



THE KING'S LAST LAUGH

A Delightful Campaign of Revenge by James Laslavic

SESSION 0



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PROLOGUE

For many centuries, two entities of terrifying might fought for the souls of the otherwise lovely Kingdom of Hamdorf. One was a heavenly being whose great power was only matched by its drive to do right, while the other was a sinister creature of limitless malice and greed.

They fought in the shadows every night. The mutilated, de-limbed corpses of their followers in the streets and the disappearances of children each morning were the only hints of their ongoing battle.

Then, one night, it ceased. All that's known is that heaven's side won. Ever since then, the Kingdom of Hamdorf has been ruled by benevolent cleric-kings.

Five generations later, the small kingdom has never been more prosperous and happy. A new cleric-king, Remwald the Jubilant, was recently chosen for the throne after years of famous adventures abroad and catching criminals at home.

He is not so popular at Krüllbrohg Hill, the hidden fortress-dungeon in the mountainous northern tip of the kingdom where he has sent the most evil of all. He locked five new inmates away for varying reasons just before he was crowned.

They won't stay locked away for long though, and he won't have the last laugh.



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CHARACTER CREATION RULES

1. All official D&D 3.5 source materials are allowed, but it's always a good idea to ask before using stuff outside the core rulebooks (Player's Handbook, Dungeon Master's Guide, and Monster Manual).*

"Savage Species" has the most broken stuff, just to warn you. But don't worry about it, I'm lenient.

Remember that most evil people don't consider themselves to be evil. Your characters have not seen their character sheets, so to speak.

2. No good characters. Acceptable alignments are Lawful Evil, Neutral Evil, Chaotic Evil, Lawful Neutral, True Neutral, and Chaotic Neutral.

3. Player characters (PCs) will start with 6,000 experience points (level 4) and 5,400 gps worth of gear picked out. You may play a race, bloodline, or template with level adjustment if you can afford it.

Curious about all the less common options? Start with "Unearthed Arcana" and the "Complete" series.

If you ever need to roll a billion dice at a time, there are lots of web sites and free programs to save your sanity.

4. All dice rolls must be done in front of me, and please call out the result of each roll before and after you add any bonuses or subtract penalties.

5. Please write a backstory for your character that ends with your character being recently imprisoned. It can be as short as you like, but the more content you give me to work with, the more personalized I will make your experience.

If you draw your character, then you can take 6 bonus skill points. If everybody draws their character, then everybody will get 1 bonus feat.

**My favorite books: Book of Exalted Deeds, Book of Vile Darkness, the Complete series, Frostburn, Magic Item Compendium, Oriental Adventures, Planar Handbook, Sandstorm, Stormwrack, and Unearthed Arcana.*



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PLAYING TIPS

You don't see the world in numbers and rules, so don't describe what you do with them. It's boring.

1. Storytelling is what D&D is all about, not rolling dice. Don't think of the rules before thinking of what you want to do. Decide what you want to do first, and then worry about how to do it afterward.

2. New players often have a really hard time separating themselves from their characters. I think this is a strength because it makes the characters way more intense. Don't lose that.

But please don't cry if your character dies. It makes me feel bad, which makes it harder for me to DM for you.

Just don't be a Nazi. Comedic relief will happen, and that's a good thing (up to a point).

3. Do what you can to help everybody immersed in the game world as fast as possible. If somebody is ruining the atmosphere, please don't always make me be the one to get things back on track.
