

THE CHESS QUEST SERIES

THE DRAGON'S CHESSBOARD PUZZLE PACK



Puzzles, riddles, mazes, codes, and knightly challenges

SHARPEN YOUR MIND. MAKE EVERY MOVE MATTER.

THE DRAGON HAS SET THE BOARD

Welcome, Knight!

This printable puzzle pack draws on the people, ranks, places, and virtues of The Chess Quest. Solve each challenge, record your answers, and earn a dragon scale for every completed page. The puzzles are original bonus activities, but the core terms - paladins, nemeses, Knights Temper, the Corridor of Keys, and the four virtues - come from the series.

Your Knightly Virtues

COURAGE

Face fear and still choose what is right.

WISDOM

Think before acting; notice what others miss.

COMPASSION

Care about the person in front of you.

SACRIFICE

Give up something of your own for a greater good.

e was pinned under one of the dragon's. There was no way to wriggle out from under it. "Gotcha!" the dragon hissed.

George dissolved the sword back into a mist and concealed it in one hand. The dragon's eyes glowed, fire gathering deep in its exposed throat. "The month and peace spread through George's kingdom. He knew the sensation: the pawn had been pinned. He had completed the Quest of Courage. He was to die, at least he would die and then the fourth gift awakened.

As he looked up at the dragon, its mirror image appeared before him, chaotic and swirling as a whirlwind. In the center lay a memory lodged like a dagger.



HOW TO USE THIS PACK

Complete the puzzles in any order. Check the answer key only after you finish. For group play, let different readers tackle different challenges, then compare strategies.

FOLLOW ONLY LEGAL KNIGHT MOVES

The Knight's Virtue Path

Starting at the red C, move like a chess knight: two squares in one direction and one square perpendicular. Each landing square contains the next letter of a seven-letter virtue. Write the word you discover.

8	U	F	S	Y	T	G	U	L
7	X	B	D	F	T	Y	V	A
6	W	U	R	I	A	G	R	J
5	Z	H	G	N	C	A	R	M
4	E	Y	H	G	U	A	K	G
3	X	O	O	X	Y	E	J	W
2	I	A	L	A	F	E	F	F
1	T	C	D	H	M	O	F	G
	a	b	c	d	e	f	g	h

Virtue: _____

HINT

A knight never moves in a straight line. The path has exactly six jumps after the starting square.

DRAGON SCALE EARNED #1

FIND THE HIDDEN CHESS QUEST TERMS

Search the Realm

Find all 17 words. They may run forward, backward, vertically, horizontally, or diagonally.

C	Y	C	R	E	P	A	U	X	S	Z	R	W	D	W	G
M	Z	A	O	B	F	C	Z	I	N	U	B	N	L	I	X
E	U	Q	C	T	N	O	G	A	R	D	O	E	J	S	S
Z	T	F	L	O	I	H	D	B	H	I	L	G	M	D	O
W	G	B	M	S	U	I	T	N	S	R	D	R	H	O	T
M	W	X	U	M	A	R	L	S	D	O	N	O	O	M	J
A	N	G	E	L	A	S	A	Q	G	D	O	E	W	G	H
J	B	Y	H	M	C	P	N	G	W	I	R	G	V	T	H
Z	Y	F	B	N	M	T	N	X	E	R	A	B	K	O	C
S	C	U	Q	O	A	S	Z	Q	C	R	A	D	P	L	I
P	G	K	C	D	Z	N	E	X	R	O	F	J	O	E	R
P	G	T	U	D	X	C	I	B	V	C	J	G	K	M	M
K	M	K	R	A	N	I	D	A	L	A	P	P	V	A	U
F	Y	G	M	T	S	A	C	R	I	F	I	C	E	C	H
R	E	P	M	E	T	Q	G	M	I	N	E	R	V	A	A
E	C	D	P	B	S	I	S	E	M	E	N	J	O	W	E

Find:

RICH	COURAGE
AARON	WISDOM
ANGELA	COMPASSION
NADIA	SACRIFICE
MINERVA	CAMELOT
PALADIN	GEORGE
NEMESIS	PERCY
TEMPER	DRAGON
CORRIDOR	

RECRUIT TIP

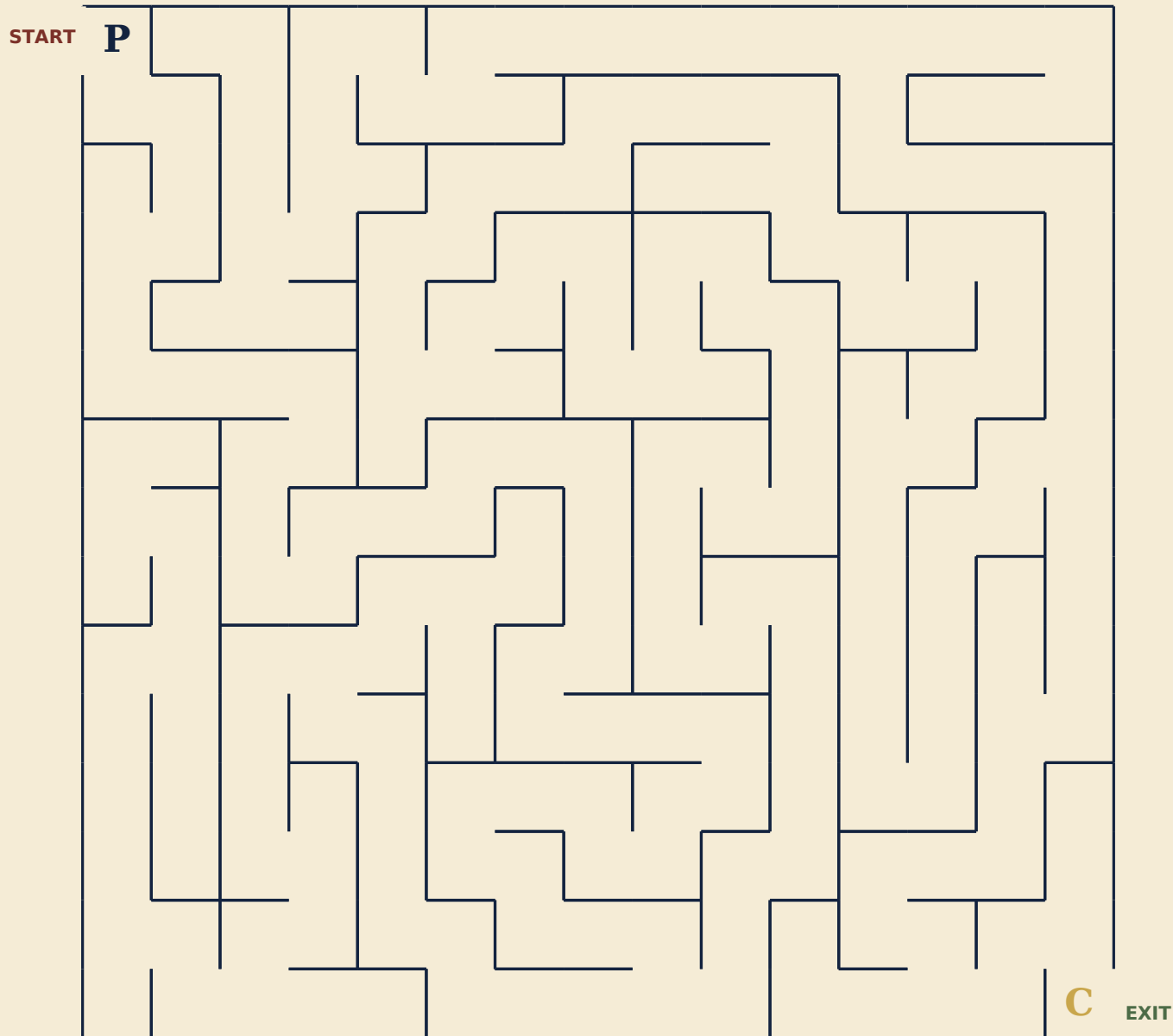
Start with the longest words - COMPASSION, SACRIFICE, CORRIDOR - then hunt the names.

DRAGON SCALE EARNED #2

GUIDE THE PAWN TO THE CASTLE GATE

Escape the Dragon's Maze

Enter at START. Move only through open corridors. Reach EXIT without crossing a wall.



DRAGON SCALE EARNED 

DECODE THE MESSAGE

The Pawn's Secret Code

Use the 5 x 5 coordinate key. The first digit is the row, the second is the column. I and J share one square.

	1	2	3	4	5
1	A	B	C	D	E
2	F	G	H	I/J	K
3	L	M	N	O	P
4	Q	R	S	T	U
5	V	W	X	Y	Z

Encoded message:

44 23 15 / 33 15 53 44 / 32
34 51 15 / 24 43 / 54 34 45
42 43

Message:

SOURCE PHRASE

The decoded sentence echoes the Recruit's Handbook's closing challenge.

DRAGON SCALE EARNED #4

FILL THE RANKS AND ORDERS

Know the Board

Use the clues to fill in the series terms. Then answer the final question.

1. Champions aligned with the light.
2. Dark counterparts with their own quests and powers.
3. Gray referees, record-keepers, and rule guardians.
4. The beginning rank.
5. The next major rank after pawn.
6. The path of greater strength - a fortress.
7. The path of greater wisdom - healer and illusionist.
8. The king-and-queen level of leadership.

FINAL QUESTION

After KNIGHT, which two ranks are alternative specializations that can eventually both be learned?

DRAGON SCALE EARNED #5

IDENTIFY THE CHESS QUEST CHARACTER

Who Am I?

- A.** I am an imaginative eighth grader. A white pawn pulls me into a hidden conflict tied to my family.
-
- B.** I am Rich's centuries-old seventh great-uncle, restored to a youthful form to serve as his guide.
-
- C.** I am Rich's grandmother and a leader among the paladins. My disappearance reveals a larger family secret.
-
- D.** I am a white-pawn champion whose final unfinished quest is Courage. My nemesis used to be my friend.
-
- E.** I am George's old friend turned black-pawn nemesis. I completed four dark quests and demand our duel.
-
- F.** I am the elderly priest whose church stands above catacombs filled with saintly remains and precious relics.
-

DRAGON SCALE EARNED **#6**

MINI SUDOKU AND THREE CHESS RIDDLES

The Dragon Scale Board

Fill the 4 x 4 grid using P (pawn), N (knight), R (rook), and B (bishop). Each row, column, and 2 x 2 box must contain all four symbols exactly once.

P			B
	B	P	
N	P		
		N	P

Three Chess Riddles

1. I travel in straight lines and make a fortress. What am I?
2. I leap over pieces in an L-shaped stride. What am I?
3. I begin with the least power, yet I may become something greater. What am I?

FINAL SCALE

Solve both the mini Sudoku and all three riddles to claim the seventh Dragon Scale.

DRAGON SCALE EARNED

#7

CHECK YOUR WORK

Answer Key

1. Knight's Virtue Path

COURAGE. Path: b1 -> c3 -> e4 -> g5 -> e6 -> c5 -> a4.

2. Search the Realm

Words: RICH, AARON, ANGELA, NADIA, MINERVA, PALADIN, NEMESIS, TEMPER, CORRIDOR, COURAGE, WISDOM, COMPASSION, SACRIFICE, CAMELOT, GEORGE, PERCY, DRAGON.

3. Escape the Dragon's Maze

The correct route is shown in the mini-map at right.

6. Who Am I?

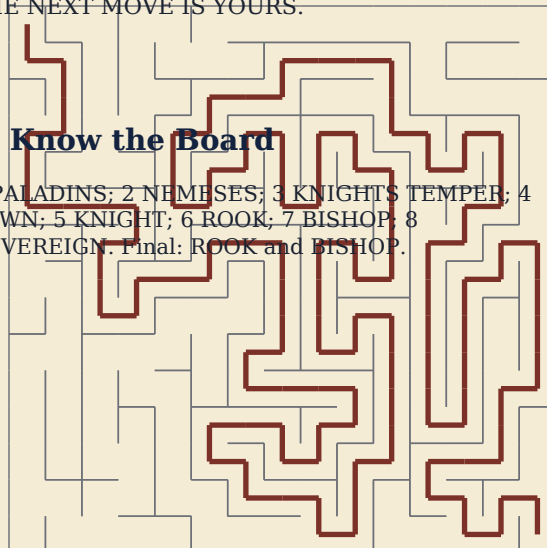
A Rich; B Aaron; C Minerva; D Sir George; E Count Percy von Drake; F Father William.

4. Pawn's Secret Code

THE NEXT MOVE IS YOURS.

5. Know the Board

1 PALADINS; 2 NEMESSES; 3 KNIGHTS TEMPER; 4 PAWN; 5 KNIGHT; 6 ROOK; 7 BISHOP; 8 SOVEREIGN. Final: ROOK and BISHOP.



7. Dragon Scale Board

Sudoku rows: P N R B / R B P N / N P B R / B R N P.
Riddles: ROOK, KNIGHT, PAWN.

SCORE

7 scales = Champion. 5-6 = Knight Strategist. 3-4 = Clever Recruit. 0-2 = The dragon demands a rematch.

CERTIFIED CHAMPION OF THE DRAGON'S CHESSBOARD

This certifies that

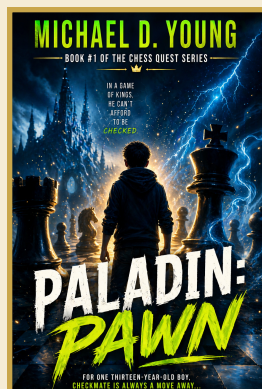
has completed The Dragon's Chessboard Puzzle Pack
and proven worthy through wisdom, courage, patience, and strategy.



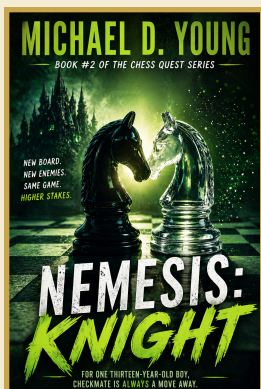
Date: _____

Signed: _____

Continue the Chess Quest



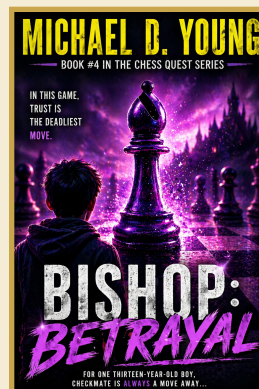
BOOK 1



BOOK 2



BOOK 3



BOOK 4



BOOK 5

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