

Species, Breed: Basilisk

Type: Not applicable.

Class: Fiend (Reptile).

Align: Evil.

Gender: 01-50: Female, 51-00: Male

Level: 1-D30+1

Number encountered: 1

Experience points: 130 x level

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 50

Coordination: 35

Dexterity: 35

Intelligence: 4

Mental-strength: 40

Strength: 60

Wisdom: 4

Movement:

Flying: Can't

Grounded: 7

Swimming: 20

Luck: 120

Oxygen-points: 120

Blood-points: 150

Attack descriptions

Bite: 1

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

or:

Stone Breath: 1 See: "Special Offenses".

or:

Stone Glance: 1 See: "Special Offenses".

Defense: 35

Offense: 35

Damage-Points: Roll 2-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None

Bronze: None

Silver: None

Electrum: None

White-gold: None

Yellow-gold: None

Black-gold: None

Treasure item(s):

Common: 70+ to have 2-D10

UnCommon: 76+ to have 1-D10

Rare: 80+ to have 1-D4

Legendary: 96+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature appears to be a giant lizard, ink-black in color.

Eye color: Dark-red.

Eye shape: Large and sharply slanted.

Height: 4'-0"

Length: 16'-0"

Skin color: Black.

Skin texture: Scaly.

Posture: Quadruped (like an animal with four feet).

Weight: 650 lbs.

Dislikes: Fire and cold.

Disposition: The Basilisk is a curious creature that is infatuated with its own ability to turn things to stone.

Once a Basilisk turns a creature to stone, it collects and stores them for a future source of nourishment. After turning a creature to stone, it will have a 10% chance to eat the statue immediately. For every day that a statue is stored in the lair of a Basilisk, there is a 10% chance it will be devoured.

When a creature is turned to stone, any non-magical items on that creature will be turned to stone as well. Magical items will not. If the petrification process is reversed, all non-magical items upon the victim will be destroyed.

Fears: Fire and cold.

Habitat: Desert (Savanna) Volcanic and Wastelands. This creature is rarely encountered in other regions.

Immunities: Being turned to stone.

Life-span: 800 years.

Likes: Unknown.

Needs: The Basilisk must have the nourishment of the stone it creates from living creatures.

Note: The eye of a Basilisk can be popped and stirred in with a drink, but it must be kept in a fresh state. This will cause every muscle in a victim's body to completely relax, forcing a paralysis-like state to overcome the imbiber. This paralysis state will last up to 1-D100 x9 turns, disallowing the victim the least degree of movement during that time.

The victim will have full sight.

No sound can be made while paralysis is in effect.

Natural abilities and mind spells attempted will have a 90% chance of failure by the victim.

If the eye is dried, crushed into a fine powder, then inhaled, it will create a temporary petrification and paralysis-resistance of 60% for 3-D10 days.

Special Abilities: Night-vision: As the Psychic spell.

Special Defenses: Resistances: This creature has the following resistances:

Magic: 40%

Mental-Attack: 40%

Special Offenses: Stone-Breath: If caught within this black mist, a successful avoidance-roll must be made, or it will turn a creature to stone.

Stone-Breath range: 6 spaces out in a cone shape, starting with the first space in front of it.

Stone-Gaze: The Basilisk will use this ability to turn its quarry to stone. Initially, it will use Stone-Gaze upon seeing any creature, then attack. Stone-Gaze range: 16 spaces out in a wide 180 degree angle. All that sight the Basilisk must successfully make an avoidance-roll vs. "Petrification" or be turned to stone.

Susceptibilities: Cold will lower the metabolism of the Basilisk, thus inflicting $\frac{1}{2}$ movement (rounded up) with a -30 to defensive and offensive rolls.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.