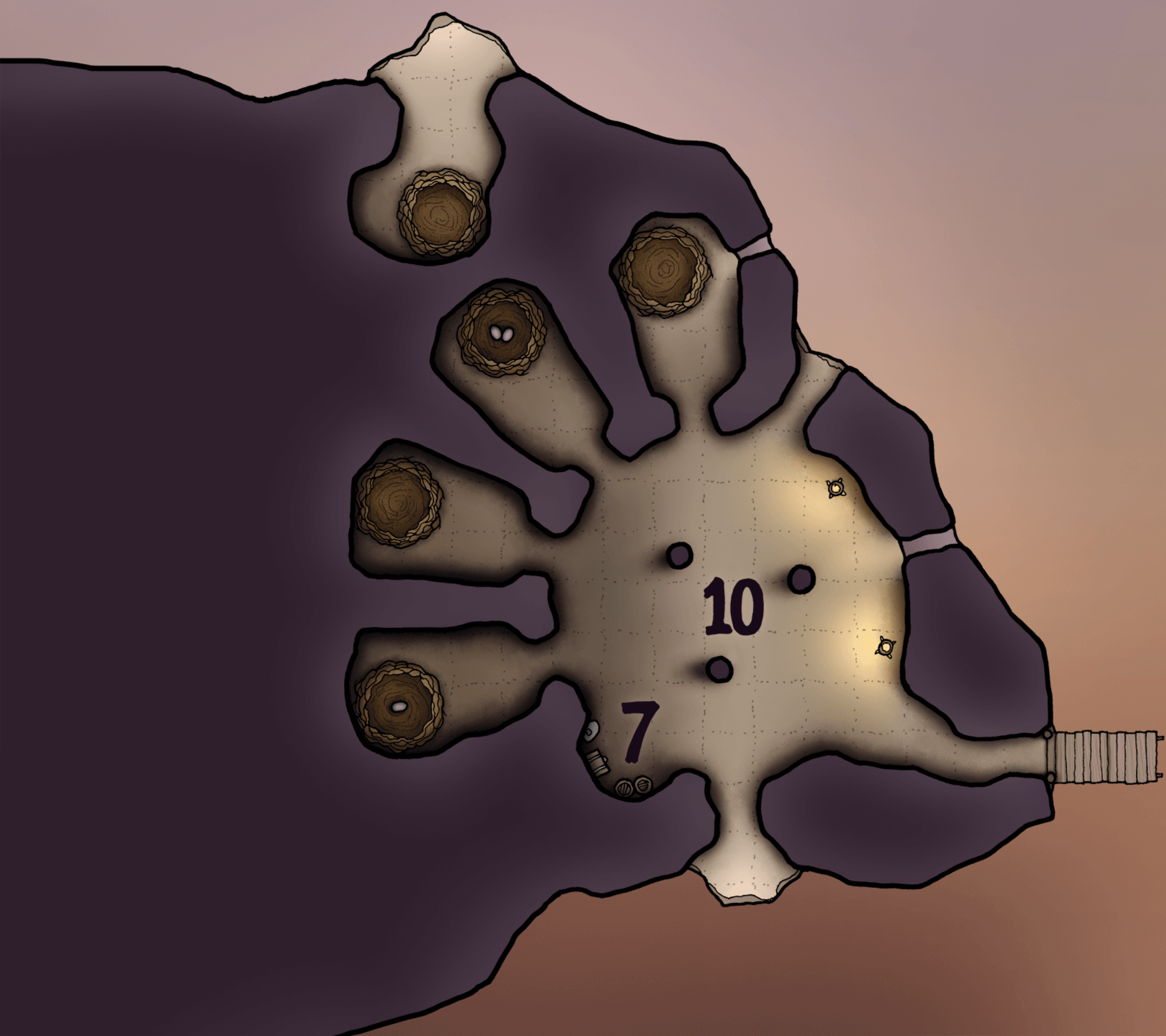
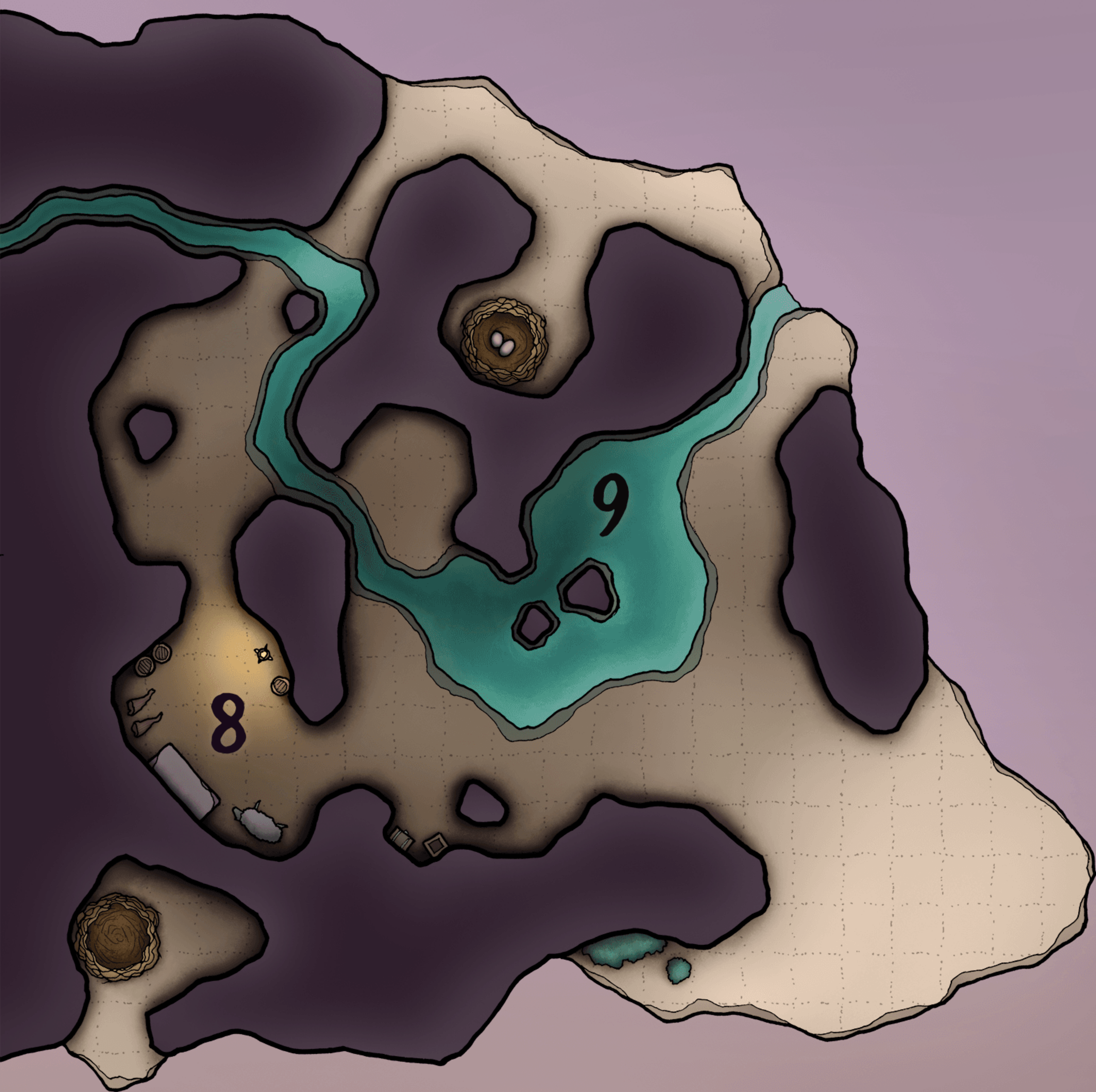
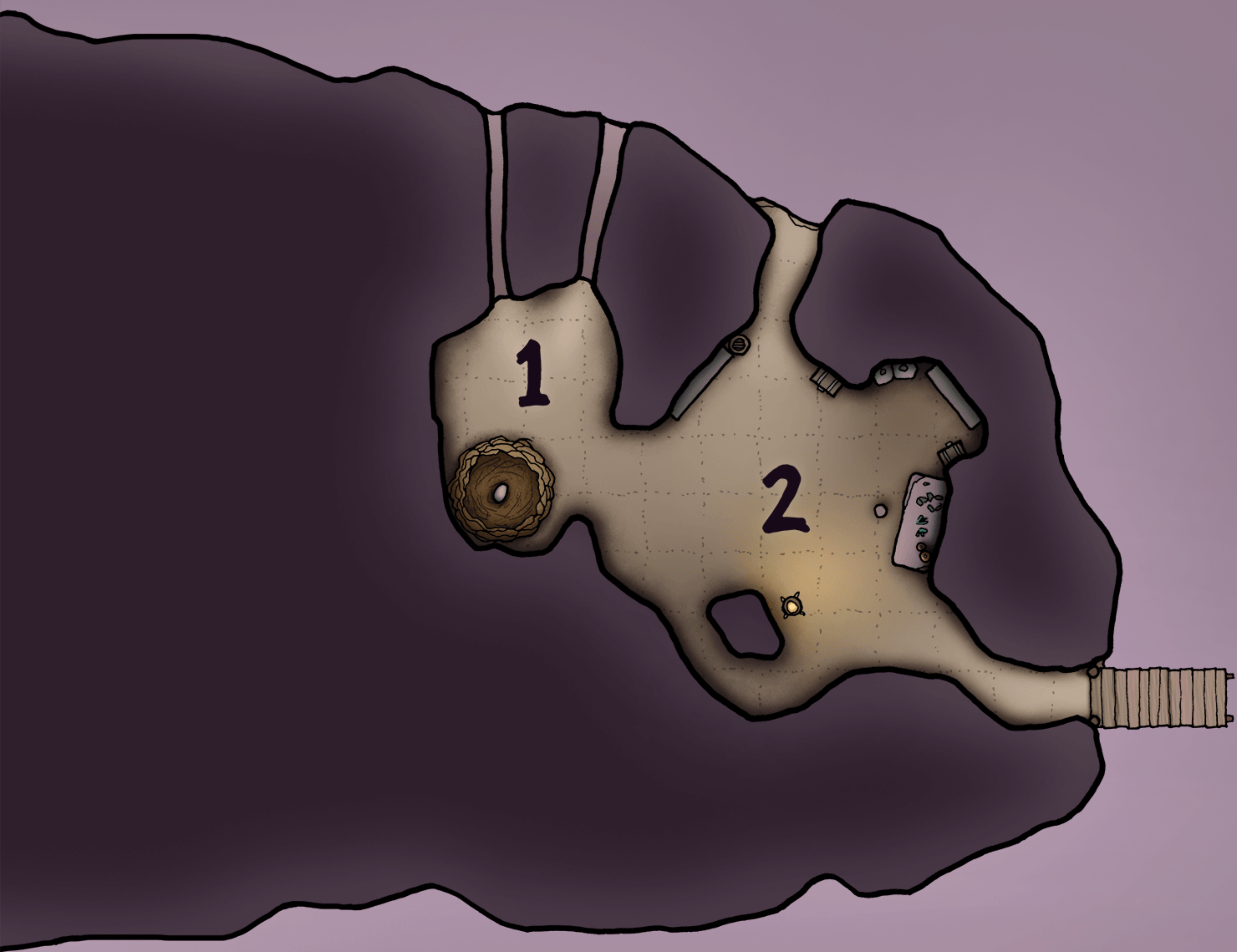
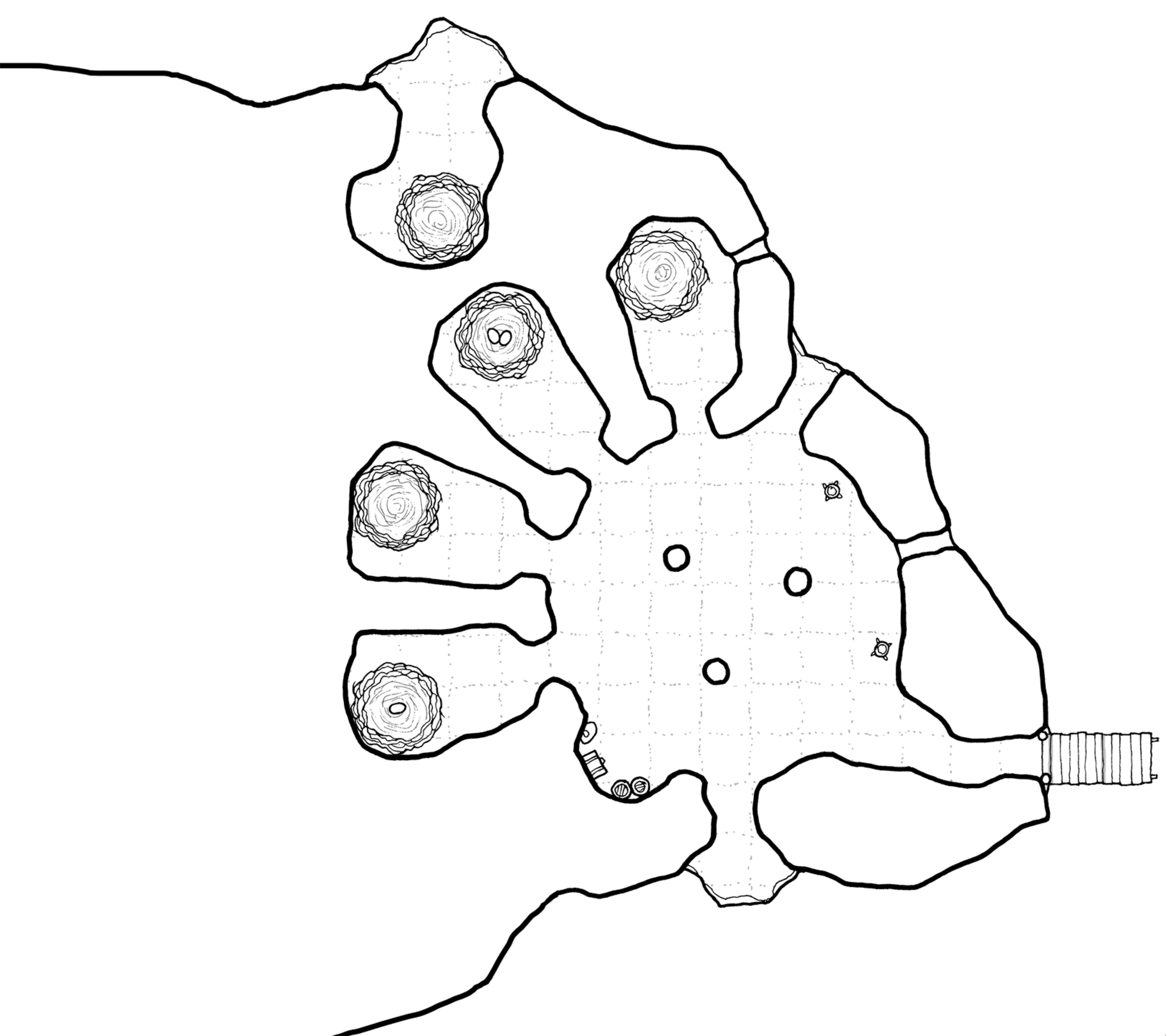
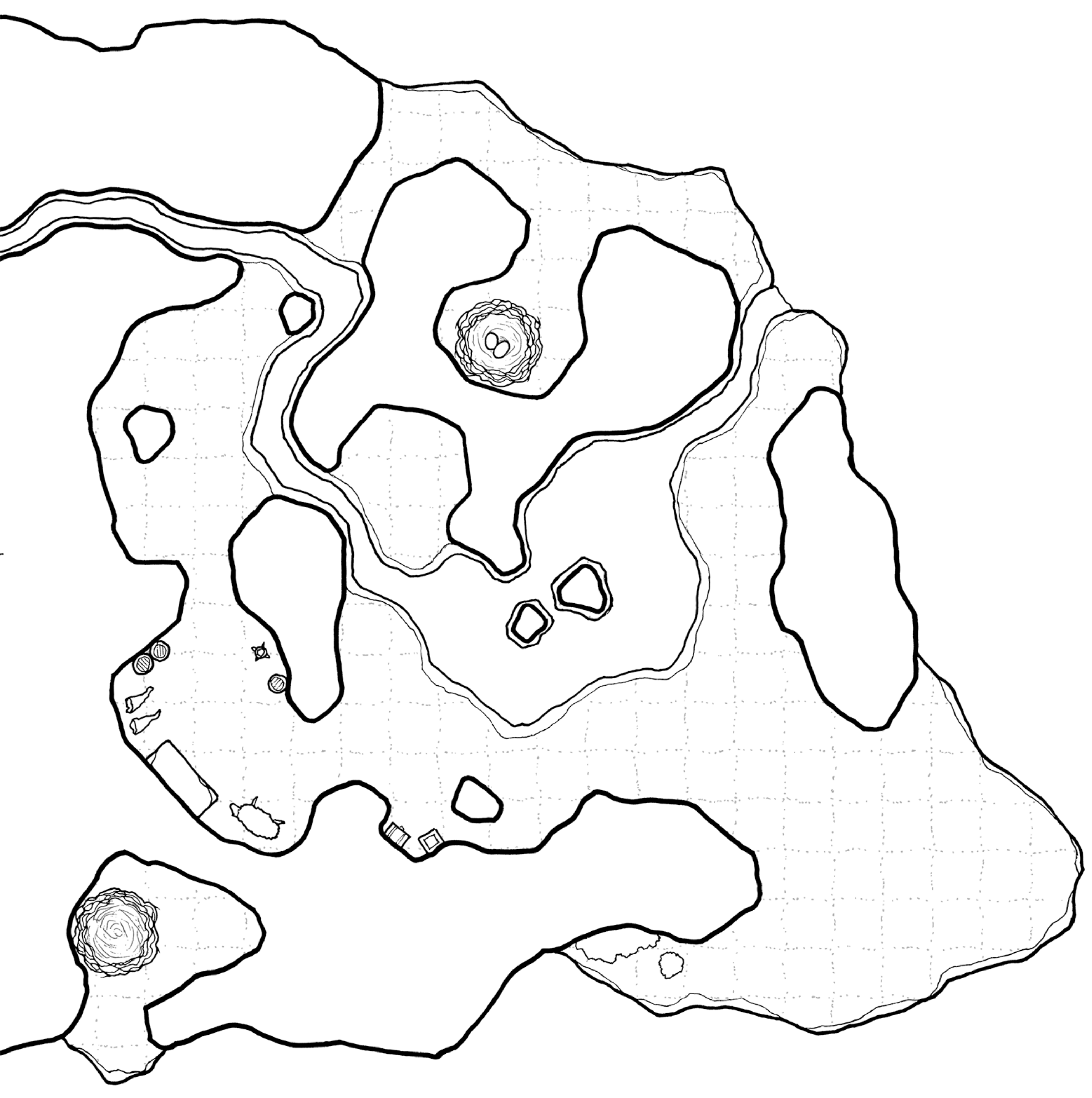
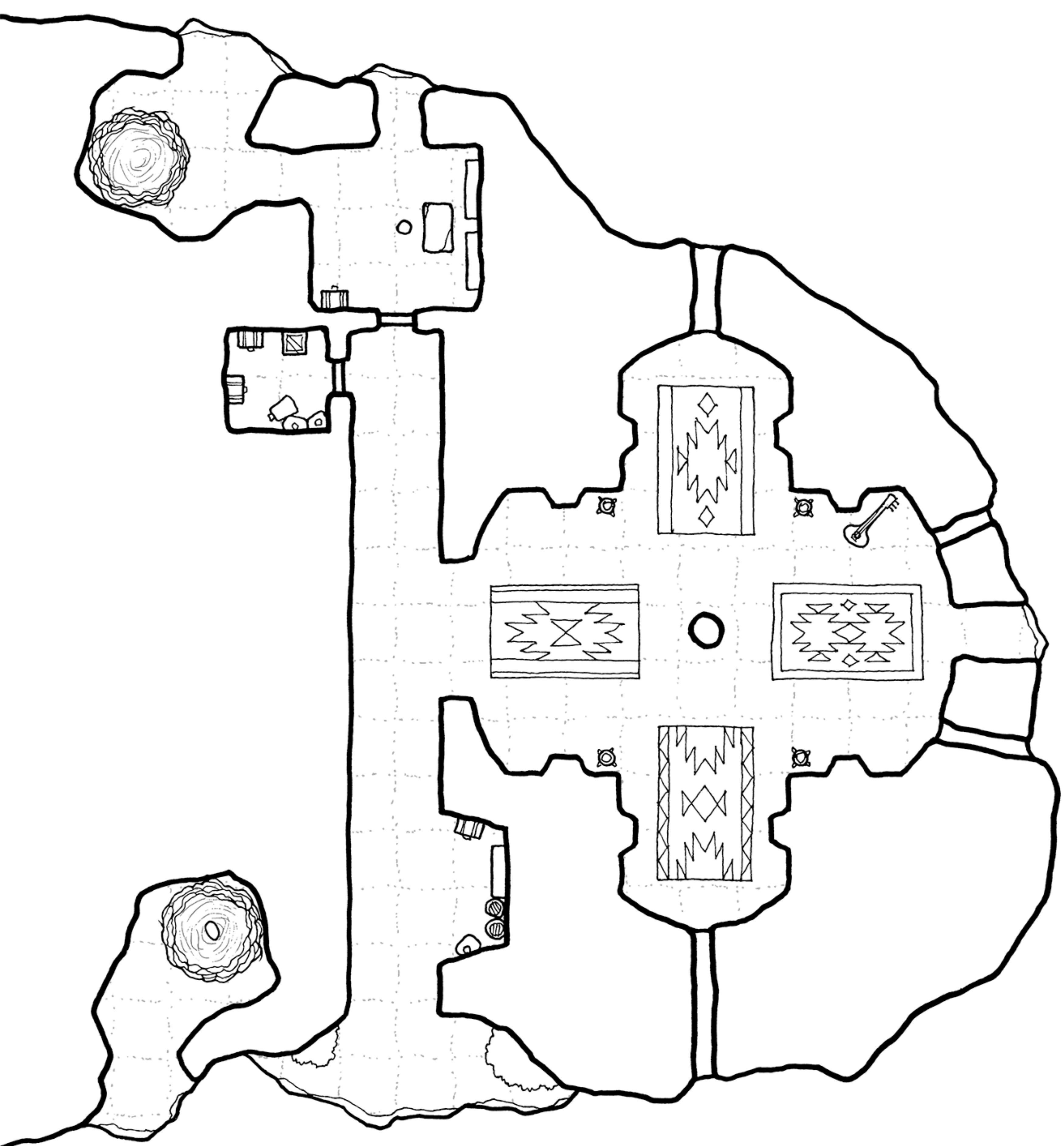
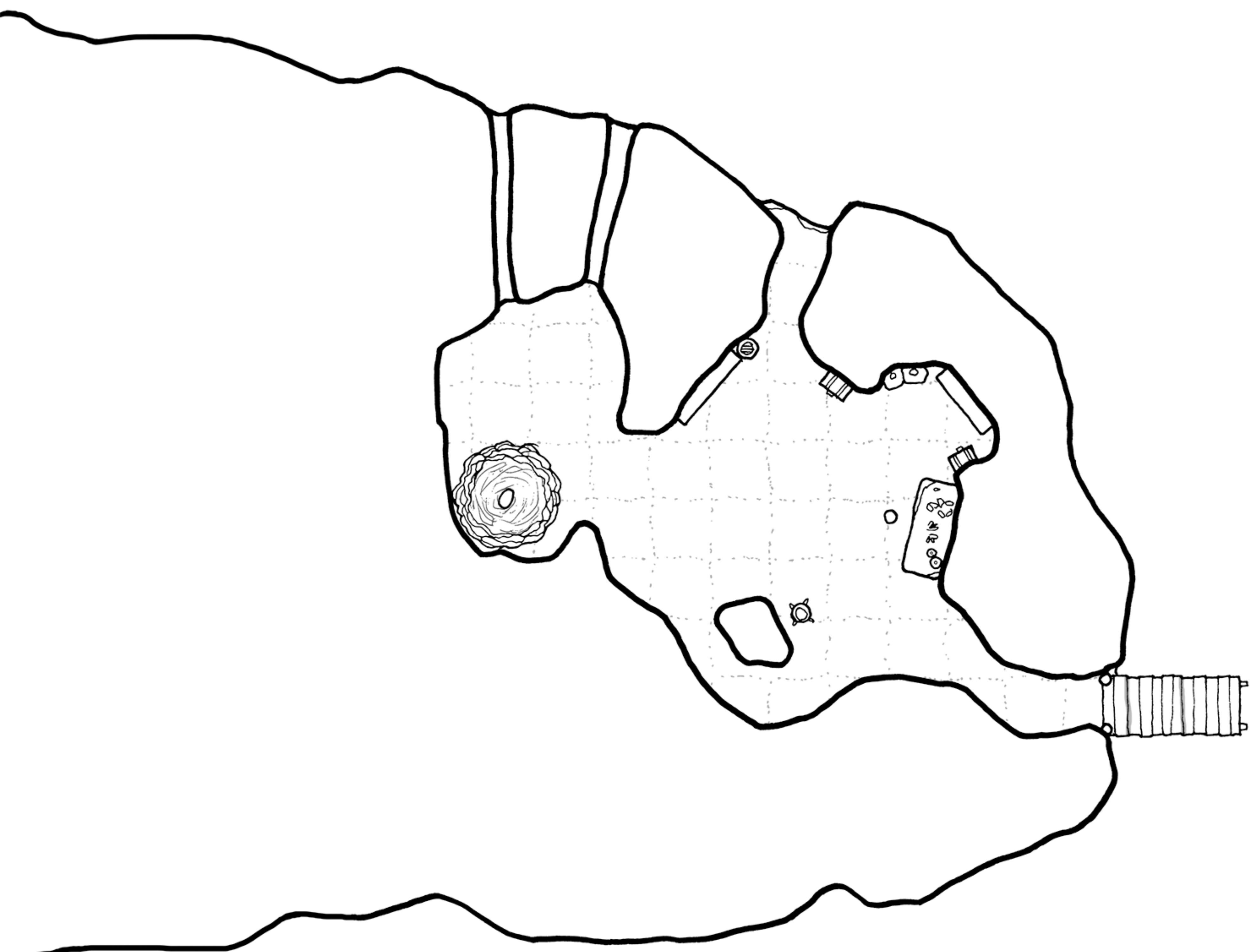


- 1 - Shaman's Nest
- 2 - Shaman's Cave
- 3 - Chieftain's Nest
- 4 - Chieftain's Study
- 5 - Treasure Storeroom
- 6 - Gathering Hall
- 7 - Tools & Supplies
- 8 - Butchery
- 9 - Spring Bath
- 10 - Lower Hall





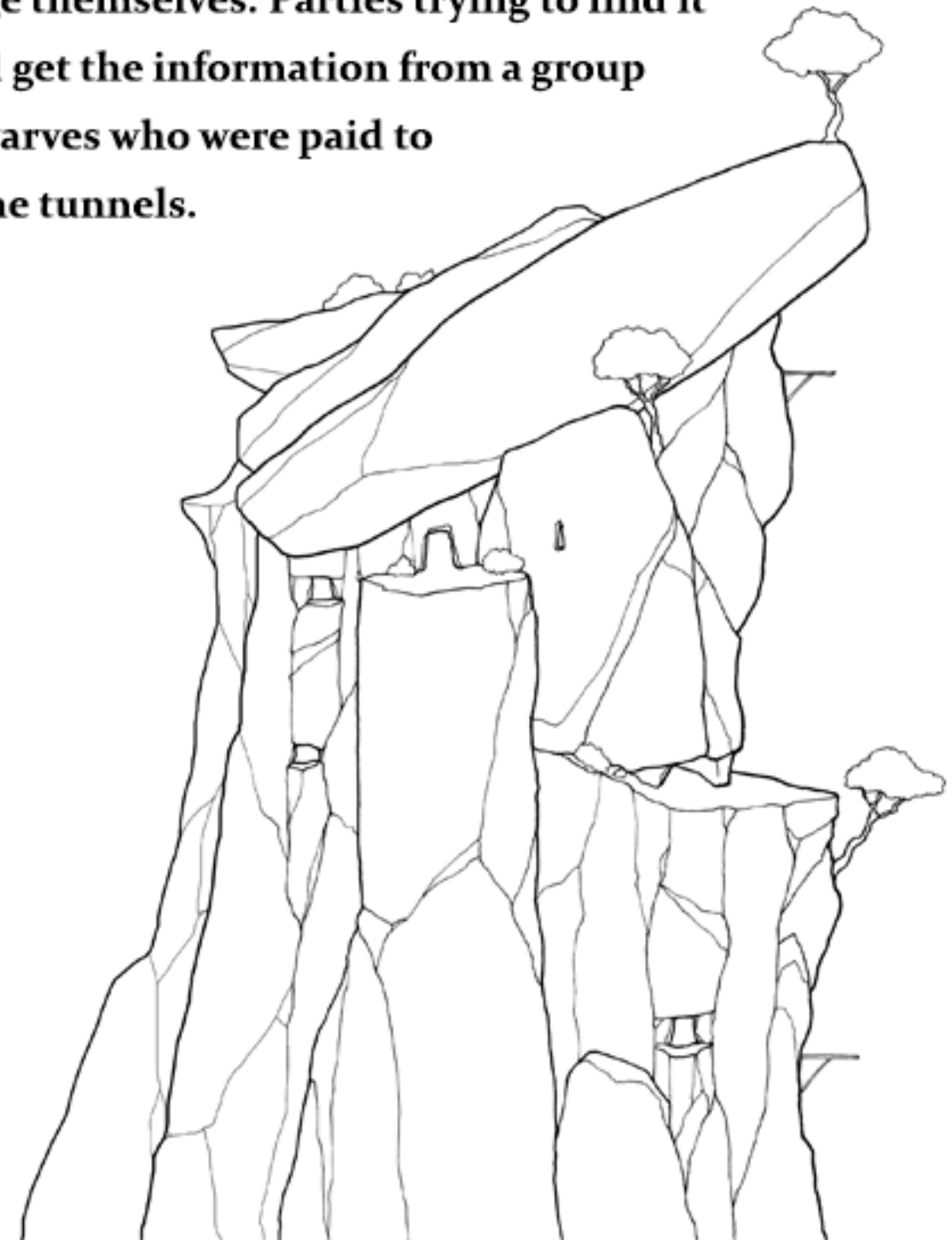
# WINDWARD POINT ROOKERY

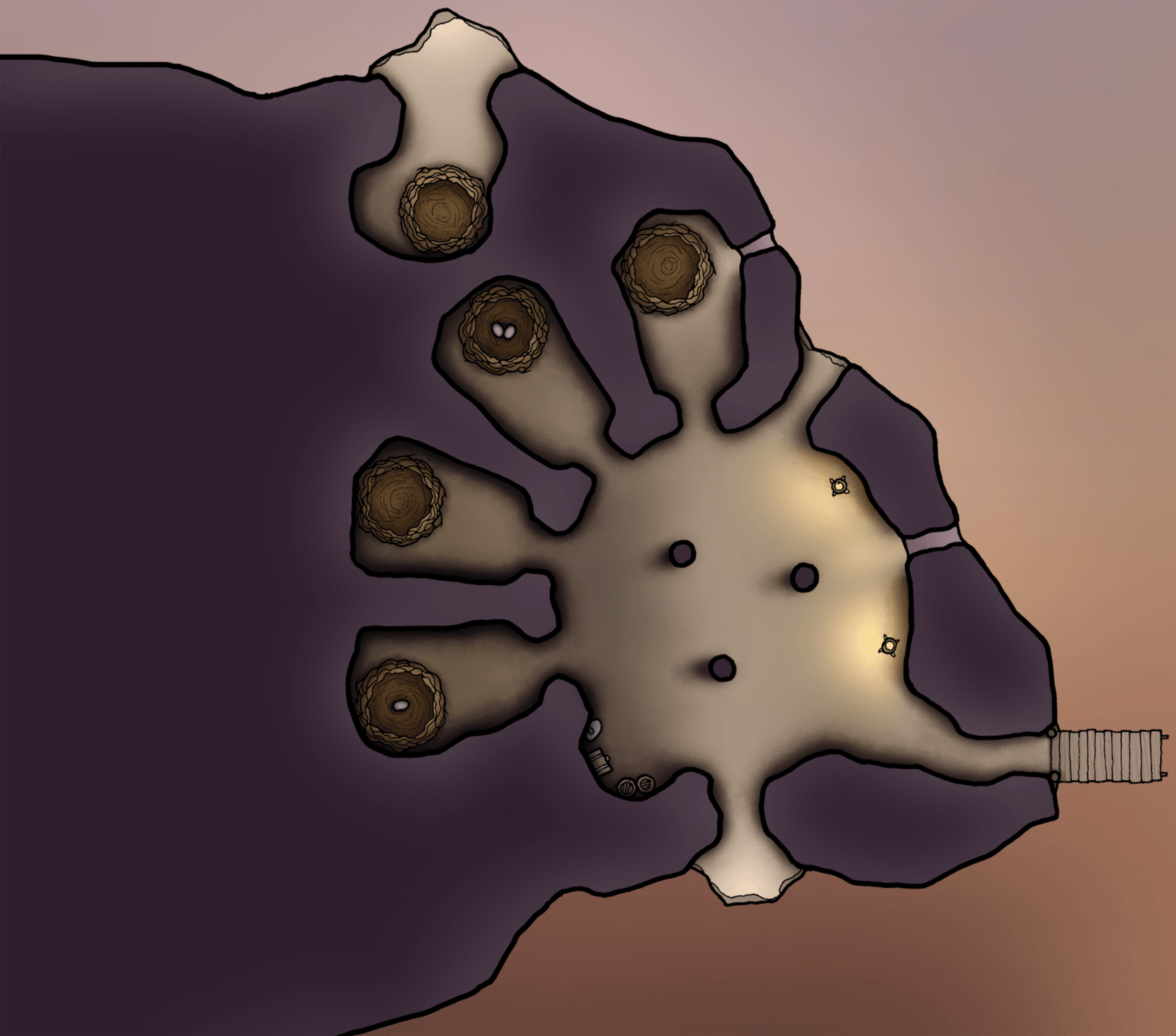
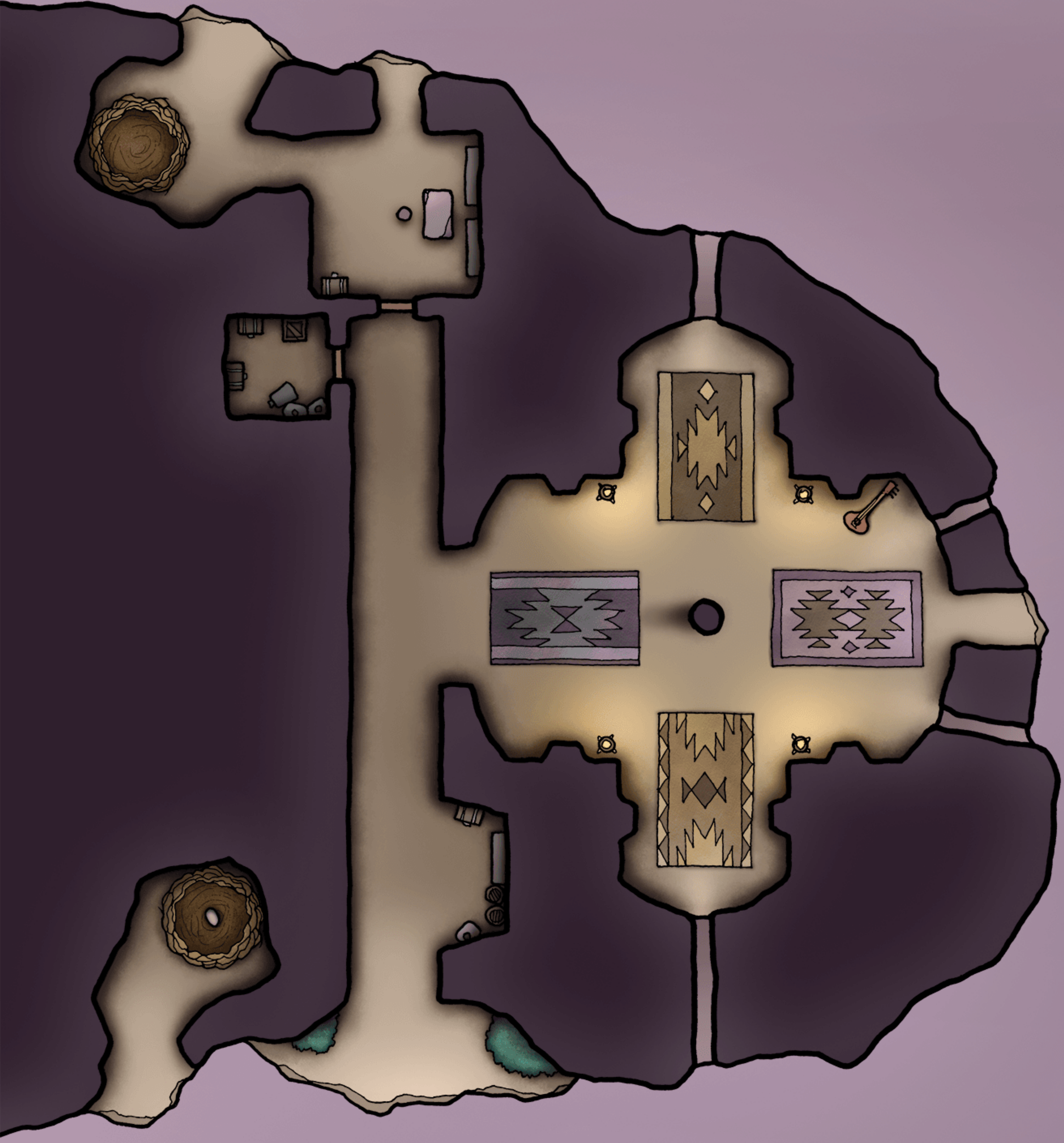
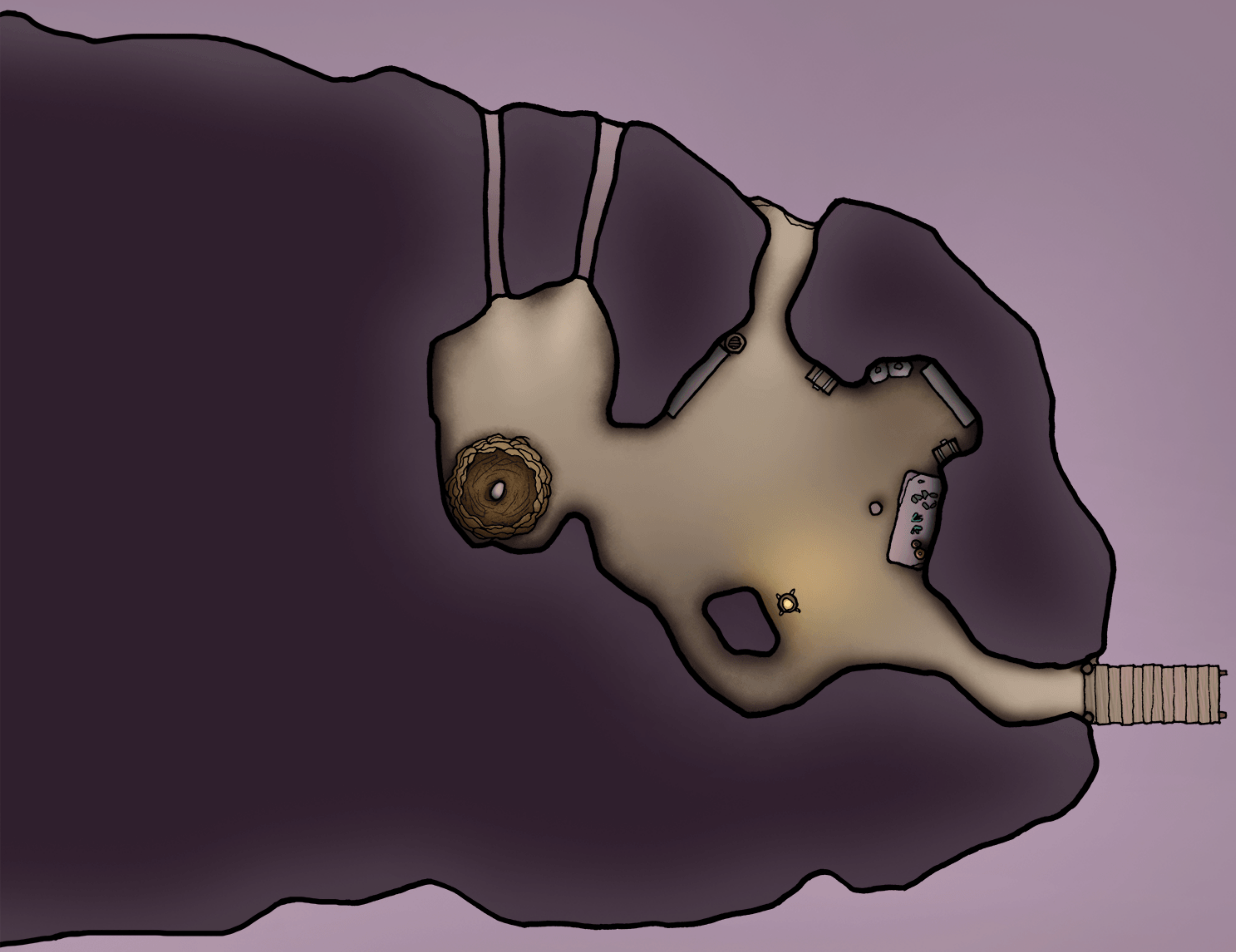
## ABOUT

- Windward Point Rookery is an aarakocra village built into a cliff. Aarakocra are a race of flying, bird-like humanoids who live in high, remote places and practice a tribal lifestyle. Like birds, they sleep in nests and lay eggs.
- There is an alternate version of this map without nests. This could be used as a settlement for other flying races who do not lay eggs, such as avariel (winged elves), pixies, lammasu or wereravens.
- Aarakocra society is tribal and, usually, all property of the tribe is communal. Since everything is owned by the tribe and not by any specific member, anyone is free to take and use anything in the village, including money. This does not extend to outsiders.
- Lore about aarakocra is highly inconsistent and, according to some sources, they are too claustrophobic to live in a place like this. Other sources say they once lived in great cities carved into cliffsides. Whatever the case, there is room for variation within a species. Most humans would be reluctant to live north of the arctic circle, but there are others who are very content to do so. Different aarakocra tribes might be comfortable with different things as well.

## NOTES

- Windward Point was not built to accommodate those without the ability to fly. For the players, getting there and getting around could be a challenge. But it's an interesting challenge which might force them to climb, use magic or ask the locals for assistance in getting from one area to another. Giving them a task that requires sneaking around could make things even more interesting, although that might be unreasonably difficult for some parties.
- Aarakocra are carnivores and typically eat their food raw, so the village has no kitchen or cooking fire. For the record, this is another piece of lore that is inconsistent, with some sources saying aarakocra often grow crops.
- Windward Point's residents may not have carved out the village themselves. Parties trying to find it could get the information from a group of dwarves who were paid to dig the tunnels.





- 1 - Shaman's Nest
- 2 - Shaman's Cave
- 3 - Chieftain's Nest
- 4 - Chieftain's Study
- 5 - Treasure Storeroom
- 6 - Gathering Hall
- 7 - Tools & Supplies
- 8 - Butchery
- 9 - Spring Bath
- 10 - Lower Hall

