

Basilisk

Elemental Monster

Defense 13, **AR** 4

Health 50, **Speed** 12

Senses Dark Vision (20 yards)

+0 Communication

+4 Constitution

-2 Cunning

+2 Dexterity (Bite)

+2 Magic

-1 Perception (Smelling)

+3 Strength

+2 Willpower (Morale)

Melee Bite +2 (1d6+3*)

Favored Stunts: Knock Prone and Lightning Attack.

Powers

Gaze Attack [Petrify]: As Petrify spell [**Constitution (Stamina)** test : TN 12].

Vorpal Bite: Basilisks can bite through mineral as if it were not present, its bite deals penetrating damage to those protected by stone or metal.

Basilisks are 10' long lizards with snakelike heads, necks and tails. They are solitary creatures that are lazy at heart, but fear nothing because of their amazing gaze powers. Creatures that meet the gaze of the basilisk invariably are turned into stone statues. While this magical effect can be dispelled to remove the onset of the effect (one token per point on the Dragon Die on one target) it can only be reversed with a ritual. Tokens disappear at a rate of one per 10 minutes once combat ends.

Particularly old basilisks also exude petrification on touch. Characters who are bitten or slammed by the basilisk must test Constitution (Stamina) or gain a token, just as if they had met its gaze.

Anyone attempting an indirect attack on a basilisk, or simply using a mirror to avoid looking at it should accept a -3 modifier as the combatant seeks to avoid its gaze. Killing the Basilisk does not return petrified victims. Even basilisks are not immune to petrification effects, and it can be turned to stone by its own reflection. However, on its native plane, the Elemental Plane of Earth, a basilisk can be slowed by a petrification effect, but never turns to stone.

