

PATREON #1

MONSTERS OF MURKA

THE TIGER THRONE

JHO EKH'ZOTIK &
CAROLE BASILISK



FIFTH
EDITION

ACTION

MONSTERS OF MURKA

ACTION

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THE TIGER THRONE

The kingdom of Murka is teeming with its own natural wildlife, from writwits to draguns, and everything in between. But the people of Murka also flock to zoos containing creatures from all over Urth, ooo-ing and ahh-ing at the various beasts behind bars.

The practice of zookeeping in Murka is questionable at best, but there are some who appear to seek the top-spot for Most Questionable Animal-keeping Practices. These few creatures are beyond strange, even by Murkan standards, and they are at war with one another, each claiming to be the monarch of tigers, deserving their seat on The Tiger Throne.

JHO EKH'ZOTIK

Jho Ekh'zotik has lead a magnificently strange life, from his early days as a half-hearted sorcerer, peddling cheap tricks in exchange for what meager earnings he could scrape together. His likeness to a tiger, as a rakshasa, was something he had spent most of his life being irritated by. That was, until he encountered a tiger for the first time.

Jho was positively enchanted by the beast, and decided that he wanted to raise them himself. He put together his own makeshift zoo deep in Midwesteros, where many folks had never seen tigers with their own eyes. Naming the zoo after his deceased brother, he dove into the community head-first. At first, many regarded him as something of an oddity, a local curiosity at best. But soon, Jho proved himself more of a nuisance.

The local guards were constantly being called by citizens, claiming that Jho was up to some kind of scheme. His reputation as a rakshasa was something he constantly had to fight against—but in truth, this reputation of being mischievous, conniving, and dastardly was well-earned.

Behind the scenes of his zoo, Jho was ever the epicenter of on-going drama. At one point, Jho found himself in a political race, with the aim of becoming the kingdom's representative for the local constituents. At first, nobody took him very seriously. They got a laugh out of his hearty campaign endeavor, and enjoyed his presence in the political race as more of a comedic curiosity than a real political pundit. Jho, however, was deadly serious about his political endeavor, and incredibly disappointed with his loss.

Nevertheless, Jho endeavored always to win the hearts of the people. He regularly spoke on his astralnet show, where anybody with a magical attunement could watch the goings-on of his zoo. But eventually, the focus of this show became much more sinister when he set his sights on one of his major dissenters: Carole Basilisk.

CAROLE BASILISK

Many years ago, Carole, a basilisk residing in Murka's southwestern corner, in Idolando, had also become fascinated by tigers. She saw herself as someone who could do a lot for their preservation, considering that many of them were dying out in the wild. She was afforded this opportunity when she inherited her then-husband's massive wealth.

After several years in the business of bringing up tigers and speaking out against folks who mistreated them, Carole's husband mysteriously disappeared. The circumstances of his disappearance were incredibly suspicious, but after five years of searching, Murka's government had no choice but to give up the search and declare him officially, legally dead.

Miraculously, after the declaration of his death, Carole produced a document which stated that, should her husband disappear, she should be the sole inheritor of his entire wealth. The Murkan government, being as competent as it is, saw absolutely nothing questionable about this document, and passed his entire fortune on to Carole.

On the surface, Carole appeared to have great intentions. She sought to take in rescue tigers, rehabilitate them, and give them a wonderful life in Murka. She did so primarily by funding the tiger refuge through donations, and manning the tiger refuge with volunteer workers whose names Carole has admitted to not really trying to remember.

Carole learned that Jho had been making money for himself and his zoo by charging Murkan citizens for petting and spending time with the tigers, which Carole found reprehensible. She focused primarily on Jho, and led a nationwide campaign against him.

RIVALING ROYALTY

With Jho's vast audience and loose cannon mentality, and Carole's vast wealth and sinister, scrupulous nature, the two of them had, for a long time, found themselves at a stalemate. Jho will stop at nothing to see Carole brought down, while Carole wants to see Jho brought to justice.

Jho Ekh'zotik is currently seeking help from adventurers who are willing to take on a black-market job against Carole. He's being very tight-lipped about it, and getting into his zoo to hear him out will be an endeavor in and of itself.

Meanwhile, Carole is looking for any willing "volunteers" who may be interested in entering Jho's zoo as undercover agents in order to gather information which could be used against him. But, if Jho discovers these undercover agents, there will be blood. Whose side will you take?

AN ADVENTURE AWAITS YOU! WHOSE SIDE WILL YOU CHOOSE?

Your players may choose either side given the adventure seeds above. The adventure itself does not need to end in combat. Consider allowing your players to learn more about each relevant character, and even creating opportunities for them to switch sides mid-adventure. Follow the player's lead on whose story is more engaging, and whose lies are more convincing. Remember, however, that neither of these characters are without sin. There is purposefully no right or wrong choice in this adventure seed, because neither character has a moral high ground.

JHO EKH'ZOTIK

Most rakshasa are the quintessence of elegance, cleverness, and charm. They are sly fiends well-versed in the art of misdirection, slight-of-hand, and malfeasance. Jho Ekh'zotik, on the other inverted hand, is as loud as he is proud. A blunt and direct being, Jho does not hide who or what he is. He is a rakshasa, and he's as devilish as they come.

A Lion's Share of Pride. Jho Ekh'zotik is big gay. He is big gay, and he will do everything in his power to ensure that you know that about him. Jho often seeks mates much younger than he, wooing them with his charm, piercings, and the opportunity to partake in illicit substances. Jho is proud of being gay, but moreover, Jho is simply proud. This self-proclaimed King of Tigers is narcissistic and self-righteous, believing himself to be to be an infallible hero.

Broke as Shit. Simply-put, Jho has fallen on hard times. Murka's animal rights organizations (like PETB—People for the Ethical Treatment of Beasts) have targeted him for years, alleging that he doesn't properly care for his many tigers. This has been compounded by legal battles, and by Jho's brief foray into the political arena. Despite this, Jho appears, on the surface, to go to great lengths to care for both his tigers and his community. Each year, Jho somehow manages to put together a free community dinner in an effort to win the hearts of empathetic locals. But where does he get the meat? Ah well. Better not to ask.

Judged by Carole Basilisk. His sworn nemesis, that bitch Carole Basilisk, has sought his downfall for years. She's campaigned against him openly for his alleged mistreatment of his animals. Jho would go to great lengths to see her dead.



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Art by Bianca Papalardo.

JHO EKH'ZOTIK

Medium fiend, chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	20 (+5)	8 (-1)	14 (+2)	24 (+7)

Skills Deception +12, Persuasion +12, Animal Handling +7

Damage Vulnerabilities psychic

Damage Immunities bludgeoning, piercing, and slashing by nonmagical weapons

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common, Hickery, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. As a rakshasa, Jho is immune to spells of 6th level or lower unless he wishes to be affected. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. As a rakshasa, Jho's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). Jho can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *mage hand*, *minor illusion*, *speak with animals*

3/day each: *charm person*, *detect magic*, *boom*, *patriotism*, *suggestion*

1/day each: *dominate person*, *boooooom*, *true grit*, *eye of the tiger*

Actions

Multiattack. Jho makes 3 fine revolver attacks.

Fine Revolver. *Ranged Weapon Attack:* +9 to hit, range 40 ft./60 ft., one target. *Hit:* 10 (1d10 + 4) piercing damage.

Dynamite (Recharge 4–6). *Explosive Weapon Attack:* Thrown range 60 ft., explosive range 20 ft. radius. Creatures within the explosive range must make a DC 16 Dexterity saving throw, taking 2d10 fire damage plus 2d10 force damage on a failed save, or half as much damage on a successful one.

Summon Tigers (Recharge 5–6). Jho summons 1d6 tigers to assist him in battle.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect after the target takes their next short or long rest. The cursed target gains no benefit from finishing a short or long rest. The curse is lifted by slaying Carole Basilisk or solving the mystery of her late husband's death.

CAROLE BASILISK

Basilisks, in general, are not bright creatures. Though they can adapt to nearly any environment, the most intelligent basilisk is usually still limited to being a very loyal pet. Carole, however, is incredibly unique. Deceptively intelligent, she is capable not only of speech, but of clever deception. She has been known to manipulate and take advantage of those closest to her, often cleverly charming them into servitude.

Ruler of Cats and Kittens. Carole sees herself as the Queen of Tigers, the righteous ruler of all things furry and feline. She leads her own court of servants (who she lovingly refers to as her "volunteers"), working together to preserve the lives of all kinds of beasts, but particularly of big cats.

Big Cat Energy. Despite being a horrible monstrosity with scaly skin and a deadly-cold stare, Carole feels that she, herself, is a big cat. Her scales are patterned after jungle cats, and she can often be found meowing to herself in secret.

Mate Mysteriously Missing. Carole's husband went missing many years ago under suspicious circumstances. A millionaire at the time, he spent a great deal of time traveling across Murka and its allied kingdoms, mixing business with pleasure as he went. It's no surprise that he wasn't faithful to Carole. What was surprising, however, was the note he left after he went missing, leaving all of his money to his wife, and none to his birth family who survived him. This has lead many to suspect Carole may have killed him herself, and fed him to her tigers to cover up the heinous act.



To whom it may concern,
I believe that my wife, the fierce
monstrosity known as Carole
Basilisk, is trying to kill me.
I fear that, if she isn't stopped,
I may be in grave danger.
If I should disappear, please
GIB CAROLE ALL MONEE

CAROLE BASILISK

Medium monstrosity, lawful evil

Armor Class 19 (natural armor)

Hit Points 178 (17d8 + 102)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	23 (+6)	18 (+4)	15 (+2)	19 (+4)

Skills Deception +9, Persuasion +9, Animal Handling +7

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Beast-speech. Carole is permanently under the effects of the *speak with animals* spell, and can cast *animal friendship* at will.

Meow-rtial Advantage. Once per turn, Carole can deal an extra 20 (6d6) damage to a creature she hits with a bite attack if that creature is within 5 feet of an ally of Carole's that isn't incapacitated.

Petrifying Gaze. If a creature starts its turn within 30 ft. of Carole and the two of them can see each other, Carole can force the creature to make a DC 12 Constitution saving throw if she isn't incapacitated. On a failed save, the creature magically 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 Carole until the start of its next turn, when it can avert its eyes again. If it looks at Carole in the meantime, it must immediately make the save.

If Carole is forced to look at her own reflection in bright light, she targets herself with her gaze.

Actions

Summon Tigers (Recharge 5–6). Carole summons 1d6 tigers to assist her in battle.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage plus 14 (4d6) poison damage.

Meow-triarch (Recharge 5–6). For 1 minute, Carole can meow a special command or warning whenever an allied beast that she can sense makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear Carole. A creature can benefit from only one Meow-triarch die at a time. This effect ends if Carole is incapacitated.

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