

THE CHESS QUEST SERIES

A MINI ADVENTURE

ESCAPE FROM THE CATACOMBS

A Printable Mini Adventure



Bravery. Wisdom. Compassion. Sacrifice.

MICHAEL D. YOUNG • AUTHORMICHAELYOUNG.COM

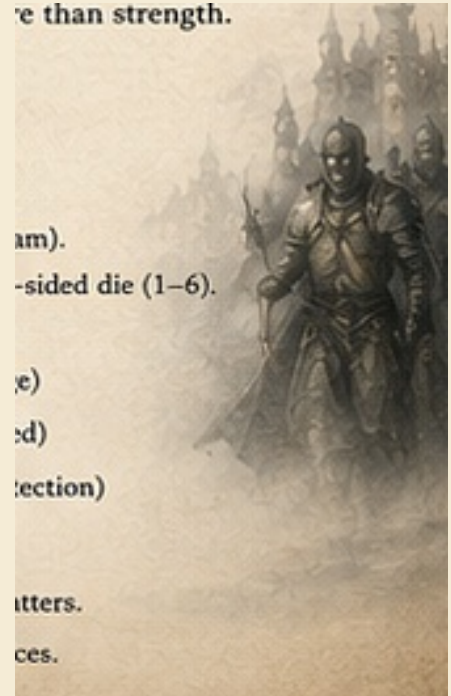
Use them all to find your way out.

The Bell-Tower Passage

The dragon has fallen, but Father William's old stone church is badly damaged. Sir George and Miles are helping the villagers above when a tremor opens a sealed passage beneath the church. The catacombs hold the bones of saints long gone and precious relics that must not be lost. Father William asks your recruit team to enter the newly opened tunnels, recover a small reliquary, and find a safe way back to the surface.

What You Need

- ◆ 1-4 players, or play solo as one team.
- ◆ One six-sided die.
- ◆ A pencil and one token or chess piece.
- ◆ About 20-30 minutes.



Choose Your Virtue Edge

COURAGE

Once, turn a failed physical or fear test into a success.

WISDOM

Once, gain a clue or solve a puzzle without rolling.

COMPASSION

Once, prevent a companion from losing Resolve.

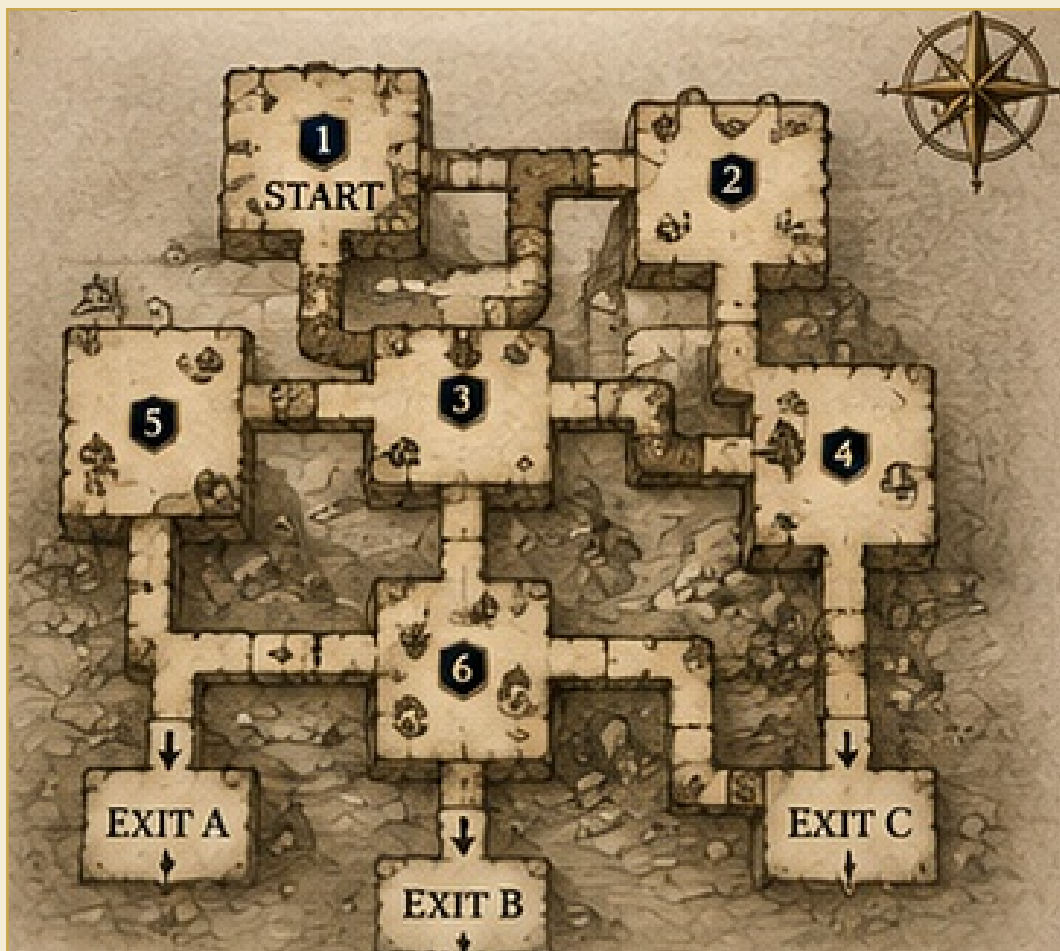
SACRIFICE

Once, lose 1 Resolve to give another player an automatic success.

CANON NOTE

The church, Father William, the dragon attack, the catacombs, the saintly remembrance, and the relic are all from the short story. The rooms, puzzles, and branching choices in this handbook are new.

Chart Your Route



RESOLVE

Start with 3 Resolve. A failed test usually costs 1 Resolve. If your team reaches 0 Resolve, the passage collapses around you: return to the entrance and try again.

ROLLS

When a choice calls for a test, roll one die. Usually 4-6 succeeds. Some choices are safer, harder, or automatically succeed if you have the right clue.

VIRTUE MARKS

Circle one mark whenever your team chooses a brave, wise, compassionate, or self-sacrificing option. Your final total determines your ending.

Courage ☐ Wisdom ☐ Compassion ☐ Sacrifice ☐ Extra Honor ☐ ☐

The Collapsed Stair



Broken blocks choke the stair. Beyond the rubble you can hear loose stones still settling. A narrow gap remains near the floor.

A. Climb the rubble

Pick a careful route over the broken stones.

Roll: 4-6 = success. 1-3 = lose 1 Resolve, then continue.

B. Crawl through the narrow gap

A smaller recruit can squeeze through and help the others from the far side.

Automatic success. Mark SACRIFICE if the first recruit leaves a useful item behind to make room.

C. Clear a path together

Move stones slowly so everyone can pass safely.

Roll: 3-6 = success. On 1-2 lose 1 Resolve. Mark COMPASSION if the team refuses to leave anyone behind.

NEXT MOVE

After clearing the stair, choose your route: take the broken bridge to page 5, or investigate the sealed reliquary door on page 6.

The Broken Bridge



A narrow stone bridge has cracked across the middle. Far below, water moves through the dark. A cold draft rises from the chasm.

A. Cross one at a time

Move slowly and keep three points of contact.

Roll: 3-6 = success. On 1-2, lose 1 Resolve. A COURAGE edge may be used here.

B. Secure a rope first

Anchor a rope around a surviving pillar and cross as a team.

Automatic success if your team still has a useful item from Room 1; otherwise roll 4-6.

C. Follow the draft

Search for a lower ledge instead of crossing.

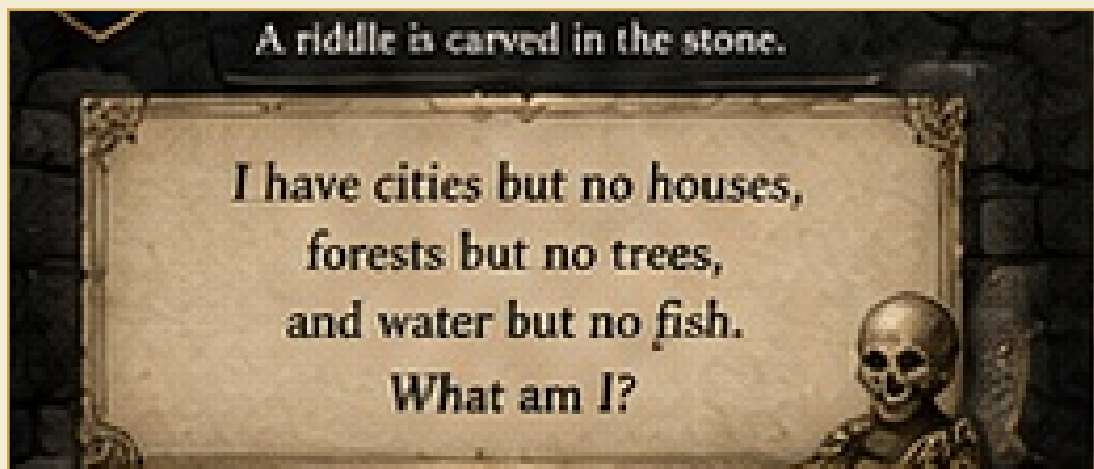
Roll: 5-6 = you find a safer side passage and mark WISDOM. Otherwise lose 1 Resolve but still reach the next room.

CLUE EARNED

The strongest draft comes from the center of the church, not the outer wall. Write: CENTER AIR.

Continue to page 7: The Smoke-Filled Crypt

The Reliquary Door



A stone door bears a small carved pawn beneath a weathered cross. Words have been cut into the lintel:

*I begin the smallest.
I move one step at a time.
Reach the far rank, and I may become more. What am I?*

A. Answer: Pawn

Speak the answer and press the carved pawn.

Correct. The door opens. Mark WISDOM.

B. Search the carvings

Look for wear marks, hidden hinges, or a second mechanism.

Roll: 4-6 = find the pawn-shaped pressure stone and succeed. 1-3 = lose 1 Resolve.

C. Force the door

Use strength instead of solving the inscription.

Roll: 6 = success. Otherwise lose 1 Resolve and choose again.

CLUE EARNED

Inside the frame is a tiny bell carved above the central arch. Write: BELL OVER CENTER.

Continue to page 8: The Hidden Reliquary

The Smoke-Filled Crypt



Smoke drifts through a cracked ceiling. The floor is uneven, and a toppled stone marker blocks the shortest way forward. Someone coughs in the darkness - a frightened villager who fled below during the attack.

A. Help the villager first

Share your clean cloth and guide the villager toward the entrance.

Automatic success. Mark COMPASSION. One recruit escorts the villager back, but the team loses no Resolve.

B. Push through the smoke

Cover your faces and take the quickest route.

Roll: 4-6 = success. 1-3 = lose 1 Resolve.

C. Move the stone marker

Clear the safer route for everyone who may come after you.

Roll: 4-6 = success and mark SACRIFICE. 1-3 = lose 1 Resolve, then continue.

EXIT CLUE

A clean current of air moves through an arch directly beneath the bell tower. If you also found CENTER AIR, you now know which exit is safest.

Continue to page 9: The Final Passage

The Hidden Reliquary



Beyond the riddle door stands a small chest among older stone tombs. Inside is the reliquary Father William described, wrapped in cloth beside several glittering offerings that clearly belong to the dead.

A. Take only the reliquary

Leave every coin and ornament exactly where it rests.

Automatic success. Mark WISDOM or COMPASSION.

B. Grab everything valuable

The church needs repairs, and treasure could help.

Roll: 5-6 = escape with it. 1-4 = the overloaded bag tears, lose 1 Resolve, and leave the offerings behind.

C. Reinforce the tomb first

Use time and effort to brace a cracked slab before retrieving the reliquary.

Automatic success. Mark SACRIFICE.

EXIT CLUE

A faded maintenance sketch inside the chest marks the bell-tower stair at the center passage. Write: CENTER / BELL.

Continue to page 9: The Final Passage

ONLY ONE PASSAGE REACHES OPEN AIR

Three Ways Up



The tunnels meet beneath three narrow stairways. Dust falls from the ceiling. You have time for one choice before the next collapse.

A. Left Stair - Outer Wall

A faint orange light glows above.

If you choose A, turn back: the stair ends beneath fallen masonry. Lose 1 Resolve and choose again.

B. Center Stair - Bell Tower

The air here is cool and moving.

If you found CENTER AIR, BELL OVER CENTER, or CENTER / BELL, you escape automatically. Without a clue, roll 3-6.

C. Right Stair - Old Vestry

The stonework looks newer, but no air moves.

The route is sealed by the dragon's collapse. Lose 1 Resolve and choose again.

Final Honor

Count the Virtue Marks you earned during the adventure:

0-1: Escaped

2-3: Knightly Escape

4+: Champion If Resolve reaches 0, the catacombs win this round. Replay and choose differently.

CERTIFIED CHAMPION OF THE CATACOMBS

This certifies that

completed the Chess Quest mini adventure

ESCAPE FROM THE CATACOMBS

and demonstrated courage, wisdom, compassion, sacrifice,
and the good sense to know when a falling ceiling means RUN.



Date: _____

Witness: _____

Duty is proved by the choices made when no one is watching.

The Catacombs Were Only One Move

1

PALADIN: PAWN

Courage • Wisdom • Compassion • Sacrifice

2

NEMESIS: KNIGHT

Training • Secrets • Higher stakes

3

ROOK: REVENGE

Strength • Patience • Discipline

4

BISHOP: BETRAYAL

Wisdom • Illusion • Broken trust

5

SOVEREIGNS: SONG

Leadership • Realms • Endgame

WHERE THIS ADVENTURE COMES FROM

Sir George and Count Drake establishes Father William's church, the dragon attack, and the catacombs containing saintly remains and precious relics. The main Chess Quest novels then carry the world forward through the pawn, knight, rook, bishop, and sovereign ranks.

authormichaelyoung.com/the-chess-quest-series/

MICHAEL D. YOUNG • THE CHESS QUEST SERIES