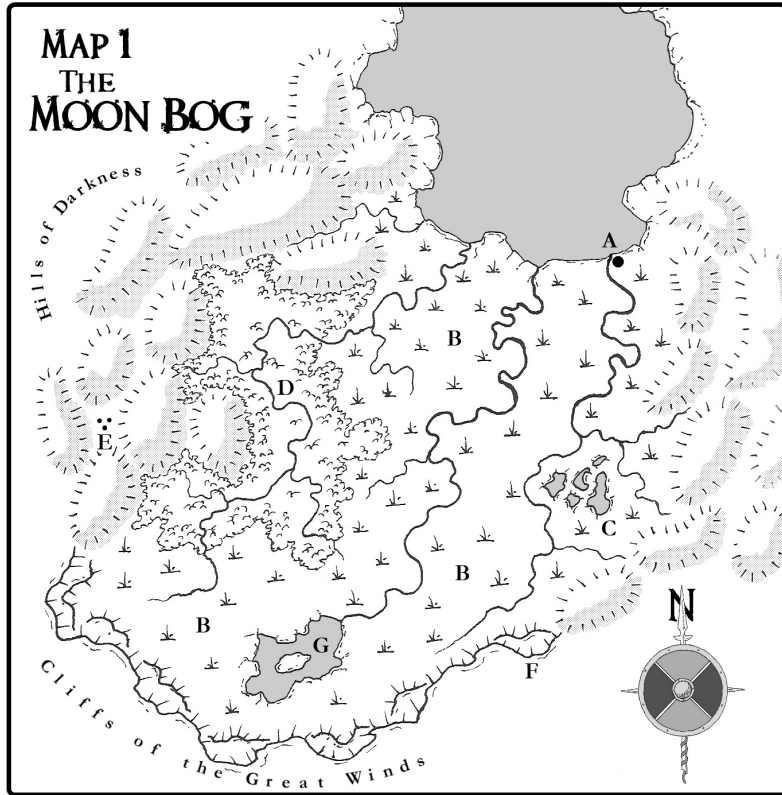


# IN THE MOON BOG

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**Background:** The "comet" was in fact a disabled spacecraft piloted by the cyclopid scientist, Zark. The ship's reactor is cracked and has poisoned the bog, mutating some of the local species – especially frogs, which have evolved into man-frogs. These serve Zark as if he were a god and assist the cyclopid by collecting lead to patch the reactor breach, iron to seal the hull ruptures and gold to repair electrical components. Meanwhile, Zark has taken to performing strange experiments, collecting interesting specimens and exploring the locale.



## MAP 1 — THE MOON BOG

**A: Village of Stillwater.** A collection of ramshackle, stilted huts connected by rickety walkways. The flabby, weird-eyed inhabitants worship a fish god, but also make periodic offerings the Ghost Turtle. They trade fish, swamp herbs, peat, rare moon-snake skins and poison extracted from those serpents.

**B: Moon Bog.** A marshland of high reeds, stunted trees, deep pools and sucking mud.

**C: Pools of the Ghost Turtle.** This collection of deep ponds is the haunt of the **Ghost Turtle**, a massive snapping turtle with algae and plants growing from its back. The mutated beast breathes a poisonous gas and exhibits a phosphorescent glow at night.

**D: Flooded Forest.** Dank swamp of deformed mangroves, infested with biting insects, predatory plants and mutated reptiles of unusual size. A **swamp witch** is rumored to keep a magical cottage somewhere within the wood.

**E: Ruined Shrine of the Nameless God.** Standing stones, an ancient oak, and a crumbling edifice - what horrors might lurk here?

**F: Aerie of the Bird-Men.** High on the cliff is a small cave complex where roost **15 bird-men**. They hate the man-frogs. Fight with spears and short bows. They have collected many **gold nuggets**.

**G: Man-Frog Settlement.** A handful of thatched, mud huts, six totem poles with grisly decor, and a rude clay effigy of Zark. A low wooden palisade conceals the flying saucer. **18 man-frogs** are present in the village, others reside elsewhere in the bog. Armed with spears and axes of stone. **Chief** carries a **stun club** (bludgeon and electricity dmg). **Marsh pearls** and **gold nuggets** collected in huts.

## WILDERNESS ENCOUNTERS ROLL 1D6

- (1) Quicksand, (2) Man-frog Ambush,
- (3) Radioactive Giant Boar, (4) Acidic Pool,
- (5) Giant Mosquitoes, (6) Man-eating Algae

## MAP 2 — SETTLEMENT OF THE MAN-FROGS

**1: Entrance.** A ramp extends from under the saucer. Two hoses come from inside and run to the pond.

**2: Living Quarters.** A bed, shower, table, chairs, wardrobe and three spacesuits. A box is filled with **crystalline coinage**.

**3: Galley.** A long table, stools and cooking area.

**4: Engine Room.** Hoses from #1 plug into the exterior wall of this room. Pump inside draws water to flush the reactor, bad water drains out of the craft. Radioactivity poisons characters and causes sickness or worse, unless they are protected by spacesuits and helmets.

**5: Laboratory.** Weird equipment, animals and plants in jars, and a sedated captive human found here. A coil of gold wire worth **60 gp**. A large **science robot** is present and attacks with pinchers, laser scalpel and cutting saw.

**6: Storage.** Shelves and boxes with a variety of goods, notably 18 lead bars, a pile of iron scrap, **310 gp**, **6 ray gun batteries**, and three space suit helmets.

**7: Cockpit.** Two chairs and hundreds of controls. Long windows allow view to exterior, but are not visible from outside.

**Zark** is here if not already encountered. He is 8-feet tall, one-eyed and hairy, clothed in spacesuit. Carries a space helmet, a **starmetal longsword +1** and a **ray gun**.

