



GREATER BASILISK

The serpentine greater basilisk is one of the most fearsome creatures a traveler might come across. Far larger and more dangerous than its closely-related cousin, a greater basilisk is feared not just for its petrifying gaze, but also for its potent venom.

The poison of a greater basilisk can be delivered through its bite, as well as through the two prongs at the end of its tail. It can also spit its poison a considerable distance, covering a creature and splashing the surrounding area. As deadly as these creatures are, this venom is often sought after by hunters and adventurers for its use in poisons and alchemical compounds.

Apex Predators. Greater basilisks usually make their lairs in coastal caves, from which they patrol the surrounding area for potential meals. Far more intelligent than its cousins, greater basilisks often “tame” lesser basilisks, using them as guards for their lairs in exchange for protection and food.

A greater basilisk born and raised in captivity can be domesticated and trained, but doing so is a far harder task than training a regular basilisk. However, a properly trained greater basilisk is one of the most effective guardians around, so their eggs go for exorbitant prices.

Gaze of Stone. A greater basilisk’s supernatural gaze is able to turn creatures to stone instantaneously. Then they consume their meals in much the same way a regular basilisk does, except they are able to hunt much larger prey. It is not uncommon to find a stone statue of a huge beast near the lair of a greater basilisk.

The fluids within the basilisk’s gullet are able to produce an oil capable of returning petrified creatures to life, just like its smaller cousins.

GREATER BASILISK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 40 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 20 (+5) | 13 (+1) | 16 (+3) | 6 (-2) | 13 (+1) | 8 (-1) |

Saving Throws Con +7, Wis +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 90 ft. passive Perception 11

Languages —

Challenge 10 (5,900 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn’t incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn’t surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can’t see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

The basilisk does not target itself with its gaze.

ACTIONS

Multiattack. The basilisk makes two melee attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +9 to hit, range 25/50 ft., one creature. *Hit:* 17 (5d6) poison damage. The target and each creature within 5 feet of it must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.