

Basilisk Lair

A *D&D Miniatures* Scenario by Frank Emanuel

“Curses on the day we stumbled into the Basilisks’ lair!”

Mallen the Cutthroat.

Your companions stood still and silent -- all victims of the dreaded stare of the Basilisk. Only you made it out, hiding behind your petrified companions. But you vowed to return with the means to restore them and exact vengeance on these vile creatures. The same stealth that let you escape also helped you to secure two rods of stone to flesh from an alchemist's workshop. They were crafted for another group of adventurers who planned to tackle the Basilisks, but they're yours now. All that remains is to steal back into the lair and liberate your friends -- they're going to owe you big for this one.

Number of Players

This is primarily a solitaire scenario, but it can be played by two players with the special rules below.

Your Warband

Sharn Cutthroat (Ab, 9 pts)
Regdar, Adventurer (GoL, 20 pts)
Halfling Sneak (UD, 5 pts)
Ialdabode, Human Psion (AF, 5 pts)
Elf Warrior (Ab, 4 pts)
Hill Dwarf Warrior (Ab, 4 pts)
Xeph Warrior (AF, 3 pts)

The entire warband, except for the Sharn Cutthroat, is set up in the orange, cave half of the Broken Demongate map. Positions are indicated below. All of these figures are petrified (treat as statues).

The Sharn Cutthroat is not petrified. She sets up on the yellow (non-cave) half of the map. She also has two *rods of stone to flesh*. A rod can be used to unpetrify an adjacent statue (touch; automatic; replaces attacks). An unpetrified character is free to activate the turn that it's unpetrified. Also, an adjacent, unpetrified character can be given one of the rods as a swift action.

Routed adventurers flee toward Exit B.

The Basilisks

The Basilisks are a mated pair. They have the additional special ability Fearless. (Basilisks were released in *Giants of Legend*. If you don't have any, Monitor Lizards make fine stand-ins.)

In the solitaire scenario, the Basilisks follow very specific movement and attack rules.

- The Basilisks are lazy. They always use their gaze attack whenever possible, either moving first to get within range and then gazing, or gazing and then moving into base contact with the nearest (unpetrified) character. They use melee attacks only as attacks of opportunity.
- The Basilisks move only when they have, or had, line of sight to an unpetrified character (including the other Basilisk). You must be aware of potential lines of sight during a character's entire move. If a Basilisk catches even a glimpse of motion, it will move toward that spot.
- Take special note of the Sharn Cutthroat's Hide ability. As long as she has cover and is more than six spaces away, she is considered invisible.
- The Basilisks close in on the last space where they saw motion, including the motion of the other Basilisk. (You can use this to your advantage by carefully timing your activations and movement.) Once they reach that space, they stop there until they see motion again.
- The Basilisks never cross over into the yellow half of the map. Once any character moves out of the Quick Start area on the yellow map, it is removed from play.

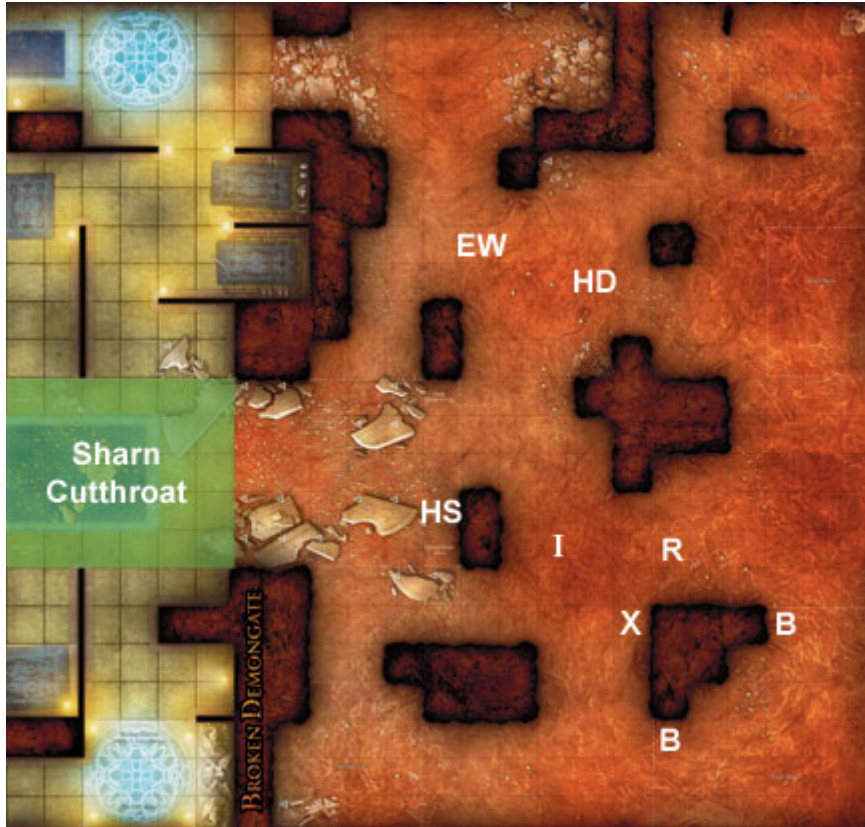
Setup

See the diagram for setup positions. The Sharn Cutthroat sets up anywhere within the Quick Start area on the yellow half of the map.

Victory

- **Complete Victory** -- Either both Basilisks are destroyed or all characters escape.
- **Partial Victory** -- Six characters escape.
- **Pyrrhic Victory** -- Five characters escape.
- **Basilisk Victory** -- four or fewer characters escape, including the Sharn Cutthroat.
- **Utter Failure** -- Three or fewer characters escape, and the Sharn Cutthroat is not among them.

Setup Map



Two-Player Rules

Setup is identical to the solitaire version.

The Basilisks are under a player's control instead of following programmed reactions. If they have line of sight to an unpetrified character when they activate, they can move however the Basilisk player wants, provided they keep that character in LOS. If they don't have LOS to an unpetrified character, they can move however the player wants but only at Speed 2 (a double move is still allowed).

In the two-player version, the Sharn Cutthroat also has an *amulet of protection from chaos* which gives her +2 AC and +2 on Saves (something else she stole from the alchemist's shop).

Variant

Use any seven-figure, 50 point warband for the adventurers.

Model Name	Cost	Fac	Lvl	Spd	AC	HP	M Atk	M Dmg	R Atk	R Dmg	Rar	Set
Basilisk	27	CG	6	4	16	45	+8	10			U	GL
<i>Special Abilities</i>	Difficult 20; Blind-Fight; Gaze Attack											
Elf Warrior	4	CG	1	6	15	5	+2	5	+3	5	C	Ab
<i>Special Abilities</i>												
Hill Dwarf Warrior	4	LG	2	4	17	15	+4	5			C	Ab
<i>Special Abilities</i>	Save +4											
Ialdobode, Human Psion	5	CG	2	6	13	10	+3	5	+4	5	U	AF
<i>Special Abilities</i>	Unique; Slow Ranged Attack				<i>Psionics</i>		Psionics 4 pp: inertial armor, mind thrust, psionic daze					
Regdar, Adventurer	20	LG/CG	3	4	19	25	+7	10	+6	5	U	GL
<i>Special Abilities</i>	Unique; Cleave											
Regdar, Human Fighter	6	LG/CG	1	4	15	10	+4	10			U	DE
<i>Special Abilities</i>	Unique; Cleave											
Sharn Cutthroat	9	CG	4	6	16	20	+8	5	+8 (rng 6)	5	U	Ab
<i>Special Abilities</i>	Hide; Melee Sneak Attack +5; Ranged Sneak Attack +5; Sidestep											
Xeph Warrior	3	CG	1	8	15	5	+1	5			C	An
<i>Special Abilities</i>	Powerful Charge +5											