**Escape Room Activity: “The Crypt’s Curse” – The Moonlit Crypt**

**The Haunted Chronicles**

**Objective**: Break the crypt’s curse by solving clues and escaping the room within 45 minutes!

**Materials**:

* Printed “crypt” maps
* Envelopes with clues
* Flashlights (optional for a spooky effect)
* “Ancient symbols” sheets
* Lockable box (for the final clue or “artifact”)
* Small props like “old coins,” “keys,” and “scrolls” (to add realism)
* Stopwatch or timer
* Team notebooks or worksheets for jotting clues

**Setting Up the Classroom**

1. **Room Layout**: Set up the classroom to look like a crypt with desks or tables as “stone altars,” chairs covered in dark cloths, and dim lighting.
2. **Props and Clues**: Scatter clues and “artifacts” around the room. Each clue leads to the next, eventually guiding students to “break the curse” and escape.
3. **Locked Box**: Place a lockable box in a prominent area of the room. This is where the final clue or “artifact” will be hidden, representing the escape item.

**Game Flow and Clues**

1. **Starting Instructions**:
	* **Crypt Story Introduction**: Explain that students have entered “The Moonlit Crypt” and discovered the friends’ quest to uncover its secrets. A curse has trapped them inside, and they must solve all clues to escape before the crypt seals forever!
	* Divide students into groups of 4-5 and give them team notebooks.
2. **First Clue**: **Moonlit Map** (Envelope #1)
	* Students receive a map labeled **The Moonlit Crypt** with Xs marking specific spots. Each X corresponds to a location in the room where they’ll find the next clues.
	* **Task**: Use the map to locate hidden symbols around the room, each symbol leading to a riddle.
3. **Second Clue**: **Riddle of the Moon** (Envelope #2)
	* Hidden where the first X is marked, the next envelope holds a sheet titled **Riddle of the Moon**: “I light the night, yet do not burn; with each phase, I twist and turn. What am I?”
	* **Answer**: Moon.
	* **Next Step**: Once they solve the riddle, they find a picture of a full moon with a symbol at the bottom that matches symbols around the room.
4. **Third Clue**: **Symbol Search**
	* Instruct students to match the symbol found on the riddle sheet with symbols on a crypt wall poster in the room.
	* **Task**: Using the symbol as a key, decode a message written in ancient-looking letters. The message reads: “Find the guardian’s journal.”
5. **Fourth Clue**: **The Guardian’s Journal**
	* The “journal” is a locked notebook hidden nearby. They must solve a combination puzzle using the numbers on the symbols from the previous clue. This combination opens the journal.
	* Inside, the journal contains fragments of a passage about the curse and mentions “a hidden relic in the darkest part of the crypt.”
6. **Fifth Clue**: **The Darkest Corner**
	* Students search the room’s darkest corner, where they find a small chest (or box) with a note that reads, “The key lies where light and shadow meet.”
	* **Hint**: Shine a flashlight (or search with phones) on reflective paper where a hidden “key” symbol is taped.
7. **Sixth Clue**: **The Code of the Relic**
	* With the key, they open the small chest to find an old coin (or “artifact”) with numbers etched on it.
	* **Task**: Arrange the numbers to form the code to the locked box with the final clue or artifact.
8. **Final Puzzle**: **Breaking the Curse**
	* Inside the locked box, the final item is a note with an incantation and instructions: “To break the curse, recite these words together and solve the last riddle.”
	* **Riddle**: “I am not alive, but I grow; I have no lungs, yet I need air. What am I?” (Answer: Fire)
	* After reciting the riddle answer and the incantation, students break the curse and “escape the crypt.”

**Wrap-Up and Reflection**

* **Debriefing**: Discuss how students worked together, solved clues, and communicated as a team.
* **Reflection Questions**:
	+ What was the hardest part of breaking the curse?
	+ How did the clues relate to the story in *The Moonlit Crypt*?

**Extensions**

* **Creative Writing**: Have students write a “journal entry” about their experience in the crypt.
* **Art Extension**: Students design a new symbol or artifact that might be hidden in a future crypt.

This escape room activity combines mystery-solving, teamwork, and a bit of spooky fun to create an immersive educational experience!