



Mini-D¹¹ungeon Collection

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THE GRAND BASILISK EGG HUNT

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The Grand Basilisk Egg Hunt

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High in the cloud-shrouded peaks of the Upsilos Mountain, dwelling deep within purple fluorite crystal-lined caverns, resides a magical creature known as the Grand Basilisk. The Grand Basilisk nests among its ordinary kin, but bears an array of silver and gold-hued metallic scales, glowing fiery eyes, and a brilliant crimson main of razor-sharp barbs that stretches from its crown to the tip of its long tail. Local legends say that the creature came into being when an ancient and dying mountain fey was consumed by one of the basilisks that inhabit the elevated regions.

The stories continue to suggest that every two hundred years, when the rising sun aligns perfectly with the constellation of the Drake, the Grand Basilisk has a single offspring which eventually grows to replace its parent. The sun and the Drake aligned eight weeks ago, and if legend holds true the Grand Basilisk should have laid its egg soon thereafter.

Valcent Vynrider, a wealthy and eccentric lord, desires to obtain the Grand Basilisk's egg to hatch himself. His private zoo, which houses an astounding collection of rare and unique beasts, is famous throughout the

realm. He is willing to pay handsomely for such a rare addition as a Grand Basilisk to his menagerie.

Well aware of the dangers posed by basilisks, Valcent intends on hatching the egg and imprinting himself as the young creature's caretaker. In return for a viable egg, the lord is willing to pay 25,000 gp, and if pressed, Valcent is also willing to part with a spare domesticated baby flame drake named Rubrum from his collection (treat as a **brass dragon wyrmling** with no sleep breath weapon).

ASCENDING UPSILOS MOUNTAIN

There is no established route up the mountain, so passage will be treacherous. There are a total of four landings before reaching the cavern, and each requires a minimum of two hours to climb. All members of the adventurers' party must succeed a DC 15 Strength (Athletics) check to reach the cavern entrance to the basilisk nesting grounds - alternately, the GM can call for a DC 20 Group Strength (Athletics) check to represent the climb. Any party member who fails this check adds one hour to that segment of ascension.

If the PCs spend more than 12 hours ascending the mountain, they are surprised on the next landing when a violent thunderstorm suddenly blows in. The rain causes severe flash flooding as a torrent of water pours down the mountainside. Every character still climbing must succeed on a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Wisdom

(Survival) check. Any creature who fails this check plummets 3d6 x 10 feet down the mountainside, taking applicable damage.

BASILISK NESTING CAVERNS

The nesting caverns house a total of six basilisk nests, including that of the Grand Basilisk. The females brood over their nests, but the caverns are also occupied by 10 males, including one alpha. As long as at least 10 of the males remain, there is a 35% chance at each intersecting tunnel in the cavern that one of them will appear and attack the intruders. The tunnels within the caverns are lined with arrays of purple fluorite, and their ceilings are generally 10-15 ft. in constantly varying height. Chambers within the cavern have ceilings about 40 ft. high.

The basilisks of Upsilos Mountain have adapted to have advantage on all Strength checks made while climbing. The fertilized eggs within the cavern are all 1d4 weeks from hatching. Hatchlings require an additional 2 weeks of brooding to survive.

RANDOM BASILISK ENCOUNTER TABLE (D20)

1-5	Alpha Basilisk (a basilisk with 130 hp that inflicts 24 (6d6+3) piercing damage plus 21 (6d6) poison damage on a successful bite attack.) [Roll again if already slain]
6-10	Elder Basilisk (a basilisk with 104 hp that inflicts 17 (4d6+3) piercing damage plus 14 (4d6) poison damage on a successful bite attack.)
11-15	Basilisk (CR 5)
16-20	Young Basilisk (a basilisk with 26 hp that inflicts 6 (1d6+3) piercing damage plus 3 (1d6) poison damage on a successful bite attack.)



1. The landing at the mouth of the caverns is perilously narrow. A character must succeed on a DC 15 Wisdom (Survival) check to navigate the skimpy footholds and reach the entrance. If any adventurer fails this check, they send a torrent of cascading rocks down the mountain side, alerting the basilisks in area #2, but do not fall.

2. The cavern closest to the entrance is guarded by three **basilisks**. If alerted by the falling rocks in area #1, they will advance as the adventurers enter the caverns. The basilisks will attempt to shove PCs back off the ledge if they encounter the party at the entrance.

3. A mother **basilisk** guards her nest in this chamber. There are 1d4 eggs within.

4. The western split in this tunnel ascends at a steep angle for 30 ft. The floor is covered in slippery basilisk droppings. Creatures walking on the floor into this area must succeed on a DC 18 Dexterity saving throw or lose their footing and slide quickly down the tunnel into area #6. Basilisks automatically succeed on the save.

5. A mother **basilisk** guards her nest in this chamber. There are 1d4 eggs inside the nest.

6. Two large columns of jagged, razor-sharp stone crags support a 100 ft. tall semi-domed ceiling in this cavern. Any character sliding in from area #4 must succeed on a DC 20 Dexterity saving throw or collide with the sharp rocks, suffering 2d4 points of bludgeoning damage and 1d4 points of piercing damage.

7. A mother **basilisk** guards her nest in this chamber. She is accompanied by two larger Elder Basilisks - **basilisks** with 104 hp that

inflicts 17 (4d6+3) piercing damage plus 14 (4d6) poison damage on a successful bite attack. There are 1d4 eggs inside the nest.

8. A mother **basilisk** guards her nest in this chamber. There are 2d4 eggs inside the nest.

9. The floor in the center of the cavern is weak and brittle. Beneath it is a 50 ft. drop straight down into a natural, nondescript pit. Any creature weighing more than 100 lbs. that passes over the center of the room causes the floor to collapse and falls into the pit (a creature that succeeds on a DC 15 Dexterity saving throw catches the edge before falling). The basilisks instinctively know to avoid the weak spot in the floor. A character who succeeds on a DC 22 Wisdom (Perception) check notices a series of cracks and thin crevices in the solid floor above the pit.

10. The Grand Basilisk's Nest. This cavern contains the nest of the adventurer's quarry, the Grand Basilisk. Within the massive mud-walled nest reside three of the creature's metallic-looking golden eggs, but detect magic reveals a faint glow around only one of them—the fertilized egg. The Grand Basilisk — a **basilisk** with 104 hp that inflicts 17 (4d6+3) piercing damage plus 14 (4d6) poison damage on a successful bite attack warily broods over her nest. She attacks any creature coming within 10 feet, but doesn't travel further than 15 feet from her eggs; instead, if cornered or harmed, she vocalizes a distress call, summoning all living basilisks within the caverns in 1d4+1 rounds. Due to its supernatural nature, the Grand Basilisk is immune to mind-affecting effects.

11. The chamber is occupied by four **basilisks**. Basilisks are naturally attracted to shiny objects, explaining their affinity

for the fluorite caverns. Though humanoid travelers are few and far between across the mountain, over many centuries dozens have succumbed to hunting basilisks. After the travelers' bodies were consumed, their glimmering treasures were dragged back to this chamber and hoarded by the lizards. Across the cavern floor are scattered the following items: 85 platinum pieces, 1,363 gold pieces, 1,500 silver pieces, 500 copper pieces, 30 random gemstones (one of which is actually an incandescent *blue sphere ioun stone*), 3d6 golden art items, 2d4 ordinary metal weapons, 1d4 ordinary suits of plate mail, a suit of *elven chain*, a *dagger of venom*, a crystal-tipped *wand of magic detection*, and a metal scroll tube containing a treasure map, an alchemical recipe, and 2d4 *spell scrolls* with random first level wizard spells.

12. The decaying corpses of four humanoid adventurers are jumbled across the floor here, and the stench of decay lingering prominently. The corpses appear to be several weeks into their degradation. The basilisks have consumed much of the flesh, making the victims unidentifiable. If they search the bodies the adventurers will find an ichor-soaked parchment that bears a contract between these people and Lord Vynrider the adventurers now discover that they were not the first hired for this task (a fact that Valcent failed to mention when hiring the party).

13. A mother basilisk guards her nest in this chamber. There are 1d4 eggs inside the nest. The ceiling of the narrow entryway into this room is dangerously unstable (treat as a **collapsing roof trap** triggered by mere passage into the cavern.)

14. A mother basilisk guards her nest in this chamber. She is accompanied by a larger male. There are 3d6 eggs within. If the Alpha Basiliska basilisk with 130 hp that inflicts 24 (6d6+3) piercing damage plus 21 (6d6) poison damage on a successful bite attack hasn't been randomly encountered yet, he is within this chamber as well.

ASCENDING UPSILOS MOUNTAIN

The journey back down the mountain is as perilous as the ascent, but takes half the time to arrive at each safe landing on the way down. Any eggs taken from the cavern will have to be protected from falls. Treat the eggs as tiny objects made of crystal, each having an AC of 13 and 5 (2d4) hit points.

Lord Vynrider gladly pays the adventures their reward if they return to him with the fertilized egg of the Grand Basilisk.

