

Idea Bank - Fairytale Writing

Middle Square: Introduction Idea Bank

- **Setting:**
 - A kingdom hidden in the clouds, where only the bravest can visit.
 - A village inside a giant tree, with leaves that glow at night.
 - A land where the sun never sets, but shadows hide secrets.
 - A floating island surrounded by endless waterfalls.
 - An underground city lit by crystals that hum with magic.
 - A desert kingdom where time moves differently, and each hour feels like a day.
- **Characters:**
 - A shy prince who is afraid of heights but must scale a magical mountain.
 - A princess who was raised by wolves and can communicate with animals.
 - A magical creature, like a talking unicorn or a phoenix, who helps the hero.
 - A clumsy sorcerer who always messes up their spells, but has a heart of gold.
 - A royal family cursed to turn into animals at night.
 - A young knight who is secretly the lost heir to a forgotten kingdom.
- **Problem:**
 - A curse that turns people to stone when they lie.
 - A magical fog that causes everyone to forget who they are.
 - A villain who steals the kingdom's source of magic and hides it in a dangerous place.
 - A dragon that has fallen asleep under the kingdom, and its snores are causing earthquakes.
 - A quest to find a lost artifact that will prevent a coming disaster.
 - A powerful sorceress who controls time and threatens to erase the kingdom from history.
- **Why the problem is important:**
 - Without solving the problem, the kingdom will fall into eternal night.
 - If the hero doesn't succeed, their family will be lost forever.
 - The magical creatures that protect the kingdom will disappear if the curse isn't lifted.
 - The kingdom will sink into the sea unless the stolen magic is returned.
 - The villain plans to rule the kingdom, and only the hero stands in their way.
 - A dangerous prophecy warns that the kingdom will be destroyed unless the hero takes action.

Square 1: First Event or Action Idea Bank

- **First Action:**
 - The hero leaves the safety of the kingdom to venture into a forbidden forest.
 - The character sneaks into the villain's lair to steal back a magical item.
 - The hero meets with an oracle who gives them a riddle to solve before they can begin the quest.
 - The character receives a mysterious letter or map that leads them to the start of the adventure.
 - The hero must pass a test or prove their bravery to earn the help of a magical creature.
 - The hero's first step is to find a wise elder who holds the secret to breaking the curse.
- **Motivation:**
 - The hero wants to save their family, who is trapped by the villain's magic.
 - The character needs to prove themselves as a worthy leader to their people.
 - The hero is seeking redemption for a mistake they made in the past.
 - The character is the only one who can break the curse due to a special birthmark or prophecy.
 - The hero's best friend or sibling has been captured, and they are determined to rescue them.
 - The hero feels a sense of duty to protect their home and all those they love.
- **Helper/Guide:**
 - A talking bird who has traveled the world and knows hidden paths.
 - A grumpy troll who begrudgingly helps the hero in exchange for a favor.
 - A wise old wizard who gives the hero a magical item but warns of its dangers.
 - A mysterious stranger with a hidden past who offers guidance.
 - A fairy or sprite who knows all the secrets of the forest.
 - A magical wolf who communicates through images in the hero's mind.
- **Obstacles/Challenges:**
 - The hero must cross a bridge guarded by riddles that change each time someone tries to cross.
 - The character is faced with a river of quicksand that requires clever thinking to pass.
 - A group of bandits tries to steal the hero's map or magical tool.
 - The hero has to solve a tricky puzzle to open a magical door.
 - A mountain that seems to grow taller the closer the hero gets to it.
 - The character is trapped in a labyrinth that changes with every turn.
- **Tools/Knowledge:**
 - A magic mirror that shows glimpses of the future but only when the hero asks the right question.
 - A key that opens any lock, but can only be used once.
 - A cloak of invisibility, but it only works when the wearer is completely silent.
 - A map that changes to show the safest path, but only under moonlight.
 - A potion that grants super strength for a short time.
 - A book of ancient spells that the hero must learn to use wisely.

Square 2: Magic or Key Event Idea Bank

- **Magical Moment:**
 - The hero finds a magical staff that controls the weather.
 - The character accidentally awakens a sleeping dragon who gives them a riddle to solve.
 - A hidden door in a tree reveals a forgotten underground city.
 - The hero steps into a magical mirror that transports them to an alternate reality.
 - The character discovers a talking sword that knows the villain's weaknesses.
 - A waterfall turns into a magical portal that leads to a distant world.
- **Conflict:**
 - The villain traps the hero in a cage made of magic that they must escape from.
 - The hero faces an enchanted army of stone soldiers.
 - A dark fog surrounds the hero, causing them to lose their memory temporarily.
 - The character must choose between saving their friend or continuing the quest.
 - The villain casts a spell that causes time to slow down, making every step a struggle.
 - A trap is set by the villain that causes the hero's magical tool to stop working.
- **Allies/Companions:**
 - A shape-shifting companion who can turn into any animal but can only stay in each form for a short time.
 - A wise but mischievous spirit who knows the secrets of the enchanted forest.
 - A reluctant ally who doesn't like the hero but helps because of a debt owed.
 - A group of dwarves who offer protection but ask for a favor in return.
 - A magical beast, like a griffin or a phoenix, that saves the hero in a time of need.
 - A loyal sidekick with surprising talents that the hero doesn't discover until later in the story.
- **Result of the Magic:**
 - The hero gains the ability to see hidden paths, leading them closer to the villain's lair.
 - The magical event reveals the true identity of the villain, shocking the hero.
 - The magic backfires and traps the hero in a time loop until they figure out how to escape.
 - The spell shows the hero a vision of the future where they succeed or fail, giving them crucial information.
 - The magic causes the hero's companions to fall asleep, and they must face the next challenge alone.
 - The event unlocks the hero's own hidden magical powers, changing the course of the quest.

Square 3: Second Event or Challenge Idea Bank

- **Second Action:**

- The hero faces off against a villainous army or a powerful monster.
- The character is forced to solve a puzzle that could trap them forever if they answer wrong.
- The hero discovers a hidden room filled with dangerous traps that must be disabled.
- The character is betrayed by an ally and must find a way to escape.
- The hero is captured by the villain and must plan a daring escape.
- The hero must pass through a cursed forest where their deepest fears come to life.

- **Strategy:**

- The hero uses the magical tool or knowledge they gained earlier to outsmart the villain.
- The character creates a clever distraction to avoid a deadly trap.
- The hero uses teamwork with their companions to defeat a powerful enemy.
- The character learns to use magic themselves, creating a new spell to solve the problem.
- The hero finds a secret way into the villain's lair by remembering a clue from earlier.
- The character makes a deal with a neutral party to gain help in exchange for a future favor.

- **Decision/Choice:**

- The hero must decide whether to risk their life to save a companion or continue the quest.
- The character can take a shortcut to the villain but must abandon a key ally to do so.
- The hero faces a moral choice: tell the truth and lose an advantage or lie and keep it.
- The character must choose between two paths, each with dangerous consequences.
- The hero is offered great power by the villain in exchange for betraying their cause.
- The character is forced to destroy a magical tool that has become too dangerous to use.

- **Growth:**

- The hero learns that their greatest strength is not magic or power, but their ability to lead and inspire others.
- The character discovers that they are more courageous than they ever realized.
- The character learns that sometimes the hardest choices are the right ones.
- The hero realizes they need to rely on others and that they can't complete the quest alone.
- The hero overcomes their greatest fear or flaw, like fear of failure or overconfidence.
- The character gains confidence from solving a difficult problem, setting them up for the final battle.
- The hero discovers that compassion and kindness are more powerful than brute strength.
- The hero understands that even mistakes can lead to victory if they learn from them.

Square 4: Conclusion Idea Bank

- **Final Battle/Resolution:**
 - The hero faces the villain in a final battle atop a mountain or in a dark castle.
 - The villain traps the hero in an enchanted maze, and the hero must find a way out before time runs out.
 - The hero uses their wits to trick the villain into undoing their own magic.
 - The hero defeats the villain by turning the villain's own powers against them.
 - The villain summons a massive creature, and the hero must use all they've learned to defeat it.
 - The hero calls on their new allies to help in a final showdown against the villain and their minions.
- **Ending:**
 - The kingdom celebrates the hero's victory with a grand feast or festival.
 - The hero's family or friends welcome them home, and the hero is honored as a true leader.
 - The villain is banished or transformed into a harmless creature, ensuring they can't cause harm again.
 - The magical creatures of the land thank the hero and offer them a place of honor in their realm.
 - The hero is crowned as the new ruler of the kingdom or is given a special title for their bravery.
 - The hero and their companions embark on new adventures together after restoring peace.
- **Lesson/Moral:**
 - **Bravery:** True courage comes from facing your fears, even when the odds are against you.
 - **Friendship:** The greatest strength comes from standing together and relying on those you trust.
 - **Kindness:** Acts of kindness and compassion can change the world, even in the face of evil.
 - **Perseverance:** Never give up, no matter how difficult the journey becomes. Success comes from persistence.
 - **Wisdom:** Sometimes the cleverest solution isn't the most obvious one, and wisdom often wins over brute force.
 - **Self-Belief:** Believe in yourself and your abilities, even when others doubt you or the journey feels impossible.
- **Happily Ever After?:**
 - The hero and their companions live peacefully in the kingdom, but there's a hint of new adventures just around the corner.
 - The hero retires from adventuring but is always ready to return if danger arises again.
 - The kingdom is forever changed by the hero's actions, and new traditions or laws are put in place to protect it.

- The hero is honored with a magical gift that will protect them in future quests.
- The villain was not truly evil but was acting out of pain, and the hero helps them find redemption.
- The hero's magical abilities are passed down through their descendants, who will continue to protect the kingdom for generations to come.