

# ANCIENT EMERALD EYES

AN ADVENTURE LOCATION WRITEN AND DRAWN BY IRVNI J. MORALES ESQUEDA

RUMORS TELL, THAT THE EMERALDS BEGAN TO SPROUT AND THE DWARFS CONTINUE TO DIG INTO THE MINE, ONE DAY, THEY BROKE DOWN A WALL THAT CONNECTED THE MINE TO A NATURAL CAVERN, THEY BELIEVED THAT MANY PRECIOUS STONES WAIT TO BE FOUND ON THE MYSTERIOUS CAVE, THAT WAS THE LAST THING THEY TOUGHT...

ANCIENT EMERALD EYES IS A GREAT CLASSIC ADVENTURE FOR NEW LEVEL CHARACTERS WITH SOME OSR FUN IN IT, HERE TWO KOBOLDS TRIBES BATTLE EACH OTHER FOR THE PRIVILEGE OF WORSHIPPING AN ANCIENT DRAGON STATUE THAT CONTAINS A GREAT POWER, MANY DANGERS LURK ON EVERY CORNER, AND A NIGHTMARISH GIANT BLACK WIDOW HIDES A SECRET ON HIS BELLY.

SO GRAB YOUR GEAR AND FRIENDS, AND GET READY TO GO DEEP INTO THE DARK.

**1. MAIN ENTRANCE**  
"The main entrance of the mine its cover on strange glyphs on the walls, many mining tools lie on the ground broken"

**2. PERILOUS GROUNDS**  
"Several holes on the ground prevent the passage. They go as deep as 15 feet and they contain tar."

**3. LUCKY YOU!**  
"There's a few broken wheelbarrow's that try to cover a couple of chest, one of them its full of gold coins that are melted together and are really heavy. The other its a mimic."

**4. IS THAT A BABY?**  
"Before you enter this room, you can hear screaming and crying from a woman. As soon as you enter you notice a medusa giving birth, two skeletons are guarding her. Two statues made of naked women body parts form ZS"

**5. YOU NO TAKE GOBLIN!**  
"2D6 Goblin's are fighting 3D6 Kobolds over a friends body. He is really important to the tribe. Here, heroes can find the entrance to the cave"

**6. DONT LEAVE ME HANGING OUT**  
There's two bridges that cross the room from side to side, they hang out from chains to the ceiling. One bridge is a trap, when activated the bridge folds to form a cage leaving heroes trap. The fall from bridges is 40ft to a 10ft acid pool. There's a secret door to get out from the acid pool."

**7. BLAME THE MUSHROOMS**  
"A lot of mushrooms cover the walls and the floor, they are of many bright and fluorescent colors. If touch they explote on pollen, roll on table"

**8. LAVE US ALONE!**  
"Four Grimlocks are making his home on the cave, they will follow the players trying to stay hidden, and will drag the body's of the fallen heroes to their camp"

**9. DRAMKARG TRIBE**  
"Using whatever they could find on the cave, the Dramkarg tribe has setup a mini fortress to fight their enemy tribe, they got a crate full of magic wands(they don't know what they actually do), and they are not afraid to use them."

**10. KOBOLD BATTLEFIELD**  
"Small weapons, shields and some kobold bodies cover this zone. It's a war between tribes!. When the heroes arrive something is happening, roll on the table."

**11. UGHAZZS TRIBE**  
"They also improve a mini-fortress and are attacking to his enemy tribe. They got a barrel full of alchemist fire"

**12. ANCIENT DRAGON STATUE**  
"Four stone pillars surround a big dragon statue made of obsidian, on his eyes there are two beautiful emeralds. If a creature with no dragon blood touch the stone, a ancient dragon spirit takes control of his body, standing on four legs like a dragon the hero starts to talk in draconic on a deep voice, he also gains a breath weapon. If the hero plays the dragon role well enough, Kobolds will bow to him."

**13. TAKE IT OFF ME!**  
"Spider web wraps up the entire room, a giant spider egg hangs in the middle with d100 baby spiders. His mother, a giant black widow spider feeds them and guard them to death. If the mother is kill, heroes can find a hourglass on his belly, it can slow time for a brief moment."

## D4 MUSHROOM TABLE

- Uncontrollable itch, you cant wear anything. After a few minutes you will turn orange for 1D6 days.
- 1 You take 3 dmg, holes start to open on your skin, from them mini mushrooms start growing. You will die if you don't stop this in time.
- 2 The spores are blocking your respiratory tract!, find a way to breath again or you will die.
- 3 After a few minutes you start sweating way too much, to the point where you start looking like a prune. You will have a penalty to any physical actions, until you drink at least 20ltr of water.
- 4

## D4 BATTLEFIELD TABLE

- 1 Kobold charge to the battle mounted in a basilisk
- 2 Dragon blood seems to run more powerful on a big and muscle Kobold, he is using breath weapon and swinging a big axe.
- 3 One of the tribes is losing, they decide to flee to the dragon statue for a last stand.
- 4 The battle draws the attention of the giant black widow on zone 13.

Determine the tribe with odd and evens

## D4 DRAGON TYPE TABLE

- 1 Red Dragon / Fire.
- 2 Blue Dragon / Lightning.
- 3 Black Dragon / Acid.
- 4 White Dragon / Cold.