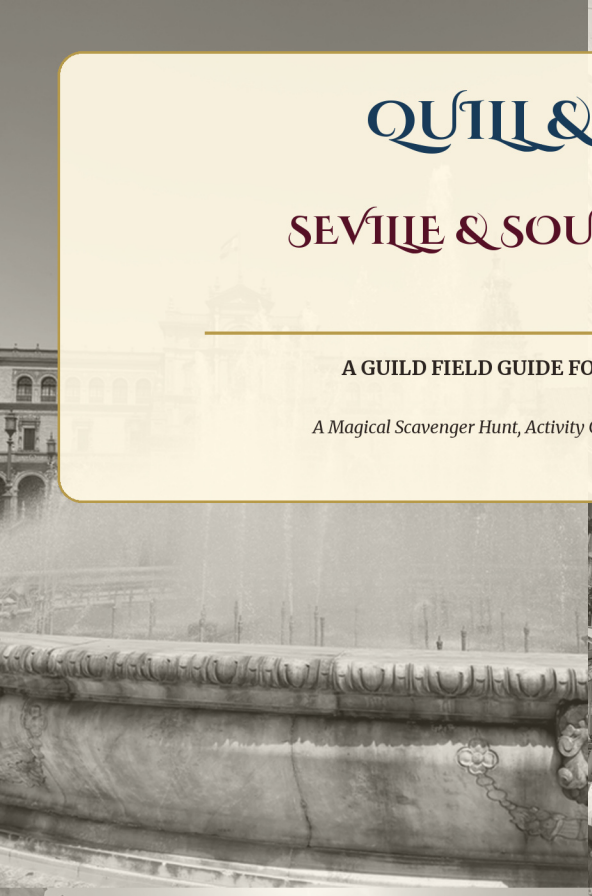
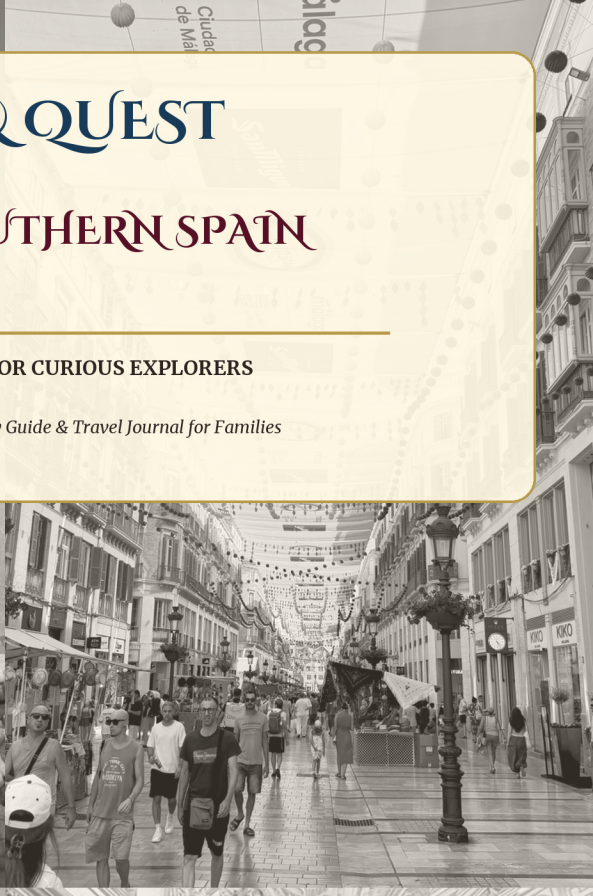
Quill & Quest

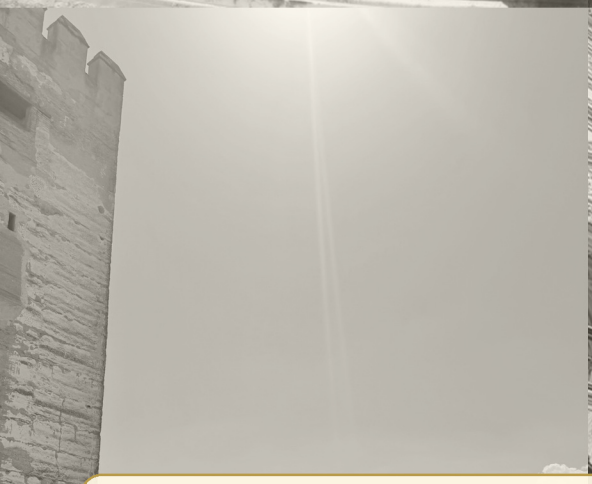
Seville & Southern Spain

A GUILD FIELD GUIDE FOR CURIOUS EXPLORERS

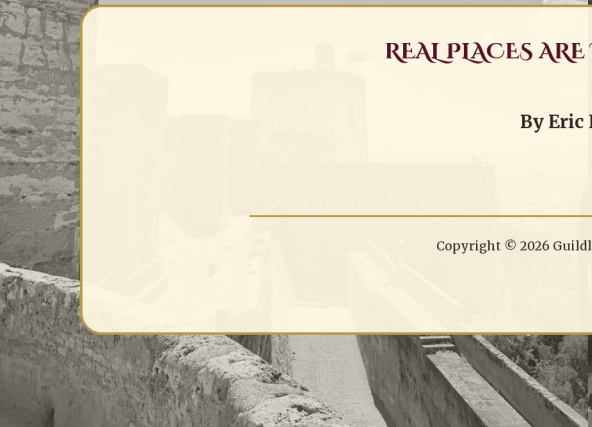
A Magical Scavenger Hunt, Activity Guide & Travel Journal for Families













Real Places Are the Adventure

By Eric Koester

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THIS FIELD GUIDE BELONGS TO

Before the first clue, make the journey yours.

SEEKER NAME — *your Guild record*

FAMILY GUILD NAME — *choose together*

QUEST START DATE — *month / day / year*

TRAVELING COMPANIONS — *your expedition crew*

YOUR SEEKER MARK

Draw a symbol for how you explore.

CHOOSE TWO STRENGTHS

- ☐ Noticing
- ☐ Map-reading
- ☐ Drawing
- ☐ Tasting
- ☐ Asking
- ☐ Remembering

GUILD WELCOME

WELCOME, SEEKER

FOUR CITIES. ONE CONNECTED JOURNEY.

Follow sea light, river routes, palace water, changing towers, tile, arches and family energy across Seville, Málaga, Granada and Córdoba. Different Seekers will spot different evidence. Disagreement is useful when everyone can point to a real clue.

HOW TO USE THIS BOOK

1	**Choose a quest**	Start with what fits the day.
2	**Find exact evidence**	Count, copy, match, label or record.
3	**Create after the hunt**	Creative pages use what you discovered.
4	**Collect points**	Safety, worship and family energy come first.

BEGIN YOUR WAY

☐ **QUICK QUEST**	Complete the short route.
☐ **FULL QUEST**	Try every Hunt clue.
☐ **CREATIVE PATH**	Use the separate Creative spread.
☐ **FAMILY MODE**	Take turns choosing the next clue.

CONTENTS

Choose the Southern Spain quests that fit your family.

SEVILLE — RIVER CROSSROADS — 66 PTS
STARTS PAGE 12

MÁLAGA — SEA GATE — 38 PTS
STARTS PAGE 42

GRANADA — WATER ON THE HILL — 46 PTS
STARTS PAGE 64

CÓRDOBA — CITY OF ARCHES — 55 PTS
STARTS PAGE 88

REGIONAL BONUS QUESTS — 23 PTS
STARTS PAGE 112

TRAVELING PATTERN DECK — 18 PTS
STARTS PAGE 120

SCORE + GUILD RANK — REFERENCE
STARTS PAGE 124

90-MINUTE CHALLENGES — REFERENCE
STARTS PAGE 126

MEMORY, FAMILY, LANGUAGE + CLOSING — REFERENCE
STARTS PAGE 132

GUILD TOTAL: 246 POINTS

Optional challenges are scored separately.

CHOOSE YOUR SOUTHERN SPAIN PATH

Build a full journey, a city day or a shorter family route.

P — PALACES + FORTRESSES

- [ ] Real Alcázar
- [ ] Alhambra
- [ ] Alcazaba + Gibralfaro
- [ ] Madinat al-Zahra

TODAY'S ANCHOR

REST / SHADE PLAN

W — WATER + GARDENS

- [ ] Guadalquivir
- [ ] Generalife
- [ ] Alcázar gardens
- [ ] Mediterranean coast

TODAY'S ANCHOR

REST / SHADE PLAN

A — ART + PATTERNS

- [ ] Plaza de España
- [ ] Picasso
- [ ] Triana ceramics
- [ ] Córdoba arches

TODAY'S ANCHOR

REST / SHADE PLAN

R — ROUTES + VIEWPOINTS

- [ ] Archivo maps
- [ ] Las Setas
- [ ] Albaicín
- [ ] Ronda + Cádiz

TODAY'S ANCHOR

REST / SHADE PLAN



How to play the quest

Read the place story. Hunt exact evidence. Create in the marked studio.

1

START WITH THE REAL PLACE

Read why it matters and choose the route that fits your day.

2

HUNT FOR AN ANSWER

Find, count, copy, match, label, order or record something visible.

3

USE THE RESPONSE SPACE

Pointing and oral proof count when writing is awkward or blocks circulation.

4

CREATE FROM EVIDENCE

Drawing, stories and imagination belong on Creative spreads or marked creative boxes.

PASS THE GUILD ROLES

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



COMPASS

THE FAMILY OVERRIDE

Heat, worship, access, resident privacy and family energy always outrank points. A shorter excellent quest still counts as a successful day.

CANNOT AGREE ON THE NEXT CLUE?

VOTE · THEN ROCK, PAPER, SCISSORS

CLIMB THE GUILD LADDER

Your rank records effort, curiosity and completed evidence.

GUILD ARCHIVIST — 210–246

SKILL: REALMKEEPER

5 RANK



SEVILLE

MASTER OF MEMORY — 150–209

SKILL: STORYCRAFT

4 RANK

MYSTIC MAPMAKER — 90–149

SKILL: HIDDEN PATHS

3 RANK



CÓRDOBA

APPRENTICE SEEKER — 40–89

SKILL: CLUE-SIGHT

2 RANK

JUNIOR QUILL BEARER — 0–39

SKILL: SPARK OF CURIOSITY

1 RANK



GRANADA



MÁLAGA

YOUR SEEKER SKILLS TRAVEL WITH YOU

Your score begins again in the next field guide—but the way you notice, ask, map and remember stays with you.

Optional 90-minute challenges do not change Guild rank.

YOUR SOUTHERN SPAIN FIELD KIT

Five lenses make the whole region easier to read.

1 WATER MOVES

Sea, river, pool, fountain, channel and cistern reveal routes and cooling.

2 LIGHT CHANGES

Glare, shadow, reflection and evening rhythm change what a family can do.

3 CITIES KEEP LAYERS

Roman, Islamic, Jewish, Christian, Atlantic, industrial and contemporary evidence can share one place.

4 MATERIALS REMEMBER

Stone, brick, plaster, tile, wood, paint and paper carry clues.

5 FAMILIES MOVE DIFFERENTLY

Hills, crowds, transit, meals, heat and energy shape the route.



SEA + STONE



TOWER + RIVER

FIELD-KIT TEST *Point toward water, shade and the next rest stop.*

BEFORE THE FIRST CLUE...

Make predictions now. Return later and record what surprised you.

1

THE SOUND

What sound will follow your family through the region?

2

THE DETAIL

Which tiny object, pattern or word will someone spot first?

3

THE PLACE

Which city or quest will surprise your family most?

4

THE RHYTHM

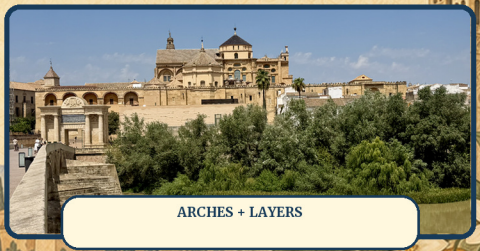
What will change after the heat drops and evening begins?

THE FIRST CLUE IS ALREADY HERE

Which city image did your eyes find first—and what exact detail pulled you in?



WATER + PATTERN



ARCHES + LAYERS

READ THE REGION

A memory map for four connected cities—not a live navigation map.



1 · SEVILLE

RIVER CROSSROADS



2 · CÓRDOBA

ARCHES + COURTS



3 · GRANADA

HILL + WATER



4 · MÁLAGA

SEA + FORTRESS

PUBLICATION ROUTE: SEVILLE → CÓRDOBA → GRANADA → MÁLAGA

THE TRANSITION TEST

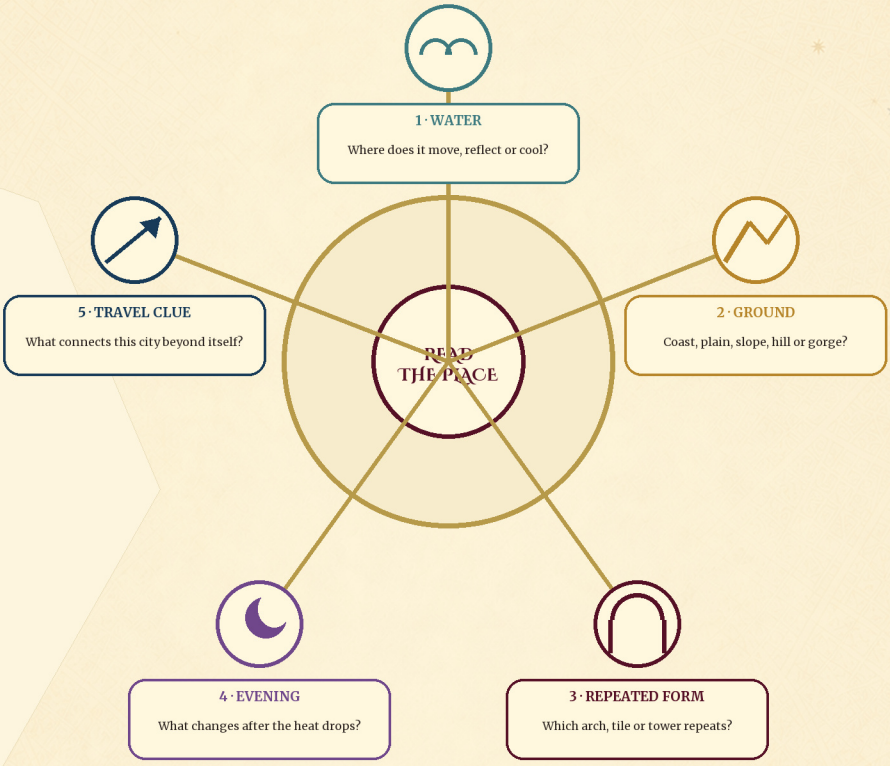
RIVER — Which route or bridge connects the city?

GROUND — Did the family move across coast, plain or hill?

LIGHT — What changed after shade or sunset?

Water, Light & Layers Decoder

Use the same five questions in every city.



Use the decoder on today's city

- WATER _____
- GROUND _____
- FORM _____
- EVENING _____
- ROUTE _____

SV

SEVILLE

RIVER CROSSROADS



WHY THIS CITY MATTERS

Seville stands inland, but the Guadalquivir made it a river city connected to the Atlantic. Palace courts, sacred buildings, workshop districts, bridges, gardens and tiled public spaces grew around that route. Its clues often work in pairs: sun and courtyard shade, water and dry plaza, older tower and later bell stage.

DECODE FOUR CITY STORIES

1

A RIVER TO THE OCEAN

The Guadalquivir turned inland Seville into an Atlantic port.

YOUR CLUE: Draw the arrow from SEVILLE toward the ATLANTIC.

2

A TOWER WITH TWO LIVES

The Giralda's lower tower was an Almohad minaret; the bell stage came later.

YOUR CLUE: Label MINARET below and BELL STAGE above.

3

COURTYARDS COOL THE CITY

Shade, water, trees and thick walls work together as climate tools.

YOUR CLUE: Circle the two cooling tools you find first.

4

RECORDS ON ONE BANK; TILES ON THE OTHER

The Archivo stored Atlantic records; Triana became famous for ceramic work.

YOUR CLUE: Match ARCHIVO to DOCUMENTS and TRIANA to TILES.

REGIONAL CONNECTION

Málaga opens toward _____. Seville carries movement along _____.

Read Seville's City Code

Five concrete clues explain how this city works.

1. **Water** — The Guadalquivir made an inland city part of Atlantic travel and trade.
2. **Ground** — A broad river plain creates exposed plazas—and makes courtyard shade valuable.
3. **Form** — The Giralda stacks an Almohad minaret below a later Christian bell stage.
4. **Evening** — As heat drops, river edges, plazas and neighborhood streets become active again.
5. **Route** — Bridges connect the historic core with Triana's workshops and ceramic traditions.

Choose a Quest Door

1. Real Alcázar — The Courtyard Compass
2. Cathedral + Giralda — The Tower That Changed Jobs
3. Plaza de España — The Tile Atlas
4. Archivo de Indias — The World in the Record Boxes
5. Triana + Guadalquivir — The River Kiln Trail
6. Las Setas — The Skyline Mushroom Walk

Choose Today's Rhythm

Low	Medium	High
Plaza de España + park shade	Cathedral + Giralda	Real Alcázar or river-to-Triana route

Save a Piece of Seville for Evening

Safety, worship, residents, shade and family energy always outrank points.

QUEST 01

Real Alcázar of Seville

The Courtyard Compass



THE PALACE REVEALS ITSELF ONE COURTYARD AT A TIME

Why this place matters

The Real Alcázar is not one palace built by one ruler. Walls, rooms, gardens and courtyards were changed and reused as Seville passed through different governments and communities. At its heart is the fourteenth-century palace commissioned by the Castilian king Pedro I. Its Mudéjar architecture joined a Christian royal court with forms, techniques and decorative traditions deeply connected to al-Andalus.

YOUR QUEST

Collect six pieces of architectural evidence: a bent entrance, a water court, a hidden face, three material bands, a golden dome and a room where palace history meets Atlantic voyages.

FIELD PLAN 75–90 minutes · 16 points · Follow the day's visitor route.

ENTER THE COURTYARD CODE

6 POINTS

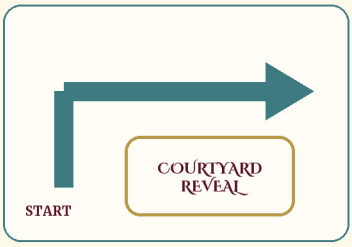
6 OF 16

Three precise discoveries before the palace opens up.

2 POINTS

THE BENT ROUTE

On the approach to the Patio de las Doncellas, trace the route you actually walk. Mark the exact turn that keeps the courtyard hidden until the reveal.



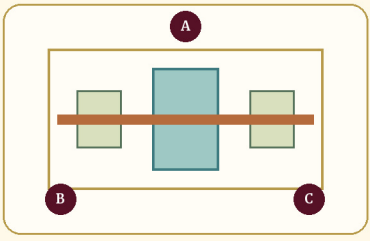
WHAT BLOCKED THE FIRST VIEW?

_____

2 POINTS

POOL, WALKWAYS + SUNKEN BEDS

At the Patio de las Doncellas, match the plan to the real courtyard. Write the correct feature beside A, B and C: central pool, raised walkway, sunken planting bed.



A: _____ B: _____ C: _____

2 POINTS

FIND THE TINY FACE

In the Patio de las Muñecas, search high in the carved decoration for a miniature human face. Do not use this photograph until you have found one in the room.



DETAIL CHECK · AFTER YOU FIND IT

RECORD ITS POSITION

☐ arch ☐ column ☐ wall panel ☐ other

READ THE PALACE IN LAYERS

4 POINTS

10 OF 16

Materials below. Geometry above. Evidence everywhere.



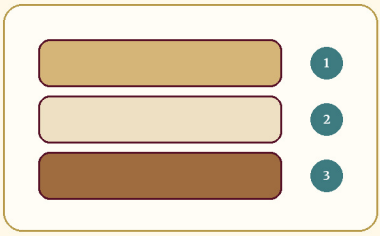
PATIO DE LAS DONCELLAS · LOOK FROM FLOOR TO ROOF

2 POINTS

THREE MATERIALS, THREE HEIGHTS

Find tile, carved plaster and wood on one façade. Write each material beside the numbered height band where you see it—not where you expected it.

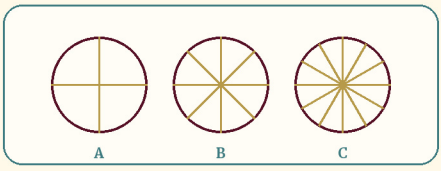
1: _____ 2: _____ 3: _____



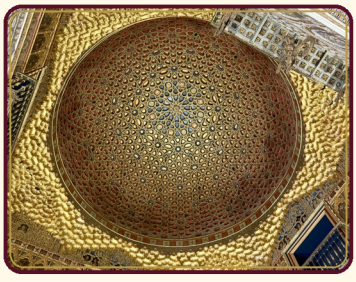
2 POINTS

THE GOLDEN DOME

In the Salón de Embajadores, look straight up. Choose the diagram that best matches the dome's repeating geometry, then put an X at its visual center.



MY MATCH: ☐ A ☐ B ☐ C



USE THE ROOM FIRST—THEN CHECK

NAVIGATORS IN THE CLOUDS

2 POINTS

12 HUNT PTS

One painting connects palace rooms to voyages and empire.



VIRGEN DE LOS NAVEGANTES · FIND BEFORE YOU COUNT

2 POINTS

THE EXPLORERS' ROOM

Find the Casa de la Contratación and the chapel painting Virgen de los Navegantes. Locate the figure traditionally identified as Christopher Columbus among the sheltered people. Then count every complete ship visible below them and record the number you can prove.

COLUMBUS IS POSITIONED:

☐ left ☐ center ☐ right

COMPLETE SHIPS I COUNT:

COUNT THE PAINTING—NOT THIS PAGE

THE IMPORTANT CONNECTION

These rooms helped organize Atlantic voyages. Those journeys produced maps, trade and new knowledge—but also conquest, forced labor and colonization. Record what the painting celebrates; remember what it leaves outside the frame.

BUILD THE COURTYARD COMPASS

4 POINTS

16 TOTAL

Turn six discoveries into one original place.

Your drawing is not scored for artistic skill. Earn the points by using real architectural evidence from the palace and making four clear design choices.

1

BENT ENTRANCE

Make the visitor turn before the main space appears.

☐ I WILL INCLUDE THIS



2

WATER AXIS

Use water to guide the eye through the courtyard.

☐ I WILL INCLUDE THIS



3

FLOOR-CAMERA DOME PORTRAIT

With an adult and only where allowed, place the camera lens-up on the floor. Huddle around it so the ceiling becomes the center of your family portrait.

☐ I WILL INCLUDE THIS



4

TWO MATERIAL BANDS

Show two different materials at different heights.

☐ I WILL INCLUDE THIS



NEXT: map the route, name the mood, then build the courtyard on the facing page.

DESIGN YOUR OWN COURTYARD

CREATIVE

A plan, a legend, and one sentence of story.

SPREAD TOTAL 4

TOP-DOWN COURTYARD PLAN

Start at the arrow. Make the visitor turn before the courtyard appears.

ENTER

LEGEND

- W — water
- S — shade
- T — tile
- P — plaster
- D — door

MOOD

- ☐ calm
- ☐ secret
- ☐ grand
- ☐ playful
- ☐ other

COURTYARD NAME _____

ONE-SENTENCE STORY _____

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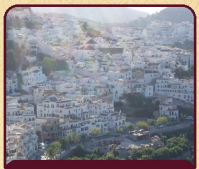
RONDA



CÁDIZ



NERJA CAVE



FRIGILIANA



SETENIL

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CREDIT KEY

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FAM FAMILY

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BEFORE YOUR NEXT QUEST

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