**Escape Room Activity: Break the Entity’s Connection (Voicemails From the Grave)**

***The Haunted Chronicles***

**Theme: Inspired by *Voicemails From the Grave*, students must work together to decipher clues, solve puzzles, and break Chloe’s connection to the sinister entity before time runs out.**

**Objective**

Participants work as a team to solve puzzles, uncover secrets, and "destroy the connection" by completing tasks that reflect key moments from the book.

**Setup**

1. **Space Required:** One room or multiple stations.
2. **Duration:** 45–60 minutes.
3. **Materials Needed:**
   * Printable clues (provided below).
   * A lockable box (physical or imaginary "unlocking" mechanism).
   * Key props: A phone, a diary, fake voicemail transcripts, a mysterious map, a candle (LED for safety), and numbered cards.
   * A timer.
   * Prizes or certificates for completion.

**Storyline Introduction**

The group has discovered that the entity from *Voicemails From the Grave* has started targeting them! The only way to sever the connection is by solving the mystery behind Chloe’s voicemails and stopping the entity from crossing over into their world.

**Challenge:** Break the entity’s connection by solving all puzzles and "destroying the connection" in under an hour.

**Station Breakdown**

**Station 1: The First Message**

* **Clue:** Participants find a transcript of a voicemail:

“The number 7. Beware of repeating patterns. The second piece is near something glowing.”

* **Puzzle:** Hidden in the room are three glowing LED candles, each with a number attached. One candle has the number "3" taped underneath it.
* **Solution:** Combine the numbers (7 and 3) to unlock the next station.
* **Key Item:** A diary with a riddle inside.

**Station 2: The Diary Riddle**

* **Clue Inside the Diary:**

“I’m where Chloe learned the truth,  
In shadow’s heart, without a roof.  
Look at the map; I’ll show the way.  
My name will break the chain today.”

* **Puzzle:** Participants must use a map provided in the room with markings. The answer is "The Shadowy Dimension."
* **Solution:** Participants must spell out "Shadowy Dimension" using numbered cards hidden around the room.
* **Key Item:** A fake phone with another voicemail transcript taped to it.

**Station 3: The Voicemail Puzzle**

* **Clue from the Transcript:**

“The number is key;  
Find it near the glowing tree.”

* **Puzzle:** Participants must locate a hidden number (12) attached to a small "tree" prop or drawing.
* **Solution:** Enter the number into a combination lock or announce it to "unlock" the next challenge.
* **Key Item:** A small envelope with Chloe’s "memory."

**Station 4: Chloe’s Memory**

* **Clue in the Envelope:**

“Chloe’s fear gave the entity power.  
Light it up to weaken the tower.  
Match the fear to the key,  
And the answer will set you free.”

* **Puzzle:** Students must identify Chloe’s fear (losing control) by solving a word scramble included in the envelope: **O-S-L-G-N-I-R-O-N-T-C-E**.
* **Solution:** "Control" is the keyword.
* **Key Item:** A symbolic "shard of control" (a small token) to place in a central lockbox.

**Final Challenge: Break the Connection**

Once all key items are collected (diary, phone, memory token), participants place them in the lockbox and recite the final "ritual."

**Final Ritual Script (Participants Repeat):**

“We face the fear, we break the chain,  
Shadows retreat, your power wanes.  
By our strength, you cannot stay—  
Connection severed, you fade away!”

If they complete all puzzles within the time limit, they succeed in breaking the connection!

**Variations for Different Skill Levels**

1. **Simplify Clues:** Offer more direct instructions for younger or less experienced groups.
2. **Add Extra Challenges:** Incorporate math problems, ciphers, or trivia for advanced players.

**Prizes**

* Certificates of bravery or "Connection Breaker" badges.
* Small themed trinkets, like keychains or bookmarks with the book title/logo.

This engaging escape room activity combines problem-solving with the thrill of storytelling, perfectly complementing *Voicemails From the Grave* while keeping participants entertained!