

The Last Days of Pelargir

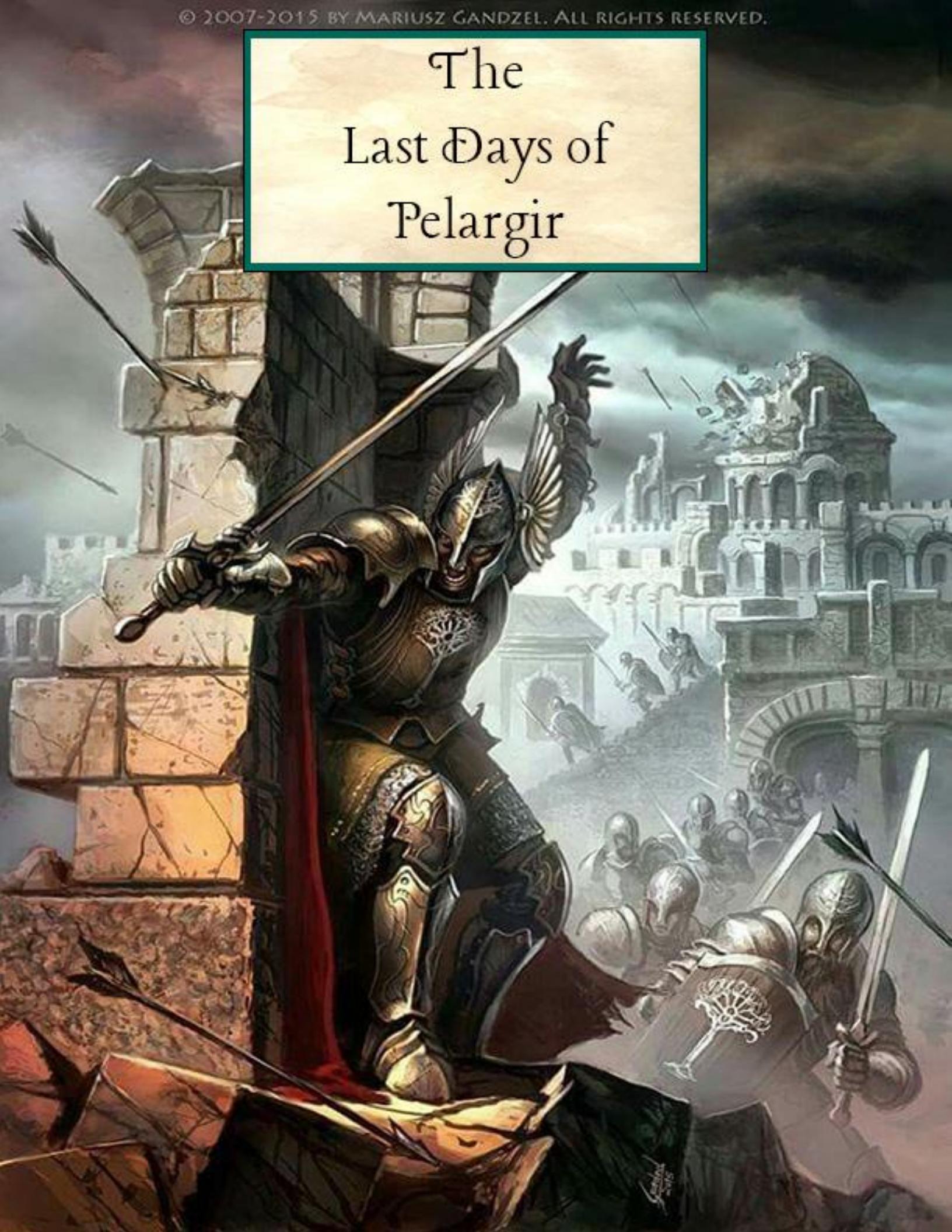


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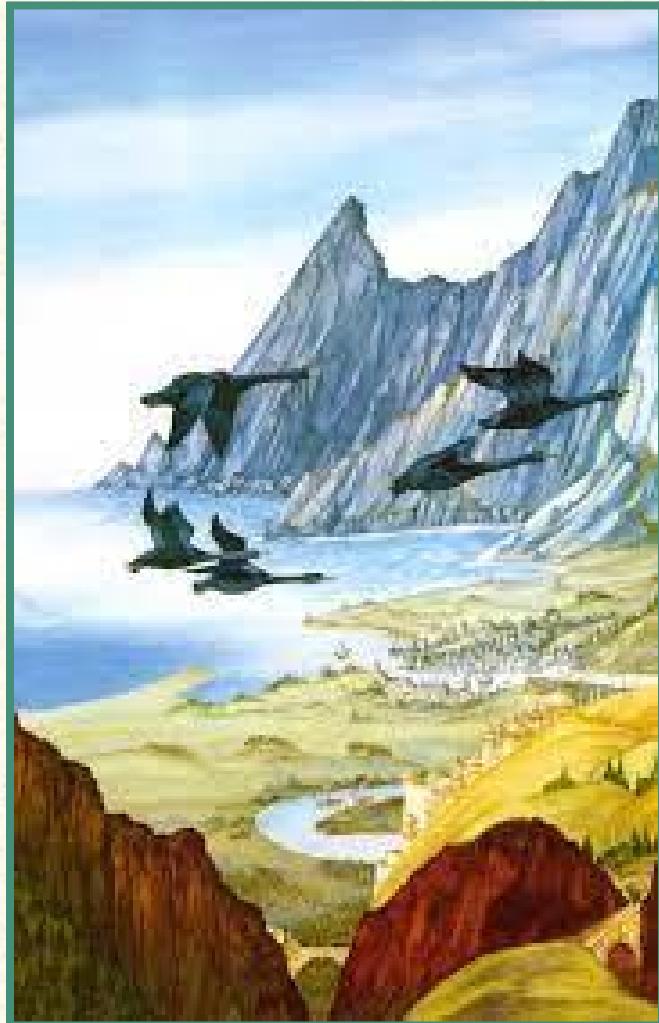
Introduction

This book is written as a standalone adventure for a party of 4 players.

At the beginning of each act, a list of the important characters is provided so the Gamemaster knows which characters are necessary to understand prior to running the Act. A brief overview of each of those characters is provided in the *Dramatis Personae* section, and additional information (including the character's statblock) is provided in Appendix B.

Full size images of the maps you will find in each encounter section can be found in Appendix C.

We hope you enjoy this Lord of the Rings adventure, *The Last Days of Pelargir!*



Rules

This document primarily utilizes the rule set laid out in the Basic Roleplaying Game manual. However, a few alterations have been made to those rules to better fit this adventure module.

ARMOR

Armor acts as a separate HP bar that refills in different ways from normal HP. Damage dealt to a character is dealt to Armor HP first before it is dealt to normal HP. Any character that is wearing armor gains 6 Armor HP. They gain an additional 3 Armor HP if their armor is particularly significant such as chainmail and gambeson or full plate. They also gain an additional 3 Armor HP if they have some additional equipment that helps them defend themselves, such as a shield. Armor can be replenished by replacing any damaged equipment that the character is wearing or repairing it in some way. Armor is considered damaged if the character has taken any damage while wearing it. Shields and other equipment constitute the last 3 damage of Armor HP and are only damaged if the character has lost any of those last 3 points of Armor HP.

Acquiring Armor in Pelargir

Armor can be found around the city, but it is not always readily available. If the players can

reach the main garrison of the Wardens in Barad Aerhir they can easily resupply. But in other parts of the city they will have to use their skills to find access to armor. This could be from stealing it from enemy combatants, convincing local guard garrisons to give them access to it, local blacksmiths, or otherwise.



Repairing Armor

1 point of Armor HP can be repaired for every 30 minutes of dedicated work with the correct supplies such as armorer's tools. With subpar or makeshift equipment this time is doubled to 1 hour per point of Armor HP. A check on Blacksmithing or another applicable skill may be taken in order to reduce the standard repair time to 15 minutes per point of Armor HP.

HEROIC PROGRESSION

Instead of the standard system for progressing skills the Wardens of Pelargir utilize heroic progression. They mark a skill whenever they fail at an action that uses that skill. At the end of the session there is no longer a roll to

see if a skill increases. If it is marked you will roll the dice and increase it as if you were successful on the roll to see if it increased.

Make players aware that using skills that are less likely to succeed or undertaking actions that are hard and thus half their chance of succeeding will greatly increase the rate of their progression. This is to encourage daring and heroic action, to put your character in situations where they are not the likeliest to succeed but try anyway for themselves and the city.



Dramatis Personae

Baldor Gat III

Lord Regent of Pelargir

A great general of Gondor, he was given Pelargir as a reward for his service; he has ruled well and fairly so far. However, his warlike nature is not conducive to the peaceful people of Pelargir, leading to strain between the Regent and his people. He is most closely tied to the general, an old friend of his, and his fellow nobles.

Colby Eramdan

Smuggler and Criminal Kingpin

Colby Eramdan is in charge of just about every criminal activity in Pelargir- theft, smuggling, etc. He keeps the criminal threat low to the ground though, perhaps because of his conscience, perhaps from a desire to avoid crackdown from the watch. He supports and wants to protect Pelargir, and is most closely associated with Roitaro, who he has on occasion needed to work with and counts as a friend.

Dalamyr

Captain of the Black Fleet of Umbar

Leader of the Corsair fleet, Dalamyr harbors a deep hatred for the city of Pelargir due to the shared history of the two peoples and acts of violence committed by Pelargir against his friends and family in retribution for Corsair pirating. While his end goal is to

sail up river and assist Sauron's forces, he intends to lay waste to Pelargir on his way.

Frumgar

General of Pelargir

A former warden, friend of Colemond Wainwright, and confidant of the King. Is helping the Haradrim to take the city in order to prevent it going to the Corsairs for fear of what they will do. Hates the Corsairs after years of fighting them as a soldier and warden. He is discovered to be the traitor the Wardens are seeking in Act II.

Hunos Jaqqah

Haradrim Prisoner of War

One of the Haradrim prisoners captured in the resolution of Act II. He will be interrogated by the Wardens. He has information about a meeting between the leadership of the Haradrim and Corsairs which is set to occur that evening.

Lishab Darih

Chieftain of the Haradrim

Chief of the Haradrim, Lishab Darih wants power and land for himself and his people. Sauron has promised him as much, so he will do whatever it takes to reach the conflict up river and fulfill his end of the bargain. He does not harbor any particular resentment against the city of Pelargir, but will raze it to the ground if it stands in his way.

Siggurd Marlow**High Priest at the Temple of Hyarmendacil**

Siggurd Marlowe holds the highest position in the clergy at the temple of Hyarmendacil. He has long held disdain for the aggressive and military style of ruling utilized by the current king. He cares deeply for the people of Pelargir, and acts only in the ways he believes will best serve them, often finding these beliefs set in opposition to the actions of the Lord Regent. Throughout the first Acts, he is trading information with the Corsairs in order to secure medical supplies for his flock.

ACT I

Written by Gus Gamble

NOTABLE CHARACTERS

- **Baldor Gat the Third**, Lord Regent of Pelargir
(Appendix B, pg. 67)
- **Colby Eramdan**, Smuggler and Criminal Kingpin
(Appendix B, pg. 70)
- **Dalamyr**, Captain of the Black Fleet of Umbar
(Appendix B, pg. 72)
- **Frumgar**, General of Pelargir
(Appendix B, pg. 74)

INCITING INCIDENT

The Wardens arrive at a bridge on the order of the Lord Regent of Pelargir. They have been sent to guard the bridge from Haradrim raiders as refugees from the outer city flee into inner Pelargir, and then to destroy the bridge with explosives provided by Frumgar.

As the Wardens arrive, they see a stream of fleeing citizens crossing the bridge, and aid the citizens in their passage into the city. The refugees carry few possessions, only their most precious heirlooms and whatever else they could grab as they fled. They are all focused on escaping the raiders.

A gang of raiders is shortly behind the citizens, but they are few in number and are quickly routed by the Wardens, although if the Wardens do not move quickly enough, some unlucky civilians are killed in the attack.

As the Wardens fall back to the inner city's edge of the bridge, the flow of escaping citizens begins to abate. No more bands of raiders are seen either, though smoke can be seen in the sky above the outer city and noises of destruction may be heard in the distance.

After a brief period of time, Frumgar arrives, flanked by two soldiers pulling a cart laden with explosives. Each explosive has a wax-coated wick sprouting out of the barrel of black powder.

Spot Check

Wardens may make a Spot check in order to investigate Colby's cart. A success tells them Colby has brought a great deal of valuables with him, while a critical success informs them that concealed within the valuables are large quantities of food, weapons, and armor. A failure only informs the player that the wagon is full, but holds little of interest.

Another Spot check (Or Demolition check) may be made to investigate the explosives. A failure leads the character to believe the explosives to be fully functional, while a success informs the character on the specifics of the bombs- wooden casks filled with blasting powder, with a single wax-capped fuse leading into them. A critical success tells the player that it would be very hard to sabotage these bombs, as they came directly from the General. Any success lets that character attempt to reset the bombs later at Easy.

Frumgar delivers Baldor Gat's direct orders- set up the explosives at once, and then destroy the bridge before reporting back for orders. Frumgar also suggests that they wait, should they feel it to be safe, until as many citizens as possible have crossed- but he admits that the king has commanded otherwise.

As Frumgar leaves, Colby Eramdan, a known smuggler and leader of criminals throughout Pelargir, hastens across the bridge with a cart of belongings in tow..

Colby pleads with the Wardens as they prepare the explosives, telling them that his family and a large group of civilians are still on their way and should arrive soon. The Wardens deliberate between following orders and waiting, but choose to wait.

Continued on page 12 after Dramatic Scene



DRAMATIC SCENE

Written by Gus Gamble

EXT. MARKET BRIDGE, INNER PELARGIR

The Wardens of Pelargir stand at the end of the Market Bridge, waving fleeing citizens past. On the other side of the bridge, deep in Outer Pelargir, noises of fighting, raiding, and fire can be heard. The Wardens shift uneasily.

KIARAN

I think that's the last of them.
Damn. We ought to be over there,
defending the whole city.

COLEMOND

Yeah. Bastards, Corsairs and Men of
Harad both- I'll sleep easy when
we've got the last one on a pike,
and not before.

In the distance, a Mumakil trumpets angrily from Outer Pelargir. Several soldiers stride in from behind the wardens accompanied by FRUMGAR, General of Pelargir. The soldiers bring a large wheelbarrow with casks labeled EXPLOSIVE, and fuses snaking out of the lids.

GENERAL FRUMGAR

Good, you're here- orders from the
Lord Regent. You're to set the
bombs and destroy the bridge
immediately, then return to Barad
Aerhir.

COLEMOND

Understood, sir; right away.

As the Wardens move to take the wheelbarrows from the soldiers, Colemond catches sight of a man hastening across the bridge, pulling behind him a cart laden with valuables.

COLEMOND (CONT'D)

Idiot. The city's under attack and
you care more for trinkets than
your life.

ROTARO

Hold on, now! I know that man;
Colby!

COLBY ERAMDAN, a notorious smuggler, comes to a halt, panting from exertion.

COLBY

Thank you, Wardens; we were worried
we wouldn't make it. My family's
almost here.

GENERAL FRUMGAR

Look, we're here to protect the citizens. I won't hold it against you should you wait to save lives, but I can't tell you to disobey Lord gat's orders, either.

The general turns, and his troops move towards the city. Colemond picks up a barrel and moves up the bridge to place it.

COLBY

No, wait, Don't blow up the bridge! People are still coming, you'll strand them with the Haradrim raiders!

Abandoning his cart, he follows the Wardens to the midpoint of the bridge.

ROTARO

Don't worry, we'll wait as long as we can; we'll-

COLEMOND

No we won't! This bridge is gone as soon as we can make it. We answer to the Lord Regent, not some fool who'll delay fleeing the Haradrim for whatever's on that cart.

COLBY

Please! They're on their way, I'm sure of it! Hardly, a block behind me, they were!

The Wardens set up the casks, right on the keystones of the bridge, and begin to trail the lines back to the end of the bridge, Colby still chasing after them.

KIARAN

Frankly, Colemond, we ought to wait. If we spot Haradrim, we light the fuses then- we can't just leave people of Pelargir to die.

MAETHILD

I understand your meaning, Kiaran, but you and Rotaro are misguided. We can't see the whole pattern here, but the Lord Regent can- and I am certain he has a good reason for calling us back.

The soldier strikes a spark, and using a tinderbox ignites one fuse. As he moves to the other, Colby stamps out the first fuse.

COLBY
No, you have to wait!

Colemond drops his tinderbox, going for his sword.

COLEMOND (FURIOUSLY)
I don't have to do anything you say, you sniveling idiot! Take your cart and stuff it before I kill you on suspicion of aiding the enemy!

Colemond kicks Colby's cart, which rocks back on its wheels. A few items spill off the top and into the river below.

ROTARO
Wait, there! More civilians! You see, you bloodyminded oaf? You almost killed the lot of them!

Angrily, Colemond slams his sword back into his scabbard and prepares to light the fuse. As soon as the group has crossed the bridge, he does so.

COLBY
Thank you, thank you! We'll be on our way now, we will.

The civilians, led by Colby, vanish into the city as Maethild lights the other fuse. As the fuses burn away, a small band of Haradrim turn the corner and begin to rush up the bridge.

ROTARO
See, now it's all been done properly. No one died because you let a couple civilians live.

COLEMOND
Too risky. If you don't want to follow orders, don't be a Warden.

ACT I, CONT.

As the last of Colby's family flees across the bridge, a gang of Haradrim raiders charge after them. Colemond quickly whips out a tinderbox and lights the fuses on the explosives.

The fuse burns up to the explosives, which then fail to explode. After a shocked moment, the Wardens spring into action and fight against the raiders as they try and fix the explosives.

Finally, they undo the sabotage and light the fuses again, escaping back to the inner city just as the bridge explodes. Having finally completed their mission, they leave for Barad Aerhir for further orders from the Lord Regent.

hasten to the walls. On the way, they pass a messenger and send news to the Regent.

Upon reaching the walls, they climb up the ladders to meet up with General Frumgar once more, who tasks them with defending the wall.

COMPLICATIONS

The Wardens hurry towards the Garth and Barad Aerhir when a thunderous cracking noise echoes through the city. As they look towards the city walls, the Wardens see a huge crack has formed in the main sea gate between the inner city and the open ocean.

Realizing how much of an emergency it is to prevent the gate from falling, the Wardens commandeer a small canal boat and

COMBAT ENCOUNTER: DEFENSE OF THE SEA GATE

Written by Gus Gamble

SET UP

Pelargir is a port city, a hub of trade. As such, it is built with enormous gates to the ocean, one on each side of the city. Should an invader be able to get through one, though, Pelargir itself would be certain to fall.

As the Wardens reach the top of the walls, they see soldiers firing arrows down towards a fleet of black-sailed ships. The ships sail towards the sea gate, which is already seriously damaged: a thick crack runs up it from a crater at the base, scarred by an explosion. Soldiers call out as they launch projectiles at the fleet, doing their best to hold off the ships from getting to the channel up to the gate.

Several of the ships below clearly stand out: one is clearly larger and better equipped than the others, and a giant of a man strides the deck, shouting. It is clear that he is directing the assault. (The Game Master is aware that this is Dalamyr, the leader of the Corsair fleet.)

A second notable ship has no sail, but is propelled by oars. It has a wooden roof, and with a Spot check made at Difficult, a player will see that it carries explosives. It leads the fleet, heading straight for the sea gate.

A small staircase leads down the wall as well, eventually arriving at the docks just beside the sea gate. Several abandoned Pelargirean ships lie at berth there,

Frumgar, Pelargir's general, looks up as the Wardens approach. He nods darkly to them, displeased with how the fight has been going, and informs them that the first strike on the walls heavily weakened it; a second blast would certainly destroy the gate, and likely the walls around it as well, giving the Corsair's ships free rein into Pelargir.

The Wardens are instructed to help prevent the ships from reaching the gate, but if they do, Frumgar charges the Wardens with leading a strike force down to the gate and fighting the Corsairs off before the charges can be set and detonated.

THE WALL

The Wardens are instructed to prevent the Corsair ships from reaching the Sea Gate with their explosives. They are aided by Frumgar and other guards on the wall.

The wall is mounted with several small siege arbalests. A Warden may commandeer and use one, making a single attack a round, by making a Heavy Machine (Arbalest) check. If a Warden seeks the aid of a guard or another Warden while aiming and firing the weapon, they can make the check at Easy. The Arbalest Statistics are in the Statistics session.

The Corsair's ships approach quickly. They will reach the walls in 4 rounds if they are not stopped, and the strike force is made up of 10 ships, not including the main siege boat. Each ship has 35 hit points, and will fall back and retreat if it loses more than half of its health, unless it is the ship Dalamyr, leader of the Corsairs is on. Dalamyr will not retreat, and will jump from ship to ship to stay on the attack.

Should the Wardens fire on the siege ship, any attacks are made at Difficult. In addition, other ships move to shield it from fire, making it so that the Wardens can no longer successfully hit the siege ship.

Eventually, the remaining ships of the strike force reach the docks and Corsairs flow out, some going to set up the explosives against the gate, while others (including Dalamyr) guard them from the arrows from above.

THE GATE OR THE MARKET

The Wardens must choose to descend the walls to fight the Corsairs hand-to-hand or fire on them from above. Ultimately, they decide to take them on in melee combat.

The Wardens charge down the walls and enter combat with the Corsairs, cutting through them and disarming the explosives. This forces Dalamyr and his remaining forces to retreat, leaving several broken and sunken Corsair ships behind them, making any more

strike forces impossible. (Dalamyr cannot die in this encounter; if he would, he instead manages to retreat, sacrificing several Corsairs in the process.)

DEFENDING THE GATE

There are 10 Corsair Raiders and Dalamyr between the Wardens + Frumgar and the demolitions team.

There are other corsair raiders, but they are handled by the guards aiding the Wardens.

The Demolitionists will have the explosives set in four rounds, and will light the fuses a round after once they have fallen back.

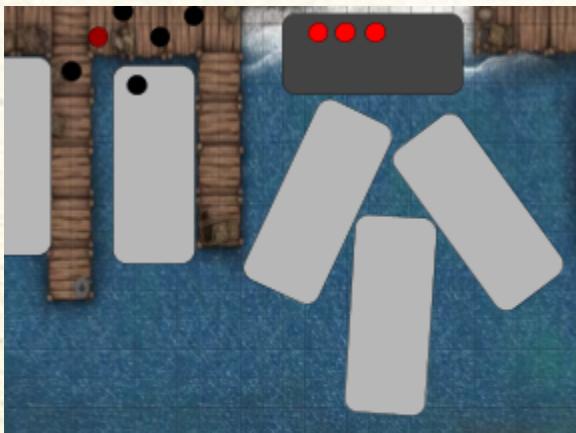
If the explosives are doused with water or have their fuses cut, they are disarmed and the Corsairs must retreat, as they have nothing left to gain. (They will still try to kill any weakened Wardens or guards they can, though.)

BACK UP THE WALL

Having made future explosive boat attacks impossible and rebuffing the strike force, the Wardens retreat back up the wall as Dalamyr and his Corsairs fall back in defeat.

MAPS

Combat Map DM version (Appendix C, pg. 85):



Key:

Red circles are Corsair Demolitionists.

Black circles are Corsair Raiders.

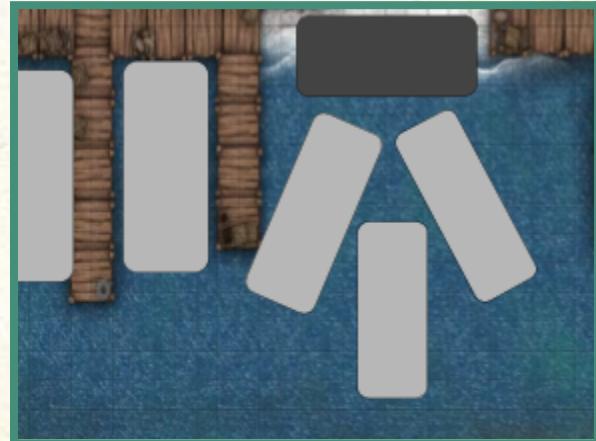
The Maroon circle is Dalamyr, an imposing figure in shining mail and a black cloak.

The Dark Gray rectangle is the siege boat.

Light Gray Rectangles are normal boats. Boats can be moved with a successful Pilot Check, with a MOV of 5 (They cannot get up to full speed very quickly.) Movement on a boat is difficult and takes twice the normal MOV.

The water is the river Anduin. If anyone falls into the river, they must make a Swim check at easy in order to move through the water at half their MOV speed. If they fail the Swim check, they instead only manage to tread water in place. If they critically fail, they begin to sink and must succeed on the Swim check on their next turn, or take damage at 1d6 a turn.

Combat Map Player Version (Appendix C, pg. 86):



STATISTICS

Siege Arbalest

Attack	RNG	%	DMG
Shoot	425	75	3d8

Corsair Raider

STR	CON	SIZ	INT	DEX	CHA
15	14	12	9	13	10

MOV	HP	AHP	DM
10	13	6	+1d4

Skill	%
Dodge	30
Grapple	45
Spot	55
Climb	50
Swim	65
Demolition	65

Attack	RNG	%	DMG
Sword	5	55	1d6

Strategy:

The Corsair Raiders want to hold off the wardens long enough for their allies to blow up the Gate. They will fight to the last stand,

emboldened and terrified by Dalamyr's presence.

Corsair Demolitionist

STR	CON	SIZ	INT	DEX	CHA
12	14	12	13	16	10

MOV	HP	AHP	DM
10	13	0	N/A

Skill	%
Dodge	30
Grapple	45
Spot	55
Climb	50
Swim	65
Demolition	65

Attack	RNG	%	DMG
Crossbow	60	45	1d6
Dagger	5	65	1d4

Strategy:

The Corsair Demolitionists want to destroy the Gate. If they are approached by an enemy, one demolitionist attempts to hold them off and calls for help from the other corsairs as the others try to finish their preparations.

Dalamyr

Strategy:

Dalamyr wants to break the Sea Gate and destroy Pelargir. He will try to keep anyone from reaching the Demolitionists, and will target Frumgar and the Wardens and do his best to kill one. If reduced to a third of his health, he falls back, all while fighting. He doesn't flee unless he would otherwise be killed or the demolitionists fail to destroy the wall.

ACT I, CONT.

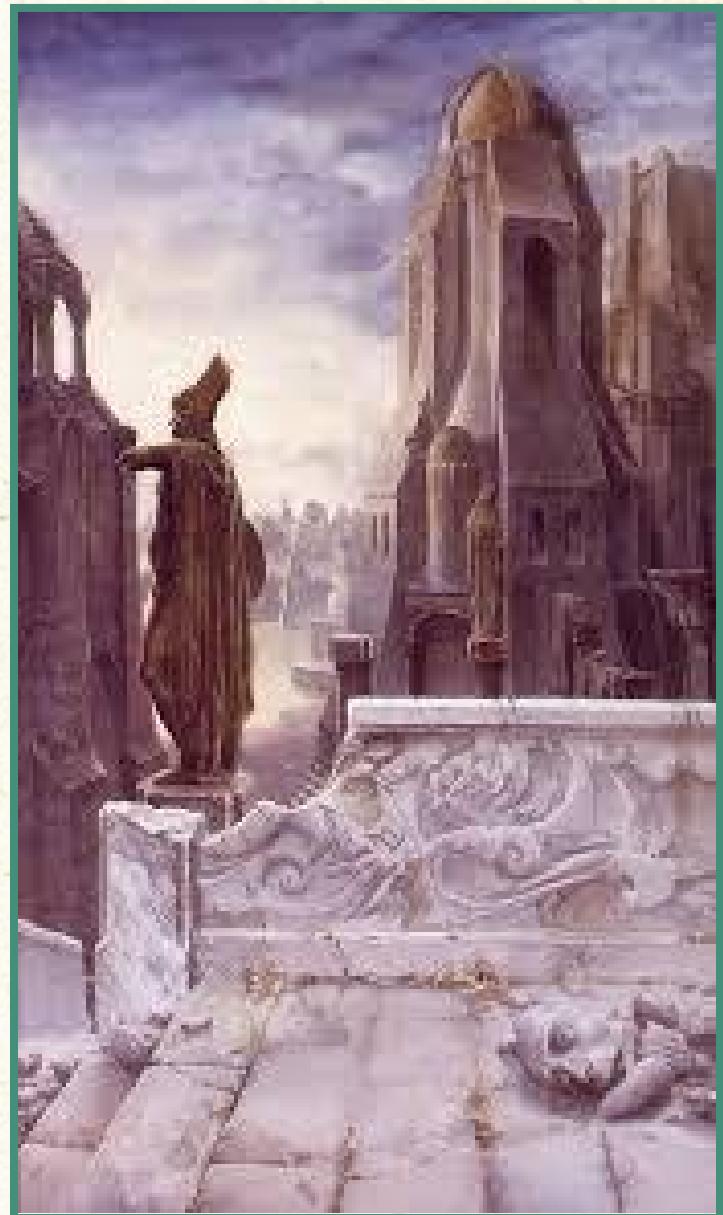
Having rebuffed the corsairs' attack, Baldor Gat asks the Wardens to go with General Frumgar to the Market district to investigate the bridges that fell under Haradrim attack.

The Wardens arrive to see that although the fires have mostly burned out, packs of Haradrim still roam the streets, and the majority of the grain stores have been turned to ash.

With the aid of Frumgar, the Wardens walk the streets, protecting citizens and killing any raiders they can. The General asks them to take a prisoner for questioning, and the Wardens successfully capture Hunos Jaqqah.

The Wardens also choose between chasing down and killing every last Haradrim they can or holding back to protect and care for injured citizens. The Wardens choose to care for injured citizens, to which Frumgar remarks that the most important thing is to protect the people of Pelargir.

Finally, the Wardens make it to the other bridges. At each one, they can see that the bridge was never destroyed because the explosives were sabotaged. In each place, the fuse has been capped off with wax just before it could ignite the black powder, clearly showing sabotage.



ACT II

Written by Charlie Agriogianis

NOTABLE CHARACTERS

- **Baldor Gat III**, Lord Regent of Pelargir (Appendix B, pg. 67)
- **Colby Eramdan**, Smuggler and Criminal Kingpin (Appendix B, pg. 70)
- **Darkir**, Haradrim Saboteur
- **Flaeder**, Merchant
- **Frumgar**, General of Pelargir (Appendix B, pg. 74)
- **Siggurd Marlow**, High Priest of Hyarmendacil (Appendix B, pg. 82)

THE REGENT'S ORDERS

The party journeys to Barad Aerhir to inform the Lord Regent of the sabotage and obtain further order. As they arrive they see Baldor in deliberation with Frumgar and a young soldier. They have informed the Regent that the young soldier witnessed Colby sabotaging the explosives during the combat on the bridge.

The Regent orders that Colby be taken in to answer for his crimes and it is the Wardens job to do it.

A CHASE THROUGH THE STREETS

Through contacts in the city guard the Wardens hear that Colby and members of his gang are bringing a shipment across the ruined market district later that day. The Wardens rally the guards of the district in a plan to cut off his escape routes and stop the convoy.

As the plan commences the Wardens notice that something is wrong. Colby takes the convoy down an unexpected and unprotected route, getting through the blockade set up by the guards. The Wardens are forced to chase him through the streets.

Without avoiding a large bit of destruction the Wardens manage to disable the convoy's lead cart and send it careening into a nearby building.

Colby is taken into custody and his criminal holdings begin to be searched. Despite raiding multiple of his warehouses the Wardens find no evidence of him tampering with the explosives, and no sign of the Haradrim.

Just as the Wardens come to the conclusion that they have gained no leads they received word that the cities main armory is under attack

ENEMIES AMONG US

The Wardens rush to defend the armory from the Haradrim. They battle the leader of the

comes in calling for him to be interrogated and prepared for execution. Roitaro reveals that he told Colby that the Wardens were coming for him, and that he does not think Colby did it.

The Wardens decide not to turn Roitaro in for what he has done and that there is more going on here. They must investigate to find out what is truly going on in the city.

Haradrim Sabueters, Darkir, and manage to save it from complete destruction. But, the Haradrim escaped.

The Wardens debate what to do next and if Colby is the true culprit. The Rebel defends him, but an order from the Regent



DRAMATIC SCENE

Written by Charlie Agriogianis

INT. PRISON - SUNSET

Sunlight casts itself through the solitary window of a cell. Thin rays of amber light illuminating its occupant. Colby is chained up, feet barely reaching the ground as he is cuffed with his hands above his head, reaching towards the ceiling. The red and purple of newly formed bruises dot his face and upper body. The door to the cell quickly swings open before in walks our Wardens, lead by Roitaro. He quickly catches site of the Smuggler before letting out a gasp and rushing over. Messing with the shackles dexterously.

COLEMOND
What do you think you are doing?

The Rebel ignores him, within seconds leaving the binds undone. He softly lowers him to the ground. Tacking stock of his bruises and scrapes.

COLEMOND (CONT'D)
You really did tell them we were coming.

This finally gets Roitaro to stop what he is doing.

ROITARO
What?

COLEMOND
One of his mean told me you informed them we were coming. I didn't believe him, didn't want to believe him, but I see I was wrong.

ROITARO
Look, you don't understand the situation-

COLEMOND
I understand that you got us all in a chase that could have got us and other people killed, and delayed us just long enough to let the Haradrim attack again. All for a traitor.

ROITARO
He is not a traitor!

COLEMOND
Is that really all you took from what I said? You are not listening! Who even is this man to you?

COLEMOND

Enough! What would you have me do?
This man stands accused of treason.

ROITARO

We have no evidence, there was
nothing pointing to the Haradrim
among any of his warehouses.

COLEMOND

That does not disqualify him. This
man is a criminal, and innocent men
do not run from justice.

ROITARO

They do when they know that certain
people with power have already
decided they are guilty.

COLEMOND

How can you know that? You didn't
even try. Why didn't you bring this
to the Regent?

ROITARO

The Regent has already proven
paranoid enough to let innocents
die!

This gives Colemond a pause, he considers a moment before a
pained expression comes across his face.

COLEMOND

Then why didn't you bring this to
us?

ROITARO

I didn't because... because...

COLEMOND

Because I have lost your trust, and
I deserve it. I have been blind in
following those above us. But none
are above the ideas of the Wardens.
It is my job to guide. To guide
you, to guide the people of this
city, and I have failed.

ROITARO

Don't try to take all the
responsibility you self righteous
bastard.

(MORE)

ROITARO (CONT'D)

I put us all in danger because I couldn't give an ounce of trust to people who have already risked their lives for me many times. I am at fault, and I will not let it happen again.

They meet each others gaze, slightly out of breath over their intense declarations, before exchanging a nod.

COLEMOND

Will will figure out what is truly going on, and we will save this city. Now, first thing is to wake him up.

SUSPECTS

FRUMGAR, THE GENERAL

SUMMARY

Frumgar is providing safety and targets for the Haradrim to attack. He is using his high position in the military to divert resources away from his attack and allow for more and more destruction to be done.

He has been working with the Haradrim for weeks, and was the one to sabotage the bridge explosives. He has garnered a wide range of support from the military and several noble families in this course of action.

He has had a long history with the Corsairs and harbors a deep hatred for them. Particularly their leader, Dalamyr, who directly caused the death of one of his former Warden comrades.

He knows the destruction that the Corsairs will bring to the city if they are allowed to take it, and he will do anything in order to prevent it. Even giving the city over to the Haradrim if that is what is necessary.

LEADS

Military messengers for Frumgar are delivering information through the sewers. They are in disguise but there are rumors abound of people going into the sewers, What

is their purpose? Are they fleeing the city? Or working with the enemy?

Troop movements have been erratic throughout the city. Odd orders, lost orders, miscommunication. Has the chaos just broken down the line of command, or is something else going on?

There are nobles with loose lips. The bigger the conspiracy the harder it is to hide. There may be a few indulgent people who said a little too much during a night of debauchery.

FLAEDER, THE MERCHANT

SUMMARY

He is using his resources in order to get any noble or merchant family who wishes to leave the city safe passage out, and he is planning on leaving himself soon. This has led to him establishing quite the network of connections and secret routes to get through the city, and he has quite the stockpile of ships and supplies that he is hiding from prying eyes.

HE claims that his family was lost in trying to get to the inner city but others saw them arrive, and their possessions are missing from his home. He is mostly a family man that has little loyalty to the city itself. Just chasing an ever increasing status of living for his family.

LEADS

Noble families that had made it into the city after the attack have started to go missing. Is this the doing of the Haradrim, or is something else going on?

A large number of ships have gone missing from a port in the middle of the night. Are the Haradrim using it for some foul purpose, or are some of the common people getting desperate?

SIGGURD, THE PRIEST

SUMMARY

An outbreak has already been ravaging the religious district of the inner city since the siege began, and it has only been exacerbated by the Haradrim sabotaging parts of the city's water system.

Siggurd has no loyalty to the current rulers of Pelargir and will do anything to protect his flock. So he is using his religious position to gain information from the more devout members of the ruling class. And he is trading that information with the Corsairs in return for medical supplies.

LEADS

There are rumors of miraculous healing coming to the faithful in the south west point of the city, despite disease ripping through the rest of the district. Is their faith saving them, or is something else going on?

A noble stands accused of murder, and a priest is the victim. Just a senseless act of violence, or was something bigger going on?

RAISE OTHERS TO THE CALL

Through investigation the Wardens determine that Frumgar is the traitor and report that to the Regent. Though the Regent does not believe them and throws them out of Barad Aerhir in anger. The Wardens must stop Frumgar themselves

But, Frumgar is nowhere to be found, and a garrison of soldiers deeply loyal to him is also missing in action. He has taken these soldiers for some purpose, and the Wardens have to find him before he can execute it.

The Wardens locate a quarter master from the missing garrison gathering supplies in the inner city, they take him in for questioning.

Through interrogation the Wardens force information about the Frumgar's next move out of him, though the time pressure forces them to use some less than savory methods. Frumgar is combining his forces with the Haradrim to attack the docked navy fleet of Pelargir, and he has sent the people that should be defending it to another part of the city.



A CITY DIVIDED

Written by Charlie Agriogianis

Set Up

The party arrives at the docks to see that ships have already been set alight, the fleet is burning, and it will be beyond saving soon enough. The Haradrim are joined by a garrison of soldiers loyal to The General. All together they stand at about fifty men strong, a force well beyond the party's capability to take on alone. For each five minutes the party delayed in getting here another ship has been set alight. The on duty soldiers that were supposed to be protecting the fleet have been successfully diverted by a decoy attack set up by The General to the opposite side of the district. The chain meant to guard the dock has been raised and men have been stationed to defend it in order to prevent ships from entering or leaving.

Reinforcements will arrive within thirty minutes. But, by the time they do, the entire fleet will be burning and the Haradrim will be gone. The party must buy time for the reinforcements to arrive and they must slow the efforts to burn the fleet. For each ship that is burnt more smoke fills the area. Visibility goes from sixty feet out to decreasing by five for each ship that is burnt. Capping out at a minimum of ten feet of visibility.

This area of the district is home to many retired and acting members of the navy who are provided housing as part of their service. The party could attempt to rally a civilian offensive. Though going door to door would take too long.

The district's town guard garrison is a quarter mile away. They are left understaffed as many of their able bodied men have been taken into military service. The chaos of the situation and the presence of allied soldiers may make it difficult to spur them into action.

The docked fleet's ships are each manned by a skeleton crew. Upon being surprised by the attack many of them will attempt to flee. They will be disorganized, unsure, and scared. The General and his men are not stopping them if they don't put up a fight, the Haradrim are not so kind.

THE COMBATANTS

The enemy forces are divided into three groups:

Group 1: Led by The General. This group will attempt to harry and delay any forces that come to stop the burning of the fleet. It is made up of mostly Pelargir soldiers loyal to The General, with a few Haradrim mixed in. In total its manpower stands at two dozen men. They have made a chokepoint of the

checkpoint leading to the docks, setting up barricades and long bowmen.

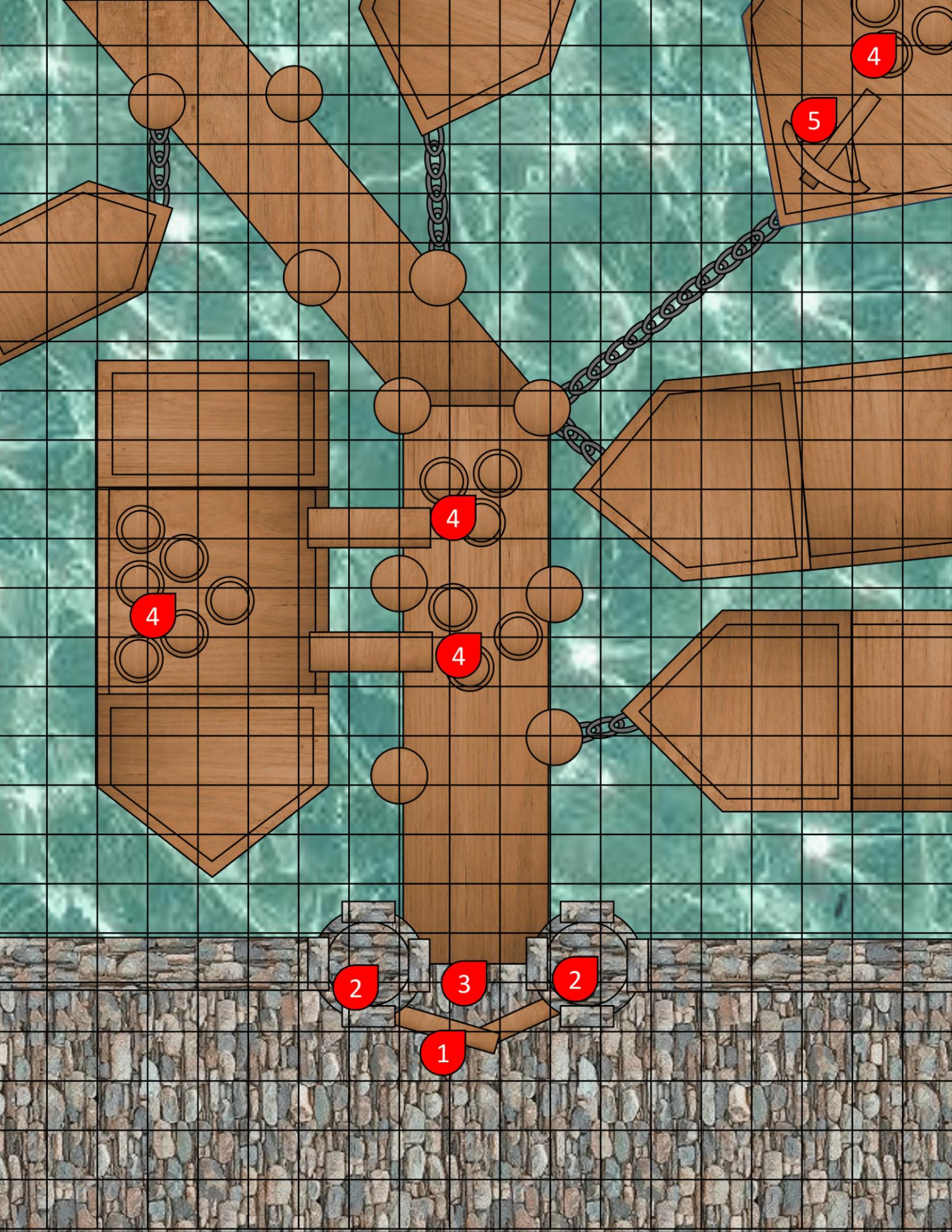
Group 2: Led by The Haradrim Commando. This group is moving barrels of oil and turpentine onto the ships and setting them alight. It is made up of almost entirely Haradrim soldiers. There are two dozen men separated into two squads. Each goes to a ship. They divide in half to clean out any remaining crew and use man powered winches to pull up the barrels before setting them off. The process takes about five minutes per ship. If either squad notices the other being attacked they will come to their aid.

Group 3: A small contingent of 6 soldiers of Pelargir loyal to The General has taken control of the flag ship and is using its ballistas, dipped in oil and turpentine, to set fire to ships from afar. They have already brought up three barrels of oil and turpentine with them onto the ship and will set it off if they think they have run out of time for further destruction. They have unmoored the ship a few dozen feet from the dock in order

to make it harder to board and give them better line of sight to fire on the other ships. They also have line of sight to the land the docks connect to and will fire on approaching forces if ordered.

MAP NOTES

- 1 · The barricade in front of the dock. Mostly made of quickly assembled metal and wooden planks.
- 2 · Archers are present on top of each tower, raining down arrows on anyone that approaches from land or the water.
- 3 · The starting location of The General's forces. They are at the ready behind the barricade, expecting a fight.
- 4 · The barrels filled with oil and turpentine.
- 5 · The ballista crew.



STATISTICS

Soldier

STR	CON	SIZ	INT	DEX	CHA
14	14	14	11	11	8

MOV	HP	AHP	DM
10	14	9	+1d6

Skill	%
Dodge	40
Grapple	50
Spot	45

Attack	RNG	%	DMG
Sword	5	65	1d6
Shield Bash	5	60	1d4

Haradrim

STR	CON	SIZ	INT	DEX	CHA
11	11	11	11	17	8

MOV	HP	AHP	DM
10	11	6	+1d8

Skill	%
Dodge	55
Spot	45

Attack	RNG	%	DMG
Sword	5	65	1d8

Darkir

STR	CON	SIZ	INT	DEX	CHA
14	14	14	14	20	8

MOV	HP	AHP	DM
10	14	9	+1d12

Skill	%
Dodge	70
Grapple	65
Spot	90

Attack	RNG	%	DMG
Sword	5	85	1d10

RUIN ABOUND

The Wardens defeat Frumgar and his forces just as reinforcements arrive. The remaining fires are put out and they are left to survey the damage. The majority of the fleet is destroyed, and with it goes much of the city's military might.

ACT III

Written by Jacob Nelson

NOTABLE CHARACTERS

- **Baldor Gat III**, Lord Regent of Pelargir
(Appendix B, pg. 67)
- **Colby Eramdan**, Smuggler and Criminal Kingpin
(Appendix B, pg. 70)
- **Dalamyr**, Captain of the Black Fleet of Umbar
(Appendix B, pg. 72)
- **Frumgar**, General of Pelargir
(Appendix B, pg. 74)
- **Hunos Jaqqah**, Haradrim Prisoner of War
(Appendix B, pg. 76)
- **Lishab Darih**, Chieftain of the Haradrim
(Appendix B, pg. 78)

INCITING INCIDENT

Following the battle within the city walls which ended in the arrest and imprisonment of the General and a few surviving Haradrim, the Wardens take the General before the King who is having a difficult time believing that his long time friend had turned against him.

The General reveals his fears of the fate of the city should the Corsairs break through their defenses. He expresses his belief that giving the city to the Haradrim would overall spare more lives and bring less destruction to the city of Pelargir than would occur at the mercy of the Corsairs (whose history with Pelargir spurs deep set hatred).

The King considers the words of the man who had been one of his most trusted advisors. With the city's resources decimated by the Haradrim invaders before the Wardens could intervene, the King begins to contemplate the possibility of a surrender to the Haradrim. The party attempts to convince him otherwise. The King sees his options dwindling and is difficult to pull away from the idea of surrender.

Roitaro and Kiaran, despite disagreeing with the methods of the General, suggest that prioritizing the lives of the city's citizens may only be possible through surrender. Colemond and Meathild disagree, but do not yet have a viable plan. Upon request from the Meathild, the King grants the Wardens two hours to bring him an alternative plan of action to ensure the hold of the city or he would arrange a meeting with the Haradrim's leadership to begin negotiations.

COMPLICATIONS

The Wardens discuss the city's options and whether the plan of surrendering to the Haradrim is viable. Roitaro and Kiaran side with the King, while Colemond Wainwright and Meathild argue vehemently for a different plan of action.

Colemond suggests interrogating the Haradrim prisoners to gain information on the movements and capabilities of the enemy forces. The Wardens make their way to the cells where the prisoners are being held.

On their way to the cells, Colemond expresses the importance of getting the prisoners to talk to the Wardens, regardless of means. Kiaran reacts angrily at the suggestion that the Wardens might torture or otherwise harm the prisoners. Meathild provides information that the Haradrim are superstitious and fearful of magic, something they had learned from their merchant work and education.

During the interrogation, it seems as though the prisoners will not be easily made to reveal anything that might help the Wardens. Colemond punches one of them in the stomach and begins threatening to do much worse if they refuse to talk. Roitaro pulls him back and scolds him. Meanwhile, Kiaran threatens magical intervention in the fates of Hunos Jaqqah's family if he does

not cooperate. This severely frightens Hunos and he is suddenly much more willing to speak openly.

He reveals information regarding a meeting between the leadership of the Haradrim and the Corsairs to plan a coordinated final assault meant to break the city. The Wardens return to the King to deliver the information and a plan of attack on the meeting

DRAMATIC SCENE

Written by Jacob Nelson

INT. DUNGEON BELOW ARMY HQ. - DAY

Following the Haradrim attack on the city's dwindling resources, the Wardens approach the cells where the prisoners are being held. Information which can help break the siege must be gleaned to prevent the King from deciding to surrender to the Haradrim.

MAETHILD

The King gave us 2 hours to find some way to break the siege. If we do not learn some of some weakness in the plans of our enemies, the city will be lost.

COLEMOND

Then I hope you will agree, the prisoners must be convinced to tell us anything that may be of aid. We cannot afford the luxury of civility in this matter.

KIARAN

Surely you are not suggesting the possibility of torture! We must not emulate the barbarism of our enemies, lest we allow ourselves to fall to a fate worse than what they intend for us.

ROITARO

Kiaran is right. These are Haradrim, yes, but they are our prisoners and must be treated as such.

COLEMOND

So you would allow our city to fall, simply to preserve whatever convoluted sense of morality you still have? We all watched you set the bridge aflame, Kiaran, along with more than a few of their people. Such a fate is no better than what I suggest.

Kiaran looks appalled by Colemond's words. A pained and conflictedly regretful expression takes hold on his face.

ROITARO

Those were armed soldiers. These are prisoners. There is a difference, whether you care to acknowledge it or not, Colemond.

Colemond and Roitaro glare daggers at one another.

MAETHILD

Shall we just see what we can glean from them before attempting any unsavory means? This squabble may be meaningless. Save your anger for our enemies.

The Wardens arrive at one of the cells containing the Haradrim prisoners. Inside, two men sit against the far wall, one maybe a decade older than the other. Both are battered from the recent battle, black and purple bruises are already forming across the younger man's ribs, visible through a tear in his shirt. The older man has a bloody gash where he was struck on his temple.

COLEMOND

We have a few questions for you. If you answer them honestly, I might not break every rib you have left.

The older of the two men speaks.

HUNOS

Do your worst. Your supplies are all but gone and your ships are burned to ash. Nothing you do to us matters. We will take the city, or you will starve defending it. Either way, our lives, our deaths, mean nothing.

MAETHILD

Tell me, do you have loved ones? A family to return to? Would they not want you to survive and see them again?

HUNOS

(Smiling at Maethild)
My family understands the importance of this war. My sacrifice will bring them a better life. It will bring them glory.

COLEMOND

(Muttering to himself)
This is going nowhere.

Colemond draws his sword before opening the cell door and dragging the younger of the two men to his feet by the chain that binds his hands.

He leads him from the cell and down the hall. The man resists at first, but a swift elbow to the bruising on his ribs brings an end to that quickly.

Roitaro looks worriedly in the direction Colemond had gone.

ROITARO
(Whispering to Maethild)
I'm going to make sure he doesn't do anything stupid. Keep pushing this one. See if you can trick him into giving us something.

Roitaro walks down the hall in the direction Colemond and the other prisoner had gone.

Maethild appears to think for a moment before pulling Kiaran aside.

MAETHILD
Years ago, my family was dealing with shipments coming from south of Gondor. I heard stories about the Haradrim and their culture from the men who brought the shipments. Supposedly, they are extremely superstitious, and fearful of magic. I know you aren't the scariest person in the world, but maybe you can work some of your magic and frighten him into telling us anything he knows that might help us.

Kiaran considers this possibility a moment, but doesn't seem overly enthused by the idea. However, a pained yell echoing down the hallway seems to change his mind.

KIARAN
(Turning back toward the cell)
You say your sacrifice will bring your family a better life, that it will bring them glory. I wouldn't be so sure about that.

HUNOS
(Smugly)
And why would that be?

Kiaran takes a deep breath and wills the torches in the room to gutter and darken the room.

Hunos glances between Kiaran and the torches, unnerved.

KIARAN

Because your family won't be able to enjoy the glory you promised them. Instead, they'll suffer a fate worse than death. What if no matter how desperately they sought out the rays of the sun, they felt nothing but biting cold? And if they felt any joy at all, it would be mirrored by such pain as that you cannot imagine? Theirs would be a harrowed existence, one of suffering, and nothing more. Where is the glory in that?

HUNOS

(Visibly uncertain)

My family will enjoy all that we have been promised, and I will be remembered as the one who delivered it to them.

KIARAN

No. Your family, and all who descend from them will know nothing but agony, and you will be remembered as the one who delivered them their cursed fate. I'll make sure of it.

Kiaran pulls at the edges of the shadows in the room, darkening the space as he walks into the cell and crouches before the prisoner. Hunos scrambles away in fear, his chains clanking as they prevent him from moving very far. He huddles on the floor shaking.

KIARAN (CONT'D)

You will tell us anything you know that might help us, or I will deliver all I have promised and more upon your family. My patience has run out.

HUNOS

Ok! Ok! There is a meeting tonight. Dalamyr of the Corsairs is coming to speak with Lishab in the Great Market of your outer city. They are going to plan a final assault which will bring Pelargir to its knees. That's all I know, I swear! Please, just leave my family alone...

Kiaran stands and leaves the cell without a word. He nods to Maethild and begins to walk quickly down the hallway toward the sound of the pained yelling of the other prisoner. He smiles to himself knowing that he was successful where Colemond had not been.

CRISIS

With new hope that the city may not be lost after all, the Wardens deliver information about the meeting to the King.

When the King hears that the Haradrim and Corsairs' final attack is on the horizon and that they are working together with coordination this time, he makes up his mind to surrender. He refuses to listen to the Wardens' plan any longer, and says the General will be sent to set up a meeting with the Haradrim in the morning, and hopefully come to terms of surrender before the mounting of the attack.

The Wardens leave the presence of the King, angry that their one hope of defeating their enemies may be lost. The Roitaro goes to complain to Colby Eramdan about the unfairness of it all. Colby suggests that the Wardens go along with their plan anyway. If it would save the city, then they'd be doing their duty, regardless of the King's will.

With Colby's help, the Wardens cross the western river under cover of night in black painted long boats. They sneak their way through the city toward where the prisoner had told them the meeting was to be Held.

They arrive at the meeting in the Great Market just as the Corsairs make their appearance. They peer through the darkness

and can just barely make out the words being spoken.

CLIMAX

As the meeting begins, the two leaders discuss tactics for the attack. The Corsairs would attack the city while sending smaller ships to the Western river to ferry Haradrim forces across and storm the city from multiple directions.

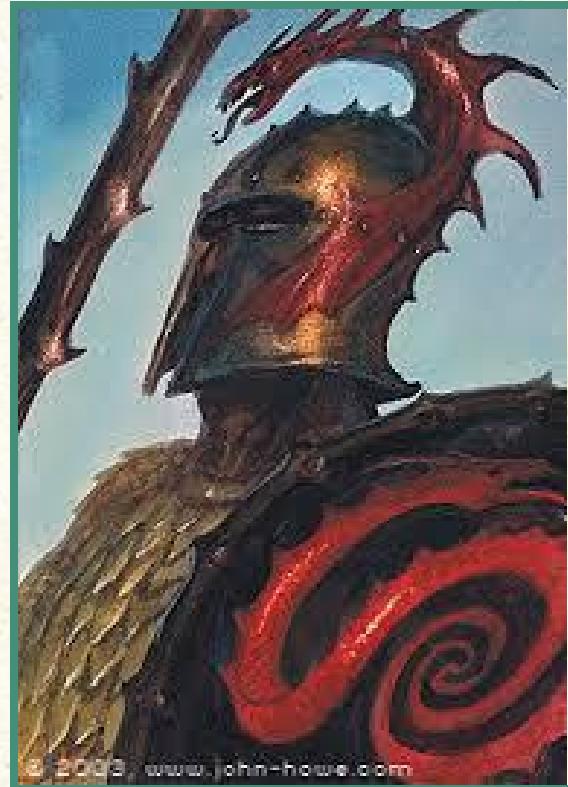
While the enemy leaders speak, Colemond and Roitaro make their way around to the other side of the courtyard to find another angle from which to attack the meeting.

On their way to the other side of the courtyard, they sneak past several Haradrim and Corsair guards, and quietly dispose of any which are unavoidable. They eventually make it to their new hiding place and are once again able to hear the words spoken inside.

The Corsair leader stresses the urgency of the attack, as he has been informed that Aragorn will be arriving with the Army of the Dead the following day. With the Wardens' focus temporarily fixated on this new information, Colemond and Roitaro do not notice a Haradrim guard patrol approaching their location. A shout from the guards dispels the element of surprise and fighting begins.

As the Haradrim guard shouts from

the edge of the courtyard, Roitaro quickly dispatches him as Colemond bursts into the open space. Kiaran sends a gust of wind through the courtyard, extinguishing the braziers and plunging the space into darkness. Maethild and Kiaran send arrows flying at the shadowy forms of the Haradrim and Corsairs, while Colemond and Roitaro attempt to fight their way to Lishab and Dalamyr.



CRASHING THE PARTY

Written by Jacob Nelson

NPC STAT BLOCKS

The Guards:

The guard patrols are each made up of 3 Haradrim guards. At the meeting, there are a total of 3 Haradrim guards and 4 Corsair pirates

Haradrim Guard

STR	CON	SIZ	INT	DEX	CHA
13	12	14	10	14	9

MOV	HP	AHP	DM
10	13	6	+1d4

Skill	%
Listen	25
Spot	25
Climb	40

Attack	RNG	%	DMG
Sword	5	40	1d8

Corsair Pirate

STR	CON	SIZ	INT	DEX	CHA
12	11	13	13	14	10

MOV	HP	AHP	DM
10	14	9	+1d6

Skill	%
Fast Talk	35
Heavy Machine(Sailing)	40
Spot	25
Gaming	25
Climb	40
Repair(Ships)	25

Attack	RNG	%	DMG
Cutlass	5	55	1d6

Dalamyr

(Appendix B, pg. 72)

Lishab Darih

(Appendix B, pg. 78)

SET UP

The Wardens previously gleaned information from one of their Haradrim prisoners about a meeting between the leadership of the Corsairs and Haradrim regarding a final coordinated assault on the city of Pelargir. Whether they are attempting to assassinate the enemy leaders, prevent the planning of the assault, or simply gather information, it is likely the Wardens will attempt to “attend” this meeting.

The meeting is set to be held in the Great Market, across what used to be the Western Bridge into Pelargir. The Wardens will likely require some means of crossing the river undetected. Colby Eramdan can ferry them across the river in a black-painted longboat he uses in his usual smuggling operations should the Wardens request his aid.

IN THE CITY

The Wardens must make it past several Haradrim guards who patrol the coast and the streets of the city before they can arrive at the meeting location. They may choose to sneak past, or disable, the guards. Should disabling the guards create a sizable disturbance, additional guards will run to

investigate and their cover may be blown.

If the Wardens make it to the meeting site undetected, they see the usual array of market stalls cleared from the center of the rectangular courtyard, and replaced with bonfires surrounding a medium sized rectangular table where several individuals are gathered.

THE MEETING

Depending on how long the Wardens take to arrive at the meeting, the Corsairs may already have arrived and the meeting may be underway. Whenever the Corsairs arrive, they will bring with them a map of the City of Pelargir which they will lay across the table.

The Wardens can hide in any of the shops around the perimeter of the marketplace and potentially be within earshot of the conversation taking place. However, in order to get a good view of the map on the table and anything being marked on it, they will need to get closer or gain a higher vantage point (potentially on a rooftop).

As the meeting progresses, Dalamyr (Corsair leader) and Lishab Darih (Haradrim leader) discuss the coordinated assault on Pelargir, which will occur the following evening. The plan of attack consists of the Corsair ships firing on the city walls to pull Pelargir’s troops to defend against the

barrage. Meanwhile, Corsair rowboats will ferry Haradrim forces across the river to attack where the city is vulnerable. The Haradrim will open the city gates to allow the Corsair ships through the channels and up the river to join Sauron's forces.

Lishab will ask why the attack must be so soon. He was hoping to wait out the city's supplies to avoid losing as many men in the assault. Dalamyr informs him that Aragorn will soon arrive with the army of the dead, and that if the city is not broken soon, they will be pinned between the two forces. This is new information for the Wardens and will likely be met with renewed hope that the siege can be repelled, if only they are able to withstand a little longer.

THE CHANCE OF DISCOVERY

The longer the Wardens linger in their hiding places, the greater the chance that they are stumbled upon by patrolling guards. To spur things along and add a sense of urgency, the gamemaster should occasionally make the players aware of passing guard patrols and, in situations where characters must attempt to remain hidden, have the players roll new stealth checks.

Should any of the Wardens be discovered, the guards will shout out a warning to the people around the table. The

Wardens must then choose whether to fight or flee with the information they have gathered.

FIGHT OR FLIGHT

In a scenario where the Wardens must engage in combat or flee back to the city, there are many possible outcomes. Dalamyr and Lishab do not shy away from the fight, so it is possible that the Wardens may kill or severely injure one of them. With numbers on the side of their enemies however, it is much more likely that the Wardens must flee shortly after combat begins, or else suffer heavy losses.

NOTE: Both leaders are very important to the later story points and should be kept alive. They should be portrayed as the skilled fighters that they are, while keeping as many guards in the way of attacks befalling them as possible. If there is ever any danger of their deaths, immediately introduce several more squads of guards to convince the players to flee.

Colby Eramdan will be waiting for them where he dropped them earlier that evening to assist in their escape across the river. Should the Wardens escape without killing either of the enemy leaders, the Corsairs and Haradrim will move up their timetable and begin the assault immediately to prevent Pelargir from preparing a defense.

RUNNING THE COMBAT

If the Wardens attack without warning, give them each a turn to perform actions before the enemy forces can react. If the Wardens are discovered before this occurs, begin combat normally.

A map of the courtyard has been provided at the end of this section for reference during the combat. There is both a gamemaster and player version of the map.

During the course of the combat, a new squad of Haradrim guards should arrive on the scene following each round of combat. The overwhelming odds should be stressed in such a way which should convince the Wardens to flee with the information they have gathered and possibly attempt to steal the map during their escape.

To facilitate the arrival of squads of guards, the 6 entrance points to the courtyard have been labeled. At the start of each round, roll a d6 and have the additional squad appear from the entrance corresponding to the value rolled.

If the Wardens attack before learning of the information that Aragorn will soon arrive, consider adding dialogue during the fight from one of the enemy leaders to ensure the revelation is made. Something along the lines of “Aragorn and his army won’t save your city. All he’ll find is rubble” will suffice.

The combat should resolve with damage done to the guard forces and Wardens alike, but with the Wardens eventually forced to retreat back to the city. They have gained important information, but at the cost of expediting the final attack.

MAPS

GM MAP (Appendix C, pg. 88):



PLAYER MAP (Appendix C, pg. 89):



A PEACEFUL NIGHT

NOTE: This section is a possibility which, while present, should be avoided. The escalation of the situation to combat and the following rush of the enemy's attack is necessary to bring the story to its conclusion.

In the unlikely scenario that the Wardens do not attack of their own accord or get discovered by the guards over the course of the entire meeting, they will witness the Corsairs leave toward the river, where their own rowboats are waiting to take them back to the fleet.

In order to return to the city, the Wardens will once again have to get past several patrolling guards before they can make it back to Colby Eramdamn and his longboat.

RESOLUTION

The fight does not seem to be going in the Wardens' favor, and it soon becomes clear that they must retreat. Colemond and Roitaro flee from the center of the market.

They fight their way through guards who were rushing toward the courtyard and find themselves on the street outside.

Maethild and Kiaran reunite with Colemond and Roitaro as they flee back to the longboat. The Wardens avoid what guards they can, and dispatch the ones they cannot, on their mad dash through the city.

As they begin rowing back across the river, they are spotted by archers who begin firing on them. The Wardens dive into the river to escape the deadly hail and must swim back to the city.

As the Wardens arrive back within the city walls, they see the Corsair ships approaching the walls. It seems all they have accomplished is causing the final attack to come a day sooner.

ACT IV

Written by Dmitry Portnoy

NOTABLE CHARACTERS

- **Colby Eramdan**, Smuggler and Criminal Kingpin (Appendix B, pg. 70)
- **Dalamyr**, Captain of the Black Fleet of Umbar (Appendix B, pg. 72)
- **Menelmir Eärnarth**, a blacksmith (Appendix B, pg. 80)

INCITING INCIDENT

Enraged and emboldened by the failed assassination, the Corsair and Haradrim forces launch a coordinated attack against the inner city. The wardens must FIND THEIR WAY back inside the walls, dodging arrows and cannon fire. Along the way, they must rally whoever they can and put up some resistance before the enemy forces break in.

The Wardens need to AVOID being seen by the enemy, as they try to get in. The Wardens are AMBUSHED by a group of Haradrim as they approach the gate from the Great Market to the inner city. The Wardens OVERCOME their attackers and open the gate.

As the Wardens MAKE IT THROUGH the gate, they hear the sounds of cannonfire and walls crumbling in several places around them.

COMPLICATIONS

The Corsairs blast through the city walls with concentrated cannon fire. The citizens and soldiers defending the city are panicking. The Corsair and Haradrim forces begin to flood into the city, as the defenders attempt to fight them off. The Wardens provide support, but as the Corsairs break through, the defenders lose confidence and begin wavering. The Wardens encourage them and bolster their morale.

The Wardens spot a particularly large breach. A group of corsairs have made it through and cornered a small defending force and some nearby villagers. The Wardens rush over to help, ambush the group from behind, defeating them. After this small victory, those citizens help spread the word, and rouse the spirits of more defenders. The Pelargir forces make a concerted effort, and stem the tide of oncoming troops for a time.

However, few among the Pelargir forces are professional soldiers. Most of the defenders either have limited combat training, or have long since left the military. They generally grabbed whatever was available in their hovels, which is a far cry from the proper arms and armor of the city guard.

Taking advantage of the temporary lull in battle, Colemond goes to the nearby smithy in the hopes of getting some equipment. He meets Menelmir, the blacksmith, who is in the process of repairing some equipment. There is also a varied assortment of spears, swords, and shields stacked against one wall. Menelmir has had a difficult relationship with the city guard, who often force him to repair equipment without proper compensation.

Colemond must get Menelmir to hand over the equipment in this time of need, and convince him to temporarily put aside his grievances in service of the entire city.

Once Menelmir agrees, they both carry out the equipment and hand it out to those compatants who don't have it. This act greatly encourages the defenders, and they continue to hold the line

DRAMATIC SCENE

Written by Dmitry Portnoy

INC. IN A SMITHY INSIDE THE INNER CITY, NOT FAR FROM THE CITY WALLS - MIDDAY

The forces of Pelargir are in sore node of better weapons and armor, as there was no time to distribute them before the attack began. The defenders have stalled the corsair attack for a time at the walls surrounding the inner city, but won't be able to hold it for long. COLEMOND, the veteran, has taken this opportunity to visit MENELMIR, the blacksmith, in the hopes getting any gear he might have. When COLEMOND gets to the smithy, he sees MENELMIR at the forge, repairing a sword. There is also an assortment of arms and armor along one wall.

MENELMIR

Oh, hi, how may I help you? Wait, what are you doing here? Isn't there a battle raging outside?

COLEMOND

We've held the corsairs at bay for now. They haven't been able to get past the city gate.

MENELMIR

That's great to hear, but that still doesn't explain what you're doing here.

COLEMOND

Many of the people fighting aren't trained soldiers and don't have proper equipment. What kind of equipment do you have in stock?

MENELMIR

Are you looking for anything specific?

COLEMOND

Pretty much anything. We've got a lot of people willing to fight, but not enough gear to go around.

MENELMIR

Let me check. I have a couple damaged shields and pieces of studded leather that need to be patched up, but that's about it.

COLEMOND

How quickly would that take?

MENELMIR

Not nearly quickly enough to help
in this battle. Although I'd be
willing to sell them as is.

COLEMOND

I appreciate that, but it won't be
nearly enough.

MENELMIR

Well, I'm not sure what you want me
to do about it. By the time I fix
even a couple of them, let alone
forge new weapons, the battle will
probably be long over.

COLEMOND

What about the equipment that wall?
Looks like some spears and several
cuirasses that are newly forged.

MENELMIR

There are also a couple swords. But
those are all custom-ordered.
They're not for sale.

COLEMOND

The defense of the city is more
important. It's your civic duty as
a citizen of Pelargir to help in
its defense.

MENELMIR

My duty? When nobody is attacking
the city, you ignore our troubles,
but when your own life and
livelihood is on the line,
I'm supposed to forget all of that
and do my "civic duty"?

COLEMOND

We can sort all this out after the
battle.

MENELMIR

Do you ever think of your duty to
serve the citizens... all of them,
mind you, not just the wealthy
merchants. Yesterday, you didn't
spare us a second's thought, but
today you remind us of our duty?

COLEMOND

What do you mean? What do you expect me to do?

MENELMIR

Well, you come in here expecting me to just hand over this equipment. However, when I complain about thieves stealing my equipment and vandalizing my smithy, the city guard just ignores me.

COLEMOND

Fine, we'll look into it. We'll post some guards around here.

MENELMIR

I've heard all of this before, and then nothing ever happens. If you want to buy these items, I'll need better assurances.

COLEMOND

Buy? The city's under siege and that's way to expensive.

MENELMIR

Take it or leave it. I'm not just going to give away what I spent weeks making. Not to mention letting down the people who already ordered and payed for them.

COLEMOND

Fine, if you have any parchment handy, I'll put it in writing. We'll defend your smithy, compensate you in full, and help explain the situation to your customers. If you have any more issues, you can take them up with the regent afterwards.

MENELMIR

Sounds reasonable, but rest assured that if you don't deliver, this'll be the last time I do anything like this. I can help you carry and distribute the equipment though.

CRISIS

An enormous Corsair flagship, equipped with powerful cannons, breaks through the inner walls, and turns its cannons on Barad Aerhir. The ship gets a few good shots in, sending parts of the tower's roof tumbling into the water below. The Wardens must make it onto the ship, dispatch the crew, and find a way to sink the ship, all before the ship destroys all of Barad Aerhir.

The Corsair fleet starts heading toward the center of the city, as the Wardens and defenders pepper them with arrows. However, this doesn't seem to be slowing the fleet down very much. If anything, it seems to encourage them, if the sound of ... is any indication.

The fleet gets the the channel gate and starts bombarding it with cannonfire, as the Wardens desperately try to hold them off.

CLIMAX

The Wardens manage to kill the Buccaneer, and find the flagship's gunpowder stores and set them on fire, creating a massive explosion which destroys the ship. The ship sinks in the relatively shallow water, and blocks a substantial portion of the channel down which the enemy is sailing. This throws the attackers into chaos and slows them down,

allowing the defenders to sink more ships, completely blocking the channel and any further ship movement. In addition, there are sightings of Aragorn's army drawing closer, although it hasn't arrived quite yet.

The Wardens make it onto the flagship, and start exploring.

They make it into the lower decks, but are spotted by a group of corsairs they must defeat.

While searching below-decks, the Wardens are intercepted by Dalamyr, the Corsair leader, and must defeat him.

The Wardens find an enormous store of gunpowder, and light a timed fuse.

They must then make it off the ship before it blows up.

THE LAST STAND

Written by Dmitry Portnoy

NPC STAT BLOCKS

Dalamyr

(Appendix B, pg. 72)

Corsair Pirate

STR	CON	SIZ	INT	DEX	CHA
10	12	13	9	10	14

MOV	HP	AHP	DM
10	12	6	+1d6

Skill	%
Heavy Machine(Sailing)	40
Spot	25
Climb	40
Listen	35

Attack	RNG	%	DMG
Cutlass	5	55	1d6

THE ENCOUNTER

The Corsair flagship, commanded by Dalamyr, is sailing down one of the canals

leading from the Anduin to Barad Aerhir, at the center of Pelargir. If the Corsairs make it there, they will quickly reduce Barad Aerhir to rubble. Meanwhile there's plenty of fighting already going on in the city. The flagship stops and drops two gangplanks from the main deck onto the side of the canal. A group of about 20 Corsairs (roughly half the ship's crew) run ashore and charge off in the general direction of the Market Square.

The party has assembled an assortment of the city's populace, consisting of some determined citizens, a few soldiers, and maybe a member of the King's guard, to follow them. They are close enough to see the Corsairs disembark. They can choose to follow the group of Corsairs that disembarked, but this will leave nobody to stop the ships from reaching and destroying Barad Aerhir. Alternatively, the party can try to board the ship. They should be able to do so without much difficulty if they wait for the Corsairs that disembarked to get far enough away to not be a threat. They should have time to either shoot the couple crewmembers that are raising the gangplanks, or maybe just start running across before the crew can start raising the gangplanks.

The Corsairs onboard the ship will be taken somewhat by surprise, certainly not expecting an attack of this sort. The defenders following the players engage them, allowing the players to choose what to do, at least for a time. They can either help fight the crew on

the main deck, or try to find Dalamyr. If they split off immediately, they will have a better chance of finding the captain alone. However, if they assist the other defenders, they might get some of the defenders to assist them in searching for

Dalamyr afterwards.

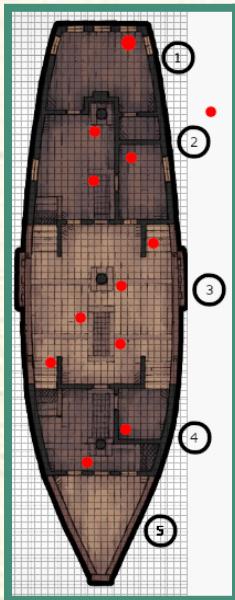
If the party immediately starts looking for Dalamyr, they will find him in his cabin, where he will be accompanied by one other crewmember. Upon seeing the party, Dalamyr will ask who they are in a very bemused way. He is confident they don't pose much of a threat, so the party can get some basic information about the Corsairs' goals and intentions out of him. However, Dalamyr (and the crewmember with him) will eventually attack them no matter what they do, which will happen whenever he tires of toying with them, or if they attack him first.

Every round that Dalamyr takes 10 or more points of damage, he will get infuriated, and loudly summon another crewmember to his assistance. If he drops below 10 HP, he will attempt to get more help by running onto the deck of the ship. In this case, (or if he gets onto the deck by chasing the party there), two crew members will immediately run to his assistance (assuming the party has not killed the rest of the crew). Initially, because of the general noise of the battle occurring on the ship, and in the city at large, the rest of the crew wouldn't all immediately hear the fight in Dalamyr's quarters.

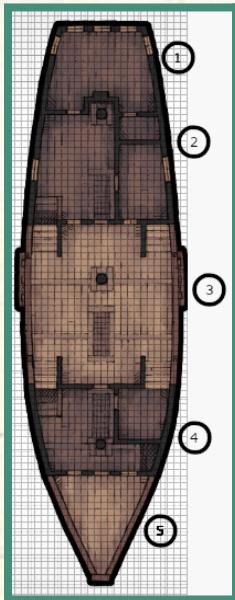
If the party first helps fight the crew on the main deck, Dalamyr will have heard the commotion, emerged from his cabin, and rallied most of the remaining crew. The Wardens and the rest of the cohort will have to face them without the element of surprise.

MAPS

GM MAP (Appendix C, pg. 90):



PLAYER MAP (Appendix C, pg. 90):



MAP NOTES

1 - Dalamyr's Cabin: Dalamyr and one crewmember are inside. It is locked with a padlock. A bludgeoning weapon can easily break the lock, but this will instantly alert Dalamyr to the party. Picking the lock can give the party an element of surprise.

2 - Crew Quarters: 2-3 crewmembers are here, and will instantly engage in battle if any member of the party comes here.

3 - Main Deck: There are 4-5 crew members here.

4 - Galley: 2 crewmembers are trying to find some food in here, and will instantly be alerted if any member of the party comes here. However, since they're preoccupied, the party will have the element of surprise.

5 - Bow: There is nobody here, but it could potentially be used by the players for tactical advantage.

- - Dalamyr's location
- - Crewmember locations

RESOLUTION

As the Wardens and forces of Pelargir are fighting the invading armies, Aragorn, along with the Dead Men of Dunharro reach the city. The enemy becomes trapped between Aragorn's army and the defenders. They decide to beat a hasty retreat, sailing away as best they can on the ships that are still intact. The Wardens and defenders chase after them, finishing off any stragglers.

News of the flagship's demise spreads quickly, and the defenders, assisted by the Wardens, renew their efforts to push back the enemy.

The Wardens and defenders must sink some of the Some Corsair ships are still remaining enemy ships to completely block the channel.

The way forward for the enemy ships is blocked, but they are still a formidable force that the Wardens must fight against.

Aragorn's army arrives, and ambushes the attacking army from the back. The Wardens must lead the defenders to take advantage of the resulting surprise and chaos in the enemy ranks.

The remaining enemy forces, realizing the battle is lost, beat a hasty retreat. The Wardens chase down whatever enemy forces they can.



Appendix A: Player Characters

COLEMOND WAINRIGHT, THE VETERAN

Written by Charlie Agriogianis



Physical Appearance: Neatly trimmed salt and pepper hair. Kind light blue eyes. A simple but very well maintained suit of armor and a shield with the symbol of Pelargir emblazoned on it.

How he joined the Warden's: Coleman was a member of the townguard before a heroic act in the line of duty got him the favor of the King and ushered into the Warden's. He is the oldest member of the current line up of Warden's, being the only member remaining as the previous generations of Wardens

retired after one of them was killed in an encounter with Dalamyr.

Relationship with other PCs:

After the events that happened to his last squad he takes a very protective and fatherly role to the other party members. He clashes heavily with the Rebel's desire to handle things on their own and to avoid concrete plans. He does not like that the Arcanist often questions the actions that their duties call for. And he struggles with the Nobles' loyalty to some of the very people whose job it is for them to police. But, ultimately despite these differences he is trying to help these people and instill the ideals of the Warden's into them by example.

Relationships with NPCs:

- **Frumgar, The General:** A member of his former squad that moved into a military role rather than remain with the Warden's. Thinks of him as effective to a fault, and likes that he at least did not fully abandon the calling by joining the military.
- **Whitlock, Retired Warden:** A member of his former squad that moved entirely to civilian life instead of staying with the Wardens. A childhood friend of the veteran. He has a family now and a business. The Veteran is conflicted over his affection

for him and anger at him abandoning the call.

- **Baldur, The Regent:** He is very loyal to Baldur. Will only go against him if Baldur's actions conflict with other tenants of how a Warden should act.
- **Dalamyr, Captain of the Black Fleet:** Hates him with a burning passion for killing his squamate and years of conflict in the line of duty as a Warden protecting the city.

Default Approach: Direct, coordinated, and planned action. If risk is to be taken then the entire squad should take it.

Internal Conflict: He holds strongly to the ideals of the Wardens. But, he is also intensely loyal to his current and former squadmates. His conflict comes when any of those three are in opposition to each other and figuring out how he will reconcile those differences. His ultimate value shift is in realizing that strict adherence to any core set of tennents is not always possible and he can't hide the reason for all his decisions behind them.

Ideals: You are a shield of Pelargir, no cost is too great to defend the city and its people.

Act with the honor and responsibility of kings.

The Warden's cannot do it alone, they must help raise others to the task.

KIARAN, THE ARCANIST

Written by Jacob Nelson



Physical Appearance: He wears the robes of the clergy of Hyarmendacil over leather armour from the Wardens' armoury. He has golden hair, fair skin, and blue eyes. He stands at a height of 6ft 2in.

Summary: One of the Wardens of Pelargir. He grew up under the influence of the teachings of Siggurd Marlow, the head of the clergy at the temple of Hyarmendacil. He is constantly torn between his loyalty as a Warden to Pelargir's King and the beliefs he shares with Siggurd which often clash with the actions of the King. Where some of the Wardens are willing to do whatever is necessary to beat back the siege, Kiaran is often unwilling to compromise his morals to

accomplish his goals. Sparing the lives of the city's people is his highest priority.

Internal Value Shift: Originally doubts his decision to have joined the Wardens and thinks he was foolish to believe he could make a difference in the way the city is run. By the end, he has succeeded in keeping the Wardens morally aligned on more than one occasion and succeeded in protecting the people of Pelargir.

Overall: self-doubt/hopeless → confidence/goal in sight

Wants: To keep the people of Pelargir safe while maintaining his moral values. He cares less about the city itself and the power of the nobility, and more about preventing massive loss of life on the side of Pelargir.

He joined the Wardens with the hopes that he could facilitate some change in the way Pelargir is run. He wants to prove to Siggurd Marlow that he can balance his ideals with his obligations to the Wardens, and so guide the Wardens toward the better interests of the people, and away from actions ordered by selfish nobility.

Needs: To gain the approval of Siggurd Marlow and show him that he didn't make a mistake by joining the Wardens, and that he won't lose his morals in the pursuit of his duties.

Relationships with other PCs:

- **Colemond Wainwright:** Much too friendly with the General, and tends to hold ideals which clash heavily with Kiaran's. There is a tension between the two from past disagreements.
- **Maethild (Mae) Garthside:** Connected too intrinsically to the problems (from Kiaran's perspective) of the city. Kiaran does not dislike them as a person, but holds them at arm's length.
- **Roitaro:** Often shares sentiments of disagreement with orders of the nobility, so is seen by Kiaran as a friend and potential ally should the Wardens argue.

Relationships with NPCs:

- **Frumgar:** One of the biggest perpetrators of actions the temple of Hyarmendacil holds in distaste, and as such Kiaran holds him in very low regard.
- **Siggurd Marlow:** Head of the clergy at the temple of Hyarmendacil and the man Kiaran looks up to the most. Siggurd previously expressed disagreement with Kiaran's decision to join the wardens, believing them to be a lost cause.

MAETHILD (MAE) GARTHSIDE, THE NOBLE

Written by Gus Gamble



Physical Appearance:

Maethild is 5'9", wears a gambeson with light mail, and wields a one-handed short sword with a shield. She keeps her hair short, and constantly wears a slight, impassive smile.

Summary:

As a rebellious child, Mae made some poor decisions, ultimately concluding in an attempt to join a street gang. When her exploits went wrong and she tried to confide in Siggurd Marlowe, a family friend of her parents', Siggurd immediately told her parents of what she had done. Seeking to avoid a scandal at court and losing their titles, her parents stripped her of her inheritance and got her an appointment to join the Wardens. Her resentment of both her family and the church has only festered, as has her desire to reclaim what she once had.

Internal Value Shift + Start/end point:

Mae starts only seeing her job as a Warden as a means to the end of restoring her rightful

place in court and taking revenge on those who slighted her, and seeing the citizens of Pelargir chiefly as a resource to be protected. As she helps defend the city, she begins to appreciate what her role as a warden means, and begins to care more personally about the citizens of Pelargir. She ultimately chooses to remain a warden in order to protect the people of Pelargir rather than try to return to court and rule them.

Mae's value shift is arrogance, her desire to rule over Pelargir as a noble, to humility, her desire to protect and serve the citizens as a Warden.

Wants:

Mae tells others that more than anything else, she wants to keep the whole city safe and prove her loyalty to Pelargir, after she was shunned by her family as a child for rebelliousness. She truly wants, however, to be named the heir to her house again and to take revenge on those who took it away from her.

Needs:

Mae needs a close friend she can come clean to; she isn't willing to be genuine with anyone, but wishes she could be. Over the course of the story, she becomes closer with the Rebel until they are close friends.

Relationship with the other wardens:

- **Colemond Wainwright, the Soldier:** Mae sees him as a useful ally, almost as a tool to make things move more smoothly; she can respect his intelligence and his decisions, but

thinks of herself as his superior in command, clinging to her lost noble status. She counts them as equals when not in a situation calling for a plan to be made and executed, though.

- **Roitaro, the Rebel:** Mae sees him as a friend, though they both keep the other at arm's length- they're from opposite walks of life from one another, but both do care about Pelargir and are happy to work together.
- **Kiaran, the Arcanist:** Far too close to Siggurd and the church for her tastes, Mae finds it impossible for her to conceive of becoming friends with him. She is very polite, but never friendly to Kiaran.

Relationship to key NPCs:

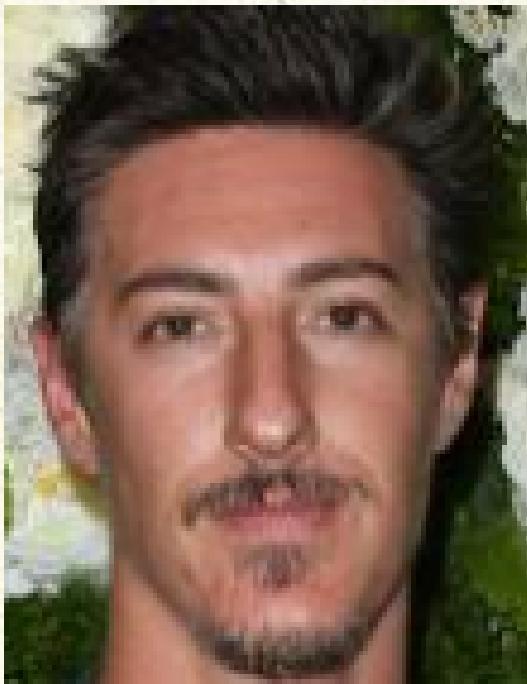
- **Frumgar, the General:** Mae sees Frumgar as a member of the 'old guard' of Wardens, but prefers to not have him involved with her affairs; she sees Frumgar as a distraction when it comes to his involvement with current warden activities.
- **Siggurd Marlowe, the Priest:** Mae despises Siggurd for what he did to her as a child, and sees her situation as a Warden who cannot hold titles or land as his fault. She is suspicious and judgemental of him, and of anyone else related to the church by proxy.

Baldor Gat III, the Lord Regent: Mae sees him as the proper ruler of Pelargir; she doesn't hold him responsible for her loss of title as she does the others involved, and thinks highly of his leadership, almost blindly following him.

Colby Eramdan: Mae dislikes him for his criminal activity and disrespect for the nobility, but is fine working with him and appreciates that he cares for the wellbeing of the people of Pelargir.

ROITARO, THE REBEL

Written by Dmitry Portnoy



Physical Appearance: Average height, about 5'10". Dark brown, almost black, hair. Fairly pale, but leathery skin, toughened by the elements. He generally wears a grim determined expression, and carries two long combat knives on his belt. He prefers to wear leather armor, but, since joining the Wardens, has started wearing chainmail for particularly dangerous assignments.

Summary: One of the Wardens of Pelargir. Growing up, Roitaro was part of the lower classes. He became close friends with Colby (the Smuggler). They were both poor, and often went out together, trying to steal some of the abundant food the upper-class

merchants always seemed to have. During one of these attempts, they were caught. Colby took all the responsibility, and was imprisoned (but eventually escaped), while Roitaro was let go. This inspired Roitaro to join the Wardens, both in the hopes of somehow eventually freeing Colby, and to be in a better position to help others fight the injustices in Pelargir.

Internal Value Shift: Originally being only out for himself and his close family and friends, but shifts to gradually having a broader outlook, and realizing that the socio-economic problems in the city won't be fixed by continuing to blame the nobility and upper classes for everything. He grudgingly comes to accept that any long-term solution will require some sort of understanding between both sides.

Overall: selfish/out for himself → pragmatic/

Wants: Wants to correct the injustices faced by the poor people of Pelargir,

Needs: To get absolution from Colby. Even though Colby has never said or implied anything, Roitaro blames himself for Colby's imprisonment, and has tried to atone for it since it happened.

Relationships with other PCs:

- **Colemond Wainwright:** Stands for everything that Roitaro is against.

Roitaro tolerates him since they're both Wardens. However, they have frequent disagreements, often on principle, sometimes just because Roitaro wants to spite him.

- **Kiaran:** Shares similar beliefs and frustration with the king and nobility. However, Roitaro thinks Kiaran isn't willing to go far enough to remedy the situation.
- **Maethild (Mae) Garthside:** Initially suspicious of her, given her noble upbringing. However, he becomes sympathetic after learning how her parents disowned her. He sees a like-minded soul in her, but it takes time for him to completely trust her.

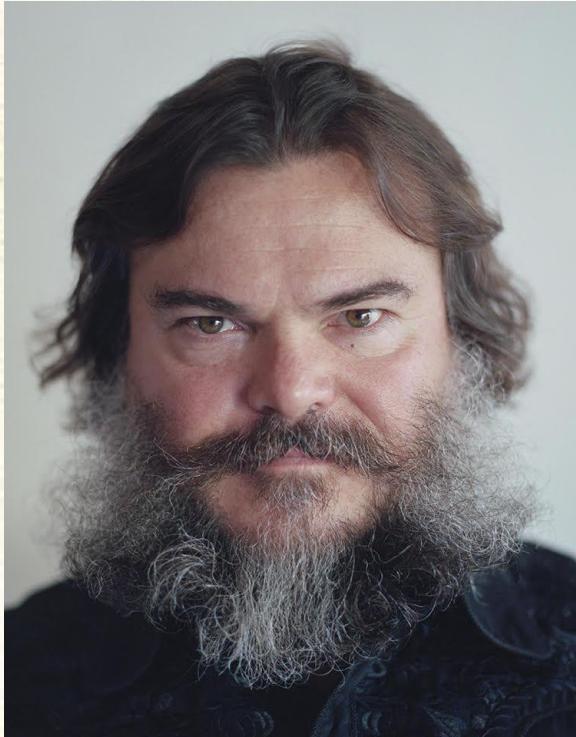
Relationships with NPCs:

- **Colby Eramdan:** is Roitaro's closest friend. They grew up together, and Roitaro owes him a great debt, as described above.
- **Frumgar:** Roitaro despises him and his complete disregard for the plight of the less fortunate in the city. Given the General was once a Warden himself, Roitaro sees the General's behavior as a betrayal of what a Warden should be.

Appendix B: Non-Player Characters

LORD REGENT BALDOR GAT III

Written by Gus Gamble



Physical Appearance:

Baldor Gat is an old man, who stands hunched over at about 5'6". He wears fine, purple clothes, and carries no arms nor armor; his days of fighting are behind him. For all that, though, he is still warlike and combative- the zeal of a soldier gleams in his eyes. His throne room and study, where he spends most of his days, are decorated with his earned medals and his old armaments. He appears aloof and confident when possible, but

occasionally when things have gone wrong he may collapse into fear and uncertainty.

Summary:

Lord Baldor Gat spent his younger years as a lord of Gondor, and oversaw the defense of Pelargir and the lands along the Anduin by serving as the leader of Pelargir's Wardens. As a reward for his years of service, he was appointed and easily accepted as the Lord Regent of Pelargir. He has ruled wisely and well, but never faced this serious of a problem in his years of rule.

Default Approach:

Baldor Gat is combative- he wants to win, and he is willing to sacrifice his soldiers for that end. He will consistently push forward as long as he can, and never cedes a point. He is argumentative and stubborn.

Internal Value Shift + Start/end point:

As the siege starts, the Lord Regent takes an aggressive, warlike stance - he forgets his role as protector of the people in the city and regresses back to being a pirate-hunter. Over time, as the siege wears on and his people riot, he struggles, fails, and slowly grows into a king worthy of the Tolkien style of nobility.

Wants:

Baldor Gat wants to be a good ruler and a noble regent for Pelargir, but he is held back by his conflicting desire to return to the glory of his youth as a war-captain of Gondor. When the Corsairs attack, he tries to combine the two, but leans too far into being a war-captain and allows his duties as a ruler to fall by the wayside.

Needs:

Lord Baldor Gat needs to prevent the invading forces of Sauron from continuing down the Anduin, and he needs just as much to protect and keep the support of Pelargir's citizens and nobles.

Relationship with the Wardens:

- **Colemond Wainwright, the Soldier:** Baldor Gat is most pleased with Colemond; Colemond is unfailingly loyal to the regent, and as the oldest Warden, is counted among Gat's trusted advisors.
- **Roitaro, the Rebel:** Baldor Gat appointed the Rebel to Warden mostly in order to gain support among the lower classes in Pelargir, and has grown to like him as a unique voice and a capable Warden.
- **Kiaran, the Arcanist:** Kiaran was appointed to his position more by the church than the Regent, and as such Baldor Gat doesn't fully trust him; the church and the regency have feuded in the past, and Marlowe's ambitions to the crown are known. For all that, Kiaran's magic has been shown useful on many occasions, and Baldor Gat is more pleased than not to have his service.
- **Maethild, the Noble:** Maethild is Gat's liaison and diplomat among the Wardens; they are friendly partially based on their shared noble status. He

respects and appreciates her prowess in battle, and even more so her intelligence and capability to innovate solutions.

Relationship to key NPCs:

- **Frumgar, the General:** Frumgar was a member of the team Baldor led as a war-captain of Pelargir, and grew to be the now-Regent's right-hand-man. Baldor now has Frumgar acting as both his most trusted confidant and as his captain of the guard.
- **Siggurd Marlowe, the Priest:** Baldor Gat and Siggurd Marlowe don't see eye to eye on how the city should be led, and Marlowe has made this plain. They are constantly in open opposition at court.
- **Dalamyr, Captain of the Black Fleet:** Baldor Gat knows of Dalamyr only by his reputation and current attack on Pelargir. He wants Dalamyr dead for the attempt.
- **Colby Eramdan:** Baldor Gat thinks of Colby as an irritant, a criminal who has managed to avoid justice only through trickery. He considers him an issue for the wellbeing of the city and would be happy to see him arrested and jailed or executed, but doesn't want to violate the law to see it done.

Statistics

Baldur Gat III

STR	CON	SIZ	INT	DEX	CHA
14	13	14	17	12	17

MOV	HP	AHP	DM
10	13	6	+1d4

Skill	%
Command	65
Dodge	50
Grapple	20
Fast Talk	60
Spot	65
Etiquette	50
Strategy	70

Attack	RNG	%	DMG
Fists	5	50	1d4

COLBY ERAMDAN, SMUGGLER

Written by Dmitry Portnoy



Physical Appearance:

Colby is somewhat on the shorter side at 5'8". He has fairly pale skin, medium brown hair, and sports a lampshade mustache. He always has a twinkle in his eye and a cheeky expression on his face. However, his acquaintances know that this belies his true nature as a cunning and ever-vigilant rogue. He always wears a long green trench coat, and has at least one dagger hidden out of sight.

Summary:

Colby Eramdan is in charge of just about every criminal activity in Pelargir- theft, smuggling, etc. He keeps the criminal threat low to the ground though, perhaps because of his conscience, perhaps from a desire to

avoid a crackdown from the watch. He supports and wants to protect Pelargir, and is most closely associated with Roitaro, who he has on occasion needed to work with and counts as a friend.

IV shift: Initially, Colby is bitter about his unduly long imprisonment as a youth, and resentful towards the gentry for ignoring the plight of the commoners. While Colby will never completely stop feeling that way, his views shift over the course of the siege. Partially influenced by Roitero's evolving views on the matter, Colby increasingly considers cooperation with the upper classes as a possibility, instead of always seeing them as a threat.

Wants:

Even though many don't realize this about him, Colby's main objective is to ensure a safe environment for the lower classes, where they don't have to stoop to burglary, or worse, just to stay alive.

Needs:

Colby needs to believe there is a possible future where the gentry and lower classes live more in tandem, rather than seeing each other as enemies.

Relationship with the Wardens:

- **Colemond Wainwright, the Soldier:** Colby sees him as an extension of the king and his neglect of the lower classes, and deeply resents Colemond for that.
- **Roitaro, the Rebel:** Colby and Roitaro are friends from childhood, and have

an implicit trust, even though they now live in different worlds.

- **Kiaran, the Arcanist:** They are generally in agreement when it comes to issues regarding the upper classes.
- **Maethild, the Noble:** Colby is not too trusting of Maethild, but willing to work together with her if necessary since Roitaro trusts her

Relationship to key NPCs:

- **Frumgar, the General:** Colby despises the general, both for his treatment of the lower classes, and for his plot to hand the city to the Haradrim.
- **Siggurd Marlowe, the Priest:** Colby would probably disagree with Siggurd on philosophical grounds, but only know of each other second hand, and have never met.
- **Dalamyr, Captain of the Black Fleet:** Colby would stab Dalamyr in the back, given half a chance.
- **Baldor Gat III, the Lord Regen:** Colby is completely disillusioned with the king and sees him as serving only a small part of Pelargir's citizens, while completely abandoning most of them.
- **Menelmir Eärnarth, Blacksmith:** Colby rarely encounters Memnelmir, but generally respects him.

Statistics

Colby Eradman

STR	CON	SIZ	INT	DEX	CHA
11	11	11	11	20	17

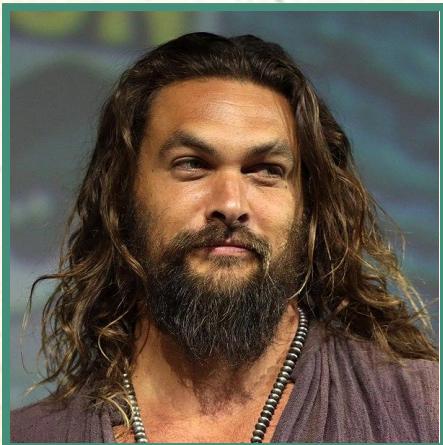
MOV	HP	AHP	DM
10	11	6	+1d6

Skill	%
Command	60
Dodge	50
Grapple	60
Fast Talk	60
Spot	65
Sneak	80

Attack	RNG	%	DMG
Dagger	5	60	1d6

DALAMYR, CAPTAIN OF THE BLACK FLEET

Written by Gus Gamble



Physical Appearance:

Dalamyr is an imposing 6'2". He wears a gambeson with light mail with his signature deep black cloak, and wields a larger than average cutlass. His mane of hair is wild and shoulder-length, and he is a performer, often showboating in combat or in conversation. He wears a crazed smirk whenever he isn't laughing uproariously or snarling at an enemy or unlucky underling.

Summary:

A Corsair of Umbar to the core, Dalamyr resents Pelargir deeply due to the longtime feud between the port city and the pirates. He also hates the city and some of its defenders on a personal level, due to seeing his parents die in combat at a young age at the hands of the last set of Wardens. His meteoric rise to war captain of Umbar is due both to his prowess in battle and his aggressive yet intelligent strategic mind.

Default approach:

Dalamyr is straightforward and forceful- he knows where he is trying to go, and when confronted by an obstacle, will start by trying to go through it, rather than around it. He trusts in his own strength to see him through.

Wants:

Dalamyr tells the other pirates that he's out to conquer Pelargir so the pirates can rule it once more. Really, all he wants is to burn it to the ground and kill every last Warden and citizen in an act of revenge.

Needs:

Dalamyr needs to quickly defeat Pelargir's defenses so he can sail downriver and aid Sauron's forces at the Pelennor fields. While he hopes to take the city quickly so he can get some revenge in, it is imperative that he make it to the Pelennor fields on time.

Relationship with the Wardens:

- **Colemond Wainwright, the Soldier:** Among the Wardens, Dalamyr hates Colemond the most; though he was only barely a warden when Dalamyr's parents were killed, Dalamyr still holds him somewhat accountable.
- **Roitaro, the Rebel:** Although Dalamyr would be most in line with Roitaro, he still intends to kill him with the rest of the rebels. He sees Roitaro as a fool, still clinging to Pelargir while knowing inside that the best thing to do is to tear it down.
- **Kiaran, the Arcanist:** Dalamyr feels dislike for Kiaran mainly for being a

Warden, but also for his connection to the church of Hyarmendacil, as Hyarmendacil was the Ship-King who cast out the Corsairs originally.

- **Maethild, the Noble:** Dalamyr dislikes her the second most, hating her for her noble status and attitude.

Relationship to key NPCs:

- **Frumgar, the General:** Frumgar was part of the team that hunted and killed Corsairs once, including Dalamyr's parents. If Frumgar and Dalamyr are close enough, Dalamyr will stop at nothing to kill the General of Pelargir.
- **Siggurd Marlowe, the Priest:** Dalamyr despises him as a result of hating Hyarmendacil, the ancient human king of Pelargir who he worships and leads others to venerate.
- **Baldor Gat III, the Lord Regent:** Dalamyr despises him for ordering the Wardens to hunt down and kill the marauding Corsairs, which directly led to the death of his parents. Dalamyr wants to rule Pelargir after he violently conquers it, and desires to be the one who kills Baldor Gat.
- **Colby Eramdan:** Dalamyr has, if rarely, worked with Colby before. If they are to meet outside of combat, he may offer Colby the opportunity to join him; if Colby refuses, Dalamyr will kill him for the slight.

Statistics

Dalamyr

STR	CON	SIZ	INT	DEX	CHA
17	14	17	14	16	14

MOV	HP	AHP	DM
10	15	12	+1d10

Skill	%
Command	90
Dodge	50
Grapple	60
Fast Talk	60
Swim	75
Pilot	70
Spot	65
Navigate	65

Attack	RNG	%	DMG
Cutlass	5	85	1d8

FRUMGAR, THE GENERAL

Written by Charlie Agriogianis



Physical Appearance:

Frumgar is a tall and imposing man. He is rarely seen outside of uniform. He is bald and his beard is well trimmed, if in a bit of a utilitarian fashion. His gaze is frequently intense, and judgemental. His gate and other movements give an air of precision and determination.

Summary:

Formerly a member of the Wardens, he is now one of Pelargir's highest ranked generals. He left the Wardens after a disastrous raid by the Corsairs left one of his comrades in the Wardens dead, and a Pelegerian outpost decimated. Choosing to have a larger impact on the defense of the city, he took a role in the city's military.

Default Approach:

Decisive and brutal action. Do not take half measures.

Relationship to Conflict:

- **Gain:** He has nothing to gain, everything he holds dear is at risk.
- **Lose:** He risks losing everything he has tried to defend. And he risks suffering even more losses like with his Warden squadmate. He cannot bear for that to happen again.

Relationship with the Wardens:

- **Colemond Wainwright, the Soldier:** as a former member of the Wardens together, Frumgar respects him, but he thinks his devotion to the Wardens and their ideals is misguided. He is hiding behind them to avoid facing what has happened to them, and what must be done.

Relationship to key NPCs:

- **Baldor Gat III, the Lord Regent:** His initial loyalty to the regent has morphed to full belief that he does not have the ability to save the city. His only use is that his loyalty to Frumgar will allow him to be manipulated into allowing him to execute his plan.
- **Colby Eramdan:** Believes him to be a criminal, and feels no qualms about using him as a tool to deflect blame off

himself. He was a nuisance before the siege and the world will be no worse for being rid of him.

Dalamyr, Captain of the Black Fleet:

Dalamyr was directly responsible for his squadmate's death. He will do anything to hurt him or prevent him from taking control of the city.

Siggurd Marlowe, the Priest: Frumgar has no great admiration for religion, though he does not despise it, unless it gets in the way he has no qualms with the temple or its members.

Statistics:

Frumgar

STR	CON	SIZ	INT	DEX	CHA
17	17	17	14	11	11

MOV	HP	AHP	DM
10	17	12	+1d10

Skill	%
Command	90
Dodge	50
Grapple	60
Fast Talk	60
Strategy	80
Spot	65

Attack	RNG	%	DMG
Sword	5	85	+1d10
Shield Bash	5	95	+1d4

HUNOS JAQQAH, HARADRIM

PRISONER OF WAR

Written by Jacob Nelson



Physical Appearance:

Hunos is a lean, muscular fighter of the Haradrim forces. He wears leather armour made from horse hide and wields a sword and shield as is customary of the Haradrim.

Summary:

Hunos volunteered for the attack on Pelargir's supplies knowing that he would likely not come back. He believes he is bringing glory and a better life to his family through his actions.

Default Approach:

Aggressive, but only takes actions he believes will better the chances of his family gaining a better life and bring them glory.

Relationship to Conflict:

- **Gain:** His family and people will gain power and resources should they

follow the commands given to them by Sauron.

- **Lose:** His family could die and he could lose everything should Pelargir beat back the siege.

Relationship with Wardens:

He doesn't have a specific relationship with any of the wardens, but views them each with contempt and as an enemy he will not hesitate to kill given the opportunity.

Relationship to key NPCs:

Lishab Darih, Chieftain of the Haradrim:

Hunos views Lishab with the utmost respect and reverence. Hunos will always act in the way he believes is in the best interest of his family, but the word and orders of Lishab are a close second in his decision making.

Statistics:

Hunos Jaqqah

STR	CON	SIZ	INT	DEX	CHA
14	14	14	14	20	8

MOV	HP	AHP	DM
10	14	9	+1dr2

Skill	%
Dodge	70
Grapple	65
Spot	90

Attack	RNG	%	DMG
Sword	5	85	1d10

LISHAB DARIH, CHIEFTAIN OF THE HARADRIM

Written by Charlie Agriogianis



Physical Appearance:

Posture is hunched and aggressive. Moves with laid back precision. Long braid run down his head adorned with various colored talismans.

Summary:

After years of struggling with the Gondorians taking of their lands, resources, and murdering their primary source of food, Lishab has united various groups of Haradrim under Sauron with the promise of taking back control of the land from the Gondorians.

He has no strong allegiances to any of the surrounding groups, just a desire to take what is best for his people. He judges others based on the actions they have taken against him, not out of generational hatred.

Default Approach:

Aggressive, coordinated, group action.

Relationship with the Wardens:

- None

Relationship to key NPCs:

- **Baldor Gat III, the Lord Regent:** Not his most disliked of the Gondorian Regents as he mostly has prayed on the sea and trade rather than disturb his people's usage of the land. Still views him as a man of Gondor that will take from him if given the opportunity.
- **Dalamyr, Captain of the Black Fleet:** Does not trust him but knows he needs his ships in order to stop supplies from flowing into the city. Knows he will stab him in the back and take everything if given the chance.
- **Frumgar, The General:** Trusts him in that they want the same thing. Though knows that if any better opportunity to save the city presents itself he will take it. So, he just needs to make sure that does not happen.

Statistics:

Lishab Darih

STR	CON	SIZ	INT	DEX	CHA
16	15	15	14	23	14

MOV	HP	AHP	DM
10	15	12	+1d12

Skill	%
Dodge	95
Grapple	65
Spot	90
Command	70
Listen	30
Ride(Horses)	60
Track	45

Attack	RNG	%	DMG
Sword	5	65	1d10
Bow	60	50	1d6

MENELMIR EÄRNARTH, BLACKSMITH

Written by Dmitry Portnoy



Physical Appearance:

Menelmir Eärnarth is 5'11" and has unkept black hair that goes down past his shoulders and a full beard. He wears a loose-fitting wool shirt and trousers, and can often be seen with a leather apron, when he's in his smithy. Menelmir often has a tired look in his eye, but is generally friendly and welcoming. However, if someone gets on his bad side, he can be a force to be reckoned with.

Summary:

Menelmir was a soldier when he was younger, first as a city guard, and later serving the lorg regent in the field and leading raids against corsair forces. In his later years, Menelmir settled down in Pelargir's market

district. He now crafts weapons and armor, but prefers to avoid fighting himself.

IV shift: Menelmir goes from having a staunch loyalty to the crown and military to greater awareness of the troubles of the common folk, and partial disillusionment with the crown

Wants:

Menelmir wants to serve his community peacefully as best he can.

Needs:

Menelmir needs to believe the city can return to its former glory in the days of the great ship-kings.

Relationship with the Wardens:

- Colemond Wainwright, the Soldier:

Menelmir considers him somewhat as a wayward son, who is trodding the same path he once did, and tries to mentor Colemond when possible.

- Roitaro, the Rebel:

Menelmir understands his frustration, but doesn't agree with him methods

- Kiaran, the Arcanist:

Respects, but doesn't know much about him. They are poorly acquainted

- Maethild, the Noble:

There isn't much love lost between these two.

Menelmir thinks she doesn't want to understand, and willfully ignores, the hardships the lower classes face.

Relationship to key NPCs:

- **Frumgar, the General:** Menelmir respects him and remembers serving with him.
- **Siggurd Marlowe, the Priest:** Menelmir's thinking is very much in line with Siggurd's, and they have a mutual respect, even if they don't interact much.
- **Dalamyr, Captain of the Black Fleet:** Menelmir has a deep-seated hatred for him, as he was responsible for the deaths of some of Menelmir's comrades.
- **Baldor Gat III, the Lord Regent:** Menelmir had a deep former allegiance to the regent, but has become increasingly discontented with his rule.
- **Colby Eramdan:** Menelmir has little respect for Colby, and believes his illicit activities only exacerbate the city's problems rather than improving them.

Statistics

Menelmir Färnarth

STR	CON	SIZ	INT	DEX	CHA
14	13	14	17	12	17

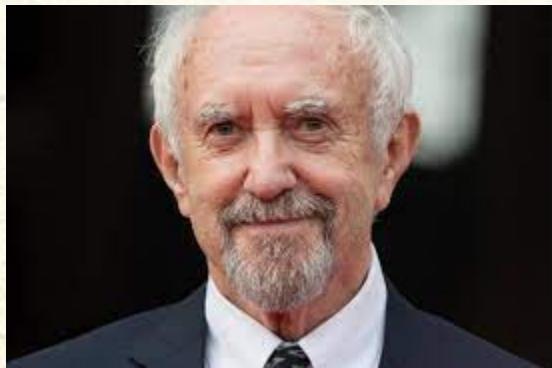
MOV	HP	AHP	DM
10	13	0	+1d6

Skill	%
Dodge	70
Grapple	65
Spot	90

Attack	RNG	%	DMG
Axe	5	60	1d8

SIGGURD MARLOWE, HIGH PRIEST AT THE TEMPLE OF HYARMENDACIL

Written by Jacob Nelson



Physical Appearance:

Siggurd is an elderly man, though he retains a practiced grace and authority in his stance and movements. He has short white hair and has long since begun to bald. He wears the robes of his station at the Temple of Hyarmendacil.

Summary:

Siggurd Marlowe holds the highest position in the clergy at the temple of Hyarmendacil. He has long held disdain for the aggressive and military style of ruling utilized by the current king. He cares deeply for the people of Pelargir, and acts only in the ways he believes will best serve them, often finding these beliefs set in opposition to the actions of the Lord Regent.

Default Approach:

Acts with kindness toward those in need and does what he can to protect the common folk

from what he views as militant overreach of the King and his forces.

Relationship to Conflict:

- **Gain:** May be able to rise to greater influence in the city should people stop trusting the decisions of the King and nobility. This would grant him greater ability to facilitate the changes he has been advocating for.
- **Lose:** The very people he cares for could be wiped out.

Relationship to Wardens:

- **Kiaran:** Views Kiaran as a wayward student of his teachings. He doesn't agree with Kiaran's decision to join the Wardens, but knows the decision was made with the purest intentions of making change from the inside. He does not believe Kiaran will succeed in changing the minds and actions of the Wardens.

Relationship to key NPCs:

- **Baldor Gat, The Lord Regent:** Siggurd views the King as a military man with little understanding of how to rule the masses with compassion. He considers Baldor a brutish leader far departed from the principles of Hyarmendacil.
- **Frumgar, The General:** Siggurd has a history of publicly disagreeing with and getting in the way of the

General's actions within the city. The two men hate each other and frequently endeavor to undermine each other's efforts.

Statistics:

Siggurd Marlowe

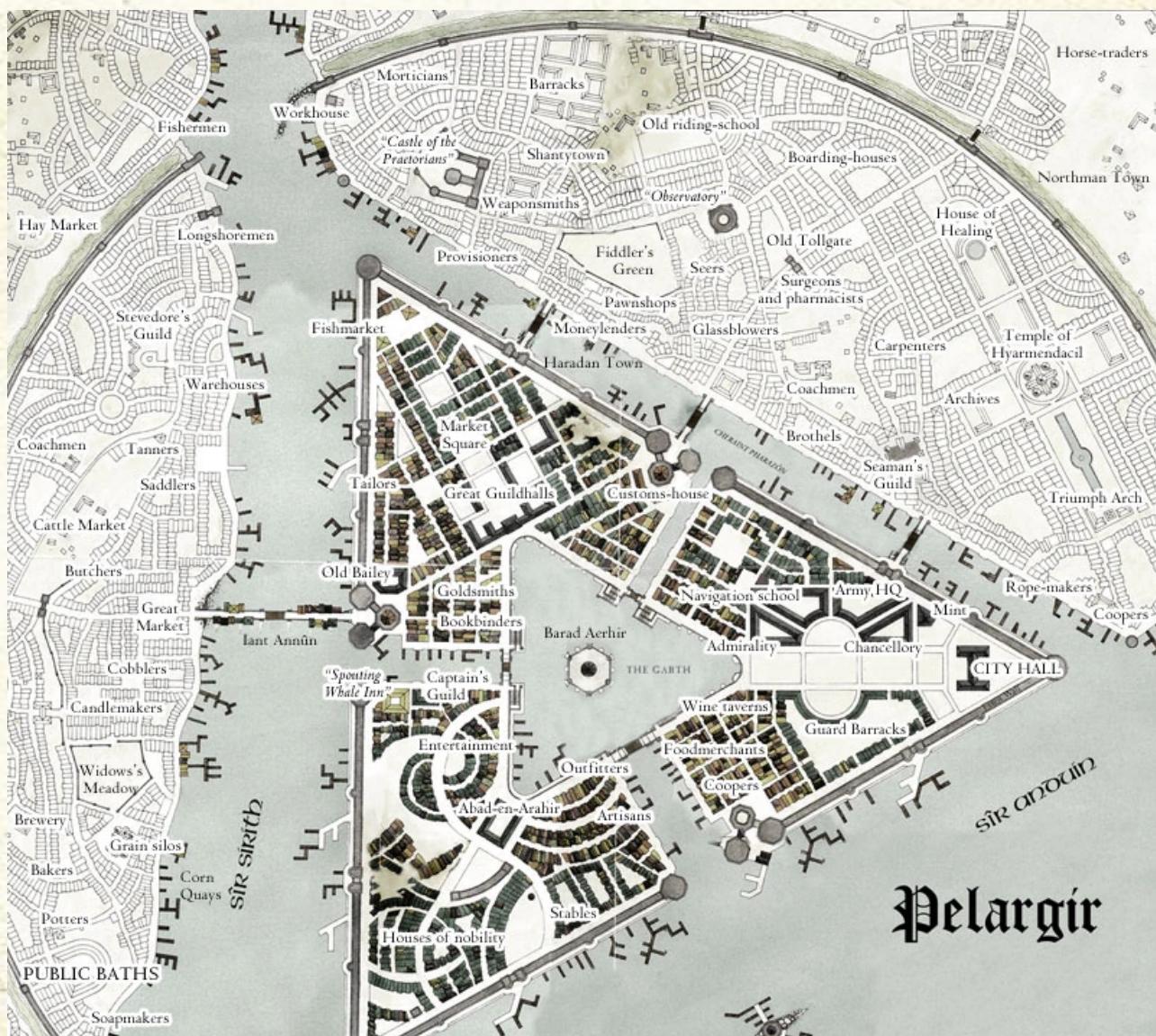
STR	CON	SIZ	INT	DEX	CHA
8	8	10	17	11	20

MOV	HP	AHP	DM
10	9	0	N/A

Skill	%
Fast Talk	75
Etiquette	55
Politics	60
Religion	90

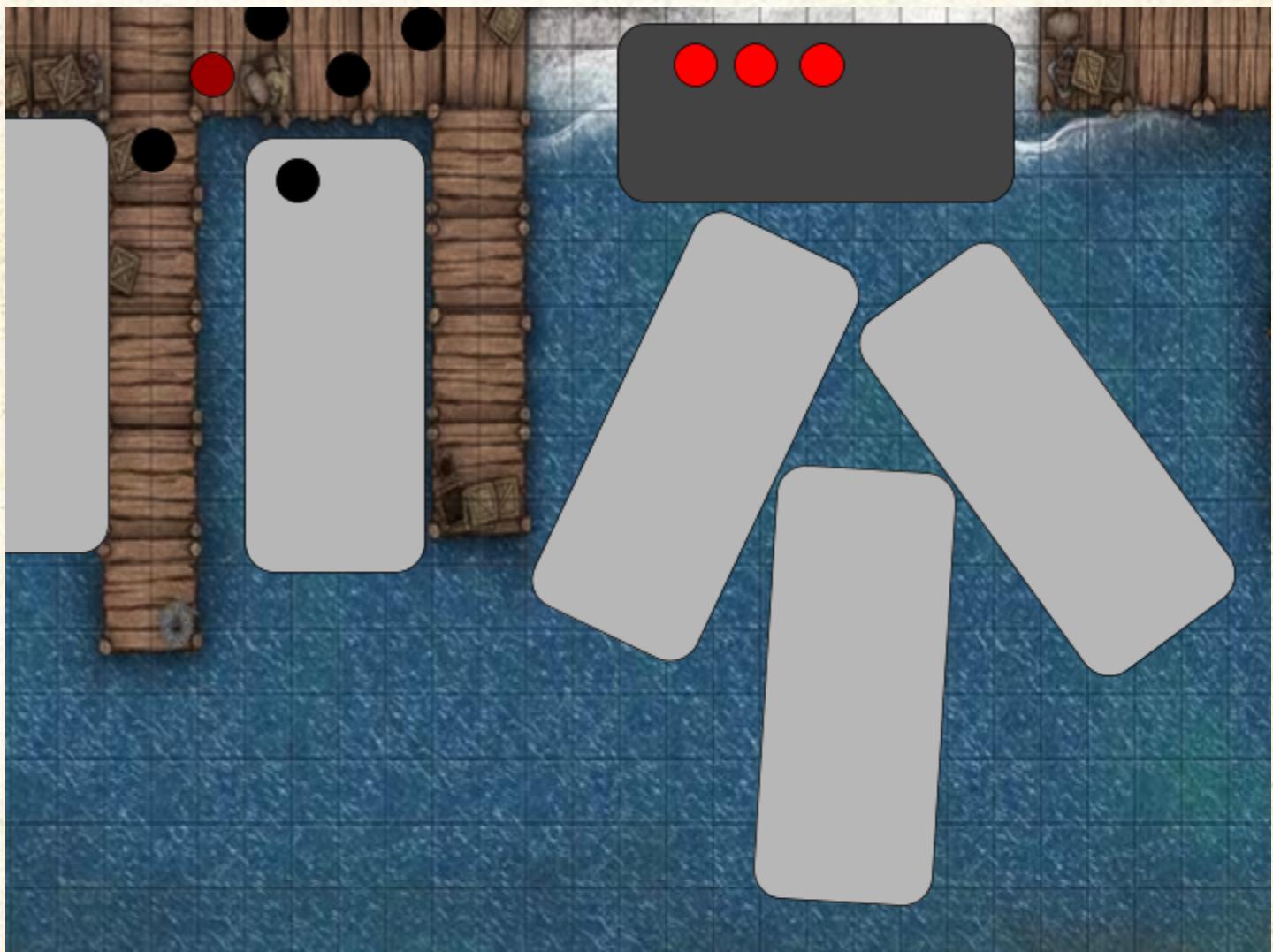
Appendix C: Full Size Maps

THE CITY OF PELARGIR

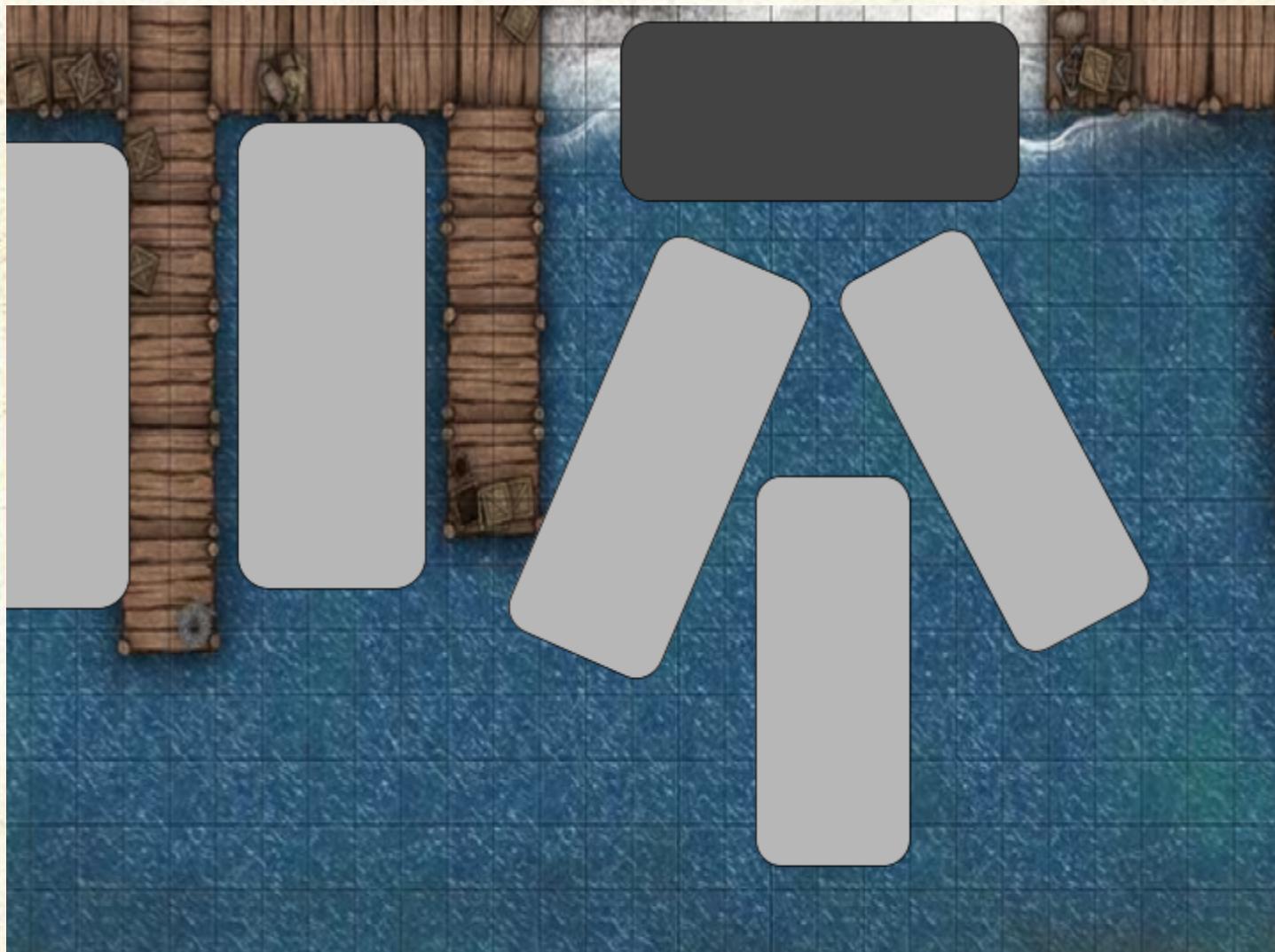


COMBAT MAPS

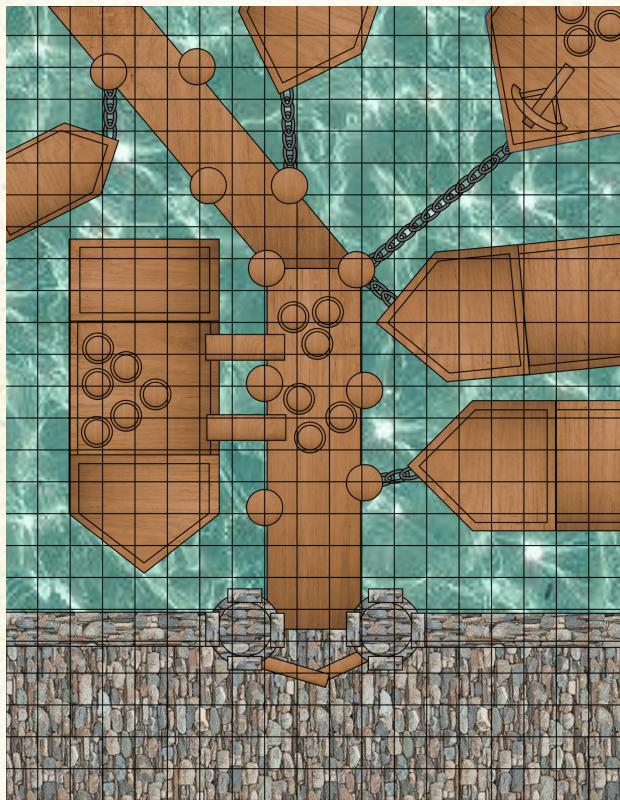
Act I DM MAP



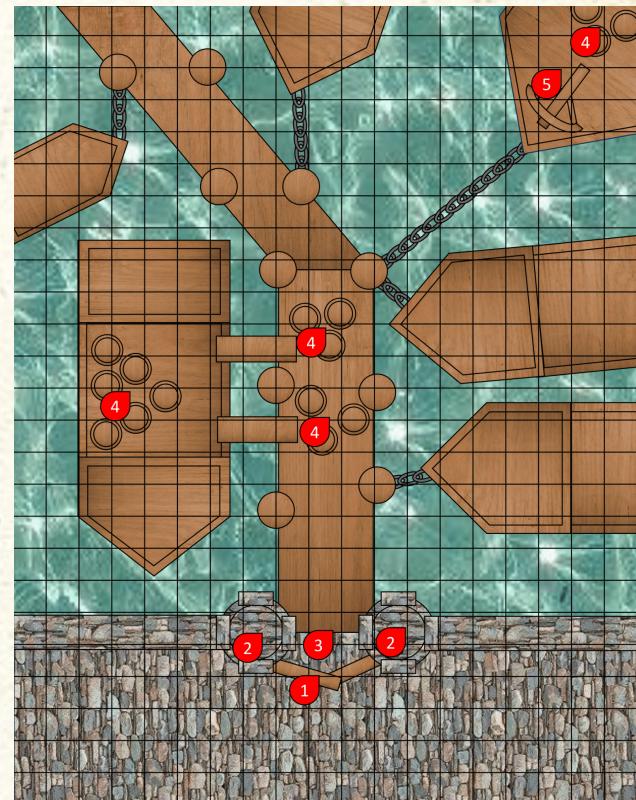
Act I PLAYER MAP



ACT II DM MAP



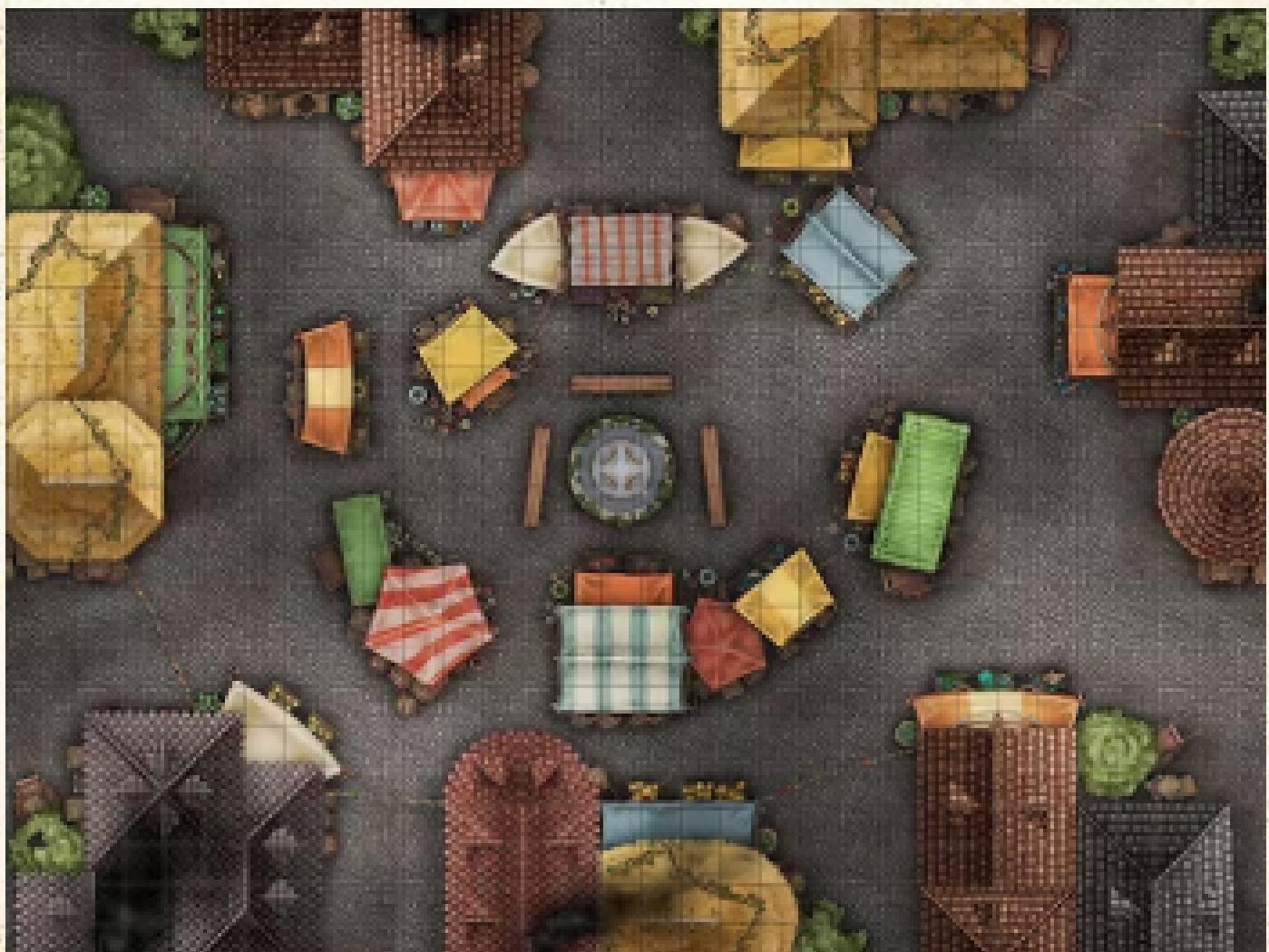
ACT II PLAYER MAP



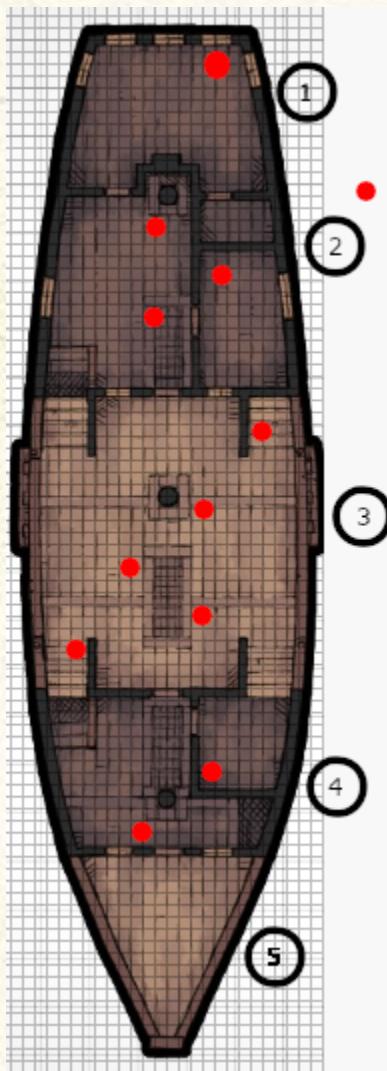
ACT III DM MAP



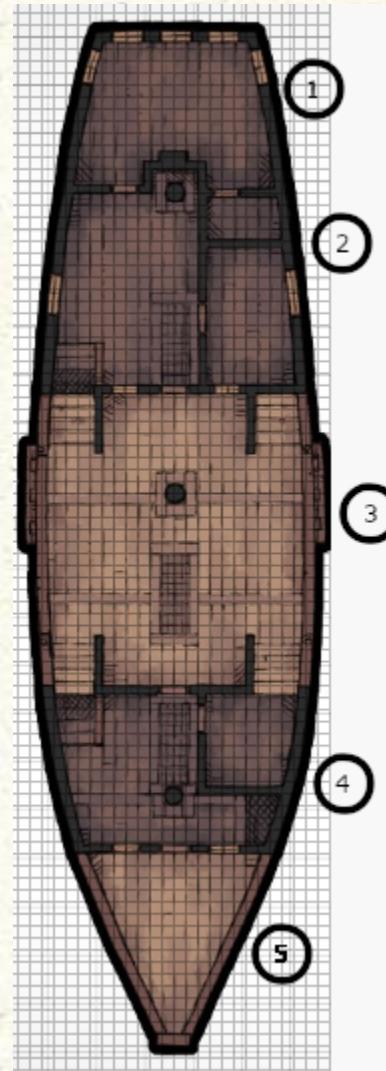
ACT III PLAYER MAP



ACT IV DM MAP



ACT IV PLAYER MAP



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