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Trigger Warning

Dark subjects are covered in this book including substance abuse, addiction, murder, kidnapping, illicit trade, illegal organizations.



I saw it once... the Wandering Tavern. I was only a child, standing on a hilltop with my mother watching the turbulent skies. I glimpsed it for just a moment, far out in the distance shrouded in clouds. Colossal. Magnificent. Even back then I knew what a feat of engineering it was, larger than any Zephyr I had ever seen with smaller Zephyrs buzzing around it like flies. Then, just as mysteriously as it appeared, it faded back into the clouds.

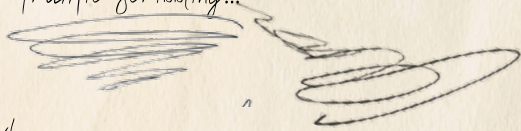
For years, I dreamed of that magnificent metallic beast, desperate for a taste of its secrets. How I wish it would be me to share its tale with the world.

When I was old enough I hunted it, chasing the swirling rumors of its travels like a dingy down white water rapids. It never stopped, never landed, and never declared a heading. No one seemed to travel to the Wandering Tavern; you simply stumbled upon it out in the vast skies and didn't let the opportunity slip you by.

After all my planning, investigating, and years of searching, it was pure luck that landed me at the bar stool next to the raggedy pirate complaining about his heavy cargo due to be unloaded on the Wandering Tavern tomorrow night.

The resolution of my life's mission only took one pouch of gold... unbelievable.

It's the middle of the night but I can't sleep. I'm tucked into the pirate's cargo hold, a single lantern swinging softly with the sway of the Zephyr. My pen won't stop, my notebook a mess of frantic scribbling...



We dock tomorrow!

Yours,

Amilia

(Journalist of the Traveling Scribes)

P.S. Don't worry, I plan to tell you my tale, every little bit...

THE WANDERING TAVERN



The Wandering Tavern is a new TTRPG setting inspired by the amazing Studio Ghibli and set in the world of The Sky Realm (An actual play created by [Homie and the Dude](#)). This drifting Zephyr acts as a pit stop for all manner of travelers, adventurers, and scoundrels looking for a rest on their long journeys through the skies.

This immense floating town is a host of activity with many intricate layers to explore, including bars, hotels, gamehalls, docks, bungee jumps, and a dark underbelly teeming with secrets.

The Wandering Tavern contains a host of character ideas, epic backstories, devastating truths, and gorgeous artwork from which to draw inspiration. There are also a ton of new plug and play Zephyrs with fresh Parts and Stations that you can use to craft your very own custom Zephyrs. Not to mention many magical items to spice up your Players' inventories.

HISTORY AND LORE

GMs, in this chapter you will find the complete history and lore of the Wandering Tavern. We aim to give you a unique setting that can be plugged into your world or used as its own setting with minimal work.

Present day

The Wandering Tavern is made of a mass of Zephyr Hulls welded together and altered over centuries to form the sprawling city that now glides through the air. Six large balloons dominate the space above the Taverns game halls, restaurants, hotels, and workspaces. Small Zephyrs buzz around these balloons while tiny dragons scale their sides.

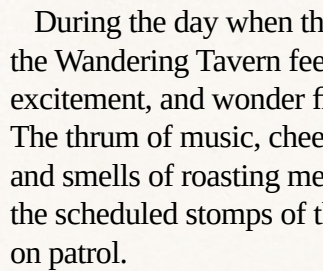
This shanty-style floating town has ornate People's Republic inspired architecture. A mixture of wooden and metal buildings layered like scales and topped with a gorgeous kaleidoscope of roofs guiding rainfall to the streets.

Twisting metal fans at the base of the Zephyr, coated in a thick layer of orange rust, propel this goliath. Heavy chains dangle from the sides and bottom of the Tavern with an assortment of visiting Zephyrs anchored to them with magical bonds.

Entry 1

This place is amazing, everything I always dreamed it would be... a collection of sky travelers swapping stories over plates piled high with food and tankards overflowing with drink. I can't wait to show people!

Yours, Amilia



During the day when the sun is shining brightly the Wandering Tavern feels like a breath of fresh air: excitement, and wonder fizzing in the atmosphere. The thrum of music, cheery sounds of rolling dice, and smells of roasting meats are only interrupted by the scheduled stomps of the Claw Mafia's Militia out on patrol.

However, as the sun begins to set, the staff hurry home. Doors slam shut and locks grind into place. The small lanterns littered throughout the Wandering Tavern bursting into flame. Dark shadows glide through the walkways, linger in doorways, and whisper twisted secrets into the ears of anyone foolish enough to listen.

The Origin Story

The legends of the Wandering Tavern began with a young gnome named Salious. Abandoned by his family only days after his tenth birthday, Salious traveled the perilous skies on a tiny one-person Zephyr called The Wanderer.

Salious tried to find a place for himself in the world, stopping at many floating islands and even venturing back down to the ground a few times. But the world was a big place and he was only a small gnome. Despite his best efforts he always ended up back on The Wanderer... alone.

Almost alone anyway. After spending a few days docked at a lively tavern, Salious returned to his Zephyr downhearted once again, only to find a fat ginger house cat sprawled on the deck. He chose to see this as a token of good luck and took off with his new companion "Fergus" purring beside him. It only took five minutes for Salious to scratch off the old home address engraved on the back of Fergus' collar.

But the skies are no place for a young gnome and his cat, and one day Salious' luck ran out. The Wanderer was spotted by a large Zephyr with billowing black balloons held up by scarlet rigging. It was the dreaded Tavern's Calling, the flagship of the Crimson Pirates.

These malicious pirates flew Salious down in a matter of hours, their barbed hooks piercing The Wanderer's Hull and dragging it into their clutches. But Salious wasn't a fool; he had known that one day he would encounter trouble. The only thing that made his stomach plummet was the sight of Cathilda, The Crimson Nightmare herself, standing upon the Hull of her flagship. Cathilda and her ruthless crew were known to specialize in kidnapping. Their cargo hold was always filled with the poor unfortunate souls waiting for their families to scrounge enough to pay their ransoms.

It was into one of these holds that Salious was thrown despite his pleas that there was no one to pay for his release. He spent the day sitting in the dark listening to the pirates dismantling his beloved Wanderer for parts, and Fergus' panicked yowls as they poked and prodded him on the deck. It was only when the sun began to set and the smell of feline roasting over a fire slithered down into the hold, that Salious truly snapped.

For 32 years he'd been a nomad, and although Salious was still nothing but a child in the eyes of gnomes, he'd learned a thing or two in that time. Salious used the enchantment *dominate person* on the hold's guard, instructing him to do three things: fetch Salious the leather drinking pouch that they had taken from him upon his capture, unlock the hold door, and use the key hidden in the cork of the drinking pouch to unlock a small cast iron chest. The same chest the pirates had been desperately trying to open since they found it beneath the steering wheel of The Wanderer.

While the guard set off to do the latter, Salious approached each of his fellow prisoners, instructing them to pledge their allegiance to him in exchange for their freedom and a sip from his drinking pouch. They all agreed.

The moment the guard opened the lid of the chest, a deep purple gas spilled onto the deck of the Tavern's Calling, coating everything and everyone in its way. All creatures exposed to this gas fell into a deep sleep, all except those who had sipped from Salious' drinking pouch. The prisoners quickly took control of the ship, disposing of the sleeping pirates before they had the chance to wake up.

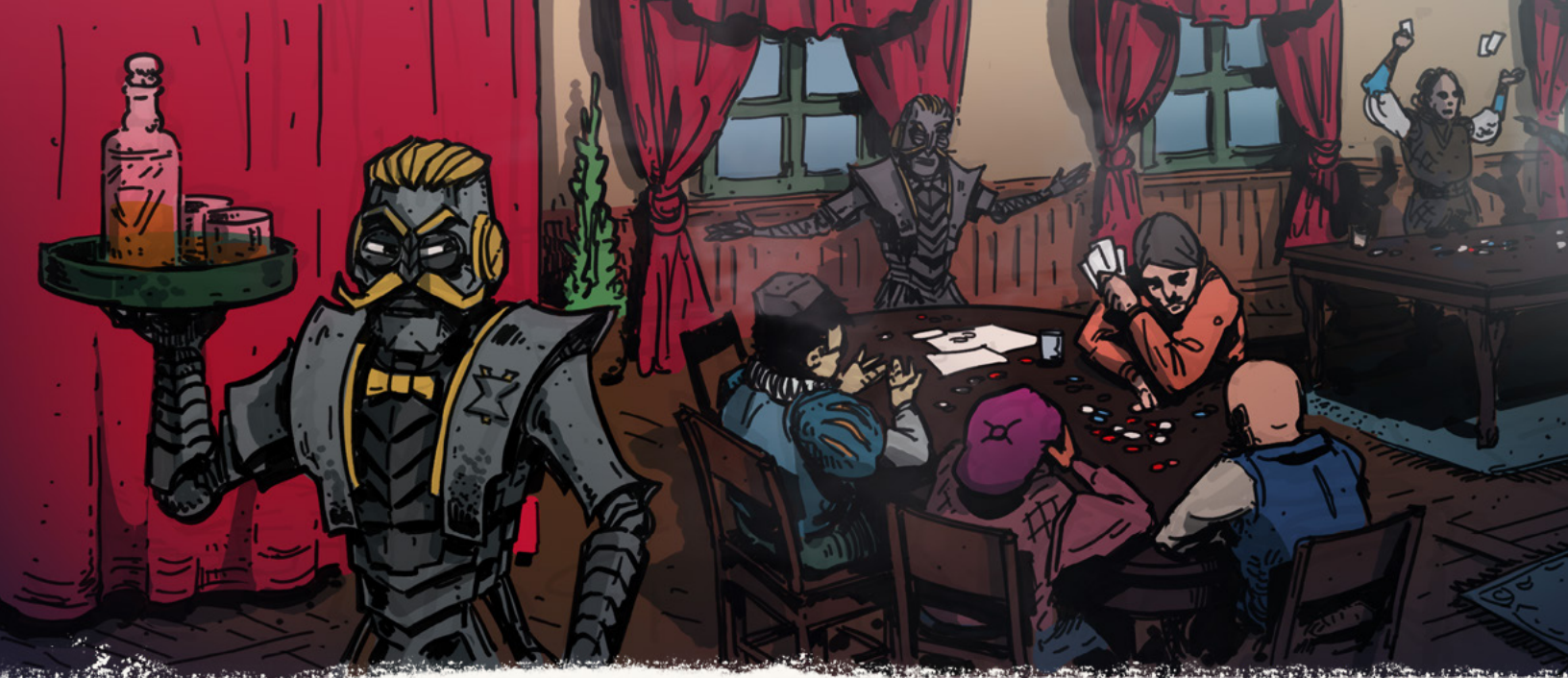
This was the day that changed everything for Salious, whether it had been luck or fate. He released all of the prisoners who wished to return to their loved ones, with the condition that they spread news of the terrifying gnome who with ease had ended the tyranny of Cathilda, The Crimson Nightmare. But those who, like him, had no one to return to, chose to stay and follow Salious into the sky. His crew was born.

The Tavern's Calling was welded to the remnants of The Wanderer and thus the legend of the Wandering Tavern began...

Entry 221

The origins of The Wandering Tavern were a nightmare to find! The old diaries of the original crew were so weather worn that it took me weeks to decipher them. If this doesn't make it into the article so help me I will quit on the spot.

Yours, Amelia



KEY LOCATIONS & PLOT HOOKS

Entry 45

I have compiled detailed maps of the Wandering Tavern from all of my new-found knowledge. I'll include it in my notes along with a color key to help you navigate it.

Yours, Amilia

There are plenty of places to explore within the Wandering Tavern. You can find bars to frequent, game halls to enjoy, and workspaces to poke your nose into.

This chapter provides intricate details about each of the key locations on the Wandering Tavern. Including clear descriptions, lore and plot hooks for each of the areas, and the general locations of the many residences and patrons aboard this Zephyr.

GMs will find this chapter especially useful when navigating the Wandering Tavern's sprawling battle maps. It aims to give you some insight into the mysteries and secrets hidden throughout this setting, while exploring what life is like within the Wandering Tavern.

LOWER LEVELS

- Engineering Quarters
- Cotton Quarters
- Laundry Room
- Helm/ Main Engineering room
- Repairs/Lower Engineering Room
- Sal's room
- Engine

ENGINEERING QUARTERS

Appendix Maps Layer 13

Active Spirit Wards

Long-Lasting Spirit Ward (100% of personal residence are covered by Long-Lasting Spirit Ward)

Description

The Engineering Quarters are located on the same floor as the Helm. They are mainly populated with skilled members of the Engineering and the Forge teams.

This proximity allows the teams to quickly react in the case of an emergency. However, a few high ranking Navigation workers have bribed their way into this living quarter for a faster commute.



These rooms are spacious with many having private desks and work areas for the residents to work on personal projects. Compared to other living quarters on the Wandering Tavern, the rooms in the Engineering Quarters are some of the largest and best maintained. But due to the residents' long working hours, most have become neglected and are in need of some deep cleaning.

Despite the disheveled conditions, the skills of the residents have allowed them to make the best of their situation, so many rooms have been modified by their occupants. You find a variety of tailored flooring options, customized storage containers, and inventive hidden compartments.

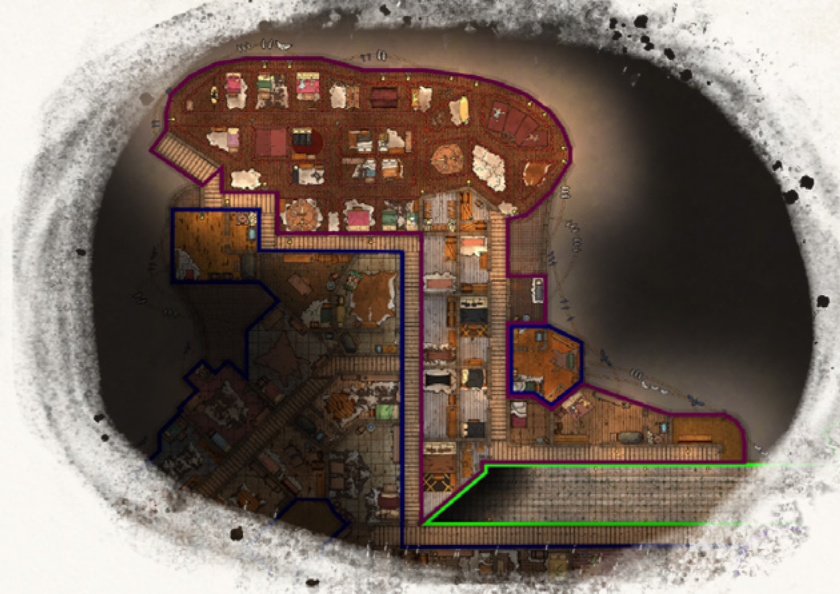
Because of the high number of Spirits lingering in the halls of the Engineering Living Quarters, Captain Emmerson purchases Long-Lasting Spirit Wards for the entire quarters during every Day of the Spirits.

Lore

These quarters used to be part of the old storage area but were converted into rooms for the engineers after the Fracturing of (GM insert setting-relevant date) when the welding on the north western side of the Wandering Tavern failed and the Mighty Roller Gaming Hall tore away. In the chaos that ensued, it took a long time for the Engineering and Forge teams to get to the Mighty Roller and by the time they did it was too late; the damage was irreparable and many lives were lost. Ever since, the Captain demands that there is accommodation for the Engineering and Forge teams no less than a 5 minute walk from the Helm and Engine Rooms, to ensure that if another fracture occurs, they will be on hand to protect the most important parts of the Wandering Tavern.

Residents

Members of the Engineering, Forge, and Navigation teams live within the Engineering Quarters. This living quarter has a big community feel. Everyone here respects each other's skills and there is a lot of trading of ideas and sharing of tools. There are always a few people loitering in the hallways discussing exciting new projects.



COTTON QUARTERS (LOWEST QUALITY)

Appendix Maps Layer 13 

Active Spirit Wards

None

Description

These quarters are located deep in the belly of the Wandering Tavern, so deep that the air always smells like sweat and engine oil. With the exception of a few smaller storage rooms that have been repurposed as bedrooms, the majority of the residents here sleep in one large room, with only curtains for privacy.

There are no washrooms or kitchens nearby so all the residents have to make the trek to the public restrooms and food hall. Over the years, some residents have dragged in rickety beds but most make do with sleeping bags, mats, and hammocks.

The maze of curtains can be confusing for newcomers but among the residents there is an unspoken understanding when it comes to boundaries, ownership and possessions. There are many red stains splattered across the edges of this room where those who crossed the invisible boundaries were taught some manners.

Due to the cramped and unsanitary conditions most illnesses in the Wandering Tavern originate in the Cotton Quarters. Additionally, these quarters are plagued with Spirits during the night. Many residents sleep with Day Spirit Wards attached to their person in an attempt to protect themselves from any Bad Spirits that may appear.

Lore

This area is one of the oldest in the Wandering Tavern. It was originally used as the Tavern's storage hold but when the Main Storage Hold was built it was repurposed as a place to keep excess linens, sheets and other fabrics. However, over the years the number of staff who needed housing increased and there weren't enough rooms to go around. Rent was raised and the poorest residents had to find somewhere new to live.

A few creatures started to camp out in this old storage area among the sheets. The number of residents grew until someone had the idea to put in curtain rails and use the old fabric for some semblance of privacy. Now it's densely populated and bitterly referred to as the "Cotton Quarters".

Residents

The unemployed, poorly paid, and sick all congregate in the Cotton Quarters. As do a constantly rotating group of broke adventurers, though many choose to sleep in their Zephyrs once they get a sniff of the Cotton Quarters.

There is a constant undertone of violence in this area and it's not uncommon for newcomers to be pulled from their beds in the dead of night and returned in the morning with a black eye and lighter pockets.

Plot Hooks

Knockoff Spirit Wards

Since the second floor of the Hideaway Hotel is closed for expansion, a number of poorer visitors make the mistake of finding a place to sleep within the Cotton Quarters. If they don't already possess a Spirit Ward, some of the inhabitants may try to sell the Players their "special Spirit Wards." These are cheap knockoffs and do nothing to ward Players/creatures from the Spirits that live on the Wandering Tavern.

Entry 35

I found a record that The Creator, a gnome called Salious, used to go by the nickname Sal. It may have been a coincidence but I've decided to follow the old gnome from the laundry room for a day or two. Just in case.

Young, Amelia



THE LAUNDRY ROOM

Appendix Maps Layer 13

Active Spirit Wards

Long-Lasting Spirit Ward

Description

The Laundry Room is where all the Wandering Tavern's staff take their personal laundry to be cleaned. No matter the season, walking into the Laundry Room always feels like a tropical escape. The further in you get the more overwhelmed your senses become with the heat of the air, pungent smell of detergent, and clangs of the pipes.

At the front there is a small room filled with boxes where everything is stored until it is to be cleaned. When Sal is ready, the laundry is moved into the main area of the Laundry Room where it is sorted and cleaned in large containers. Finally, it is dried in the back room where thick weathered pipes run across the length of the space, each exceedingly hot. All of the laundry is hung over these pipes and left until they become bone dry.

The small blinking lights running the length of the room do little to illuminate this large space, creating an ominous aura for newcomers.

Lore

The Laundry Room is open to everyone who works on the Wandering Tavern from the Captain to the residents of the Cotton Quarters. No one's undergarments get special treatment, they are all washed with the same detergent.

Workforce

The only employee you will find here is Sal. When he's not working, Sal leaves a small sign telling visitors where to leave their garments based on the fabric and color. However, when available, he's happy to direct you to the lost and found barrel if you think you might have left something in a pocket.



HELM AND MAIN ENGINEERING FLOOR

Appendix Maps Layer 13

Active Spirit Wards

Long-Lasting Spirit Ward

Description

The Helm and Main Engineering Floor are some of the most closely guarded areas of the Wandering Tavern. These areas are the domain of only the best and brightest engineers and navigators. The Main Engineering Floor is where all the cogs and wheels that steer the Wandering Tavern are found. Large whistles and bells line the back wall, and throughout the day will release shrill tones and gentle rings to inform the crew of changes in wind direction, mechanical failures, and threat sightings.

In the Helm's command room, blue velvet armchairs circle a long table where the Wandering Tavern's Captain and his inner circle pour over a large map each day. Captain Emanuel Emmerson also has a private office where he conducts meetings. The large waiting room leading to this office never has more than one or two people in it, but its scale and lavish decorations aim to impress important visitors.

In comparison, the private office is small and concise although many visitors are impressed by the view from the adjoining observation deck (The protruding Hull of a small one person Zephyr previously known as The Wanderer).

Those who work in the Helm and Main Engineering Floor benefit from a working kitchen and large dining area, as well as an expansive weapons store in case the Helm and Engine need to be defended.

Lore

The Helm and Main Engineering Floor are located on the lower levels of the Wandering Tavern. These areas were built within the Tavern's original structure, and you can still see the age of the facilities in the rusted beams and cracks creeping across the walls.

The complexity and delicacy of the Wandering Tavern's steering system is well known in the engineering community and many fascinated artisans travel hundreds of miles hoping to see the great mechanisms in action.

NPCs

You can always find Captain Emanuel Emmerson and his First Mate Leandro Schmitt in the Helm along with many members of the Navigation team.

Throughout the Main Engineering Floor, Coco Cottentail can be seen organizing her workforce, with occasional visits from the Weapons Master, Asterion Ironwrought, and also the Master Smith, Catalina Almenara, and her smithing team.

Workforce

The Main Engineering Floor/Helm is host to approximately 15 to 30 engineers and roughly 15 navigators with a small collection of Militia flanking the doors. There is always an intense energy here. The staff are responsible for the lives of everyone aboard the Wandering Tavern, so orders are specific and strict and there is no time for idle gossip or humor. Those working on this floor are at the top of their craft and they know it. The air is always thick with a healthy dose of arrogance.



TAVERN DWELLERS & PLOT HOOKS

Amilia: *Guess what Mordeck, I made a friend today!*

Mordeck: **He frowns and shrugs**

Amilia: *I know, amazing right! Her name is Angel and guess what ... She invited me to the pub quiz at the Back Bar on Friday.*

Mordeck: **He humphs and rolls his eyes**

Amilia: *You wanna come along to the quiz with us, we can make a night of it?!*

Mordeck: **He ignores her request, instead holding out a hand impatiently* ... Rent ...*

Amilia: *Oh, of course, sorry. Here you go! *handing over gambling chip* Thank you again for the lodging by the way. Honestly, that Hideaway Hotel was such a rip off.*

Mordeck: **He bites the chip before stuffing it into his cheek for safe keeping**

Amilia: **Lowering her voice* Talking about the Hideaway Hotel, what do you think of Penelope? I've been doing some digging. There's definitely something strange going on with the automatons there. Also, my things kept going missing or moving slightly, like someone was rooting through my stuff. Have you seen her acting suspicious on any of your shifts?*

Mordeck: **As she talks, he bashfully pulls Amilia's mother's watch out from one of his bulging cheeks before placing it on the floor* ... Wasn't me ...*

From the lowly engineer to the fearsome leader of the Claw Mafia, this chapter delves into the hearts and souls of the Wandering Taverns NPCs. Who will you find pulling pints in The Scarlet Heart? Or causing trouble high up in The Roost? And who can you pit against your Players if trouble starts brewing...

GMs can find backstories, stunning descriptions and tantalizing plot hooks to help give life to the halls of this Zephyr. On top of this, many of the characters have stunning artwork (some have D&D 5e stat blocks) to make your life as a DM as easy as possible.

So, prepare yourself for memorable NPCs, crazy plot hooks, the secrets of the Spirits plaguing the halls, and mysteries galore.

CAPTAIN EMANUEL EMMERSON

MAIN PILOT

Race: Elf

Pronouns: He/Him

Description

Emmerson is a tall and straggly Elf that towers over everyone in the Helm.

He wears his uniform with pride: a white and blue pilot cap with the golden emblem of the Wandering Tavern in the center, a crisp white shirt, and long blue trousers with a crease immaculately ironed down the front. On windy days, he dons his thick blue blazer, custom made with extra pockets and a Captain's golden epaulets clearly visible on the shoulders.

He wears his long black hair up in a slick ponytail that falls down to his lower back. As he struts around his post, it flicks from side to side, often swatting the engineers scurrying behind him.

Personality

Emmerson is never one to raise his voice, but his shrill tone is always crisp and to the point. He only speaks when necessary, preferring to tap his trusty pencil against the desk when he feels a burst of emotions.

Emmerson can be described as aloof and serious. His life is his job and he refuses to fail or back down... ever. His gaunt face, normally scrunched into a frown, will only crack a smile for his First Mate Schmitt's terrible jokes.

He would sacrifice it all, even Schmitt, to retain his command of the Wandering Tavern.

Lore

They say Emmerson was bullied about his height from a very young age, thus he became Captain of a Zephyr so that he could forever look down upon them all. As a student in flight school, he was a background character. But slowly and surely Emmerson worked his way into the spotlight.

He now has the sort of unbreakable confidence and swagger only a decade of experience and study can achieve. Today his word is gospel. The young engineers hang on every dismissive remark and follow his carefully formulated directions to the letter.

The only one who gives Emmerson attitude is his second in command Leandro Schmitt. Although vastly different, the two became firm friends after a life and death incident involving a balloon in a lightning storm.

Emmerson has always wanted to be in command. After Salious retired and made Clementine Captain instead of him, he was furious. This rage festered for years until Emmerson was obsessed with taking command of the Wandering Tavern.

He betrayed Captain Clementine and made a deal with the Claw Mafia. They agreed to kill Clementine, allowing Emmerson to take command in exchange for giving the Claw Mafia permission to use the Wandering Tavern as a stronghold for their black market trades.

Plot Hooks

Rebellion

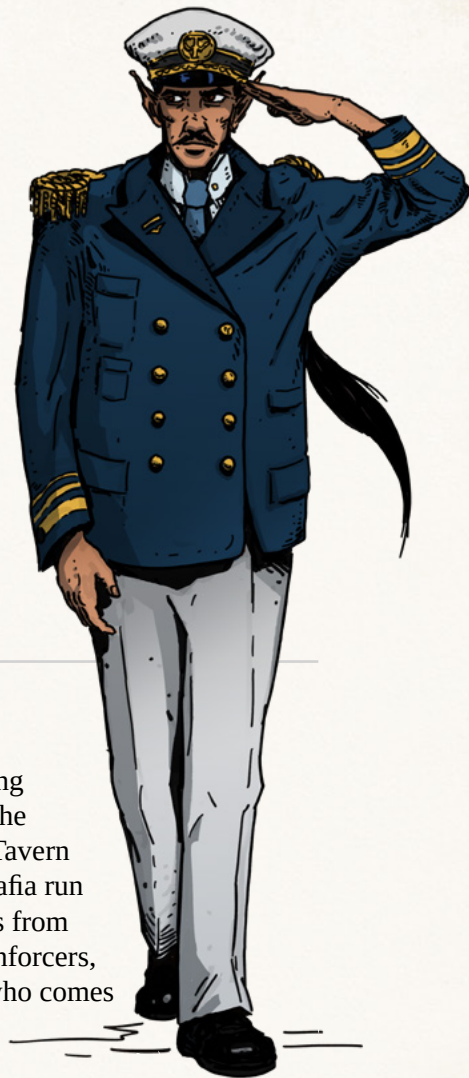
The Claw Mafia, under the leadership of León, is getting out of hand. Emmerson is the Captain of the Wandering Tavern in name only. The Claw Mafia run everything, collecting taxes from businesses, acting as law enforcers, and controlling everyone who comes and goes from the Docks.

Since the Great Vanishing, Emmerson has been plotting how to get the Claw Mafia to abandon the Wandering Tavern. He approached Sal, praying he didn't know the circumstances of Clementine's death and begged for his help. Sal, as it turns out, had already begun a plot of revenge to rid the Wandering Tavern of the Claw Mafia. Sal simply asked Emmerson to employ his automatons in the Gaming Hall, Hotel, bars, and Admin House. Emmerson eagerly complied.

Players that get to know Captain Emmerson may become aware of this information and learn that Sal is The Creator/founder of the Wandering Tavern as well as being responsible for building the automatons taking over many of the Tavern's establishments.

The Assassination Order

Because of his new found dislike of the Claw Mafia, Captain Emmerson may try to employ a strong adventuring party to assassinate the Claw Mafia's leader, León. If they accept this task he will tell them about a secret entrance to the Claw Family Vault that is hidden by a colony of spiders in the Main Storage Hold. It is possible to travel from the Main Storage Hold to the Vault and up into The Claw House. This route will be heavily guarded by Militia.



LEANDRO SCHMITTY

FIRST MATE

Race: Dwarf Pronouns: He/Him

Description

Schmitty is a short and very rounded Dwarf. He wears a droopy little cap that always sits flopped over to the right. His round, plump cheeks are covered in a thick white beard that is nicely groomed. Within this beard is a heartwarming smile that never seems to disappear. He wears a tight-fitting white and blue striped shirt, a pair of well ironed slacks, and perfectly polished black shoes.

Personality

Schmitty is the life of the Helm. He is constantly cracking jokes and spreading positivity. He speaks with a slight lisp that makes his already comforting tone even more endearing. Though Schmitty lives in a lighthearted manner, he takes his job very seriously and follows Captain Emmerson's every command to the absolute letter. He respects Captain Emmerson both as his superior but also as his best and longest standing friend. Schmitty is happy to talk openly to anyone. However, he will never knowingly betray Captain Emmerson or the Wandering Tavern.

COCO COTTENTAIL

MAIN ENGINEER

Race: Rabbit Kin Pronouns: She/Her

Description

Coco is small, even for a Rabbit Kin. She's covered in soft gray fur with two long ears sticking straight up atop her head, swiveling from side to side at every noise. A large, dark blue scarf wrapped around her neck falls in layers and often trails behind her as she moves. Coco wears a soft cotton shirt, stained gray with grease, and puffy brown jodhpurs with blue wraps around each ankle. She also wears a bronze pin containing the Engineering team's insignia pinned to her right leg.

A faded scar crosses her muzzle, and her dark brown eyes are filled with bright calculations. Coco wears an oversized tool belt containing spanners, hammers, screwdrivers, a welding mask, and a pocket full of screws.



Personality

Despite her small size, Coco is a bundle of energy, leaping from place to place and launching herself headfirst into small crevices and pipes. Coco has always had a way with metals and is a self-taught engineering expert. Many call her a bloodhound on the scent when sniffing out structural weak points and failures.

Coco hates being underestimated due to her size and wields her sharp tongue and wit as weapons. Despite this, Coco is a pacifist; she believes that violence is the language of idiots and fools. Over a strong pint (or three) of her favorite ale, Coco claims she can talk her way out of anything.

When you get to know her, Coco is a sweetheart through and through. She's always there to show the other engineers how to improve, and gained her title as Head Engineer as much by being well-liked as her extraordinary talent. Recently, Coco has started feeling like the Wandering Tavern has shrunk. She believes there is nothing that she has not seen here and sometimes catches herself staring a little too wistfully at the departing Zephyrs. Maybe one day...

Lore

Coco grew up on the Wandering Tavern, as a child she spent her days crawling around in the vents and dragging the other children on grand adventures. When she was old enough, she applied to join the Engineering team but was rejected, again and again. Her luck changed about ten years ago when the majority of the Engineering team disappeared overnight, including the Head Engineer. When it became clear that the engineers were not going to return and the Militia had no intention of looking for those who were missing, a whole new team was hired. Coco was able to quickly rise through the ranks.

Lowly Engineer



LOWLY ENGINEER

Race: Any

Pronouns: Any

Description

The Wandering Tavern collects a huge diversity of engineers from across the skies. They come in all sizes, races and backgrounds. Their one common attribute on the Wandering Tavern is the official engineer's insignia proudly displayed on their person.

You can usually spot an engineer by their grease-slicked hair and denim work overalls, although some choose not to wear a uniform. It's an unspoken rule that the dirtier your clothing, the higher your rank in the Engineering team.

Personality

Engineers, despite being the lifeblood of the Wandering Tavern, are generally looked down upon by the more affluent patrons and staff. This gives them a deep grudge against all of the higher ups and a heightened sense of camaraderie within their team.

Due to their poor pay, engineers squabble over the worst beds in the shabbiest living quarters. They are the only group of staff on The Wandering Tavern to be unionized, though so far they haven't managed to improve their situation.

Lore

Most of the engineers who find themselves in the belly of the Wandering Tavern are self taught. They are a tight-knit pack with internal politics and dramas, but still function as one solid team, united by purpose and shared skill sets.

They have a clear hierarchy and a great deal of respect for the Head Engineer, Coco Cottentail and the Weapons Master, Asterion Ironwrought .

Lowly Engineer

Medium humanoid (Any Race), Any Alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	16 (+3)	10 (+0)	9 (-1)

Skills Arcana + 5, Investigation +5, Sleight Of Hand +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Master Of The Machine. Lowly Engineers deal double damage to objects, structures, and constructs.

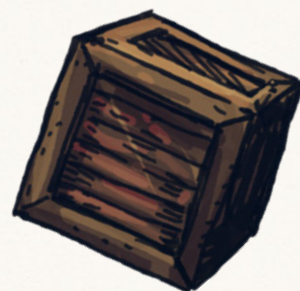
Mechanical Insight. Lowly Engineers can use a bonus action to repair (heal) 2d10 Hit Points to any object, structure or construct.

Tools Adept. Lowly Engineers have proficiency when using Smith's Tools, Tinker's Tools, Carpenter's Tools, and Mason's Tools to repair, build, construct, disassemble or modify any objects, structures, and constructs.

Ward of the Wandering Tavern. Lowly Engineers have advantage on any check required to deduce any issues or to repair any section of the Wandering Tavern.

Actions

Gyroscope Wrench. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage





SPIRITS

In this chapter, we give insight into the mysterious Spirits of the Wandering Tavern. This includes exploring the lore of these Spirits and exactly how they came to exist.

Spirits may impact Players in a number of ways, including anything from being a deadly threat, to becoming an unlikely ally with valuable information about the Tavern. Either way, this chapter will outline the different types of Spirits Players may encounter, the mechanics surrounding their appearances, and how to defend against this threat.

These Spirits were bound to the Wandering Tavern by an ancient artifact known as the Stone of Remembrance (see Chapter 6, Magical Items). They cannot pass into the afterlife, and only the destruction of the Stone of Remembrance will set them free.

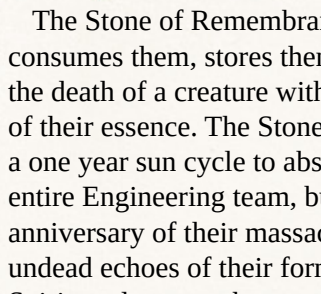
GM NOTE

Spirits are similar to Ghosts, the main difference being that a Spirit cannot pass on. However, a Bad Spirit may find peace and become a Good Spirit, and vice versa a Good Spirit may lose all hope and turn into a Bad Spirit. For instance, Players may make a Neutral Spirit, Good, by returning their lost family heirloom, or allow a Bad Spirit to be comforted if a Player kills the Claw Mafia member who slaughtered them.

If you wish to use Spirits in your world without them being tied to the Wandering Tavern or the Stone of Remembrance, we recommend you choose a location or item for them to be bonded to, or specify that they do not need to be bonded to a location unlike ghosts.

One year after The Great Vanishing, when the entire Engineering team disappeared with no explanation, the Wandering Tavern was invaded by Spirits.

At the root of this mystery was the Claw Mafia. To keep the construction of a vault containing their illegal goods and powerful items a secret, the Claw Mafia, on León Claw's orders, massacred the Engineering team that built it. To hide the evidence, the Militia proceeded to throw their bodies from the Zephyr. This slaughter took place within the walls of the newly built Claw Family Vault, and unbeknown to León, one the few artifacts that had already been stored here had an unforeseen effect.



The Stone of Remembrance craves memories; it consumes them, stores them, and when presented with the death of a creature within its reach, it entraps all of their essence. The Stone of Remembrance took a one year sun cycle to absorb the memories of the entire Engineering team, but after this time, on the anniversary of their massacre, the engineers returned as undead echoes of their former selves ... Spirits. These Spirits only remember small scraps of their former lives and their existence is eternally bound to the Stone of Remembrance.

These creatures resemble walking dark shadows and can effortlessly hide in the labyrinth of hallways and quiet corners of the Wandering Tavern. In daylight, they disappear into the shadows but at night, when the Stone of Remembrance is at its most powerful, these Spirits appear in unwarded areas of the Wandering Tavern. Some of these Spirits will pay you no mind but if you are unlucky enough to meet one in a foul mood (as many of the Spirits were in the initial weeks after they appeared), you better pray you are strong enough to withstand them. In the present day, a few Spirits have regained a small degree of sentience and can commune with the living, although much of what they say is wrapped up in riddles and a fog of lost memories.

Spirit Wards

Before León Claw hired witches and mediums to create Spirit Wards, the Spirits could move freely through the Wandering Tavern, invading people's homes, disrupting the many establishments aboard, and even lingering in bathrooms. Every year during Spirit Day (see Holidays and Celebrations Chapter, page x) when the Spirits remain visible throughout both day and night, the same host of witches and mediums are invited back to the Wandering Tavern. During this holiday, the witches and mediums use their power to fend off the influx of Spirits, to replace any Long-Lasting Wards for the coming year, and to sell batches of Short Wards and Day Wards to the Tavern Dwellers. With the newly replaced Long-Lasting Wards, the Wandering Tavern is able to reopen their doors to patrons.

Upon arrival, everyone who visits the Wandering Tavern is warned not to wander the corridors at night without protection. Short Wards and Day Wards are available to purchase from the Dock, the Hideaway Hotel's main desk, or the Admin House. (Mordeck's shop also carries a number of Spirit Wards. Forgeries are also sold in the Cotton Quarters.)

Spirit Wards can prevent Spirits from entering an area or harming a creature. There are three types of Spirit Wards:

Entry 13

Everyone warned me not to walk around the Taverns hallways at night without a Spirit Ward. But last night it must have fallen out of my hair. The Spirits are not what I expected. A few are even somewhat friendly if not a bit desperate for attention. I'm glad I got into the Flying Rum Barrel when I did though because a putrid smell started filling the air and I could feel the dark presence stalking me through the halls. It was bone chilling. Luckily Kualani let me hide out until morning.

Yours, Amilia

Long-Lasting Spirit Wards

A Long-Lasting Spirit Ward can remain active for up to a year, unless drained by an excessive number of Spirits. Creating these Wards requires a huge amount of magic. Many of the business establishments on the Wandering Tavern pay witches and mediums to install Long-Lasting Wards over their establishment's entryway during The Day of Spirits. This will prevent Spirits from entering this area until the Wards' effects have faded.

Day Spirit Wards

Day Wards are regularly sold on the Wandering Tavern. These Spirit Wards last for 24 hours and many creatures use them if they are roaming through the Wandering Tavern at night. A Day Ward is worn by a creature to prevent Spirits from seeing or harming them. They are often tied onto wrists, woven into hair, or placed in the bottom of shoes to ensure they never leave the creature's possession. When a creature wears a Day Spirit Ward, they are invisible to any nearby Spirits.

Short Spirit Wards

A Short Spirit Ward can last between an hour and many days. Generally, Short Wards are sold on the Wandering Tavern with one hour of protection. These are the go-to Spirit Wards for workers who only need to use Wards to travel safely home from their place of work after a late shift. When in possession of a Short Spirit Ward, a creature is invisible to Spirits and cannot be targeted by their attacks.

If any Spirit Ward is damaged it immediately loses all effect, and Spirits are free to enter an area or harm the individual left unprotected.

How to Create a Spirit Ward

Spirit Wards are made using strips of fabric, marked with ancient warding runes, and blessed in holy water. These strips of fabric can be hung on entryways to prevent Spirits from entering a room or held/worn by an individual to protect themselves from the Spirits' psychic attacks.

Spirit Wards are not permanent and their effectiveness will fade depending on the number of Spirits coming into contact with them, and/or the amount of power imbued into the warding runes on the fabric by the creature that formed it.

Spirit Wards are fairly easy to create. All you need is any strip of fabric, access to holy water, and the knowledge of which warding runes to use. However, for a Spirit Ward to be effective, you also need access to strong magic with which to bind arcane power into the runes. Without this power a Spirit Ward is useless.

Ingredients for Spirit Ward Creation

- 1 strip of fabric (at least 3 cm/1 inch wide and 10 cm/4 inches long)
- Drawing Utensil (This could be a quill, pencil, pen, stick or even a finger)
- Medium (This could be ink, blood, mud, lead, etc.)
- Holy Water (Enough to fully submerge the strip of fabric)

Process of Creating a Short Ward

1. Take a strip of fabric and lay it flat.
2. Take a drawing utensil and medium and begin marking the strip of fabric with the warding runes.
3. You must imbue the warding runes with arcana (magic). To imbue the runes, a spellcaster must expend one or more spell slots. The combined level of the spell slots expended equals the number of hours the Short Ward will be able to fend off Spirits. For example, if a spellcaster expends one 1st-level spell slot and two 2nd-level (a combined total of 5 spell slot levels) to imbue the runes of a Short Ward, its protective powers would last for 5 hours.
4. Once the warding runes are imbued with arcana, they must be fully submerged in Holy Water for at least one second.
5. The Short Ward is ready for protective use.

Process of Creating a Day Ward

1. Take a strip of fabric and lay it flat.
2. Take a drawing utensil and medium and begin marking the strip of fabric with the warding runes.
3. You must imbue the warding runes with arcana (magic). To imbue the runes, a spellcaster must expend a number of spell slots. The combined level of the expended spell slots must equal or surpass a spell level of 15. For example, if a spellcaster expends four 1st-level, three 2nd-level, and two 3rd-level spell slots they combine to a total spell level of 16 which surpasses the requirement of 15 spell levels. Thus, they are able to imbue the runes of a Day Ward making its protective powers last for 24 hours.
4. Once the warding runes are imbued with arcana, they must be fully submerged in Holy Water for at least one second.
5. The Day Ward is ready for protective use.

Process of Creating a Long-Lasting Ward

1. Take a strip of fabric and lay it flat.
2. Take a drawing utensil and medium and begin marking the strip of fabric with the warding runes.
3. You must imbue the warding runes with arcana (magic). To imbue the runes, a spellcaster must expend a number of spell slots. The combined level of the expended spell slots must equal or surpass a spell level of 30. For example, if a spellcaster expends four 1st-level, three 2nd-level, two 3rd-level, and four 4th-level spell slots they combine to a total spell level of 32 which surpasses the requirement of 30 spell levels. Thus, they are able to imbue the runes of a Long-Lasting Ward making its protective powers last for 1 year.
4. Once the warding runes are imbued with arcana, they must be fully submerged in Holy Water for at least one second.
5. The Long-Lasting Ward is ready for protective use.



DOWNTIME

Below are a range of downtime activities for Players to enjoy, both as their characters and in real life. This includes the rules of the many games played around the tables of the Godspeed Gaming Hall, in the dark corners of the Back Bar, and in the homes of the Tavern's dwellers. With these games, Players can win prizes, gamble away their fortune, build relationships, settle disputes, and have a good laugh.

Additionally, we have curated a selection of the Wandering Tavern's best recipes for enjoyment around the TTRPG table. These recipes range from fabulous game snacks to full meals.

DOWNTIME GAMES

Fifties

Maximum Players: 2

Rules

This game involves two characters sitting facing each other. Each character/Player has a full set of dice (d4, d6, d8, d10, d12, d20) to play with. The game is played in rounds.

Before the first round begins, characters/Players establish what stake they will be betting against each other. The bet will be collected by the winner at the end of the game.

At the start of each round, both characters/Players openly select one dice from their individual set. In secret, they choose a number on their die and conceal it in their hand. The characters then place the concealed die with their selected number face up, on the table (with their hand covering it).

One of the two characters/Players are selected to be the first guesser (the guesser is alternated each round). This character/Player must guess if the number face up on their opponent's die is even or odd. If the guesser is correct, they win their opponent's die and the next round begins with each character/Player selecting another dice from their set (this could be the same die or a different one). If they are wrong, however, they lose their die and the next round begins with the opposite character/Player now being the guesser.

Once per game, when acting as the guesser, each character may try to guess the exact number that their opponent has on their concealed die, instead of whether the selected number is even or odd. If a character does choose to guess the exact number of their opponent's die, this becomes the last round of the game. If the guesser is able to correctly guess the concealed number on their opponent's die, they win all of their opponent's remaining dice and the game is over. If the guesser is incorrect, they lose all of their remaining dice and the game is over.

After the final round, when one character/Player has lost all of their dice, they must settle the bet. Characters/Players then return each other's dice.

Fool's Paradise

Minimum Players: 2

This game involves multiple characters sitting around with a deck of cards in the center of them. Each character takes a turn drawing one card from the deck and then looks at their card while keeping it secret from the other characters. Every character makes bets based on their card. All bets must match. If one character raises the minimum bet, all characters must either meet the highest bet or fold; thus, being eliminated from the game. Once the betting is done, the first round is concluded.

The game continues. Each character takes a turn to draw another card from the deck, then looks at the card while adding this card's value to the value of their first card. All of these calculations are done secretly without showing the results to the other characters. Then, every character makes bets based on the new total value of both of their cards. During this round, all bets must again match. If one character raises the minimum bet, all characters must either meet the highest bet or fold; thus, being eliminated from the game.

Each character takes a final turn to draw another card from the deck, then looks at the card while adding this card's value to the value of their other two cards. All of these calculations are again performed secretly without showing the other characters.

Finally the last round of bets takes place and again the bets must match. Once all the final bets have been made, any characters remaining in the game reveal their cards and their total value to the group. The winner is determined by the values of the characters' cards. The winner gets the pot containing all the bets from across the rounds.

Rules

Each Player rolls a secret d20 noting its result, then performs a round of bets. Each Player states how much of a currency they wish to bet. This round of bets continues until the bets are not being raised anymore, and Players have either met the highest bet or folded.

Each Player then rolls a secret d8 noting its result and adding it to the result of their d20 roll. They place another round of bets repeating the same process as before. Once Players have either met the highest bet or folded, the betting ends.

Finally, each Player rolls a secret d6, noting its result and adding it to the result of their d20 and d8 rolls. They then place their final round of bets, repeating the same process as before. Once Players have either met the highest bet or folded, the final round of betting ends.



All Players left after the final bets must reveal the total value of all the dice rolls.

A value of 34 beats all other values and wins. A value of 3 beats any value that isn't a 34 and wins. If neither a 34 or a 3 are the values of any of the Players' rolls then the highest total value wins.

If there is a tie, characters split the betting pot.

Lucky Shot

Minimum Players: 2

This game is a contest between multiple characters to see who is the best archer. The characters that are participating in the contest get a bow and 4 arrows to fire at a circular ring bulls-eye style target that is stationed 80 ft. away. There are 4 rounds in every contest. In each round, the participants take turns firing arrows at the target. They then calculate the points they scored based on which ring their arrow pierced on the target. At the end of each round characters add the points they have gained to the already accumulated points from the previous rounds. The winner is the person with the most points at the end of the 4 rounds of play.

Rules

Each round, characters will get a chance to attempt to hit the circular ring bulls-eye styled target.

During each round, in no particular order, the Players must roll a Ranged Weapon Attack adding their Dexterity modifier to the roll as usual (they may also add their proficiency bonus to the roll if their character has proficiency with bows).

To pierce the target's outermost ring, the Players must hit or supersede an AC of 10. If they are unable to hit an AC of 10, they miss the target entirely. To pierce the target's second ring from the outside, the Players must hit or supersede an AC of 15. If they are unable to hit an AC of 15 but hit above an AC 10 they hit the outermost ring of the target instead. To pierce the target's third ring from the outside the Players must hit or supersede an AC of 20. If they are unable to hit an AC of 20 but hit above an AC 15 they hit the second ring from the outside of the target instead. To pierce the target's bulls-eye dot the Players must hit or supersede an AC of 25. If they are unable to hit an AC of 25 but hit above an AC 20 they hit the third ring from the outside of the target instead. (See Diagram x)

At the end of each round, Players calculate the amount of points they have gained based on where they pierced the target. Once all the rounds are over, each Player calculates their accumulated total, and the Player / Character with the highest score wins the contest.

Target Rings	Points Given
Outermost Ring	5
Second Ring From The Outside	10
Third Ring From The Outside	15
Bulls-eye Dot	20

GM Note

After each shot from a Player, add flavor and describe how their arrow hits or misses the target. Players can gain bonuses to their rolls if they cheat and use non-standard/personal/modified bows or arrows. Also, Players can cause other characters or Players to have minuses on their rolls by talking trash or getting in their opponent's head (this can be resolved with contested ability checks between the person trying to get in their opponent's head and the one affected).



THE WANDERING TAVERN'S RECIPES

Entry 41

Across the Wandering Tavern there are many kitchens producing mouthwatering smells that make your taste buds tingle. My favorite pastime during my adventures on this Zephyr has been hunkering over plates of new and magical meals while analyzing my journalistic notes. I can't tell you how many breakthroughs I've had unraveling the Tavern's mysteries over a serving of Chicken Shawarma and a bowl of Salami Crisps. (Check them out, they're amazing!)

Although I am excited to be leaving this place, I will desperately miss the food. So, using my charms, I have managed to convince (and blackmail) the chefs of the Wandering Tavern to share their recipes with me.

I'm keeping one or two of my favorites to myself, but here are some of the Tavern's most delicious and munchable delicacies.

Yours, Amelia

Fried Plunging Pickles

(Fried Pickles with Back Bar Dunking Sauce)

Source: The drunken rambles of a server from The Back Bars

Location Served: The Back Bar

Servings Size: Makes about 6 servings

FRIED PICKLES

INGREDIENTS

10 large dill pickle spears
125g all purpose flour
1 tsp garlic powder
1 tsp salt
1 tsp chili powder or smoked paprika
2 large eggs
275g panko breadcrumbs
Vegetable or corn oil for frying

*"Don't swap to olive oil ... who can afford that's not and you can't use it anyway."
A server from The Back Bar*

METHOD

Step 1: Slice pickle spears lengthwise into thirds or quarters, depending on how thick they are. Pat dry with paper towels/kitchen roll.

Step 2: In a medium bowl, whisk together flour, garlic powder, salt, and chili powder/smoked paprika. Put the eggs in a separate medium bowl and whisk until yolks and whites are fully blended. Add panko breadcrumbs in a third bowl. Working a few spears at a time, dredge the pickle spears in the flour mixture, then toss the spears in

the eggs and finally coat with the panko breadcrumbs.

Step 3: Frying the pickles. Pour about 1 ½ inches of vegetable oil into a large, deep skillet. Heat over medium heat until the oil reaches about 175°C or 350°F, or until shimmering. (If a splash of water sizzles when you flick it into the pan, it's ready.) Working in batches, add 3-4 pickle spears to the hot oil using tongs (Do not crowd the pan or the oil will cool.) Cook until the spears are golden brown on one side, about 1 minute, then flip and cook until the second side is golden, about a minute longer.

Step 4: Place fried spears on a cooling rack or platter lined with paper towels to drain any excess oil. Serve hot with Back Bar Dunking Sauce.

BACK BAR DUNKING SAUCE

INGREDIENTS

100g mayonnaise (egg or vegan)
50g tomato ketchup

METHOD

Step 1: In a bowl, mix together the mayonnaise and ketchup. Set aside until ready to serve.

*"Yep that's it, get over it."
A server from The Back Bar*



MAGIC ITEMS

In this chapter you can find a host of magical items to shake up your TTRPG experience and add some spice to any heist, shop, chest, or other sundry products you encounter. With these magical items Players can protect themselves from vengeful Spirits, explore the Wandering Tavern in exciting new capacities, and fill their pockets with mysterious loot.

Below you will find unique magical items, what they do, and where Players might discover them on the Wandering Tavern.

Short Spirit Ward (1 hour)

Scroll, Uncommon (can be purchased at the Dock, Hideaway Hotel, Admin House and Mordeck's shop)

This is a small strip of fabric with ancient warding arcane runes scribed on it. This Short Spirit Ward has a protection duration of 1 hour. Once that hour has passed, the Spirit Ward will ignite and instantly burn itself to ash, removing all protective properties for the location or creature that carried the Ward.

Location Use: Hang this Short Spirit Ward over the entrance of a room. Once hung, the room is fully protected from Spirits. No undead creatures or beings may enter that room for the next hour, as long as the Spirit Ward remains hung up.

Personal Use: Being in contact with a Short Spirit Ward renders the wearer invisible to Spirits for 1 hour. Also, the wearer is only able to see Spirits' shadow forms. No Spirit can knowingly target you with an attack, action, or spell during the next hour, while you wear this Spirit Ward.

If torn or damaged, this Spirit Ward loses all protective properties and no longer functions.





Day Spirit Ward (24 hours)

Scroll, Rare (can be purchased at the Dock, Hideaway Hotel, Admin House and Mordeck's shop)

This is a small strip of fabric with ancient warding arcane runes scribed on it. This Day Spirit Ward has a protection duration of 24 hours. Once that time has passed, the Spirit Ward will ignite and instantly burn itself to ash, removing all protective properties for the location or creature that carried the Ward.

Location Use: Hang this Day Spirit Ward over the entrance of a room. Once hung, the room is fully protected from Spirits. No undead creatures or beings may enter that room for the next 24 hours, as long as the Spirit Ward is hung up.

Personal Use: Tying this Day Spirit Ward around a section of one's body renders the wearer invisible to Spirits for 24 hours. Also, the wearer is only able to see Spirits' shadow forms. No Spirit can knowingly target you with an attack, action, or spell for the duration, while you wear this Spirit Ward.

If torn or damaged, this Spirit Ward loses all protective properties and no longer functions.

Long-Lasting Spirit Ward (1 year)

Scroll, Very Rare (can be purchased at the Dock, Hideaway Hotel, Admin House and Mordeck's shop)

This is a small strip of fabric with ancient warding arcane runes scribed on it. This Long-Lasting Spirit Ward has a protection duration of 1 year. Once that time has passed, the Spirit Ward will ignite and instantly burn itself to ash, removing all protective properties for the location or creature that carried the Ward.

Location Use: Hang this Long-Lasting Spirit Ward over the entrance of a room. Once hung, the room is fully protected from Spirits. No undead creatures or beings may enter that room for the next 24 hours, as long as the Spirit Ward is hung up.

Personal Use: Tying this Long-Lasting Spirit Ward around a section of one's body renders the wearer invisible to Spirits for 1 year. Also, the wearer is only able to see Spirits' shadow forms. No Spirit can knowingly target you with an attack, action, or spell for the duration, while you wear this Spirit Ward.

If torn or damaged, this Spirit Ward loses all protective properties and no longer functions.

Utility Belt

Wondrous Item, Uncommon (can be found at the Dock or gifted by Jane Murphy)

This leather harness and belt combination has various utility pouches attached to it. While wearing this belt, you can use a bonus action to think of an item, then reach into one of the utility pockets and pull it out. The item must be able to fit in a 1 ft. cube and must be worth no more than 10 gold pieces (or equivalent setting relevant currency). You cannot pull out gold, jewels, or living things.



Sal's Drinking Pouch

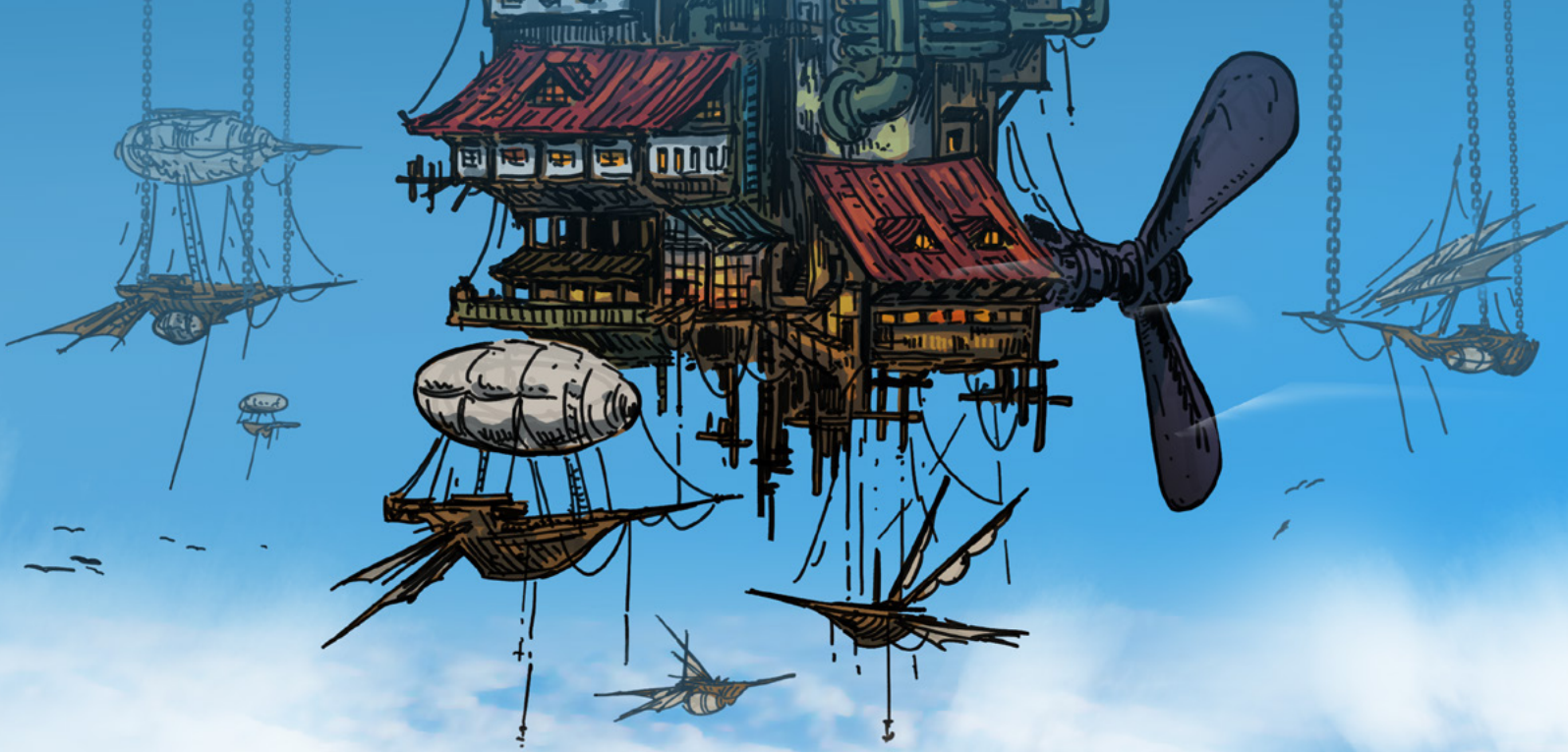
Wondrous Item, Very Rare (can be found on Sal's person)

This is a leather drinking pouch with a rigid spout. The pouch is sealed with a cork that is attached to the spout of the pouch with a small string to prevent its loss. The pouch is filled with a magical brew that never runs out.

You can use an action to take a drink of the pouch's magical brew. Any creature that drinks from this pouch becomes immune, for 1 hour, to any magical effect that would put/force them to sleep.

GM Note

The cork of this drinking pouch can be pulled apart to reveal a secret key (that unlocks Sal's Chest of Sleep). To find this key, a Player must succeed on a DC 15 Intelligence (Investigation) check. This item pairs with Sal's Chest of Sleep, working as a premeditated antidote to the effects of the chest.



PLUG & PLAY ZEPHYRS

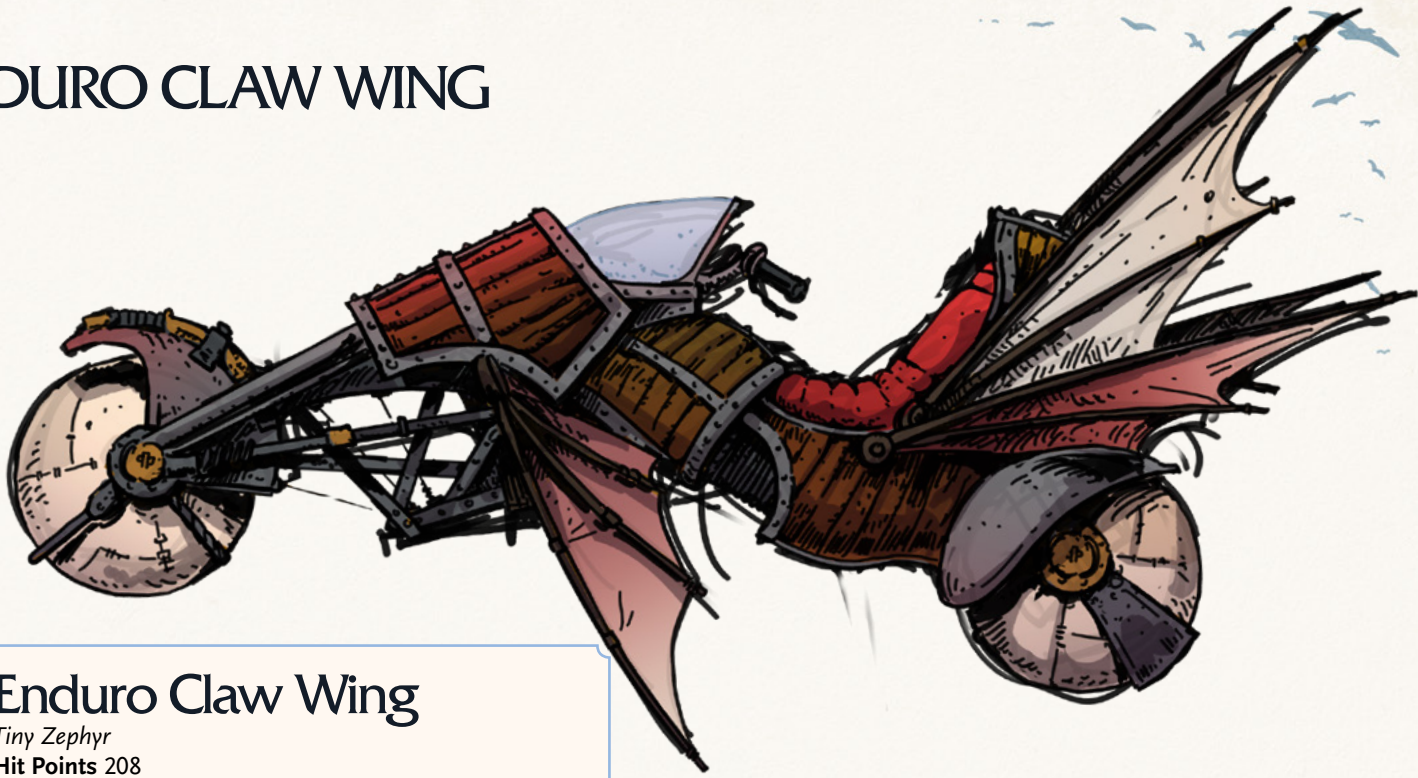
The following chapter contains a number of example Zephyrs that you can use to populate the skies around the Wandering Tavern, use as transport for players, and provide exciting new escape options if things go sideways.

Additionally, you can find all of the Parts and Stations needed to build custom Zephyrs to suit your party's needs. These parts can form anything from a tiny broken down Zephyr, barely holding itself together, all the way to top of the line Zephyrs designed for speed and loaded with advanced weaponry.

To make the best use of these Zephyrs, we recommend you check out *Sky Zephyrs*, a HaTD supplement that brings airship/vehicle movement and combat to D&D 5e, and also our website ship builder application. Both can be found at HaTDBuilder.com.



ENDURO CLAW WING



Enduro Claw Wing

Tiny Zephyr

Hit Points 208

Creature Capacity 2 passengers

Total Cargo Capacity 3 tons

Power Gem Requirements 1 Tri Gem (1 charges to start)

Base Speed Points 16 (320 ft.)

45° Turn 4 Speed Points

Adjust Altitude Maneuver 8 Speed Points

STR	DEX	CON
16 (+3)	8 (-1)	18 (+4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

FOUNDATION

Enduro Hull

Armor Class: 14

Threshold: 70

Ability

Endure. The Zephyr's Strength is increased by +2.

Action

None

Compromised Condition

The Zephyr has disadvantage on all Constitution saving throws until the Hull is repaired. It also takes maximum damage from a Ram action. In addition, it loses all abilities and actions.

Air Blast Engine

Armor Class: 20

Threshold: 10

Ability

None

Action

Part Abilities. While this Station is manned, the manning creature can take the following action:

Air Jet Thrust: You may expend a spell slot to activate the Air Jets, increasing this Zephyr's Speed Points by 2 Speed Points per spell level. This boost lasts until the extra Speed Points are spent. As part of this action, immediately after spell slots are expended any Zephyrs and creatures within a 20 ft. long and 10 ft. wide line behind this Zephyr must make a DC 18 Strength saving throw. On a failure, they take 2d6 bludgeoning damage. Also, a creature who fails is knocked backward 20ft and a Zephyr that fails has its Speed Points reduced by 2 until the end of the next Zephyr Movement Phase. On a success, creatures take half of the damage and are not knocked back, and Zephyrs don't have their Speed Points reduced. You can only have one thrust active at a time.

Compromised Condition

The Zephyr Speed Points are treated as 0 when using the Helm Station until the Engine is repaired. All Parts and Stations are considered non-magical. In addition, none of this Engine's actions can be taken and none of its abilities are active. If the Zephyr has a second Engine, its Speed Points remain as usual until both Engines suffer the Compromised Condition.



Manual Helm

Armor Class: 15

Threshold: 25

Ability

Becoming One with the Cogs. If a creature man's this Helm for 4 consecutive rounds of combat, the Zephyr gains +2 Speed Points and advantage on Dexterity saving throws. If this Helm Station is hit by an attack or spell, the creature manning this Station may use a reaction to take any damage that would have instead been dealt to the Zephyr. The ability lasts until this Station becomes unmanned.

Action

Stations' Abilities. While this Station is manned, the manning creature can take the following actions:

Movement: You may spend Speed Points to move the Zephyr.

Confrontation Link: A creature manning this Helm Station may take an Attack action with a Confrontation Station that shares the Confrontation Link. When making attacks with a Confrontation Station using this Confrontation Link, all damage dealt gains +5.

Compromised Condition

No Helm actions can be taken and no abilities may be used. If your Zephyr's movement from the round before the Helm suffered the Compromised Condition included a Control Maneuver, your Zephyr must, every round until the Helm is repaired, repeat the last Control Maneuver performed as its only movement.

Propulsion

Current Wings (Control)

Armor Class: 12

Threshold: 35

Ability

Riding the Currents. Whenever a creature (onboard this Zephyr) or this Zephyr succeeds on a Dexterity saving throw, this Zephyr gains a +1 Speed Point. These Speed Points last until they are used or until the next dawn.

Action

None

Compromised Condition

Your Zephyr can no longer make any Control Maneuvers until this Part is repaired. Acceleration rules still apply.

Balloon Tires (2) (Lift)

Armor Class: 14

Threshold: 40

Ability

Well Made. This Part has resistance to bludgeoning damage.

Redundancy. If an attack would surpass this Part's Threshold, it does not gain the Compromised Condition. Instead, the Part's Threshold drops by 5. If the Part's Threshold drops to 30, it immediately gains the Compromised Condition.

If the Part is repaired, its Threshold is increased by 5 up to a maximum of 40.

Action

None

Compromised Condition

The Zephyr immediately drops one Air Zone. It then drops another Air Zone at the end of each round of combat, until the Part is repaired. While this Part has the Compromised Condition, you cannot make any Adjust Altitude Maneuvers. If Speed Points have been spent to perform an Adjust Altitude Maneuver during the same round as this Part suffers the Compromised Condition, the Control Maneuver is void and does not happen.

Confrontation

The Claw

Armor Class: 15

Threshold: 25

Ability

Nimble Design. You use your Dexterity modifier when calculating attacks & damage with this weapon. This must be reloaded in between uses.

Confrontation Link. This Confrontation Station's action may be accessed through the Helm using the Confrontation Link.

Action

Ranged Weapon Attack. Dexterity modifier +1 to hit, range 120/200 ft., one target. *Hit:* 16 (3d10) + Dexterity modifier (+5 from attack using Confrontation Link) slashing damage. You can make two attacks with this weapon with one Attack action. The Threshold damage is calculated based on the total damage of all Claws that hit the targeted Part.

Compromised Condition

This Confrontation Station cannot take any actions or make any attacks until the Station has been repaired.

Frozen Time Bomb

Armor Class: 15

Threshold: 20

Ability

Complex Design. You use your Intelligence modifier when calculating attacks & damage with this weapon.

Confrontation Link. This Confrontation Station's action may be accessed through the Helm using the Confrontation Link.

Action

Frozen Time Bomb (1/Day). Intelligence modifier +1 to hit, range 100/110 ft., one target. *Hit:* 7 (2d6) + Intelligence modifier force damage. On a hit, this projectile bomb explodes. Any creature or Zephyr in a 40 ft. radius from the target, including the target, must succeed on a DC 17 Dexterity saving throw or be frozen in time for 1d4 rounds.

Time-frozen creatures:

- Speed is reduced to 0 and it can't benefit from any bonus to its speed.
- They cannot speak but are aware of their surroundings.
- They cannot take any actions or reactions.
- They automatically fail Strength and Dexterity checks as well as saving throws.
- Any attack that hits the time-frozen creature is a critical hit if the attacker is within 5 ft. of the creature.
- Attack rolls against this time-frozen creature have advantage.

Time-frozen Zephyrs:

- A time-frozen Zephyr immediately comes to a halt. Its Speed Points are reduced to 0 and it can't benefit from any bonus to its Speed Points.
- All Confrontation Stations, Control (Propulsion) Parts, and Helm Station within the 40 ft. radius suffer the Compromised Condition for the duration.
- The time-frozen Zephyr automatically fails Strength and Dexterity checks as well as saving throws.
- Any attack that hits the time-frozen Zephyr is a critical hit if the attacker is within 30 ft. of the time-frozen Zephyr.
- Attack rolls against this time-frozen Zephyr have advantage.

Compromised Condition

This Confrontation Station cannot take any actions or make any attacks until the Station has been repaired.

