

5E

STONEHILL BLUES



FIFTH EDITION COMPATIBLE

Hunt down a rogue basilisk in this 3rd-level adventure for the world's greatest roleplaying game

Stonehill Blues



Stonehill Blues is intended for four characters with an average party level (APL) of 3. Characters who complete this adventure should earn enough experience to reach approximately halfway to 4th-level. A basilisk is prowling the ruins outside of town and must be

destroyed. This campaign takes place in Omeria in the Vaskil Valley. Any party composition should be able to finish the adventure with intelligent play.

Background

A small group of bandits and ne'er-do-wells had set up their base in some abandoned ruins outside of Steeproost. From there, they'd been raiding passing caravans and causing trouble for the locals. Recently, however, a giant basilisk dug its way into their underground base and set up a nest. This has driven the bandits to the surface. Before long, one of the basilisk's hatchlings made its way to the surface as well and now the bandits have been driven away once more. Hoping to get someone else to deal with the problem, the bandits reported a basilisk sighting to the local militia posing as concerned citizens. They in turn posted a 100 gp reward for whoever could slay the creature and bring back proof of its demise. The bandits' plan is to let some foolish adventurers deal with the basilisks, then they'll deal with the adventurers.

Adventure Hooks

Never Seen One Before. The characters heard about the basilisk from the townsfolk. Having never seen one before, they decide to inquire about the details of the job from the local militia.

Danger on the Roads. The characters heard about the dangerous creature prowling the ruins off the main road. Worried for the safety of the townsfolk, they inquire with the local militia about the bounty on its head.

Coins From a Stone. The characters heard about the reward on the basilisk's head. They've gone to see the local militia to get the details on the job.

Steeproost Barracks

This large two story stone building is a bit imposing. A sign outside designates it as the local militia barracks. A lone guard stands outside the main entrance.

This is where the militia store their weapons and armor, plan out patrols, and keep the townsfolk safe in case of an attack on Steeproost. There is a job board just outside the main door that holds information on current quests being offered in town.

The guard stationed outside the barracks is Zekiel Fulsom, a male human **veteran** with a deep scar running across his face. Despite the way he looks, he's actually quite pleasant to speak with and is always willing to discuss the comings and goings of town with travelers. If the characters press him regarding the current bounty on the basilisk, he knows the following.

- The creature supposedly moved into the area a few weeks ago.
- It was reported to the militia by a group of hunters who had been camping in that area.
- It's responsible for at least two missing caravans that never arrived in town.
- Basilisks are very dangerous due to their gaze which can turn a man to stone.
- It's supposedly holed up in the Stonehill ruins to the north of town in the forest.

If the characters ask for help from the local militia, Zekiel states that they can't go that far outside of town as it would leave the actual townsfolk vulnerable.

If the characters wish to negotiate for a higher reward, they can attempt a DC 16 Charisma (Persuasion) check. If successful, the militia is willing to go as high as 125 gp.

Travel Encounter: Bodies on the Road

As the road turns sharply, the wreckage of a caravan wagon comes into view. Bodies rotten from days exposed to the elements lie scattered about.

The caravan was attacked a few days ago by the bandits who are getting restless waiting for someone to rid their camp of the basilisks. They recovered their arrows and made sure to cover their tracks so no one would immediately assume people did this, and instead, they'd blame it on the basilisk. Anyone who succeeds on a DC 15 Wisdom (Medicine) check however, can deduce that the mortal wounds were not caused by teeth or claws, but by man made weapons.

Encounter: Wild Dogs. As the characters approach, a pack of six **wild dogs** are feasting on the remains of some of the corpses. They use the stat blocks of **mastiffs**. The dogs are starving and fight to the death.

Treasure: Secret Compartment. The wagon is well looted, another sign that the basilisk probably isn't responsible. Anyone who succeeds on a DC 15 Intelligence (Investigation) check, however, locates a hidden compartment in the wagon with 15 gp, a *potion of healing*, and a vial of alchemist's fire.



Travel Encounter: Bandits in the Woods

As the forest gives way to a clearing, a half dozen or so men stand about a makeshift camp.

Encounter: Bandits. These are the two **bandits** and two **thugs** that survived the basilisk's arrival at their camp. They are pretending to be hunters and claim that they were in the ruins seeking shelter from a storm when the basilisk arrived. It turned some of their friends to stone before they were able to escape to the surface. Once there, they made camp above the ruins for a week or so before a smaller basilisk found its way to the surface and drove them out once more. Now, they're waiting for someone to kill the creatures so they can go and recover their fallen comrades as well as their lost gear.

If the characters were able to deduce that the caravan they came across was attacked by people, they might be suspicious of the bandit gang. If they press the bandits too far, they may simply decide to attack the characters in order to maintain their cover.

If the characters believe the bandits, then the bandits will be waiting for them when they leave the ruins. If they confirm that the basilisk inside is dead, the bandits will then attack them.

Either way, the bandits fight to the death as they have nowhere else to go and can't risk being exposed.

Stonehill Ruins - Surface Level

The remains of a large fort stand amongst the trees in a sizable clearing. Though the roofs collapsed long ago, the 10 ft. high stone walls that formed the skeleton of the building still remain. Scattered about are what appear to be man-sized statues as well as some of horses mid gallop. A small camp surrounds an old dried up fountain.

Encounter: Basilisk. This is where the newly hatched **basilisk** currently resides. It's built a nest of its own in the center of the ruin and is currently pacing about this area. Although basilisks are known to be cowardly, they will fight to the death when near their nests. Inherently dumb, the basilisk does not fight with tactics or skill, it merely tries to eat anything that gets close to it. If it manages to turn a creature to stone, it will then ignore them and attack other targets.

Treasure: Stolen Goods. There is a small chest near the tents at the northern edge of the ruins. It's locked and can be picked with a DC 12 Dexterity (Sleight of Hand) check. Inside are the following.

- *mithral scale mail*
- 25 gp
- 46 sp
- 145 cp
- Two *potions of healing*

There is a small hatch near the basilisk's nest. Opening it reveals a ladder that leads down into a subterranean complex. This is the lower level of the ruins. Unlike the buildings above, this level has survived the ravages of time and the effects of mother nature.

Stonehill Ruins - Lower Level

The ruins' lower level is mostly intact, although one hallway has collapsed. The entire complex shares the following features unless noted otherwise.

Ceilings. The ceilings are made of moldy stone and rise 10 ft. above the floor.

Floors and Walls. The floors are made of cracked tiled stone while the walls are made of cobbled granite.

Doors. The doors are made of a thick oak with metal banding.

Lighting. Small sconces line the walls each with a *continual flame* spell cast upon them.

Unusual Features. Cobwebs dominate one half of the complex. Anyone who tries to move through the webbing treats it as difficult terrain.

1. Entrance

A ladder leads down into a small stone chamber with a set of double doors at the northern end of the attached hallway.

This is where the hatch from above leads to. This area appears to be well traveled and footprints can be seen in the dirt and dust on the floor.

2. Storage

This 30 ft. octagonal chamber contains two bookshelves, assorted crates of foodstuffs, and a stack of barrels.

The crates contain enough rations to feed two dozen men for a week while the barrels contain potable water.

Treasure: Valuable Books. The bookshelves are mostly empty and devoid of anything of value. The eastern one, however, has an ornate book detailing the history of the region. To the right buyer it's worth 50 gp.



3. Main Camp

Three large tents dominate this space which appears to have once been a library of sorts. Large crates and barrels block a doorway to the east. Partially petrified corpses can be seen throughout the room.

Encounter: Stone Skeletons. There are six **skeletons** in this room. They have a +3 bonus to their AC from the partial petrification. They attack mindlessly as soon as someone enters the room.

It takes an hour to unblock the doorway to the east. Once opened, it reveals a freshly dug passageway to the north and a broken down set of double doors to the south.

4. Chapel

Rows of wooden benches flank either side of a once majestic carpet leading to an altar at the southern end of the room. In the southwest corner, a massive nest can be seen containing one giant egg. Scattered about the room are numerous humanoid statues, their grimacing faces locked in horror.

Encounter: The Alpha. Once the characters enter the room and inspect the nest, a **basilisk alpha** arrives having finished its monthly hunt on the surface for a meal. It attacks the characters as soon as it sees them. It uses the stat block of a regular **basilisk** with the following changes.

- Its size is large.
- It has 78 hp.
- The DC of its Petrifying Gaze ability is 14.

The basilisk alpha is a larger specimen than what the characters have encountered so far. It's much tougher, larger, and more deadly. It fights to the death to protect its nest just as its smaller kin did.

Treasure: Book of Healing. There is a magical book on the altar.

Book of Healing *Wonderous item, rare (requires attunement by a cleric)* This ivory leather bound book contains numerous prayers and spells designed to reduce suffering and heal those in need. It has 20 charges that can be used to cast the spells below as if they were being cast from a spell scroll. Once the book runs out of charges, it ceases to be magical, but can act as a holy symbol.

- 1 Charge: *cure wounds*
- 5 Charges: *lesser restoration*
- 10 Charges: *greater restoration*

5. Northeast Chamber

This room looks as though it hasn't seen light or people in quite some time. Cobwebs hang from the ceiling and cover the majority of the chamber.

Encounter: Spiders. There are three **giant spiders** in this room. They wait for someone to move into their webs before they attack.

6. Southeast Chamber

This small chamber is heavily covered in cobwebs. Despite this, a small chest can be seen against the southern wall.

Encounter: Spiders. There are three **giant spiders** in this room. They wait for someone to reach the chest before they attack. The entire room is considered covered in cobwebs so it's all difficult terrain.

Treasure: Dusty Chest. This chest is locked. It can be picked with a DC 14 Dexterity (Sleight of Hand) check. It contains 100gp and three *potions of healing*.

Optional Encounter: Leaving the Ruins

Encounter: Bandits. As the characters leave the ruins, they're met by the bandits if they didn't kill them earlier. They'll ask if the basilisks are both dead. If the characters say yes, the bandits will thank them and then attack them in order to keep anyone from finding out about their hideout. As before, they'll fight to the death.

Aftermath

With the basilisks and the bandits dead, the Stonehill ruins will once again lie dormant... at least until some other pesky creatures move in. The Steeproost militia will pay the agreed upon reward, plus another 25 gp if the characters mention killing the bandits as well.



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