

THE PLOT THICKENS

Now that you've designed your story's characters and setting, you're ready to begin spinning 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 is it that your characters hope to accomplish on this island adventure? Each character can have its own goal, or the whole team can have one common goal. Choose a goal for your adventure from the list 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. Weave some or all the challenges listed below into your storyline. But remember: you'll have to check that your character has the skills to handle the situations you choose. 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 have to 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 incorporate into the storyline. Or let fate decide by casting a die to determine your choices. (You'll find an online die at toytheater.com/dice.)

Category	1	2	3	4	5	6
Combat Action	Cast a spell	Run	Help	Hide	Use a special ability	Search
Magical Power	Freeze someone (or something)	Create a shield	Put someone to sleep	Make someone or something invisible	Be protected from evil	Understand languages
Physical Activity	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.



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