



DUNGEONS & LAIRS: BASILISK CANYON

Basilisk Canyon is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for each level and makes adjustments accordingly. The adventure sees the party pass through the dreaded basilisk canyon, a narrow pass through a mountainous or arid area choked with all manner of dangerous monsters, including the eponymous basilisk.

PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a small dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Basilisk Canyon Hooks table on the next page offers details for introducing this adventure to your players.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you offer this adventure to parties whose average party level is less than 3 as it will be far too difficult for the players; inversely, offering this adventure for parties whose average level is greater than 12 might not offer enough challenge to keep the players engaged.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Medium
4	3rd-level	Easy
4	5th-level	Hard
5	5th-level	Medium
6	5th-level	Easy
7	8th-level	Hard
8	8th-level	Medium
9	8th-level	Easy
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy

BASILISK CANYON HOOKS

d8	Side Quest Type	Details
1	Fetch Quest	A local alchemist needs basilisk eggs—there's plenty in the canyon. Basilisk eggs fetch 50 gp each.
2	Recover Stolen Item	A rogue vanished into the mountains after stealing a valuable piece of jewelry from a local lord/lady. The rogue's trail leads through Basilisk Canyon.
3	Receive Information	The only person who knows the weakness of a diabolical villain lives high up on a remote mountain. The characters must pass through Basilisk Canyon to reach the informant.
4	Rescue Mission	A band of four adventurers got trapped within Basilisk Canyon. The adventurers are sent into the dangerous area to recover the quartet.
5	Missing Person	An egg hunter vanished in Basilisk Canyon. Her friends assume the worst, but still want the characters to find proof she died there.
6	Monster Hunt	Basilisk Canyon could offer a valuable shortcut between two trade nations. The characters are paid to clear it of the creatures within.
7	Supernatural Investigation	Basilisk Canyon is curiously devoid of fauna. Locals believe that it might be because the canyon hides strange and dangerous creatures—possibly even worse than the basilisks that share their name with the location.
8	Secure Aid	The characters must earn the trust of a local lord or lady; to do so, they must recover the petrified remains of their son who met his fate in the canyon three years ago.



BASILISK CANYON

Cutting through a rugged stretch of sun-scorched hills, Basilisk Canyon gets its name from the deadly, eight-legged reptiles best known for their gaze that can turn living creatures to stone. While this adventure assumes placement of the canyon in a deserts, badlands, or wasteland setting, placing it elsewhere requires very little retooling.

GENERAL FEATURES

Unless stated otherwise, the Basilisk Canyon has the following features.

EXTERIOR LOCATION

This adventure is set outdoors. As such, it's subject to whatever current weather conditions are affecting the region. If you'd like to determine the type of weather that's affecting the canyon when the characters pass through it, roll a d100, then refer to the Basilisk Canyon Weather table below to determine the current weather conditions. Subtract 10 from the roll if the party travels through the canyon at night. Conditions marked with an asterisk have special environmental hazards which must be considered during play. A detailed description of the conditions follows the table.

BASILISK CANYON WEATHER

Weather Conditions	Winter	Spring/Summer/Fall
Cold and rainy*	1	—
Cold with high winds*	2-3	—
Cold	4-5	—
Cool and rainy*	6-9	1-3
Cool with high winds*	10-50	4
Cool	51-95	5
Warm and rainy*	96	—
Warm with high winds*	97-98	—
Warm	99-00	—
Hot	—	6-95
Very hot*	—	96-00

Cold. While not nearly as cold as conditions in other biomes, cold days and nights in the desert can range anywhere between 30° to 60° Fahrenheit. Other than needing an extra blanket at night or a long-sleeve shirt during the day, most characters should be fine traveling in these conditions.

Cool. Perhaps the most desirable condition the desert offers, cool weather ranges between 61° to 70° Fahrenheit. This condition offers no special hazards on its own.

Warm. While not as pleasing as cool weather, warm weather is still comfortable enough for characters to travel without making special preparations. Warm temperatures range between 70° to 80° Fahrenheit.

Hot. Hot weather can be relatively uncomfortable for overdressed characters, but still not hot enough to warrant conditions of extreme heat. Hot weather ranges from 80° to 100° Fahrenheit.

Very Hot. Very hot weather is a hazard unto itself. Climbing above 100° Fahrenheit, creatures exposed to these conditions without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Rain. While relatively rare in the desert, rain does happen. Rain lightly obscures the area, which gives creatures disadvantage on Wisdom (Perception) checks that rely on sight. It also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Heavy Winds. Powerful winds frequently slide through the canyon. These winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperse fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

POOLS OF WATER

The canyon is packed with cool water oases, many of which offer water that's safe to drink. The pools are 1 feet deep for every 5 feet the pool is wide. So for example, a pool measuring 30 feet across is 6 feet deep at its deepest point.

Most of the pools rest up against the sandy walls of the canyon. Traversing these areas requires the characters to find another way to travel other than on foot. Most of the pools are easy to swim through. If characters don't wish to get into the water, they can climb along the sides of the pool. Thanks to plenty of hand and footholds, the climb is relatively easy for most characters, requiring a successful DC 5 Strength (Athletics) check made before a character moves along the wall. Failure means the character falls into the water below. Checks to climb are made at disadvantage during conditions of rain or high wind.

CANYON WALLS

Tall, amber walls rise on all sides of the canyon, rising 80 to 120 feet. These canyon walls are relatively easy to climb, requiring a character to succeed on a DC 10 Strength (Athletics) check to climb up the wall to the buttes above. A character who fails the check by 5 or more falls to the canyon below. If the character lands on solid ground, they take 1d6 bludgeoning damage for every 10 feet they fall. Checks to climb are made at disadvantage during conditions of rain or high wind.



Get a full-sized version of this map (plus variants) from [Cze and Peku's Patreon](#).

KEYED LOCATIONS

The following locations are keyed to the map of the Basilisk Canyon on page 3.

1 - SOUTHERN EGRESS

This part of the map is the character's likely entrance.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 1 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 1 ENCOUNTERS

Adventure Level	Encounter
3rd	2 cockatrices
5th	1 basilisk
8th	3 cactids*
11th	3 cactids*

2 - TRAPPED POOL

Once upon a time, a barbarian tribe lived in this canyon. To prevent intrusion, they placed traps throughout the canyon. One of their traps still lies at the bottom of this pool—a series of rusty spears. Any time a creature swims through this pool, they must make a DC 12 Strength or Dexterity saving throw (creature's choice). The creature takes 7 (2d6) piercing damage on a failed saving throw or half as much damage on a successful one. The trap can be spotted with a successful DC 16 Wisdom (Perception) check. Unfortunately, the only way to disarm this trap is to spend at least 4 hours removing the spears at the bottom of the pool or completely avoid it altogether.

3 - HORRORS

This large clear pool is the perfect spot for monsters to stage attacks.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 3 Encounters table below. All of the monsters on the table are featured in the Appendix.

AREA 3 ENCOUNTERS

Adventure Level	Encounter
3rd	1 skull drake
5th	3 skull drakes
8th	1 vallowex
11th	1 oozasis

Secret Cavern. There is a secret cavern hidden at the northwestern corner of this pool. Spotting the cavern from above the water requires a successful DC 20 Wisdom (Perception) check. While underwater in the pool, no check is required to spot the cavern.

4 - HIDDEN CAVE

This cavern measures 10 feet across. Slippery moss blankets the cavern's walls, making the climb back up somewhat difficult—Athletics checks made to climb up are done so with disadvantage.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 4 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 4 ENCOUNTERS

Adventure Level	Encounter
3rd	1 cockatrice
5th	1 basilisk
8th	1 purple slime*
11th	1 shambling mound

Treasure: Basilisk Eggs. This small cavern hides a clutch of valuable basilisk eggs, ten in all. Each egg is worth 50 gp to the right buyer.

5 - TRANQUIL POOL

This pool of water offers no dangers or hazards.

Adventure Hook: Lost Party. If the characters entered the canyon to find the lost part of adventurers as part of the Rescue Mission hook, two of the surviving adventurers are hidden in the alcove at the south end of this area. They are both **veterans** suffering one level of exhaustion each.

6 - POISONOUS WATER

The water in this pool is toxic. A creature who drinks the water must make a DC 15 Constitution saving throw, or become poisoned for 1 hour.

7 - BASILISK POOL

This pool is a popular watering hole for the creatures who live in and around the cavern. As such, it's littered with small stone statues of birds, squirrels, foxes, and other desert creatures whose gaze met a basilisk's.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 7 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 7 ENCOUNTERS

Adventure Level	Encounter
3rd	2 cockatrices
5th	1 basilisk
8th	2 cactids*
11th	3 cactids*

8 - BASILISK POOL

Even more petrified fauna surrounds this area, including the remains of two humans who've been partially eaten post-petrification. If using the Rescue Mission hook, these two were part of the adventuring party that got lost. Even if they're returned to flesh, they're missing too many body parts to survive.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 8 Encounters table below. Creatures marked with an asterisk are detailed in the Appendix.

AREA 8 ENCOUNTERS

Adventure Level Encounter

3rd	3 cockatrices
5th	1 basilisk
8th	2 cactids*
11th	1 shambling mound and 2 purple slimes*

9 - COLLAPSING SAND

The basilisks and other burrowing creatures who lurk in this canyon dug in the sand in this dry cavern with intent to create a trap for creatures passing through this area. The entire area counts as difficult terrain. Additionally, whenever a Small or larger creature enters or starts their turn in this area, the sand collapses underfoot. The target must succeed on a DC 15 Strength or Dexterity saving throw (target's choice). On a failure, the target falls prone in the loose sand. The target can't stand until it uses its action to make a DC 15 Strength (Athletics) check, standing on a success. The target can still crawl, but doing so costs 4 feet of movement per every 1 foot crawled.

As soon as a creature becomes trapped in this area, the creatures from area 10 rush to this area and attack.

10 - BASILISK POOL

More petrified animals encircle this large pool.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 10 Encounter table below.

AREA 10 ENCOUNTERS

Adventure Level	Encounter
3rd	2 basilisks
5th	1 shambling mound
8th	4 basilisks
11th	6 basilisks

11 - LARGE BASILISK POOL

The canyon's alpha monster has claimed this large, deep pool as its own.

Encounter. The nature of the encounter here depends on the adventure's level as shown on the Area 11 Encounters table below.

AREA 11 ENCOUNTERS

Adventure Level	Encounter
3rd	1 basilisk with 80 hp
5th	1 shambling mound and 8 zombies
8th	1 basilisk hydra (see the sidebar)
11th	1 basilisk hydra (see the sidebar) and 1 shambling mound

12 - CACTUS PATCH

This northern egress is blocked by an obnoxious patch of thorny cacti. When a creature comes into direct contact with the cacti for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) piercing damage from the cacti's thorns. A 10-foot-square patch of cactus has AC 11, 15 hp, and immunity to psychic damage. Ω



BASILISK HYDRA

A basilisk hydra is a horrific combination of a basilisk and a hydra. The basilisk hydra uses the basilisk stat block, except it gains the basilisk's Petrifying Gaze feature (DC 17 Constitution saving throw) and its Multiple Heads feature functions as follows:

Multiple Heads. The basilisk hydra still has its Multiple Heads feature, except it's slightly altered. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads is severed. If all of its heads are severed, the hydra dies. At the end of its turn, the hydra grows a replacement head. At the same time, the severed head grows legs and a tail and becomes a basilisk. The new basilisk takes its turn in the same initiative order as the hydra, but otherwise acts on its own. If the hydra has taken fire damage since its last turn, this feature does not function. The hydra regains 10 hit points for each head regrown in this way.

CREDITS

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APPENDIX: NEW CREATURES

Dungeons & Lairs: Basilisk Canyon includes five creatures not found in the core rulebooks. Their stat blocks are printed below, and they can also be found in the Creature Codex, Tome of Beasts, and Tome of Beasts 2 by [Kobold Press](#) who allow the use of their monsters through their OGL.

CACTID

Rootlike tendrils explode from the sand at the base of this tall cactus bristling with needles. It uses its tendrils to reach for prey.

Needled Sentients. Cactids are semi-sentient cacti that grow in a myriad of shapes and sizes, from ground-hugging barrels and spheroid clumps that pin their victims to the ground to towering saguaros with clublike arms that yank victims off their feet. Most cactids are green or brown with distinct ribs; all are lined with countless needles.

Drain Fluids. In addition to gathering water, a cactid's tendril-roots can snag nearby creatures and pull them into a deadly embrace. Once a creature is pinned, the cactid's spines siphon off the victim's bodily fluids, until little but a dried husk remains. Many cactids are adorned with bright flowers or succulent fruit to lure prey into reach. Some scatter shiny objects within reach to attract sentient creatures. For those traveling the desert, however, a cactid's greatest treasure is the water stored within its flesh. A slain cactid's body yields four gallons of water with a successful DC 15 Wisdom (Survival) check. Failure indicates that only one gallon is recovered.

Slow Packs. Cactids were created by a nomadic sect of druids, but their original purpose is lost. They have limited mobility, so they often congregate in stands or to travel together in a pack to better hunting grounds.



CACTID

Large plant, unaligned

Armor Class 14 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	9 (-1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Sylvan but can't speak

Challenge 3 (700 XP)

Actions

Multiattack. The cactid makes two attacks with its tendrils and uses Reel.

Tendrils. Melee Weapon Attack: +5 to hit, reach 15 ft., one creature. **Hit:** 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) piercing damage, and a Medium or smaller target is grappled (escape DC 13). Until this grapple ends, the target is restrained. If the target is neither undead nor a construct, the cactid drains the target's body fluids; at the start of each of the target's turns, the target must make a DC 13 Constitution saving throw. On a failed save, the creature's hit point maximum is reduced by 3 (1d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. This reduction lasts until the creature finishes a long rest and drinks abundant water or until it receives a greater restoration spell or comparable magic. The cactid has two tendrils, each of which can grapple one target at a time.

Reel. Each creature grappled by the cactid is pulled up to 5 feet straight toward the cactid.

Reactions

Hail of Needles (1/Day). When reduced below 10 hp (even below 0 hp), the cactid releases a hail of needles as a reaction. All creatures within 15 feet take 21 (6d6) piercing damage, or half damage with a successful DC 14 Dexterity saving throw.

OOZASIS

Gargantuan ooze, unaligned

Armor Class 7

Hit Points 217 (14d20 + 70)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	5 (-3)	20 (+5)	12 (+1)	22 (+6)	18 (+4)

Saving Throws Int +5, Wis +10, Cha +8

Skills Deception +8, History +5, Insight +10, Perception +10

Damage Vulnerabilities thunder

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 120 ft., passive Perception 20

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 9 (5,000 XP)

Amorphous. The oozasis can move through a space as narrow as 1 inch wide without squeezing.

Mirage. As a bonus action, the oozasis can create a mirage around itself to lure victims toward it while disguising its true nature. This functions as the mirage arcane spell (save DC 16) but is nonmagical, and therefore can't be detected using detect magic or similar magic, and can't be dispelled.

Waters of Unfathomable Compulsion. Any creature that drinks the water of an oozasis or eats fruit from the

plants growing in it has a dream (as the spell, save DC 16) the next time it sleeps. In this dream, the oozasis places a compulsion to carry out some activity as a torrent of images and sensations. When the creature awakens, it is affected by a geas spell (save DC 168, cast as a 7th-level spell) in addition to the effects of dream.

Actions

Multiattack. The oozasis makes two pseudopod attacks.

Pseudopod. Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) acid damage, and a target that's Large or smaller is grappled (escape DC 16) and restrained until the grapple ends. The oozasis has two pseudopods, each of which can grapple one target at a time.

Engulf. The oozasis engulfs creatures grappled by it. An engulfed creature can't breathe, is restrained, is no longer grappled, has total cover against attacks and other effects outside the oozasis, takes 21 (6d6) acid damage at the start of each of the oozasis's turns, and is subject to the oozasis's Waters of Unfathomable Compulsion trait. The creature takes no damage if the oozasis chooses not to inflict any. When the oozasis moves, the engulfed creature moves with it. An engulfed creature can escape by using an action and making a successful DC 16 Strength check. On a success, the creature enters a space of its choice within 5 feet of the oozasis.

Vapors of Tranquility or Turmoil (Recharges after a Short or Long Rest). The oozasis sublimates its waters into a vapor that fills a disk centered on the oozasis, 60 feet in radius, and 10 feet thick. All creatures in the area are affected by either the calm emotions spell or the confusion spell (save DC 16). The oozasis chooses which effect to use, and it must be the same for all creatures.

OOZASIS

The oasis appears as an idyllic desert respite, offering water, shade, and even perhaps edible fruit and nuts in the trees above.

Mockmire. The oozasis, or oasis ooze, is also known as a mockmire in other climates. It mimics a peaceful, pristine watering hole to draw in unsuspecting prey. An oozasis cycles seemingly at random between wakefulness and hibernation.

Quest Givers. Within its odd physiology stirs an ancient mind with an inscrutable purpose. Far from being a mere mindless sludge, its fractured intelligence occasionally awakens to read the thoughts of visitors. At these times, it tries to coerce them into undertaking quests for cryptic reasons.

Ancient Minds. Some tales claim these creatures preserve the memories of mad wizards from dead empires, or that they have unimaginably ancient, inhuman origins.

PURPLE SLIME

Covered with an iridescent sheen and able to pursue prey on land and water, a purple slime's needlelike spikes seem to be constantly in motion, changing its shape and even its hue to get closer to prey.

Aquatic Lurkers. The purple slime lives and hunts in shallow waters such as ponds, tide pools, abandoned animal troughs, and stagnant, flooded areas, where it is nearly invisible. The creature spreads itself out in such a place and waits for prey to approach. **Necrotizing Enzymes.** When it detects a nearby creature, it forms long, hollow, conical spikes from its amorphous body which jut out toward the intended prey. Once these spikes pierce its target, it injects a necrotic fluid which dissolves muscle tissue.

Patient Hunters. Once a creature is killed or disabled, either by its spikes or its dissolving fluid, the slime undulates forward and covers the creature, devouring it entirely before returning to its previous hiding place.

Ooze Nature. A purple slime doesn't require sleep.

PURPLE SLIME

Large ooze, unaligned

Armor Class 7

Hit Points 76 (8d10 + 32)

Speed 20 ft., climb 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Skills Stealth +1

Damage Immunities acid, cold

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 3 (700 XP)

Amorphous. The purple slime can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The purple slime can breathe air and water.

Underwater Camouflage. The purple slime has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The purple slime makes two spike attacks.

Spike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage and 10 (3d6) poison damage. In addition, the target must succeed on a DC 14 Constitution saving throw or its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SKULL DRAKE

What at first appears to be a dead creature of some sort reveals itself to be a gray-skinned, winged serpent whose body is covered in a bony exoskeleton. Slender and snakelike, its leathery wings cling to its body tightly as it slithers out from hiding.

Fierce in appearance and a formidable opponent, the skull drake is a scavenger and carrion eater. Though it enjoys chasing smaller scavengers away from a prize meal, it will flee at the first sign of a more powerful creature.

Wandering Scavenger. When left to its own devices, the skull drake travels many miles between places of death,

regularly revisiting sites where it feasted previously. Poisoned pools, places of execution, cemeteries, and – with caution and speed – the lairs of creatures who drag their meals home with them. Circling vultures and crows draw a skull drake's attention, and a sizeable battlefield may become a temporary home for a skull drake until opportunity or threat drives it elsewhere. A skull drake prefers to sleep in piles of bones and corpses, using its bony protrusions to blend in. It spits a cloud of deadly gas at any creature coming too close or uses its long neck to strike like a snake.

Associate of Death. Skull drakes consider themselves natural companions to practitioners of the necromantic arts, viewing such partnerships as mutually beneficial. It provides both parties with a degree of protection, and it assures the drake regular feeding since it has no qualms about eating the rotten remains of failed projects.

SKULL DRAKE

Medium dragon, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft., burrow 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +5, Wis +3

Skills Intimidation +2, Perception +3, Stealth +5

Damage Vulnerabilities radiant

Damage Resistances poison

Damage Immunities necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Keen Smell. The skull drake has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity. While in sunlight, the skull drake has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The skull drake makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage

Necrotic Breath (Recharge 6). The skull drake exhales a 15-foot cone of noxious, black gas. Each creature in the area must make a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hp by this damage dies.

VALLOWEX

A creature with two legs and a flat tail emerges from the water. Its wide mouth opens, revealing a spiked tongue.

Luring with Thirst. The vallowex haunts woodland rivers, luring in prey with its thirst-inducing aura. When a creature stops to drink, the vallowex attacks and drags the creature into the water to feast.

Reproduce through Hosts. Vallowexes release eggs into potable water. After a creature drinks the eggs, a tadpole hatches in its stomach. The tadpole slowly consumes the host from the inside out, emerging as a vallowex when the host dies.



VALLOWEX

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	5 (-3)

Saving Throws Wis +4
Skills Perception +4, Stealth +6
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Amphibious. The vallowex can breathe air and water.

Aura of Thirst. At the start of each of the vallowex's turns, each creature within 30 feet of it must succeed on a DC 15 Constitution saving throw or have disadvantage on its next attack roll or ability check as a gnawing thirst distracts it. For each minute a creature stays in the vallowex's aura, it gains one level of exhaustion from dehydration. A level of exhaustion is removed if the creature uses an action to drink 1 pint of water. A vallowex is immune to its own Aura of Thirst as well as the auras of other vallowexes.

Underwater Camouflage. The vallowex has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The vallowex makes two attacks: one with its spiked tongue and one with its tail.

Spiked Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the vallowex can't use its spiked tongue against another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Swallow. The vallowex makes one spiked tongue attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the vallowex, and it takes 10 (3d6) acid damage at the start of each of the vallowex's turns. The vallowex can have only one creature swallowed at a time. If the vallowex takes 15 damage or more on a single turn from the swallowed creature, the vallowex must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the vallowex. If the vallowex dies, the swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Release Eggs (1/Week). A vallowex can release a 40-foot-radius cloud of microscopic eggs into a body of water it touches. The eggs live for 1 hour. Any humanoid or beast that drinks the eggs must succeed on a DC 15 Constitution saving throw or be infected with a disease—a vallowex tadpole. A host can carry only one vallowex tadpole to term at a time. While diseased, the host must make a DC 15 Constitution saving throw at the end of each long rest. On a failed save, the host's Strength score is reduced by 1d4. This reduction lasts until the host finishes a long rest after the disease is cured. If the host's Strength score is reduced to 0, the host dies, and a vallowex emerges from the corpse. If the host succeeds on three saving throws or the disease is magically cured, the unborn tadpole disintegrates.

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