

A NIGHT  
— AT THE —  
BLOODY EAGLE

A RAGING SWAN PRESS MINI-EVENTURE



OSR



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

# A NIGHT AT THE BLOODY EAGLE

---

Standing deep in the Shambles the ramshackle Bloody Eagle tavern has seen much better days. Run by the perpetually unlucky and gloomy half-orc Fruen the place is famed for its miserable staff and grumpy customers. Few newcomers or outsiders visit the Bloody Eagle and that's just how Fruen and her customers like it—for the Bloody Eagle is a front for the Shadow Masks thieves' guild. Every night, thefts, kidnappings and murders are plotted (or toasted) in the tavern's dingy taproom. Here also stolen items change hands far from the tax collector's gaze. If you have illicit business, the Bloody Eagle is the place to go.

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with City Backdrop: Languard, but is designed to be easily inserted into virtually any town or city.

## CREDITS

---

**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

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

## CONTENTS

---

Credits .....	1
Contents .....	1
What's a Mini-Eventure? .....	1
Using this Mini-Eventure .....	1
The Bloody Eagle .....	2
The Offering .....	2
Notable Folk .....	2
Patrons .....	2
Notable Things for Sale .....	3
Opportunities & Complications .....	3
Whispers & Rumours .....	3
OGL V1.0A .....	4

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2020.

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](http://patreon.com/ragingswanpress)

## WHAT'S A MINI-EVENTURE?

---

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

## USING THIS MINI-EVENTURE

---

This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations. These tables include:

- **Notable Things for Sale:** Some illicitly gained items are surreptitiously offered for sale in the Bloody Eagle.
- **Opportunities & Complications:** Fate often throws opportunities and complications at adventurers.
- **Whispers & Rumours:** Many rumours, half-truths and outright lies circulate among the Bloody Eagle patrons.



## THE BLOODY EAGLE

---

A ship's figurehead—a rampant eagle with wings outstretched—looms over this tavern's door, casting its shadow into the muddy street. Flecked with peeling, weather-worn paint the once-proud eagle has seen better days. In many ways, it reflects the faded fortunes of the Bloody Eagle's owner, Fruen the Unlucky (CN female half-orc fighter 2/thief 3).

Once a wealthy merchant widely suspected of being a smuggler, Fruen has fallen on hard times. Both her ships lie wrecked beneath Hard Bay's storm-tossed waves, and she is all but bankrupt. All that remains of her fortune is the figurehead that gives the establishment its name and the tavern itself (which she purchased with the last of her dwindling wealth).

In truth, Fruen is not as poor as she makes out. Her business had become deeply in debt to the Shadow Masks. Hiding her wealth on an isolated island far out in Hard Bay she wrecked her vessels and hoped the Shadow Masks would forget about her. Sadly, they did not and now force her to run the Bloody Eagle—one of their many fronts in the Shambles—to pay off her debt.

### THE OFFERING

---

The Bloody Eagle's provender is basic and low quality:

- **Drink:** Ale 4 cp, weak ale 2 cp, wine (pitcher) 2 sp.
- **Food:** Grilled fish or fish stew 3 sp, yesterday's fish stew 1 sp.

### NOTABLE FOLK

---

All the Bloody Eagle's staff are in the Shadow Masks' pay.

- **Fruen the Unlucky** (CN female half-orc fighter 2/thief 3) projects a dejected figure to the world. She still wears faded finery, and was once wealthy. Fruen was a child of the streets and has many friends among the seedy clientele frequenting the Bloody Eagle. She dreams of the time when her service with the Shadow Masks is complete, and she can (secretly) reclaim her lost treasures. Fruen is dark-haired, muscular and prone to taking out her frustrations on new customers.
- **Indyere Shortstep** (NE male halfling thief 2) desperately wants to become a Shadow Mask enforcer and be feared throughout the underworld. He is mean, vicious and moody. Forced to work here, his plan is not going well, and he is frustrated. He thinks adventurers are idiots for going anywhere near Gloamhold and steals from them whenever possible. He's also not above a little bit of "light murder" if he can get away with it.

---

### IN YOUR CAMPAIGN

---

The Bloody Eagle is location S2 on the City of Languard map, but is easily added to almost any fantasy town or city. The Bloody Eagle is best located in a slum or other rundown district into which the rule of law does not often extend.

## PATRONS

---

The characters are not the only folk in the Bloody Eagle. Many of the tavern's regulars are members of, or affiliated with, the Shadow Masks. Use this list, to determine who the characters meet while drinking at the Bloody Eagle:

1. **Cyanae Kaniateir** (NE male elf thief 2/wizard 1) plays on people's preconceived notions that elves are good folk. Handsome, charming and skilled at deceit he is an accomplished conman willing and able to take new customers "under his protection". Not everyone survives his protection. He dresses well and enjoys the finer things in life.
2. **Neega** (NE half-orc female fighter 1) doesn't understand or practise subtlety or tact; she prefers solving problems with her fists or trusty dagger. A bruiser and a drunkard, Neega is coarse, crude and a bully. Sometimes she serves as the tavern's bouncer. She crops her greasy black hair short and wears dirty leathers which show off her impressive physique.
3. **Usko "the Sly"** (NE male human thief 1) believes he is a genius and has given himself "the Sly" an epithet. Sadly, for Usko while he is clever he is not as clever as he thinks he is. For Usko, nothing is ever his fault, and he has a reputation as a whinging whiner among the other patrons.
4. **Varma Vuolle** (CE female human thief 3) revels in anonymity. She is a cunning and clever burglar who makes elaborate plans and carries out extensive reconnaissance before undertaking a job. Her thorough preparations makes her a formidable thief. Varma always has an eye to how Varma profits; those working with her have a short life expectancy.
5. **Kaisu Ikitiera** (N middle-aged female human thief 6) works on behalf of several different thieves and can procure most things given enough time and a big enough budget. She is skilled and discrete. Retired from active thievery, Kaisu enjoys an easy life living off commissions. Few people are as well connected as Kaisu, in Languard's underworld.
6. **Erkki Arpia** (N middle-aged male human fighter 2) works as an informant for the city watch, and is terrified he will be discovered. (See Opportunities and Complications #5 and #6 for more about Erkki). Consumed with nervous energy, Erkki is stick-thin and is always in motion. An alcoholic, he is often in the taproom; most of the regulars discount him as a harmless simpleton and drunkard.

---

### RUNNING THIS EVENTURE

---

*A Night at the Bloody Eagle* can be nothing more than an interlude between adventures. However, if the characters seek a certain recently stolen item or a contact with the Shadow Masks, the Bloody Eagle is the perfect place to visit.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the Bloody Eagle as long as you keep track of what results the characters have already experienced).

## NOTABLE THINGS FOR SALE

---

Some stolen items are surreptitiously offered for sale in the Bloody Eagle's taproom. Luckily for morally flexible buyers, many sellers will haggle, if customers are reluctant to pay full price. Roll on the list below, to determine what notable items are for sale:

1. **Fine Clothes (10 gp):** This creased bundle of fine clothes is cut in the latest fashion, and the sort of thing a well-to-do merchant would wear. The clothes come with a free hemp sack and need a good wash.
2. **Fine Rapier (300 gp):** This perfectly balanced rapier is a nobleman's weapon. Observant characters note a crest or sigil has been scratched off the weapon's pommel.
3. **Secret Map (10 gp):** This hastily scrawled map purports to show several clandestine ways into the city. The map is wildly inaccurate and will likely result in the person using it getting incredibly frustrated or arrested.
4. **Young Parrot (25 gp):** Perched in a silver gilded cage this small parrot has a wide vocabulary and uses it voraciously to insult and upset all nearby. The seller tries to sweeten the deal by swearing the parrot is the progeny of Pluck—the fabled feathered companion of Vilimzair Aralivar the well known legendary pirate captain and bard without equal.
5. **Ring of Protection +1 (10,000 gp):** Arcane symbols of protection decorate the outer band of this thick gold ring. Tiny flecks of diamond and ruby decorate the ring which is of dwarven artifice.
6. **Manor House Deeds (1,000 gp):** This ancient scroll is the (genuine) deed to a ruined manor house in the wild hills to the north of Dunstone. The manor house is beyond Ashlar's claimed bounds and close to the hereditary hunting grounds of several savage bands of orcs. Clearing the manor, fortifying it and dwelling therein could spawn a whole series of adventures for a stout band of heroes.

## OPPORTUNITIES & COMPLICATIONS

---

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere. Roll once on this list, to determine which the characters find:

1. The watch rarely—if ever—come to the Bloody Eagle, but sometimes they send spies and informants to watch over events therein. Once such fellow—Erkki Arpia ("Patrons" #6; N middle-aged male fighter 2)—takes an interest in the characters. He watches the party while they are in the tavern and follows them when they leave. Depending on their subsequent actions, the party could become persons of interest to the watch.
2. As #1 above, but Erkki realises his cover has been blown and that the Shadow Masks are onto him. In desperation, he latches on to the characters and tries to use them as cover to escape the Shambles. Consequently, the characters may be accosted by group of thugs as they leave the Bloody Eagle.
3. A dim-witted thief, Ilja Mieho (CN male human thief 2), mistakes one of the characters for his contact. Ilja has

something to sell (roll on "Notable Things for Sale" to determine what he has). He sits down with the party, plunks the item on the table and demands payment in full. Minutes later, his actual contact enters the taproom...

4. Two thieves fall to loudly arguing over the proceeds from their last score. Quickly, things get out of hand and a brawl ensues. This could be a genuine argument or might be a distraction for a murder, abduction or theft. The characters could even be the target.
5. Fruen is in a foul mood—her legendary bad luck has struck again and a cask of ale has soured. She is looking for any opportunity to take it out on someone; to her, the characters fit the bill perfectly.
6. A drunk merchant, Antero Kaivas (NG middle-aged male human fighter 2), new in Languard has made a horrible mistake and wandered into the wrong part of the city. He might be drunk, but he is not an idiot. He knows, he'll likely need help to escape the Shambles with his purse (and life). He recognises the characters as adventurers and approaches them for help; he could be a useful contact as he is master of his own caravel—*Wavedancer*.

## WHISPERS & RUMOURS

---

Many rumours, half-truths and outright lies circulate through the Bloody Eagle's taproom. (Some or all of the rumours below may be false, as you decide.) Characters chatting with folk may learn some or all of the rumours below:

1. Fruen isn't as poor as she makes out. She's got gold hidden somewhere. Many people have looked for it, but no one has yet found it.
2. There is much for sale at the Bloody Eagle for those with coin, and the right attitude. Almost anything can be procured for the right price including things deemed illegal by the duke and his servants. Kaisu Ikitiera (see Patrons #5 for more details) is the person to see.
3. The Shadow Masks might control Languard's underworld, but even they won't venture into the Wrecks. There, the odious and duplicitous takolen rule supreme.
4. The wizard Sohvi Ilma (NE female human wizard 5) recently returned from an expedition into Gloamhold. All her friends died there, but she brought back several curiously wrought golden torcs; the lone adventurer's treasure should be easy pickings for someone.
5. The tavern's eagle figurehead is cursed. Since she purchased it, Fruen has experienced nothing but grief and bad luck. She's tried to sell the figurehead several times, but it always reappears above the tavern's door the next morning. Some of the patrons snigger at her bad luck, behind her back.
6. The clergy at the Great Forge (the centre of Abarin's faith in Ashlar) recently took possession of a stoutly locked chest said to contain a small supply of fabulously rare and valuable star metal—perhaps mithral or even adamantine. It would be a brave thief indeed who dared to steal it.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10 Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12 Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13 Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14 Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15 COPYRIGHT NOTICE:** Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

**Open Game License v1.0a.** Copyright 2000, Wizards of the Coast Inc.

**System Reference Document:** ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Gloamhold Campaign Guide.** ©Raging Swan Press 2017; Author: Creighton Broadhurst.

**City Backdrop: Languard.** ©Raging Swan Press 2017; Author: Creighton Broadhurst.

**A Night at the Bloody Eagle.** ©Raging Swan Press 2020; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

**Product Identity:** All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

**Open Content:** Except material designated as Product Identity, the contents of *A Night at the Bloody Eagle* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



# GLOAMHOLD AND ITS SURROUNDINGS



