

The Quest

How to write your own quest story

A quest is a search or a journey to seek something. It is usually set by a king to prove whether or not a knight or subject is loyal and worthy. The tougher the challenge the more glory and honour are given to the successful knight.

- You are going to write your own adventurous Quest story. You can write as if you are the knight (first person) or as an observer (third person).

Things to think about as you are writing

- 1 Make your writing as descriptive and dramatic as possible. (Make good use of adjectives and adverbs)
- 2 Include careful detail in your writing to paint a vivid picture for your reader ▼
 - Where the action is taking place (setting)
 - What the weather is like – this can create atmosphere
For example, *stormy, cloudy, sunny...*
 - What the people in story are feeling and thinking during your story.

Part 1

Things to include ▼

A description of the knight, his horse and companion.

The challenge that the king has set.
Perhaps to find a weapon to save the kingdom, or a cure for a disease.

The rewards. For example, *hand in marriage, riches, to become a knight ...*

Part 2

In quest stories the hero must often overcome some form of natural obstacle that is in their way.

For example, *storm, forest, mountain, river...*

You should describe in detail how you overcome such a danger.

For example, *by using a magical item you have been given or particular strengths or skills you have as a knight ...*

Part 3

This part could involve a battle with a creature or person who is guarding the object or piece of information that you are seeking. Describe this creature in graphic detail and how you defeat it in battle or by trickery.

Part 4

The quest is successful. Try to describe how it feels to have succeeded and the celebrations the king holds throughout the kingdom.

You go down in history as a hero.

You could include a marriage between the knight and the king's daughter or describe how the lands return to normality.