

TUMBLESTONE INN AT A GLANCE

Tumblestone Inn lies a score of miles from the nearest settlement of note. This fortified inn, established 20 years ago, lies in a wilderness region unclaimed by any lord. Its owner, Aelliah Wilmaytn, now daubed Lady Tumblestone, was the captain of the Crimson Shields mercenary company, who retired after the blood, suffering and constant campaigning became too much for her weary bones. Now, she runs Tumblestone Inn as a place for those with coin to hire mercenaries, sellswords and other martial specialists. Here can be found—among others—bodyguards, siege engineers, mercenaries and more.

The inn serves as neutral ground, a place where patrons and prospective employees can gather and negotiate in relative safety. Aelliah guarantees peace within her walls, and her staunchly loyal guards—veterans of her old company all—back up her word with bared blade. Fist fights are tolerated; but the use of lethal force is forbidden. To Aelliah all have an equal right to safety within her walls; without such a guarantee her business could not function. Those who contravene her laws are summarily ejected and never allowed to again pass through the inn's gate. Because the inn is such a good place for hiring mercenaries, few patrons or mercenaries dare to test her resolve in this matter.

Set upon the fringes of a forest marking the kingdom's borderland, the inn not only acts as a marketplace of sorts, but also as an important, if minor, border fort. Because Aelliah pays for and garrisons the place herself—and watches over the surrounding area—the local lords leave her alone. (That and, of course, they have all had cause to use the inn's unique services from time to time).

The inn itself is built upon the ruins of a much older keep. Destroyed in a border raid nearby a century ago, none of the lord's family survived the onslaught. With no one to inherit the place—and wreathed as it was in tragedy and vague suggestions of a terrible curse—the site lay unclaimed. Thus the keep faded from prominence until the so-called Battle of Tumblestone when the Crimson Shields defended the place against the Jagged Fang orcs. After the battle, Aelliah, tiring of blood, slaughter and death, claimed the place as her own and set about building Tumblestone Inn.

DEMOGRAPHICS

Ruler Aelliah Wilmaytn

Population 66* (56 humans, 2 dwarves, 1 gnome, 3 half-elves, 4 half-orcs) This number represents permanent residents; normally upwards of 40 other folk can be found here.

Alignments LN, N, NG

Languages Common

Resources & Industry Mercenaries

LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Tumblestone Inn. A successful check reveals all information revealed by a lesser check.

DC 10: Tumblestone Inn is the place to go if you want to hire mercenaries or sellswords. The inn serves as neutral ground for such dealings.

DC 15: Tumblestone inn is a fortified inn built amid the ruins of an elder fortress sacked by orcs long ago.

DC 20: Aelliah Wilmaytn—Lady Tumblestone—was a skilled mercenary captain and is still a fearsome warrior.

NOTABLE FOLK

Most of the population are nothing more than ordinary semi-retired mercenaries and their camp followers.

- **Appearance** Many of the warriors guarding the inn are now in or approaching middle-age. Many have served Aelliah for decades. They appear as what they are—grizzled, veteran warriors.
- **Dress** Aelliah's guards are well equipped; all wear half-plate and use a variety of personal weapons. The guards' families—many of whom work in the inn—wear typical peasant garb.
- **Nomenclature** *male* Aaro, Hannu, Onni, Teijo, Usko; *female* Aila, Aune, Laila, Pirjo, Terhi; *family* Aalto, Eerola, Leino, Rekunen, Varala.

Some of the inhabitants, however, are notable:

- **Aelliah Wilmaytn (location 8; LN female middle-aged half-elf fighter 8)** Although retired, Aelliah practises daily with her weapons and oversees every part of the inn's operation. She loves the inn—it's the culmination of a long-held dream—and fiercely protects it and her followers.
- **Erfael Fonkinbeak (location 6; N male gnome fighter 2/wizard [illusionist] 5)** Aelliah's lieutenant is a gregarious, hard-drinking fellow who much enjoys the taproom's boisterous atmosphere. He might seem like a fun-loving rake—and in truth he deliberately portrays such—but in reality his eyes miss little of import.
- **Sergeant Mikko Keto (location 8; LN male old human fighter 5)** Fiercely loyal to Aelliah this grizzled old warrior oversees the inn's defences. A childhood friend of Aelliah's mother, Mikko has served Aelliah for five decades and views her as his own flesh and blood.
- **Armas Eerola (location 5; NG male middle-aged human cleric 5/fighter 3)** A devout follower of the god of war, Armas maintains the Chapel of Dancing Blades.

NOTABLE LOCATIONS

Most of Tumblestone Inn comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **Field of the Fallen:** Here lie the fallen of the Battle of Tumblestone.
2. **Gates:** These always guarded gates open at dawn and close at dusk each day.
3. **Courtyard:** Overlooked by high walls, this expanse of mud sometimes serves as a temporary campsite for those who can find no place in the tavern.
4. **Stables:** This large two-storey building protrudes from the outer wall. The second floor is set up both for storage and defence.

5. **Chapel of Dancing Blades:** Here, mercenaries come to worship the god of war and to practise their martial skills.
6. **The Common Room:** Here—in the throbbing heart of the settlement—much of the business of hiring mercenaries is done. Amid pipe smoke, deals are sealed and compacts made.
7. **The Halls:** Here, the inn's guests rest, sleep and plot.
8. **The Black Tower:** So named for its fire-blackened stones, this tower rises high above the rest of the compound. It is the only part of the original keep to survive relatively intact.

