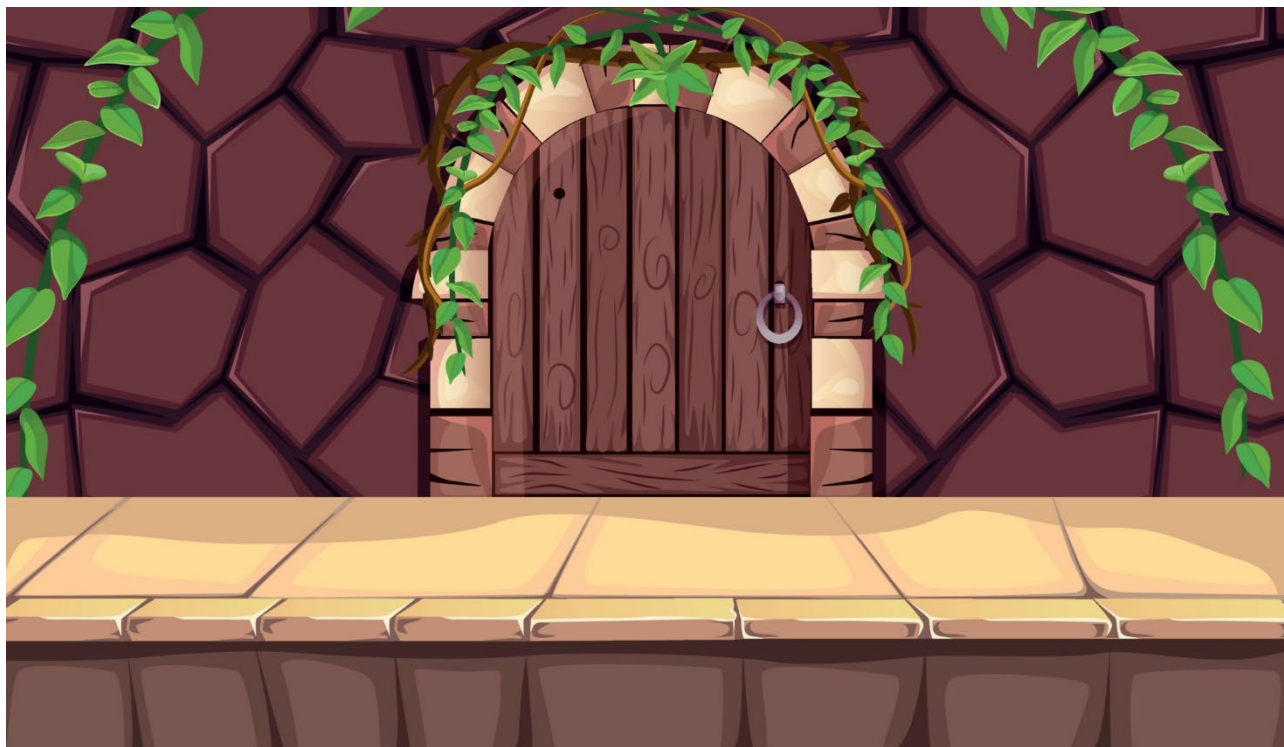


# Write Your Own Quest

## A Book Week Scotland storytelling adventure



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**[bookweekscotland.com](http://bookweekscotland.com)**

## How to play

This pack is designed to be used by anyone who would like to try their hand at writing a quest story.

It comes in two sections – **Imagining Your Character** and **The Quest**.

You can play both sections on your own or you can play as a group. It can be played through verbally as a joint storytelling game or used as a prompt for creative writing.

Both sections use a standard 6-sided dice to determine elements of your story – so make sure you have one to hand.

You will need:

- Something to write with and something to write on
- A printout of the Imagining Your Character sheet to fill in, and a printout of the quest cards
- Some paper
- A 6-sided dice (if you are playing as a group you might want to have a dice each)
- An adventurous spirit!

**You must play Imagining Your Character first – there are parts of the quest that don't work otherwise.**

### Imagining Your Character

This part of the game guides you through making choices which will determine some of the main characteristics of your protagonist. It uses the things you find in your character's room and dice rolls to help you determine who your character is and how they are feeling about their day.

Use the **Imagining Your Character sheet** to complete this section.

How to use the Imagining Your Character sheet:

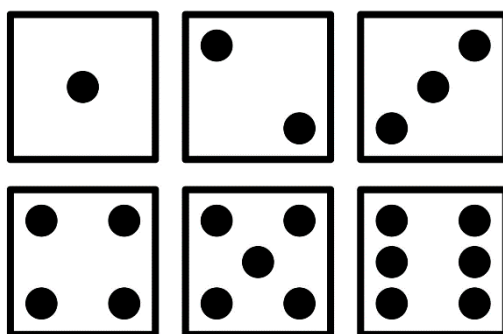
- There are five parts to complete for your character, and every choice is made by rolling a dice. Fill in each section according to the instructions.
- For the third part, **Your Bag**, you can fill in each item in your bag up to the number of your dice roll, e.g. if you roll a 4, you will have four items.
- Don't forget to give your character a name!

### The Quest

The next section of this pack will take you through the process of writing a complete quest journey for your character. Along your path you will meet people, face dilemmas and you will have to make choices – again you will determine the outcomes of these with a roll of a single six-sided dice.

This section is laid out in sequential cards – before you play, print and cut out the cards in the correct order and play them one at a time. This will ensure that the next step of your quest is always a surprise.

If you are a very adventurous group, why not each imagine a character and then all go on the same quest together?



# Imagining Your Character

Complete the **Imagining Your Character sheet** during this section.

## 1. The bed

You awaken in a room. You yawn and stretch.

How did you sleep?

Roll the dice to find how you slept, on a sliding scale between:

**1 = didn't sleep, and 6 = well rested.**

Describe how you slept and give reasons why. Write this on your sheet.

## 2. The wardrobe

You look around you. Your eyes settle on the wardrobe against the wall.

How are you going to dress today?

Roll the dice to find your dress sense, on a sliding scale between:

**1 = non-descript, and 6 = flamboyant.**

On your sheet, describe what you are wearing. Why have you chosen it? How does it make you feel? What does this say about you as a character?

## 3. Your bag

You see your bag next to the wardrobe. You pick it up. How prepared are you for your quest?

Roll the dice to find out how many items you have in your bag, between 1 and 6. If you roll a 1 you can only bring one item in your bag, up to a maximum of six items if you roll a 6.

Choose what the items are and list them on your sheet. You can bring anything you think your character needs but remember that your items must fit in a backpack.

## 4. The bedside table

There are two activities to do here.

There is a table next to your bed. On it is a **picture frame**.

Roll the dice to find out what is in the frame:

- **1 is a picture of a person** (family, friends, archenemy, celebrity crush?)
- **2 is a fan poster or piece of art** (your favourite book, band, film, bard, dragon rider, robot, sorcerer, athlete, artist?)
- **3 is a picture of a place** (a lovely holiday, your old house, an ancient monument?)
- **4 is a picture of an animal** (your pet, a wild animal, something imaginary?)
- **5 is a map** (of a place you know, a place you would like to visit, a fantasy place?)
- **6 is some writing** (a letter, a poem, an inspirational quote?)

Explain what the picture frame has in it.

Next to the picture frame is an **object** you always carry with you in your pocket.

What is it? Describe it (and remember it has to fit in your pocket). You can choose any object you like, but think about how your character has developed so far and what they would always want to have with them.

You put the object in your pocket, pick up your bag and head for the door.

## 5. The mirror

You stop to look at yourself in the mirror. How do you feel?

Roll the dice to find out how you feel about how you look, on a sliding scale between:

**1 = it will have to do, and 6 = looking good.**

You approach the door. It's time to start your quest. You open the door. . .

## **The Quest**

Make sure you have the quest cards ready to play.

### **Quest card 1 – Opening the door**

You step into where? Where are you?

Describe what you see, smell, touch, taste and hear.

### **Quest card 2 – Your quest**

You have something important to do or see before sunset today. This is your quest.

What is it? Why does it need to be completed before sunset?

Describe your quest.

### **Quest card 3 – Ready or not?**

How prepared are you for your quest?

Look at the score you got for the mirror roll – how ready you are feeling for your quest?

**1–3 is unprepared, 4–6 is prepared.**

Why are you feeling that way? Remember this might affect how you handle the quest or how you interact with others.

### **Quest card 4 – First steps**

Where does your character have to go next?

Describe the first part of your journey. . .

### **Quest card 5 – A new character**

You see a person in the distance. There is no other way to go. You approach the person. What does this person look like? What do they have with them? Do they belong in the landscape or are they unexpected? Why? Do you feel comfortable approaching them or are you wary. Why?

## **Quest card 6 – Something to say**

The person speaks. Roll the dice to find out what the person says or does:

- 1 = Puts a curse on you (hinders but does not end your quest)
- 2 = Gives you a warning
- 3 = Tells you a riddle
- 4 = Imparts some useful knowledge
- 5 = Gives you an item
- 6 = Grants you a wish (helps but doesn't let you complete your quest).

Write six lines of dialogue about what this character offers you.

## **Quest card 7 – Moving on**

Thinking about what the person said to you, you move on with your journey.

How are you feeling? Are you more confident now or less?

Adjust your mirror score if needed to reflect how you now feel (e.g. if you feel boosted by the encounter, you might bring your score to 5 or 6) and describe your reaction in your story.

## **Quest card 8 – A wrong turn and an obstacle**

Oh no! You've taken a wrong turn on your quest and have come across an obstacle.

Roll the dice to find out how stressful this obstacle is, on a sliding scale between:

**1 = no stress, and 6 = very stressful.**

Describe the obstacle. It could be a physical obstacle, an event, a nice distraction, or an emotional obstacle (like just wanting to give up).

## **Quest card 9 – Overcoming the obstacle**

Luckily your obstacle can be overcome using the item/items you have in your bag.

What item do you use and how do you overcome it?

Write or describe your solution using the item/items from your bag. Think about how that solution gets you back to the right path.

## **Quest card 10 – The final temptation**

The sun is getting lower in the sky and time for completing your quest is running out.

Your journey is interrupted once again when you come across someone else who is blocking your way. This character offers you/points out to you a temptation.

Roll the dice for how tempting it is on a sliding scale between:

**1 = not tempting, and 6 = very tempting.**

Describe the temptation. Why is it so or not so tempting? How does it affect you and your commitment to your quest?

### **Quest card 11 – A difficult choice**

Confronted by this temptation, you reach into your pocket and feel the object you brought with you. This may help you to overcome the temptation and get back on track, or it may not:

- If you choose to, you may end your quest here. Write a little about what happens if you are pulled away by the temptation. Then skip to quest card 13.
- If you resist the temptation, describe how your important object helps you to move on. Then read quest card 12.

### **Quest card 12 – Quest's end**

You reach the conclusion of your quest.

It turns out that the picture you kept beside your bed (refer back to the Imagining Your Character sheet) ties into the resolution.

Where are you? Is anyone else there? What do you have to do and how does the picture help you complete or solve your quest?

Describe your conclusion.

The end. . . or is it?

### **Quest card 13 – The benefit of hindsight**

Now that you have completed your quest, and you are back in your room, in your comfortable armchair, you can take the time to review the journal you kept along the way.

Have you missed out anything important?

Do you need to add any details or expand your descriptions so that readers feel like they were on your quest with you?



## **Quest card 14 – To the victor, the prize!**

Now you have completed your quest, why not share your finished story with us?

Full details can be found on our website:

[scottishbooktrust.com/book-week-scotland/write-your-own-quest](https://scottishbooktrust.com/book-week-scotland/write-your-own-quest)

Most epic quest wins!

## Quest cards printable sheets

<p><b>Quest card 1 – Opening the door</b></p> <p>You step into where? Where are you?</p> <p>Describe what you see, smell, touch, taste and hear.</p>	<p><b>Quest card 2 – Your quest</b></p> <p>You have something important to do or see before sunset today. This is your quest.</p> <p>What is it? Why does it need to be completed before sunset?</p> <p>Describe your quest.</p>
<p><b>Quest card 3 – Ready or not?</b></p> <p>How prepared are you for your quest?</p> <p>Look at the score you got for the mirror roll – how ready you are feeling for your quest?</p> <p><b>1–3 is unprepared, 4–6 is prepared.</b></p> <p>Why are you feeling that way? Remember this might affect how you handle the quest or how you interact with others.</p>	<p><b>Quest card 4 – First steps</b></p> <p>Where does your character have to go next?</p> <p>Describe the first part of your journey. . .</p>
<p><b>Quest card 5 – A new character</b></p> <p>You see a person in the distance. There is no other way to go. You approach the person. What does this person look like? What do they have with them? Do they belong in the landscape or are they unexpected? Why? Do you feel comfortable approaching them or are you wary. Why?</p>	<p><b>Quest card 6 – Something to say</b></p> <p>The person speaks. Roll the dice to find out what the person says or does:</p> <ul style="list-style-type: none"> <li>• 1 = Puts a curse on you (hinders but does not end your quest)</li> <li>• 2 = Gives you a warning</li> <li>• 3 = Tells you a riddle</li> <li>• 4 = Imparts some useful knowledge</li> <li>• 5 = Gives you an item</li> <li>• 6 = Grants you a wish (helps but doesn't let you complete your quest).</li> </ul> <p>Write six lines of dialogue about what this character offers you.</p>

<p><b>Quest card 7 – Moving on</b></p> <p>Thinking about what the person said to you, you move on with your journey.</p> <p>How are you feeling? Are you more confident now or less?</p> <p>Adjust your mirror score if needed to reflect how you now feel (e.g. if you feel boosted by the encounter, you might bring your score to 5 or 6) and describe your reaction in your story.</p>	<p><b>Quest card 8 – A wrong turn and an obstacle</b></p> <p>Oh no! You've taken a wrong turn on your quest and have come across an obstacle.</p> <p>Roll the dice to find out how stressful this obstacle is, on a sliding scale between:</p> <p><b>1 = no stress, and 6 = very stressful.</b></p> <p>Describe the obstacle. It could be a physical obstacle, an event, a nice distraction, or an emotional obstacle (like just wanting to give up).</p>
<p><b>Quest card 9 – Overcoming the obstacle</b></p> <p>Luckily your obstacle can be overcome using the item/items you have in your bag.</p> <p>What item do you use and how do you overcome it?</p> <p>Write or describe your solution using the item/items from your bag. Think about how that solution gets you back to the right path.</p>	<p><b>Quest card 10 – The final temptation</b></p> <p>The sun is getting lower in the sky and time for completing your quest is running out.</p> <p>Your journey is interrupted once again when you come across someone else who is blocking your way. This character offers you/points out to you a temptation.</p> <p>Roll the dice for how tempting it is on a sliding scale between:</p> <p><b>1 = not tempting, and 6 = very tempting.</b></p> <p>Describe the temptation. Why is it so or not so tempting? How does it affect you and your commitment to your quest?</p>
<p><b>Quest card 11 – A difficult choice</b></p> <p>Confronted by this temptation, you reach into your pocket and feel the object you brought with you. This may help you to overcome the temptation and get back on track, or it may not:</p> <ul style="list-style-type: none"> <li>• If you choose to, you may end your quest here. Write a little about what happens if you are pulled away by the temptation. Then skip to quest card 13.</li> <li>• If you resist the temptation, describe how your important object helps you to move on. Then read quest card 12.</li> </ul>	<p><b>Quest card 12 – Quest's end</b></p> <p>You reach the conclusion of your quest.</p> <p>It turns out that the picture you kept beside your bed (refer back to the Imagining Your Character sheet) ties into the resolution.</p> <p>Where are you? Is anyone else there? What do you have to do and how does the picture help you complete or solve your quest?</p> <p>Describe your conclusion.</p> <p>The end. . . or is it?</p>

<p><b>Quest card 13 – The benefit of hindsight</b></p> <p>Now that you have completed your quest, and you are back in your room, in your comfortable armchair, you can take the time to review the journal you kept along the way.</p> <p>Have you missed out anything important?</p> <p>Do you need to add any details or expand your descriptions so that readers feel like they were on your quest with you?</p>	<p><b>Quest card 14 – To the victor, the prize!</b></p> <p>Now you have completed your quest, why not share your finished story with us?</p> <p>Full details can be found on our website.</p> <p>Most epic quest wins!</p>
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Character name:

### 1. The bed

Add the number  
that you roll:

### 2. The wardrobe

Add the number  
that you roll:

### 3. Your bag

Depending on the number you roll, add  
the items you're bringing with you:

1:

2:

3:

4:

5:

6:

### 4. The bedside table: Picture frame

Add the number  
that you roll:

### 4. The bedside table: Object

Describe or draw your object.

### 5. The mirror

Add the number  
that you roll:

## Imagining Your Character sheet

On the previous page is a printable version of the Imagining Your Character sheet. If you prefer to complete it without printing, you can do so on the following pages. Add the number that you roll when instructed to do so, and describe your characteristics according to the instructions (pages 3–4).



### 1. The bed

Add the number that you roll:

### 2. The wardrobe

Add the number that you roll:

### **3. Your bag**

Depending on the number you roll, add the items you're bringing with you.

- 1:
- 2:
- 3:
- 4:
- 5:
- 6:

### **4. The bedside table**

#### **Picture frame**

Add the number that you roll:

#### **Object**

Describe or draw your object.

## **5. The mirror**

Add the number that you roll: