

Roll the dice 3 times. Every time you roll, a different element of your story is revealed. Once you have finished rolling the dice, write or tell your story.

	1ST ROLL CHARACTER	2ND ROLL SETTING	3RD ROLL CONFLICT
•	A hungry witch	A graveyard	Gets lost
•	A scared monster	A haunted house	Sees a ghost
•	A worried ghost	A dark forest	ls chased by a zombie
	A nervous bat	A tree house	Becomes ill
	A grumpy black cat	An attic	Hears strange noises
	A sleepy mummy	A spooky swamp	Gets caught in quicksand