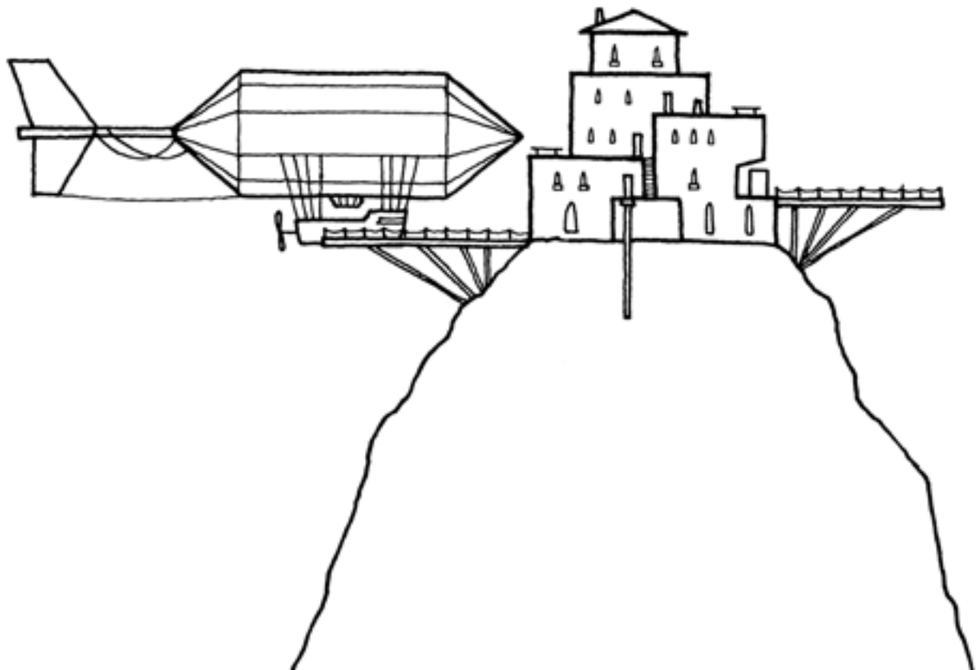
Ironbird Aerie

About

- Ironbird Aerie is a port for airships and flying mounts, set atop a mountain peak. The Aerie has facilities for repairs and refueling, as well as a tavern, a variety of merchants and vendors to sell off loot or purchase supplies from, and several rooms for rent.
- Two variations of this map exist: one for settings with engines and gunpowder and one for settings without. All the differences between the two are on the bottom level.
- DMs and settings handle airships differently and this map is meant to accommodate that as much as possible. For settings in which airships require fuel, the large casks on the left side of the bottom level would be fuel for sale. For settings in which this isn't the case, these casks might be water or ale.
- The hitching posts on the third and fourth levels are meant to accommodate riders of flying mounts. The stable on the third level is for predatory mounts, which the Aerie would want to separate for obvious reasons. The guest rooms on the top level are also meant for these travelers, as those arriving on airships would generally sleep aboard their vessels.
- The rings next to each of the docks are for mooring airships.
- The lounge on the fourth level is a more expensive place to eat and drink than the tavern below. It might be geared toward nobles or wealthy merchants passing through. If you have an encounter in mind for the lounge and you're worried that your players might just hang out in the tavern the whole time, have someone mention in passing that they aren't allowed to go in there. They will move HEAVEN and EARTH to get into that lounge.

Notes

- If you're going to have a dragon show up here, you may want to consider what the Aerie's dragon policy might be. In my mind, they'd probably be okay with someone arriving on a dragon, but they don't have facilities for something that big and, frankly, they also don't want your Red Elder Wyrm hanging around, eyeing up all the pegasi and whatnot.
- The dock on the bottom level might be reserved as a loading dock, since it's in a convenient location for ships to load up purchased goods before departing.



1 - Guest Rooms
2 - Balcony
3 - Lounge
4 - Kitchen
5 - Hitching Posts
6 - Feed Store
7 - Tack Room
8 - Stables
9 - Portmaster's Quarters
10 - Assistant Portmaster's Quarters
11 - Commom Room
12 - Staff Quarters
13 - Tavern
14 - Storage Room
15 - Private Tables
16 - Pantry
17 - Kitchen
18 - Trader
19 - Arms Merchant
20 - Tool Room
21 - Lumber Store
22 - Repair Workshop
23 - Provisioner
24 - Engines and Parts Merchant
25 - Artillery Merchant

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