

TEMPLE OF THE BASILISK CULT

Temple of the Basilisk Cult is an introductory adventure for four or five players of 1st-level characters using the fifth edition of the world's greatest roleplaying game.

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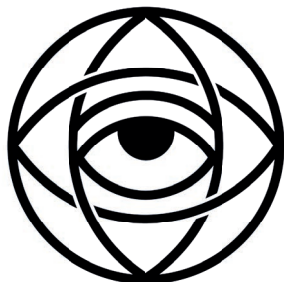


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SYNOPSIS

- The party begins at an archaeological dig site and camp in the jungle called Mivvin's Rest.
- The adventure starts when a group of cultists attacks Mivvin's Rest and tries to steal a recently unearthed basilisk egg.
- Through one of the adventure hooks, the PCs learn there is a temple rumored to be nearby that houses the cultists. This basilisk cult is an imminent threat to the camp.
- Characters have the option to select an NPC guide to help find the way to the temple. The group may get lost en route and face native creatures and hazards.
- Inside the temple, the party discovers that the cultists are nurturing basilisk hatchlings that will grow into adults if not stopped!
- One of the NPC guides confronts the characters after they leave the temple and demands the treasure they found.

BACKGROUND

- Archaeologists at Mivvin's Rest discovered the ruins of a basilisk cult temple on the site and are now excavating it. The morning the adventure begins, the scholars unearthed a coffin containing the remains of a richly clothed person clutching a petrified basilisk egg.
- A group of basilisk cultists have been secretly watching the archaeologists. They plan to steal the resurfaced egg and bring it to their nearby temple to hatch it. Then, they will return to kill the scholars who violated their sacred ground.
- Several factions and individuals want the egg for various reasons. It's up to the PCs to decide whose reasons they support, if any.
- Ask each character to establish why he or she is at Mivvin's Rest before the game starts. Perhaps the characters are coming or going from civilization, fleeing authorities, or seeking a person, object, or secret.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found [here](#).
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- Printable cards for special treasure handouts.
- A short video walkthrough of the adventure can be found [here](#).

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before the **Development** sections is safe to share however you prefer to do so.

MIVVIN'S REST

Mivvin's Rest is an archaeological camp in the jungle several days from civilization. It houses about 40 scholars, explorers, and traders. A clean river nearby supplies drinking water. In the last few years, it's become a favored staging site for explorers venturing into the jungle.

Ask each PC to show where he or she is located on the Mivvin's Rest map (Appendix A: Maps).

THE CAMPSITE

- The **jungle** presses in thickly on all sides. The baking sun and humidity are oppressive.
- **Tents** and campfires belonging to travelers, soldiers, and scholars dot the clearings.
- Ancient ruins and fallen pillars mark the remains of a large **complex** that once stood here.
- Three insect-bitten **guards** patrol the camp.

DEVELOPMENT

- Eight **stone warriors**, one carrying a **basilisk hatchling** (see Appendix B: New Monsters), hide in the forest. They're about to attack the camp. See the *Campsite Overrun* section for details.

AREA 1: MAIN CAMP

- A few weathered **tents** surround a campfire.
- Several young **scholars** (LN **commoners**) sit around the fire cooking, playing dice, and telling stories about the terrors of the jungle.

AREA 2: GRENNE'S TENT

- Head archeologist **Grenne Reskin** inspects documents and pottery shards by candlelight inside her tent.

Grenne Reskin, LN human **noble**

"A scholar must excavate her mind for answers."

- **Appearance.** Wears loose linens with dirt marks on the knees and elbows. Her spectacles magnify her eyes immensely.
- **Does.** Taps the end of her nose while thinking. Jabbers to herself.
 - **Secret.** Wants to be remembered for making a landmark archaeological discovery.

AREA 3: DIG SITE

- A few crumbled **pillars** have toppled over onto the patchy stone paving.
- Two oxidized, bronze **arches** still stand. They are carved with massive, fork-tongued monstrosities.
- Four belabored **scholars** are digging in areas marked off by rope.

AREA 4: THE PIT

- A black, 20-foot deep **sinkhole** gapes in the earth. The ground inclines sharply toward it. Anyone who moves within 5 feet of it must pass a DC 13 Dexterity saving throw or **fall** in, taking 2d6 bludgeoning damage.
- At the bottom, a rotting skeleton clutches a **Potion of Healing**.

AREA 5: THE SARCOPHAGUS

- An open **sarcophagus** rests inside a 5-foot deep pit, a skeleton inside. It wears a jade headdress and clutches a large **stone egg**.
- Two **scholars** are scribbling notes and gently brushing debris from the remains.

TRANSITION

After the characters have established what they are doing, move on to *Campsite Overrun*.



CAMPSITE OVERRUN

SMOKE ON THE WIND

- The PCs suddenly hear screaming from the west side of the camp. The smell of **smoke** on the wind immediately follows it.
- The grey tent farthest west in **Area 1** has been set on fire by a burning javelin thrown through it.

DRAMATIC QUESTION

Can the characters stop the stone warrior attack?

COMBAT

- Five **stone warriors** (marked S on the map) erupt from the forest at **Area 1**. One has a large **basket** strapped on his back. Each holds an unlit torch and spends the first round lighting it in the **campfire** and throwing it into a tent.
- At the same time, three stone warriors jump out of the forest at **Area 5**. They attempt to kill the scholars and flee with the **stone egg**.
- On the **second round** of combat, the stone warrior in Area 1 with the basket opens it and unleashes his **basilisk hatchling** ally.
- Tents hit by **burning torches** are consumed in 1d4 rounds. Anyone in the flames takes 1d6 fire damage per round.
- Two camp **guards** arrive at Area 1 and one arrives at Area 5 on the third round.

Treasure

The stone warriors wear mud-encrusted jade and amethyst jewelry worth a combined **30 gp**.

THE AFTERMATH

- A few survivors saw the stone warriors try to take the **stone egg** from the sarcophagus in Area 5. If the cultists succeeded, survivors saw them flee north into the jungle.
- A character who speaks Primordial can **interrogate** a captured stone warrior with a DC 15 Charisma (Intimidation) check. The warrior hails the **basilisk god** and says the temple grows stronger each day, but otherwise refuses to cooperate.
- **Grenne Reskin** approaches the characters who fought in the combat and begs them to help protect the dig site against another attack. Use one or more of the following adventure hooks:

APPEAL TO REWARD

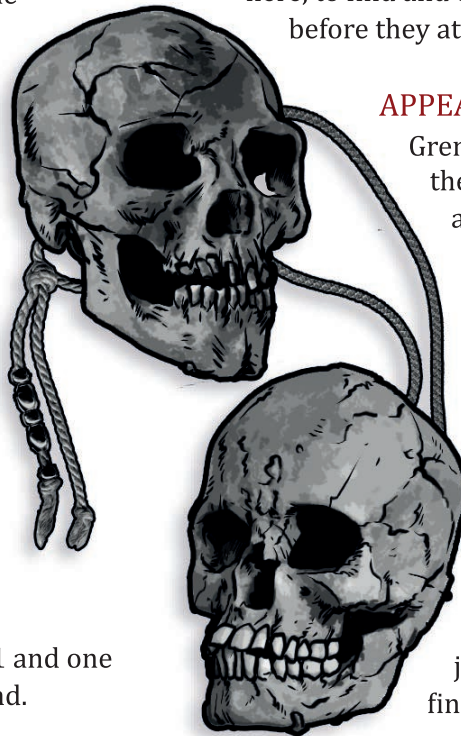
Grenne offers to pay the PCs **50 gp** each for the recovery of the stolen stone egg, or, if it is still here, to find and destroy these warriors before they attack again.

APPEAL TO HEROISM

Grenne asks the group to save the camp from further attacks by finding the group who did this and **avenging** the dead.

APPEAL TO DISCOVERY

Grenne reveals that she suspects the stone egg is a basilisk egg, and that there is a “ghost story” that bloodthirsty, basilisk-worshipping **cults** lurk deep in the jungle. It is imperative to find out if it’s true and prevent further attacks.



TRANSITION

Go to the *Recruitment* section, or *Into the Darkness* if the PCs don’t want a guide.

RECRUITMENT

A few of the people at the dig site who survived the attack volunteer their services as jungle guides. They will not share their **secrets** with the characters unless given good reason.

DRAMATIC QUESTION

Will the party hire a guide?

CANDIDATE ONE: JERIAM GRELL

- Jeriam doesn't know this area of the jungle well but is a capable scout. He provides **advantage** on Wisdom (Survival) checks for navigation and foraging.
- Jeriam offers to serve as a guide for **15 gp**. He will fight in combats for an additional **20 gp**.

Jeriam Grell, CG half-elf **scout**

"This isn't the kind of place you want to get lost."

- *Appearance.* Sharp, green eyes. Moss woven into his hair and a notch cut out of his ear.
- *Does.* Stares silently into the jungle for long stretches, even mid-conversation.
- *Secret.* He killed a noble in a bar brawl and was exiled in shame.



CANDIDATE TWO: IXANDRA VAERNAN

- Ixandra has glimpsed a dilapidated temple in the jungle a day's march to the north. Her knowledge grants **advantage** on Wisdom (Survival) checks for navigation.
- She offers to serve as a scout for **10 gp** and the right to examine any magical treasures found. She refuses to participate in combats.

Ixandra Vaernan, NE tiefling **spy**

"Knowledge is what I'm after. And the jungle holds plenty of secrets."

- *Appearance.* Thin, curled horns. Oiled, black leather that smells faintly burned.
- *Does.*Laughs snidely at questions she considers elementary.
- *Secret.* Plans to allow the characters to do the dirty work and steal whatever magical treasures they find.

CANDIDATE THREE: TARHUN OF UROSH

- Despite knowing the surrounding area, Tarhun crashes heedlessly through the wilderness. He provides **disadvantage** on Wisdom (Survival) checks for navigation.
 - Tarhun offers his scouting and combat services for **free**, saying he needs to explore the surrounding area anyway and likes fighting.

Tarhun of Urosh, LE dragonborn **thug**

"Fighting takes my mind off the damn heat."

- *Appearance.* Blue scales and long hair tendrils. Permanent scowl.
- *Does.* Clenches his jaw and puffs small, electric sparks out his nostrils.
- *Secret.* His master commanded him to find (or steal) a powerful artifact in the jungle.

INTO THE DARKNESS

THE JUNGLE

- The knotted **trees** have thick roots that plunge through the dirt like sea serpents. The **heat** is sweltering, **insects** abundant.
- The characters can attempt to follow the trail of the stone warriors into the jungle.

DEVELOPMENT

- The Temple of the Basilisk Cult is one day's travel north at a normal pace from Mivvin's Rest.
- For each **half day** traveled, the character **navigating** for the group must succeed on one DC 13 Wisdom (Survival) check. Failure means the party gets lost and must add another half day onto the travel time.
- The characters must consume two **water rations** each day from the heat. They can forage enough to fill their waterskins with a DC 12 Wisdom (Survival) check. See sidebar.
- There is a **40%** chance of an encounter once during the morning and afternoon each. There's a **60%** chance at night.
- Roll on the *Jungle Encounters* table for encounters. Optionally, combine it with a roll on the *Jungle Locations* table if the characters are traveling.

Sidebar: Water

- A character needs 2 gallons of water a day in hot weather. A character who drinks only half that must pass a **DC 15 Constitution** saving throw or suffer one level of **exhaustion** at the end of the day. A character with access to less water automatically suffers two levels.
- If a character already has one exhaustion level, he or she suffers two.

DRAMATIC QUESTION

Can the characters find the Temple of the Basilisk Cult?

JUNGLE ENCOUNTERS

D8	Detail
1	1d4 stone warriors (hostile)
2	Swarm of fire wasps (hostile)
3	Triceratops (indifferent)
4	1d6 skeletons (hostile)
5	1d4 apes (indifferent)
6	Giant constrictor snake (hostile)
7	Couatl (friendly)
8	2 violet fungus (indifferent)

JUNGLE LOCATIONS

D8	Detail
1	20-foot radius quicksand field. Passive Wisdom (Perception) DC 12 to notice, DC 13 Strength saving throw to escape. Begin drowning in 1d4 turns
2	Petrified giant scorpion in a clearing
3	Abandoned campsite inside a circle of stone megaliths
4	Giant spider webs between trees
5	30-foot radius shrieker field. Roll on the <i>Jungle Encounters</i> table if shriekers activate; encounter arrives in 1d4 rounds
6	Shallow, wide river with 30% chance of leeches (1d4 piercing damage per round)
7	Half-buried statues covered in moss
8	An ancient well full of foul, red water

TRANSITION

Move on to the *Raging River* section or back to *Mivvin's Rest* if the party returns there.

RAGING RIVER



APPROACHING THE TEMPLE

- A **temple** looms up through the trees. Its crumbling walls are covered in bas relief that has almost worn smooth with time.
- A wide **river** rushes by in front of the temple. A creaking, groaning **bridge** sewn from rotting animal hides swings 10 feet above the water.

DEVELOPMENT

- The **river** counts as difficult terrain. It's 20 feet deep. Swimming in it requires a DC 13 Strength (Athletics) check or else the character remains stationary in the water.
- A PC who searches the **shoreline** and succeeds on a DC 13 Intelligence (Investigation) check finds an abandoned **raft** lashed of hollow reeds. There is a large chunk bitten from one side. It provides

advantage on Strength (Athletics) checks for swimming.

- Characters who try to cross the **bridge** must pass a DC 15 Dexterity (Acrobatics) check or fall off. A character must pass a DC 13 Dexterity saving throw to grab onto the **edge** instead of falling into the river.
- Two **crocodiles** (marked C on the map) lurk near the bridge, hoping to snap up anyone who falls in. Characters whose passive Perception score is 12 or higher spot them.

DRAMATIC QUESTION

Can the characters safely cross the river?

COMBAT

- The crocodiles **leap** from the water and make a bite attack at characters who hang from the bridge.
- The crocodiles attack any characters who enter the water, but they won't exit the river.
- The crocodiles **flee** if reduced to half their hit points or below.

TRANSITION

Move on to the *Crumbling Temple* section or back to *Mivvin's Rest* if the PCs return there.

CRUMBLING TEMPLE

ENTERING THE TEMPLE

- Massive tree roots thrust through the rotting **stone walls** of this tall, carved complex.
- Ornate arches dot the outside, but no windows are visible.
- The open archways and steep stairs at the **front** reveal a dimly lit room beyond.

DEVELOPMENT

- If the PCs approach Area 2 **stealthily**, they must succeed on a DC 12 group Dexterity (Stealth) check or the stone warriors inside are alerted to their presence.

AREA 1: STORE HOUSE

- This circular, squat building of carved stonework has a rusted iron **door**.

DEVELOPMENT

- The door can be broken open with a DC 15 Strength check or unlocked with a DC 12 Dexterity check.
- If PCs make loud **noise**, they alert the cultists in Area 2 to their presence. The cultists hide among the statues in Area 2, preparing to surprise the group.

Treasure

There are enough rations and barrels of fresh water inside to feed ten people for three days.

AREA 2: STATUE ROOM

- Steep stairs lead into this narrow room full of stone **statues** of masterfully carved warriors wearing ceremonial garb and hefting spears.
- Four guttering sconces provide **dim light** and cast flickering shadows of the statues.
- A rolling **jade door** is opposite the entrance.
- Carvings on the **walls** depict scenes of warriors battling each other with spears

before a large, crocodilian beast with eight legs and a short snout.

DEVELOPMENT

- Six **stone warriors** (marked S on the map) stand before the jade door. They are performing a ritual.
- If the cultists detected the group and were able to **hide** among the statues, characters whose passive Perception score is 12 or higher notice them and are not surprised.
- The cultist leap forward to **attack** the characters as soon as they notice them.

DRAMATIC QUESTION

Can the party survive the stone warriors?

COMBAT

- The **stone warriors** fight to the death. They throw spears from behind the statues at “enemy shamans” and then engage in melee.
- The statues provides **half cover**.

Treasure

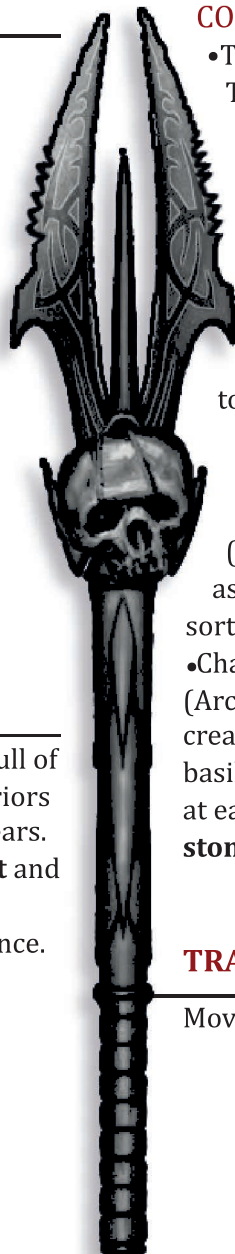
Each stone warrior has a few polished, precious stones worth a total of **30 gp**.

THE WALL CARVINGS

- Characters proficient in Intelligence (Religion) recognize the wall carvings as a **ceremonial battle** to earn some sort of honor.
- Characters proficient in Intelligence (Arcana) recognize the eight-legged creature as a **basilisk**. They recall that if a basilisk and another creature look directly at each other, the creature may turn to **stone**.

TRANSITION

Move on to Area 3.



BRONZE ARCHES

AREA 3: BASILISK STATUE

- Stairs lead up from the statue room to here.
- A bronze **statue** of an eight-legged monstrosity with a forked tongue rears up in the center of the room. It has an egg in each claw. A **gong** and mallet hang from its teeth.
- Two **bronze arches** each lead into adjacent rooms.



DEVELOPMENT

- Ringing the gong has no special effect.
- There is an unlocked **secret door** in the north wall that leads into Area 6. A character can find it by searching the wall and succeeding on a DC 20 Intelligence (Investigation) check.

Treasure

A PC who examines the statue and succeeds on a DC 15 Intelligence (Investigation) check finds a **Potion of Healing** inside its gullet.

AREA 4: SLEEPING QUARTERS

- Six reed pallets line up along the floor.
- A large **grate** occupies an alcove at the back of the room. The bars are a hand-span wide. A **draft** and the foul stench of **refuse** emanates from it.

DEVELOPMENT

- The grate is 10 feet deep and has a lightless **chamber** underneath to collect the refuse of the cultists and the basilisks in Area 6. It can be **pried loose** with a DC 15 Strength check. The grate leading into Area 6 is the same.

- A **gelatinous cube** (marked G on the map) lives in the refuse pit. A character must succeed on a DC 15 Wisdom (Perception) check to notice it.

DRAMATIC QUESTION

Can the characters traverse the refuse pit?

COMBAT

- The **gelatinous cube** remains stationary until anyone enters its space. It uses its *engulf* action on the offending characters.
- Once disturbed, it pursues the characters and attacks until destroyed or avoided.

Treasure

The gelatinous cube contains a corrosion-resistant diary, worth **20 gp** to a scholar or collector, with the following legible entries:

"...Basilisks are said to be territorial and hard to tame, but they make lethal guardians. These stone warriors fight for the honor to become the creatures' food..."

"...I need something to turn their gaze, or blind them. That's only way I could possibly escape my fate..."

"Their true keeper is the shaman, the most honored among them... he looked upon the beasts and their gaze had no effect on him!"

TRANSITION

Go to Area 6 if the characters move through the refuse pit. Go to Area 5 if they pass through the eastern bronze arch.

RISING WATERS

AREA 5: BURIAL CHAMBER

- An open **bronze arch** leads into this room.
- A sealed **sarcophagus** rests at the back. A murky **pool** with a basilisk face sits in front of it.
- Debris, river reeds, and silt covers the **floor**.

DEVELOPMENT

- Characters who examine the door and succeed on a DC 13 Intelligence (Investigation) check notice tracks in the bronze arch that signals a doorway could fit.
- PCs who examine the room find scattered human **bones** among the debris.
- If any character opens the sarcophagus, he or she finds a desiccated corpse in decorative garb. It clutches a stone basilisk egg.

THE TRAP

- The moment the sarcophagus is **opened**, a stone **door** slams down over the bronze arch, sealing the entrance. It can be **lifted** with a successful DC 18 Strength check, and characters holding the door up must succeed on the check every round to keep the door lifted.
- The door's mechanism can be **disabled** by anyone proficient in thief's tools with a DC 16 Dexterity check, reducing the **lift** DC to 13.
- The **pool** in the middle of the room begins rapidly flooding. It fills the room entirely in **3 rounds**. Characters can hold their breath for a number of rounds equal to their

Constitution modifiers (minimum one) before they begin dying.

- Each time the door **opens**, add an extra round to how long the room takes to fill as water rushes out.
- After the door shuts, four **skeletons** rise from the debris and attack.

DRAMATIC QUESTION

Can the party survive the trap?

COMBAT

- The **skeletons** attack anyone nearest the sarcophagus.

Treasure

A character who succeeds on a DC 13 Intelligence (Investigation) check finds a **blue topaz** worth **25 gp** in the floor debris. The basilisk egg is worth **100 gp** to a collector or arcanist.



TRANSITION

Go to Area 6 if the characters move through the refuse pit, or back to Area 3.

HATCHLING GROUNDS

AREA 6: THE HATCHERY

- **Trees** and massive roots erupt through the walls and floor of this room.
- A **pool** at the top of the low steps dominates the center of the room.
- An enchanted jade **hutch** with a hollow in the center sits at the back.
- A **stone shaman** (marked S on the map) lurks among the trees.
- Three hissing **basilisk hatchlings** (marked B on the map) roam around.

DEVELOPMENT

- If the stone warriors escaped with the **egg** from Mivvin's Rest, it sits in the hollow of the jade hutch. It wobbles and cracks, and it will **hatch** in 1d6 rounds if not removed from the hutch, adding another basilisk hatchling to the fight.
- The basilisk hatchlings are trained not to use their Petrifying Gaze on each other.

DRAMATIC QUESTION

Can the characters defeat the shaman and basilisks?

COMBAT

- The **stone shaman** stays in half cover among the trees to cast *bane* on the combatants who engage the rear basilisks. Then, he targets anyone nearby with *inflict wounds*.
- The **basilisk hatchlings** are well trained and race to attack the PCs.

Treasure

The jade hutch is worth **50 gp**. If the cultists stole the basilisk egg from Mivvin's Rest, it's in the hutch and is worth **100 gp** to a collector or arcanist. The stone shaman has a tiny, brass vial in a pouch that is an *Eversmoking Bottle*.

TRANSITION

Once the group exits the temple, go to the *Betrayal* section.



BETRAYAL

A FAMILIAR FACE

- When the characters emerge from the temple, a **familiar face** betrays them.

DEVELOPMENT

- Choose from one of the evil NPCs in the *Recruitment* section (either **Ixandra Vaernan** or **Tarhun of Urosh**). If the NPC didn't come with the party, he or she is waiting 20 feet from the temple entrance.
- The NPC draws a weapon and demands the PCs hand over any basilisk eggs and treasure.

DRAMATIC QUESTION

Can the characters successfully negotiate with or defeat the betraying NPC?

TALK IT OUT

Success if conflict score reaches 0. Go to the combat section if it reaches 5.

- The NPC begins with a **conflict score of 3**.
- Handing over an item worth **30 gp** or more reduces his or her score by 1.
- A DC 16 Charisma (**Persuasion**) check reduces his or her score by 1. A failed check increases his or her score by 1.
- Using Charisma (**Intimidation**) on Tarhun of Urosh increases his score by 1.
- Failing any Charisma (**Deception**) check against Ixandra increases her score by 2.
- Wisdom (**Insight**) DC 13 reveals one of the above details, or the NPC's current conflict score.

COMBAT

- The NPC attacks the character who appears to have the most treasure, tries to steal it, and flees if he or she is able to grab any loot.



TRANSITION

Move on to the *Aftermath* section.

AFTERMATH

GIVING CHASE

- The betraying NPC moves at a normal pace once out of eyesight. If the characters decide to give chase and move at a **fast pace**, they may be able to catch up.
- Dexterity (Stealth) checks have disadvantage at a fast pace, as do Wisdom (Perception) checks, so the NPC may be able to **hide** if he or she hears the group.
- Roll random encounter checks for all parties moving through the jungle using the same rules as the *Into The Darkness* section.



RETURNING TO CAMP

- The characters may decide to return to camp, and they face the same dangers going home as traveling to the temple. Use the same travel rules as the *Into The Darkness* section.
- If the PCs **return** the stolen basilisk egg or provide evidence that the cult has been defeated, Grenne pays them **50 gp** each.

THE EXTRA BASILISK EGG

- Characters may choose to sell the extra basilisk egg if they were able to take it (Grenne would buy it for **100 gp**). They may even try to hatch it, although it may be worth noting that a basilisk hatchling is very hungry, difficult to control, and dangerous...

FUTURE ADVENTURE HOOKS

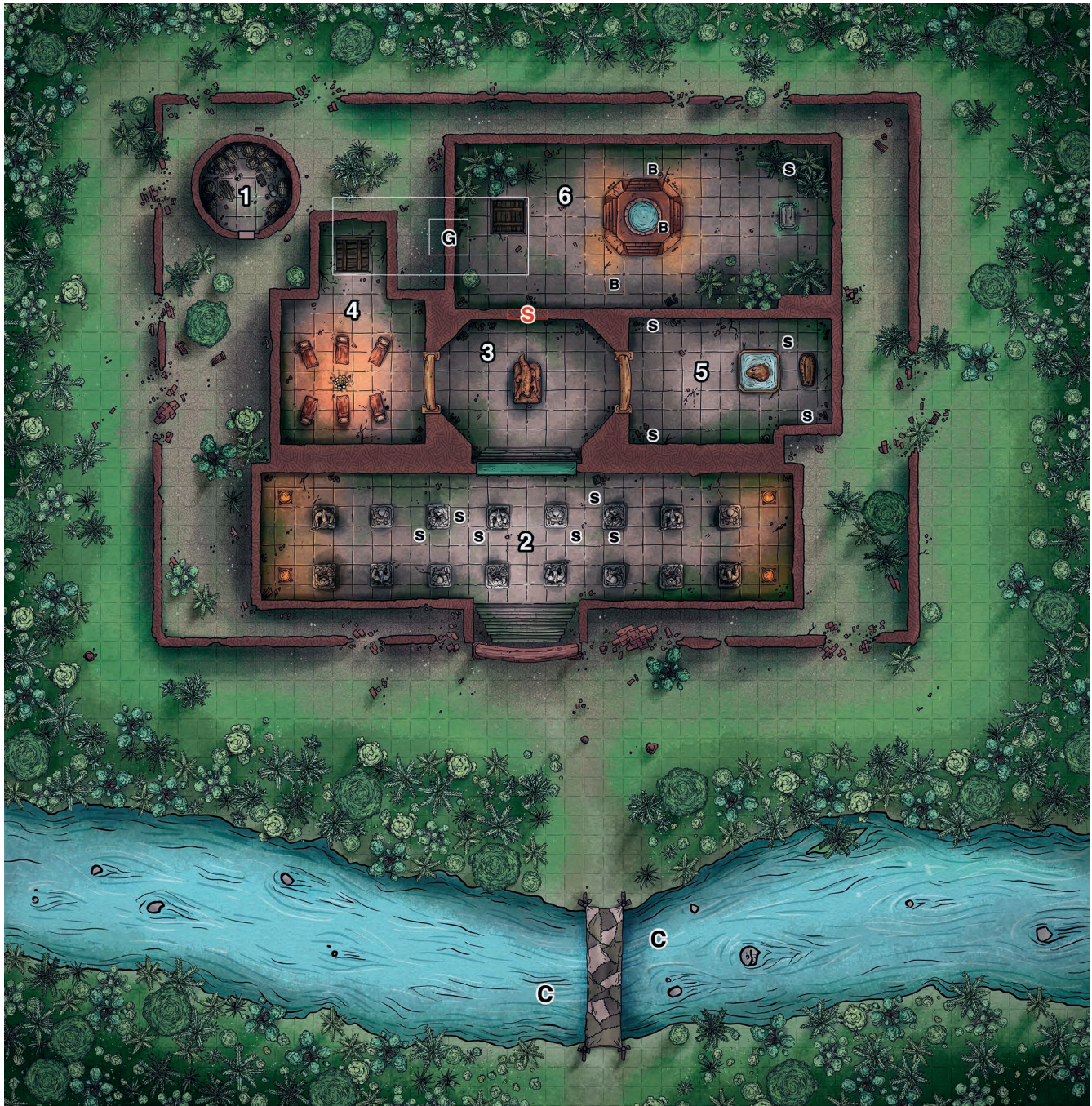
- A **couatl** may have been watching the characters and decides they are worthy of the **quest** it has for them.
- Grenne may ask the party to return to civilization with a **message** for the university requesting a new detachment of guards.
- A professor who works with Grenne may reach out to the characters, citing their good reputation, and ask them for help with a growing **threat**...

APPENDIX A: MAPS

MIVVIN'S REST



THE TEMPLE OF THE BASILISK CULT



APPENDIX B: NEW MONSTERS

Basilisk Cultists

Basilisk cultists, also called stone warriors and stone shamans, paint themselves in chalky jungle mud, giving them a stone-like appearance when it dries.

Honor the Basilisk. Basilisk cultists are raised to revere basilisks as gods. A stone shaman selects one new child from the nearby tribes each year, and that child is given over to serve the basilisk temple as a stone warrior for the rest of his or her life.

Basilisk cultists dedicate their every resource to caring for, protecting, and raising the slow-growing basilisks that live in the temples. A temple's strength is measured by how many basilisks the temple possesses and could bring to bear in inter-tribal battles.

Feed the Basilisk. Stone warriors participate in ritualistic combat a few times a year, the winner becoming the basilisks' next meal. Some especially honored warriors are turned to stone after winning a great victory for the cult. These are left on display in the temple and are fed to the basilisks during particularly important ceremonies.

Flock of Stone. In return for their dedication to the temple and gods, basilisk shamans gain the blessings of dark magic and immunity to the basilisk's petrifying gaze. Upon dying honorably, shamans are entombed holding one of the tribe's greatest holy relics — a stone basilisk egg.

STONE WARRIOR

Medium humanoid (human), lawful evil

Armor Class 12 (hide armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+1)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Skills Stealth +3
Senses passive Perception 10
Languages Primordial
Challenge 1/8 (25 XP)

Mud Camouflage. The stone warrior has advantage on Dexterity (Stealth) checks to hide among stone, mud, or forested areas.

Pack Tactics. The stone warrior has advantage on an attack roll against a creature if at least one of the stone warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

STONE SHAMAN

Medium humanoid (human), lawful evil

Armor Class 12 (hide armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)

Skills Medicine +4, Religion +4, Stealth +2
Senses passive Perception 12
Languages Primordial
Challenge 1/4 (50 XP)

Blessed By The Basilisk. The stone shaman may choose to pass saving throws against any basilisk's *petrifying gaze* special trait.

Mud Camouflage. The stone shaman has advantage on Dexterity (Stealth) checks to hide among stone, mud, or forested areas.

Spellcasting. The stone shaman is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The stone shaman has the following cleric spells prepared:

Cantrips (at will): *guidance*, *sacred flame*, *thaumaturgy*
1st level (3 slots): *bane*, *inflict wounds*, *shield of faith*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

Fire Wasps

Fire wasps strobe with tiny flares inside their translucent abdomens. In flight, they resemble a moving cloud of angry sparks.

Tree Hives. Fire wasps quickly burrow meandering hives inside thick jungle trees by blasting small bursts of flame into the bark. In humid climates, the sparks are enough to melt, but not ignite, the damp wood.

Territorial. Fire wasps swarm to attack any perceived threat to their hidden tree hives, whether or not the threat was intentional.

SWARM OF FIRE WASPS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, slashing, fire

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Challenge 1/2 (100 XP)

Illumination. The swarm of fire wasps sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in swarm's space. *Hit:* 9 (2d4) piercing damage plus 9 (2d4) fire damage, or 4 (1d4) piercing damage plus 4 (1d4) fire damage if the swarm has half its hit points or fewer.

Basilisk Hatchlings

Basilisk hatchlings are slithering, rust-red monstrosities with piercing, yellow eyes and eight legs. They have yet to reach their full size and strength, but are still greatly feared.

Slow Growing. Basilisk hatchlings grow slowly, only reaching maturity after about a decade of feeding on mineral-rich stone. Their poison and petrification abilities, while still deadly, are not as powerful as mature basilisks.

BASILISK HATCHLING

Small monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk hatchling and the two of them can see each other, the basilisk hatchling can force the creature to make a DC 12 Constitution saving throw if the basilisk hatchling isn't incapacitated. On a failed save, one of the creature's limbs magically turns to stone (roll 1d4 to determine which limb, re-rolling if the effect targets an already petrified limb). The creature falls prone and can crawl if one or more legs turn to stone. The creature suffers disadvantage on attack rolls if one or more arms turn to stone.

The creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the effect becomes permanent for 24 hours.

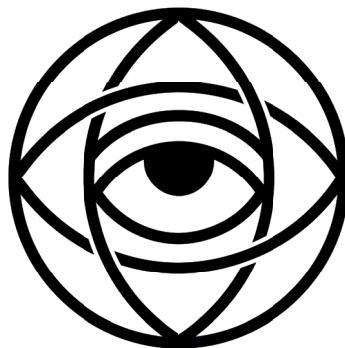
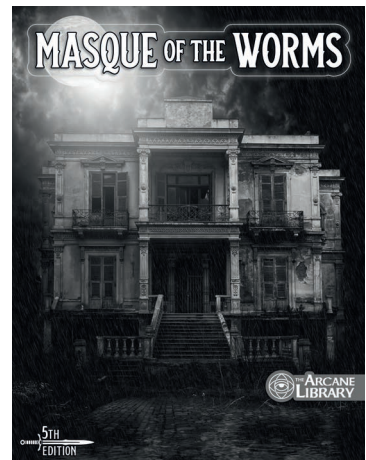
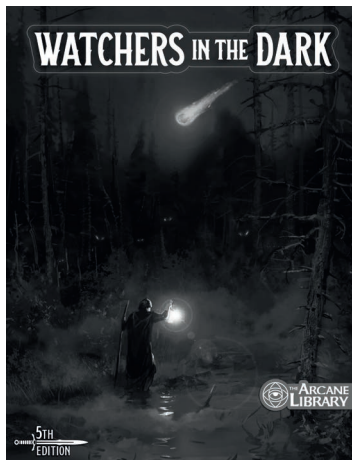
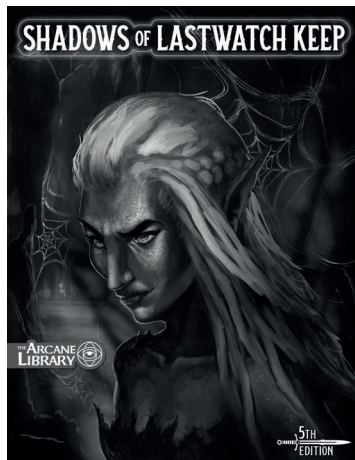
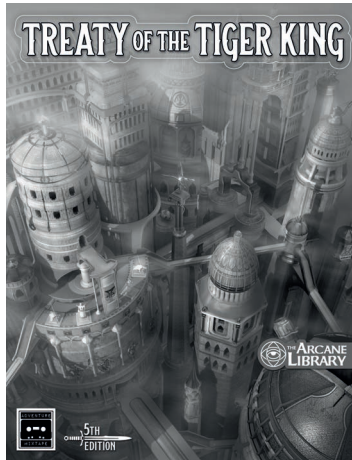
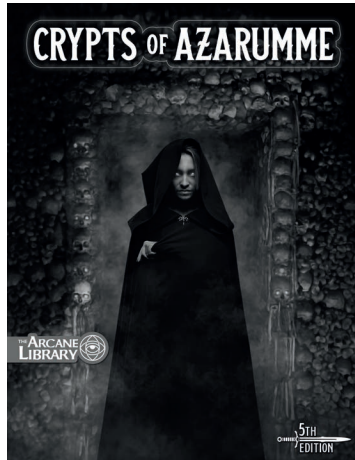
A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk hatchling until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk hatchling in the mean time, it must immediately make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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

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