KIDPILLAR

ROLL A HALLOWEEN STORY

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.

	IST ROLL Character	2ND ROLL Setting	3RD ROLL Conflict
	A HUNGRY WITCH	A GRAVEYARD	GETS LOST
	A SCARED CAT	A HAUNTED MANSION	Sees a Ghoul
$\bullet$	A worried Jack-o-lantern	A DARK FOREST	IS CHASED BY A ZOMBIE
	A NERVOUS BAT	A tree house	Becomes ILL
	A grumpy Ghost	<b>A</b> N ATTIC	Hears strange noises
	A sleepy Frankenstein	A spooky swamp	Gets Caught in Quicksand