

# Excavation at the Lesser Basilisk Peaks

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Archaeologists are going missing at the Eburnean Empire excavation in the Lesser Basilisk Peaks!

Rumor has it the Eburnean Empire kept basilisks as watchdogs and had ways to ignore their stone magics. Could this be why people periodically go missing?

Or could it be that the local warlord, known as the Manticore, has been collecting artifacts from the Eburnean Empire to give legitimacy to their rule?

You have been hired to find out what is really going on. Knowing only that workers have been going missing in the northeast tunnels, you start there.

To explore roll one four-sided die (1d4) for the column and one six-sided die (1d6) for the row to find what room you enter. Before moving into the next room, roll 1d4 for each doorway. On a roll of 1 the passage is blocked, cap it off to show you cannot use it. If you ever run out of open doorways, congratulations, you have completely mapped out the northeast tunnels!

Each bandit camp has captured archaeologists working for them. The archaeologists equal half the bandit population at the camp, rounded down. They will not fight when freed, but give 1d4 valuable items to you before leaving!

- 1) Beads made of bone or ivory. They make you feel slightly nauseous the longer you look at them. If you do not drop them, you have gained a sickness and require 1d6 hours of rest to feel better.
- 2) Fingerbones. These could have been dice, though they are too worn now to tell. They are practically worthless.
- 3) A tarnished metal spoon inlaid with intricate bone shards. Worth much to a collector.
- 4) A fully intact crown. Polished opal and inlaid bone decorate the base. Holding gives you a sense of power, and the longer you hold it, the more paranoid you get.

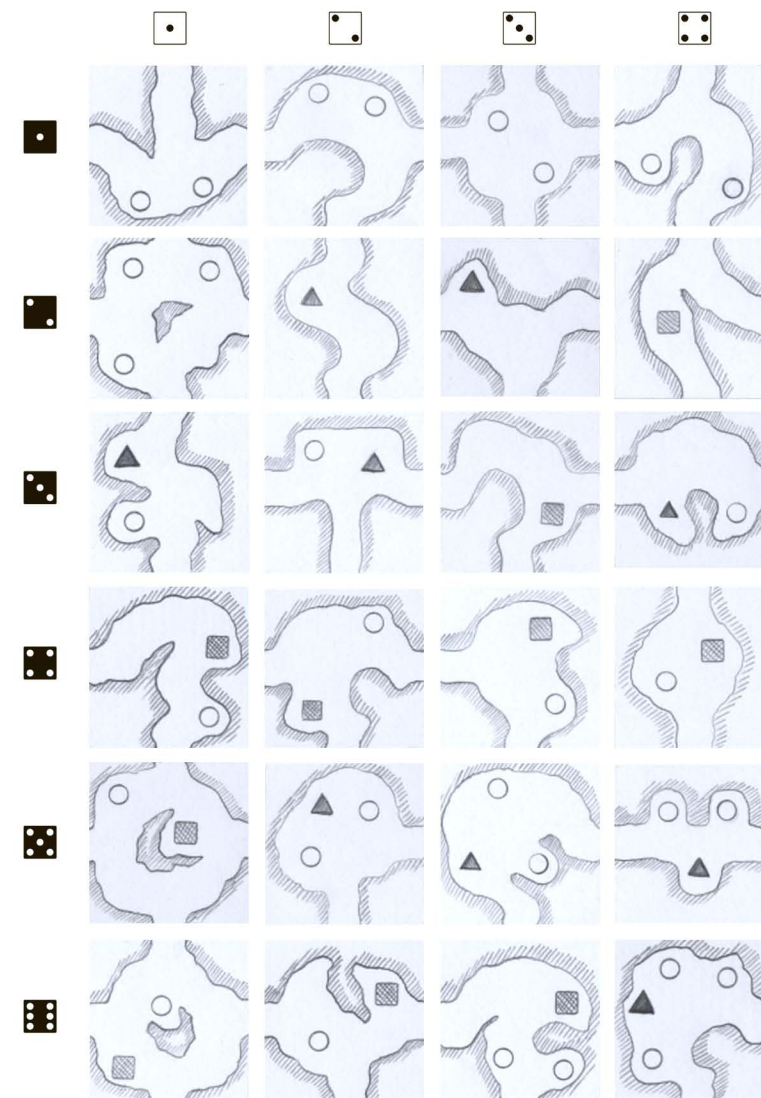
The basilisks in these peaks devour magic, which has a side-effect of turning anything living to stone as they suck the innate magic out of the creatures. Magic users are especially affected. As they get close to basilisk lairs, they feel a stiffness in their joints long before anyone else is aware anything is wrong. If they ignore the warning signs, their toes will start to turn to stone, moving up to their legs, unless they take precautions. Without proper magic to help, it is likely any limbs which have turned to stone need to be amputated.

When in a room with statues, roll 1d4 to determine which type of statues they are:

- 1) The statues here are so old and worn you do not know what they were of, originally.
- 2) The statues are of all types of animals which look terrified, frozen midleap, or midflight. Oddly enough, when you look at the broken pieces, they seem to include blood vessels and muscles where limbs have broken away.
- 3) The statues include a few archaeologists! A basilisk is hidden amid the statues and can be spotted with a successful roll or sensed if a magic user is in the party.
- 4) The statues are genuine artifacts of the Eburnean Empire and show great craftsmanship. These are not the result of basilisk activity.

Key

- ▲ Basilisk nests. 1d4-1 Basilisks. 50% change of eggs in the nest.
  - Bandit camps. 1d4+2 Bandits.
  - Statue clusters.
- Statues add: +1 Basilisk per statue on tiles with both.  
+2 Bandit per statue on tiles with both.  
50% chance of treasure with 2 or more statues.



When drawn, tiles may be sketched facing any direction, provided the openings match up.