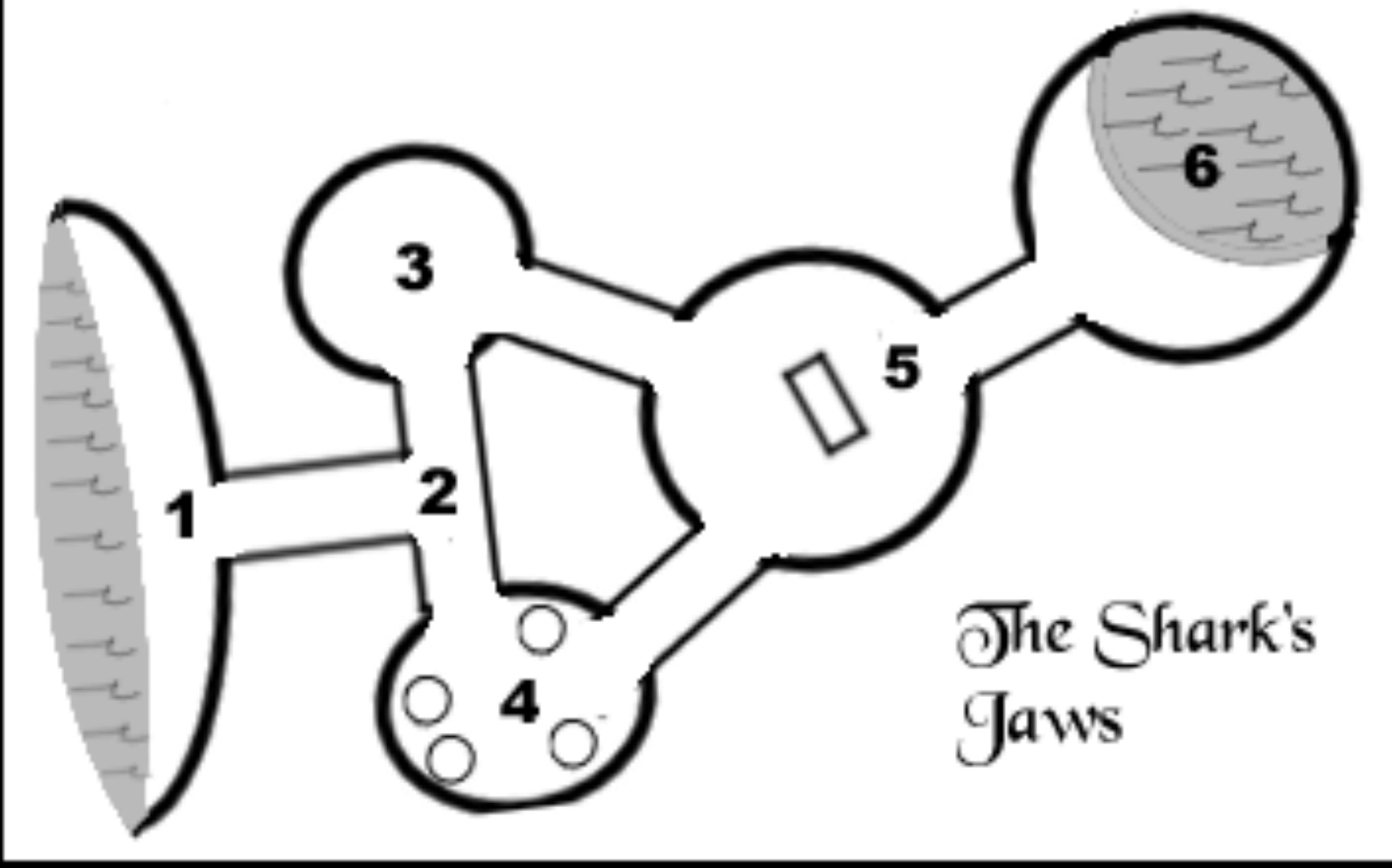
The Maw By Isteria That Swallows

Supplies have been going missing in the nearby settlement close to the sea. With one local saying they saw "walking fish" disappearing into the cove cave not far from here with crates and barrels in their mouths. It is now your group's goal to find out why they are taking all these supplies.





- 1- (Entrance) The cove itself has a single cave entrance notably named "The Shark's Jaws" for the jagged rock formation that looks like the mouth of a shark. On trending closer if the group has a sharp eye they may spot fresh marks in the wet sand from the sea into the cave of finned feet. These had began to begun to be swept away bythe tides. However, looking ahead into the cave it would be pitch black hiding who knows what in the darkness.
- 2- (Junction) The path into the cave splits into two different paths. If the group is listening carefully they may hear the sound of loud hissing from the left tunnel and from the right tunnel the faint scream of a terrified woman from the right tunnel.
- 3- (Seft room) Ahead of the group they would spot two "Gulper" creatures in the middle of the room hissing at each over what looks to be a crystal ball. The two "appear" to be challenging over who has the claim of the item. There is another tunnel in sight going deeper. If the party is quiet enough they could leave the two creatures to battle it out over the crystal ball.
- 4- (Right Room) Around this room are creatures suspended in what looks to be "bubble pods'. The screaming woman is trapped in one as the gulper formed a bubble from it's mouth that consumed her, floating her upwards. Three more humanoid creatures are trapped around the room. Three "Gulper" creatures are in this room looking to be guarding the captives. There is another tunnel that goes deeper into the cave system.
- 5- (Altar) Both the right and left room connect to the main trove where a stockpile of supplies was piled around the room.

 In the centre looked to be arranged rocks to form what could be a make-shift altar. Three "Gulper" creatures were protecting the supplies. Behind the altar there is another tunnel lit up by what look to be bioluminescence bulbs hanging from the ceiling.
- 6- (Lair) Following the final tunnel into another large room giant oversized "Gulper" looking a lot older and vicious than others of its kin sits half submerged in the shallow pool. Around the room bones and broken items were all around as this giant creature had been consuming everything brought to it. Likely its hunger is what the other gulpers fear.