



THE KING'S LAST LAUGH

A Delightful Campaign of Revenge by James Laslavic

PREQUEL
PART 2



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SYNOPSIS

1. After the slaughter of the orcs, Cicero heals himself and Cicero before the party sets off toward Ajtazall.
 2. To get passed the young, belligerent tribal guards of the city, Cicero creates the illusion of the regime's emblem and the party is allowed in.
 3. The party finds an inn and haggles with the innkeeper just to get the regular prices. Some party members squabble over who gets the room with a window, although it doesn't end up mattering.
 4. After recuperating for two days, the party sells loot taken from the nomadic orcs. Achel is able to haggle with a gruff merchant to get more than what it all was actually worth, but keeps more of the gold for herself than her share.
 5. The group sets up an ambush along the main road, waiting at an outdoor hookah bar for a couple days.
 6. The targets arrive. Cicero and Achel viciously snipe at the brutish half-orc barbarian in the enemy party from a roof with scorching rays and arrows, killing him within seconds.
 7. Matar leaps off of the roof onto the target party's cart like a shock trooper, towering over the humans and swinging her greataxe.
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8. After seeing the woman in the party attempt to cast some type of sleep-inducing spell on Percy, Cicero lobs some magic missiles at her.
 9. The roguish man they'd tracked tumbles to Matar's flank and finds a weak spot with his rapier, but doesn't quite down her. Matar reconsiders her full-on assault.
 10. Cicero shoots magic missiles at the man, sending him flying through a glass window to his crispy death.
 11. When Percy tries to command the sorceress to remove her protective gear, she instead blasts him with orbs of force.
 12. Achel finishes off the Sorceress by shooting an arrow through her throat.
 13. With concerned city guards starting to arrive on the scene, the party convinces them that the caravan took their emblems but that the problem was now solved.
 14. Achel discovers a locked iron jug with mysterious holes in the back of the wagon.
 15. The party moves the wagon to a side alley to investigate (read: loot) it without interruption. Cicero tries opening the char, but a magic trap on the lock singes the tip of his nose with a flash of lightning.
 16. A cocky rogue named Kryscho who also had been tracking that caravan appears in the alley
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and offers to help open the magic man-sized jug in exchange for a share of all the loot. The party agrees.

17. Kryscho spends an hour carefully opening the lock, and finally it clicks open. Inside the jug is a mucous-like liquid with an unconscious young vanara (OA 16) and five bright red rubies.
18. The party takes the rubies, but seals the helpless boy back up in the mucous-filled iron jug and takes it up to the Chief of Jobadistan's palace for the reward.
19. On the way, Cicero shares what he knows about Jobadistan and its politics:

A harsh, rocky plain that was part of The Dirty Lands not so long ago, it is ruled by a single powerful tribal regime. The only two laws of this land are to respect the authority of the chief, Dalkoram the Conqueror, and worship no deities other than Al-Ishtus (SandS 45). The brutal, greedy rulers of this land plot to take over all of The Dirty Lands, and then seek to finance an invasion of the Hajanyir Plateau with raids on Hamdorf's cities. The goal is to demand immortality from the djinn that rules Vidyadhana.

20. Cicero, Kryscho, Matar, and Percy proceed to the palace. A burly vizier greets them, and the
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party members each take 5000 gold pieces and a slave in exchange for the iron jug. Because Achel isn't there, they split most of her share amongst themselves. The party leaves the city with their fortunes and slaves immediately.

REWARDS

Standard Yields

- Story Progression Bonus: 2000 xps (Everybody. 100 xps for each bullet in the review.)
- Noncombat Earnings: 300 xps (Everybody.)
- Combat Earnings: 300 xps (Everybody.)
- Combat Accomplishment Bonus: 300 xps (Everybody. 100 x 3 casualties)

Major Story Checkpoints

- Ambush the Enemy Party: 150 xps (Everybody.)
- Collecting a Tainted Reward: 150 xps (Everybody.)

Individual Accomplishments

- Takedown Bonus: 200 xps (Sandy. 100/kill.)
- Takedown Bonus: 100 xps (Jisuk. 100/kill.)
- Important Lockpicking: 100 xps (Shannon.)

Session Awards

- Exemplary Combat: 300 xps (Sandy. You had the most takedowns this time! Congratulations!)
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- Exemplary Out-of-Combat: 300 xps (Jisuk. Once again, you deserve recognition for solving obstacles with things like illusion spells and knowledge checks.)

Loot

- Gargash the Barbarian's equipment: Masterwork Breastplate, 350 gps (1); Climber's kit, 80 gps (1); Masterwork Greataxe, 320 gps (1); Composite Longbow, 100 gps (1); Dagger, 2 gps (1); Potion of Cure Moderate Wounds, 300 gps (3); Potion of Delay Poison 400 gps (4); 2700 gps
- Elaine the Sorceress' equipment: Masterwork Light Crossbow, 335 gps (1); Dagger, 2 gps (1); 2150 gps
- Telon the Rogue's equipment: Masterwork Buckler, 165 gps (1); Masterwork Rapier, 320 gps (1); Masterwork Light Crossbow, 335 gps (1); Masterwork Studded Leather Armor, 175 gps (1); 1500 gps
- From the Iron Jug: Red Ruby, 1000 gps (5)
- Chief Dalkoram's Reward: Human Slave, 750 gps (5); bag of 5000 gps (5)

Total Value: 39784 gps

FINAL NOTES & TIPS

- It was fun getting to know you and your characters, and hopefully we'll do more in April!
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