

# GALLAFAR, THE CITY OF OATHS

Surrounded by a forest on three sides thick with the smell of decay to the west of the Twilight Hills, Gallafar is a foreboding citadel guarded by high walls and a mysterious guardian. The city is quite well off, with its own guilds and trade, and is favored as a grounds for important deals and promises.

Visitors to the city will be greeted by a terrifying sight: the trees on the edge on the forest have many corpses hung by sturdy ropes. This is the work of Black-Hand Jack, the legendary undead ranger of the Gallafar forest. This is a grim reminder of why Gallafar is the City of Oaths: break a promise or oath made here, and Black-Hand Jack will add you to the corpses that hang from the trees.

Most villagers can immediately tell you what will and will not incur the wrath of the Forest and Black-Hand Jack:

- Removing any of the hanged corpses will immediately alert Black-Hand Jack to your presence.
- Attempting to cut down any of the trees is a death sentence. The forest is what keeps him undead, and harming one of the trees will immediately alert him to your presence.
- Breaking a promise made within the forest or the city. Black-Hand Jack will wreak terrifying vengeance on those who betray the trust of others.
- While hunting in the forest is allowed, excessive hunting or trophy hunting may anger Jack.
- Harold the Farmer, to the north of the city, has some sort of deal with Jack. His enemies are often found hanging from trees by the farm.
- Supposedly there is a clearing in the forest where the Cult of Astarte meets and resides. Some believe Harold is the leader of this cult.
- Astarte is a local deity of fertility, contracts, and nature. One can find defaced shrines to her all over the city.
- The forest has a mind of its own, and is worshipped distinctly from Astarte by a few.

Gallafar is mostly made of marble, pale and cold, as Astarte loses her grip on this realm. Being a goddess of fertility, her clerics have the nature domain, but few have much in the way of power. The rest of her followers are druids and rangers.

Because of Black-Hand Jack, Gallafar answers to none but the Council of Silver, a democratic group of guildmasters who control the city through their

promises with each other and the populace. The curse upon the land enforces the law for them. Gallafar is host to many negotiations and peace treaties.

The forest is massive, covering 125 square miles in total, leaving the city open to a road to the southwest that branches out. However, over the years the forest has moved overnight to completely surround the city in response to oncoming armies or, in one notable case, vanish, reappear around the advancing army as the slept, and then reappear around the city the next day with thousands of fresh bodies hanging from the trees.

The forest wields great power as a result of being poisoned by the King in Yellow, and only uses this power sparingly. The forest isn't fond of other creatures of power, and will send Black-Hand Jack to assail such a being.

Gallafar's flag is vertical stripes, green, grey, and gold, from top to bottom. Its primary exports are agriculture, craftsmanship, and contracts. It is a binding democracy, where the democratic leaders need to hold themselves to their words—but only to the letter of those words.

## GALLAFAR LOCATIONS

There are many areas of Gallafar, from the hangman's quarter to the decadent guild halls where business deals are made with the insurance of not being broken.

## GALLAFAR FOREST

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The Gallafar Forest's border is marked by the corpses hung from trees by hempen rope—the bodies of those who dared break a promise made in Gallafar. The trees can reposition themselves by teleporting at will.

### GALLAFAR FOREST ENCOUNTERS

The forest is capable of taking over the corpses to become Oathkeepers, which have the zombie template on the slain humanoid (as per the *Dungeon Master's Guide* and *Monster Manual*) and have the plant type instead of being undead and gain vulnerability to fire.

If a creature wanders into the forest, roll a 1d20 + the number of hours spent within at the end every hour it spends there. On a total of 13 or higher, it has one encounter in the forest, using the table below.

## GALLAFAR FOREST ENCOUNTERS

1d20	Encounter
1-5	1d6 + 1 oathkeepers ( <b>zombies</b> )
6-7	1d4 + 1 oathkeepers ( <b>veteran zombies</b> )
8-14	1d8 + 2 oathkeepers ( <b>wolf zombies</b> )
15-17	1d4 + 3 oathkeepers ( <b>noble zombies</b> )
18-19	1d6 + 2 oathkeepers ( <b>acolyte zombies</b> )
20	<b>Black-Hand Jack</b> appears

Wild animals may appear as the DM chooses; they are timid and will not attack players, fearing the oathkeepers.

**Acolyte Zombie Oathkeepers.** These appear to once have been members of the Grey Cabal, now slain by Black-Hand Jack and now act as puppets of the forest.

**Black-Hand Jack.** When Black-Hand Jack appears in the forest, roll again twice on the table to determine what oathkeepers he has with him. It is up to the DM to decide if he attacks the players, but he generally won't unless they attack him or the players have broken a promise or rule within the forest or city of Gallafar.

## HANGMAN'S QUARTER

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This area of the city can only be described as the slums of Gallafar. While the drug trade and smuggling isn't illegal in Gallafar by the forest's rules, this quarter is still shunned and many of its inhabitants are found hanging from the nearby trees.

### RADU THE DEVIL

There is a man who hides in the Hangman's Quarter called Radu the Devil, a human criminal (use the **noble** statblock) who makes deals with anyone and everyone—for a price. Many kingdoms have a price on Radu's head, but everyone in the Hangman's Quarter, and a few in other places in Gallafar, has cut a deal with him one way or another.

Radu deals in a drug he calls Astarte's Nectar, named after Gallafar's mostly forgotten patron goddess. The few of those who still pray to Astarte—farmers and the like—detest this drug as it soils their goddess's name.

## FARMERS' DISTRICT

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The agricultural heart of Gallafar, the Farmers' District has to be the most well-guarded area in all of Gallafar. The DC to commit crimes here is increased by 5.

### FARMER HAROLD

Harold Vasquez, once a farmhand, now owns one of the city's largest farms, the Gallows Field. Its named

as such because it border's the Hangman's Quarter, and those who are caught stealing from Harold's farmland are often found hung there.

Harold himself is a nice enough man, offering employment to the downtrodden, and showing no mercy to the wicked. Once, he was an adventurer, a knight, but after his entire party died, he retired and took up farming. He, unlike many of the normal citizens of Gallafar, believes that magic can be used for good in the right hands.

### FARMER IVAN

One of the members of the city's council, Ivan Etherdsen ensures that agriculture dominates Gallafar's industries above all others. Ivan is, in fact, a warlock unbeknownst to many, and furthermore, is an agent of the Grey Cabal who regularly uses the Eldritch Sight invocation to seek out other magic users and report their presence to his fellows.

## WEAVERS' QUARTER

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The weaver's quarter turns cotton into cloth with immense speed—this area of the city never sleeps, with workers and windmills constantly laboring and working to produce the highest quality cloth.

### CLOTHIER MAGDA

Magda is a stout woman with cotton ears and a mean look. She's a chaotic evil human **martial adept** weighing in at 300 pounds and 5'2" who doesn't take no for an answer. She enjoys seeing people hurt and is a natural bully—and rules the Weavers' Quarter with an iron fist.

### CLOTHIER TYRAMUS

Tyramus is Magda's rival, a beefy fellow who looks as Magda is mean. However, in spite of his mean appearance, he's actually quite a kind man—he is simply a human **scout** with a Charisma of 6.

### CLOTHIER CADOBAR

Cadobar is a clothier who secretly uses magic to make fine clothes—a chaotic neutral human **mage**. He refuses to agree to any terms given to him unless they earn him money.

## CHEMISTS' COURT

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The Chemists' Court is an alchemists' dream: here, all manners of alchemical supplies and potions can be found. Many who are trained by masters in the court go on to be famous alchemists themselves—or dead at the hands of the Grey Cabal.

## DOCTOR HODGUARD

The premier and master alchemist who resides in the Chemists' Court. When people come to the Chemists' Court, they often hope to see Hodguard above all others at first. Hodguard is a neutral good human **transmuter** who lives in a home lined with lead, and conducts secret experiments in his basement.

## DOCTOR ECCLES

This esteemed physician is tired of playing second fiddle to Hodguard and will do anything to unseat his rival. He is a lawful neutral **noble**.

## TAVERN: THE LEPER'S REST

The Leper's Rest is a cheap tavern full of patrons, all of which have some illness of a sort. It is owned by Hodguard's brother Michael.

## CARTOGRAPHERS' COURT

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The Cartographers' Court is the now nearly abandoned home of the once mighty Mapmakers' Guild. Now there are only a handful of cartographers left.

## MAPMAKER JERIC

Jeric is the last skilled mapmaker in Gallafar, and he has turned reclusive and timid, only dealing with his students. Some say he went mad trying to map the Gallafar forest.

## BLACKSMITHS' COURT

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The blacksmiths court is always filled with the sound of hammering as blacksmiths toil away from dawn to dusk.

## WEYLAND

This master swordsmith is known to make swords used by heroes and the like—and has earned the hatred of many for being an elf. He is a lawful neutral dark elf forge cleric (use the **priest** statblock but give him the appropriate traits).

## LUKE THE GUNSMITH

Luke is a young man who has begun to sell his new wares: firearms. He is a human **swashbuckler** armed with a pistol.

## TAVERN: THE HAMMER & ANVIL

The Hammer & Anvil is a boisterous and loud tavern, filled with the manliest men and most dwarven

dwarves. Small brawls break out every so often, but rarely are they bloodthirsty.

## SILVER- AND GOLDSMITHS' COURTS

These sooty areas are where coin for other countries is minted, by commission, and where the basic materials for the jewelers' guild is made.

## JEWELERS' COURT

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This well decorated district is where jewelry is made and sold. It also hosts some other fine establishments.

## TAVERN: THE GILDED GANDER

The Gilded Gander is a high-class establishment intended to house rich customers who are looking for expensive trinkets.

## CARPENTERS' COURT

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The Carpenters' Court is filled with sawdust, and the smell of sweat. Much of the construction in Gallafar is done by companies based here.

# Gallafar, the City of Oaths



