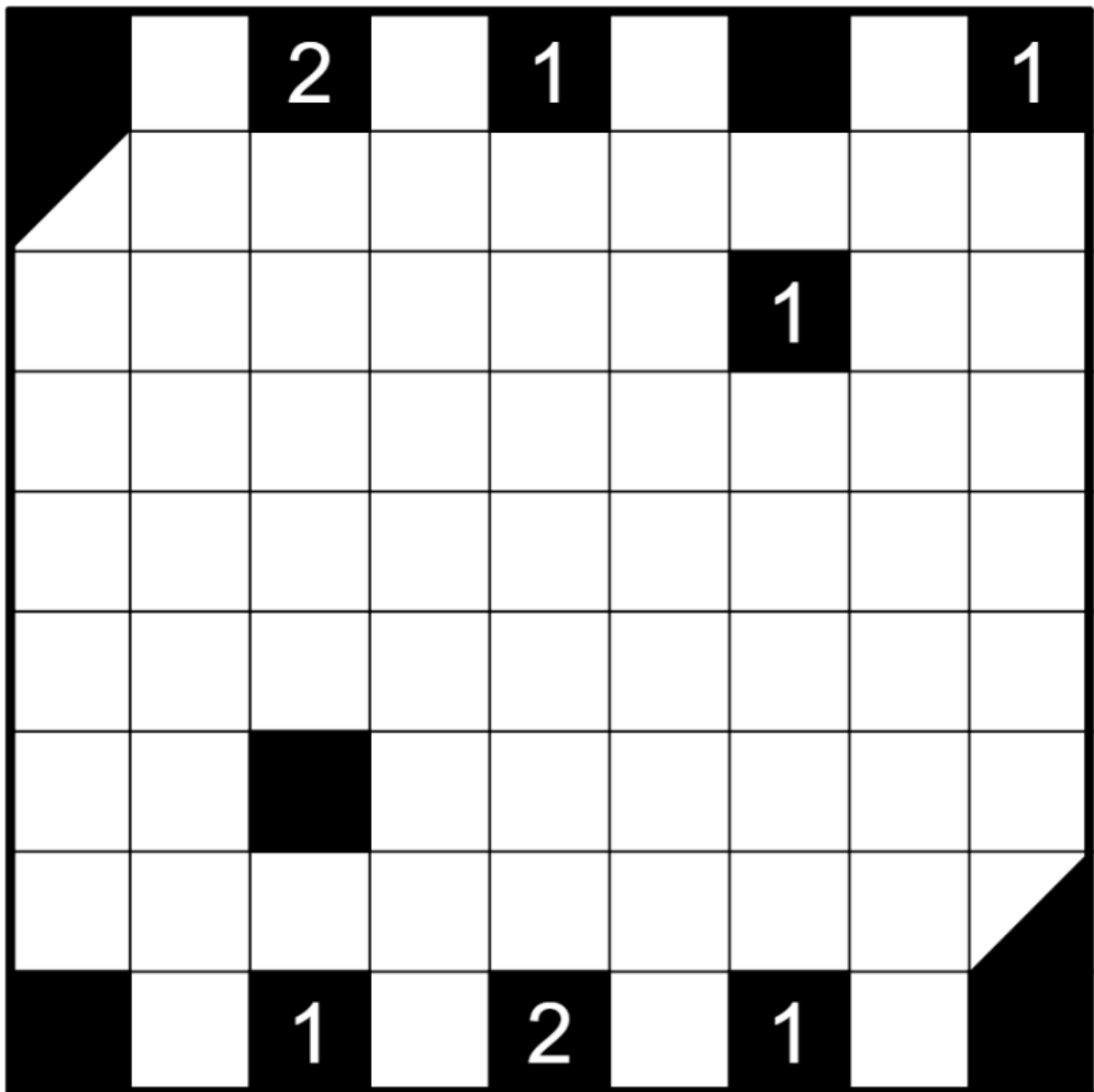


Dark Cavern

The party entered a pitch-dark cavern where the Medusa hides within.

To find the Medusa, place lights within the cavern following the rules of a [Light Up](#) puzzle. The only difference is there are also two squares with marked black triangles in this cavern. These represent mirrors, and can be treated like black square walls in that nothing else can occupy those squares, but their diagonal planes will reflect the path of a light 90-degrees where it reaches a mirror.



Light paths

Lawyer's examination

Underlying rationale

Fruit popular in a muffin

Make wider

Military trainee

Vie or compete

Braincases

Distributes the cards

Found during search

Detach, separate

A marked difference

Split into two camps

Upset equilibrium of

Even in the lit-up cavern, Medusa moves amongst her hiding spots within to evade the party:

- Medusa is hiding in the paths of two lights, but she feels safe as they are the same distance and more than 3 squares away
- Medusa is hiding in the square adjacent to and in-between a light and a mirror
- Medusa is hiding 4 squares away from a light along its path, at the only square along that path that is not also in the path of another light
- Medusa is hiding in the square diagonally adjacent to and in-between an earlier hiding spot, and a square where a light path met a reflected light path
- Medusa is hiding 4 squares away from a mirror along the light path reflected on that mirror, and in a square that is also not in the path of another light
- Medusa is hiding adjacent to a black wall square, in the paths of two lights, 2 and 4 squares away