



FAMILIAR / A BEGINNER ADVENTURE

The Statues in Briar Quarry

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Start Here

Two quarry workers stand motionless beside their tools. A basilisk guards a newly opened chamber. Can the heroes restore the workers and find a safe future for the creature?

For: four level-4 characters, with full resources; beginning DMs and players, ages 10-12+. **Time:** 90-120 minutes. This independent adventure from Monsters of the Lantern Vale stands alone.

Bring: character sheets, dice, pencils, tokens and four counters for stonewake salve. Use the 2014 fifth-edition rules. Do not substitute a later edition's gaze. Players need their characters' normal abilities; this booklet supplies the special rescue procedures.

Prepare in ten minutes: read the gaze on page 12 and the restoration rules on page 8. Mark Lysa, Emmet and the basilisk's starting positions privately. Have the keeper's instructions ready before the party enters the quarry. Page 15 is Sella's support sheet, not an extra player character.

Before play: explain that characters may temporarily turn to stone. Four cures are available immediately, and more arrive at dawn if needed. A petrified character's player can run Sella's support actions while waiting. Agree whether this theme is comfortable; pause or soften descriptions when requested.

Your job: explain visible danger before asking for a decision. Let players point out cover, ask about equipment and choose whom to rescue first. Capture and relocation earn the same reward as defeating the basilisk. Explain the cure before the first gaze.

Basic loop: describe what the heroes perceive; ask what they do; roll only for an uncertain consequence; describe the result and repeat. Before the first roll, use page 16 to explain checks, saves, advantage and combat.

DM Introduction

Foreman Garrick ignored strange tracks and opened a nesting chamber. A basilisk emerged and petrified Lysa, then Emmet. Garrick hid the first disappearance. Renn, an older worker, escaped by looking down and following the hauling rope.

Sella Marr, a travelling monster keeper, offers four salve doses and a covered transport cage. She hopes to raise the creature's two eggs but never withholds emergency medicine. The basilisk defends its nest; it is not a scheming villain. Killing it does not restore anyone.

Opening: Renn brings Emmet's lunch pail to the heroes. An apple and two untouched sandwiches remain inside. "He never leaves the crusts." The quarry is a half-hour walk north. The owners entrust Renn with 100 gp: 30 for each restored worker returned safely, and 40 for a quarry that can reopen safely. Garrick cannot cancel that payment.

Initial state: Lysa stands beside the crane in Q3; Emmet is on Q4. The basilisk waits inside Q6, hidden behind the southern door jamb. Screens are intact; the cage stands open in Q5. Nobody has taken damage. The eggs cannot be seen from the rim.

Suggested pacing: opening and camp, 15-20 minutes; preparations, 15-20; rescue, 25; creature and nest, 25-45; return, 10. Efficient rescue or capture may finish early. Let Sella finish an agreed screen setup if time runs short; do not add another basilisk.

Dawn recovery (homebrew): two teamsters bring eight free reserve doses, even if Sella is stone. If no conscious rescuer remains, end the expedition: the basilisk withdraws to Q6. At dawn the teamsters use opaque screens and salve to recover surviving statues. Resolve this rescue offscreen without rolls; the quarry stays closed until secured. Reserve doses restore safely extracted victims too.



Adventure Map

- 1: Q1 Rim and camp. Twenty feet above the quarry; supplies and safe waiting area.
- 2: Q2 Ramp. Western descent, with guide rope; reaches the floor at its southern end.
- 3: Q3 Crane yard. Lysa, crane and mirror trolley. Opaque screens stand eastward.
- 4: Q4 Cutting floor. Emmet and stacked stone cover.



Map Key

5: Q5 Cage bay. Open west-facing cage with an opaque cover.

6: Q6 Chamber. Hidden basilisk and two eggs. West opening joins Q4.

DM key: reveal people and creatures when discovered. The drawn plan omits their tokens. Use page 13 for measurements; the painted grid is illustrative.

Scene 1: The Work Board

Free loans

Four salve doses, fifty feet of rope, two crowbars, two ten-foot poles, crane, trolley, detachable mirror and covered cage. Return unused supplies.

Garrick

DC 12 Charisma (Persuasion or Intimidation) gets a public apology now. Failure postpones it until the workers return. No roll is required to expose his contradictory dates.



A basilisk among the quarry's abandoned tools

Read-Aloud

Dust rasps under your boots. A foreman says the workers wandered off. Renn points at two names on a board. Sella sets four jars on a cloth.

DM Guidance: The board lists disappearances on different days. Comparing it with Garrick's story exposes the lie automatically. Sella explains the gaze; give her instructions now.

Choices: Question Garrick, assign salve carriers, choose tools or discuss capture. Sella asks for the eggs; that decision can wait.

If Things Go Wrong: Garrick's defensiveness never blocks medicine, equipment or payment.

Next: Plan a route from Q1. Explain looking away before anyone meets the basilisk.

Scene 2: A Path Without Looking

Read-Aloud

Canvas flaps below the rim. A crane chain links beside a motionless worker. A hauling rope follows the broad western ramp.

DM Guidance: The basilisk starts hidden in Q6. Rope-following needs no check. Screens are opaque: move beyond an edge to see past one. Tell the players where an announced move would expose them.

Choices: Follow the rope while looking away; arrange a guide rope; carry screens; bring the trolley. Each ten-foot screen panel takes one action to unhook, two people moving at half speed to carry, and one action to plant. A carried panel blocks sight between opposite sides. During preparation, tie guide ropes without a check; in combat each end takes one action (homebrew). Once tied, one character can lead another using normal movement.

If Things Go Wrong: Moving the trolley quietly needs one DC 12 Dexterity (Stealth) check. Failure squeals a wheel. Announce scraping claws: the basilisk approaches its doorway on its next turn, or after the current preparation outside rounds. This warning prevents surprise; players can avert eyes as initiative begins.

Next: Keep actual screen and character positions. Approach either worker. If the basilisk advances, rescue and confrontation share one initiative order.

Trolley

Homebrew: one pusher's action moves it fifteen feet; two pushers each using an action move it thirty. Capacity 1,500 pounds; brakes hold on the ramp. Both 600-pound statues and the twenty-pound mirror fit, but loaded statues obstruct aiming until one is unloaded.

Screens

Each panel: AC 10, HP 5. An attack can tear it. A fallen panel no longer blocks sight. These are homebrew handling rules.

Scene 3: Bring Them Back

Moving statues

Each weighs 600 pounds. Two people each spend an action slinging Lysa; one crane action lifts her onto the adjacent trolley. Two crowbars and two characters' actions load Emmet; the crane cannot reach him. Unload either statue with two crowbars and two characters' actions. No checks; homebrew handling.

Salve limits

No healing, immunity or later protection. One jar per use; restored gear changes back too. It cannot restore the dead or shattered. Lesser Restoration does not end petrification; Greater Restoration does. Return unused jars.

Read-Aloud

A worker's stone hand still grips a hammer. Dust fills the apron folds. Across the floor, another figure holds one rigid arm before his face.

DM Guidance: Lysa is beside the crane; Emmet is on Q4. If approaching Emmet first, describe his raised arm instead. Use the basilisk's actual position if already visible.

Choices: Restore a worker here, or move the statue behind cover first. One action within five feet spends a salve dose, ending this basilisk's petrification or its earlier restrained stage. HP are unchanged. Tell restored workers to avert their eyes and escape; they obey and Dodge while waiting.

If Things Go Wrong: A petrified hero can be restored the same way. Their player may run Sella until cured. Extracted statues can wait safely for the dawn reserve; there is no instant-shattering rule.

Next: Safe Lysa confirms Garrick ignored tracks; Emmet reports two eggs. If still stone, those clues remain in the tracks and chamber. Escort either worker out, confront the creature, or retreat with rescued people.

Finale

Read-Aloud

Claws scrape limestone at the chamber mouth. A low, many-legged shape turns toward the daylight. The covered cage stands open nearby.

DM Guidance: Use current positions and HP. If the basilisk is already neutralized, skip initiative and decide the nest's future. Mention eggs only when someone can actually see them.

Choices: Fight, use the mirror, bait the cage, or leave after rescue. Page 11 gives the complete capture and mirror procedures. Explain gaze exposure before each affected turn; the first failed save visibly stiffens a limb before full petrification.

If Things Go Wrong: Retreat up Q2 while leaving the eggs behind ends pursuit. Rescued workers stay rescued. At fifteen HP or less the basilisk withdraws into Q6 to defend the eggs, rather than charging a prepared firing line.

Next: A dead, captured, relocated or petrified basilisk secures the quarry only when its eggs also move to safe care. Sella accepts keeping parent and eggs together in her isolated hollow if the party agrees to help settle them offscreen. No persuasion roll is needed for that humane plan.

Creature behavior

Bite a visible enemy in reach; otherwise approach the closest visible intruder within thirty feet of the nest opening. No pursuit past Q2's southern entrance unless an egg is being carried away. With no intruder or bait visible, return to Q6.

Averting eyes

Declare at turn start before the gaze save. You cannot see the basilisk until your next turn. Attacks against it usually have disadvantage; its attacks against you usually have advantage. Page 12 has the exact gaze timing.

Endings and Rewards

Both workers restored and returned; quarry safe: Renn pays 100 gp total, twenty-five each for four heroes. Killing, capture, relocation and transporting a petrified basilisk qualify equally once the eggs are safely removed from the worksite.

Workers only: 30 gp per worker restored and returned, up to 60 gp. A safely delivered statue is a rescue in progress; the dawn medicine completes it without another expedition. The quarry remains closed while an active creature threatens it.

Quarry only: pay 40 gp once the animal and eggs are secured. Add each worker's 30 gp later if restored and returned. Never pay the safety component twice.

The eggs: pack using page 11. Sella will raise eggs in covered pens or relocate the family to her isolated fenced limestone hollow, one mile away, if the party helps settle them offscreen afterward. Eggs are living creatures, never cash treasure; remove them from the working quarry.

Accountability: if Lysa or the heroes report Garrick's lie, the crew suspends him pending the owners' inquiry. If he admits it and funds a secure boundary, Renn supports keeping him under supervision. This changes management, not the reward.

Experience: each hero receives a cumulative flat award: 350 XP for a safe quarry and both workers restored; 250 for a safe quarry with zero or one restored; 150 for at least one restored while danger remains; otherwise 0. Later improvement awards only the difference, maximum 350 each. Do not add monster XP. Milestone groups record completion when objectives are resolved.

When both workers are restored and home, read:

Closing Read-Aloud: Emmet divides his lunch among you. Lysa lays a clean piece of slate beside the bowls. "For your sign," she says. What story will you ask her to carve?

For other endings, describe the actual rescues. Return loans and unused salve.

Running the Adventure

Mirror - homebrew handling

Beside the trolley, spend an action aiming its polished mirror at a basilisk within thirty feet, in bright light, with unobstructed sight between them. The handler must see it unless an ally who can see it spends an action directing an eyes-averted handler. Loaded statues obstruct aiming until one is unloaded.

On the basilisk's next turn it targets its reflection: DC 12 Constitution save, then the ordinary follow-up if needed. During that turn it forces no other gaze saves, but may still bite. Petrifying it stops the threat; restoring it restarts the danger. Sella can transport its stone body without using salve.

Capture - homebrew handling

Sella supplies fresh meat. An action places it at the cage's far wall. If no visible enemy is within ten feet of the basilisk, it follows visible or freshly placed bait, moving up to twenty feet per turn without Dashing. Otherwise it defends itself.

Once wholly inside, it spends its action eating and continues for three turns unless attacked. An action at the outside latch closes the door; another draws the opaque cover. An uncovered cage does not stop its gaze.

The cage has AC 19, 80 HP and poison/psychic immunity; its bars prevent escape. Covered and fed, the creature settles and stops attacking. If uncovered or attacked through the bars, it bites the cage again. After the heroes withdraw, Sella's two noncombat teamsters move a securely covered cage; they avoid combat. Use the dawn recovery on page 3 if no conscious rescuer remains.

Choose custody before declaring the quarry safe.

Moving the eggs - homebrew

Within five feet, spend an action to pack each five-pound egg, no check. Sella lends blankets and a padded crate; filled weight fifteen pounds. Carry normally. A hard drop or deliberate damaging hit breaks an exposed egg (AC 10, HP 1); movement and damage to its carrier do not.

Creature Reference

Basilisk - 2014 SRD

Medium monstrosity; unaligned. AC 15; HP 52; speed 20 feet. STR 16 (+3), DEX 8 (-1), CON 15 (+2), INT 2 (-4), WIS 8 (-1), CHA 7 (-2). Darkvision 60 feet; passive Perception 9; no languages, additional saves, resistances or immunities. CR 3 (700 XP); use the adventure award instead.

Petrifying Gaze: when a creature starts its turn within thirty feet and both can see each other, the basilisk can force a DC 12 Constitution save unless incapacitated. Failure restrains the target. Repeat at the end of that target's NEXT turn: success ends the effect; failure petrifies it until Greater Restoration or appropriate magic, including the supplied salve. Leaving range does not cancel the follow-up.

Unless surprised, a creature can avert its eyes at turn start to avoid the initial save. It cannot see the basilisk until its next turn starts. Looking during that interval immediately triggers the save. Opaque cover prevents mutual sight. In bright light its reflection within thirty feet triggers its own gaze; use page 11 for mirror timing.

Bite (action): melee weapon attack +5, reach five feet, one target; 2d6+3 piercing plus 2d6 poison. One bite; no Multiattack. Gaze requires no action and normally does not replace a bite.

Scaling (homebrew): three level-4 heroes: 40 HP, bite poison reduced to 1d6. Five: 65 HP, normal bite. Gaze and four initial salve doses stay unchanged. Tell players where cover and medicine are; never secretly waive a rolled result.

People and Places

Renn: chalk-white eyebrows; remembers everyone's lunch. Wants his coworkers home; favors keeping the basilisk family together. Freely supplies disappearance dates, rope route and reward; waits on the rim with blankets.

Garrick: clean-cuffed foreman; hid the first disappearance to keep his job. Evidence forces admission; Lysa reports his lie if the party conceals it. Unrelated to Captain Vale. **Sella:** keeper; sheet on page 15.

Workers: Lysa HP 9; Emmet HP 11. Both AC 10, speed 30 feet when restored, all abilities 10 (+0), saves/initiative +0, no proficiencies or attacks. At initiative, roll once for both workers (+0); restored workers act at their next scheduled turn. They Dodge, Help and obey safe directions. A ten-foot fall deals 1d6 bludgeoning, halved while petrified; no instant shattering.

Exact quarry coordinates

Feet from the site's northwest corner: x east, y south. Use these coordinates for movement and range; the art is an overview.

Q1: x0-100, y0-20, twenty feet above floor. **Q2:** x0-20, y20-80. Its ten-foot-wide ramp descends sixty feet to (20,75); guide rope follows it.

Q3: x20-50, y20-50. Crane (35,30), fifteen-foot reach; Lysa (30,35); trolley (35,45). A ten-foot path along x20-30 links the ramp to this yard.

Q4: x50-80, y40-80; Emmet (65,60). Five-foot-high blocks occupy x50-60, y65-75, providing total cover. Opaque eight-foot screens run along x40 and x60, y20-50, each three ten-foot panels; walk around their south ends.

Q5: x80-100, y40-60. Cage x85-95, y45-55; west door opens onto a level ten-foot approach from Q4. **Q6:** x80-100, y60-80; ten-foot ceiling. West opening spans y65-75. Eggs (90,70); basilisk initially behind southern jamb. Move from Q6 through Q4 north to Q5 to reach bait. Bright daylight permits the mirror; eggs cannot be seen from the rim.

Player Handout

Give the keeper's instructions before descending. Show the work board at camp. Both messages are player-safe.

The keeper's instructions

A basilisk's eyes can turn you to stone. Keep an opaque barrier between you and it, or avert your eyes at the start of your turn, before a gaze save. Looking away makes fighting harder.

If a limb stiffens, call for help. A jar of stonewake salve can stop the change. Killing the creature does not restore its victims. Assign a carrier and a helper before descending.

The polished mirror may turn its gaze back on itself in daylight. A covered cage can contain it. Keep hands clear of its mouth even when its eyes are hidden.

Quarry work board

Yesterday: Lysa - lower cut, absent at close.

Today: Emmet - lower cut, absent at meal bell.

Renn - hauling crew, returned without tools.

STOP WORK UNTIL THE MISSING ARE FOUND.

Plan together

Who can reach the nearest worker behind cover?

Who will carry the medicine?

Where will everyone go if the creature appears?

You can ask the DM what is visible before choosing an action. A person looking away can still follow an agreed guide rope. Rescuing someone and escorting them home is progress even if the creature remains for another attempt.

Character Sheet

Profile

Sella Marr. Adult human monster keeper.
Friendly NPC; simplified homebrew support statistics. AC 12, HP 16, speed 30 feet. No menagerie pet joins this rescue.

Abilities

Ability	Score	Bonus
STR	10	+0
DEX	10	+0
CON	10	+0
INT	10	+0
WIS	10	+0
CHA	10	+0

Initiative +0; saves +0; no extra proficiencies.

Actions

Move and take one action: Dodge, Help, operate a mechanism or apply salve within five feet. She never attacks. She can avert her eyes under the normal gaze rule. A petrified hero's player may run these support actions until restored.

Equipment

Four salve doses initially; record which characters carry them. Tools and cage are loans. Two teamsters bring eight reserve doses at dawn if the initial four are exhausted, even if Sella is petrified. Reserve medicine treats surviving victims of this incident, not general loot.

Roleplaying

"First cover the eyes." Wants safe custody and competent handling. Recklessness makes her withdraw to Q1; she still supplies emergency medicine. Accepts keeping parent and eggs together. She offers practical choices without commanding the party.



Quick Reference

Reference

Credits: 2014 rules and basilisk derive from System Reference Document 5.1 by Wizards of the Coast LLC, SRD 5.1, CC BY 4.0, CC BY 4.0. Salve, handling, capture, mirror timing and support statistics are homebrew. Adapted from Monsters of the Lantern Vale; not an official Wizards of the Coast product.

Petrified: incapacitated and unaware; cannot move or speak. Weight multiplies by ten. Attacks against you have advantage; Strength and Dexterity saves automatically fail. Resist all damage; immune to poison and disease, with existing ones suspended. Restoration does not heal damage.

Help (action): aid one reachable ally's ability check on a task you could attempt; its next check before your next turn has advantage. Or distract an enemy within five feet; your chosen ally's first attack against it before your next turn has advantage.

Dodge: until your next turn, attacks by enemies you see have disadvantage; your Dexterity saves have advantage. Incapacitation or speed 0 ends it.

Checks and saves: d20 plus the relevant check or saving-throw bonus must meet the difficulty class (DC). Advantage: two d20s, keep higher; disadvantage: keep lower. An attack meets Armor Class (AC), then deals its listed damage to Hit Points (HP). Initiative: d20 + Dexterity modifier. Each turn: movement and an action; features may grant more.

At 0 HP: use 2014 unconsciousness and death saves. At turn start, d20 10+ succeeds; three successes stabilize, three failures kill. Natural 1 counts two failures; natural 20 restores 1 HP. Healing wakes you. Damage at 0 causes a failure, two for a critical; massive damage can kill outright.

Find it: equipment, page 6; screens, 7; rescue/salve, 8; creature choices, 9; rewards, 10; capture/mirror, 11; gaze, 12; people/map, 13; messages, 14; Sella, 15.

Restrained: speed 0; attacks against you have advantage, your attacks have disadvantage, and Dexterity saves have disadvantage. You can use actions. Salve ends this basilisk's developing stone effect before its follow-up save.