

Creating A Quest Story

1. Design your own hero or heroine.

- What qualities do they have? Label them.
- What magical powers or weapons do they have? Label them.

2. Design the villains or monsters that the hero or heroine will encounter:

- What do they look like?
- What powers do they have? Label them.

3. Now start to plan the story.

- What is the quest that the hero/heroine will be sent on?
- Who is the sage or guide that will help the hero/heroine?
- How will the story develop and end?

You may wish to plan using a flowchart:

E.g.

THE QUEST: The hero is told to rescue a captive princess.



THE MONSTER: He has to get past a fire-breathing dragon in a castle.



THE SAGE: A wizard gives him advice on what to do.



THE MAGICAL WEAPON: The hero uses a magic feather to tickle the dragon. It laughs so much that it explodes.



THE CRISIS: The hero rescues the princess but must leave the castle before it blows up.



THE ESCAPE: The princess uses her magical cloak to transport them home.



THE RESOLUTION: They get married and live happily ever after.

