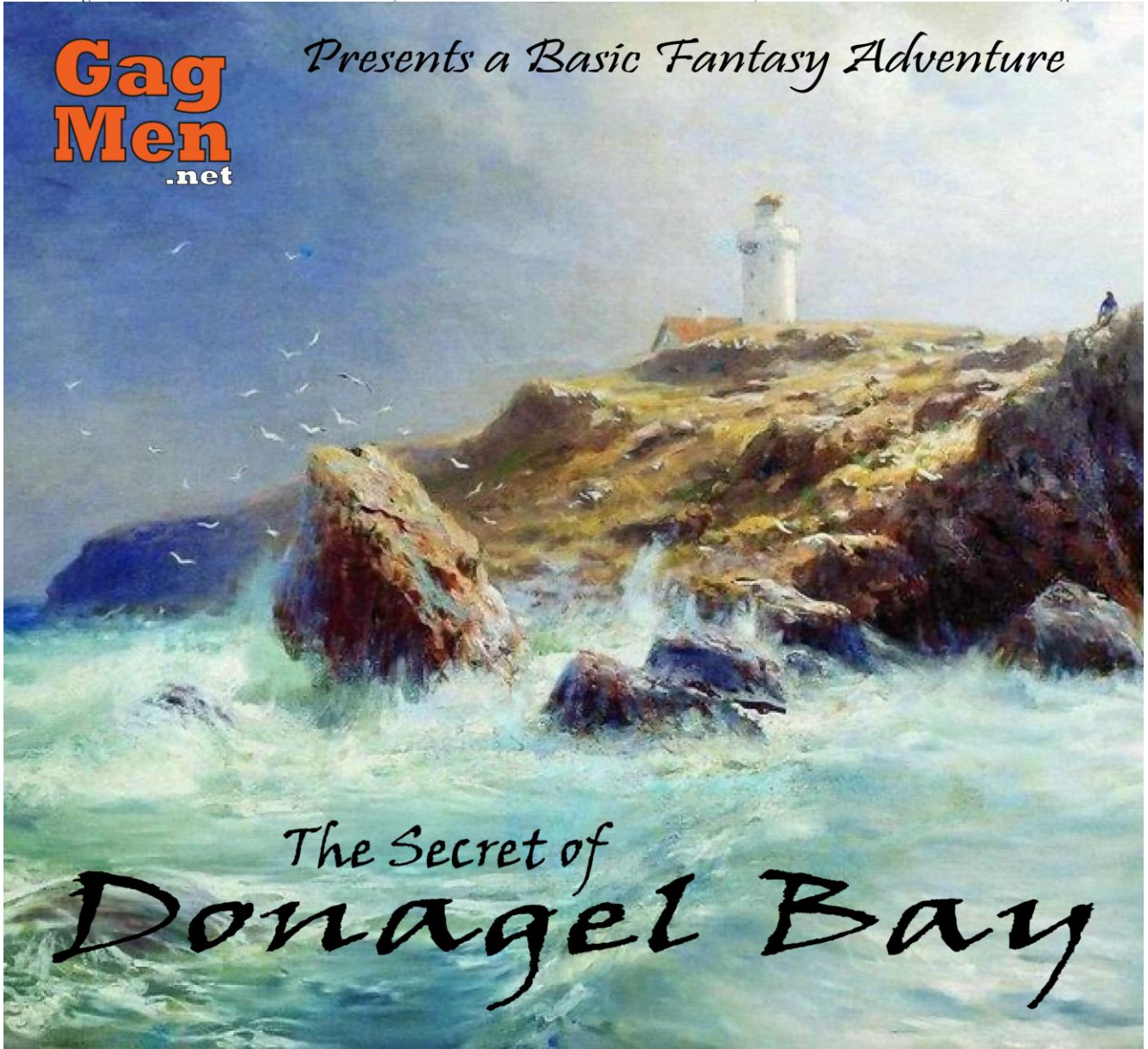
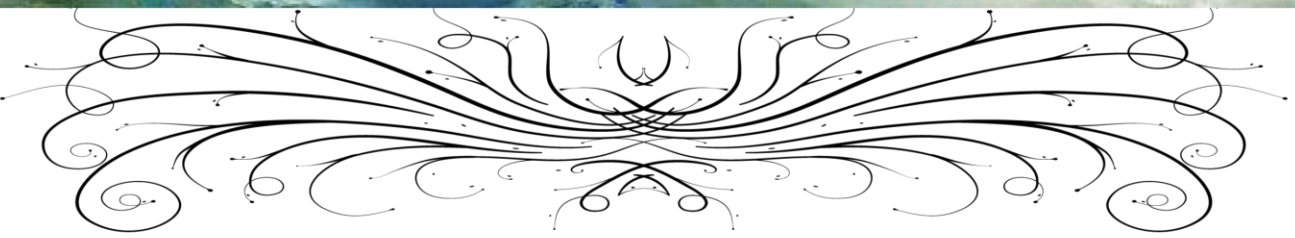


**Gag
Men**
.net

Presents a Basic Fantasy Adventure



The Secret of
Donagel Bay





The Secret of Donagel Bay

Or

(“Psssttt! The Secret is... No, Please, Don’t! Ahhhhhgggg!”)

GagMen RPG Podcast Episode 13

Written By the GagMen

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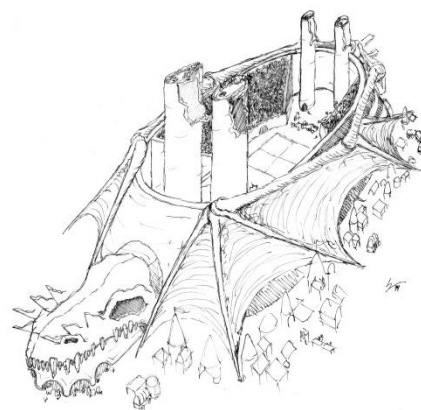
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Introduction

Once a month or so, The GagMen like to dedicate one podcast/module to our fantasy world, which revolves around the bustling town of Brattleburg, which first appeared in G1401 “The Pride of Brattleburg” Brattleburg is a complicated place, with politics that are as off the wall as their official pastime, the brutal sport of Brattleball. With recent events, Brattleburg has seen a lot of turmoil and changes, which in turn has affected the surrounding communities, leaving them vulnerable to attacks and schemes.



The basis of this adventure was developed on the GagMen RPG Adventure Writing Podcast, and is written with Dungeons and Dragons in mind as the Gaming System. While the GagMen prefer the Basic or OSR systems, in theory this adventure could be played in any version of D&D you like, and is meant to be completed in one to two sessions. Depending on your group, how much you would like to explore the world and how much you punch things up, it could conceivably be stretched much longer

At its core “Donagel Bay” is meant to be a horror story. If you’d really like to set the mood for the story, try a soundtrack from films such as the Ring, or watch a horror movie, specifically one based on an island or an isolated town. Some suggestions might include: Harper’s Island (TV Series), Storm of the Century, Village of the Damned, or Children of the Corn.

Summary

Not Long after the events of the Brattleball tournament, the group is hired by the town to investigate a Lighthouse gone dark on the bay island of Donagel’s Rock. In exchange for the help of a worried ferryman, the adventurers agree to check on the town of Donagel Bay and its citizens as well. They arrive to find a crazy old man warning of danger and a silent town with secrets. They soon discover that the Lighthouse is the least of their problems, as the children of the island are disappearing one by one while the parents go about their business strangely unaffected. As the Heroes search for answers, they find that the Monsters threatening the island’s children may not be the ones they expected...





Setting

Donnal's Landing

Located on the shores of the Bay, Donnal's Landing is a small neighborhood of Brattleburg, located near the harbor and docks of Brattle Port. Filled with seedy bars, inns and wooden docks stretching along the water, the Landing houses many temporary workers from the port and their various methods on entertainment. When looking for a crew or a charter, you can't do much better than the Landing. The streets will be filled with ship hands, fisherman, and dock workers, along with courtesans and street vendors. Rumors will be flying, and the Group will hear all manner of explanations for what's happening on the Island.



Rumor Table at Landing

D10	Rumor Table
1	The lighthouse went out just a few weeks ago, after being lit for over a hundred years. Could be the sign of an invasion.
2	The children have been killing off their parents out on the rock.
3	No adventures have returned from the rock in Donagels' Bay.
4	Pirates have attacked the merchants for years in Donagels' Bay. There is no protection from any of the kingdoms surrounding Brattleburg.
5	The island in Donagel Bay is haunted, thousands have died in the bay.
6	There are sharks in the waters, best not to swim.
7	There is still one ferryman that will take you out to the rock, but he will charge you a pretty coin.
8	The fishing in the bay is great, but very dangerous. Some boats don't come back since the lighthouse is no longer lit.
9	The lighthouse keeper was a kind man, but his wife died long ago. Seemed suspicious that he has been alone for so long.
10	There are creatures that have come from the deeps, wear our skins like suits, and walk among us. Trust no one.





Donagel Bay

Our adventure takes place in the Island harbor town of Donagel Bay. The Island is an important hub of commerce to the area, as many good are exported to and from Brattleburg through its harbors. Also essential to the surrounding territories is the Donagel Bay Lighthouse, which has stayed lit continuously for over a hundred years. The Bay was first discovered by pirates, and was used as a base for all manner of ships and crew between raids.

Not long after the Founding of Brattleburg and its government, the military and navies of the neighboring territories took notice of the island, and its strategic location; they realized that if they could occupy the island, they could neutralize the current pirate threat and defend the bay against future dangers. The Naval Battles were immense and lengthy, and ended with the Pirates eventually abandoning the bay for smoother waters.

Despite their success, the cost that the military paid for their victory was high; hundreds of vessels were lost. A long, twisted and visible “graveyard” of wreckage lines the mouth of the bay. The wreckage is so thick that an adventurous soul might be able to

traverse the length of the field to the beach without ever touching the water... if they knew where to step.

The Town of Donagel Bay

Donagel Bay is located on Donagel’s Rock, a forested, mountainous island about half a mile from shore. Goods shipped to the island are then ferried to Brattleburg, which is located on the bay’s shores.

The town proper of Donagel bay is relatively small. While the trade that comes through is important and fuels the island’s economy, the majority of trading and actual commerce happens across the bay on the mainland. Because of its small island town mentality, the community is tight knit and relatively resistant to outsiders, whom they refer to as “flatlanders.” The town and harbor are surrounded by the large rolling hills and thick forests of the island. The rocky terrain gives the island a mountainous feel, with many cliffs, caves, and sharp inclines.

The Town is fairly small, with an inn, a tavern, and a few shops. Noticeable is the space in town. Each building and shop has its own yard and walk, each connected to the wide dirt streets.

Lighthouse

The Lighthouse of Donagel Bay was first built after the pirates were pushed out of the bay, and has remained continuously lit for over a hundred years. The Lighthouse





consists of a tower and a small house, with a basement. As the Lighthouse has been modified to be used as a small temporary fort in cases of emergency, it has some small armaments and a cell in the basement. The Lighthouse keeper has lived here alone for years, and keeps in contact with others through the use of homing pigeons. The Lighthouse overlooks the bay on a large cliff face, making it difficult to capture without having to fight your way across the island.

Caverns

The Island is riddled with natural caverns and caves, which were found when the graves and crypts for the islands extensive graveyards were dug. There are even a few openings along the cliff faces of the island, and legend holds that some of these were big enough to build a ship at one point in time. While these large opening have never been found, occasionally an explorer will wander out of the caves, claiming to have found shipwrecks and pirate hideouts in massive underground lagoons.

The specific Cave that Mr. Rocker's doorway resides in a large hill between the village and the lighthouse. The opening is a large split in the hill, hidden by brush and trees. Inside there is little other than rocks, dirt, and the glowing gateway.

Crypts and Graveyards

There are thousands of graves on the island, most from the large naval battles that were waged over the island. Pirates and Navy alike are buried here, with the graves ranging from small rock mounds to large, elaborate crypts. While the graveyard were being dug and built, the Island's cave system was discovered, and many crypts took advantage of this, building multiple levels, and even tunnels connecting the tombs of families. There are many unhappy dead in these caverns and halls, and some still wander, though it is hard to know whether they seek revenge or flesh.



Shipwrecks

The shipwrecks around the island and bay form a pseudo protective reef, however there are passageways large enough for ships to pass safely, with no fear of snags. The wreckages are thick, and some ships lie almost whole at the bottom. There have been rumors of creatures that live amongst these ruined ships, and that the wreckage stretches to the island, and may even connect to the cave system.

Killian's Shop

A small building made of smooth round stones, the shop also serves as Killian's home. The group will find whatever they need here





in terms of tools and instruments to brew the potion.

Plot

Who Turned out the Light (House)?

Our adventurers head to an area of Brattleburg known as Donnal's Landing looking for transportation to Donagel's Rock. Recently, it was reported that the Island light house has gone out for the first time in a hundred years. Communication with the island has been erratic and unclear, and the community leaders of Brattleburg, fearing a disruption in shipping lines, have hired the Players to investigate.

As the players mingle through Donnal's Landing, they should hear many different rumors and worries about the events on the island. Some claim that pirates have murdered the bulk of the town and taken their place, while others claim that the dead have risen to claim their revenge. Some fear that the children are in danger, while others feel it the parents who should be cautious.

Row, row, row, Yer boat.

It should quickly become apparent to the group that the truth will only be discovered by venturing out to the island itself. The group, after asking around through taverns and inns, should eventually find a ferryman willing to take them to the island, but under two conditions: First, the Group check in with the old Alchemist that lives on the island. Second, that the group checks on his sister's family, specifically her



children. The ferryman's nieces and nephews usually bring him lunch when he brings a fair to the island, and they have not met him for several days.

If the group agrees, he will take them to the island. If they decline, they will find no one else willing to take them for a cost they can afford. The group may consider swimming to the island, but they will find the water too rough and visibility low due to fog and mist.

The group may attempt several different methods of getting to the island, and it is up to the DM to determine their success. The Ferryman is our suggestion, but there may be other ways to reach their destination.

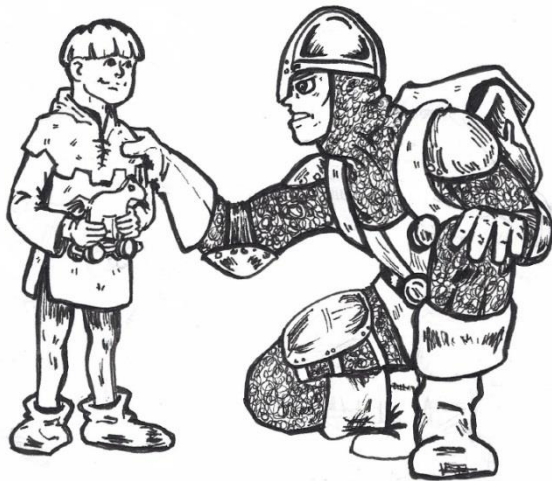
Which one of us is crazy? Oh, it's you.

Once the players arrive on the island, they will be met not far from docks by an old man in a hood. The old man should seem frantic and upset. As he talks to the group, he will make several references to the fate of the children and the shadow of threat that hangs over the island. The old man will also speak of a formula they will need to pierce the veil and find the truth, and randomly name ingredients they will need. Throughout his babble, the old man should act oddly, occasionally saying things out of context, screaming, and even weeping. Because of his dress and his mention of the formula, the group should deduce that this is the alchemist they were asked to check on.





While the group should be put on guard by the old man, his manner and his vagueness should encourage them to move on to their next task. If the players do decide to try and help him, have the old man mumble something about the time being short, and the next appointment being in place. He will then point at the lighthouse and yell “curse the light for not gracing the innocent with safety!” The group should turn to look, and when they look back, the old man should be gone.



From crazy to creepy.

As the players stumble into town, they will find it quiet. While people are working and moving around, they speak in hushed tones and hurry from place to place. Most oddly, the children are not playing, but sitting silently on corners and porches in small groups, speaking quietly to one another.

The Group may ask directions to the light house, but will find most people

unwilling to respond. If the players choose, they may take this time to inquire on the Ferryman’s sister. He has given them the directions to her house, and when they find it, they find no children, only the sister rocking quietly on the porch. She will reluctantly answer their questions, but seem bothered and annoyed at their presence. If asked about the children, she will say they are gone, and have no answer when asked where. If pressed, she will admit that they disappeared days ago, and she assumed they were taken by the beats of the forest. She should seem generally unconcerned about the children’s fate. She will however, give them directions to the lighthouse, which is on a cliff called gull’s reach on the edge of the island. She will also confirm that they light is out, but will express a complete lack of concern as to the cause.

Talk of the Town

As the group speaks to the villagers, they will learn that the watchman of the lighthouse has gone silent and the town has not heard from him in several days. Also, the children of the town have been going missing during the same time period. The impression the group should come away with is the complete lack of concern as to the children’s disappearance, and the townsfolk’s resistance to the idea of help finding the missing children. They should deny any offers from the group, and insist that they be allowed to resolve it themselves.





If pressed, a town person will blame the missing children on pirates, and suggest that they might be the cause of both the lighthouse going dark and the children's disappearance.

If the players decide to approach a group of children, they will discover that they have an entirely different attitude about the disappearances, and an intriguing explanation.

Mr. Rocker's Neighborhood

When the Players speak to the children, they will find that they believe their friends are being taken by an entity known as "Mr. Rocker," which they call him because of the creaking sound they hear whenever a child disappears.

Over the past several days, children have been disappearing one at a time all over the island. The children will tell the group about several incidents in which another child would simply disappear during a game of tag or while walking by the woods.

Oddly, though, the children should not be afraid; instead, they should be excited by the prospect of a visit from Mr. Rocker, and believe that they will be safe.

If the groups ask them why, they will say that the sound he makes is soft and gentle, and their friends never cry or shout when they leave with him.

If pressed, the children will claim that Mr. Rocker has visited them in their dreams, and shown them the safe place to which he would take them. It is a calm, beautiful place

where their friends are safe and happy. In the Dream, Rocker assures them that he will protect them from the dangers coming to the town. If asked what the danger is, the children will not know.

When the group decides to leave, one of the children, Billy, will insist on coming with them to "show them around the island." He will accompany the group until the next meet the old man. If asked, he can provide history and directions for locations on the island.

And back to Crazytown!

When the players finally decide to go to the lighthouse, they should again be stopped by the old man. If the group has not been to town yet, he will urge them to go. He will mention a danger to the children, and again speak of the potion he must make for them. After a few moments, The Old Man will realize the group cannot understand him, and



leave, visibly frustrated. The group will also come away from this conversation sure it's Killian, but still unsure of what he is trying to warn them of. When the Group returns to





their journey, they will hear a creaking sound from the woods, and realize that Billy has vanished.

To the Lighthouse!

When the Group reaches the lighthouse, they will discover that it has indeed been commandeered by pirates.

There will be guards patrolling around the lighthouse. And while the team will try to sneak by, it is likely that they will be caught at some point. The battle will be fierce, and just as the Players begin to prevail, the fight will be stopped by the pirate leader,



demanding to know what’s going on. When the party explains, and demands to know where the children are, the pirates will merely laugh. “We didn’t take the children, mate. They’ve been going missing on their own. It hasn’t changed the villager’s mindset much, though; they’re still set on our deal”

This is the Deal

The pirates and the villagers have come to terms on a deal to use the lighthouse to lure ships in, take their cargo, and split the profits.

And, oddly, the villagers want any surviving captives. In fact, they have two captives ready for them now. If they party inquires about the captives, the pirates will show them. They will be the lighthouse watch keeper, and an unfamiliar old man. The pirates will explain:

“The lighthouse keeper gave us a fight, but we eventually got. We roughed him up in the hopes the villagers would ransom him... but they weren’t interested. He hasn’t moved in a couple days, so he’s probably dead. The other man is the town alchemist. He came to us to try to hire us to help find the missing children. Unfortunately for him, the villagers paid us more not to.”

Isn’t that the crazy guy?

When the party looks at the Alchemist, they will discover that this is actually Killian, the man they were sent to find. The other man, who is several days’ dead by the smell, is familiar to them; for he is the man they met twice earlier, and who they mistook for the crazy old alchemist.

If the party talks to Killian, he will explain that he and the lighthouse keeper were friends, as the keeper had an interest in alchemy. He will explain that he went to





visit his friend after the children started to disappear, only to find him dead and the pirates in control of the lighthouse. He tried to persuade the pirates to help him, but without luck.

If the party explains that they have seen the keeper around the village, Killian will become somber and worried.

“If you saw my friend, then he must have something dire to tell you. You must find him, and follow his instructions. If he was speaking of a potion, you may find his spirit in my shop, or nearby. Go, quickly!”



Getting the Groceries

The Players should return to town, and near Killian’s shop they will find the spirit of the keeper, pacing wildly and ranting angrily. When he sees the party, he will rush towards them, and again try to communicate his message, which will be jumbled. The only thing they will fully understand is the ingredient list, and where to find the recipe. He will also tell them to find a cave where they must take the potion.

In order to meet with the Ghost of the Keeper and learn the fate of the children, the group must gather the potion ingredients.

This could require travel to Brattleburg, scrounging through crypts and caves, or perhaps even scavenging the shipwrecks lining the bay; the length and difficulty of this side quest is at the DM’s discretion. It could be that the ingredients are in the shop, and the old man’s ghostly form prevents him from mixing them. It’s really your call!

Once the party gathers and brews the potion, they must find the cave. Inside they will find a shimmering door they cannot enter. They will hear the voice of the ghost encouraging them to drink. When they do, the player characters will pass out.

Conflict

Why is everything so much bigger?

When they awake, the party will find themselves transformed into children. Only a few minutes have passed. The voice will encourage them to enter the door, which they will find open to them.

Once inside, the party will find themselves in a beautiful clearing. They will see children playing, and an old man sitting under the tree in the center of the clearing. When they approach him, they will recognize the Lighthouse Keeper. A small girl will run up to him and say “I picked you a flower, Mr. Rocker!” He will accept the gift, give her a light kiss on the forehead, and she will skip off, happy.

As the party speaks to the ghost, they will find him much more coherent, as he is more in control in the ethereal plain where he has taken the missing children.





Mr. Rocker will explain that he is the grandfather of several of the kids, and he is trying to save as many children as possible. He has been hiding the children on the ethereal plane because He discovered that the parents have all been getting slowly replaced by life-draining duplicates. Once the doppelgangers are removed, Mr. Rocker will return the children to the prime material plane.

He will further explain that the being responsible for the duplicates are in the tombs under the island. Only by finding their spawning ground and destroying the hive mind, can the party defeat the evil villagers,

and secure the safety of the children. Mr. Rocker assures them he will return the children once the village is safe. Once the party leaves the field, they will find themselves back in the cave.

From here, we leave it to the DM's discretion. We feel that it would be fun to leave the players as children for an extended amount of time, and allow them to tackle a combat and a couple different challenges in this form.

Some things the group might consider is heading back to the lighthouse for reinforcement from the pirates. If the group does decide to do this, an ambush planned at





the right time could not only make the players sweat, but bring in the pirates, who may be willing to kill and steal, but not let kids (meaning the group) get hurt.

If the group does get the pirates involved, perhaps they might be persuaded to clear the town of duplicates.

The group could venture into the caves to find the nest and stop the invasion, which could lead to some fun *Goonies* like adventuring.

Our advice is to try at least one combat with the group as Children. If the group seems to enjoy it, carry it through the end of the adventure. If they don't seem to like it, and complaints abound, allow the effects of the potion to wear off, and transform the group back to adults. Again, try to make the decisions that would allow for the most fun.

The Super Happy Fun Ending

The ideal ending to this story is that after finding the hive of the duplicates, and destroying the hive mind, they will discover a chamber nearby, where the real parents have been held captive in hibernation. Ideally, the party can leave, with parents and children reunited. As the Pirates deal was actually with the duplicates, the men of the village can help the party clear the lighthouse of the pirates and reestablish control over the island.

If you want a more somber ending, you can simply remove elements from above

until you are appropriately depressed.

Perhaps the party finds the parents, but is unable to stop the pirates. Or, perhaps, after defeating the duplicates, they find the bodies of the parents nearby, leaving several dozen orphans needing a new home (see, don't you wish you went with the happy ending?).

You could go even further, and have the pirates invade the village after they see the duplicates drop, prompting Mr. Rocker to take the remaining children and seal the door, leaving the children lost forever in their dreamland. If this isn't realistic and depressing enough for you, well, it may be time to put on your sunglasses and listen to the cure.

A fun alternative you could go with if the pirates invade is to have them recruit the kids and turn the Island into Pirate Rock! If the Parents do survive, especially with the Pirate's help, perhaps the successful alliance could lead to the pirates protecting the Island in a more official capacity.





Characters

“Bobbing” Gerri, the Ferryman

(AC 9; hd 1; hp 2-4; #AT: 1; DMG fists 1-2 hp damage, 1d6 boat oar)

The group will meet Gerri while looking for transport out to the island. A weathered man in his forties, Gerri looks like a man made of sea salt and driftwood. While gruff on the exterior, he is a kind man with a soft spot for his nieces and nephews, who live with his sister on Donagel’s Rock. While many of the ferrymen will be reluctant to take the group out to the island, Gerri will do it, on the conditions that they check on his old friend Killian, the Alchemist, and His Sister's Family.

While on the ferry ride, Gerri might sing old sea shanties, tell big fish story or two, and share some of the rumors he’s heard of the island. While Gerri could check on his loved ones himself, he senses something seriously wrong on the Rock, and fears that if something were to happen to him, his family would never get the help they need. So, instead, he looks for adventurers to send to the rescue, while trying to forget the ones that haven’t come back.



Gerri’s Sister

(AC 9; hd 1; hp 4; #AT: 1; DMG fists 1-2 hp damage)

A simple island housewife, Gerri’s sister is the mother of several children who are known around the bay for their friendliness and polite manner. The product of a tight knit and caring family, the children are especially beloved of their uncle, whom they visit at the Docks when he drops off a passenger. When the Groups meet the Sister, she will be rude, cold, and unwilling to share any information unless pressured. She will eventually admit that she does not know where the children have gone, and she will act as if it is more on an annoyance than a concern. She will claim that their disappearance is either related to pirates or creatures in the woods.

The sister has actually been replaced by an Aquaganger, and Gerri’s real sister lies either trapped in a cavern under the island, or dead in a heap leftovers. Her children, thankfully, have been saved by Mr. Rocker, and are safe and at play in his Ethereal Glen. The Aquaganger of Gerri’s sister should, if watched, act oddly, as if she is familiar with the things in her house, but does not entirely understand their purpose.





Killian, the Alchemist

(AC 9; hd 1; hp 2-4; #AT: 1; DMG fists 1-2 hp damage; SP -2 to saving throws due to starvation as prisoner)

Killian is an old friend of Gerri, and of the Lighthouse keeper. Shortly after his last trip out to the lighthouse, the children in town started to disappear. Reading the signs and omens, Killian saw something was very wrong on the Rock. He traveled out to the lighthouse to see his friend, the Keeper, in hopes that they could work out the situation together. It was then that he discovered the pirates, and after unsuccessfully attempting to recruit them to help, he was imprisoned. Killian was heartbroken to find his friend beaten, dead, and chained beside him. When he meets the group, he will believe that the pirates are responsible for the missing children. He will be shocked at the group's story, and believe his friend has come back for an important reason.





The Crazy Old Alchemist/ the Lighthouse Keeper/ Mr. Rocker

(AC -3; hd 3; hp 4-24; #AT: 2; DMG 1-3/1-3; immune to charm & sleep; can be turned)
[Stats for Mr. Rocker are included for reference only, as Mr. Rocker is not intended to be a fightable character]

The Lighthouse Keeper was an important man on the Rock. It was he, with the help of homing pigeons, which would alert the naval fleet if any dangers came into the bay. He also helped guide in ships, and served as something of a Patriarch. The Keeper had numerous family members living on the island, including many of his own grandchildren.

The Keeper has made many friends in his life, including Gerri the Ferryman, and Killian the Alchemist, thanks to their shared interest in alchemy.

The Keeper was had started to suspect that something was wrong in the village after interacting with his children; they weren't acting like themselves. The Keeper was researching possibilities in his library when he found himself under attack from pirates, and aided by men from the village. During the Pirates interrogation, the Keeper succumbs to his wounds, and died. Upon death, he received a clear vision of the plots happening in the town, and the source of the doppelgangers, and the danger to the children; and he refused to move on.

As the Crazy old man, his connection to the mortal world is weak, and his communications are jumbled, complicated by his nonlinear view of time, forcing him to see and relive events from the past. He will work hard to convince the group to help him. He will be unable touch anything solid, and will be unable to clearly ask any questions. When the group meets him as the Old Man, they should assume he is Killian. If they ask him, he will respond "I am who you seek".

Alter his awakening in the afterlife, The Keeper used what little he knew of magic, and his abilities as a spirit, to begin to shelter the children of the island from harm. While he began with his grandchildren, and created a place to protect them, they began to worry about their friend, and he slowly began to seek them out. Because of his good intentions, and love for the island, the children were able to see true intent, and trust him. Because of the creaking sound made as he entered the corporeal plane, the Children dubbed him Mr. Rocker, and the legend began to grow.

Mr. Rocker will try to guide the group to his "safe house" in the ethereal plane in order to tell them of the parent duplicates. If the group is successful in clearing the island of duplicates, he will return the children. In the ethereal Plane, Mr. Rocker will be calm, lucid, and be able to clearly explain what is happening to the children.





Pirate Captain Vlen "Griffin Beak" Moone
(AC 5; hd 5; hp 26; #AT: 1; DMG by weapon)



Cap'n Griffin Beak has always known a good opportunity when he sees one, and the ruckas in BrattleBurg during the tournament was the best he'd seen in years. The Pirates of the bay area had always coveted the advantagious location of Donagel's Rock, and have long sought to regain it. Once Griffen Beak saw a dragon fly into the horizon from the stadium, he seized his chance.

Griffin beak is known for his hardnosed tactics, sharp intellect, and a reluctant sense of honor. While the rules of men are petty and unworthy of notice, there are some higher laws that he would never break. The Father of dozens of illegitimate children, Griffin Beak would never harm one, and may even risk a profit to prevent children from suffering.

Despite this, Griffin Beak was willing to leave the villagers and their children to their own fate, as he suspected that the parents were to blame. When the group attacks the lighthouse, the Cap'n will watch until he feels the battle is turning in favor of the group. He will then interrupt, and offer information to them to preserve his profit margin. He will readily admit to the deal with the parents, deny any association with the missing kids, and laugh off any request for assistance. It won't be until he is actually about to witness harm to a child that the Cap'n will be spurred to action.

Griffin Beak might be inspired to save the group while they are in children form, and after discovering the Aquagangers and their deception may be convinced to help purge them from the island. After this successful alliance, the Pirate captain and his crew may be prepared to serve the island in a more official capacity.



Pirates

(AC 7; hd 2; hp 2-16; #AT: 1; DMG by weapon)





Aquaganger

Armor Class: 5
Hit Dice: 4
Move: 30' (x3 speed in water)
Attacks: 3 (claw/claw/bite)
Damage: 1-6/1-6/1-4 or by
weapon
No. Appearing: 1-4
Save As: Fighter: 6
Morale: 8
Treasure Type: F
Alignment: Chaotic
XP: 145



These terrible sea creatures are commonly found in the oceans, but occasionally a school of them will venture onto the lands to lure in prey. They are able to breathe water and air; also they are able to mimic humanoids. Their natural ability to mimic requires a host to duplicate and the host must be kept alive in order to keep a mental link. Their mental link is not similar to their land-based cousins, the doppelgangers; they have a much cruder link only with their duplicated person. A common tactic they employ is moving into a small community and one-by-one replacing them. Once they have harvested all the food sources in the area they will have a final feast on their hosts and move on to the next food source. Aquagangers are physically able to imitate people, however as they are not part of land society they will appear odd to any long-term observations.





Details

Random Encounters

In the Bay or underwater

1	Crab, Giant
2	Crocodile
3	Aquaganger Group (non-disguise, 1-4)
4	Fish (Giant, Bass or Catfish)
5	Fishermen (1-2 small boat, 2-6 large boat)
6	Frog, Giant
7	Octopus
8	Pirate Group (1-4 rowboat)
9	Sea Snake
10	Shark

On Donagel Rock

1	Child, Human
2	Crab, Giant
3	Aquaganger Group (disguised, 1-4)
4	Frog, Giant
5	Pirate Gang (1-6)
6	Rat, Giant

