

A party of bold adventurers is hired to discover what happened to a missing airship that was carrying a large shipment of gold and jewelry. Their search leads them to a remote island in...

AIRSHIP DOWN!

BY LUIZ COMASSETTO

(1) SHIP'S STERN

What remains of the airship's stern, houses the north entrance to the cavern. The ship's cargo deck holds few items of monetary value but many clues leading to the crew's capture. Large claw marks and blood trails lead into the cave.

(2) NORTH ENTRANCE

The north entryway is guarded by some very hungry **Zombified Crew Members**. The room contains a four-way intersection but not much else.

(3) EAST ENTRANCE

A nest of **Giant Spiders** has formed within the cave's eastern entrance. A single crewmate hides in the ship's bow, fearful of the oversized arachnids.

(4) TREASURE POOL

A small chest housing many jewels sits waiting to be reclaimed. But any waterlogged adventurer will need to tango with a small tribe of **Merfolk** who have laid claim to the chest.

(7) SHAMAN'S LAIR

Putrid smells emanate from inside this chamber. The tribe's **Lizardfolk Shaman** is hard at work converting crew members into her **Zombified Servants**.

(5) CARGO HOLD

A large majority of the ship's remaining cargo lines the walls of this room. Crates once full of gems, food and spices are now empty and guarded by some of the bulkiest **Lizardfolk Warriors** of the **Everliving Claw Tribe**.

(6) PRISON

The rest of the ship's living crew awaits their fate in the dingy prison. One of the **Lizardmen** guarding them carries the cells' rusted metal key.

(8) THRONE ROOM

The powerful lizard king, **Scaleface**, stares at the bounty his **Guards** have brought him from the fortuitous shipping accident.