Phantom Knight

Below you'll find a series of numbered prompts, intended to help build a story. Use each question to build on your response from the previous. The recommended minimum for responses is 1 page (200-500 words). At the end of the crawl you'll have a rough draft of a story.

Before you begin, name and describe your character. The questions start on the next page!

Additionally, you may want to name and describe the following characters:

- **The Knight**: a fierce warrior who has drawn you to the area.
- **A Helpful Local**: A man who seems initially reluctant to help, but will answer questions.
- **The Love**: Once a loved one of the Knight and now long dead, they left an important item and several clues behind.

While there is a recommended minimum, there is no maximum. Make each response as long as you need. It may help to read one question ahead if you're struggling on a response.



Phantom Knight

1. You have been sent to investigate stories of a fierce and undying warrior. Who sent you and why you?

2. The stories you hear along the way are enough to chill you. What have you heard and who is telling these stories?

3. A Helpful Local finally directs you to an old mountain keep where the warrior supposedly lives. What warning have they given you?

4. A storm opens as you reach the mountain keep. What is the storm like?

5. The entry hall offers protection from the storm outside, but the door to the rest of the keep is locked. How do you open the door?

6. Although the door was locked, rats and other vermin have found a way inside. How do you deal with them?

7. Passed the rat nest you find most of the keep ins inaccessible, but a clear trail leads the way forward. What can you see of the trail ahead? What is the trail made of?

8. As you make your way forward you come to a room filled with cobwebs. How do you navigate this room?

9. Through the cobwebs you come to another door with a curious lock. What is unique about this lock?

10. Once you have unlocked the door you enter a chamber containing a single coffin. What else does the room contain?

11. Examining the coffin you find some clues to who rests inside. What are these clues and who do you think is inside?

12. Your examination of the coffin is disturbed by the heavy steps of an armed warrior approaching. How do you greet them?



13. The Knight is displeased to find you here. How do you defeat him?

14. Once you have proven your combat skill to him, the Knight reveals himself as a phantom. What does he tell you about his death?

15. In order to lay his soul to rest, the Knight requests your aid in completing his unfinished business. Where in the mountain keep does he direct you?

16. Upon locating the room as instructed, the Knight reappears and tells you a tale of his Love. What does he say happened to them?

17. You believe you can bring the Knight peace if you locate an item left by the Love. What is the item you believe may be left behind?

18. Where will you start your search for the item?

19. Your search eventually returns you to the front entry of the keep where you find a worn but beautiful mural. What clue does the mural give you to the item's location?

20. Going to the location indicated by the mural you find a smooth wooden box containing the item. What does the item look like after being lost for so long?

21. You return to the coffin's chamber and call out to the Knight. What does he say when he reappears?

22. In order to lay the Knight to rest, you tell him what happened to his love after his death. What do you tell him about his Love?

23. The Knight requires prove of your story, which you are confident is in the coffin. When you open the coffin what proof do you find?

24. Knowing what became of his Love, the Knight thanks you and vanishes. What evidence will you bring home as proof of your tale?



The End

Congratulations! You now have the first draft of a story. What you choose to do with it is up to you. You can edit and expand on the story, or you can revisit the above questions and answer them differently.

