

# VISITING THE DURANKIS

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)

# VISITING THE DURANKIS

---

*For adventurers with a bad reputation, or those who are morally flexible, the Duranki offer a ferry service to Gloamhold's doom-drenched halls. Such adventurers should beware, though, as the Duranki are of the debased and hated takolen bloodline. Dark rumours hang about them and their brethren, and a suspiciously high number of the family's customers fail to return from their adventures.*

*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 and Matt Morrow. Some artwork copyright William McAusland, used with permission.

## CONTENTS

---

Credits .....	1
Contents .....	1
What's a Mini-Eventure? .....	1
Using this Mini-Eventure .....	1
Visiting the Duranki Family .....	2
Notable Folk .....	2
Other Visitors .....	2
What's Going On? .....	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](https://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.

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 featured location as long as you keep track of what results the characters have already experienced).



OSR

## VISITING THE DURANKI FAMILY

---

Duranki's is location W1 on the City of Languard map.

For adventurers seeking to explore Gloamhold's doom-drenched halls one of the first problems to present itself is how to actually get there. Sensible folk seek out one of the braver—or more desperate—boat owners in the Fishshambles. Adventurers with a bad reputation—or who seek a sailor with no fear or few morals—often come to Duranki's.

The Duranki are a family of takolen who make a living ferrying adventurers, explorers and smugglers to and from Gloamhold. Foul and coarse, they are not pleasant company. Ugly rumours also have them abandoning their charges to a terrible fate if circumstances warrant.

The family make their home on the remains of a once proud three-masted caravel—the *Wave Dancer*—which sunk under mysterious circumstances long ago. A huge hole pierces the waterline and the Duranki have expanded the breach to create a sheltered boathouse of sorts. Here—away from prying eyes—they moor their two skiffs. It is a tight squeeze and so the Duranki have removed many of the *Wave Dancer*'s internal walls (and much of the lower decks).

Almost a dozen Duranki—three generations of the family—dwell in the part-sunken *Wave Dancer* and bury their dead in the bone-choked bilge. (Ekur, the family patriarch, plans to animate the remains once his dark lord—Dagon—has granted him enough power to do so).

### NOTABLE FOLK

---

All Duranki are skilled sailors, but Ekur or Ibi-Sin conduct most of the business with outsiders. Notable family members include:

- **Ekur Duranki** (CE middle-aged male human thief 1/cleric [Dagon] 3) has given himself wholly over to Dagon's worship. He enjoys pushing heavily laden adventurers overboard in the middle of Hard Bay, as a sacrifice to his dark lord.
- **Ibi-Sin Duranki** (NE male human fighter 2/thief 1) radiates barely-restrained violence. He is an evil man, but not a patch on his father. Driven by normal lusts—principally gold and women—he is simple, but capable of breath-taking violence (when certain he'll triumph).

### RUNNING THIS EVENTURE

---

The Durankis—as all takolen in Languard—have a foul reputation. This mini-eventure is a great way to introduce the takolen to the characters. In particular, their veneration of Dagon could become a long-standing plot thread for your campaign.

Alternatively, characters with a bad reputation, or those who often “lose” their hirelings, may be forced to hire a takolen to sail them across Hard Bay to Gloamhold's doom-drenched halls.

## OTHER VISITORS

---

When the characters arrive, they won't be the only visitors at Duranki's. Roll as many times as desired on this list to determine who else is present:

1. **Rister Kekko** (N male human wizard 1) knows he has made a terrible mistake wandering into the Wrecks, and has made the mistake of stopping at Duranki's to ask for directions. The slight, long-hair bookish man radiates fear and latches onto the party at the slightest provocation.
2. **Kivutar Ilma** (LN female human cleric [Darlen] 1) believes anyone can be brought into Darlen's light and has come to the Wrecks to preach his message. Oblivious to her danger she stands near the Duranki's shouting loudly of the danger of embracing evil. Three rough and swarthy Duranki watch from their ramshackle home, waiting for the perfect opportunity to kidnap her.
3. **Niko Kulta** (CE middle-aged male human fighter 2) rants at the Durankis—with whom he feuds over a long ago quarrel. Niko blames them for the loss of his fishing boat and livelihood and calls down all manner of dire curses on Ekur and his kin. If Niko realises the characters are here to hire the Duranki he does his best to dissuade them.
4. **Paavali Mielikki** (N middle-aged male human wizard 8) visits the Duranki in hopes of securing certain hard-to-find spell components for his research. Paavali is wily and alert for treachery and the Duranki are aware of the powers he commands. Thus, he will leave the Wrecks unscathed. Paavali has a close-cropped black beard, pale blue eyes and a look of shrewd intelligence about him.
5. **Matti Unaja** (CN male human thief 2) plays a dangerous game. Blinded by the feelings of invincibility granted by youth and lack of experience he has come to the Wrecks in hopes of pocket-picking and an opportunistic burglary or two. Matti plays the part of a warrior well—carrying a well-worn rapier and wearing a fine chain shirt—but in a combat he'll be quickly outmatched.
6. **Maarit Duranki** (CE female human cleric [Dagon] 2) devotes herself to the Shadow in the Sea. Thoroughly depraved, she sees the party as nothing more than offerings to her fell patron. She immediately begins plotting against the party, while trying to ingratiate herself with her victims.

## GETTING TO GLOAMHOLD

---

The Durankis—like all takolen—covet gold. The characters must offer at least one gold coin to secure their services. Offering gold to a Duranki is, though, a double-edged sword. The Duranki are not stupid. Any adventurer trying to secure their services either has nowhere else to turn or is dangerously naive. Thus, the Duranki always drive a hard bargain for their services. Inexperienced adventurers offering gold to the Duranki are in an even more perilous position as they are tempting targets for Ekur Duranki's impromptu mid-bay sacrifices to his patron.

## WHAT'S GOING ON?

Use this list, to determine what is going on when the characters arrive. Remember, the characters' actions may render some of the entries moot.

1. **Missing Adventurers:** Lydia Tuntia (N female human fighter 3) shouts loudly at Ib-Sin Duranki, as the characters arrive. She demands to know what happened to her friends who he conveyed to Gloamhold last week. Ib-Sin denies all knowledge of the adventurers, but a perceptive characters can easily see through his disdainful, half-hearted protestations of ignorance.
2. **All Quiet:** When the characters arrive at Duranki's, it is seemingly deserted. The family have gathered in the wreck's bowels to commune with their lord in a foul ceremony which involves drowning several unfortunates who have fallen into their clutches. They do not take kindly to interruptions.
3. **A Game of Chance:** Several takolen sit on deck playing a variant game of Dragon and the Thief. Their version uses the same rules, but is called Paladin and the Demon. Their game board has some disturbing imagery involving tentacles and a sunken, cyclopean city. The players welcome naive visitors to join them for "a round or two".
4. **Returning Duranki:** Ib-Sin Duranki is returning home when the characters arrive. They see him expertly piloting his skiff into the *Wave Dancer's* shattered hold. If the characters shout a welcome, he ignores them.

## 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. **Mistaken Identities:** Ekur mistakes the characters for another band of adventurers rumoured to have returned from Gloamhold with considerable treasure. He covets the treasure and is eager to gain their trust. He offers to sail them across the bay for a discounted rate.
2. **Horrendous Weather:** Heavy rain lashes Languard, driving most right-minded folk indoors. The weather means the characters encounter fewer of the foul takolen in the Wrecks—

a good thing—but that even Ekur is uninterested in sailing to Gloamhold. Only a payment of 5 gp or more, gets him to grudgingly set sail.

3. **Floating Corpse:** Death on Languard's waterfront is a common affair. Ignored by all, a fish-pecked corpse bobs in the water close to the *Wave Dancer's* wreck. Adventurers fishing the corpse from the foul water discover the bloated man suffered horrendous stab wounds. The corpse has been in the water for several days and is in a terrible state.
4. **Skiffs Out:** Both of the family's skiffs are out when he characters arrive. A bad-tempered old woman (Suva Duranki [NE old female human thief 2]) tells the characters to come back tomorrow. She is vague on if a skiff will be available then and tries to take a bribe to "reserve" one.

## WHISPERS & RUMOURS

Characters chatting with folk at Duranki's may learn some or all of the rumours (which may or may not be true) below:

1. The neophyte adventuring party, The Men of the Purple, hired the Durankis to convey them to Gloamhold last week. The adventurers never returned, but their Duranki sailor did. The group are thought to be yet more casualties of Gloamhold's doom-drenched halls.
2. The takolen of the Wrecks are as foul as their fetid river-side home. The Duranki are some of the worst of the bunch, and should not be trusted. They admit no outsiders to their home and no one knows what really goes on in the wreck's bowels.
3. Much not available in the wider city is available in the Wrecks. If you have the coin, the takolen will satisfy any desire no matter how depraved, illegal or forbidden. The buyer should beware, however, as the takolen are renown for their treachery and duplicity.
4. Even the Shadow Masks do not work in the Wrecks. For one thing, little of value is to be found in the vile, redolent place. For another, the takolen take a dim view of those encroaching on their territory; more than a few thieves have disappeared while working in the Wrecks.



## THE TAKOLEN

The takolen are obviously of different racial stock to the majority of Ashlar's human population. Most ordinary people see the takolen as a debased, lesser—or perhaps even aberrant—strain of humanity. With grey or dark blue eyes and dark brown, jet black or occasionally red hair a profusion of wild, unkempt body hair marks them as a strange folk. Most make their living on or near the water and thus possess a fisherman's wiry build, strength and stamina. Most takolen live in—or on the brink of—poverty, and all have an eye for a quick profit no matter the consequences to others.

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.

**Languard Locations: Low City.** ©Raging Swan Press 2018; Author: Creighton Broadhurst, Jeff Gomez and Amber Underwood.

**Languard Locations: High City.** ©Raging Swan Press 2018; Author: Creighton Broadhurst, Jeff Gomez, Steve Hood, Amber Underwood and Mike Welham.

**Visiting the Durankis.** ©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 *Visiting the Durankis* 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





