

Tongues of Verdant Fire

Summary

Somewhere out there is a ruined temple to **Kiktek Nyne**, the Poisoned Goddess. In its depths, a magical flame is fueled by human sacrifices provided by a band of scaled cultists. These so-called **Tongues of Verdant Fire** believe the flame is a symbol of their snake-haired goddess' pride. They are wrong. It is a dragon.

Hook

Brave, but low level (1-2 HD, **DURF**), adventurers have found and entered the temple because:

- ♦ They wish to save the prisoners.
- ♦ They seek the cult's treasures.
- ♦ They want to see the verdant fire.

Conclusions

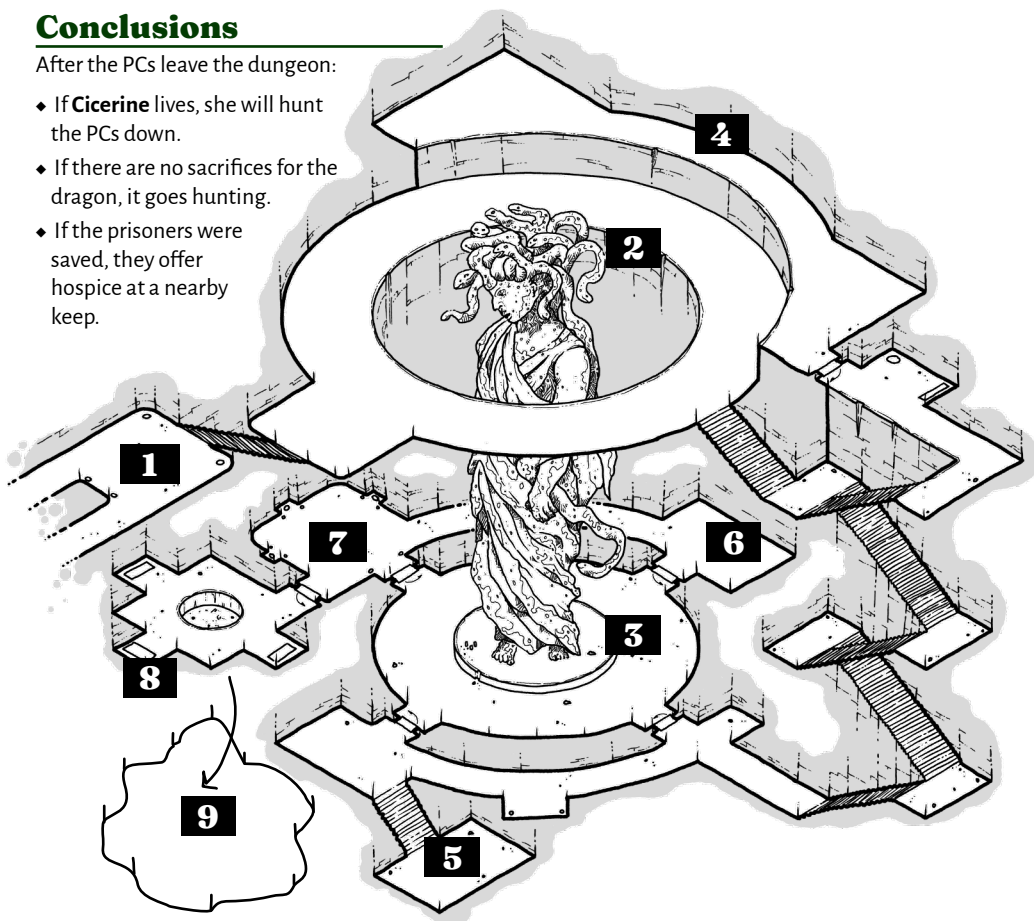
After the PCs leave the dungeon:

- ♦ If **Cicerine** lives, she will hunt the PCs down.
- ♦ If there are no sacrifices for the dragon, it goes hunting.
- ♦ If the prisoners were saved, they offer hospice at a nearby keep.

Random Encounters

Roll 1d10 every 2 rounds (round = 10 minutes).

d10	Random Encounters
1	A rush of wind. Lightsources gutter.
2	Cicerine enters the room
3	Everyone grows a patch of green scales.
4	A clumsy imp flapping into walls.
5	2 cultists on patrol.
6	2 imps pretend to be one big imp.
7	Green moss rapidly spreads under foot.
8	Small vines burst from the walls.
9	A dagger and torch left behind.
10	An emerald (250 gp) glints in the dark.



R1. The Entrance

2 robed figures (**cultists**) stand before vine-choked stairs. The cultists comment on their new scales. The vines cover bas reliefs of **Kiktek Nyne** drinking snake blood and ascending to divinity.

R2. Her Gazing Eyes

A statue of **Kiktek Nyne** stands in a deep auditorium. Voices echo from below. Vines entangle a corpse. The vines descend from R4. The corpse was the former cult leader, killed by **Cicerine**. The statue's eyes are large carved emeralds (125 gp, 2 slots each).

R3. The Auditorium

A dozen robed figures (**cultists**) engaged in a deep discussion. **Kiktek Nyne's** statue rises in the open auditorium above. Moss blankets the stone floor. The cultists debate if they should overthrow **Cicerine** after she killed their previous leader. She came from nowhere and now wants to use sacrifices to summon demons instead of feeding the fire?

R4. The Arsenal

Mosses and mushrooms grow over weapons and armor. Spores permeate the air. The spores are flammable around torches (detonate for 5 DMG, DEX save to avoid, loud). Suit of symbiotic leather armor (you can speak with plants) and +1 decomposing mushroom axe (4 DMG, 2 slots).

R5. The Treasury

2 robed figures (**cultists**) stand before a set of stairs leading down to a neatly arranged pile of baubles, trinkets, and chests. Quartz urn (125 gp), orange feathered quill (75 gp), sapphire crystal shaped like a charcoal square (250 gp), amethyst pear (300 gp).

R6. The Prison

6 ragged prisoners entrapped in vines. Refuse and straw litter the floor. Behind them is a cracked altar. The altar has an emerald idol to **Kiktek Nyne** (150 gp, drenched in poison: STR save or 1 direct Wound).

PRISONERS

Useless in a fight (unless someone needs a new PC).

Names: Sheran, Wolf, Jade, Agnea, Vincente, Voss.

- ♦ Jade is not from this world.
- ♦ Other prisoners have been taken to R7.
- ♦ The cultists stole Agnea's fancy quill.

R7. Cicerine's Lair

A snake-haired woman (**Cicerine**) stands over her sacrifices, chanting evil-sounding words in a strange language. A codex of devils lays on the floor (teaches the **DEMONIC SERVANT** spell).

R8. The Verdant Fire

Green fire jets in uneven bursts from a pit in the center of the room. Fruit trees blossom around the hole. The green fire comes from the snoring dragon in R9. The fruits are green dragon fruits (eat and grow a draconic appendage, 3 DMG). Plants grow rapidly around torches lit by the verdant fire.

R9. The Dragon

An emerald-scaled dragon slumbers peacefully in a vast cavern. Gold glitters beneath his stomach. A true hoard (2,284 gp). At the back of the cavern is a dragon-sized tunnel to a peaceful hidden valley.

IMP

Skill 1 HD 0 ML 4

Tiny red wretch with bat wings and a scorpion stinger.

- ♦ **Sting** 2 DMG + STR save or take 1 direct Wound.
- ♦ **Sneak** Invisible for 2 rounds or until attack.

CULTIST

Skill 2 HD 1 ML 6

Humanoids with green robes and patches of green scales all over their body. The scales are from the verdant fire.

- ♦ **Draconic Appendage** 3 DMG.

CICERINE THE FORKED TONGUE

Skill 4 HD 3 (5 Armor) ML 8

Snake-haired woman in bronze legionnaire armor. Can summon an **imp** after an innocent sacrifice. Thinks devils are cooler than green fire. Talks down to everyone.

- ♦ **Venom Spear** 3 DMG.
- ♦ **Bite** 2 DMG + STR save or take 1 direct Wound.
- ♦ **Shield** Reduces incoming damage by 1.

THE DRAGON, MALGROMAX

Skill 6 HD 4 (5 Armor) ML 7

Emerald-green scales and spore-spreading breath. He ate the sacrifices, but hasn't been fed in a while.

- ♦ **Gnaw** 6 DMG.
- ♦ **Verdant Breath (3/day)** Cone-shaped, 12 DMG (DEX save for half), grows moss & flowers.
- ♦ Cannot be charmed or commanded.