



Morgane's vengeance



Scenario Description and Roadmap



Context of the story

The witch Morgan has cast a spell on Camelot. The room of the round table, centre of power of the kingdom, is locked with all the squires inside. The knights are away accomplishing missions for the King. Only Merlin stayed to guard the castle.

Squires have 45 minutes to find a way to break the spell before its completion, otherwise they will remain locked forever and the kingdom will fall.

Fortunately, the knights knew Morgan was up to something. They left some clues and a way to communicate with them.

Find the device, break the spell, save the kingdom.



Global explanation

Players are locked in a double room. From the beginning, they can only access the first room. Inside, they find the round table, in the second room they'll find a communication box. Other secondary assets serve as enigmas and searching spots.

Players find a cryptex, it contains the key to the next door. To solve it, they need a combination of blazons. They can find half pucks, some with blazons, some with verbs. They have to read sentences about knights of the round table to combine verb and blazon pucks. Then, put them in the correct order on the table using a circular text displayed on it with missing verbs. The order of the blazons behind the verbs gives the cryptex code.

After opening the communication box in the second room, players will find inside some visual clues of which runes to put on the table. Each clue serves as a small enigma that gives a set of runes to use on the table. Once all the runes to use are found, a final enigma that uses position adverbs must be solved to put them in correct order. When completing the table, players break Morgana's spell and are free.



Roadmap

The **diagram** of the detailed steps is available as an **annexed file** ("diagram.pdf"). Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

| Phase – Open the door to second room

Players must find and solve a cryptex located in the room to release the key that opens the door to the next room. The cryptex is composed of coats of arms that must be aligned in a specific order.

| Step A.1 – Put back together the text about knights

A text (text 2) with sentences about knights with a symbol on its back has been shredded to pieces. Pieces must be put back together to make the text readable. The text is composed of a sentence for each knight concerning his story. Inside each sentence the name of the knight and a highlighted verb are present.

| Step A.2 – Combine pucks using displayed coats of arms and verbs

Coats of arms with the name of their corresponding knight are displayed on the walls and must be used to combine each coat of arms with a verb.



Puck halves must be found in the room. Each half has either a verb or a coat of arms displayed on it. It is only possible to combine halves with a coat of arms with halves with a verb to create a full puck.

Knowing the link between a knight's name and a verb, players must use the displayed coats of arms showing the link between a knight's name and a coat of arms to obtain the link between a verb and a coat of arms. Using these links, they must combine puck halves.

Text puzzle: Verb -> Name

+

Coat of arms displayed: Name -> coat of arms

=

Full pucks: Verb -> coat of arms

Step A.3 – Fill the text on the table to get the cryptex code

A circular text on the outer rim of the table forms a circle (text 1). Missing verbs in the text are materialized by empty slots that can fit pucks.

Pucks must be displayed inside the slots on the outer rim of the table using the verbs on one of their halves to complete the sentence. Then they must be flipped to display the coat of arms. Starting from Arthur's coat of arms, turning clockwise, the order of coats of arms give the solution to the cryptex (code 1).



Step A.4 and A.5 – Solve the cryptex and open the door

Players input the code into the cryptex which releases the key that opens the door to the next room.

Phase B – Complete communication box

Players find a box with a hole at its center. There are 2 locks that block the removal of shutters.

Step B.1 – Find the keys of the shutters' locks and unlock them

Players must find a key in each room to remove the locks that block the shutters

Step B.2 – Find and use the mirror to look at the images

Players must find the mirror in the first room and figure out that it fits in the center of the box and that it can be used to look at images inside the box. By rotating it they can switch between images.



Phase C – Complete inner circle of the table

Using the clues inside the box players must find which runes to use on the table.

The order is given by a text displayed on a wall in room 2.

Step C.1 - Picture of Merlin's wand and a rune: find the runes using uv light

Three runes written with invisible ink are displayed in the room.

In the communication box, a picture shows Merlin using his wand to reveal a rune, as well as a cross-out sun and a moon.

Similarly, turning the room dark and using Merlin's magic wand will reveal them.

These three runes shall be used afterwards.

Step C.2 - Picture of a figurine: find the rune under the good figurine

The room has several figurines displayed. On each, a coloured rune is hidden.

The picture of the figurine indicates the rune which shall be used afterwards.

Step C.3 - Picture of the swords: find the runes on the swords

Three swords are displayed on the walls. 2 of them are side to side in the first room. A third slot is empty. The third sword is in the second room.

In the communication box, a picture shows three swords next to one another, with runes on them.



Players need to bring the third sword in the main room and place it on the empty slot.

By comparing the swords, they will notice one rune differs on each sword.

These three runes shall be used afterwards.

Step C.4 - Picture of a book: runic sentence translation

A table giving the phonetics and alphabetic translation of the runes is displayed in the room.

A sentence written with runes has been placed within a book, itself included in the library.

In the communication box, a picture shows the cover of the book within which the rune sentence is included.

Players need to find the book in the library and decipher the runes sentence.

The sentence gives out one rune that shall be used afterwards.

Step C.5 – Collect within the room the 8 runes identified beforehand

Within the room, 24 runes pucks are hidden. On each puck, players will see a rune and a color.

Players need to find the 8 runes identified in the communication box. Here is a recap table:



Runes with UV Lamp	Runes with swords	Rune with figurine	Rune with book
⌘	ᚷ	ᚠ	ᚢ
ᚢ	ᚷ		
ᚠ	ᚢ		

Step C.6 – Find the location of each rune on the table

8 empty slots are carved in the inner circle of the table.

The 8 identified runes pucks will display 8 different colors.

A text in the second room indicates which color should be placed in each empty slot of the table.

Following the text, players place the runes pucks in the designed slot.

Step C.7 – The table completed with every rune in the correct spot opens the door.



Erasmus+

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