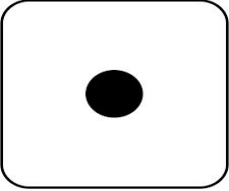
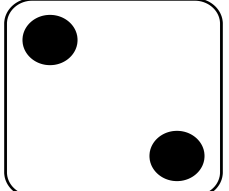
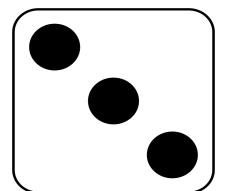
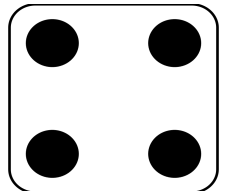
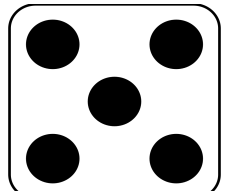
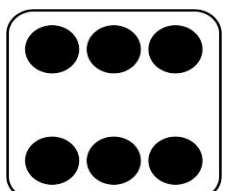


Roll a Story: Fantasy

Rolled #	Character	Setting	Problem
	Talking Frog	Enchanted Castle	Ate a Poison Apple
	Knight in Shining Armour	Deep Dark Forest	Is Put Under a Magical Spell
	Enchanted Princess	Small Village	Meets a Fire Breathing Dragon
	Fairy Godmother	Secret Cave	Best Friend is Kidnapped
	Powerful King	Cottage in the Woods	Meets an Angry Troll
	Big Ugly Ogre	Tall Tower Surrounded by Lava	Finds Hidden Treasure

Directions: Roll a dice three times. The first roll gives you your main character, the second roll is for the setting and finally the final roll gives you the main problem. Remember, these ideas help guide your creative writing and are only here to help your imagination get started.