

Session/Game: Krondor, D&D5e 21 **Date:** September 16th, 2018

Episode 21: "Lair of the Basilisk"

Campaign Date: Sixth-Month, Days 1-14, 1174 of 12th Age

Characters:

Edwan Mirths, human, cleric - 6, lawful good (Andrew Smith)
Sparke Rainbrite, half-elf, fighter - 5, neutral good (Bob LaForge)
Wun Hung Lo, wood elf, monk - 6, lawful neutral (Jason Liebert)
Brother Thunder, half-orc, paladin - 5, lawful neutral (Marlon Kirton)
Bocephus, gnome, rogue - 6, chaotic neutral (Dave Nelson)

DM: The Basilisk O-Matic

Log

Following news of the petrification of Sir Roderick of Heston, Edwan Mirths dropped into a state of deep melancholy. It was Heston who spared him from certain death at the hands of The Sultan. Heston chose honor over riches and was stripped of his position. For that, Edwan Mirths would always be in Heston's debt.

With the liberation of the monastery of Monax from the howling nightmare world of the "Danger Zone," Edwan began to search for some sort of a remedy for his fallen friend. He came upon the recipe for a salve that might be used to cure petrification, but it requires a rare ingredient - the stomach acid of a basilisk.

Further research revealed the existence of just such a beast living on a monstrous pockmarked island to the North known only as "Basilisk Island." On it, a number of beastly creations from the time of Old Krondor roam this misty island freely, hiding themselves within the many caves and tunnels below the surface of its volcanic wasteland. The research reveals the existence of a rare emerald gemstone that was left in the basilisk's nest that would give it additional power and immortality. Surely, the stomach acid of this basilisk could be found here.

Edwan gathered a team of the best of the Castaways. He promised a share of any treasure found on the desolate island, as well as a boon to be named in the future that Edwan would provide for each. The adventure unfolds as the Castaways just find the entrance to the lair of the basilisk. Bocephus has found a map of the basilisk's lair and has learned that there are three "flavor crystals" that must be found to open the door to the basilisk's den itself.

The Castaways find that the opening to the basilisk's lair is patrolled by an Ettin. CLANCY and SMASH are two heads of this beast, and they've been tasked with challenging any who want to enter the lair of the basilisk by a powerful "magic littlefolk." They call out to the Castaways.

CLANCY: Hello there! I'm Clancy and this is Smash, and if you want to enter you have to answer a riddle. If not, then we get to eat you.

SMASH: And I get to keep your shoes.

The Castaways are confused at first, and itching for a fight. They decide they will hear the ettin's riddle.

CLANCY: Well, that's the thing.

SMASH: We can't remember.

CLANCY: He was supposed to remember the riddle.

SMASH: No, you were! I remembered the answer.

CLANCY: No, I was supposed to memorize the answer, YOU were supposed to memorize the riddle.

SMASH: No, I memorized the answer, and it's "A Man."

CLANCY: SHH you're not supposed to... wait, that's... that's not right.

SMASH: Or maybe "The Moon." Wait, nope, definitely "Man."

CLANCY: We're not supposed to give out hints but that's definitely wrong.

SMASH: Is not. It's "A Man."

The Castaways are amused. They offer to answer the riddle with "A Man."

SMASH: Well we gotta ask you the riddle first, obviously. Can't just let anybody through who walks by saying things about a man.

CLANCY: And that's not even the right answer, stop saying that.

Now the Castaways start coming up with riddles for the ettin to ask them. Brother Thunder comes up with the following riddle, which he gives the ettin to ask them.

"What do you do that you never see?" which of course applies to sleeping. The ettin asks the riddle. The Castaways reply.

SMASH: "WRONG! The right answer is A MAN!"

The ettin moves to attack. Luckily, the Castaways make short work of the monster.

The Castaways encounter a room where the volcanic rock of the floor is wet and weakened. Sparkle Rainbrite and Bocephus decide that they will break open the hole in the floor to see what is beneath. The rock breaking is noticed by the basilisk, and the monster appears from a small hole in the wall and attacks. It almost petrifies Wun Hung Lo, and manages to get some good attacks in. However, the Castaways are stronger. The basilisk looks to leave but the heroes manage to slay it before it can make an escape. Four doses of the monster's stomach acid is claimed, and an appropriate poultice is now able to be made for Sir Heston. The first flavor crystal is found.

Bocephus sneaks into the next chamber. Inside, a giant scorpion is picking apart the corpse of a giant lizard. The Castaways attack, crushing the giant arachnid with no remorse. A druid appears, shape changing from the form of a rat hidden in a hole. The "Arachnid Daddy" complains that the heroes are killing his precious baby. Apparently, he's raised this beast from a hatchling. He threatens death, but the Castaways slay this murderous wretch without mercy.

The next room appears to be an empty sand-covered chamber with loose change scattered throughout the dunes. However, as Bocephus moves to collect the cash he realizes that the deep sand instead hides three crab warriors who surprise him and attack. Bocephus is nearly torn in two before the remainder of the Castaways rush to his aid and he manages to break free. Wun Hung Lo is also grappled by the mighty crab people and nearly ripped open, but he is healed and manages to twist and escape. The crab warriors gang up on Edwan, but Brother Thunder's magic prevents the harm from reaching him. Once all three crab warriors are slain, several caches of coins and the second "flavor crystal" is found.

The Castaways leave the lair of the basilisk and take a long rest. When they return, they backtrack to a room with a stretch of dark muddy water blocking the way between the doors. The Castaways decide just to not bother with this chamber.

The Castaways make their way into the room that contains the door to the den of the basilisk. This misty room is set up as if someone might live here. There is a table, chairs, and a number of young women are standing above a magically burning cauldron. As the Castaways enter, they leave their work and approach the party carefully. They are quiet save for their giggling. Brother Thunder immediately recognizes that the illusion covers the fact that the women are undead monsters. The heroes, prepared for an encounter with powerful undead easily overpower the ghosts.

The next chamber is filled with a petrified army of humanoids charging toward a small hole in the ground. Chances are that they were caught unaware by the basilisk. It is a mystery why they are still intact, though. The Castaways explore the chamber looking for the final flavor crystal

and discover that the room is in fact trapped! The statues all breathe fire and all in the room are threatened. Many are burned badly, and the trap moves to reset. Bocephus quickly disarms the trap and the group is free to collect treasure and find the final crystal to open the basilisk's den.

With all three flavor crystals the heroes are now free to enter the basilisk's den. Several baby basilisks are still there, but they are engaged by Wun Hung Lo and Brother Thunder while Bocephus simply sneaks in, grabs the basilisk's gem, and everyone flees before shutting the door behind them.

The heroes take another long rest and return to loot the remaining rooms of treasure. They encounter a circle of stone winged gargoyles. Edwan walks into the center of the circle of beasts and is paralyzed by a summoned demon. The remainder of the Castaways fight the demon off, and it is banished.

The next room is packed with identical stone gargoyles. They come to life as the party enters and a fight ensues. The party manages to hold the line and slowly knock out the stone monstrosities. They collect the treasure and then leave the lair and the island.

Epilog

Edwan Mirths travels to the Grove of the Puma to administer the salve to Sir Heston himself. The two share a moment of mutual admiration and pledge to always come to each other's aid in times of trouble.