

THE ADVENTURE TAKES SHAPE

It's time to add details to the bard's story! Think about the four story elements you chose. What events might happen that connect the characters and setting to the problem and solution?

PART 1: Fill in the characters, settings, problem, and solution you selected in the boxes below. Then add an event that causes the problem, and an event that leads to the solution. Next, add a theme or lesson the characters learn. Use the examples from Dungeons & Dragons below to help you, or think of your own.

CHARACTERS AND SETTING	▶	EVENT	▶	PROBLEM

EVENT	▶	SOLUTION	▶	THEME

EXAMPLES FROM DUNGEONS & DRAGONS

Event that causes the problem	Event that leads to the solution	Theme or lesson learned
Thieves steal a precious item.	You and your companions follow the trail the thieves leave and trick them into giving you back the item.	Perseverance (keep trying)
A monster is loose in a nearby town.	A wise old sage tells you and your companions the secret to defeating the monster, but it will take all of you working together to defeat the monster.	Teamwork/trust
A magical item belonging to the Queen has gone missing.	You and your companions use your wit and smarts to discover that the Queen is lying and trying to stir up trouble.	Good vs. evil
The royal dragon was kidnapped.	You and your companions use clues and a magical map to find the dragon and return it.	Problem-solving
Your enemies have trapped you and your companions in a dungeon.	A mysterious figure appears and gifts you a magical item that helps you and your companions escape.	Friendship/accepting help/trust

PART 2: Using your answers from Part 1, write a brief summary of your story on the back of this sheet.

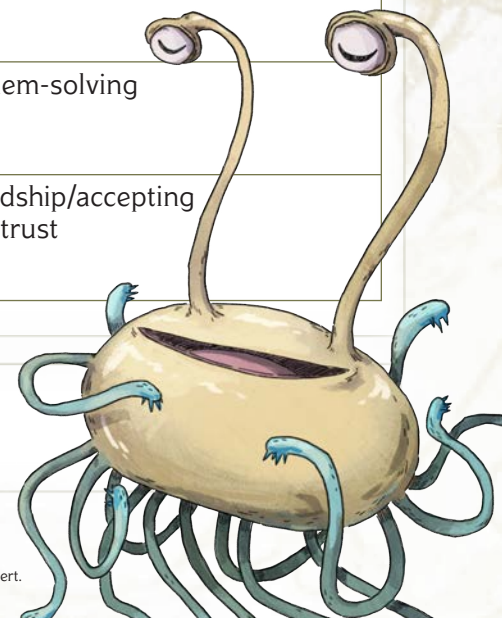


Illustration by Tim Probert.