

RAGING SWAN PRESS
MONSTROUS LAIR #46
BASILISK'S DEN



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MONSTROUS LAIR #46: BASILISK'S DEN

Monstrous Lair #46: Basilisk's Den provides you—the busy, time crunched GM—with the details to effortlessly bring to life the basilisk dens in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

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USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a monster's lair and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The basilisk probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the basilisk is aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Basilisk's Appearance:** Use this table, to generate the basilisk's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the basilisk's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



BASILISK'S DEN

The squat, reptilian basilisk has the terrifying ability to transform its prey into stone before shattering the statues into edible chunks to feast upon.

1: OUTSIDE THE LAIR

D10

- 1 Tall trees have wrapped themselves around a massive statue of a towering barbarian. The thick moss and vines growing over it cannot conceal the look of surprise and confusion on the man's face.
 - 2 Small puddles bubble with poisonous yellow froth.
 - 3 A profusion of heavy-set lizard tracks mark the floor.
 - 4 A large tree has been shattered by the rampaging basilisk's tail leaving splintered wood littered around.
 - 5 A stone owl sits on a tree branch, above the track.
 - 6 Small piles of gravel are stacked intermittently around the area. (These are the basilisk's grainy faeces.)
 - 7 Statues of men impaled on rocks or branches are the remains of flying explorers falling in mid-transformation.)
 - 8 A head-aching sulphurous stench fills the area.
 - 9 Petrified fish wash up downstream from the lair.
 - 10 Trampled trees and smashed rocks indicate a massive creature fled through the area in blind terror.
-

2: WHAT'S GOING ON?

D10

- 1 Basking in the sun the basilisk grips onto a large boulder with its many clawed feet.
 - 2 With a rattle like a small landslide the basilisk defecates gravel-like faeces that stinks like rotten eggs.
 - 3 Sickened by the contents of its last meal's backpack the basilisk uncontrollably retches and vomits.
 - 4 The basilisk claws lazily at the floor making a furrow for its soon to be laid eggs.
 - 5 With glands around its eyes and mouth flushed crimson with blood, the basilisk roars loudly to attract a mate.
 - 6 The basilisk buries itself deep in the sun-warmed gravel.
 - 7 The beast noisily rummages around for inedible gems from its previous victim's treasure.
 - 8 The basilisk noisily chews on a stone elk's head.
 - 9 The basilisk claws frantically at something in the ground.
 - 10 The basilisk slumbers on a pile of broken stone bodies.
-

3: MAJOR LAIR FEATURES

D10

- 1 A statue of a crawling elf is half submerged in a pool; a look of absolute terror covers her face.
 - 2 A swarm of stone rats—dangerous trip hazards—are scattered about the lair.
 - 3 Deep claw marks twist and turn up a wall to a dark crack in the rocks above.
 - 4 A pile of rotting backpacks, armour and weapons lies in a corner; a dusting of yellow crystalline powder covers them all.
 - 5 A stone knight, his shield held before his face, in full armour is wedged deep in a crack in the cavern wall.
 - 6 A carving of a spider climbing the wall falls off when touched and shatters into hundreds of pieces.
 - 7 A deep chasm in the floor divides the area in two; shattered stone statues cover the chasm's floor.
 - 8 A tangle of petrified people petrified while fleeing fills a narrow corridor, making progress difficult.
 - 9 A collection of scales, bits of fur and small bits of broken statues fills a shallow ditch, like a rough nest.
 - 10 A terrified-looking (petrified) dwarf woman hides behind another statue of a tall human woman.
-

4: MINOR LAIR FEATURES

D10

- 1 A longsword gripped in a stone hand lies on the floor.
 - 2 A stone head rests on the floor, directing an accusing look towards a ledge high above.
 - 3 Petrified in front of a small statue of a halfling holding a mirror is a young basilisk caught by its own gaze.
 - 4 Piled in a corner is a collection of stone body parts.
 - 5 Barrels, boxes and bones fill a corner of the chamber.
 - 6 Scattered around the floor are pages from a ruined book discussing how best to hunt basilisks.
 - 7 A bed of furs covers a stone woman petrified waking from a deep sleep.
 - 8 Several foot-long eggs are partially buried in a sandy pit.
 - 9 Broken basilisk teeth surround a stone dwarf's head.
 - 10 A stone child wrapped in blankets is tucked into a narrow crack beyond the basilisk's claws but not its gaze.
-

5: BASILISK'S APPEARANCE

D10

- 1 Thick scales of green and black cover the back of this monstrously large basilisk.
 - 2 Russet brown scales cover the basilisk enabling it to blend in with the sandy ground.
 - 3 Blotches of grey and white cover the skin of this seemingly old basilisk. One of its horns is missing; only a jagged stump remains.
 - 4 Spines tipped with red pulsing blood form a ridge down this black and crimson basilisk's back.
 - 5 Pitch black scales and armoured plates cover this basilisk, which help it to blend into the shadows.
 - 6 Bright yellow with stripes of blue and green, this basilisk basks contentedly after a good meal.
 - 7 Scales of pure white cover this basilisk's hide topped with icy blue armoured plates. The white hide and blue plates shimmer iridescently in bright light.
 - 8 Long and sinuous, this basilisk raises its head like a coiled cobra as it searches for prey.
 - 9 Black armoured scales cover this oddly elongated, ten-legged basilisk's orange and red hide. The creature's eyes burn with infernal light.
 - 10 Black and white stripes—like a tiger's—cover this basilisk's entire body. One of the creature's eyes is blue while the other burns red.
-



6: TREASURES

D10

- 1 The thick hide of the basilisk, once cured and prepared, makes perfect scale armour.
 - 2 Vials of the basilisk's blood sell well to enterprising wizards looking to make potions.
 - 3 The bones of the basilisk, when powdered and added to mortar, enhances the strength of any wall.
 - 4 A reflective shield of polished silver, unfortunately covered in dried blood and gore, lies on the floor.
 - 5 An ostentatiously made helm with a reflective visor that blocks the power of the basilisk's gaze yet still allows its wearer to see lies upside down.
 - 6 This spiked metal mace flanged with basilisk claws slows those it hits.
 - 7 This cloak of hide and scales enables its wearer to transform into a rock or melt into stone and back again.
 - 8 This tiny alabaster figure of a multi-legged lizard transforms into a full-sized mount when commanded.
 - 9 From an ancient cult this stone chalice can, on command, fill with basilisk's blood.
 - 10 These four arrows tipped with basilisk teeth encase their targets in stone for a short amount of time.
-

7: TRASH

D10

- 1 An ornately detailed two-handed sword with a dragon's head hilt lies in pieces.
 - 2 A broken basilisk tooth is wedged into a rock fissure.
 - 3 These iridescent shells from basilisk eggs collapse into useless powder when touched.
 - 4 A stone mouse peeks from a crack in a wall.
 - 5 These small, yellow, perfectly spherical stones are the basilisk's faeces.
 - 6 A small stone hand holds an empty potion bottle.
 - 7 This crusty section of basilisk skin is now too old and brittle to be of use in magic item creation.
 - 8 A heavy stone shield, with its wielder's arm still attached to the inside, lies against the wall.
 - 9 Dried blood fills this cracked bucket.
 - 10 Several stone arrows lie on the floor.
-

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