QUILL & QUEST

MADRID

A GUILD FIELD GUIDE FOR CURIOUS EXPLORERS

A Magical Scavenger Hunt, Activity Guide & Travel Journal for Families



A travel adventure inspired by the world of The Pennymores

CREATED BY

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This Field Guide Belongs To

Before the first clue, make the journey yours.

SEEKER NAME — *your Guild record*

HOMETOWN — *where your trail begins*

QUEST START DATE — *month / day / year*

TRAVELING COMPANIONS — *your expedition crew*

Your Seeker Mark

Draw a symbol that shows how you explore. Use the circle below.

No artistic magic required.

Pack Your Traits

Choose two to bring along.

- ☐ Sharp eyes
- ☐ Brave questions
- ☐ A curious appetite
- ☐ Excellent silliness

GUILD WELCOME

WELCOME, SEEKER

M

MADRID
FIELD EDITION

A NOTE FROM THE GUILD

Every city holds stories, clues, and details waiting to be discovered. Quill & Quest invites you to explore Madrid the way a young Guild member would: with curiosity, imagination, and sharp eyes.

HOW TO USE THIS BOOK

1. **Choose a quest.**
   Start with what fits your day.
2. **Follow the clues.**
   Notice, move, sketch, talk, and play.
3. **Collect Quill Points.**
   Every discovery counts.

BEGIN YOUR WAY

There is no single correct path through a city.

☐ **QUICK QUEST**	Complete three activities.
☐ **FULL QUEST**	Try every point challenge.
☐ **CREATIVE PATH**	Sketch, imagine, and tell stories.
☐ **FAMILY MODE**	Take turns choosing the next clue.

Inspired by the imaginative world of The Pennymores.

Borrow the Guild's spirit. Make the real-world adventure your own.

CONTENTS

Every quest in one clear place.

277 TOTAL POINTS

CORE QUESTS — 199 PTS

LOCATION	PAGE	PTS
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3. Royal Palace + Almudena	24	22
4. Plaza Mayor + Puerta del Sol	30	20
5. Gran Vía + Plaza de España + Debod	34	20
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BONUS QUESTS — 63 PTS

LOCATION	PAGE	PTS
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ANYTIME QUESTS — 15 PTS

Collect the City: 15 Anytime Clues	88	15

READ IT YOUR WAY

Choose the quests that fit your day.
Core + Bonus + Anytime = 277 points

CHOOSE YOUR MADRID PATH

Pick one cluster—or mix your own adventure.

R ROYAL MADRID

Palaces, plazas, and old-city stories

- ☐ Royal Palace + Almudena
- ☐ Plaza Mayor + Sol
- ☐ Gran Vía + Debod
- ☐ Mercado + La Latina

BUILD THIS PATH

Must-do: _____
If time: _____
Snack / rest: _____

PACE ☐ QUICK ☐ CURIOUS ☐ ALL-IN

A ART + GARDENS

Masterpieces, trees, and close looking

- ☐ Prado
- ☐ Retiro
- ☐ Botanical Garden
- ☐ Reina Sofía or Thyssen

BUILD THIS PATH

Must-do: _____
If time: _____
Snack / rest: _____

PACE ☐ QUICK ☐ CURIOUS ☐ ALL-IN

F FOOTBALL + FAMILY

Movement, animals, and city play

- ☐ Bernabéu
- ☐ Madrid Zoo
- ☐ Cibeles corridor
- ☐ Madrid Río + Matadero

BUILD THIS PATH

Must-do: _____
If time: _____
Snack / rest: _____

PACE ☐ QUICK ☐ CURIOUS ☐ ALL-IN

B BEYOND THE CENTER

Local history and day-trip layers

- ☐ History Museum
- ☐ Segovia
- ☐ Toledo
- ☐ Anytime Madrid

BUILD THIS PATH

Must-do: _____
If time: _____
Snack / rest: _____

PACE ☐ QUICK ☐ CURIOUS ☐ ALL-IN

TODAY'S QUEST PROMISE

We will notice one thing most visitors miss:

HOW TO PLAY THE QUEST

Gather your party. Choose a door. Charge the quill.

1 SUMMON YOUR PARTY

Parents, grandparents, friends, and siblings all count as Seekers. Give your crew a name:

_____

2 CHOOSE THE NEXT DOOR

Pick any place in the Contents. Three clues make a Quick Quest. Play the whole spread for the Full Quest.

3 CHASE CLUES. CHARGE THE QUILL.

Each point means your party noticed, tried, created, or connected. Whoever finds a 2-point clue chooses what happens next.

PASS THE GUILD ROLES

Switch roles whenever someone earns a 2-point clue.

- S — SCOUT
- Q — SCRIBE
- EYE — LOOKOUT
- M — STORYKEEPER

AN ANCIENT GUILD RITUAL

Cannot agree on the next clue?

VOTE. *Still tied?*

ROCK · PAPER · SCISSORS

The Guild Curator accepts this highly scientific method.

CLIMB THE GUILD LADDER

Points awaken skills your next adventure will need.



GUILD ARCHIVIST — PERFECT 277

SKILL AWAKENED: REALMKEEPER

MASTER OF MEMORY — 190–276

SKILL AWAKENED: STORYCRAFT

MYSTIC MAPMAKER — 122–189

SKILL AWAKENED: HIDDEN PATHS

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SKILL AWAKENED: CLUE-SIGHT

JUNIOR QUILL BEARER — 0–54

SKILL AWAKENED: SPARK OF CURIOSITY

START HERE

YOUR SEEKER SKILLS TRAVEL WITH YOU

Every city opens a new field guide, new points, and new quests. Your score begins again—but the way you notice, ask, map, and remember stays with you.

YOUR MADRID FIELD KIT

Four clues that make the whole city easier to read.

1

THE CENTER IS A DAILY-LIFE CROSSROADS

Puerta del Sol links old routes, Metro lines, plazas, shops, and family meeting points. Madrid keeps moving through its center.

2

METRO LINES CONNECT; WALKING REVEALS

Use Metro colors to cross the city, then slow down on foot. Tiled signs, balconies, doors, and small routines are street-level clues.

3

SHADE AND WATER CHANGE THE ROUTE

Summer families plan around trees, arcades, fountains, indoor anchors, pools, and rest. A smart pause is part of the quest.

4

EVENING REWRITES THE CITY

Late meals, playgrounds, plazas, and evening walks change Madrid's rhythm. The same street can feel like a different place after sunset.

FIELD-KIT TEST

Before you turn the page, point toward:

THE NEAREST METRO · THE BEST SHADE · THE EVENING ROUTE

Wild guesses are allowed. Seekers improve by moving.

BEFORE THE FIRST CLUE...

Call your shot. The Guild will check your predictions later.

CHOOSE YOUR FIRST CRAVING

What sounds best right now? Circle one—or invent your own.

BIG STORY · WEIRD OBJECT · EPIC VIEW · ANIMAL · SECRET SYMBOL · SNACK

CALL YOUR SHOT

The Madrid place most likely to surprise our party is...

_____

MAKE A MEMORY BET

At the end of the day, I think we will still be talking about...

_____

FOR VISITORS AND LOCAL SEEKERS

One place I have seen in pictures—or passed before—but never truly explored is...

_____

_____

THE FIRST CLUE IS ALREADY HERE

Look at this page for ten seconds. What tiny Madrid detail did your eyes find first?

_____

That is how a Seeker begins.

Decode Madrid's Street Words

The name tells you what kind of place you are entering.



Calle

an ordinary street

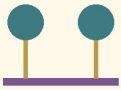
FIND ONE TODAY: _____



Cuesta / Costanilla

a slope or smaller steep lane

FIND ONE TODAY: _____



Paseo

a broad route made for moving and walking

FIND ONE TODAY: _____



Plaza / Puerta

a gathering place or an old gateway name

FIND ONE TODAY: _____

Try the Name Test

Calle Mayor - Paseo de Recoletos - Cuesta de la Vega - Puerta del Sol. Before looking at a map, predict what each name says about the place.

USE THE PUERTA-PLAZA COMPASS

Four landmarks turn Old Madrid into a memory route.

SOL -> MAYOR -> VILLA -> PALACE



SOL



PLAZA MAYOR



PLAZA DE LA VILLA



ROYAL PALACE

Memory route only – use a current map for live navigation.

READ THE CITY AS YOU MOVE

- At SOL: find the bear or Kilometre Zero.
- At MAYOR: pass through one arch.
- At VILLA: spot three different centuries.
- At PALACE: find the ridge where palace and cathedral meet.

OFFICIAL QUEST 01

Museo Nacional del Prado

The Gallery of Hidden Clues

23 TOTAL



EVERY MASTERPIECE HIDES A CLUE.

Why This Place Matters

Before the Prado became a public museum in 1819, many of its paintings lived in Spain's royal collections. Now everyone can enter—and the best way through is not to stare politely. Painters hid witnesses in mirrors, warnings in shadows, tiny symbols in corners and whole stories inside a single gesture.

YOUR MISSION

Become a gallery clue hunter. Crack four paintings by finding the details that make each one impossible to forget.

4 POINTS

Who Is Watching Whom? — Las Meninas

Velázquez turned a royal portrait into a room-sized mystery. Find the painter holding his brush, the king and queen trapped in the mirror, the bright doorway and its watcher, and the enormous resting mastiff. Mark all four before deciding: who seems to be looking at you?



YOUR EVIDENCE

QUEST EXPLORATIONS

Find, prove, and record the real-place clues.

8 THIS SPREAD

23 QUEST TOTAL



YOUR FIELD ROUTE

Use the current museum map or ask staff; print no room numbers. Full route uses eight stops across two Hunt spreads. Any named work may be replaced by an equal-point work card using the same mechanic. No photography, purchase or staff interaction is required.

2 POINTS

THE NOBLEMAN'S SECRET SIGNALS

El Greco gave this man almost nothing to hide behind. Find the hand pressed to his chest, then collect the sword hilt and narrow white ruff. Those three signals once announced dignity before he spoke a word.

EVIDENCE



1 POINTS

TWO BODIES, ONE FALL — THE DESCENT

Look for the slant made by Christ's body. Now find Mary in blue echoing almost the same falling line. Trace both diagonals—the painter made grief rhyme without using words.

EVIDENCE



1 POINTS

THE STORY HIDING AT THE EDGE — THE ANNUNCIATION

The main scene looks quiet, but Fra Angelico tucked an older story at the far left. Find Adam and Eve, then spot the book on Mary's lap. Circle both clues to unlock the picture's before-and-after story.

EVIDENCE



FOLLOW THE EVIDENCE

The Gallery of Hidden Clues

7 THIS SPREAD

23 QUEST TOTAL



REAL-PLACE CLUES

3 POINTS

BOSCH'S IMPOSSIBLE WORLD

The Garden of Earthly Delights is packed like a dream that forgot the rules. Find one object made impossibly large, one creature built from mixed parts, and one person inside, under or riding something wildly unexpected. Sketch or name all three.

EVIDENCE



2 POINTS

THE LANTERN THAT CONTROLS THE NIGHT — THE THIRD OF MAY

This painting shows violence after the Madrid uprising of 1808; adults should preview it. Find the bright lantern, then trace the hard repeated line made by the soldiers' rifles. Those two clues push your eyes toward the person in white. Gentler swap: find the brightest object and strongest repeated line in another dramatic work.

EVIDENCE



COMPLETE THE ROUTE

The Gallery of Hidden Clues

7 THIS SPREAD

23 QUEST TOTAL



REAL-PLACE CLUES

1 POINTS

THE HUMAN KNOT — THE THREE GRACES

Adults may preview the nudity. Count the three central figures, then trace how their arms link them into one turning shape. Equal-point swap: solve the same three-figure knot in another work.



EVIDENCE

1 POINT

CURATOR'S WILDCARD

Choose one work we did not name. Invent a clue that can be solved only by looking at it—no feelings, no guessing. Test it on a family member. If they can point to the answer, your clue earns the point.

EVIDENCE

FAMILY MINI-PRADO

8 POINTS

23 QUEST POINTS

Build a three-work Family Mini-Prado from the clues your team actually found.

A museum with thousands of works still has to choose what visitors see together. Curators build new stories by placing pictures side by side. Now the gallery is yours.

2 POINTS

WORK 1: PICTURE, SYMBOL, OR TITLE

THE DETAIL THAT MADE IT UNFORGETTABLE

2 POINTS

WORK 2: PICTURE, SYMBOL, OR TITLE

THE DETAIL THAT MADE IT UNFORGETTABLE

2 POINTS

WORK 3: PICTURE, SYMBOL, OR TITLE

THE DETAIL THAT MADE IT UNFORGETTABLE

MAKE THE GALLERY YOURS

2 POINTS

23 QUEST POINTS

Connect the clues into one family exhibition.

1 POINT

THE SECRET CURATOR RULE

Invent one secret rule connecting all three—watchers, strange animals, dangerous light, hidden hands or your own real pattern

1 POINT

THE TITLE THAT OPENS THE DOOR

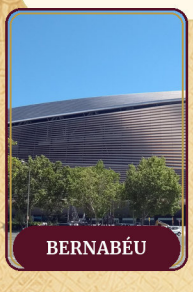
Give the exhibition a title that would make another child rush inside

CURATOR SEAL + FAMILY SIGNATURES

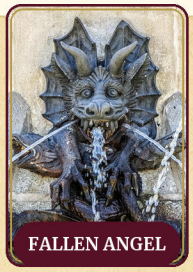
DRAW YOUR SEAL

THE RECORD OF THE QUEST

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BERNABÉU


ROYAL PALACE


FALLEN ANGEL


LAS MENINAS

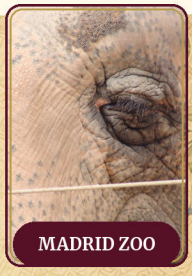

MADRID ZOO

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