



Morgane's vengeance



Scenario Game Master Sheets



Description of the Game Master's role

To help you understand your **role as a Game Master** (GM), take a look at the sheets “**Tool - Roadmap**” and “**Tool - Track Form**” in our [creation box](#). **Chapter 4** of our guide “[Animation of a pedagogical escape room for language education](#)” is also a resource that you may want to read.

During this experiment, the GM can embody Merlin stuck outside the room. Thanks to his powers he should be able to see what the players are doing (via a camera) and communicate with them to support them (via a speaker for example). But Morgana's spell is so powerful that he himself has been affected: only the knights will be able to avoid the worst from inside the Round Table room.



Hints and solutions

Step A.1:

Hints

Have you noticed drawings behind the texts? Maybe it can help you put them back together in one piece.

Step A.2:

Hints

There are 2 kinds of pucks, you'll need pieces of information that link knights and verbs to combine them.

Step A.3:

Hints

Completing only the verbs won't take you very far, remember your objective.

Best is to order your blazons clockwise.

Solution

A great danger has **awoken**,
Morgan, A dark spell **has cast**,
And the kingdom **has been cursed**,
But of your fate, I **dreamt**.

If the wooden discs you **found**,





And the knights' messages you **read**,

If by the rules you **abode**

And by the table you **knelt**

The spell shall be **broken**

And your freedom **restored**

Otherwise, in the room, forever **locked** you'll remain.

Step C.1

Hints

You should maybe turn off the lights...

Step C.2

Hints

Have you seen this figurine somewhere?

Step C.4:

Hints

This book looks interesting, there might be something useful inside.

The sentence inside is "The rune F must be used to break the spell"

Solution

DM • RNTM • P • MNHT • BM • N4MM • TF • BRMFk • DM • 4CMIT •

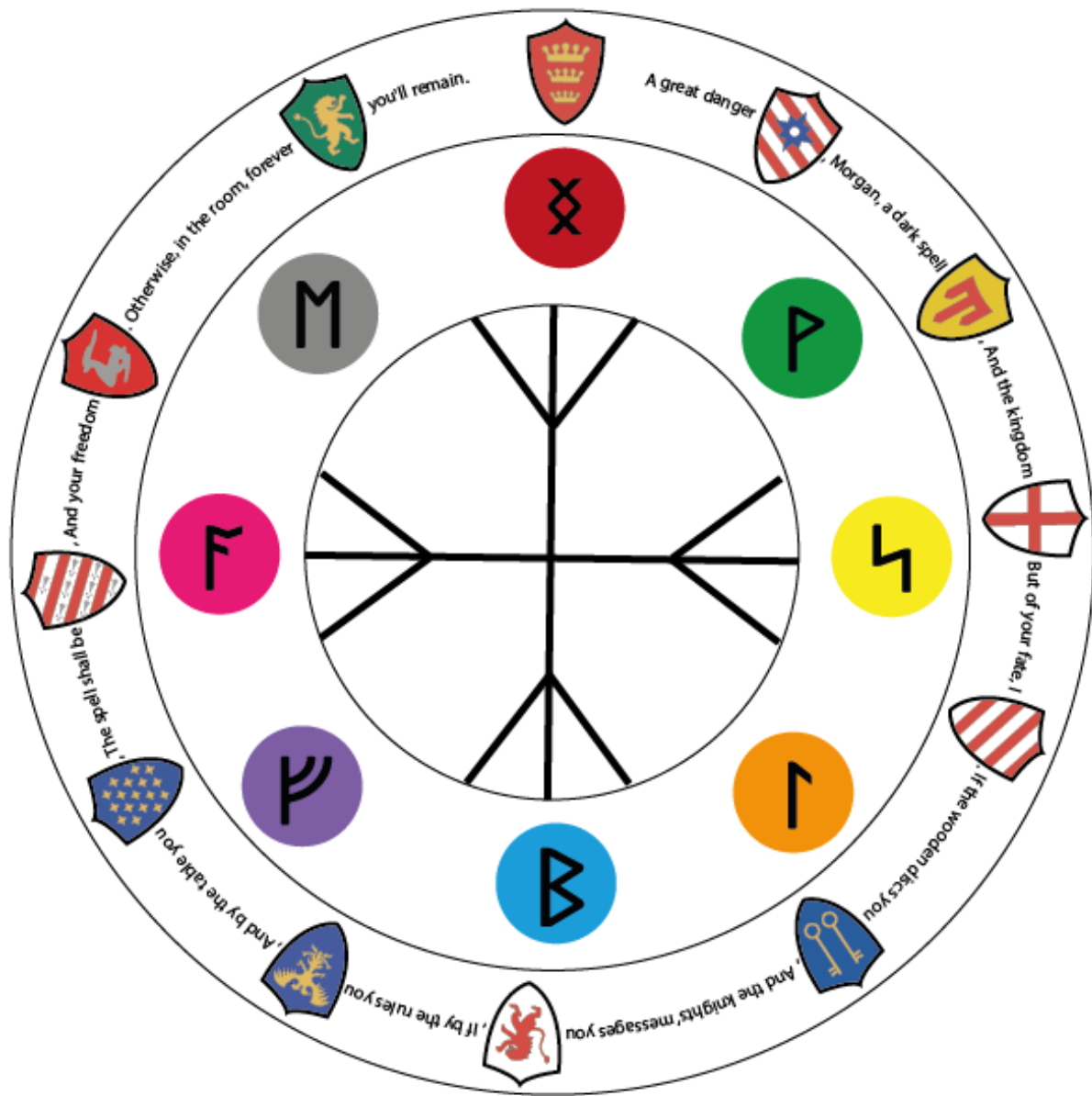
= The rune F must be used to break the spell

Therefore: P



Step C.7

Solution





Briefing

As a Game Master, it's important that you make a briefing session with your students before the game. Take a look at our practice sheets "**Tool - rules - game and safety**" and "**Tool - Student profile sheet checked**" in our [creation box](#).

It is necessary to mention that this scenario is inspired by the myth of King Arthur and is not a faithful representation of it.



Debriefing

Debriefing with your players at the end of a game is very important for you to have some **feedback** on the **difficulty** of the scenario, the **fun** your players had, what they think could be **improved**, ...

Take **notes** of your players' feedback, and write down your own thoughts on how this game went. That way, the next time you prepare this scenario, you will be able to improve the experience.

Have a look at our guide "Animation of a pedagogical escape room for language education", **chapter 6** will help you prepare for the debriefing session.





You will also find helpful resources in our [creation box](#), in the practice sheets **“Resource - How to organize the debrief”**, **“Tool - Classic feedback roadmap”**, **“Tool - Roadmap”**, **“Tool - Track Form”** and **“Tool - Non-exhaustive trouble list”**.

Examples of questions you could ask:

- “How did you like the game setting?”
- “If you could add/change something about the game setting, what would it be?”
- “How did you feel throughout the game?”
- ...



Erasmus+

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