

Fiction Prompts

200+ Writing Prompts in
8 different genres!

Self-Publishing SCHOOL

All it takes is one idea, one prompt to kickstart a lifechanging book...

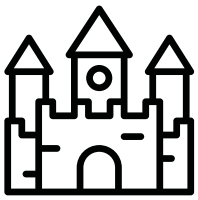
One of the most difficult parts of your writing journey is coming up with the idea in the first place...

*What if you know you **want** to write,*
*but you're just not sure **what** to write?*

Writing promprs have been around forever. They're simply an idea that is open-ended enough for your own creativity to take over and create something unique and intriguing.

But not all of us who love writing can come up with those ideas very easily.

That's where these writing prompts come into play. We create 100% unique and original writing promopts for you to use in order to get started on your next best seller...



Fantasy Book Ideas

Magic, creatures, and adventure, oh my! Use these book ideas to discover hidden worlds and abilities inside your own mind.

1. A character who finds an odd-looking egg in the forest. When they take it home, they never could have predicted what was inside it.

2. This character has always had the ability to change how they looked, and so they hid their true appearance behind attractive façades. Now, their abilities aren't working, exposing what they truly look like.

3. The once peaceful water dwellers who have suddenly declared war on a settlement that was its only true ally. Your character has no idea why and is thrust into the war against their will.

4. Magic is the norm. Some excel at it, some are only okay, and others are against it completely, despite being able to use it. Your main character is the latter.

5. Time has always been a constant in a world where reality can be warped and stretched. Then your character, through research and hard work, discovers you can even alter time.

6. Your character researches untouched societies as a living. While deep in the jungle on an assignment, they accidentally allow themselves to be seen by someone from the society, a big no-no. What that person is capable of is beyond the world your character knew existed.

7. Your character world is dying. The actual earth is sick and killing all the plants and probably life as they know it.

8. One of your characters who has magic. The other wants nothing more than to have magic. How far is that one person willing to go to make that magic theirs?

9. Your character and their brother have always been best friends. They know practically everything about each other. Until they catch him do something they never thought possible.

10. Shunned by their village, they spend their life as a near-slave, waiting on others, doing the hardest work, and granted little freedom. Well, they did, anyway, until they uncovered who the voice belonged to.

11. Your character boards a ship to sail across to a newly discovered land. What they find when they get there are undiscovered species – both animal and humanoid.

12. Non-magic people are outlawed. Your character has no magic and their older sibling has been ensuring nobody knows since your character was born. One missed moment might ruin everything.

13. Your main character needs a miracle, and they meet one too! Who knew miracles were actually beings and not just something that happens? Your character makes a bad first impression when their miracle shows up to help them out.

14. All types of magic exists in your character's world. While drinking liquid happiness (magic drink) from a local tavern, they're hit with a vision that overpowered every drop of happiness consumed. They've never had visions before, either.

15. Your character has always believed magic exists.They just didn't know how close it really was.

16. After an accident that killed your character's father, they uncover secrets they can't even understand. Then their father's friend shows up out of nowhere and explains all of it.

17. Your character teaches children magic. When one kid proves to be way more than expected, they have to help them understand exactly what they can do – and stop them from doing something that could be dangerous.

18 While awaiting test results in the hospital, they encounter an…odd person who teaches them about a world beyond their own – and better than their own.

19. Your character who embarks on a quest to locate a special type of rock that lights fires almost instantly – something their settlement

needs. What they didn't expect to find, however, was a mermaid-like species living in the cave that houses most of that rock.

20. Your character wakes up every day feeling the same thing: that something in their life is just…missing. When they realize their frequent nightmares are actually memories, it all becomes clear.

21. Emotions can be controlled. Thoughts can be stolen. In the world your character lives in, holding on to your own sanity is the difference between destruction and thriving. They must learn to push out anyone who tries to alter their perception of reality.

22. Your character gets caught in the middle of an ancient feud between two families as a result of one of their failures. In order to make things right, they have to dive head first into a world they'd rather not know even existed.

23. Your character is short on food, shelter, and even patience. When they (literally) run into someone from their past, their reality starts to make sense. If only that person could undo what's been done to them.

24. Magic is the currency. Your character is a rare breed who was born without it. When they find themselves in a dangerous challenge to prove their worth to the settlement, magic would've come in handy.

25. Your character can teleport – but only to places they've been before. Their dream? To backpack across each of your world's countries in

order to acquire the most locations. The only thing stopping them is a past that's sprinting to catch up to them.

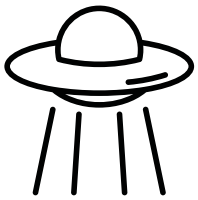
26. Your character's country is the best…until a new ruler steals the throne by force…of magic. The most shocking part? Nobody from that country knows magic exists…and everybody with magic didn't know those without it exist.

27. Your character wants to do everything on their "bucket list." But when they're kidnapped and shipped off to the unknown, there's only one thing left on their list: survive. It just so happens the place they end up stuck is one of dreams.

28. Your character hears a language they've never heard uttered before that day…yet they understood every single word. Turns out, they're not really from where they think.

29. Your character is a compulsive liar, unable to stop themselves from spinning tales that make them the envy of everyone around them. Then they wake up one day to discover that their lies have all come true…

30. Your character goes looking for magic out of curiosity. They find more than magic in their family history.



Science Fiction Ideas

Where science and your imagination come together!
Use these book ideas to bring lige to new technological capabilities inside your own mind.

1. Your main character wakes up in a space pod alone…next to a ship so massive it's actually carrying a planet beneath it. Your character has no memory from before they wake.

2. Your character lives in a world where every single person's DNA is carefully genetically designed for something to help the community. Your main character despises what they were created for. This has never happened before.

3. Your character lives on a planet other than Earth. In fact, they don't even know Earth exists. Well, they didn't until some sort of advanced, technical probe crash-landed in their settlement, exposing the fact that they're not alone. Now they have to decide what's best for their settlement.

4. The world used to be plagued with war and famine and inhumanity. But after years and years of developing a technical system that is the center of and controls everything, it's almost completely peaceful.

Your character is the engineer keeping the system running and when they uncover how it works, they contemplate abandoning everything they know.

5. The newest advancement in virtual reality that adds a physical sense. Now your characters can even hook up with people through your phone, all while staying at home. But when a glitch alters the mechanisms, what was once pleasure becomes pain and the user gets trapped in a VR state.

6. They've been keeping your character alive for over 300 years because of a secret they know. When someone new finally learns the truth, reality becomes…confusing. Now, with only a short adulthood left to live, your character must ensure nobody else learns of this secret. But…well, news spreads fast.

7. They didn't mean to, but in an attempt to build a time traveling machine, your character actually discovered alternate universes – and then accidentally trapped themselves there. Oh, and this alternate universe hasn't discovered electricity yet.

8. Your character who lives in an ancient society. When a shiny, unnatural looking contraption touches down and creatures emerge, everything they once knew changes.

9. The only reason your character is alive is because of a test device implanted around their heart. It wasn't supposed to work and now,

they're not only healed, but they're also changing. Just what exactly was that device made out of?

10. Your character wakes up in a dark, hot room dressed in hardly anything. Their memory is foggy but clearing up, and they have some sort of technical device securing their hands together. They stumble over to a tiny window that gives them a clear view of a world far below them.

11. Your character's sister who is discovered dead and the cause of death ruled an overdose. Your character knows better. She was the only person in the family who never had an issue with drugs. In fact, she was developing a cure for cancer in the most advanced research center in the world. Your character finds that…suspicious.

12. Computers are outlawed. Having access to technology is punishable by life in prison. Your character runs an underground cyber center that gets crashed by local law enforcement. But during interrogation, they get hired instead of prosecuted…because something unworldly has touched down.

13. Your character accidentally created a virtual reality software that taps into the user's psyche and creates their ultimate dream reality. They were on track to become a billionaire until some users became addicted and unable to free themselves from its hold.

14. The world your character currently lives on is nearing its breaking point. While the rest of the world rushes to evacuate everyone to

a space pod with a destination of a livable planet, your character remains behind bars, left to die with the rest of the world's prisoners. The kicker? They're wrongfully convicted.

15. Disease is finally eradicated. Cancer is nothing more than an old nightmare. Your character spent years working his way into a lab dedicated to making sure it stays that way. Their secret? They're a hardcore believer in natural selection. He decides to take Darwinism into his own hands.

16. Your city is the first to implement an entirely technological government. It's under strict surveillance from the outside in order to determine if this is the future of your country…and the world. Your character stumbles into trouble when they discover that technology isn't in charge at all – a group of people they've never seen or heard of are.

17. Time altering is possible, but fatally illegal. In this world, characters can bend, pause, rewind, and even fast forward time…but at the risk of their lives. Your character, in a midst of panic, accidentally alters time…by going 300 years into the past.

18. The outdoors is plagued with radioactive particles created by a new technology once thought to eradicate airborne diseases. People are confined to the indoors unless they use a special, very expensive suit. Citizens who can't afford them are driven mad by confinement. Your character wants to find a way for everyone to have a suit – no matter what law enforcement says.

19. Your character who invents airborne particles with the intent to eradicate diseases. Unfortunately, they become radioactive, toxic, and severely deadly to anyone who breathes in even a tiny amount.

20. Scientists have created a man-made atmosphere around the planet of Mars in order to make it completely livable. Your character is one of the lucky few who are chosen to be among the first to inhabit the planet. What they don't know is that there is no atmosphere…and others already inhabit it.

21. Your character lives in a world where the outdoors is plagued with natural disasters daily. Venturing outside is dangerous and rarely done. When they're forced to leave their home to rush to the aid of someone struggling outside, they learn that those "natural" disasters are completely fabricated. Their new life mission is to find out why.

22. In your character's world, identity is implanted into your forearm at birth. It's scannable and contains any information someone would ever need to know, including age, overall health, risk for diseases, and more. Your character, having spent their life in a type of foster care, applies for a job only to realize that now, at the age of 18, their identity is showing two different sets of information.

23. Your character's job is to lead the mission of colonizing new planets – even if there's life present. When the truth of how they manage to find habitable planets surfaces, a new recruit shows them just how wrong it really is. Your characters new goal? To stop it.

24. Oceanic cities have been built for the rich. They float atop the ocean, traveling hundreds of miles a day, all while its citizens go about their everyday life. Unfortunately, your character discovers a superstorm developing below the ocean's surface, something that has never happened before – something they are wildly unprepared for.

25. Your character develops a new device you implant in your ear that reads the minds of those they focus on. After light testing, they accidentally discover that the local baker has a massive, dangerous, potentially even deadly secret.

26. In the distant future, magic is discovered as being real…at least for the humanoid creatures inhabiting an Earth-like planet. Your main character is among the few chosen to venture to the planet and study them. They just never expected to discover the source of the magic like they did in the process.

27. Oxygen levels on Earth have been plummeting for centuries. Now, with the population dwindling due to suffocation and disease, your main character has to find a way off the dying planet without attracting too much attention from the Keeps, also known as the highly deadly enforcement force tasked with making sure only certain individuals leave.

28. Centuries ago, a solar flare damaged the Earth's atmosphere in the opposite way expected; it actually made it stronger. But now the sun's rays have difficulty penetrating it and the world is slowly growing colder. Your character is among the many determined to find a way to fix it.

29. Happiness is an illusion, as are every other emotion. In your futuristic society, humans are bred in a lab without them as a means of creating equality. The only problem is that your main character was born the natural way…with every emotion intact. If this is discovered, they'll have to fend for their life.

30. Your main character was in the wrong place at the wrong time. Tasked with delivering something seemingly unimportant, they witness something they shouldn't have and are pulled into a world of secrecy, dangerous weapon manufacturing, and a virtual war the public is blind to.



Dystopian Book Ideas

What happens to society when tragedy stikes the entire world? With these ideas, the possibilities are early endless.

1. A character finds an odd-looking egg in the forest. When they take it home, they never could have predicted what was inside it.

2. Natural farming doesn't exist anymore. Due to climate change, all food has to be manufactured in bulk and distributed. There is no flavor and is the same every day. Your character, who has spent their entire life in this world, takes a trip to the mountains far away from their home. There, they discover real plants, and on them, berries.

3. Nature extremists taking over the government, stopping at nothing to ensure all man-made harm on the planet is eradicated. Your character ends up in their clutches, forced to do their bidding.

4. Due to climate change, wildfires have engulfed the large majority of living land. Your character is one of many attempting to board a ship set for a new in-ocean settlement. The problem? That settlement doesn't actually exist.

5. After a devastating illness that rocked only the wildlife population over 200 years ago, a scientist created a virus that strengthens animal's immune systems with the purpose of creating balance and stabilizing the wildlife population once again. The problem is that it worked too well and the wildlife has exceeded (and reduced) the world's population

6. After a devastating storm that encompassed the entire world, the population has thinned significantly and your character, who lost all of their family but their youngest sibling, has to go up against the new "government" with a group of allies as they attempt to gain control over the living population of the world – in the worst way.

7. Over the course of a few hundred years, cases of depression, anxiety, and other mental illnesses caused the death and destruction of generations. Then an airborne substance was created to balance all levels of each person so they're created 100% equal in every way. Turns out, your character is immune to the substance.

8. The third World War is done and over with for many years now. It was the downfall of the world's economic system. Now your main character must navigate a world where governments no longer exist, money is useless, and survival is the only objective. Oh, and they have a debilitating medical condition to look after, too

9. Two thousand years after a massive wave of a fatal illness swept over the entire world, your character navigates a life of poverty

and hardship, struggling to feed their very young twin siblings and alcoholic father. That is, until a new form of choosing a leader is proposed. Now they can finally compete to rule over their settlement.

10. Books have nearly been abolished. Your country is separated into three main regions with a dangerous "neutral" zone in the center. With a rumor of a way out located in the midst of the neutral zone, your main character must venture through two other regions to get there.

11. Your character who is fortunate to have been born into a powerful family after the downfall of the world. They have everything they would ever hope to have…except for a clue as to what happens outside their very large, protective walls. Once they find out, they can't help but need to change it.

12. A single tower that powers what's left of the country's population. When an outsider tampers with its mechanisms, the tower breaks down, leaving your main character and everyone else struggling to survive.

13. Birthrate has dropped significantly. So much so that children are now worth millions. Your main character, a very poor woman, just found out she's pregnant – and won't be able to hide it for long. Kidnapping and worse await her if anyone finds out that she can reproduce, and will soon have a child up for "grabs." In order to save herself – and her child – she must confess her pregnancy to the father, a very wealthy man in politics.

14. Your main character who ventures away from the only town they've ever known, despite warnings and many attempts to make them stay. What they find is emptiness…for miles and miles and miles.

15. Hidden temple is the only thing standing in the way of your character becoming the next ruler of a post-apocalyptic, off-the-grid society. When a newcomer ventures into their land, their chance of finding the temple becomes dangerous…maybe even impossible.

16. They really thought they were helping by creating a single drug with the power to eradicate diseases, illnesses, and even cancer. What they didn't anticipate was the massive super virus 100% resistant to the drug. Your main character seems to be the only one who can't catch it…that they know of.

17. Society has collapsed over hundreds of years, not with war or a single event like they always thought would happen. Your main character discovers a voice message from 700 years prior detailing the downfall's construction. The 300 years it took to destroy society was completely planned. But why?

18. Since the manmade radioactive superstorm that destroyed most of life as they knew it, extreme measures have been taken to document every move of every person. Your main character scans a chip when they eat, sleep, travel, and even when they have sex. When offered a way out, your main character takes it without question…which might be their biggest mistake.

19. The government was taken over by the rich nearly 50 years ago. Your main character was lucky enough to be born into the wealthiest family. What they never thought of, though, was the fact that one day, the could be kidnapped and used as leverage.

20. Your main character, after witnessing horrors of rising crime and drug rates, ran away at the age of 12 to live on their own in a secluded wooded area. Now, after 10 years of solitude, people start filing into their neck of the woods covered in wounds, tattered clothing, and bruises.

21. A super tsunami that's demolished the eastern portion of the United States. But contrary to what was expected, the water is actually creeping inland, not back out to sea. Your main character's home is a victim of the ocean.

22. Electricity is scarce…and very expensive. Your main character walks home one night to discover a brand-new electric car sitting idle in behind a forest tree line. They follow its tire tracks to find a massive house lit up and blasting music. A stranger waves at them to come in.

23. At the height of your character's career – and life as a whole – an attack destroys their city, kills their spouse, and forces them into poverty…and maybe even war. With new laws, new standards, and new rulers in place, their life obtains a whole new purpose.

24. A little boy is running toward your main character, a look of absolute joy lighting up their face. Then they freeze, their joy turning to anger,

rage. Your character cocks their head, confused, and then the truth hits them. He must be one of the Ruin Children, born from the people affected by the Great Tragedy.

25. A trial. That's the only way your character can ever hope to rise above their current abysmal ranking. Your world's current society is one bred for advancement. Anyone who can't meet the standards is done for. Your character needs a near miracle to pass their trial.

26. Due to an error made by someone in the distant future when time traveling, the world's societal (and time) structure has collapsed. Each day may produce a completely different reality than the one before. Survival isn't guaranteed and strangers could have been your best friend – or more – only yesterday.

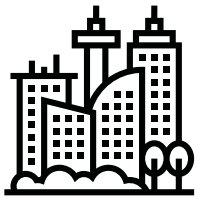
27. Your character's world is what happens when an experimental chemical compound intended to sustain plant life is pumped into the atmosphere. Now trees have overgrown, plants are squeezing into homes, and the Earth's oxygen levels are (if you can believe it) too high.

28. Tagged, chipped, and shuffled into line. That's your character's everyday reality. They're herded like cattle…to be used in the same way as cattle. Then a single guard takes pity on your character and offers them a way out.

29. Your main character has read all about the warning signs of a solar flare and the flipping of the Earth's magnetic field. They've scoured

through studies and research papers depicting what would happen. Since both occurred within the same year over a century ago, they're stuck to live in the aftermath.

30. Peace. The world is ruled by one person dedicated to keeping the peace. There's been no war or poverty or famine in centuries. Your main character is newly employed to be the ruler's personal assistant. When they discover how the world is kept at peace, their life changes forever.



Contemporary Book Ideas

Realistic worlds can be just as (if not more) enticing then new ones. With these prompts, you can bring real stuggles to life in addictive ways.

1. Your character has done everything they're told. They just graduated high school and are off to a very good college to get their degree in something reliable. But when they get there, they realize there's a whole world of opportunity they never knew existed. Now they have to maintain the façade of going to college even though they decided to pursue a different endeavor.

2. Your character answers the door to nothing but an intricate envelope on the ground; an invitation. After attending the secret underground event, they become a part of the biggest activist group out there…and nobody even knows who they are.

3. While on a hike with friends, your main character discovers a small tower buried beneath the ground. After some digging, they realize it's filled with scrolls they can hardly make out. What they contain will change your character's view of life forever.

4. Your main character has been living a very sheltered, very dangerous life. After the death of their overbearing father, they're thrust into the real world – only to realize just how different their life really is from those around them.

5. Your main character gets called out of school/work by someone they don't know for something they are clueless about. But for some reason, the person addressing them thinks they already know everything about it.

6. As an artist, your main character has it well. But when everything they've worked for is burned in a tragic fire, they have to start all over with nothing to their name and a roommate determined to hold them back.

7. Life for your main character has never been easy. After venturing in and out of foster homes, they're finally an adult and on their own. When their birth mother reaches out to reconnect, they never could've predicted what's kept her away for so long. Now your character has to decide between getting involved with their real mother or cutting ties forever.

8. Death is a natural part of life. Your main character has been feared it or been affected by it. But when their best friend goes missing and their body shows up in front of their house, your character makes it their mission to find out who's responsible – even if it means breaking the law…a lot of laws.

9. Your character is in an accident that leaves them blind. When they meet a stranger who shows them how to enjoy life again, everything seems to be perfect. Until tragedy strikes that stranger.

10. A strange person approaches your character claiming to be their long-lost parent. But your character isn't adopted…so they think. Now they have to make sense of a new reality and an identity that's shocking.

11. A half-eaten apple flies through the air and smacks your character on the head. There's nobody around and no way for anyone to hide. Then it happens again the next day. They do some digging and discover the source…a small child with rags for clothes and hollow cheeks.

12. Your character's identity is stolen, racking up thousands of dollars in debt. They were just fired, and to top it all off, their long-term significant other just broke up with them for their friend. And they said your twenties would be the best years of your life.

13. Your character was adopted from foster care when she was 5. Their memories of their time in that foster home are almost non-existent. All they can remember is feeling scared and a distinct song that gets stuck in their head from time to time. As they're walking to class one day, they hear that familiar song in the distance.

14. Your character woke up in a stranger's home with a gaping, painful wound on their leg. They have no idea where they are, how they go there, or who the strange man in the corner of the room watching them is.

15. They've been studying their whole life. With everyone in their family having gone to an ivy league school, your main character feels the pressure to get in and get A's. They even stoop to low levels to do so.

16. Your character embarks on a mission to prove that the key to happiness is doing whatever they want, whenever they want. But that mentality quickly lands them in serious trouble with drugs, new "friends," and decisions they can't undo.

17. It's a dimly lit street at 3 am. Your character strolls by like they have many nights before after a long shift at the bar. A building they've never noticed before flashing an "OPEN" sign catches their attention. Once inside, the direction of their entire life changes.

18. Nothing has ever really been difficult for your main character. They've been able to coast through life, get a good job, make good friends, and are happy. Then a social worker shows up at their door with a six-year-old child – the same child that was adopted six years prior. Turns out, raising a six-year-old is very, very difficult.

19. Your main character has worked their entire life to make their dreams of curing cancer a reality. But when it seems like a cure is within reach, a suspicious fire burns all of their research…or so it seemed.

20. Your main character survived an accident that killed one of their siblings. When they thought life couldn't get any harder, a scary diagnosis rocks their already unstable boat. Dealing with grief, your

family blaming you for a sibling's death, and a debilitating disease isn't easy. Thank goodness they make a new friend.

21. Purple glasses. Black hair. Polka dot shoes. Your main character has seen this person on the subway every day for two years. When they notice their absence for a week straight, they decide to find out who they are. Turns out, your character shouldn't have gone snooping.

22. Your character lines up at the bank very early in the morning, dreading another day of mind-numbing work ahead at their corporate job. A gentleman in a grey suit with white hair greets them and engages in some small talk. Then, out of nowhere, he hands your character a gun, takes a few steps back, and fires a couple of rounds into the ceiling.

23. Fire is your main character's solace – their addiction. Their home is littered with candles, a lighter is never more than a foot from them, and bonfires are a nightly occurrence. Addiction of any kind can be a very dangerous thing.

24. Your character sees balloons – hundreds of them – floating toward the sky from miles away. They go to investigate the cause and end up really regretting that decision. They get pulled into something that could change their life forever.

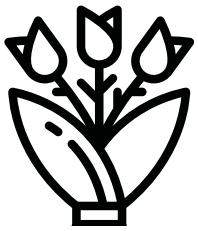
25. It's been two years since your character has actually had a steady job. After growing increasingly desperate, they answer an ad for

a personal assistant position. They just didn't expect it to be for a major drug cartel leader.

26. Hospitals have never been your character's favorite. They think they smell…weird. Unnatural. But they work there now and will have to get used to it. They throw on their white coat and enter the building. Ugh. The psychiatric ward always smells the worst; like wet stone and rotting wood mixed with subpar antiseptics.

27. Your main character starts to hear voices shortly after experiencing a trauma. Now they're in therapy, fighting with their own mind in order to sort out what really happened that day and why they can't stop hearing another voice.

28. Children are the future. They have the power to right our wrongs and start anew. Your main character befriends an orphaned child and learns more from them than they realized was possible.



Romance Book Ideas

Love is addicting. That's why people are captivated by love stories. Create your own from these prompts and reel in the attention of your readers.

1. Your character has gone through life believing that love is a choice. Their decision? To never get involved because love can only lead to pain and hardship. But after an argument with a stranger, their view of love, and life itself, is changed.

2. Marriage is just what happens when you've been with someone forever. For your main character, that seems obvious. But when they're months away from their wedding and an old friend barges into their life unannounced, a wedding seems like the furthest thing from their desires.

3. Your main character who is up for a big promotion within their company. They've put everything on hold for it – including their love life. But when an outsider is hired instead, they lose it, focusing all their energy on bringing this newcomer down. They just didn't think about the fact that they might end up liking them.

4. Your main character and their significant other have been together since childhood. After a war between their people rips them away from each other, they'll have to fight, manipulate, and fool in order to get each other back.

5. A package is mailed to your main character. It's filled with what seems like hundreds of letters all to a single person. Memories and confessions of love are penned within those letters. Your main character feels drawn to the person on the other end and sets out to find them – and the letter's true destination.

6. Arranged marriages are the standard. In fact, nobody marries for love. Love doesn't even exist in your character's world. But when they're drawn to someone who's already spoken for, they start to question everything they know about love.

7. Your main character lives in a society of slavery. If you're not born in a certain family, you're shipped off and sold. When your character is sold for the 8th time in their short 20 years, then end up at one of the top houses – and become a personal servant to the next leader of their settlement. Soon, they're enthralled in a romance that could get them both killed…because he's already promised to another…a very dangerous other.

8. Cheating is wrong. Your character's society puts emphasis on loyalty above anything else. In fact, cheating and betrayal of any kind in any relationship are punishable by life in prison (and even death in extreme cases). So why does something that's been illegal for as

long as they can remember feel so right when your character meets someone new? Avoiding jail just became the most difficult part of your character's life.

9. Your character started going blind at the age of six. Fifteen years later, they meet someone who makes their life better in ways they couldn't have imagined. Then they realize that they've actually met that person before.

10. Your main character has seen the same person at the bus stop every day for what seems like over a year. They also bump into them frequently at coffee shops, grocery stores, and even restaurants. Finally, they decide to introduce themselves to the person who Fate seems to be pushing their way.

11. It had been 10 years since your character last saw their biggest crush. How they both ended up in the same city away from their hometowns makes no sense to them. It's got to be more than a coincidence, right?

12. A waft of something flowery washes over your main character as they jog down the street. They turn and follow the scent to someone dancing in the middle of the street to no music while reading a book.

13. Your character runs away from their tribe in the dead of night. After an injury leaves them exposed, an unlikely ally of a rivaling clan saves their life.

14. Reading minds might seem like an advantage in the dating world. But when your character can hear every single thought someone has about them, it quickly reduces their chances at finding love.

15. A treehouse in the deep woods is your character's favorite place to relax. But when they get interrupted by the weird kid at school, they have to set some ground rules for its use. Sharing a treehouse with the weirdo might just be the best thing they've ever done.

16. It's rare to find true love as a child. Your main character did – and they grew up to marry their childhood sweetheart. But after an unexpected death, your character is forced to live without their true love. Oh…and they have a one-year-old to take care of on top of it.

17. Your character waited two weeks for their date to call. What seemed like a perfect evening must've not been all that great for them. Then their date's sibling called…to tell them they had died. But they did leave a few notes with your character's name on them before it happened.

18. Her brother's friends are off limits. Her dad's friends are off limits. She knows those rules. But when a new coworker of her dad's enters the picture, she'll have to find a way around her father's rules.

19. Many memories of love and loss come to your character's mind when they're invited to an all-adult summer camp. They decide to go for it and spend 6 weeks in paradise with complete strangers.

20. You don't know unconditional love until you've ever felt it at your core. And once you do, you can never settle for anything less ever again.

21. "Marry your best friend," they said. "It'll be fun," they said. But when your best friend turns out to be the complete opposite of how you thought, a relationship can get tricky. Your character is on the lookout for a new best friend.

22. Your character is basically a "starving artist," an art student just barely getting by. Their roommate, another art student and your character's crush, opens a gallery featuring breathtaking paintings of your character. It's everything your character could want…and then they meet the person who pays thousands for their portrait. Now their roommate is hardly on their mind.

23. In an ancient world, your character is getting ready for a life partner ceremony. Their partner – someone they've known their whole life – is already chosen and it's time to secure the bond. But when someone your character has never met before steps up to challenge your supposed-to-be life partner, they're forced to be with a stranger.

24. Two old bicycles are embedded in a tree – grown into it from years of being chained to it. Upon further inspection, your character finds a bottle in one of the baskets and in that bottle, a letter. They attempt to return the letter to its owner to find someone else entirely.

25. In order to marry in your character's society, suitors have to fight a person's entire family for their hand. On the same day your character

challenges their love's family of 8, someone else challenges theirs – a family of only 3.

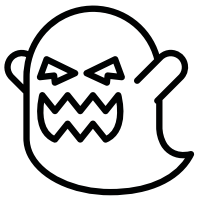
26. "All's fair in love and war." Does this still ring true when your character is fighting a war for love? Some say they'll move mountains to get to the love of their life. Others will move kingdoms.

27. Falling in love is dangerous – especially for your character, who must stay focused if they want to rule someday. But when their mother's friend brings her daughter to their palace, their entire focus changes. If only she would notice your character.

28. What happens when your very particular character meets the least likely person to ever be a good match for them.

29. Falling in love is never easy. It's even more difficult, however, when you find out the person you're head over heels for is a torturer. And worse…they enjoy it.

30. Your character decides to take a vacation for themselves to a secluded little town in order to figure out what to do with their life after college. Little did they know that this small town could house so much of what they're really looking for in life – including a hottie with a less-than-favorable reputation.



Horror/Thriller Ideas

If your aim is to terrify your readers and leave them in a cold sweat, these horror and thriller prompts can help you bring nightmares to life.

1. Your main character is home alone, just like most nights. This time, however, a new neighbor pays them a visit. And it wasn't for the last time.

2. Eight murders have taken place in your character's town in the past 8 weeks. Once a week, on the same day, at the same time. When your character gets abducted after being out past the town's new curfew, they have only 48 hours to discover why this is happening and how to get free…all while being tortured by the murderer.

3. It's a day of celebration in your character's hometown! A 100-year-old time capsule is about to be opened, so of course, they go, just like most of the town. When a deceased human hand with a sinister note attached to it is the only thing in the capsule, questions start to buzz. The first being, who is the person who wrote the note?

4. Your main character suffers from a condition that gives them periodic blackouts for seemingly no reason. The only thing they can seem to remember from before each blackout is a bike. A red bike with a white basket and muddy tires. One day, they see that very bike leaning up against their house but this time, they don't blackout.

5. Odd and unexplainable events are said to happen in a certain seaside town. Your main character takes it upon themselves to visit in an effort to see just how accurate the sightings are. What they find is beyond anything they imagined. But now they can't seem to escape the town.

6. Your main character and a couple of friends take a boat trip to a tiny, vacant, off-limits island for a night of celebration. When the sun goes down, they realize just how occupied the island actually is…and there's a reason it's off-limits.

7. Your main character is in therapy because whenever they close their eyes at night, they see (very vividly) someone's tragic death. Some say it's just their twisted imagination, their new therapist thinks it is something much, much different…and dangerous.

8. Your main character gets into an accident. While they make a seemingly full recovery, something has just been off inside their head since the crash. When they wake up next to a mutilated body in an unrecognizable place, they start to worry.

9. A new town, a new job, a new life. Your character moved away to start over and become someone they've always wanted to be. The problem? They just can't seem to stop killing people.

10. The lure of a mysterious person will never get old. Their dark hat, sly smirk, and inquisitive eyes pull your main character in…until they can't get out.

11. A dare. That's how it all started, like all those horror movies your main character loves. They venture into that basement from the outside with confidence…only to discover two kids and a decaying body chained up. Now they have to make sure they don't get caught. The hidden camera on the basement stairs doesn't help with that.

12. Your character gets a new job in a restaurant as a waiter. The tight-knit family running the place welcomes them with open arms…and then invites them to take part in what really happens when they close at night.

13. Your character's significant other has always talked in their sleep; it's nothing new. But when their voice changes and their words take a dark turn, your character can't help but do some digging into why that is…and they don't like what they find.

14. Your character thinks they must be the last person left on Earth. After a devastating disease swept over the entire world, they wander aimlessly. Then they come across a town that seems unchanged, inhabiting seemingly normal people. They learn that's far from the truth.

15. After wandering into a brand-new book store, your character thoroughly enjoys the last few books they've read. When they go to buy another, the owner recommends a very specific book. They start reading only to realize it's about that very town, 50 years earlier, about a book shop owner who preys on customers.

16. Your character is walking home midday when they hear an usual sound coming from an ordinary house in the suburbs. They soon forget about it for the rest of the day. Then, when they're falling asleep, they hear that same sound outside their window.

17. A boot, a broken glass bottle, and a scuba diving mask show up on your character's front lawn after a city-wide festival. Thinking nothing of it, they toss them in the garbage…only for them to reappear the next morning.

18. Your character who officially meets the person they've been bumping into all over town. After hitting it off, they go out on a date that ends very poorly for one of them.

19. The painting that's been in your character's home for over 50 years starts screaming.

20. They said not to visit the museum at night. They said strange things might happen. Your character never imagined just how much they should've listened.

21. Your character's best friend just got back from some intense rehab. They seem better than ever…until your character discovers their method of staying clean; a new addiction has taken its place.

22. Your character wakes up to a door slamming. They rush to their toddler's room only for them to be missing. A single gardening glove is in their place on the bed.

23. Your character's mom is caught sneaking into their house in the middle of the night…a trail of mud patterning the floor in the shape of her heels. She's in a trance and won't answer to her name.

24. Your character gets up to go to the bathroom in the middle of the night and is alarmed to see their dad standing in the hallway. After shaking it off, they ask him what he's doing. Without a word, his eyes start to bleed.

25. Your character has known the neighbor across the street for years. But after witnessing them limping into their home, covered in something dark at 4 am, your character has questions. Getting close to them might be the only way to find out their secret.

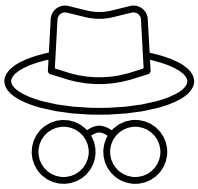
26. All the pictures of your character and their sister go missing from their home…one by one.

27. Your character wakes up one morning and all the candles in their house are lit. They haven't lit them for weeks.

28. Witnessing someone's descent into madness is something your character never thought they'd experience. It soon becomes increasingly clear that they might not witness it in its entirety.

29. The gym is filled. It's a day of celebration. Your main character graduates today and when it's their time to take the stage, a scream is released from someone in the stands.

30. There have been attacks in your character's town as of late. Instead of physical injury or even death…the victims are injected with heroin over and over and over until they're completely addicted. Then they're released.



Mystery Book Ideas

Curiosity is engrained in our DNA. Once you plant a seed, readers will need to keep digging just to find out what it is. Use these prompts to come up with the unknown.

1. Your character is 16 and just learned they were the last person to see their crush the night they were murdered. But when they come forward with these details, they become the new main suspect. They're determined to solve their crushes murder or risk going to jail for something they didn't do.
2. Recently, there's been a number of abandoned cars scattered throughout the city. Nobody knows where they're coming from and there's not a single personal item in them. That is, until one is discovered with a freshly removed human scalp on the dashboard.
3. For the past month, your character has received a number of disturbing and detailed drawings in their mailbox. After chalking it up to immature kid stunts, they try to forget about it. But when the drawings come to life in brutal, horrific ways, they're the only person who knows of the drawings and therefore, knows what one will come next.

4. Your character gets a DNA test for fun – just to see where they really come from. After becoming obsessed with one little detail, they soon discover a number of their ancestors from all over the world were once located in a single, unpopulated place; a gathering of sorts.

5. Your character's spouse nearly falls through the door, beaten nearly to requiring hospitalization. When an unknown but distinct brand marking is discovered between their shoulder blades, your character has to find out who they are and why they did it.

6. A single member of each noble family who has been murdered every week for the past two months. Your character is of a very noble household and can barely sleep each night. So they decide to find out who is responsible.

7. Your character's whose religion has a talisman as old as the religion itself. After it goes missing, all fingers point to the chief's oldest child of 19 years, engaged to the healer's oldest child. But they never could've done it. They were (romantically involved) with your main character when the theft occurred.

8. Your main character wakes up every morning feeling as though they didn't get more than a couple of hours of sleep. After sleep studies, medications, and trying everything available, nothing seems to work. They decide to videotape a night of sleep to determine if maybe they're sleepwalking. Turns out, they are. Except they seem completely conscious. In fact, in the video, they approach the camera, smirk, and walk away with a wave before disappearing for nearly the entire night.

9. Your main character is a key witness for a murder case. Video footage of them at the scene during the murder shows that clearly. The only problem? They can't remember anything from that night.

10. Your character lives in an average sized town. As of late, a very large number of people have been going missing. They leave no trace. There's nothing connecting them. It's as if they all vanish in the middle of the day.

11. Two years after your character's significant other goes missing, presumed dead, they start getting messages that could only be from them.

12. Your character is going about their normal day when suddenly, a low sound blares outside and doesn't stop. For weeks. Nobody knows what's causing it.

13. During a follow-up set of interviews, your character conducts around a certain mob member, long thought to have put an end to that very mob, they find out that the mob member has been lying – for 30 years…about everything.

14. To make some extra money, your character puts their spare room on Airbnb. The first few people seem fine and the extra income is great. Then someone comes to stay for a week and very…odd events keep taking place in that room.

15. Your character is a professional photographer. When processing images from a recent event, they notice a single person on the outskirts of every photo…and it's not a coincidence.

16. Your character opens an old sketchbook to try their hand at it again after years of being too busy with their corporate job. When they open it, their half-finished pieces are completed…and it wasn't their doing.

17. All the plants in and around houses in your character's town are dying even though all other foliage is left untouched. It started happening after the last meteor shower.

18. In your character's world, crime is nonexistent. Everyone lives in harmony with each other. That's why the murdered child found in the street sets the town into complete and utter chaos.

19. When the Internet was first invented, warnings of sharing your personal information were everywhere. Now your character knows why. Cyber information is being used to frame innocents in extreme crime cases.

20. A crack in the window was all the thief needed to secure the right position that allowed them access to the town's most famous piece of history. Your character is the one who was supposed to keep it safe.

21. Your character's people believe a certain boulder is sacred. It's the heart of their civilization and religion. One day the town wakes to find it pulverized, reduced to nothing but dust and sand.

22. There's a house at a dead end that's not abandoned, but hardly anyone has even caught sight of who lives there. Your character decides to pay them a visit and discovers why nobody has seen them.

23. Your character is introduced to someone that seems perfect for them. After digging into their past, a string of crimes has followed them but your character can't necessarily prove it was them. So they decide to ask about them.

24. Someone left their bag on the bus. Your character, being the good person they naturally are, grabs it and rushes after the person. They never turn around and your character is left with a bag full disturbing ransom notes.

25. All the statues in your character's entire town go missing. They were carefully removed from building, monuments, and schools. Nobody knows how or where they are now.

26. Your character moves to a new town with hopes of finally settling into real adult life. But they soon realize that nobody remembers who they are day after day, despite making very clear and memorable introductions.

27. The leaves on all the trees have turned black but refuse to fall off the branches. It's the middle of spring.

28. A number of dead bodies are uncovered when your character decides to participate in the upkeep of the city's public garden. No wonder the food has been so great – it's been freshly fertilized.

29. Your character wakes up to a little girl's screams outside. They rush to her but she's not hurt. She just has no idea who she is, where she's from, or how she got there.

30. Your character receives a number of letters in the mail to a name they don't recognize. After weeks of letters piling up, they finally decide to read one. The first letter contains nothing more than a set of coordinates…so do the rest.

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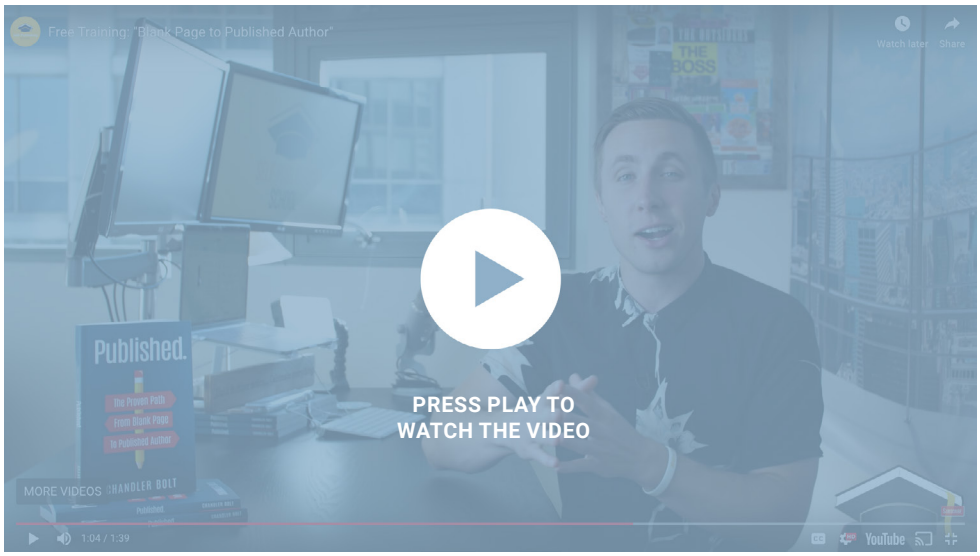

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