

# THE PLOT THICKENS

Now that you've designed your story's characters and setting, you're ready to create your story's plot. How will your characters come to the island? What will they find there? What challenges will they encounter? How will they work together to solve a problem? The answers are all up to you.



**PART 1** Start with motivation. What do your characters hope to accomplish on this island adventure? Each character can have their own goal, or the whole team can have one common goal.

Choose a goal for your adventure from the list below or create your own:

- Discover whether a legend is true.
- Search for treasure.
- Form an alliance with the island's inhabitants.
- Explore the island's mysteries.
- Other: \_\_\_\_\_  
\_\_\_\_\_

**PART 2** Next, make things interesting. Add some of the challenges or situations listed below to your storyline. But remember: Use the character profile chart you made in Activity 1 to make sure your character can handle the challenges or situations you choose. Then, mark the location of each situation you add to the storyline on your map.

- a. Some of the island inhabitants do not like visitors. They think you are there to steal from their island.
- b. Some of the island inhabitants like visitors. They invite your team to join them for dinner.
- c. An old wise man shares a secret message with you that you must solve.
- d. You come upon a mysterious-looking door hidden among the rocks on the shoreline.
- e. As you're exploring, a net made of leaves and branches cascades down around you.
- f. You come to a cliff and see swirling ocean waves crashing below. In the waves, you notice colors swirling and forming a shape.
- g. You're out walking in a deserted part of the island and see an opening to a cave.
- h. After dinner on your first evening there, you hear a screeching sound coming from what seems to be a forest.

**PART 3** Now use this table of abilities and behaviors to empower your characters for their adventure. Choose one item from each row that your character must do in the story. Or let fate decide by casting a die to determine your choices. (You'll find an online die at [toythetheater.com/dice](http://toythetheater.com/dice).)

Category	1	2	3	4	5	6
<b>Combat Action</b>	Cast a spell	Run	Help	Hide	Use a special ability	Search
<b>Magical Power</b>	Freeze someone (or something)	Create a shield	Put someone to sleep	Make someone or something invisible	Be protected from evil	Understand languages
<b>Physical Activity</b>	Travel a short distance	Find an object	Encounter difficult terrain	Swim	Encounter enemy space	Encounter friendly space

**FAMILIES**, check out Dungeons & Dragons for a game night adventure. Learn more at [playdnd.com](http://playdnd.com).



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