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Scenario Goals

The scenario is complete when the Hungry Maw is dead. At the end of that round, read **11.2**.

Alternately, the scenario is complete when the mammoth bark, axenut, and firepepper are combined and stirred in the pot. (Warning: this route requires solving a challenging puzzle.)

Introduction

The Hungry Maw... The old Quatryl you met along the road has intrigued you with a tale of firepeppers and dangerous beasts, and now you find yourself following her toward an ancient cave.

“As far as I know, nobody has been to the cave of the Hungry Maw in almost a hundred years!” The Quatryl, named Noore, says. “Ever since it last woke up and demanded another plate of firepepper stew, we’ve been dreading this day.

“You’ve got the firepepper, and I’ve brought along an axenut, but the third ingredient—the dried mammoth bark—

can only be found within the Maw’s cave, but the place has been overrun by deadly bears and strange, flying imps! And with the Maw about to wake up, we have been put in a dire situation. If the Hungry Maw is not fed and leaves its cave, it could mean destruction for the entire north!”

Noore stops just outside the mouth of a foreboding cave entrance. Stalactites hang from the ceiling like vicious teeth. “My great-grandmother was the last one to successfully cook a batch of the stew,” she says, passing you a scrap of paper. “This is the recipe passed down in my family. Hope you can figure it out and complete the stew.”

With determination, you head into the cave with Noore and find a black cauldron hanging above a pile of sticks. “I’ll start the fire and get the water boiling,” she says. “Just go and bring back the bark.” Noore points toward the left passage.

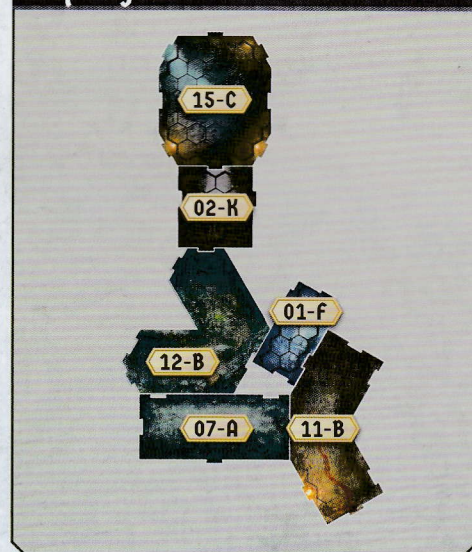
“Or, if you want to try putting the Maw to rest with steel,” she says, pointing to an ornate door to the right, “Go that way, but I can’t imagine it ending well.”

Section Links

When door **1** is opened (fighting the Hungry Maw), read **98.1**.

When door **2** is opened (solving the puzzle), read **152.1**.

Map Layout



Scenario Key

Frozen Corpse	Ice Spikes
Ice Wraith	Rubble
Polar Bear	Ice
Snow Imp	Large Ice
Cave Door	Alter
Dungeon Door	Ice Pillar
Large Cave Corridor	Cave Wall
Trap	Treasure

Loot

☠	x6
👤	x3
👤	x3
👤	x4
👤	x1
👤	x2
👤	x1

