The Fantasy Book Club Questions Pack

Discussion cards for the books with maps in the front - worlds, magic systems, prophecies, villains & endings

Free sample - two real pages: The Host's Quick-Start, plus the complete Magic System Set A (four cards, sixteen questions). Print at 100% on US Letter or A4.

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The Host's Quick-Start - A Fantasy Discussion Night in Five Moves

The whole hosting system on one page (pack p.3) - the page a first-time host reads at 6 p.m. and hosts from at 7.

Before the night: pick two themed sets that match this book (a dragon book wants Creatures + Magic; a court-intrigue book wants Power + The Villain's Case). Print those two pages, one Anywhere Deck page, scorecards for everyone, and the Session Planner. That's the whole print job.

Move 1 - Set the spoiler line (2 minutes).
Before any book talk, run the Finished-the-Book? check from the Spoiler Charter (p.4): who finished, who stopped partway and where, who's riding on a reread or an adaptation. Say the horizon out loud: "Tonight, everything up to the end of this book is fair game; nothing past it until I open the gate." Two minutes now saves the whole night.

Move 2 - Open with a card anyone can answer (10 minutes).
Play one Anywhere Deck card or a gentle Lightning opener. First questions must be opinion-only - no memory tests, no plot recall - so the person who finished at 1 a.m. and the person who finished in June are equal at the table.

Move 3 - Spend the middle on the book's engine (30-40 minutes).
Work your two chosen sets, two or three cards each. Follow the heat: if the magic costs catch fire, stay in Magic and let Maps wait for next month. You are hosting, not invigilating - an unfinished set is a success if the room is loud.

Move 4 - Give the villain their hearing (10 minutes).
Play one Villain's Case card. Appoint counsel - ideally the member who hates the villain most - and let them argue the defence properly. This is the ten minutes members describe to friends who then join the club.

Move 5 - Close with scores, the vote, and lightning (10 minutes).
Scorecards out: sixty seconds of silent scoring, then the averages go on the Scores & Vote page - where the club also decides tonight, in writing, whether next month is a standalone or the next series book. Then end loud: a Lightning Round, first answer counts, nobody's dignity survives intact.

Timing plans: 60-minute night - Moves 1, 2, one set in Move 3, skip Move 4, keep Move 5. 90-minute night - as written. 2-hour finale night (series end) - add Series Mode (p.6) and play the full Endings set.

The host's kit: the printed card pages - scorecards + pens - the Session Planner - one copy of the book itself, for settling "page beats memory" disputes - a mug or hat for Lightning strips.

You do not need to arrive with opinions ready. You need cards. The room will bring the opinions.

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The Magic System - Set A

The pack's signature set (pack p.11): costs, limits, loopholes - the questions generic packs cannot ask. Questions marked * are the strongest on each card: if the night is short, ask only those.

Card M1 - The Bill

Best moment: the first magic card of any night.

1. What does magic cost in this book - every time, no exceptions? Name the currency: pain, memory, years, sleep, blood, truth, something rarer.

2. * Who pays when the powerful cast? If the honest answer is "someone else," what does the book think about that - and does it ever say so?

3. Which piece of magic felt expensive as you read it, and which felt free? Did the book intend that difference?

4. If this magic arrived in our world tomorrow, what would it actually be used for by Friday? Not nobly. Honestly.

Card M2 - The Rules, As Written

Best moment: core - the consistency hearing.

1. State the system's hardest limit in one sentence. Can the whole table agree on the sentence?

2. * The loophole audit: find the one scene where the magic does something the rules said it couldn't. Cheat, growth, or a rule you misunderstood? Page evidence only.

3. What can magic in this world simply never do - and how much of the plot lives inside that "never"?

4. Did learning the rules deepen the wonder or spend it? Declare yourself: rules-first reader or mystery-first reader?

Card M3 - Who Gets Magic

Best moment: core.

1. Who is born to it, who can learn it, who is locked out entirely - and what does the book do with the locked-out?

2. * Magic as inheritance versus magic as education: which does the system reward, and which does the story admire? Are they the same?

3. Draft one non-magical character's skills for the quest instead of a second mage. Defend the pick.

4. If everyone at this table gained this book's magic tomorrow, who abuses it first? Nominations require evidence.

Card M4 - The First Spell

Best moment: opener or early core.

1. The first time magic appears: wonder, weapon, or warning? What did the book want you to feel - and did it work?

2. * How does a beginner fail in this system - and is failure survivable, instructive, or fatal?

3. Who teaches magic here, and what do they charge besides money?

4. The apprenticeship test: knowing the failure rate, would you sign up to learn this system? What would you study it for?

Host notes (printed at the foot of the card page): This is the pack's signature set - if your club plays nothing else, play this. M2 Q2 is the single most argued question in the pack; insist on page evidence and it will run itself for fifteen

minutes. Quiet-room rescue: vote it - "Consistent or cheat, hands up" - then make the smaller side argue their case first.

This free sample holds two real pages of The Fantasy Book Club Questions Pack (30 pages: an 8-page host guide - Quick-Start, Spoiler Charter & the Finished-the-Book? Protocol, How to Use the Cards with the Quiet-Room Ladder, Series Mode, Session Planner, Reader's Running Sheet with Prophecy Watch - then 64 cards in twelve themed sets plus the universal Anywhere Deck, two Lightning Rounds with 48 one-line questions, a Fantasy Scorecard, the Scores & Next-Book Vote page and the club's Fantasy Shelf log - US Letter, A4 and tablet editions). Its shelf-mates are the Ultimate Reading Journal Bundle's genre-free club sheets and the Silent Book Club Host Kit, which share no questions with it. All live at pagelyra.vercel.app