

Morgane's vengeance



Scenario ID



Description

In this scenario, players play as squires of the Knights of the King Arthur. While their masters are away on quests, they find themselves alone in the round table hall and are caught in a trap set by Morgana La Faye. Merlin had foreseen this trap and had begun a counter-spell, but he didn't have time to finish it. The goal of the players is to complete Merlin's counter spell in order to foil Morgana's plan and regain their freedom.



Pedagogical objectives

Level: B1-B2

Skill(s): Reading, writing

Vocabulary: Adverbs of place

Grammar: Past tenses

(Inter)Cultural element(s): Arthurian Legend



Escape game specifics

Type: Traditional escape room

Time needed: 45 minutes

Ideal number of participants: advised for 2-5 players

Topic(s): Kings and legends in the Middle Ages

Key skills required:

Minimum requirements

Carboard crafting



More advanced version

Wood crafting



Erasmus+

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