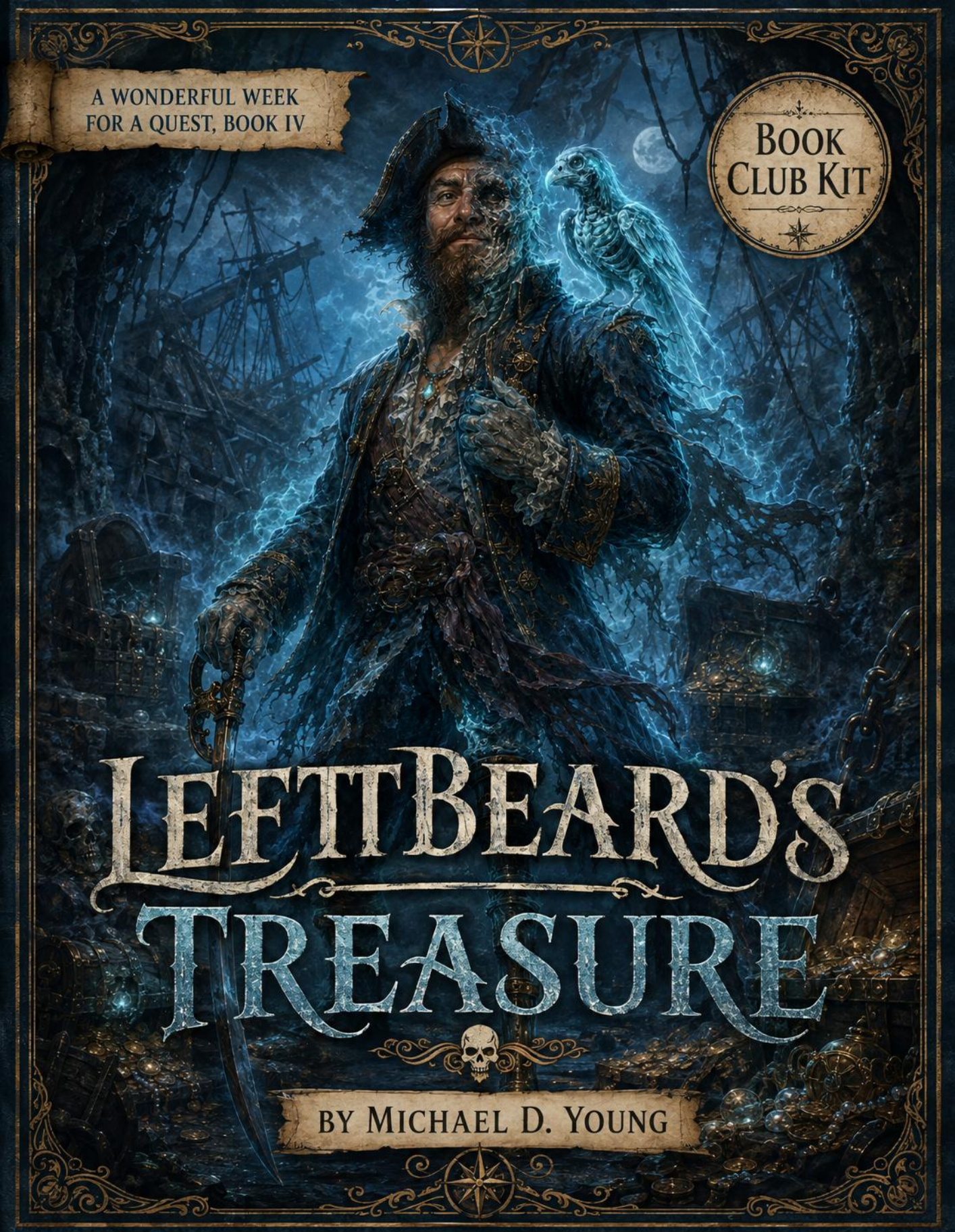




A WONDERFUL WEEK
FOR A QUEST, BOOK IV

BOOK
CLUB KIT

LEFTBEARD'S TREASURE

BY MICHAEL D. YOUNG

A WONDERFUL WEEK
FOR A QUEST, BOOK IV

SPOILER-LIGHT INTRODUCTION

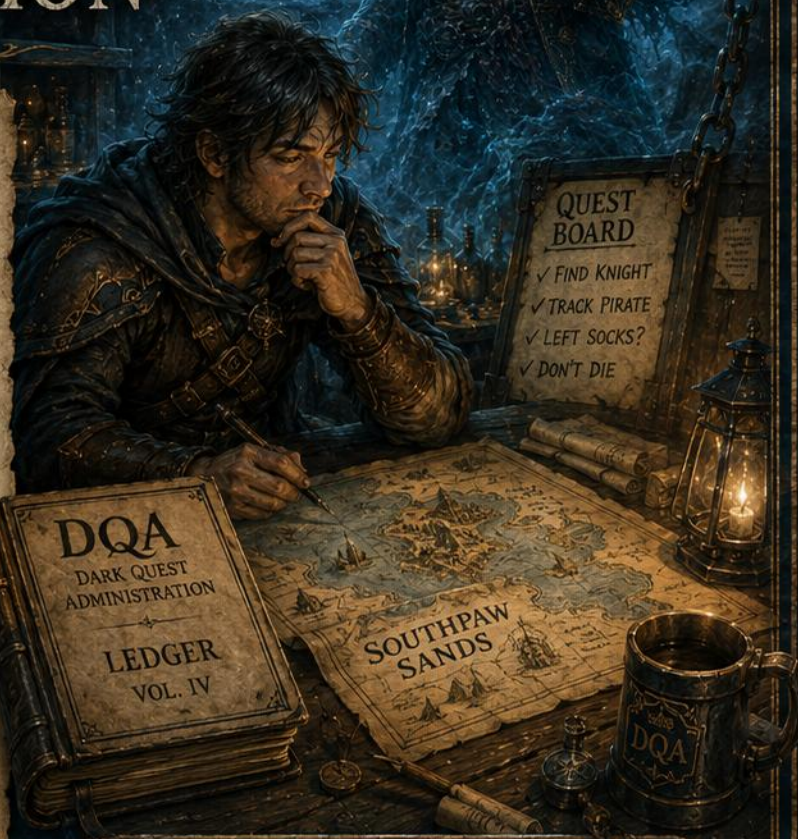
In the fourth Wonderful Week for a Quest adventure, former dark lord ELM stumbles—quite literally—into another quest he never asked for. This time, the mission is tangled with a missing knight, a legendary pirate, and a baffling trail of stolen left socks. What begins as a favor quickly spirals into a journey across haunted waters, suspicious ports, and the edge between legend and laundromat.

Pulled toward the shifting dunes of Southpaw Sands, ELM crosses paths with Captain Leftbeard—feared, famed, and possibly undead—and a crew that keeps more secrets than their treasure chests. Haunted wrecks whisper of old betrayals, and every clue raises more questions about identity, reputation, and what it really means to earn a second chance.

*"Some quests are won with might.
This one might be won with
mud, mischief, and mismatched socks."*



ADVENTURE • LAUGHS • LEGENDS



BOOK CLUB FOCUS



ANTI-HERO ARCS



QUEST PARODY



TREASURE-HUNT STRUCTURE



SERIES FORESHADOWING

CHARACTER & RELATIONSHIP GUIDE



CAPTAIN LEFTBEARD

The legendary pirate whose history, treasure, and ghostly legacy drive the adventure.

His legacy fuels the quest

Provides records and leads



SIR RUPRECHT 2RG

Sir Roderick's younger brother and keeper of the DQA ledger.

Seeks his treasure and truth

Protective of his brother's memory



FANNIE THE PHANTASMA

A ghostly guide and surprisingly useful ally.

Guides and protects

Complicated past

Haunted by his absence



SIR RODERICK

The missing, cursed knight whose absence shapes the stakes.

Offers wit, commentary, and chaos



CINDER

An old associate now working undercover with the EBI.



JACKDAW THE WIZARD

The footnote voice whose humor colors the world.

- Provides
- ← Seeks / Affected
- ↔ Complex / Mutual

THEMES & MOTIFS

Some treasures you can't carry.
Some stories you can't outrun.

MAJOR THEMES



REINVENTION AFTER FAILURE

Leftbeard begins again after losing everything. The story asks what it means to rebuild—yourself, your life, and your purpose.



HERO, VILLAIN, AND ANTI-HERO IDENTITY

Lines blur on the edge of legend. Leftbeard and others wrestle with who they are—and who the world insists they be.



TREASURE VERSUS TRUE VALUE

Gold is easy to find; worth is not. The crew learns that the greatest treasures are the ones that can't be weighed or spent.



REPUTATION AND THE STORIES PEOPLE TELL

Rumors sail faster than ships. Everyone has a legend—rarely the full truth—and those tales shape the future.



HUMOR BESIDE REAL DANGER

Wit and mischief keep the crew afloat when death is close. Laughter isn't an escape—it's a weapon and a lifeline.

MOTIFS TO WATCH



LEFT SOCKS AND MISSING HALVES

What's lost, left behind, or incomplete echoes throughout the story—objects, people, and parts of the self.



LEDGERS, MAPS, AND QUEST RECORDS

Knowledge is power, but records can deceive. What's written, what's hidden, and who decides what gets remembered?



SPECTRAL MAGIC AND THE COST OF POWER

Ghostly aid comes with a price. Every spell, bargain, or blessing leaves a mark.



SHIPWRECKS, TIDES, AND HIDDEN PATHS

The sea is both obstacle and guide. What seems like an end may be a current leading elsewhere.



FOUND CREW AND UNEASY ALLIANCES

Strangers become family—or foes. Trust is earned in storms, not in calm.



BOOK CLUB KIT

DISCUSSION QUESTIONS

— PAGE ONE —

1.

Why is ELM such an effective protagonist for this stage of the series?

2.

How does the book use humor to make a former villain sympathetic without excusing him?

3.

What does the missing-person thread surrounding Sir Roderick add to the quest?

4.

Why is Leftbeard's legend a good fit for ELM's search for purpose?

5.

What role do Sir Ruprecht and the DQA ledger play in redefining heroism?

6.

How do the shoulder imps externalize ELM's inner conflict?

7.

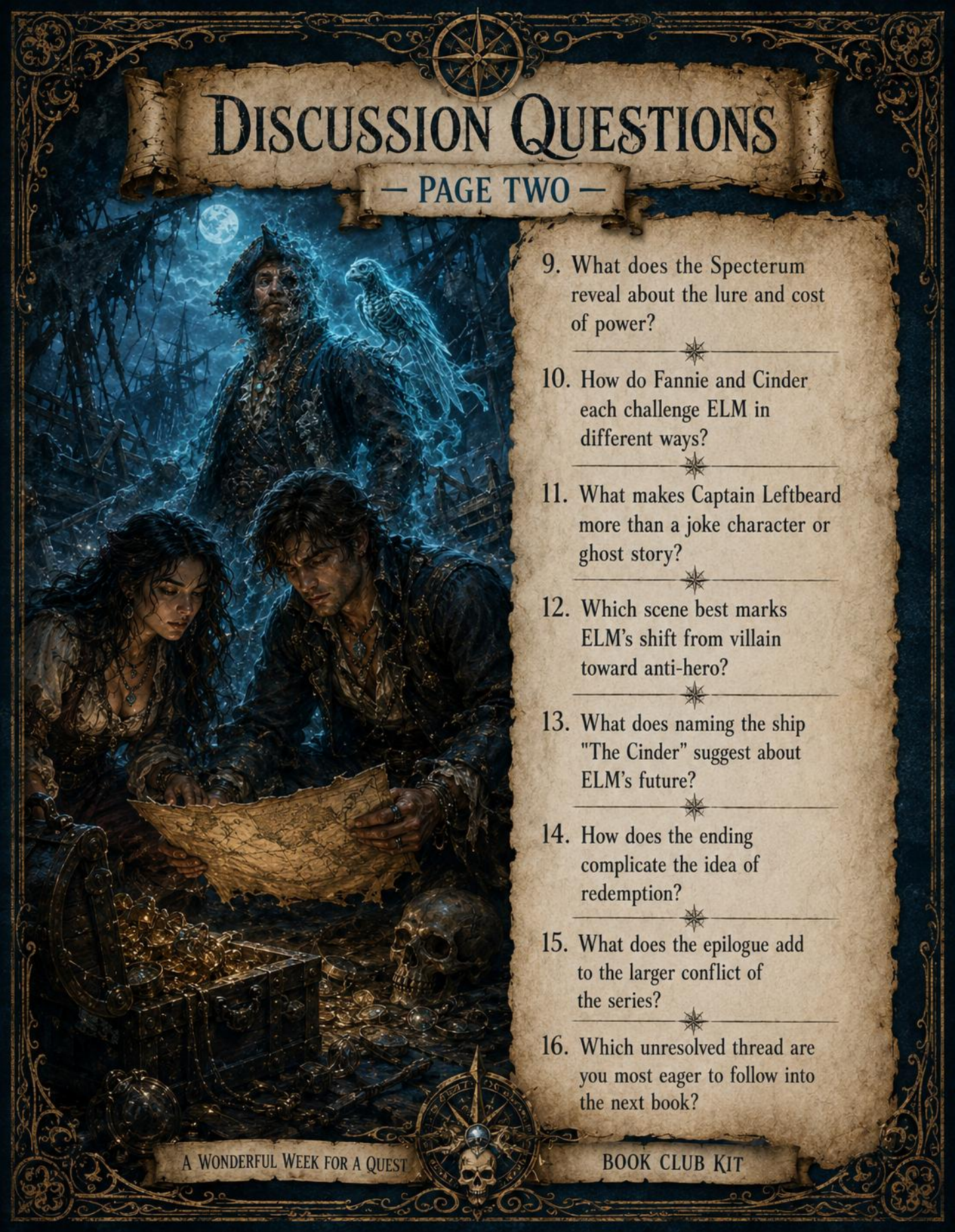
Which early moment most clearly hints that this quest will be about more than treasure?

8.

How does the novella balance episodic comedy with forward series momentum?

Not all heroes are born on the right side of the law. Some just finally choose it.





DISCUSSION QUESTIONS

— PAGE TWO —

9. What does the Spectrum reveal about the lure and cost of power?
✧
10. How do Fannie and Cinder each challenge ELM in different ways?
✧
11. What makes Captain Leftbeard more than a joke character or ghost story?
✧
12. Which scene best marks ELM's shift from villain toward anti-hero?
✧
13. What does naming the ship "The Cinder" suggest about ELM's future?
✧
14. How does the ending complicate the idea of redemption?
✧
15. What does the epilogue add to the larger conflict of the series?
✧
16. Which unresolved thread are you most eager to follow into the next book?

MEMORABLE MOMENTS FOR DISCUSSION

1

MAIL DUTY AND THE MAGAZINE



ELM's boredom and envy
launch the book's change arc.

2

THE DQA LEDGER



A tavern-side commission
turns moral reform into quest comedy.

3

CINDER'S RETURN



An old ally reappears
in a surprising new role.

4

THE WRECKS AND FANNIE



The haunted search
becomes a real test of character.

5

CAPTAIN LEFTBEARD



The pirate legend becomes
a turning point in ELM's understanding.

6

THE CINDER AND THE LEDGER



ELM chooses a new path,
though not an easy one.

TALK IT OVER

1

Which moment
most changed how
you viewed ELM?

2

Which scene best
combines comedy
and real stakes?

3

Which moment would
be most fun to
discuss with a group?

GROUP ACTIVITIES & REFLECTION PROMPTS

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CREATIVE ACTIVITIES



DRAFT YOUR ANTI-HERO CODE

Write five rules for ELM's future crew.



DESIGN SOUTHPAW SANDS

Sketch a treasure map with traps, wrecks, and secret routes.



LOST SOCK LORE

Invent the story behind one stolen left sock.



SHOULDER IMP DEBATE

Write a short scene in which Red, Blue, and Purple argue over one choice.



NAME THE NEXT SHIP

Propose a ship name, motto, and emblem.



REFLECTION PROMPTS



When have you wanted a second chance but not known how to earn it?



Which character felt most trapped by an old identity?



Is treasure ever the real goal in a story like this?



What kind of leader could ELM become?



FACILITATOR GUIDE

BOOK CLUB KIT

BEFORE YOU MEET

- Decide whether you want to compare this book with earlier Quest books.
- Ask readers to note one funny scene and one emotionally important scene.
- Encourage everyone to bring one question or observation.

DISCUSSION FLOW

1. Begin with ELM as anti-hero—motives, methods, and masks.
2. Move to Leftbeard and the treasure quest—what it reveals about the world and the crew.
3. End with the redemption question and the epilogue—where does Leftbeard stand, and what comes next?

HELPFUL ANGLES

- Humor versus stakes—how comedy and peril work together.
- Rumor, legend, and self-invention—the stories we tell about ourselves.
- Series foreshadowing—clues, call-backs, and what they might be setting up.

OPTIONAL CLOSING

Have each reader name one ally, crew member, or unresolved thread they most want to revisit next.

