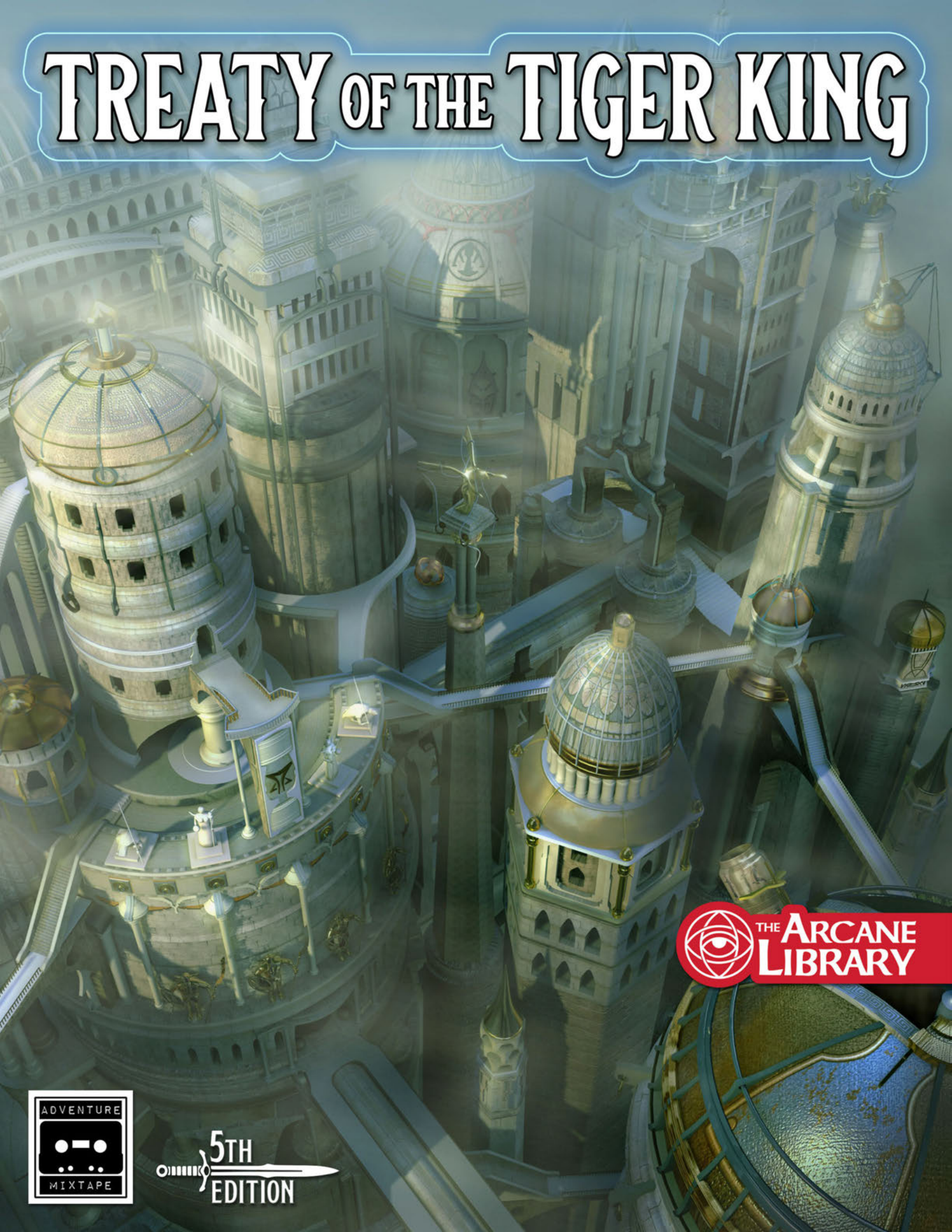


TREATY OF THE TIGER KING



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 5TH
EDITION

TREATY OF THE TIGER KING

Treaty of the Tiger King is a single-session adventure for four or five players of 1st-3rd-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE



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SYNOPSIS

- The adventure begins when King Rami, the leader of the Ossan barbarian tribes, arrives by ship at the major city where the PCs are located. The characters are the only ones who can stop a sudden **assassination** attempt launched against him.
- After the attack, allies of King Rami convince the characters to **protect** him and serve as his cultural council during his visit.
- King Rami must be kept safe until the **peace negotiation** the following morning, but he also must attend social functions and try to gain political favor in support of his cause.
- Throughout the day, the characters have the opportunity to earn **respect** for the king and his cause.
- During the peace negotiation, the success or failure of the characters to help King Rami will affect the peace treaty's outcome.

BACKGROUND

- A **war** between the southern barbarian tribes and the mercenary armies of private prospectors has ravaged the jungles of **Ossa** for a decade.
- The **private prospectors** seek the valuable territory and rich resources of Ossa, but the barbarian tribes have held back their progress at great cost to both sides.
- The **Mercenary Guild** the prospectors pay have gained untold wealth from the war. They wish it to continue.
- **King Rami** of the Ossan barbarians recently rose to power. He wants to end the war by convincing the prospectors to cease hostilities in exchange for territory grants.
- The king's enemies want to see the peace negotiations fail, while other factions welcome the promise of an **armistice**.

A WORD TO THE GM

This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure can be found **here**.

PACING/TRANSITIONS

A dramatic question is presented with most scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail his or her group finds engaging. Anything listed before the **Development** sections is safe to share however you prefer to do so.

A KING IN NEED

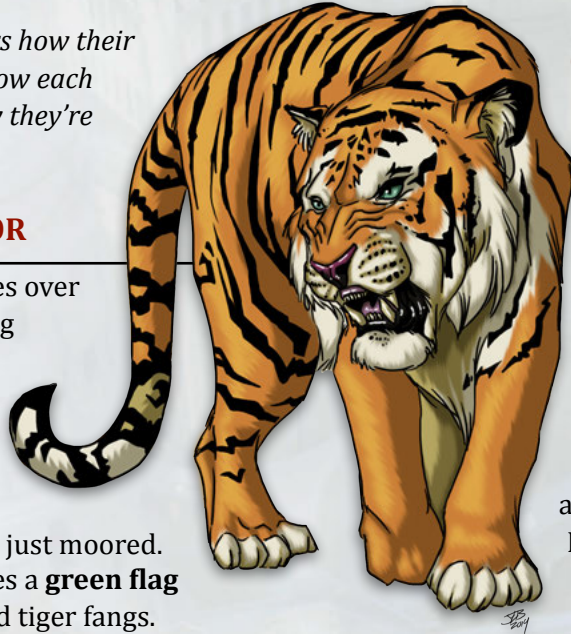
The adventure takes place in a major city with access to a harbor, nightlife district, noble quarter, and fine inns. The PCs begin on the docks where early-morning crowds gather to watch the arrival of a king from a distant land.

Rumor has it the king is here to seek a peace treaty that will end a war.

Ask the players how their characters know each other and why they're at the docks.

THE HARBOR

- The sun rises over the glittering **harbor**.
- Crowds choke the **docks** around a galleon that just moored. The ship flies a **green flag** with crossed tiger fangs.
- A lone, tall **man** in bone-plate armor and a tiger cloak descends the gangway.



DEVELOPMENT

- Characters with a passive Intelligence (History) score of 13 or higher recognize the flag is of the far southern Ossan barbarian tribes. They also recognize the man as **King Rami**, the tribes' well-respected new chieftain.
- Characters whose passive Wisdom (Perception) scores are 13 or higher notice two **cloaked figures** pushing toward the king. Go to combat.

DRAMATIC QUESTION

Will the characters save King Rami from the attackers?

King Rami, CG human **tiger**

"The only victory in this war is peace."

- *Appearance.* Black hair braided with bone beads. Powerfully built. Wise, brown eyes.
- *Does.* Is blessed by the Ossan gods and can transform into a tiger.
- *Secret.* Is in love with his guard captain but must reserve marriage for an alliance.

COMBAT

- Two **scouts** push through the crowd to attack King Rami in melee. Two others rain **arrows** from the ends of the docks.
- The **crowd** stampedes. Characters must pass a DC 13 Dexterity saving throw or fall prone and take 1d6 bludgeoning damage.
- King Rami transforms into a **tiger** and tries to subdue his foes.
- A human **scholar** from the city's academy shouts for help and runs to Rami's side. Rami pushes him into the water to remove him from danger.

Mordecai Tullens, NG human **commoner**

"I owe the Ossan people my life."

- *Appearance.* Mid-30s, large hat, backpack stuffed with wilderness utility gear.
- *Does.* Offers a strange tool for any situation.
- *Secret.* Has a paralyzing fear of spiders.

Treasure

The scouts carry **60 gp** in total and bear the brands of the Mercenary Guild.

TRANSITION

Rami thanks the group in accented Common. Mordecai climbs out of the water, greets the king, and asks the characters if they could speak in private. Go to the *Help Wanted* section.

HELP WANTED

A JOB OFFER

- Mordecai invites the characters and Rami to the nearest tavern.
- En route, Mordecai explains that he is the king's **contact** in the city and that Rami is in much more danger than he thought. He gives the group all the information from the Adventure Background.
- Rami tells the characters he must attend **social functions** today to win allies and strengthen his position before the **peace negotiations** tomorrow.
- Use one or more of the following adventure hooks:

APPEAL TO REWARD

Mordecai says he will pay the characters **100 gp** each to advise and protect the king until tomorrow.

APPEAL TO HEROISM

The king is not safe while the Mercenary Guild is out to kill him. Will the characters defend Rami, who simply wants peace for his people?

APPEAL TO DISCOVERY

Rami says he will grant the characters permission to explore Ossa's ancient glories and lost treasures if they accompany him today. He even knows of a hidden temple left untouched for centuries which they may delve.

Sidebar: Ossan Culture

- The Ossan barbarians comprise several tribes who elect their chieftain through trials of wit, skill, and strength.
- It is customary for Ossan kings seeking peace talks to travel without delegation; to bring warriors to a peace talk would be an insult.
- Ossans have complex societies with strict codes of honor and behavior. They worship animal spirits, especially the tiger.

TRANSITION

Mordecai pays the bill and hires a coach to take the group to Rami's luxurious inn, The Golden Marmot. Perceptive characters feel they're being watched. Go to *Luck Favors the Polite*.



LUCK FAVORS THE POLITE

LUNCHEON PREPARATIONS

- At the inn, King Rami says he must attend a **luncheon** with the city's nobility, but he doesn't know this culture's polite behavior.
- King Rami asks the PCs to **demonstrate** the expected manners of this society.

DRAMATIC QUESTION

Can the group teach King Rami to navigate a noble dinner?

Sidebar: Respect Points

- The PCs accumulate **Respect Points** throughout the adventure measuring how well they represent King Rami's cause.
- The group begins with 0 Respect Points. Successes and failures during the adventure add or subtract points as noted.
- During *Peace At Last?*, the group adds the group's Respect Points to the **Treaty Roll** to see if they can negotiate peace.
- Be **transparent** about what actions earn or lose Respect Points.
- Award or take Respect Points for particularly heroic or egregious actions during the game.

TEACHING KING RAMI

- Characters may teach King Rami anything as long as they can justify its value.
- Characters must succeed at a DC 15 check related to the skill or ability score in order to successfully **teach** it to Rami.
- Grant characters **advantage** on the check for a particularly creative demonstration.
- Use discretion if the characters try to teach the same thing more than once.
- If the characters accumulate **four successes** before **four failures**, the group gains two Respect Points.

Use the following table as a prompt if the group needs ideas for what to teach Rami:

KING RAMI'S QUESTIONS

D10 Detail

- 1 What legends can I tell these noble folk to entertain them? (Charisma)
- 2 What is a typical feat of strength to demonstrate vitality? (Strength)
- 3 What is the manner in which a drinking contest is enacted? (Constitution)
- 4 How can I tell if one of these nobles intends to betray my trust? (Wisdom)
- 5 What intellectual topics do these nobles like to discuss? (Intelligence)
- 6 How do I use these culinary implements? (Dexterity)
- 7 What do I do if a noble engages me in a contest of the piercing gaze? (Charisma)
- 8 How can I tell if a sorcerer among them is attempting to bewitch me with foul enchantments? (Intelligence)
- 9 What dances must I be able to perform to demonstrate my agility? (Dexterity)
- 10 How can I know if I am being made the worm of a joke? (Wisdom)

TRANSITION

After the PCs have finished teaching King Rami, he changes into feathered finery and summons a coach to take the group to Vanglare House. Go to *Survive the Socialites*.

SURVIVE THE SOCIALITES

VANGLARE HOUSE

- The coach arrives at **Vanclare House**, an ivy-covered manor in the wealthiest city district.
- Finely dressed nobles trickle past the **guards** and **high walls** surrounding the courtyard.

DEVELOPMENT

- PCs whose passive Wisdom (Perception) score is higher than 13 notice a **coach driver** watching them closely. He is a **commoner** named Elbin who is an informant to the Mercenary Guild. If confronted, he departs.
- If at least half the PCs wears **fine clothes**, the party gains one Respect Point.
- If the PCs don't surrender their **weapons** at the door, the party loses one Respect Point.

DRAMATIC QUESTION

Can the characters gain respect for King Rami during the luncheon?

EARNING RESPECT

- Each PC chooses **two attendees** to try to impress during the luncheon. Then, each character takes turns describing his or her actions and making a relevant DC 14 check.
- On a **success**, the group earns one Respect Point. On a **failure**, the group loses one.
- Characters have advantage on the check if it is something the attendee finds **impressive**, or disadvantage if the attendee would be **offended**.
- Characters may each make one DC 14 Wisdom (Insight) check to determine what the attendee finds impressive and offensive.

THE PEOPLE

- **Heiress, Armeline:** Impressed by feats of strength. Offended by intellectuals.
- **Contessa, Laurel:** Impressed by poetry. Offended by flattery.

- **Professor, Corsair:** Impressed by adventure stories. Offended by singing.
- **Lordling, Ferdinand:** Impressed by graceful dancing. Offended by feats of strength.
- **Provost, Reginald:** Impressed by genuine magic. Offended by sleight of hand.

THE EVENTS

- Events happen between interactions with attendees. Roll on this table:

LUNCHEON EVENTS

D8	Detail
1	Laurel chokes on shrimp. Save her in 1d4 rounds and earn a reroll of the Treaty Roll
2	Professor Corsair challenges you to a drinking contest. Succeed to earn one Respect Point
3	Armeline proposes marriage to King Rami. Save him gracefully or lose one Respect Point
4	A politically divisive topic comes up. Keep the peace for 1d4 turns or lose one Respect Point
5	Ferdinand challenges you to a chess match. Win to gain one Respect Point and also Ferdinand's enmity
6	King Rami mistakes a parlor trick for sorcery. Intervene or lose one Respect Point
7	Reginald is drunk and wishes to dance. Succeed at dancing The Ramba and earn one Respect Point
8	The food is awful. Succeed at a DC 14 Constitution save or lose one Respect Point

TRANSITION

King Rami thanks his hosts and summons a coach to Club Levantis. Go to *Waylaid*.

WAYLAID

THE ROAD TO CLUB LEVANTIS

- **Dusk** is falling as the coach clatters through cobbled **streets**. Lanterns are beginning to light the roads.
- Laborers, beggars, and children mill past the coach as it heads toward the **nightlife district**.

DEVELOPMENT

- The coach driver is innocuous, but she unwittingly leads the passengers into a **trap**.
- Four **thugs** on the side of a quiet alley are under *disguise self* spells to pass as beggars.
- Characters can succeed at a DC 13 Intelligence (Investigation) check to spot the **illusion**.
- The thugs have a **surprise round** if the characters fail to detect them. They attack, shouting, "Time to earn that coin, pikes!" Go to combat.
- If the characters try to **reason** with them, go to Fight Another Day.



- Their loyalty is fragile. Offering a **bribe** of at least 20 gp each reduces their score by 1.
- A DC 15 Charisma (**Persuasion**) check reduces their score by 1. A failed check increases their score by 1.
- A DC 17 Charisma (**Intimidation**) check reduces their score by two.
- Wisdom (Insight) DC 15 **reveals** one of the above details or their current conflict score.

COMBAT

- The **thugs** focus their attacks on King Rami.
- Any **captured** thugs admit to being paid by the Mercenary Guild for the ambush.
- The coach driver crashes through a livestock stand. Roll a random encounter each round:

LIVESTOCK ENCOUNTERS

D6	Detail
1	A mob of angry chickens flutters through, providing everyone half cover for one round
2	A frenzied draft horse joins the fray, attacking a random target each round
3	Two confused goats each use their Ram action on random targets and then flee
4	A pony shoves a random target to knock it prone and then flees
5	An opportunistic raven tries to grab a held item from a random combatant's hands before flapping away
6	The furious livestock stand owner, a commoner , joins the combat and hits random targets with her frying pan

DRAMATIC QUESTION

Can the group reason with or defeat the thugs?

FIGHT ANOTHER DAY

Success if the conflict score reaches 0. Go to the combat section if it reaches 5.

- The thugs begin with a **conflict score of 3**.

Treasure

Each thug carries **12 gp**. One has a **Philter of Love** labeled with the address of a noble.

TRANSITION

The characters are able to reach Club Levantis without further issue. Go to *Fly By Night*.

FLY BY NIGHT

CLUB LEVANTIS

- Well-dressed, armed **bouncers** guard the doors to the candle-lit night club.
- Zookeepers lead **exotic animals** bound by silk tethers through the luxurious hall.
- All manner of nobles and socialites chat and laugh amid the **live music**.

DRAMATIC QUESTION

Can the characters gain respect for King Rami's cause at Club Levantis?

EARNING RESPECT

- Each character chooses **two club-goers** to try to impress during the evening. Then, each one takes turns describing his or her actions and making a relevant DC 16 check.
- On a **success**, the group earns one Respect Point. On a **failure**, the group loses one.
- PCs have advantage on the check if it is something the attendee finds **impressive**, or disadvantage if the attendee would be **offended**.
- If a character **offends** a club-goer significantly, combat might break out.
- PCs may each make one DC 16 Wisdom (Insight) check to determine what the club-goer finds impressive and offensive.

THE PEOPLE

- **Bartender, Eroq:** Impressed by hardy drinkers. Offended by drink refusals.
- **Zoomaster, Mr. Majestic:** Impressed by nothing. Offended by everything.
- **Musician, Rhya:** Impressed by skilled musicality. Offended by poor singing.
- **Illusionist, Yarda:** Impressed by necromancy. Offended by evocations.



- **Model, Abhilasha:** Impressed by feats of strength. Offended by drink offers.
- **Mobster, Ignatius:** Impressed by Thieves' Guild connections. Offended by flattery.

THE EVENTS

- Events happen between interactions with club-goers. Roll on this table:

CLUB LEVANTIS EVENTS

D8	Detail
1	Ignatius tries to steal your coin
2	One of the wild animals gets loose. Subdue it and gain one Treaty Roll reroll; kill it and lose one Respect Point
3	Rhya has a coughing fit. Save the performance to earn one Respect Point
4	Eroq offers you a free drink. It will greatly offend him if you decline it
5	King Rami turns into a tiger and horrifies a club-goer. Intervene or lose one Respect Point
6	A noble throws a drink in your face and slaps you, demanding an apology
7	A bouncer thinks you're trouble. Convince her otherwise or lose one Respect Point
8	Abhilasha's heel breaks while dancing. Catch her to earn one Respect Point

COMBAT

- Treat a combatant as a **noble** or **spy**.
- Two **veterans** arrive in 1d4 rounds and forcibly **remove** anyone who is fighting.
 - If a character is kicked out of the club, the group loses one Respect Point.

TRANSITION

King Rami departs, saying he must prepare for negotiations in the morning. The group arrives at the inn safely. Go to *Peace, At Last?*

PEACE, AT LAST?

THE GOLDEN MARMOT

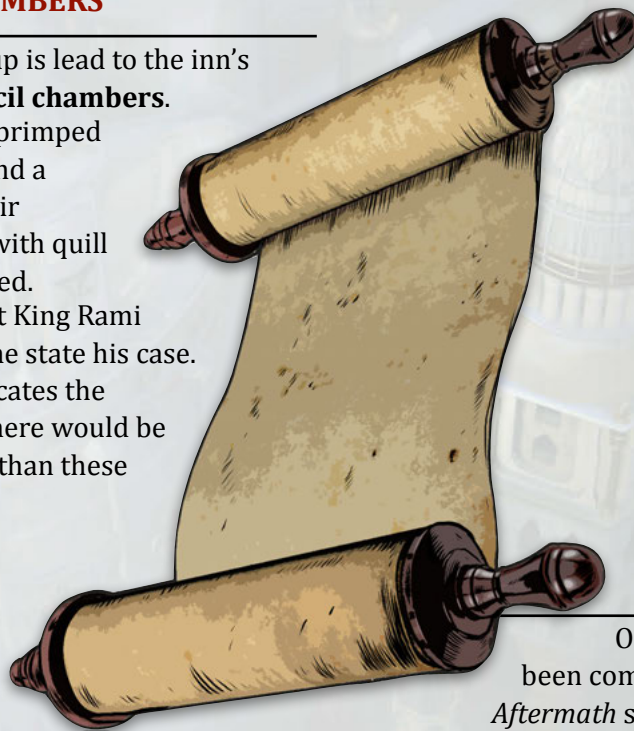
- After a fine **breakfast**, King Rami sits down with the group in his chambers at The Golden Marmot.
- The king implores the characters to help him decide what to **negotiate** with the merchant prospectors.

DEVELOPMENT

- Give the players *Appendix B: Treaty Tables*. Tell them the **Treaty Roll DC** is currently 10, and the concessions and gains in the tables will add to or subtract from the final DC.
- Set a time limit (15 minutes, roughly) for the group to discuss the **terms** King Rami should negotiate for the peace treaty.
- Help the group as needed to decide on treaty terms that are not self-contradictory.

THE COUNCIL CHAMBERS

- Once ready, the group is lead to the inn's velvet-draped **council chambers**.
- Five bejeweled and primped **merchants** sit around a mahogany table, their attendants waiting with quill and parchment poised.
- The merchants greet King Rami coldly and ask that he state his case. Rami bows and indicates the characters, saying there would be no better **speakers** than these heroes.



DRAMATIC QUESTION

Will the characters and King Rami be able to negotiate peace?

DEVELOPMENT

- The characters may each make **one statement** in defense of King Rami's cause.
- If each PC makes a heartfelt statement, the group gains a final **bonus**: +2 Respect Points and one reroll of the Treaty Roll.
- Then one character makes the **Treaty Roll** for the group, using any Respect Points as a bonus and using any rerolls as desired.

THE TREATY ROLL RESULTS

- If the characters **beat** the DC they set in their negotiations, they succeed and gain all the terms of the negotiation.
- If the PCs do not beat the DC, King Rami's mission **fails** and the war with the group of prospectors continues.

TRANSITION

Once the Treaty Roll has been completed, go to the *Aftermath* section.

AFTERMATH

REWARD FOR SERVICES RENDERED

- Regardless of the outcome of the negotiation, **Mordecai Tullens** seeks the characters out to pay them any promised reward.

IF THE TREATY SUCCEEDED

- If the Ossans are able to keep ownership of a fair portion of their land, King Rami and the characters are regarded as **heroes**. There are Ossans who disagree with the treaty, but it is accepted and embraced.
- If the negotiation resulted in King Rami giving up a significant portion of Ossan land, an **assassination attempt** by his own people takes place 1d4 weeks after the adventure. Ossans also regard the PCs with hostility.

IF THE TREATY FAILED

- King Rami returns to his people in **disgrace**, but he is not cast out as their leader.
- The **war** with the prospectors and Mercenary Guild continues at great cost of life to both sides.
- The Ossans regard the characters who tried to help them as good folk.

THE MERCENARY GUILD

- Unless the Mercenary Guild was granted **recompense** as a part of the treaty, the Guild is now the enemy of the characters and King Rami.
- In 1d4 months, the Mercenary Guild attempts to stir hostilities in Ossa to **reignite** the war.

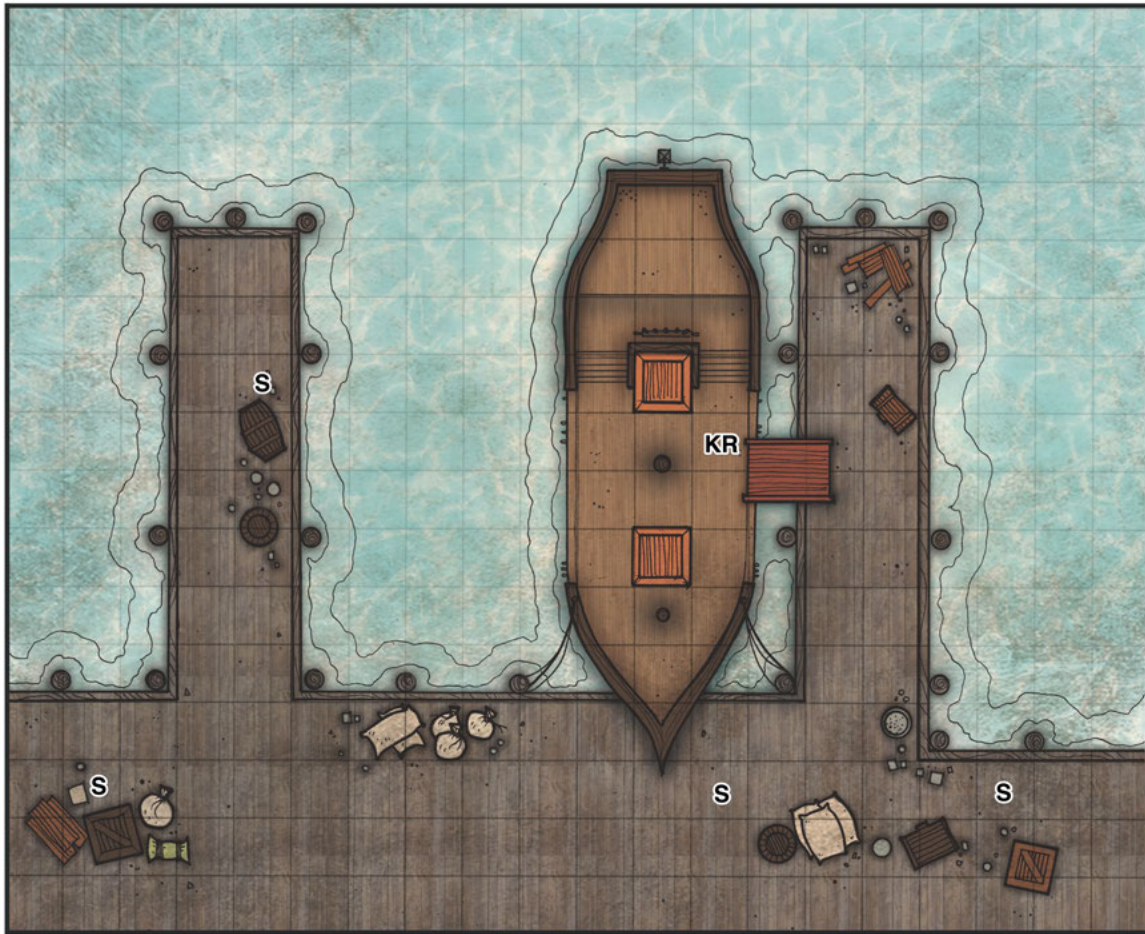
FUTURE ADVENTURE HOOKS

- King Rami **invites** the group to Ossa to explore the lands and meet his people.
- If negotiations **failed**, the characters may continue to seek political action in the city, or they could go to Ossa to directly intervene.
- The Mercenary Guild causes **trouble** for the PCs going forward, and they must seek a way to fight back or repair ties.
- A few months after the events of the adventure, King Rami summons the characters to Ossa with a request for their assistance on a new **discovery** in his lands.
- Mordecai Tullens hires the characters to take a **message** to one of his fellow academics who reportedly has made an interesting find.

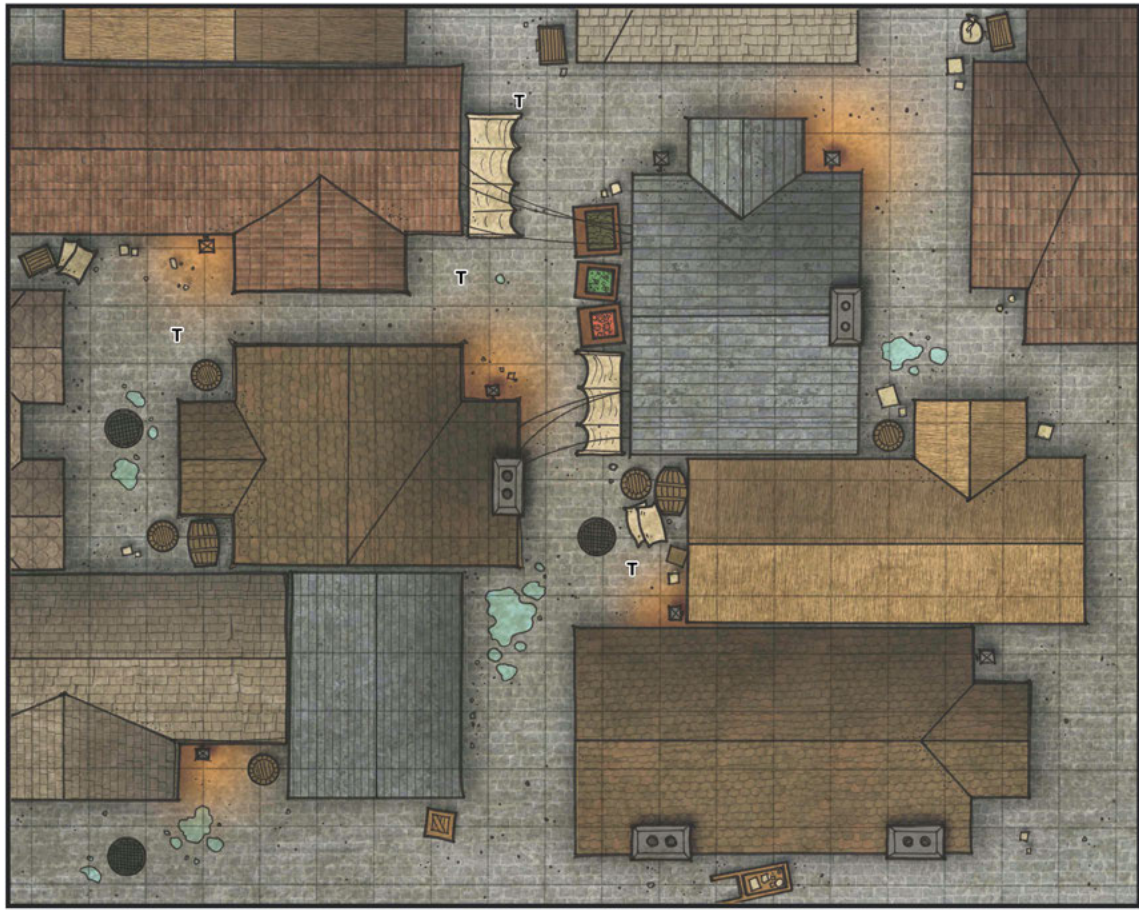


APPENDIX A: MAPS

THE DOCKS



THE ALLEYWAY



APPENDIX B: TREATY TABLES

NEGOTIATION GAINS

DC Change	Detail
+2	Limited coastal territory granted to prospectors, making import and export difficult for them
+4	The cease fire will be made public decree and legally enforced by the lords of this city
+4	Prospectors must pay recompense to the Ossan people for damages and loss of life
+4	All mercenary forces will remain within established boundaries and will cease hostilities
+6	All mercenary forces will permanently withdraw and no armed forces will be further introduced
+8	Tariffs will be paid to the Ossans for any material gains derived from their former territory
+10	Prospectors will not be granted ownership of any land, but may pay fees to access the land
+15	Prospectors will not be granted any land or access to Ossan territory, and they must immediately withdraw and permanently end all hostilities

NEGOTIATION CONCESSIONS

DC Change	Detail
-2	Prospectors granted land that holds a site sacred to the Ossans
-4	Prospectors granted twice as much territory as planned
-4	Prospectors granted full ownership of an operational port
-4	The territory granted is rich in fine ores and rare materials
-6	Recompense will be paid to the Mercenary Guild for damages and loss of life
-8	Prospectors gain limited access to all Ossan territory, overseen by an Ossan delegation, as long as they remain peaceable
-10	Prospectors granted permanent access to all Ossan territory as long as no violence is committed against Ossan people
-15	Prospectors granted ownership of all Ossan territory but will permit Ossans to live on the land and make use of it for farming and hunting. No violence will be committed against Ossan people

Acknowledgements

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Art Credits

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ADVENTURE MIXTAPE, VOL. 1

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You can grab the adventures and music by using **this link** to get \$4 off the *Adventure Mixtape, Vol. 1* on DriveThruRPG!



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