**Escape Room Activity: The Midnight Vampire Society**

***The Haunted Chronicles***

**Theme: "Stop the Blood Moon Ritual"**

Players must work together to solve puzzles, find hidden clues, and unlock the secrets to disrupt the Midnight Vampire Society’s sinister ritual before the blood moon rises and the town of Hollow Creek falls under their control.

**Setup**

The escape room is divided into **three main stations**, each representing a phase of the ritual:

1. **Summoning**
2. **Binding**
3. **Sealing**

Participants must complete tasks at each station to progress to the next phase. Completing all three phases will stop the ritual.

**Materials Needed**

* Printed props: journal pages, maps, and rune symbols.
* Lockable boxes (real or simulated with puzzles).
* Flashlights or battery-operated lanterns for a dimly lit room.
* Clue cards with riddles and puzzles.
* A clock or timer (set for 45–60 minutes).
* A decorative “altar” centerpiece for the final puzzle.
* Fake letters, wax seals, and vampire-themed decorations for ambiance.

**Station 1: Summoning**

**Goal: Identify the secret code to disrupt the summoning chant.**

1. **Clue Setup:**
   * Place three riddles hidden in objects around the room (e.g., inside books, under furniture).
   * Riddles reveal parts of a code:  
     Example:
     + *“I am pale and full, marking the beginning of fright. Who am I?”* (Answer: Moon)
     + *“I am the lifeblood of rituals, red and flowing. What am I?”* (Answer: Blood)
     + *“I illuminate the darkness but flicker and fade. What am I?”* (Answer: Lantern)
2. **Puzzle:**
   * Arrange the answers to the riddles (*Moon, Blood, Lantern*) into the correct order to unlock the first box or reveal the next clue.
   * The code might be represented by symbols (e.g., crescent moon, drop of blood, lantern).

**Station 2: Binding**

**Goal: Decipher the binding rune to weaken its power.**

1. **Clue Setup:**
   * Create a rune puzzle using symbols from the book.
   * Players must match symbols to their descriptions or meanings.
2. **Puzzle:**
   * Provide a "cheat sheet" with partial information about rune meanings.
   * Example:
     + A rune with three interlocking circles means "unity."
     + A rune with jagged lines means "protection."
   * Players must correctly identify the binding rune (e.g., "control") to unlock the next step.
3. **Challenge:**
   * Hide the cheat sheet pieces in different parts of the room, forcing players to search and combine the information.

**Station 3: Sealing**

**Goal: Disarm the altar by solving the final puzzle and destroying the cursed object.**

1. **Clue Setup:**
   * Place the altar in the center of the room with a fake “cursed object” (e.g., a glowing orb, a book with glowing runes).
   * Surround the altar with clues, such as journal pages or letters that hint at the ritual’s requirements.
2. **Puzzle:**
   * The players must figure out which objects (candles, runes, or symbols) need to be “destroyed” or removed to disrupt the ritual.
   * Use a sequence puzzle: For example, candles labeled "Past," "Present," and "Future" must be extinguished in the correct order (based on clues from the journal).
3. **Final Step:**
   * Once the correct sequence is completed, players receive the final key to unlock a box containing a note: *“The ritual is broken. Hollow Creek is safe—for now.”*

**Winning Condition**

* Players successfully complete all three stations within the time limit and stop the ritual.

**Losing Condition**

* If players fail to complete the final task before the timer runs out, the “blood moon” rises, and the vampires take control. End the activity with a dramatic message: *“You were too late. The Midnight Vampire Society reigns supreme.”*

**Optional Enhancements**

* **Lighting:** Use dim, flickering lights to set the eerie mood.
* **Sound Effects:** Play subtle background sounds of whispering, chanting, or rustling leaves.
* **Costumes:** Have facilitators dress as society members to occasionally “interrupt” the players for added tension.
* **Interactive Elements:** Include fake blood, glowing props, or hidden UV clues that can only be seen under blacklight.