

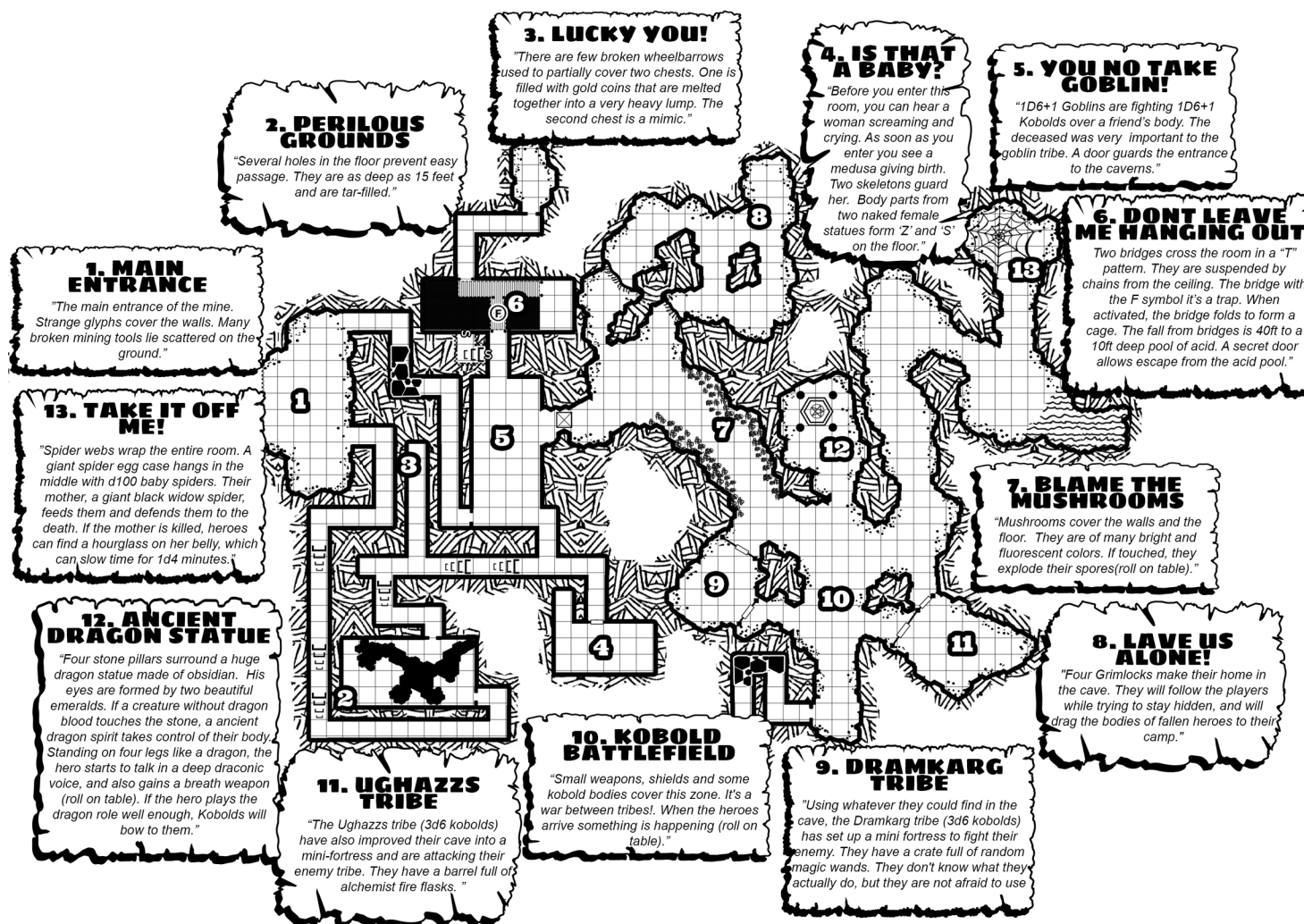
ANCIENT EMERALD EYES

AN ADVENTURE LOCATION WRITTEN AND DRAWN BY IRVIN J. MORALES ESQUEDA AND EDITORIAL ASSISTANCE BY VANCE ATKINS

RUMORS TELL OF THE WEALTH OF THE EMERALD MINES. GREEDY, THE DWARVES CONTINUED TO DIG, SEEKING EVEN DEEPER VEINS, UNTIL ONE DAY THEY BROKE FROM THE MINE INTO A NATURAL CAVERN! THE DWARVES BELIEVED THAT MANY PRECIOUS STONES WAITED TO BE FOUND IN THE MYSTERIOUS CAVES. FOR MANY, THAT WAS THEIR FINAL THOUGHT...

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

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



D4 MUSHROOM TABLE

- Uncontrollable itch, you cant wear anything. After a few minutes you will turn orange for 1D6 days.
- You take 3 dmg. holes start to open in your skin, from which mini mushrooms start growing. You will die if you don't stop this in 1d4 days.
- The spores are blocking your respiratory tract!, find a way to breath again or you will die.
- After a few minutes you start sweating profusely, to the point where you start looking like a prune. You will have a penalty to any physical actions, until you drink at least 1gal of water. at least 2000 of water.

D4 BATTLEFIELD TABLE

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

Determine the tribe with odd and evens

D4 DRAGON TYPE TABLE

- Red Dragon / Fire.
- Blue Dragon / Lightning.
- Black Dragon / Acid.
- White Dragon / Cold.