



Roast Basilisk



Basilisk

UNLIKE THE SERPENT-LIKE or draconic monsters whispered in dark corners of lore, this fearsome beast takes the peculiar form of a colossal rooster, twisted by the primal forces of chaos. Its hulking, bird-like body is adorned with dark plumage, perfectly camouflaging it within the shadows of forests or mountainous regions. The Basilisk's legs, thick and muscled, are capable of launching it into powerful leaps and devastating strikes. Its talons are sharp enough to rend stone, while its beak, hooked and razor-sharp, can pierce through armor and bone alike. They are especially violent when guarding eggs, or basilisk chicks. However, it is not simply the creature's raw physical power that has made it the subject of both awe and fear, but rather its ability to petrify living beings with a single strike. Like its smaller cousin, the cockatrice, the basilisk can turn flesh to stone in an instant.



THE FOOD CHAIN

✦ **Mating.** It is rare but not impossible to find two basilisks together. This occurs when a female is in heat. The male usually guards the nest until the chicks emerge from the eggs. After their chicks grow, basilisks return to their solitary nature. However, other creatures often roam the same territory as them, even though the basilisk remains on top of the food chain.

✦ **Mandrakes.** These plant-based creatures adore basilisks' droppings. It helps them grow faster and larger. However, the mandrake is a delicacy for basilisks. Instead of uprooting them, basilisks enjoy piercing the ground with their beaks and stomping the poor mandrakes before the sentient plants even get a chance to scream.

✦ **Giant Bats.** Giant bats despise basilisks. Nine out of ten encounters lead to a fight or a deathly encounter. However, the leaves of a mandrake, improved by basilisk dung, are one of the best foods in the giant bat's diet. They have learned to eat the leaves without waking the mandrakes.



Basilisk Hunt

► **Tracking.** Hunters must follow the telltale signs of petrification: statues of animals or unfortunate travelers frozen in stone mid-motion. Its powerful legs leave heavy, bird-like tracks in the soil. Heroes must look for areas where the ground has been disturbed, particularly near water sources where the creature drinks. Skilled trackers time their approach at dawn or dusk when the creature is most active but the long shadows aid in avoiding direct detection (DC 12 Survival check).

► **Spotting.** Basilisks hide in shaded areas, blending in with the landscape to ambush prey. The wind should be monitored closely, as they emit a musky, venomous odor that may give away their location (DC 11 Perception check).

► **Fighting.** Direct confrontation is fraught with peril due to a basilisk's petrifying bite and its lethal sharp talons. It is best approached from two flanks, attacking both heads if possible, temporarily disorienting it. Long-ranged weapons such as bows, crossbows, spears, or magic are essential to keep distance from its lethal beak and talons. If forced into close combat, only a heavily shielded warrior may be able to withstand a basilisk's full round of attacks.

► **Gathering.** A dead basilisk is still dangerous; care must be taken to drain all of the creature's blood, as it retains poisonous properties even in death. The eggs, if found in its nest, are the most prized. They serve both culinary and alchemical purposes, particularly in remedies for petrification, or for creating powerful toxins or antidotes. Finally, the beast's plumage must be plucked out to cook the body (DC 12 Survival).

BASILISK

Large monstrosity, unaligned

AC 16, HP 93 Sp 40 ft. CR 5 (1800 XP)

S +3, D +2, C +2, I -2, W +1, Ch +0

Multiattack. One talons and one bite.

Talons. +6 (2d8 + 3 slashing damage).

Bite. +6 (2d4 + 3 piercing damage) DC 14 Constitution. On a fail, the victim is restrained. Repeat save next turn. The second fail causes petrification.



BASILISK CHICK

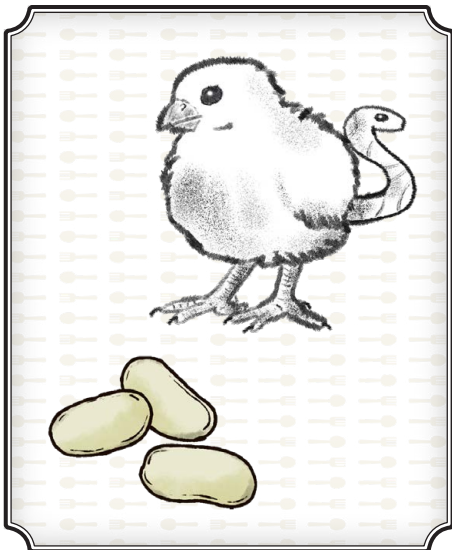
Tiny monstrosity, unaligned

AC 13, HP 5 Speed 20 ft. CR 0 (10 XP)

S +1, D +2, C +1, I -2, W +1, Ch -1

Bite. +3 (2d4 + 3 piercing damage) DC 11 Constitution. On a fail, the victim is restrained. Repeat save next turn. The second fail causes petrification.





CHICKS AND EGGS

A basilisk's eggs are often sought after by bold adventurers, nobles, and alchemists alike. The eggs are considered a luxury in royal courts, where they are served in the most opulent of banquets. The yolk, rich with potent energies, is said to grant vitality and vigor, though only the most skilled chefs can prepare them. Eggs are valuable to alchemists and apothecaries as well. Ground into fine powder and combined with rare herbs, the shell of a basilisk egg serves as a key ingredient in potions designed to reverse petrification. The search for eggs may end up in the finding of basilisk chicks. They are the size of a cat, but despite their cute appearance, basilisk chicks are born with the same petrification skills as their adult counterparts. Unaware travelers may become a basilisk chick's first victim. The corpse of a basilisk or a basilisk chick can be employed to craft powerful, magical foods. Their meat is effective against petrification effects.

Cooking Test

THE HEROES HAVE the ingredients. They must cook carefully to obtain a perfect result: *Roasted Basilisk* (DC 12 Survival), *Mandrake Kakiage* and *Giant Bat Tempura* (DC 16 Survival), *Mandrake and Basilisk Omelet* (DC 14 Survival). The dishes are not spoiled on a failure.

- ▶ **Perfect.** The characters succeed in both the gathering of ingredients and the cooking of the monster. They obtain the flawless version of the dish (see recipes).
- ▶ **Good.** The heroes fail either the gathering or the cooking. This means they are missing a single ingredient or a mistake is made during the preparation.
- ▶ **Sub-par.** The heroes fail both checks. They ruin a single ingredient, or perhaps they do not gather enough. They leave the pot on the fire too long, or they overseason it. Still, the resulting dish possesses some unique properties (see recipes).

NON-EDIBLE USEFUL INGREDIENTS

Passing the **Gathering** check after defeating the monster means that additional ingredients may be procured:

- ☞ **Basilisk.** The blood, its heart, its feathers, and the eggshells. These are all sought by alchemists and scientists and are well-paid for. Petrification remedies and strong medicines can be concocted with these rare supplies.
- ☞ **Mandrake.** The heroes can go the extra mile to extract a mandrake's sap. A powerful substance used to craft potent potions and magic remedies.
- ☞ **Giant Bat.** Claws and fangs are good for crafting daggers and its skin is great for armors. Its guano serves as a potent reagent for alchemical substances.



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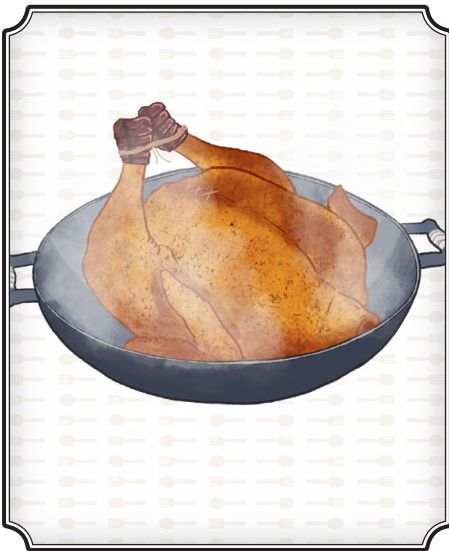


Ingredients

- Basilisk (1)
- Vegetables, herbs
- Spices

ADDITIONAL RECIPE - BASILISK NUGGETS

The heroes can make some delicious basilisk nuggets provided they also found chicks (DC 12 Survival to gather and cook). Nuggets grant a +1 bonus to all checks vs. petrification effects.



Preparation

1. Cut off the tail and feet.
2. Blanch it a bit and pluck its feathers. Take its innards out and rub the available spices on the meat.
3. Stuff it with veggies and finely chopped herbs.
4. Tie up the opening. Put a skewer through the meat.
5. Roast thoroughly.

BENEFITS OF EATING THIS MONSTER

Eating this dish grants the following boons until the heroes take a long rest:

- ☛ **Perfect.** Immune to petrification effects. The eater smells like a basilisk. All monsters and wildlife assume there is a basilisk around and react as such.
- ☛ **Good.** Eater is granted advantage in checks against petrification effects.
- ☛ **Sub-par.** +2 bonus to all checks against petrification effects.
- ☛ **Other.** The monster's heart is poisonous (DC 12 Arcana). Any creature that takes a bite from it, cooked or raw, is turned to stone (no save).

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