

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)



- [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
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
Studded Leather (Light)	12 + DEX MOD	1	100gp
Ring of Warmth	Link	1	100gp
Rose Thorn Staff	Link	1	300gp
Sun Blade	Link	1	900gp
Wand of Magic Missles	Link	1	1000gp

- **Laughing Knives Blacksmith**

- Description:
- NPCs:
 - Ostaram Dashkev | Human (Governor)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	11 (+0)	15 (+2)	13 (+1)	15 (+2)

- **The Pit**

- Description:
- NPCs:
 - Ostaram Dashkev | Human (Governor)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	11 (+0)	15 (+2)	13 (+1)	15 (+2)

● 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 really strong and tough but tastes really 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.
- 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:
- NPCs:
 - Ostaram Dashkev | Human (Governor)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	6 (-2)	11 (+0)	15 (+2)	13 (+1)	15 (+2)