

# Ancient Evil

Niniejszy dokument zawiera komplet materiałów do lekcji angielskiego, poprowadzonej w formie gry fabularnej, której akcja toczy się w świecie Śródziemia:

- 1) Scenariusz przygody „Ancient Evil” dla nauczyciela (Mistrza Gry)
- 2) Opisy postaci graczy (Character Charts)
- 3) Opisy postaci niezależnych (NPC)
- 4) Mapę

Czas trwania przygody: 2 godziny lekcyjne

W zależności od liczby grup biorących udział w zadaniu, nauczyciel może być Mistrzem Gry i odgrywać role postaci niezależnych (właściciela oberży, sklepikarza itd.) lub występować wyłącznie jako Mistrz Gry, a rolę postaci niezależnych pozostawić wskazywanym na bieżąco uczniom, którzy na chwilę porzucają swoją rolę jako członkowie drużyny i wcielają się w postać opisaną na karcie NPC, którą otrzymali od nauczyciela.

Należy podzielić klasę na 4-osobowe grupy.

Mistrz Gry rozpoczyna od wstępu, a następnie rozdaje karty postaci poszczególnym członkom drużyny. Kiedy uczniowie zapoznają się już ze swoją postacią i nadadzą jej imię, przechodzimy do punktu 1.

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# Ancient Evil

The times are hard in Middle Earth. Mysterious creatures have begun attacking the nearby towns and villages. Some say that the source of these troubles is located somewhere on the other side of the Misty Mountains, but no one seems to know exactly where to look for it.

[give Character Charts to the party members]

- 1) You are travelers, who have just arrived at the Prancing Pony - an inn located in a town of Bree, just outside of Shire. You find yourself sitting at a table in a corner, away from the counter, and there are some strangers you've never met sitting next to you. Introduce yourself and try to get as much information about them as possible, for you are about to spend a night in their company. It is dangerous to camp outside the town walls and even on the streets, as there are rumors of vampires lurking in the shadows.

[after the players have introduced themselves to one another (remind the Elf Wizard to reveal his/her map and invite everyone to join him/her on his quest), continue with the story:]

- 2) The inn keeper approaches you and you order something to eat and drink.

[give the NPC chart of the "Inn keeper" to one of the players and tell him/her to act as if he/she was the inn keeper.]

- 3) After you've ordered your meals, try to negotiate a way to pay for the night at the inn. However, you have no gold with you, as the times are hard and it's dangerous to travel with this precious metal in your purse.

[try to get the players to spend the night at the inn... after they have arranged it with the inn keeper, continue with the story:]

- 4) It's early in the morning. You have already had breakfast, and now you must make preparations for the journey that awaits you. Talk to the other members of your party and decide on the equipment and food you need to buy before you set off.
- 5) After you agreed on the things you need to buy, you head towards a local general store. Talk to its owner and explain what you need to buy. For your service, the Inn Keeper gave you some gold which you can use while shopping.

[give the NPC chart of the "Shop keeper" to one of the players and tell him/her to act as if he/she was the shop keeper/]

[after the party has finished buying goods at the store, continue with the story:]

- 6) Finally you are heading East, along the Great East Road. You pass the Weathertop, an ancient hill, and you arrive at the river that flows at the footsteps of the Misty Mountains. The river is 200-metre wide, and infested with killer-fish, so there is no way to cross it other than the Last Bridge. Unfortunately, when you arrive at the spot where bridge should be located, you only see its smoldering ruins. Suddenly, your eyes catch a glimpse of a strange person with a boat, standing on the river bank a few dozen meters away from you. Talk to him (or her) to get you safely to the other side.

[give the NPC chart of the "Ferryman" to one of the players and tell him/her to act as if he/she was the ferryman.]

[if the conversation is getting too long, you can say “Suddenly you can see hundreds of orcs approaching from the nearby forest, so you must hurry up”. After the party has been transported to the other side, continue with the story:]

7) And so you arrive at the footsteps of the Misty Mountains. Ominous peaks loom in the distance. The only way to cross this mountain range is through the Dwarven Pass, so you head towards it. After a few hours of hiking and climbing you spot a dwarf who guards the Pass. Talk to him and negotiate - you want him to let you through the Dwarven Pass.

[give the NPC chart of the “Dwarf chieftain” to one of the players and tell him/her to act as if he/she was the chieftain.]

[as soon as the party negotiates their safe conduct through the Dwarven Pass, continue with the story:]

8) You made your way through the Misty Mountains. It is getting dark, and you can see Mirkwood looming in the distance. This ancient forest is notorious for the wolves and wargs that attack everybody who enters the forest after the sunset. You must find a place to rest and spend the night. Try to talk to your party and decide on where and how you will spend this night. You may use any camping equipment you bought back at the general store in Bree. Try to decide, who will take care of pitching the tents, who will start a fire, who will make something to eat, etc.

[when the party has finished negotiating the way they are going to spend the night, continue with the story:]

9) Early in the morning you start walking again. After a few hours you arrive at Long Lake, on which the ancient city of Men, called Esgaroth, is

located. The city is walled, so after making your way across the water, you approach the city gates. The guards arrest you and take you directly to the city mayor. Talk to him/her and win his/her trust and he/she will let you stay in the city and prepare for the last leg of your journey.

[give the NPC chart of the “Mayor of Esgaroth” to one of the players and tell him/her to act as if he/she was the mayor]

[when the Mayor has agreed to help the players, continue with the story:]

10) And so you replenish your resources, buy some food and equipment at the city’s shops. Next day you leave Esgaroth behind and head towards the Lonely Mountain. From what the Mayor told you, this is where the ancient dragon lives. You know that dragons love gold and trinkets, so maybe you will find what you are looking for in the dragon’s nest. You approach a cave, which might be the beast’s lair. Talk to the other players and decide on the course of action.

[when the party agreed on what they are going to do, continue with the story:]

11) You enter the beast’s cave and find yourselves lucky, as the dragon seems to be away. But it’s very dark in the cave and you can’t see a thing. Talk to the others and try to find a solution.

[when the party has found some light, continue with the story:]

12) You find yourselves in the part of the cave where the beast keeps its treasures. Suddenly one of you catches a glimpse of the thing you are looking for. It’s an ancient artifact - a golden tube with a scroll in it. When you read the scroll, you invoke a long-forgotten spell that sends all the evil creatures back to where they came from. And so you may return to your homes, to enjoy the glory of a hero, as you certainly are heroes indeed.

## Elf wizard



Your name is ..... You are 150 years old. Along with your pointy ears, you have a grey, pointed hat and a staff, which you use both in your journeys and while casting spells. You have just returned from a long trip into the Blue Mountains, where you visited your friend, an old elf known by the name of Soran. On his death bed he handed you an ancient elven map with a mysterious X-mark. He told you that in order to find out what the source of the evil that threatens your land you had to find a magical artifact marked with the X-mark and destroy it. You need a company to get you safely across the Misty Mountains and into the Lonely Mountain.

## Dwarf fighter



Your name is ..... You are 139 years old. You are a stout warrior, seasoned in many a battle. You come from an old dwarven family which are famed for their skill at forging magical weapons. Unfortunately, your parents decided to withhold the secret of forging magical weapons from you until the time you prove yourself worthy of this knowledge. So you embarked upon a long and arduous journey to find a challenge that would prove you worthy of your ancestors.

Your weapon of choice is your axe.



## Halfling thief



Your name is ..... You are 33 years old. You hate hard work and prefer the life of a small thief. You are extremely agile and you have extremely deft fingers. Unfortunately, you were caught red-handed while trying to pick an important lord's pocket and the local judge sentenced you to banishment from your bellowed Shire. So you are wandering the foreign lands trying to regain your honour or just find some fame and glory. Your weapon of choice is your small sword, which glows in dark when there are goblins nearby.

## Human bard



Your name is ..... You are 22 years old. You love poetry and have a penchant for singing about great deeds of valour and glory. Your name is famous across the lands of Middle Earth. Despite your young age, you have seen a lot and you have taken part in numerous wars and battles. Due to your romantic disposition, you have always wanted to see a real dragon in order to write a song about it. You are still single and, even though your fame proceeds you when you travel, you are still looking for the lady of your heart.

### **Inn keeper**

Your name is Songy. You are a human, who has spend the last 20 years running an inn in Bree. The Prancing Pony is a popular place to spend the night in the town. Unfortunately, recently your wife has been complaining about big rats – creatures the size of a large dog - which destroy all the food stored in your basement. You desperately need somebody to help you fight these rats as you are crippled yourself and cannot get rid of them on your own. If somebody offers to help you, you are rich enough not only return the favour by offering a place to sleep, but also to give them some gold coins.

But first ask the weary travelers what they want to eat and drink.

### **Shop keeper**

Your name is Dralin. You are a dwarf. You've been running your general store for over 50 years now. You sell various goods, both regular and magic: from spades to nails, to various groceries, to magic potions and even climbing and camping equipment.

### **Dwarf chieftain**

Your name is Sondrin. You are the chieftain of the dwarves who live in the Misty Mountains and your people guard the only mountain pass that allows travelers to get from one side of the mountains to the other. In exchange for letting people pass, you need them to work in your mines for two days.

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### **Ferryman**

Your name is Colly. You are a hobbit (a halfling). You started to operate this ferry about two weeks ago, when a horde of strange, orc-like creatures attacked and destroyed the Last Bridge. You are afraid to venture into the forest now, as the vile monsters are still in the vicinity, and your food supplies have been depleted. You are beginning to have problems with feeding your family. Your wife will be glad if you bring her and your children something to eat.

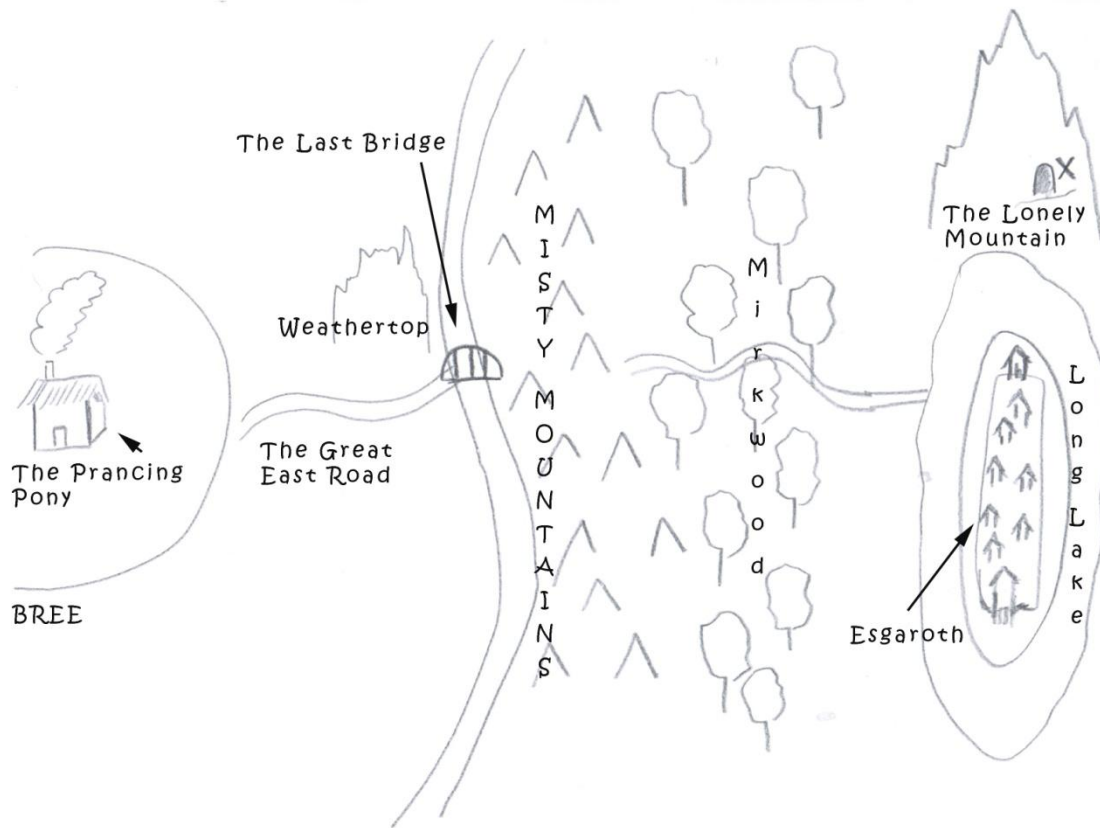
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### **Mayor of Esgaroth**

You lead your people as the head of the ancient city of Esgaroth, located on an island on the Long Lake. Your community was once troubled by a dragon that inhabited caverns in the nearby Lonely Mountain, but nobody has seen this beast for quite a long time now, so your city continues to prosper and Esgarothans live in peace. Suddenly this peace is about to be broken by the strangers who knock on the gates of your city. You want no troubles.



*THE OLD MAP*



*THE OLD MAP*

