



# BASIL THE BASILISK AND THE STOLEN HEART

A Companion with a Quest for 5th and 3.5 edition

## COMPANION

Basil the Basilisk (with his Iron Golem friend) is a companion that the party can meet during the adventures in the Underdark.

### BASIL THE BASILISK

Basil the Basilisk is one of his kind. Stolen as an egg to be trained as a companion, his captors left him to die when it turned out that he cannot control his petrifying gaze. Basil is very good-natured and tries to help everyone. He does not like conflicts and always tries to diffuse them, as he believes everyone can live in peace.

**Red-Stained Glasses.** Basil was born with an illness that made him unable to control his petrifying gaze, which in tandem with his good nature made him alone and sad because everyone he tried to befriend turned into stone. During his voyages in the Underdark, he found a wizard who pitied him and made him a pair of red-stained glasses that allow him to control this powerful ability.

**Fight is not a solution.** Basil hates violence and fighting. He will do that only when he really has to and always tries only to incapacitate his opponents, not kill them.

### TRAITS

These are the personality traits of Basil.

**Ideal.** "Respect. Creatures deserve to be treated with dignity and respect." Basil believes that all creatures should be treated with respect—from the smallest critters to the largest beasts.

**Bond.** "The golem friend saved me from loneliness, and I will never forget it." Sentient **iron golem** (with a soul of a dwarf imbued into it) living in the same cave as Basil is the first and best friend of the basilisk. He was the only creature that did not instantly turn to stone when their eyes met, and since both were alone in the deep darkness of Underdark, they decided to adventure and travel together. If something were to happen to the golem, Basil would never forgive himself.

### BASIL THE BASILISK

*Medium monstrosity, lawful good*

**Armor Class** 12 (natural armor)

**Hit Points** 52 (8d8 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	10 (+0)	10 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Incontrollable Gaze.** Unless Basil is wearing his red crystal glasses he cannot control his petrifying gaze.

**Petrifying Gaze.** If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

**Flaw.** "Because of the time I was lonely, I try to think of everyone I meet as my friend, even if they are not." Long times spend in solitude made Basil very trusting and made the basilisk perceive creatures he meets as potential friends—which several times lead to him being severely hurt.



# QUEST—THE STOLEN HEART

APL3<sup>5th</sup> EL3<sup>3.5e</sup>

## CRYING BASILISK

Basil the Basilisk is in despair—his only friend, a sentient **iron golem**, was destroyed by a duergar raiding party when Basil was hunting. After returning from the hunt, Basil found his companion lying with a hole in his chest—where the golem's magical energy source should be. Basil tried to talk with duergars, but the dwarves didn't want to talk and drove Basil away—as they found that the cave where Basil and golem lived contained one of the ancient dwarven lava-forges that they intend to use. Saddened and unable to do anything, Basil laid down near his dead friend and started weeping.

## GETTING THE QUEST

Adventurers can stumble upon Basil while adventuring in the Underdark. Party finds basilisk crying near the inanimate golem body—seemingly uninterested in the events that are taking place around it.

A monstrous weeping pierces the silence of the Underdark caves, coming from the basilisk lying on the cold, stone floor of the corridor. He seems to notice you, but he turns back to the body of an iron golem in front of him and starts weeping again.

If characters ask Basil what happened—basilisk speaks undercommon, dwaven and a little bit of common—he will share his story with them. He will allow adventurers to examine the body of a golem—and a simple **DC10 Intelligence (Arcana) / DC12 Knowledge (Arcana)** check will allow heroes to deduce that returning the crystal will bring the golem back to life (dwarves and gnomes are automatically considered passing that check, even without being proficient with required skill).

## AREAS NEAR BASIL'S CAVE

This part of the Underdark caves is lit with hot lava flowers that emit an orange light as a torch would.

### A1. THE CAVE ENTRANCE

The cave entrance is brightly illuminated with lava flowers. A river of lava splits the cavern in two.

This large cave is noticeably hotter than the rest of the corridors of the Underdark. A large runestone stands in the middle of the cavern, and a broken stone bridge spans across the river of molten lava that splits the area in two.

To cross the broken bridge, adventurers need to succeed on **DC16 Strength (Athletics) or DC16 Dexterity (Acrobatics) / DC18 Jump** check—failing that check means they do not cross the river and take 1d10 fire damage.

**Runestone of passage.** Runestone in the middle of the chamber can be used to reconstruct the bridge. A successful **DC10 Wisdom (Perception) / DC12 Search** allows heroes to find worn-out text in dwarven "When steel meets stone, I build the path over the fire.". A successful **DC10 Intelligence (Investigation) / DC12 Knowledge (Arcana) or DC18 Decipher Script** check can also unravel the purpose of the runestone. After using the runestone by striking it with metal object, the bridge can be crossed safely.

### A2. THE LAVA FORGE

This area is very hot—being here without being at least resistant to fire will damage heroes for 1d6 fire damage every 30 seconds.

This small cavern is very hot and filled with lava. A broken statue can be seen in the far end of the cave, and before it, a giant anvil stands—with a broken sword on top of it.

While looking broken, the Lava Forge in this room is fully functional, and it's magic can be used. However, as this cave is filled with lava, a creature with immunity to fire can get to the anvil and try to use the forge.

#### LAVA FORGES

Lava Forges are ancient dwarven places blessed by gods. When a dwarf uses the forge to craft an item, he can imbue it with power making it magical. Depending on the level of the dwarf, the crafted weapon or armor set becomes +1 (for dwarven smiths of level 1 to 10), +2 (levels 11-15), and +3 (level 16 and up). The forge can be used this way once per week.



### A3. SPIDER NEST

Three duergar spiders (**giant wolf spiders** / **medium monstrous spiders**) attack the players from the webs hidden behind a large pillar. If the fight takes longer than three rounds, duergar **veterans** from room A4 come to help the spiders.

### A4. BASIL'S HOME

This part of the cave served as home for Basil and his friend—but is currently occupied by two duergar **veterans**.

This cavern looks different than the rest. A big, old elvish rug is laid on the floor, and several large, comfy pillows are put near the wall. Two gray tents—visibly newer than the rest of the things in this cave—are set up on the opposite side.

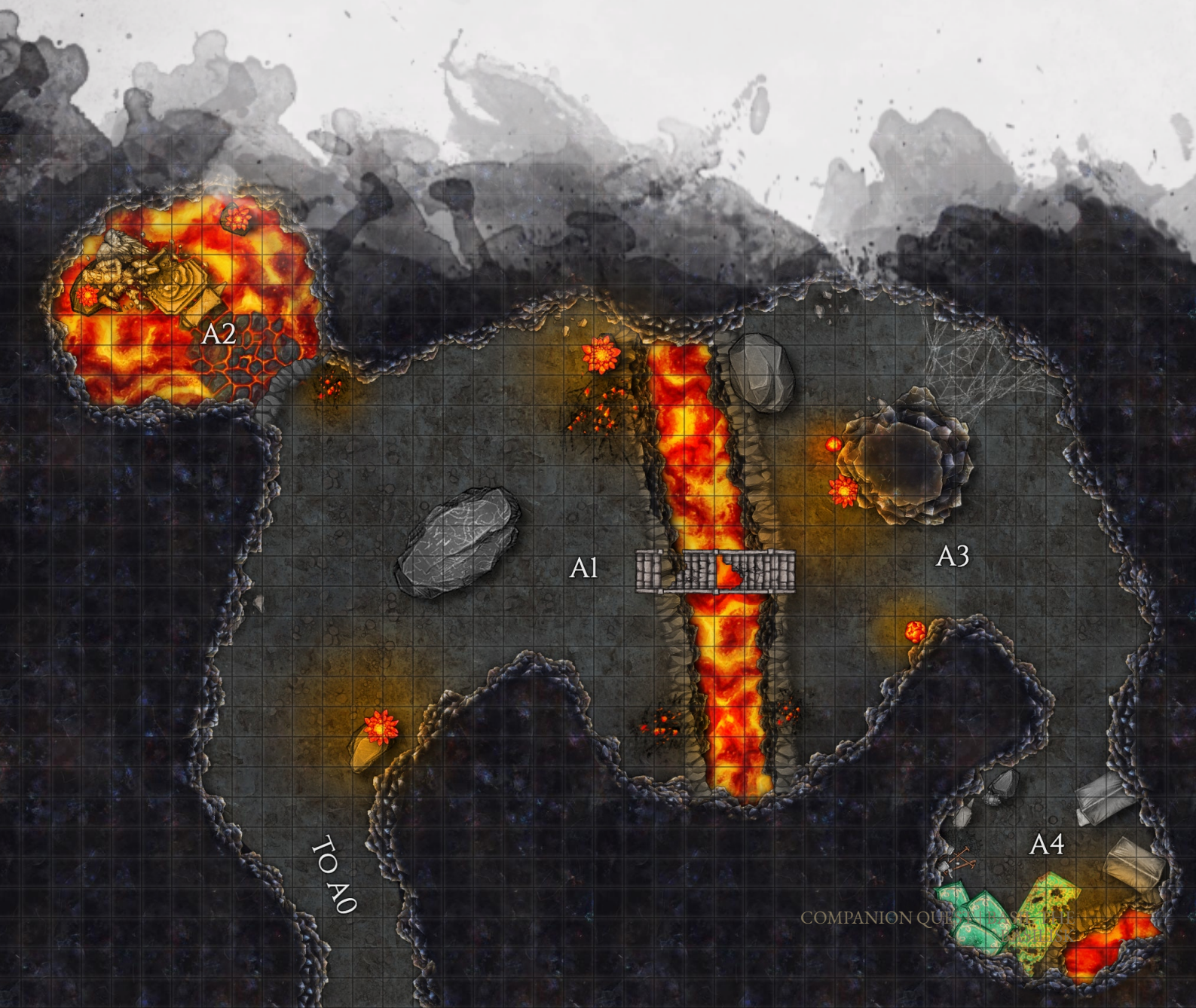
If duergars did not come to help the spiders, read following text.

Two duergars are standing near an anvil looking at some odd looking stones.

Duergars attack players on sight—especially if they killed their spiders before.

## CONCLUDING THE QUEST

After adventurers clear the cave from the duergars, they will find *golem heart* among the items that dwarves collected in their tents that adventurers can use to revive golem. If adventurers save his friend, Basil will reward them with a *diamond* he found when exploring the caves, and the golem will use the forge to craft one *+1 weapon* or *+1 armor* for heroes. Adventurers can also safely rest in Basil's cave.





# APPENDIX: STATBLOCKS

## NPC—3.5 EDITION

### BASIL THE BASILISK

Basil the Basilisk is one of his kind. Stolen as an egg to be trained as a companion, his captors left him to die when it turned out that he cannot control his petrifying gaze. Basil is very good-natured and tries to help everyone. He does not like conflicts and always tries to diffuse them, as he believes everyone can live in peace.

#### BASIL THE BASILISK

CR5

hp 45 (6d10+12)  
*Medium magical beast*

**Init** -1; **Senses** Darkvision (60 ft.), Listen +7, Spot +7  
**AC** 16, touch 9, flat-footed 16  
**Fort** +9, **Ref** +4, **Will** +3

**Speed** 20 ft.  
**Attack** Bite +8 melee (1d8+3)  
**Full Attack** Bite +8 melee (1d8+3)  
**Face** 5 ft. **Reach** 5 ft.  
**Base Atk** +6; **Grp** +8

**Abilities** Str 15, Dex 8, Con 15, Int 2, Wis 12, Cha 11

**Special Attacks** Petrifying gaze  
**Special Qualities** Darkvision 60 ft., low-light vision  
**Feats** Alertness, Blind-Fight, Great Fortitude  
**Skills** Hide +0\*, Listen +7, Spot +7

### COMBAT

A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

**Petrifying Gaze (Su)** Turn to stone permanently, range 30 feet; Fortitude DC 13 negates. The save DC is Charisma-based.

**Incontrollable Gaze.** Unless Basil is wearing his red crystal glasses he cannot control his petrifying gaze.

**Skills** \*The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

### DUERGAR VETERAN

Veterans are professional fighters that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.

#### DUERGAR VETERAN

CR2

hp 20 (3HD)  
*Any gender Dwarf (Duergar) Warrior 3*  
*Lawful evil medium humanoid*

**Init** +0; **Senses** Darkvision (120 ft.), Listen +2, Spot +2  
**AC** 15, touch 10, flat-footed 15  
**Fort** +5, **Ref** +1, **Will** 0

**Speed** 20 ft.  
**Melee** waraxe, dwarven +5 (1d10+1/x3)  
**Ranged** crossbow, heavy +3 (1d10/19-20)  
**Face** 5 ft. **Reach** 5 ft.  
**Base Atk** +3; **Grp** +4  
**Innate Spell-Like Abilities** enlarge person (DC 11, 1/day) invisibility (DC 12, 1/day)

**Abilities** Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 5

**Special Qualities** Darkvision, Dwarf Racial Traits, Humanoid Traits, Light Sensitivity, Spell-Like Abilities, Weapon and Armor Proficiency  
**Feats** Alertness, Weapon Focus (Dwarven Waraxe)  
**Skills** Craft (any two) +4, Listen +2, Spot +2  
**Possessions** dwarven waraxe; chainmail; bolt, crossbow (x20); crossbow, heavy



## CREDITS AND LICENSES

**Designer:** Antoni Sobkowicz

**Cover Illustrator:** Joanna Sobkowicz

**Interior Illustrators:** Joanna Sobkowicz **Backgrounds:** Jared Ondricek

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