



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

PREQUEL  
PART I



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

---

## **OPENING**

In the city of Sviedol, the Golden Troll Meadhouse recently had an interesting visitor.

A drunk traveller boasted of how he and his companions would soon be rich and powerful because they had just done a job for the ruler of Jobadistan, a brutal and ambitious warlord. The drunk man claimed he would be immortal and would be made baron of Sviedol as soon as he delivered "somethin' secret" back to the chief. The other patrons of the bar stopped laughing at him when he tried to plunk down 10 platinum coins with the markings of the Jobadistani Regime on them for a wager in a card game. At that point, his comrades entered the bar and took him away.

The news has reached your ears, and no doubt grabbed your interest. You've recently begun an investigation for yourself.

Needing a band of people to travel the roads with so as to avoid any unnecessary altercations involving your hands and bandits' throats or any of the suspicions that can come from travelling alone, you've banded up with a few other individuals coincidentally heading in your direction.

Your small group rented horses (and one riding dog) and got travelling the same night. The city of Sviedol is coming into view now. It is

---



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

---

currently dusk, and you don't know how many days it has been since the incident at Sviedol.

How much more treasure does that drunk adventurer's crew have, and what is it that they're delivering to the chief of the Jobadistan?

## **SYNOPSIS**

1. Party arrives at Sviedol.
  2. Sentry stops party. Cicero bluffs that they've come for the farmer's market. Guards allow passage.
  3. Party goes to the Golden Troll Meadhouse.
  4. Surly bartender stops party and suggests they leave because Malar is a half-orc. Malar intimidates him into going away.
  5. Achel goes upstairs and mingles with a sketchy, out-of-place merchant.
  6. Percy joins a table of gamblers, then goes upstairs to watch a halfling burlesque show and see what the cocktail waitress knows. He learns that the drunk's name is Telon, and his comrades are a woman named Elaine and a half-orc named Gargash.
  7. Cicero and Malar talk to the new bartender, who eventually directs them to the owner of the inn where the query stayed. After buying him a round of drinks, the innkeeper says where they went and what route they took.
-



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

---

8. The party immediately leaves Sviedol to try to cut off their quarry in The Dirty Lands. They decide to go straight through the badlands.
  9. They come across a small nomadic band of orcs. Malar tells them in orcish that she is from another orc tribe and has brought the others as slave gifts.
  10. The orc scouts take everybody to the chief, who asks them why they are here. The party says they are hunting three humans because they said bad things about orcs. When asked if they are friends or enemies of Jobadistan, the party says enemies.
  11. The orc chief decides to go with the party to kill the humans. On the way though, some of the other orcs can't restrain themselves from starting to throw stones at the elves. A fight breaks out after they hit Cicero in the head.
  12. The raging orc chief fiercely charges at Malar and skewers her on his crackling spear. The rest of the party teams up on him.
  13. Percy chants sinisterly and downs the chief with waves of pain, revives Malar, and splits open the skull of another orc with his morningstar.
  14. Achel starts showering the battlefield with arrows, tearing through the throat of an orc that was stomping toward her.
  15. Malar gets back on her feet, swigs a healing
-



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

---

potion, and then swings her greataxe directly through the center of a nearby orc's head in a single furious arc.

16. Cicero unleashes rays of fire and balls of pure force on the battlefield, maiming most of the orcs and mercilessly slaying the one that threw the stone.
17. The battle ends, and the rest of the small orcish tribe scatters, screaming.

## **REWARDS**

### **Standard Yields**

- Story Progression Bonus: 1700 xps (Everybody. 100 xps for each bullet in the review.)
- Noncombat Earnings: 300 xps (Everybody.)
- Combat Earnings: 300 xps (Everybody.)
- Combat Accomplishment Bonus: 500 xps (Everybody. 100 x 5 casualties)

### **Major Story Checkpoints**

- Investigated the Golden Troll Meadhouse: 150 xps (Everybody)
- Soiled in the The Dirty Lands: 150 xps (Everybody)

### **Individual Accomplishments**

- Takedown Bonus: 200 xps (Rusty. 100/kill.)
  - Takedown Bonus: 100 xps (Sandy. 100/kill.)
-



# THE KING'S LAST LAUGH

*A Delightful Campaign of Revenge by James Laslavic*

---

- Takedown Bonus: 100 xps (Francesca. 100/kill.)
- Takedown Bonus: 100 xps (Jisuk. 100/kill.)

## **Session Awards**

- Exemplary Combat: 300 xps (Rusty. You had the most takedowns, which included the orcish chief, and also revived a teammate.)
- Exemplary Out-of-Combat: 300 xps (Jisuk. You got into character right away, stayed serious, interacted with the world thoughtfully, and made useful skill checks.)

## **Loot**

- Greatclub, 5 gps (4)
- +1 Shock Greatspear, 2325 gps (1)
- Leather Scale Armor, 35 gps (5)
- Tent, 10 gps (10)
- Potion: Detect Magic, 25 gps (2)
- Small Ruby, 1000 gps (1)
- Violet Garnet, 500 gps (3)
- Bronze Idol of Gruumsh, 400 gps (1)
- Individual gold pieces (430)

Total Value: 6,000 gps

## **FINAL NOTES & TIPS**

- Learn about your feats, abilities, and action points.
  - Try to increase your damage and AC right now.
-