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PLACES OF POWER: TUMBLESTONE INN



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PLACES OF POWER: TUMBLESTONE INN

Built atop the ruin of a fallen borderland keep, Tumblestone Inn stands amid the wilderlands, far from civilisation's comforts. Within its stout walls can be found warmth, good cheer and a hearty welcome; without lies little but howling wilderness, marauding orcs and other lurking dangers.

Here, gather mercenaries, sellswords and the like eager to sell their unique services to prospective employers who also flock here to shop in a most unusual marketplace. Often the place resembles an armed camp—which is fortunate—for the vicious Jagged Fang orcs lurk nearby and gaze upon the inn and its surrounds with covetous eyes. However, the inn is not without powerful defenders of its own. Here dwells Aelliah Wilmaytn—so-called Lady Tumblestone—and the veterans of her Crimson Shield mercenary company who crushed the Jagged Fang at the Battle of Tumblestone years ago; these skilled warriors yet skirmish with the resurgent orcs and watch over the inn.

Designed for use with the 5th edition of the world's most popular roleplaying game.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland. Some artwork copyright William McAusland, used with permission.

Cartography: Simon Butler and Maciej Zagorski (The Forge Studio)

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CONTENTS

Tumblestone Inn At a Glance	2
Notable Locations	4
Support Raging Swan Press	7
OGL V1.0A	7

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ragingswan.com
gatekeeper@ragingswan.com

TUMBLESTONE INN AT A GLANCE

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

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.

LORE

A PC may know something about Tumblestone Inn, its history and surrounds. A PC making a DC 10 Intelligence check knows information from the list below. A successful check gains all the 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 4/ 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.



NOTABLE LOCATIONS

Although of relatively new construct, the inn's stonework is old. When building her new home, Aelliah cannibalised the tumbled stones from the original fortress.

The courtyard walls are 15-foot high, ten-foot thick and topped with battlements and a walkway. From here, roving sentries keep a careful eye on the surrounding tree-line.

The inn's buildings are of similar stout construction. None have external ground floor windows; rather light filters in through well-sited arrow slits. Upper floors have windows protected by stout shutters.

In total, 24 experienced ex-mercenaries (LN middle-aged human **veteran**) guard Tumblestone Inn.

1. FIELD OF THE FALLEN

Here lie all those who fell at the Battle of Tumblestone. Soldiers lie in individual graves while their enemies were cast into the mass grave to the south. A riot of wild flowers now grows over the mass grave while the individual graves are yet tended by the fallens' friends and companions. A stout wooden fence surrounds the graveyard and provides some small measure of protection from the local wildlife's depredations.

2. GATES

Opened at dawn and closed at dusk, these heavy oak, iron-bound gates are always watched by at least two warriors (LN middle-aged human **veteran**). The gates have no portcullis or warding gatehouse, but they can be reinforced with a huge oaken beam, if necessary (although this is only employed when some known threat lurks nearby).

Generally, visitors are not questioned or subject to search or toll when entering the inn. However, the guards do explain Lady Tumblestone's rules to first-time guests—namely those using violence within the inn's walls will be immediately expelled and never allowed to return.

MARKETPLACE

The following items are for sale, when the PCs arrive:

- **Consumables** *potion of invisibility* (2,500 gp)
- **Miscellaneous** *ring of jumping* (400 gp)
- **Weapons & Armour** *+1 heavy flail* (400 gp), *javelin of lightning* (250 gp)

Additionally, the following services are available:

- **Spellcasting** Arcane 3rd, Divine 3rd

3. COURTYARD

Overlooked by high stone walls and flanked on three sides by buildings, this expanse of mud and earth resembles a tent village when there is no room in the Halls.

A well provides fresh drinking water; persistent rumours suggest a great treasure is hidden in the well—concealed there before castle fell. Aelliah does not allow anyone to search its depths, but occasionally the subject of exploring the well comes up during drunken drinking sessions in the taproom.

4. STABLES

This large, stout, two-storey building is heavily fortified. The second floor is given over to storage, staff quarters and defence while travellers' horses and other animals are stabled on the ground floor. The stable's wide double door can be barred from within. Jani Rintala (CN middle-aged male human **veteran**), a tall and thickset man with delusions of grandeur and strong opinions on almost everything, runs the stables

5: CHAPEL OF DANCING BLADES

This small, unassuming building serves as a chapel for Kalron (NG god of battle and heroic struggle). Beautiful frescos of war and battle decorate the chapel's walls. The resident priest, Armas Eerola (NG male middle-aged human cleric 5/fighter 3), dwells above the chapel. An energetic, grey-hair man of middle years, Armas is renowned for his skill with a blade and is much sought after as a trainer. A devout man, he gladly provides such service for those who worship his patron. Armas is also a skilled artist and it is he who is responsible for the beautiful artwork decorating the chapel.

IN YOUR CAMPAIGN

Tumblestone Inn stands in a forested wilderness area far from any settlement of note. Standing on the edge of a kingdom it serves both as a waystation for travellers and a border fort. Adventurers could come here either to hire mercenaries—or even henchmen—or to use it as a base from which to explore the surrounding wilderness. Several humanoid tribes—primarily goblins and orcs—dwell in the surrounding forests and hills and launch occasional raids against the inn. Thus far, the inn's stout defences and garrison have rendered it immune to these minor cross-border attacks. Of course, the party could be unlucky enough to arrive at the inn just before the local tribes launch an all-out assault on the place...

6: THE COMMON ROOM

Built amid the ruins of the old castle's great hall, this lofty two-storey room is the inn's common room. Often busy (and raucous) the common room is rarely empty. The one-armed Aila Ahokas (LN middle-aged female human fighter 5), oversees both the common room and the Halls. She has a staff of almost two dozen workers (who dwell in the building between the Common Room and the stables). Banners, shields, weapons and many other pieces of war booty hang from the walls.

	PRICE
Ale	1 sp
Meal (often stew or roast chicken)	5 sp
Wine (pitcher)	2 sp

7: THE HALLS

Four dormitories fill the ground floor of this large, two-storey building. The first floor hosts a warren of private chambers. Generally, the rooms are dry, clean and well appointed.

	PRICE
Dormitory	5 sp
Private (shared)	1 gp
Room (private)	2 gp

EVENTS

While the PCs are at Tumblestone Inn, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Two patrons both want to hire the same mercenary band; at first they bid against each other but quickly fall to loudly arguing.
2	An injured man rides into the courtyard on an exhausted, mud-splattered horse. He falls from the saddle and staggers into the common room to gasp out his news, but collapses before he can speak.
3	A deep rhythmic drumming starts from deep in the surrounding forest just after darkness falls. It continues all night and puts many of the inn's guests and residents on edge.
4	A drunken fistfight breaks out in the courtyard, between two rival mercenaries. Before long, both are muddy and bloody.
5	Faint lights are seen moving about the Field of the Fallen at night. Are grave robbers, the spirits of the dead or something else responsible?
6	Feng the Flayer is arguing with Azakial Firisond, in the common room over the terms of service with her lord. The argument is loud, but both parties are too clever to come to blows. Eventually, the two fail to come to an agreement and Azakial leaves.

8. THE BLACK TOWER

The only part of the original castle to survive relatively intact, the Black Tower is fully 60 ft. tall. It boasts four floors and serves as the barracks and armoury of Aellah's remaining unmarried warriors. Lady Tumblestone and her closest henchmen dwell on the upper floors. Guests are not allowed in the Black Tower unaccompanied.

A little-known sub-cellar lies buried deep below the tower's extensive cellar. Herein, Aellah keeps her remaining loot and valuable trophies from her mercenary days. Persistent rumours tell of a hidden escape tunnel running from the tower's cellar to a hidden exit deep in the surrounding forest. Other forgotten tunnels host the undead remnants of prisoners trapped when the castle fell.

The Black Tower is the most heavily fortified part of Tumblestone Inn. In the case of determined attack, and the outer wall is breached, the garrison along with their families retreat here to make their final stand. In the chaos of such a retreat, the inn's guests will likely be left to fend for themselves.

Aelliah is well aware of the inn's vulnerability and so a careful watch over the surrounding forest is always kept from atop the Black Tower. A large bell stands ready atop the tower to alert folk to approaching danger.

WHISPERS & RUMOURS

While at Tumblestone Inn, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1	Extensive hidden tunnels honeycomb the rock under the inn. Built when a castle stood on the site, some prisoners were left to starve to death in their dank depths when the place fell.
2*	Lady Tumblestone is a spy for a foreign power. She uses her position to foment trouble between the various nobles hiring mercenaries. In this way she gets rich, and achieves her unknown master's goals.
3*	Lady Tumblestone hides much loot in the Black Tower (which is why it is so well guarded).
4	The humanoid tribes dwelling in the surrounding forest are plotting an alliance to destroy the inn and slay all within.
5*	Much treasure was buried with the dead after the Battle of Tumblestone.
6	Armas Eerola is looking for acolytes to help run the Chapel of the Dancing Blades.

*False rumour

SAMPLE MERCENARIES

While at Tumblestone Inn, the PCs may encounter one or more of the following mercenaries:

1. **Armi Ahokas** (N female human fighter 7) Tough, dependable and insanely brave, Armi dreams of one day captaining her own company. She has come here to learn from Aelliah Wilmattyn but has yet to properly speak with her idol.
2. **Atro Varala** (LN male human **veteran**) Atro seeks employment as a bodyguard, although he has almost no experience as such. Tired of fighting on the frontier, he fancies watching over some gilded noble living a comfortable, safe life.
3. **Ausk Splinter-Shield** (CN half-orc **berserker**) Wild and unpredictable, Ausk is terror incarnate in battle. His wild mood swings and violent temper make it hard for him to remain with any employer for long.
4. **Azakial Firisond** (NG female half-elf **scout**) Azakial leads a band of skilled foresters and trackers. Her trackers currently camp amid the trees a half-mile or so from the inn. She is mud-spattered and weary, but eager to sign a new contract.
5. **Eereoa Earthcloak** (N female halfling thief 6) A scout of superlative abilities, Eereoa can slip into even heavily guarded enemy camps. She is inquisitive and polite, but—for some reason—dislikes dwarves, who she will only work with for double her normal fee.
6. **Huroian Kaniateir** (LG female half-elf bard 5) A warrior-bard, Huroian is well known for his abilities to exhort his fellows to great heroics. He currently seeks a new company, as his last disbanded after particularly heavy losses—losses for which some of his fellows blame him.
7. **Morcaer Cobbald** (N male human **mage**) Morcaer is a powerful battle wizard, willing to blast virtually anyone or anything for the right price. He has three apprentices, who he treats poorly, but who seem devoted to the portly mage.
8. **Nalrid Dwojyr** (N male dwarf **veteran**) A skilled engineer, Nalrid is an outcast from his homeland. He drinks heavily, attempting to forget the (truthful) accusations of cowardice levelled against him by his fellow dwarves. Consequently, he is in a perpetually foul mood. He has no intention of accepting employment until his funds are depleted.
9. **Rasal Folkor** (NG male gnome fighter 4) Rasal represents a small band of gnomes particularly skilled at fighting in cramped, confined spaces. They prefer battling kobolds and the like, but consider any contract that pits them against any of the common evil humanoid races.
10. **Teothic Wyberg** (LN old male human fighter 5) Far past his prime as a fighting man, Teothic is nevertheless much in demand as a tactician and student of military history. The hoary old fighter is a cunning warrior and has fought many battles over his six decades of life.

SAMPLE PATRONS

While at Tumblestone Inn, the PCs may encounter one or more of the following patrons.

1. **Arnulf Gall** (N male human **commoner**) A wealthy merchant, Arnulf is planning a long sea voyage to open up a new trade route and to establish a business in a far-off land. He needs skilled guards to guarantee his safety. The job is a long one—probably a year or more—and Arnulf is willing to pay a percentage of any initial profit.
2. **Enneal Beren** (CG female gnome fighter 4/wizard [illusionist] 3) Enneal has a problem involving a dragon. It seems a “really big silvery dragon” has recently established itself near his home. The dragon isn’t actually attacking the village or anything like that, but is eating lots of the local game—game the gnomes rely on for food, clothes and so on. Enneal needs someone to find the dragon’s lair and convince it to stop.
3. **Feng the Flayer** (LE female half-orc **fighter 3**) Feng is at the inn to secure the services of a small band of skilled mercenaries to provide protection for her lord while he negotiates a truce with a band of hobgoblins preying on his domain. In reality, Feng’s lord plans to bind the hobgoblins to his service and to use them to further his own ambitions.
4. **Fosco Underbough** (N male halfling **guard**) Fosco represents a druid who needs help clearing out a small band of trolls that have settled near his grove. In exchange, Fosco is offering a trove of darkwood freshly cut and crafted by the druid herself.
5. **Nafre Khmun** (NE female human **mage**) is far from home. She has a long journey ahead of her and requires skilled guards (and porters). Unfortunately, she is also low on funds and cannot pay much until she returns home.
6. **Raimo Markku** (N male old human **archmage**) Raimo needs to find a few stout-hearted hirelings to protect him on a long journey. He needs to travel to a far-off city to further his magical researches, but fears he is too old to make the journey alone.
7. **Veli Korpela** (LG male human **knight**) Veli has been charged with a sacred quest; he hates that he must come here to truck with common mercenaries but he fears the mission is beyond his capabilities; Veli has been charged with escorting a priest to a borderland town to establish a new church. The job entails guarding the priest on his journey and watching over him as he preaches his message (because in the past, the locals have been spectacularly unreceptive to such overtures).
8. **Wynstan Balston** (LN male human **commoner**) This master smith needs a half-dozen or so stout guards; he has heard the dwarves of a nearby hold have a small amount of mithral for sale, which he needs to complete a commission for a powerful lord. He doesn’t want to risk the journey alone.

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