

## Ular

### **Description:**

This town is deep in the massive forest between Basinhold and Qrand. Due to it being deep in the woods, not many people think this town is well known, and not many visitors come through. Although this town is less commonly known, this is where a big temple for Zehir is located. This town is full of random commoners, and with the vast density of the trees, many criminals come here as a sort of safe haven. This town has lots of traders from around nearby traders and looted corpses from adventurers that got lost. This town is under the control of Laughing Knives, a band of bandits that only look for money but will not go around just killing people for them. They prefer to challenge others to duals to death and then take their spoils from their beaten combatant. Because of this ideal, they hold gatherings every night called The Pit to give people the opportunity to have these challenges take place. The town is labeled only by Thieves Cant so unless you can understand the language or know the locations beforehand you can end up kinda lost.

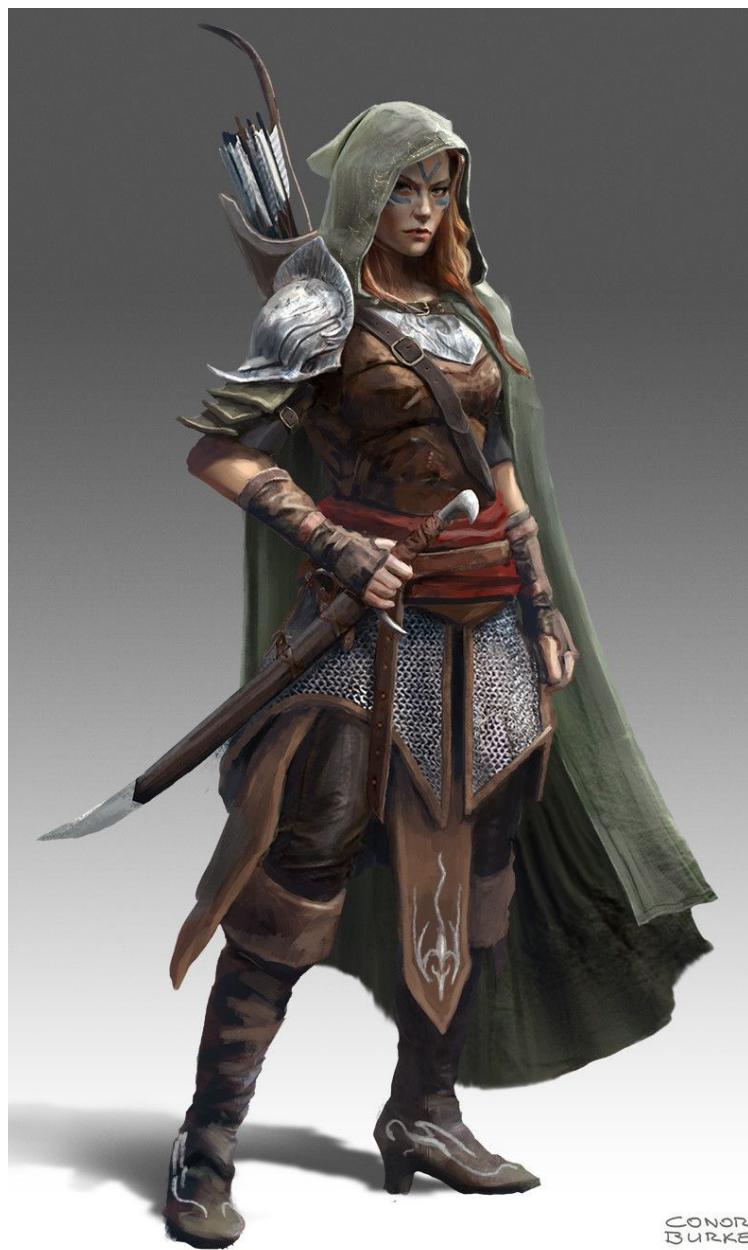
If random people enter the town they are slowly surrounded by the Laughing Knives and are asked why they came and who they are. If the Laughing Knives leader, The weather in this area can be pretty murky because of the dense forest and being near the Serene Gorge.



# Buildings

## • Laughing Knives Base

- Description: This base looks like every other house in the town and the area before the stairs leading to the building has some guards in the front of it. On the Inside, there are some people on the inside relaxing even the guards on duty.
- NPCs:
  - [Viper "The Hidden Fang"](#) | Wood Elf (Bandit Leader)



CONOR  
BURKE

- [Casey](#) | Yuan-Ti (Vipers Second in Command/Zehir Desiple)



## • Laughing Knives Trade Center

- NPCs:
  - Urmos | Teifling (Trade Center Owner)



STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	12 (+1)	13 (+1)	10 (+0)	15 (+2)

- Wares:

Name	Extra Details	Amount	Price
Tankard of Sobriety	<a href="#">Link</a>	1	20gp
Perfume of Bewitching	<a href="#">Link</a>	1	20gp
Ring of Warmth	<a href="#">Link</a>	1	100gp
Rose Thorn Staff	<a href="#">Link</a>	1	300gp
Sun Blade	<a href="#">Link</a>	1	900gp
Wand of Magic Missiles	<a href="#">Link</a>	1	1000gp

## • Laughing Knives Blacksmith

- Description: Being not a city, this base does not really have the ability to make weapons or armor but can repair weapons. It also has a few weapons to sell but not much else.
- Wares:

Name	Extra Details	Amount	Price
Shortsword (Martial/Finesse)	1d6 Piercing	2	10gp
Longsword (Martial/Versatile[1d10])	1d8 Slashing	2	15gp
Glaive (Martial/Two-Handed/Reach)	1d10 Slashing	2	20gp
Short Bow	1d6   Piercing	1	25gp
Light Crossbow	1d8   Piercing	1	25gp
Shield	+2 AC	2	10gp

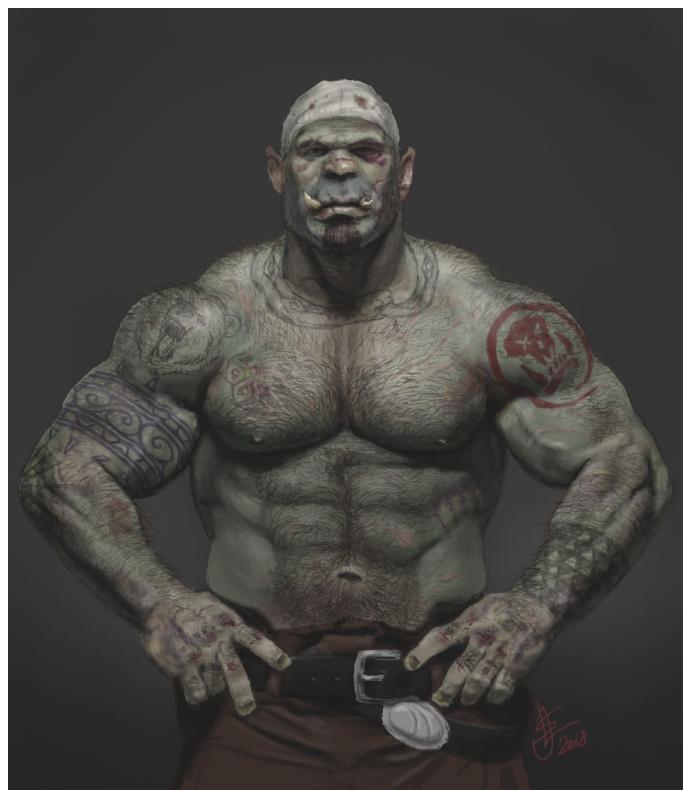
- NPCs:
  - Hugh Bullettooth | Human (Blacksmith)



STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

## ● The Pit

- Description: Near the edge of the town there is a huge hole that it covered, with a staircase spiraling downwards. This leads into a room where there is more ale and food for sale with staircases on the west and east walls leading down into a large number of stone seats and a bigger seat on the north side all circling a 50 ft radius circle which is The Pit. There is another door in the main room that leads down into the pit.
- Rules: Before beginning a match, the opponents declare if the match is to the death or until unconscious. Afterward declares what each person has on the line, once all that has been cleared the match begins.
- NPCs:
  - Grukag | Orc (Rules Keeper of The Pit)



STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	19 (+4)	5 (-3)	10 (+0)	10 (+0)

## ● Resting Area

- Description: This place is a mix of a bar where people are at, at all times, a place where people play games, as well as a sleeping area. The food here is solid and tough but tastes good, and the drinking that happens here is immense due to the criminal-like population. In that same vein, there is a lot of gambling and cheating.

Resting here is free and without penalty but it is close to all other members of the Laughing Knives.

- Food and Drinks:

■ Cooked Wolf Steak	<b>6cp</b>
■ Roast Chicken and Potatoes	3sp
■ Eggs and Smoked Sausage	3sp
■ Rack of Lamb Platter	<b>1gp</b>
■ Ale (1 Intox Point)	<b>5cp</b>
■ Rum (3 Intox Point)	2sp
■ Bourbon (3 Intox Point)	2sp

- Games:

- **Gambit of Ord**

- Each card player rolls 1d8, keeping the die hidden. Each player has the chance to raise the bet, call the bet (meet it), or fold. It continues when all bets are equal.

Then each player rolls a 1d6, keeping it secret as well. A final chance to raise, call, or fold. Each remaining player rolls 1d4. They all reveal the 1d8, 1d6, and 1d4, adding them all together.

- **Twenty-One**

- A player rolls 2d10. The dealer does the same, keeping the first die hidden. Each player, including the dealer, takes turns rolling any number of additional d10s. All die faces are face value, except for the 1, which can be worth 1 or 11. If the dealer scores a 21, all players lose. If a player scores a 21, they win. If neither occurs, a player loses if their total is less than the dealer's, and wins if their total is greater than the dealer's.

## • Zehirs Temple

- Description: The temple is around half a mile away from the Laughing Knives camp. The temple is similar to Mayan temples made of grey stone and due to it being in the center of a vast forest, it is covered in moss. The temple looks completely safe and fair during the day but once the sun goes down the temple shifts in its alignment per se and if people go in they see that the big snakehead that is the worshiping point in the temple has its eyes glowing red. Once a creature walks up to a snake statue while its eyes glow red and say, in Draconic "Zehir Cleanse me of my Sins and carry me into purity," the status moves forward on its own and leads to a staircase down into a dungeon. [Link to Zehirs Dungeon](#).
- NPCs:
  - Kura | Human (Temple Assistant/Member of Laughing Knives)  
Zehir saved his life from one of the murderous rampages, and his family was taken away by the bandits' clan to be sold as slaves. He ran away in fear, and later that night he realized what actually happened and began living his life as an angry child that grew into a young adult becoming a part of the Laughing Knives, and continued until he met a snake that spoke to him. He learned of Zehirs teaching and became different and became a part of the temple nearby, and has been taking care of the temple ever since. He knows that there is a special meeting of only Yuan-Ti that happens late in the night, is curious about what happens but won't act.



STR	DEX	CON	INT	WIS	CHA
4 (-3)	8 (-1)	8 (-1)	10 (+0)	19 (+4)	11 (+0)