

# Literary Term: Quest

Name \_\_\_\_\_

A quest is a journey toward a goal used in literature as a plot. A quest rarely involves the stated reason. The real reason for a quest is self-discovery. A quest consists of five things:

- A main character who goes on a quest
- A place to go
- A stated reason to go there
- Challenges and trials along the way
- A real reason to go there

Consider the questions below.

1. What is Brian's quest? \_\_\_\_\_

\_\_\_\_\_

2. Detail a couple of challenges and trials along the way. \_\_\_\_\_

\_\_\_\_\_

3. What is the *real* reason for Brian's quest? \_\_\_\_\_

\_\_\_\_\_

Brian's quest is similar to a vision quest. In many Inuit and other Native American groups, the vision quest is a turning point in life taken before puberty to find oneself and the intended spiritual and life direction. When an older child is ready, he or she will go on a personal, spiritual quest alone in the wilderness. This usually lasts for a number of days while the child is tuned into the spirit world. Usually, a guardian animal will come in a vision or dream, and the child's life direction will appear at some point. Once the child has grown into his or herself, he or she will return to the tribe and pursue that direction in life.

4. Describe how you think Brian's experience in the wilderness is similar to a vision quest.

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