



**SCENARIO NR 1**  
**LORD OF THE RINGS**



© Nausika Foundation 2021

[www.nausika.eu/larpchess](http://www.nausika.eu/larpchess)

[biuro@nausika.eu](mailto:biuro@nausika.eu)

+48 518 584 244

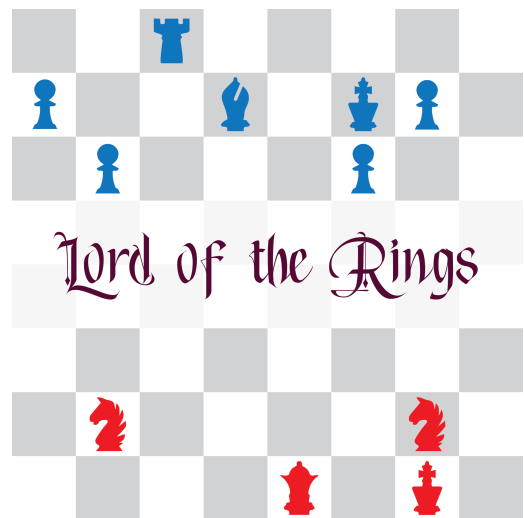
## SCENARIO NR 1 | LORD OF THE RINGS

A pack of footed heroes loaded with elven weapons and ancient artifacts challenges the Dark Lord of Mordor and his deadly riders to a final battle for dominance over Middle-Earth.

Brutal force, berserk charges and soul-slavery on one hand; cunning magic, chivalrous courage and solidarity of the little ones on the other.

The battle takes place in the whole land described by J.R.R. Tolkien as Middle-Earth, which is represented by the chessboard.

The narrative time is a couple of months, which should fit into 1 hour of gameplay.



Lord of the Rings - 11 players					
n.	BLUE	VALUE	15	OBJECTIVE	whom
1	Aragorn	king	3	win	(group)
2	Frodo	pawn	1	promote	yourself
3	Sam	pawn	1	survive	Frodo
4	Pippin	pawn	1	survive	yourself
5	Merry	pawn	1	promote	yourself
6	Gimli	tower	5	kill	Khamûl
7	Legolas	bishop	3	kill	Dwimmer
8					
n.	RED	VALUE	18	OBJECTIVE	whom
1	Sauron	king	3	win	(group)
2	Angmar	queen	9	kill	Frodo
3	Khamûl	horse	3	kill	Gimli
4	Dwimmer	horse	3	kill	Legolas
5					
6					
7					
8					

name

**Aragorn**

figure

KING



description

Descendant of ancient kings of the forgotten Dunedain dynasty. Looks like a ragged wanderer. Likes to sit in a tavern, hooded, smoking a pipe and staring at the passing guests. In hopeless love with a 1000-year-old elven princess. His destiny is to lead a war against Sauron, the Dark Lord of Mordor, with a broken elven sword and a jumble of desperate warriors from all races of Middle-Earth.

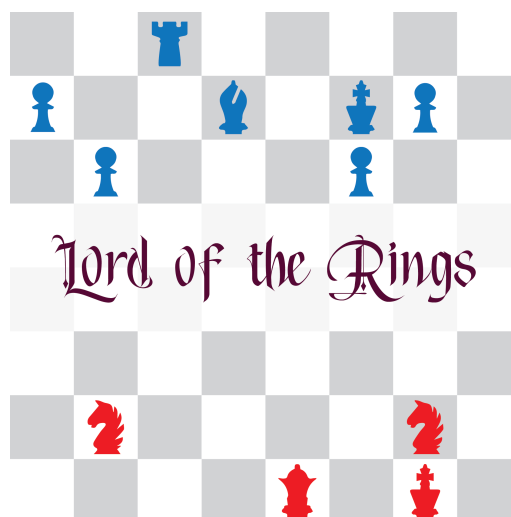
personal objective

There is no personal objective for a righteous king and responsible leader. Only the team victory matters, you get 2 points for it (see below).

group objective

Your only objective is to win this war. You get 2 points if your army wins the game of chess.

Try to focus on strategic thinking, but also on personal relations with your allies - convince them to reasonable moves and necessary sacrifices. Listen to their advice, but carefully, as they may be pursuing their own private agenda.



lore

"All that is gold does not glitter,  
Not all those who wander are lost;  
The old that is strong does not wither,  
Deep roots are not reached by the frost.  
From the ashes a fire shall be woken,  
A light from the shadows shall spring;  
Renewed shall be blade that was broken,  
The crownless again shall be king."

BLUE | KING

# ARAGORN



name

**Frodo**

figure



PAWN

description

A young hobbit, grew up in the Shire - a peaceful, laid-back agricultural country with no valuable resources whatsoever. By an unfortunate turn of events, became the owner of the most deadly artifact in Middle-Earth. This had caught the attention of nasty Mordor spies called the Nazgûls and led to the outbreak of war.

personal objective

As a humble hobbit who had been burdened with responsibility for the fate of the world, you deserve more power than a mere pawn in this game. You get 1 point if you get promoted. Standard chess rules apply - you need to stand on the edge of the enemy territory to promote yourself to a stronger figure.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"I will take the Ring though I do not know the way".

"I feel that as long as the Shire lies behind, safe and comfortable, I shall find wander more bearable."



# FRODO



name

**Sam**

figure



PAWN

description

A young hobbit, grew up in the Shire - a peaceful, laid-back agricultural country with no valuable resources whatsoever. A gardener as a profession. In love with a woman called Rose, who wants to marry a man of higher social status. Got into the war business because of Frodo from the Baggins family.

personal objective

You are totally devoted to Frodo, your friend and master. You would protect him at all cost, give up your life in his defence. You get 1 point if Frodo is alive at the end of the game.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"For you, little gardener and lover of trees,' she said to Sam, 'I have only a small gift.' She put into his hand a little box of plain grey wood, unadorned save for a single silver rune upon the lid."

"But in the end, it's only a passing thing, this shadow. Even darkness must pass. A new day will come. And when the sun shines it will shine out the clearer."



# SAM





name

**Pippin**

figure



PAWN

description

A young hobbit, grew up in the Shire - a peaceful, laid-back agricultural country with no valuable resources whatsoever. A renowned loafer and gadabout. Admirer of beer, tobacco and other earthly pleasures. Got into the war business because of untamed curiosity and the urge to explore the world.

personal objective

You value your hobbit friends from the Shire, you really love them, but above all, you value your own life. There's no gain for the dead. You get 1 point if you stay alive at the end of the game.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"That's what I meant," said Pippin. "We hobbits ought to stick together, and we will. I shall go, unless they chain me up. There must be someone with intelligence in the party."

"Fool of a Took!" he growled. "This is a serious journey, not a hobbit walking-party. Throw yourself in next time, and then you will be no further nuisance."



# PIPPIN



name

**Merry**

figure



PAWN

description

A young hobbit, grew up in the Shire - a peaceful, laid-back agricultural country with no valuable resources whatsoever. A trusted friend and companion. Got into a wastrel company during a tavern crawl in Hobbiton. Decided to stay at their side when they departed for an unexpected and suicidal journey to the land of Mordor.

personal objective

You value your hobbit friends from the Shire, you really love them, but above all, you value your self-development. This dangerous adventure is a chance to become someone greater than a mere hobbit farmer. You get 1 point if you get promoted. Standard chess rules apply - you need to stand on the edge of the enemy territory to promote yourself to a stronger figure.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"You can trust us to stick to you through thick and thin - to the bitter end. And you can trust us to keep any secret of yours - closer than you keep it yourself. But you cannot trust us to let you face trouble alone, and go off without a word."



# MERRY



name

**Gimli**

figure



TOWER

description

A dwarf from the Lonely Mountain. Son of Gloin. Always eager for an adventure. Extremely durable. Wields a 2-handed axe. Hates horses - either as enemies or as travelling mounts. By tradition, reluctant to elves - those sneaky tree-hugging bastards. However, while the road was going on, developed a surprising friendship with one of them, called Legolas, son of Thranduil.

personal objective

You have a competition with Legolas for the more efficient monster-slayer. After cutting dozens of Orcs and Uruk-hais with your axe, the time has come for a bigger enemy. Now you hunt for a Nazgûl who bears a name KHAMÛL. You get 1 point if you kill him by your own move.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"Faithless is he that says farewell when the road darkens."

"Certainty of death. Small chance of success. What are we waiting for?"

"I will be dead before I see the Ring in the hands of an Elf!"



# GIMLI



name

**Legolas**

figure



BISHOP

description

An Elf from Mirkwood. Son of king Thranduil. Always eager for an adventure. Swift and cunning. Carries a bow, shoots with enormous speed and precision. Hates caves and dungeons, loves forests, especially at moonlight. By tradition, reluctant to dwarfs - those sneaky cave-crawling bastards. However, while the road was going on, developed a surprising friendship with one of them, called Gimli, son of Gloin.

personal objective

You have a competition with Gimli for the more efficient monster-slayer. After piercing dozens of Orcs and Uruk-hais with your arrows, the time has come for a bigger enemy. Now you hunt for a Nazgûl who bears a name DWIMMER. You get 1 point if you kill him by your own move.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

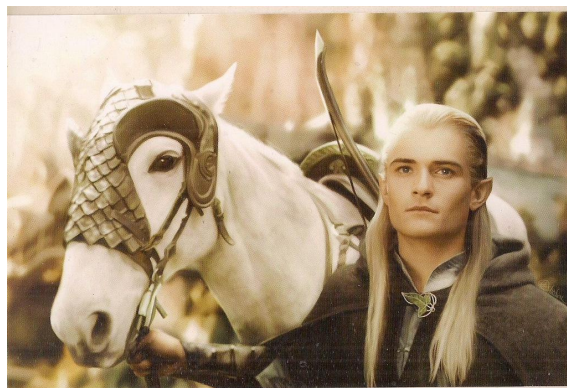
You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor Card", your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"Nay, time does not tarry ever, but change and growth is not in all things and places alike. For the Elves the world moves, and it moves both very swift and very slow."

"Yes, they are elves," Legolas said. "and they say that you breathe so loud they could shoot you in the dark." Sam hastily covered his mouth."



# LEGOLAS





name

**Sauron**

figure

KING



description

A god-like being, one of the Mayars. He had existed before the creation of Arda - the physical world. Initially, a positive and creative spirit, later became corrupted by untamed curiosity and will of power. Probably the most powerful being among those still alive and active in Middle-Earth.

Nowadays, the Dark Lord of Mordor, Master of the One Ring. The Ring, however, remains in the hand of a hobbit - an embarrassing little creature which calls itself a "Ring-bearer"! You have been separated from your precious Ring for centuries and that was a pain of loss without comparison. It's high time to retake it.

Yet, you do not have a habit of moving far away from Mordor in your physical body. Instead, you should send the Witch-king of Angmar, your trusted servant (trusted because you had bent his will to yours).

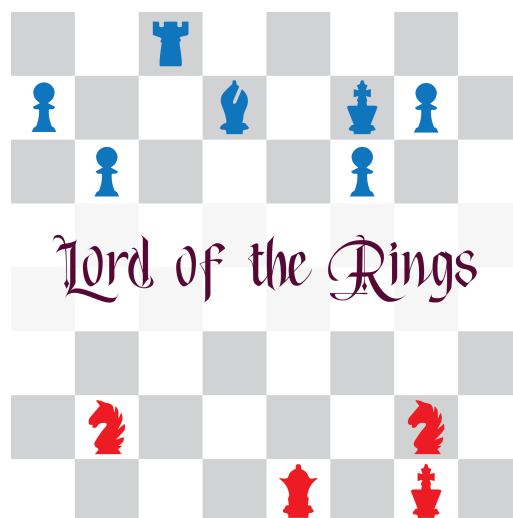
personal objective

There is no personal objective for The Dark Lord. You want to put your hand on the whole MiddleEarth, so you just need to win this war. Only the team victory matters, you get 2 points for it (see below).

group objective

Your only objective is to win this war. You get 2 points if your army wins the game of chess.

Try to focus on strategic thinking, but also on personal relations with your allies - convince them to reasonable moves and necessary sacrifices. Listen to their advice, but carefully, as they may be pursuing their own private agenda.



lore

"The Eye of Sauron the Terrible few could endure."

"He is in great fear, not knowing what mighty one may suddenly appear, wielding the Ring, and assailing him with war, seeking to cast him down and take his place. That we should wish to cast him down and have no one in his place is not a thought that occurs to his mind. That we should try to destroy the Ring itself has not yet entered into his darkest dream."

RED | KING

# SAURON



name

## Witch-king of Angmar

figure



QUEEN

description

A Nazgûl, one of 9 infamous Ring-wraiths. The strongest among them and the first general in Mordor. Dark and gloomy, dressed all in black, never shows the face from behind the hood. Wields absolute power over his minions. Executes at any signs of criticism. Enjoys running a devastating charge on his enemies himself alone in pure demonstration of power. Obeys only one master - Sauron, the Dark Lord, who has bonded his will by the powerful trickstery of the One Ring to Rule them All.

War is more complicated than people would expect from the Lord of the Nazgûl. It needs not only brutal force, but also a lot of thinking - tedious work like positioning the armies and providing the supplies. You want to prove yourself as the one who is really pulling the strings.

personal objective

You had been asked by Sauron to find something precious and bring it to him. A small golden ring. You can only guess that this is actually The One Ring, an infinite source of power, which was lost centuries ago. If this is true, you would become the strongest being in this world if you only put in on your finger. You get 1 point if you kill Frodo, the Ringbearer, by your own move.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

Please mind that killing Frodo does NOT give you any additional powers according to the game mechanics, but you can play it out narratively.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor" Card, your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"A crown of steel he bore, but between rim and robe naught was there to see, save only a deadly gleam of eyes... now he was come again, bringing ruin, turning hope to despair, and victory to death."



RED | QUEEN

# ANGMAR



name

**Khamûl**

figure



HORSE

description

A Nazgûl, one of 9 infamous Ring-wraiths. Dark and gloomy, dressed all in black, never shows the face from behind the hood. Rides a diabolic horse which never gets tired, powered by the wrath of the One Ring itself. Kills and executes eagerly, draws pleasure from violence. Enjoys running a devastating charge on his enemies all alone. Obeys Sauron, the Dark Lord, who has bonded his will by the powerful trickstery of the One Ring to Rule them All. Supposed to obey the First of the Nazgûl - the Witch-king of Angmar - but actually despises that arrogant bastard, would like to undermine his authority.

personal objective

You have a competition with Dwimmer for the more efficient hero-slayer. After smashing dozens of knights of Gondor and riders of Rohan, the time has come for a bigger enemy. Now you hunt for the infamous Gimli, one of the cursed "Fellowship of the Ring". You get 1 point if you kill him by your own move.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor" Card, your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"A crown of steel he bore, but between rim and robe naught was there to see, save only a deadly gleam of eyes... now he was come again, bringing ruin, turning hope to despair, and victory to death."



RED | HORSE

# KHAMÛL



name

**Dwimmer**

figure



HORSE

description

A Nazgûl, one of 9 infamous Ring-wraiths. Dark and gloomy, dressed all in black, never shows the face from behind the hood. Rides a diabolic horse which never gets tired, powered by the wrath of the One Ring itself. Kills and executes eagerly, draws pleasure from violence. Enjoys running a devastating charge on his enemies all alone. Obeys Sauron, the Dark Lord, who has bonded his will by the powerful trickstery of the One Ring to Rule them All. Supposed to obey the First of the Nazgûl - the Witch-king of Angmar - but actually despises that arrogant bastard, would like to undermine his authority.

personal objective

You have a competition with Khamûl for the more efficient hero-slayer. After smashing dozens of knights of Gondor and riders of Rohan, the time has come for a bigger enemy. Now you hunt for the infamous Legolas, one of the cursed "Fellowship of the Ring". You get 1 point if you kill him by your own move.

Keep this objective a secret, otherwise your teammates will figure out that you are following a strategy which is not the most profitable for the team.

group objective

You get 1 point if your team wins the game of chess.

NOTE: If you have drawn the "Traitor" Card, your group objective is reversed - you get 1 point if the opposite team wins the game of chess.

lore

"A crown of steel he bore, but between rim and robe naught was there to see, save only a deadly gleam of eyes... now he was come again, bringing ruin, turning hope to despair, and victory to death."



RED | HORSE

# DWIMMER

