



Writing Prompts

Multi-Fandom · Batman - All Media Types · Pocket Monsters | Pokemon - All Media Types · Wild Kratts · Darkwing Duck (Cartoon 1991) · My Little Pony Generation 4: Friendship is Magic (Cartoon 2010) · Harry Potter - J. K. Rowling · Aladdin (Disney Animated Movies) · Aladdin (Cartoon 1994) · Les Schtroumpfs | The Smurfs · Marvel · DCU · Megamind (2010) · SilverHawks (Cartoon) · Gargoyles (Cartoon) · Doctor Who & Related Fandoms · Spider-Man - All Media Types · Encanto (2021) · Star Trek · Star Trek: Deep Space Nine · Not Rated · 16352 words

by Arukir

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Writing Prompts

Fandom: Multi-Fandom, Batman - All Media Types, Pocket Monsters | Pokemon - All Media Types, Wild Kratts, Darkwing Duck (Cartoon 1991), My Little Pony Generation 4: Friendship is Magic (Cartoon 2010), Harry Potter - J. K. Rowling, Aladdin (Disney Animated Movies), Aladdin (Cartoon 1994), Les Schtroumpfs | The Smurfs, Marvel, DCU, Megamind (2010), SilverHawks (Cartoon), Gargoyles (Cartoon), Doctor Who & Related Fandoms, Spider-Man - All Media Types, Encanto (2021), Star Trek, Star Trek: Deep Space Nine Rating: Not Rated Category: Gen

Warnings: Creator chose not to add warnings

Tags: Prompt Fic, I think?

Words: 16352 Chapters: 18 chapters Status: In progress Published: 2025-03-23

Collections of prompts to hopefully inspire someone to write, because I've written down literally hundreds (though it will take me a while to move them all here). Each chapter is a different fandom.

Chapter 1: Gargoyles

1) Puck turns into a rabbit when startled; his last spell before being sealed away by Oberon is making sure Owen does too. Puck's petty. Owen is not amused. Xanatos is.

2) Someone (Demona? Thailog? OC?) summons and binds Puck far more effectively than Demona first managed. Xanatos must fight his dear assistant in an effort to rescue him.

3) Puck requires a Master, he doesn't know how to fix that. But nothing says it has to be Oberon. Can he trust Xanatos enough to give his very life to him? Is Xanatos willing to let him take that risk?

4) Puck avoids tipping unless someone is exceptional at their work, because of fey debt rules. Xanatos always tips extra when at a restaurant or somesuch, just to mess with Owen.

Chapter 2: Batman

1) Scarecrow finally makes a type of Fear Toxin that works on Joker. After using it, however, he begins to have regrets.

2) When a new villain comes to Gotham and messes up the status quo, the Rogues must get rid of them before Batman comes back from vacation/being sick/whatever.

3) No one, not even Alfred, dares disturb Jason's room after his death. Because of this, they don't realize that he's moved back in.

Bonus: He steals food from the kitchen at night, and someone's convinced it's a ghost doing it.

4) When someone frames (a non-murderer) Riddler for a series of deathtrap-related deaths, he decides to show them what a deathtrap designed by him really looks like...

5) When Scarecrow calls Mad Hatter a pet name for the first time, Jervis's brain shorts out from joy. Unfortunately, this happens in the middle of a heist/fight/scheme.

6) Someone decides that Joker's obsession with Batman is hurting the clown, so decides to help him get over it. The twist? It works.

7) Riddler gets bored/frustrated and makes the riddles to defeat his traps just mocking questions.

(Examples; 'Riddle me this: why does your nose look so weird?', 'did you actually choose that hairstyle or is there some fucked-up dress code I didn't know about?', 'if you want to escape, you must answer this question: what are your top three most embarrassing moments?')

Based on a DnD sketch.

8) There are many fics where Lock-Up meets Joker and Bolton comes to regret it — but what if it was the other way around instead?

Bonus: The other Rogues unexpectedly come to Joker's rescue.

9) A new therapist tries using shock collars to train the Rogues out of their compulsions. For some of them it actually works, leading them to question whether the abuse was justified.

10) Under the influence of the Lasso Of Truth, Riddler tells Wonderwoman exactly how to stop his plot — it's not his fault she can't understand him.

(AKA: Riddler has no need to lie, he has riddles and wordplay on his side)

11) The basic plot of Batman Forever, but with the BTAS versions of the characters. Or a different Batman movie with BTAS characters.

12) Catwoman and Penguin end up disrupting each other's heists while trying to steal the exact same item for the exact same reason; a gift for the other.

Bonus; Riddler is close to both of them and gets pulled into both plots, sworn to secrecy by each, and must deal with the chaos.

13) Harvey Dent and Temple Fugate were both lawyers once. Do they ever bond or fight over that? Did they ever face each other in court, before they were Twoface and Clock King?

14) Harvey and Harv must work together without their Coin to stop a third personality that only comes out when they use it.

15) Clock King thinks while making paper clocks in Arkham.

16) When a semi-pacifistic but still chaotic Joker falls out of a wormhole, Jason must deal with a version of his murderer who's more scared of Jason than Jason is of him.

17) Jason decides to announce his resurrection by sneaking into the manor and falling asleep on Bruce's bed.

AKA: Bruce wakes up to see his dead son sleeping peacefully next to him. He doesn't react well, then he does.

18) Jason's in a fight, and the only available weapon is a crowbar(/crowbar-like object). Angst.

19) Damian keeps a journal of all the 'rules' he's learned since coming to live at the Manor (and the 'orders/punishments' he's received). It's found.

Some horror is felt, some laughs are had, and some misconceptions are righted.

AKA: Damian misunderstanding how not-assassin life works.

20) Damian keeps notes secret by writing them in code in one language, with the letters of another, and the grammar structure of a third. Even his Father would have trouble reading it.

A sleep deprived Tim takes a while to realize that the reason Damien's staring at him like that is because the thing he's casually reading out of boredom is supposed to be difficult to understand.

Whoops.

(Possibly related to above idea)

21) A hero starts operating in Gotham solely during the day. It takes the Bats an embarrassingly long amount of time to realize this.

22) Instead of beating Tim up, Jason kidnaps him so no other kid will face his fate. This one change in decision changes everything.

23) People — Cops, civilians, other heroes, Rogues, etc — witnessing the Batkids just being siblings.

From arguments to in-jokes to comfort hugs to teasing to flat out saying 'I love you', this is one bat secret that doesn't remain secret for long.

24) Bruce captures Red Hood and keeps him on house arrest in the Batcave while administering therapy. Jason is very much not okay with this... Until he is.

25) Justice League comes to Gotham without Batman's permission. The Rogues show them why they need Batman's permission.

AKA: Even Superman can't resist Ivy's pollen, Flash isn't a match for Mr Freeze, and Wonderwoman really shouldn't have tried lassoing Riddler (he is telling her the location of the 'bombs', it's not his fault she isn't smart enough to understand what he's saying). J'onn J'onzz vs Firefly does not in well.

Bonus: The Justice League is in a pretty bad spot before Batman shows up and just handles these monsters as if they were nothing.

26) Tim is going to do something that the others wouldn't approve of. Red Hood finds out and tries to stop him, which should be easy considering the younger definitely can't take him in a fight.

Tim uses his knowledge of Jason's triggers to prove how very *wrong* that idea is. Bonus if Tim leaves Jason unable to fight without actually laying a hand on him. Featuring guilt from Tim.

27) When one of Tim's parents hits him, Bruce predictably reacts with fury. Less predictably, so do some of the Rogues.

AKA: Rogues with backstories involving abuse from parental figures find out that the third little bird's parents aren't the greatest, and decide to do something about it.

Alt: After Tim gets kidnapped, one of the Rogues notice a black eye and question him about it. When he dodges the questions, they angrily think that Batman's the reason. Tim hurriedly confesses that it was one of his parents, leading to an unexpected quest of vengeance and the strangest found family Tim's ever been part of.

Alt: Oooh, Tim stalks and joins the Rogues instead of/along with the Bats??

28) "Would you cut that out?!" Jason screeches, but the witch just turns another one of his bullets into a strangely soft mechanical duckling.

Or; A witch gets bored while on vacation in Gotham, so she spends her week messing with Bats and Rogues alike.

29) A new non-native-gothamite mayor decides to prevent his daughter's beloved school from closing by assigning Rogues as teachers.

AKA: A new mayor comes to Gotham. He is not native. His daughter really likes her quirky highschool, but it is going to be shut down due to lack of teachers.

The mayor has a 'brilliant' idea. Don't a lot of the Rogues have PHDs or are otherwise hyper intelligent? He starts a new reformation program.

Cue the Rogues being stuck as highschool teachers with tracking anklets. To their surprise, it isn't too horrible, mostly because the students are crazy.

In fact, a lot of the students are meta or batkids. They've been waging a secret super war for the past couple of years.

The Rogues find themselves the reluctant mentors to the next generation of super heroes and villains.

//There's staff there to watch them. Including a very unfortunate headmaster (who may be just as crazy as they are)

30) Batman White Collar AU — Joker gets placed in someone's custody in an experimental new program, complete with tracking anklet. Harley is Mozzie.

Bonus: Edward Nygma as Burke.

31) There are many Kings in Gotham, but only one its Fool cares about. Joker meets the city's various self-proclaimed monarchs, including its true King; Bruce Wayne.

32) Joker learns that Jason has trouble around loud laughter, and decides to fix it. The fact that the kid has *severe trauma* based around the clown doesn't occur to him until *after* he's kidnapped him.

33) Tim loves to laugh, in all sorts of ways. It's caused issues, gotten him compared to Joker or just not taken seriously, but it's never been that big a deal.

Until Jason's resurrected, and the second Robin has various and horrible reactions to different kinds of laughter.

34) Brucie Wayne — in all his giggling, airheaded glory — mercilessly flirts with Joker, leaving the clown flustered and confused.

Bonus: Then Batman makes a reference to something Brucie said, and Joker's mind is too fucked for him to remember he's in the middle of an evil plan.

AKA: Bruce has found his new favorite game, and Joker's feeling a whole lotta things about it.

35) Jason is shown a montage of what, exactly, happened after he died. Bruce breaking, everyone splintering, Tim stopping it. He reconsiders a few things.

(Bruce trying to kill Joker. Bruce leaving Joker to die. Bruce barely not killing every criminal he came upon. Bruce and Dick and Alfred all splintering. Tim forcing himself into the spot of Robin, despite not being wanted and not really wanting to, just to fix things.)

(His Replacement saving his family.)

36) When Twoface's sides get split into two people, their romantic partner must choose between them.

I'm thinking Tworiddle, but it honestly works with any Twoface ships.

37) High Potential AU but with Riddler as Morgan.

(If you haven't watched High Potential, go watch it, the main character is pretty much civilian!female!Riddler)

38) Edward Nygma (under an alias) gets a civilian job as a cover. While there, he wows his coworkers by easily solving Riddler's riddles.

(He only solves the ones repeated on the news, to explain how he knows them in the first place).

Bonus: Edward is known for insulting Riddler's 'easy' material, prompting others to worry that he will get kidnapped by the villain. One person actually tries to warn him about it...

Bonus bonus: ...leading him to stage and televise his own kidnapping, upstaging his criminal identity. Meanwhile, Batman is sooo not dealing with this nonsense.

39) Joker Junior gets transported to a world where Joker's a good guy. Good! Joker does his best to be a father. Chaos ensues.

40) Bruce Wayne uses his influence to keep certain places from being torn down, knowing that they're just the sort of places Rogues would use as hideouts.

41) Riddler gets turned into a wizard and finds the unconditional love he's always wanted in his new soulbonded Familiar, while also learning what it's like to care about someone else more than himself.

Alt: Different character, because this would work with a lot of them.

Bonus: He does not understand how magic works and keeps causing chaos while figuring it out, much to his own frustration and pleasure (it's a whole new field to research, after all).

42) In civilian mode, a strangely pale man starts flirting with Bruce. Tim insists it's The Joker. Bruce insists there's absolutely no resemblance.

(I was thinking it's during a Halloween party, maybe some kind of carnival or festival? Up to you).

43) Punchline at first appears to be a new Joker fanatic, but when even he thinks she's gone too far and tries to stop her, she reveals herself as something far worse...

Aka Eldritch!Punchline turns Less-Evil!Joker into her lackey/slave, leaving Batman to save him and stop her.

Alt: Or just anything where Punchline is the abusive one in their relationship. There's a cover where she's tied up Joker and he has blood all over his clothes while she's fine, she kissed him with a knife to his throat, and she canonically once hit him for like going soft or something (I can't remember and can't re-find the scene). It would be FASCINATING to see the usual Joker-Henchgirl dynamic flipped on its head like that, especially if she seems fanatically obedient at first. I have trouble writing abusive relationships, so someone else please write this!

(I just realized she could be called 'Miss Kaye' or maybe 'Mistress K' to parallel 'Mistah J'...)

44) Every once in a while, Joker remembers part of who he was Before. Whenever he does, he writes it down in special journals he keeps hidden away. Someone finds them.

45) Two or more Rogues/Bats befriend each other online (possibly in a game). Their attempts to vent to one another without revealing their identities get more and more absurd.

46) A villain who can disrupt Wifi comes to Gotham. The more technologically inclined villains and teenaged Batfam members (plus Barbara) team up to run them out of town before Batman can arrest them.

(47) Jason has his goons kidnap Joker, Ivy, and Clayface in order to found the RDGC — The Reborn Denizens Of Gotham City — Support Group for the previously deceased.

Chapter 3: Pokémon

1) Years after they retired, Jesse and James are captured by the larger Team Rocket, leaving their kids and Pokémon to save them.

Bonus: Meowth had a falling out with them and hasn't seen them in years, but still helps rescue them.

2) When Jessie and James share a close/romantic moment, James is suddenly reminded of Jessebelle and has a panic attack/flashback.

Chapter 4: Wild Kratts

Yeah... this is mostly about Zach. What can I say? He's my favorite character!

1) Someone keeps calling Martin 'Marty', and he's about ready to strangle them over it.

2) When Donita has a closet/storage space in horrendous need of organizing, she decides that the best plan is to trick Zach inside and lock the door.

Based on an episode of The Big Bang Theory.

3) One of the Bros gets badly injured, to the point where death is a certainty. With no time to think of something better, Aviva uses the CPS to save him, permanently melding man and machine.

4) Coyote and roadrunner power suits. The chase is on.

5) An extremely sleep-deprived/bored Zach ends up not caring enough to switch the channel when a nature documentary comes on his TV. A documentary on the single most Australian animal there is; the platypus.

Cue Zach spending his next plot mostly just ranting about *how the fuck this thing even exists why haven't the Kratts utilized its power yet how is this poisonous death machine even fucking real IT CAN SWEAT MILK*—

6) Realistically, multiple emergency calls come in at once. The Crew must decide in what order to respond... And who to ignore.

7) Martin is convinced that Zach doesn't feel guilt. When one of the villain's plans accidentally lands Chris in a coma, Martin ends up sitting vigil with the last man he expected to care.

8) Dabio protects Donita, it is his job and his pleasure. Donita gets the chance to return the favor.

9) One of the Bros gets stuck as a Catboy whenever he's not using the CPS. While angsty at first, he eventually grows to like it.

10) When Zach accidentally gets most of the Tortuga Crew to be captured by a very ruthless new villain, he sees a side of Martin Kratt he never knew existed.

Namely, the side that gives him a black eye and very cheerfully informs him that he's going to help Martin get his baby brother back or else.

11) When Chris is in a bad situation with an animal form that is worse than useless, a glitch in the CPS saves his life. A glitch that bares more than a passing resemblance to one of Zach's hacks.

12) When one of the villains goes vegetarian, they expect potentially-violent backlash from Gourmand. Instead, to their confusion, he starts providing veggie plates and salads at his meals.

13) Someone compares Zach to a pigeon because of his voice, how he startles when afraid, and his preference for cities. In his quest to prove that he isn't like a pigeon, he grows to love the bizarre creatures.

Alt: Same thing but he's compared to a different animal.

14) Zach gets upset and one of the Zachbots starts brushing his hair to calm him down. He didn't program them to do it, and doesn't know where they learned it from.

15) Chris accidentally gets an insane amount of blackmail on Zach, and isn't entirely sure what to do with the power this gives him.

16) Chris takes up programming as a fun hobby, not realizing he's a prodigy. When his skills save Zach's life, Zach realizes the Green Kratt is smarter than him and isn't entirely sure how to react to the fact that *Chris himself* doesn't know this.

17) Chris and Zach's second first meeting, the first they'd seen of each other since they were kids, and how they reacted to how they had both changed.

18) When Aviva's life is threatened by a new villain, the Crew are surprised when Zach offers to help stop them.

19) A Zookeeper-and/or-Circus Villain decides to keep humans, including the other villains, in their zoo. One villain escapes and goes to the Tortuga Crew for help.

20) 5 times the Zachbots misinterpreted Zach's figures of speech, and 1 time they still did but saved the day doing so. (Features Zach being low-key terrified of saying certain figures of speech).

21) Turns out that the reason animals are so nice to the Bros is because of low-level psychic fields from all the power suit exposure.

22) When one of the villains discovers a major secret, the Wild Kratts have no choice but to (illegally) imprison them on the Tortuga until the secret no longer matters.

(Deals with the fact that the Crew break laws *all the time*, and that's why they never turn the baddies in; mutually assured destruction.)

23) A malfunctioning device gives the villains the ability to talk to animals, much to their collective horror.

(How can you cook something that's begging for its life? How can you wear something that's screaming? How can you stare at blank faces you know should be talking but aren't, all because of your own mind control?)

When animals stop being things and start having personalities, can anything really ever be the same?)

24) Completely altering their bodies and minds all the time starts to have more permanent affects on the Bros. This is both good and bad.

25) When they end up lost in the desert together, Zach is completely dependent on Chris to survive. Fearing abandonment or abuse, the villain tries to stay on Chris's good side. When the Kratts realizes the reason behind the other's strangely polite behavior, he must decide between reassuring Zach or continuing to benefit from his fear.

26) A failed attempt at copying the CPS causes Zach to turn into a cat whenever he gets stressed or scared.

(Bonus: He tries to hide his predicament while dealing with a new body that has instincts of its own and the knowledge that animals might be more thinky-feely than he knew.)

(Alt: The heroes and villains ALL get animal forms, with different things triggering their transformations).

27) When an overly-clever animal breaks into the Varmijet and starts stealing food, a panicked quest to catch and get rid of the dirty varmint becomes a weirdly fun game for a certain bored inventor.

28) When the villains start getting threats, they laugh it off — until one of them actually gets attacked, and they must turn to the Wild Rats for help.

29) A villain protagonist story that features a typical Creature Rescue... Except at the very end you realize that the 'villains' are actually trying to protect the animals from the Wild Kratts — it's a stealth Role Swap AU.

30) A new villain (Zookeeper, circus, dog fights, poacher, illegal pet trade...) tries to hire one of the regular villains, but cruel working conditions prompt a fight that the newbie wins. Can the Kratts rescue the animals AND their enemy in time?

31) Literally anything involving the Firehawks, AKA the *three separate species* of Australian bird that *start forest fires on purpose* to help them hunt.

32) The Bros meet one or more non-human sapient species somehow, and are utterly fascinated by the 'animal' behaviors they exhibit and how it's different with people.

33) The other side/Devil's advocate type storyb— the Kratts meet a villain who is so fanatically animal-loving that they want to destroy human society, and a good guy that wants to use animals to progress society but doesn't hurt them.

34) After years of pestering, Donita finally convinces Zach and Gourmand to try some new outfits, leading to a villains-only mini fashion show.

35) AU where the world is filled with monsters, mutants, and/or aliens. The Kratts are experts in other sapient species, rather than animals. The villains change accordingly...

(Except Gourmand, please please please except Gourmand 🙏)

Chapter 5: Darkwing Duck

1) Paddywhack's Box ends up at the Muddlefoot house, so he tries to terrorize them. It... Doesn't exactly go according to plan, and now he's helping Binkie make casserole for a dinner party he's invited to. Trust me, he's just as confused as anyone else.

2) The F5 spend a night sharing their backstories with each other, to mixed reactions.

3) Rewrite the events of Darkly Dawns The Duck, but in the Negaverse.

4) Liquidator gets unmutated temporarily and has to relearn how to be solid. Walking, breathing, eating — there's a lot for the Master Of All Liquids to remember.

5) Negaduck is pulled into Paddywhack's Box and suddenly finds himself wearing civilian clothes for the first time in years.

6) When Quackerjack is the only one that believes a random civilian's ramblings about a 'demon jack-in-the-box' terrorizing them, he must decide whether to help or leave them to Paddywhack's mercy...

7) Write a story that looks like an origin story for Darkwing, from highschool to training to his first few attempts at crime fighting, but with a twist ending; he renounces hero work and becomes a Supervillain. It's *Negaduck's* origin, in disguise.

8) Morgana and Paddywhack meet. If they fight, who wins? If they don't, well... who knows what could happen?

9) Someone, probably a civilian, decides to play along with Liquidator's salesman-speak, much to his delight and everyone else's annoyance.

10) An origin for heroes and villains of the pirate 'verse.

11) Much to his confusion and delight, Quackerjack finds a new customer base for his toys — monsters and/or mutants.

12) Megavolt gets amnesia and can't understand why he's so different from normal people. (Wanting to touch electrical sockets, feeling sympathy for toasters, etc)

13) Liquidator loves to relax in the ocean. Unfortunately for him, Neptunia lives there. Can they come to an understanding, or are the seven seas too small for the both of them?

14) Darkwing offhandedly mentions talking Mr Meekles off the ledge to Quackerjack — who hadn't known he'd nearly drive a man to s*****.

Cue the cheerful toymaker having a bit of a heel realization and a breakdown.

15) AU where the F4 are civilians and roommates, either with or without their powers, and Negaduck's their landlord.

Bonus: Paddywhack is Quackerjack's stalker, and lives in the same building as they do.

16) Gosalyn Waddlemeyer is adopted by someone other than Drake Mallard — such as one of the villains. Some things change and some never will.

17) Negaduck travels to a world where the F4 are all missing some important trait, and are miserable. He makes it his personal mission to fix things for reasons he'd rather not look at too closely.

(Megavolt living in some backwater and not having any engineering knowledge, Bushroot living in a city and wilting far away from nature, Liquidator toiling away in a small-time job with no ambition, Quackerjack having never created something in his life — that sort of thing)

18) Liquidator, Bushroot, or Megavolt meets someone with the same or similar powers as him. Will this person be friend, foe, or something more?

Or will they stay a fleeting, mysterious moment of connection, never to be repeated?

19) FOWL captures Bushroot and clones him, intending to create an army. He escapes with his new child in tow.

Chapter 6: My Little Pony

1) Discord watches Monty Python.

Chapter 7: Harry Potter

1) A spell-gone-wrong turns everyone in Hogwarts into an Animagus.

2) Everyone's patronuses suddenly come to life as pocket-sized familiars, and no-one can figure out why.

3) AU where Wizard society at large is *much* more divided by House, becoming proper societal castes.

4) When the twins get into a horrible argument, everyone worries that their bond has been frayed. Ron and Ginny, who've seen them have *far* worse fights, laugh at the idea.

Chapter 8: Aladdin

1) Jasmine is the one tricked into obtaining the lamp for Jafar, with her and Rajah meeting the Genie before Aladdin and Abu do.

2) Reluctant hero Jafar, facing an even worse villain, interacting with Genie.

3) Genie is evil and an incredibly good actor, revealing his true self after Aladdin frees him.

4) The heroes come to a city that's being terrorized by slavers, bringing up old feelings and trauma in Genie.

5) AU where Aladdin is a kid when he meets Genie, who ends up accidentally adopting him.

6) Genie gets amnesia while in a human disguise, makes a friend, and can't understand why his instincts conflict with regular people's.

7) When a Sorcerer with a few too many similarities to Jafar comes to town, Iago is scared of doesn't trust him. Can he put aside his own issues when the Sorcerer is the only one that can save the day? Or was he right about the Sorcerer all along?

Chapter 9: Smurfs

1) A workaholic explosives expert Smurf must take a vacation and learn how to loosen up a bit. Everysmurf regrets it (a unique origin for Jokey).

2) A Smurf that's spent his entire life enslaved is freed and brought to Smurf Village to heal.

Alt: One of the village Smurfs is enslaved and rescued. Healing is more complicated than they or the others expect.

3) Brainy's finally put in charge and comes to the conclusion that he doesn't want to be in charge. How will the other Smurfs react to this change in the normally bossy Smurf?

4) Vanity doesn't like eye contact. Grouchy doesn't like having to talk a lot. An odd friendship is struck.

Alt: Both secretly enjoy the havoc Jokey brings. An odd friendship includes one more Smurf.

5) Magician Smurf is Jokey Smurf's unfortunate roommate.

6) A therapist Smurf comes to the the village, not intending to stay long. He soon finds a special place in the village, because oh smurf is he needed.

7) Smurfette thinks a bit more like a human than a Smurf. This causes problems for her.

Example: Not being able to tell Smurfs apart by face alone, not getting Smurf speak, not being quite as social...

8) When Jokey's prank ruins Vanity's new outfit and makes him burst into tears, the usually careless prankster is determined to make things right.

9) When a cross-dressing competition happens in the village, Vanity wins very easily, leading to questions about his gender.

Ending 1: Trans Vanity.

Ending 2: Boys can like makeup and pretty things without being trans.

10) Jokey just wants to make others laugh! But Pluffs only laugh when hurting others. Can Jokey find the courage to betray his village and join the nice wizard Caramel's side?

Bonus: Grouchy Pluff comes with him.

11) The story of how Hefty got his tattoo and why he chose a heart of all things.

12) His own curiosity and years of listening to Brainy has given Clumsy a rather large knowledge base — how do different Smurfs react to finding out that he's an unwitting genius?

13) Someone makes Smurfette feel bad. Jokey goes Jim Halpert (from The Office) on them.

14) Clumsy grew out of his clumsiness years ago, but it was so big a part of his identity, he's just been faking it since then.

Bonus: Clumsy reveals his secret gracefulness to save somesmurf he cares for. To his surprise, they keep his secret.

15) Brainy always keeps quiet when he's kicked out of the village, knowing they'll recognize his genius one day. When somesmurf kicks Clumsy out the same way for his clumsiness, Brainy finds his voice.

16) Gargamel must care for an amnesiac Smurf-turned-human until he can cure them and follow them to Smurf Village. But what happens when he finds himself liking being a sorta dad?

17) This is one my sister Venus created:

The Smurfs are actually amnesiac humans that Gargamel accidentally cursed, and he's just been trying to fix them this entire time.

Bonus: Papa Smurf is his brother, whose last name was Smurf, and the reason he's called Papa is because Brainy is his son and called him such as they transformed.

18) Brainy is shocked to find that Clumsy is the 'Brainy' in his interactions with Dim-witty.

19) Farmer takes care of his snails.

Chapter 10: Megamind

Fun fact: my desire to share my massive list of Megamind prompts was why I started this 'fic'. I just haven't gotten around to it before now because there's really quite a lot of them... 🤖

I hope someone finds inspiration, or at least a laugh, in this. :D

1) Roxanne is a criminal therapist instead of a reporter. She's assigned to Megamind, changing both of their lives forever.

2) Wayne and Megamind are childhood friends instead of childhood rivals, but still become Metro City's hero and villain.

3) Megamind was homeschooled (prison schooled?), never facing the ridicule of his 'peers', and turns out a very different person. In some ways, at least.

4) Megamind still has the spikes, the Lair, and the Brainbots — but he's a physics teacher instead of a Supervillain, working at the same place as Wayne.

5) Megamind and Metro Man find and accidentally activate a device that one of their peoples used to use to enslave the other.

6) After being mugged, Roxanne starts hiding in her apartment. Megamind sends a Brainbot to secretly be her bodyguard. Roxanne finds out and bonds with her peculiar new 'pet'.

7) When another Supervillain steals one of Megamind's inventions and hurts Metro Man, Megamind finds himself protecting his nemesis.

Or the reverse, Metro protecting Megs

8) Megamind runs into the Warden outside the prison, either during a plot or something ridiculously mundane like grocery shopping.

9) Megamind is certain the Warden doesn't care about him. An incident with an overly violent guard proves him wrong.

10) Roxanne and Megamind reluctantly work together despite the anger of the Bernard incident, leading a secret underground of freedom fighters as Tighten rules the city above.

11) Roxanne gets blackmail on Megamind, which she uses to control the kidnapping schedule and get revenge on her exes. It starts out stressful (for Megamind), but becomes fun as time goes on.

12) Roxanne kidnaps Megamind and makes a bet with him; can he act like the good little captive he's always insisting she be?

Bonus: Megamind's actually scared and comes to understand how Roxanne must have felt during the first few kidnappings, making him feel guilty

13) Whether for a small animal or an actual baby, Megamind tries to baby-proof the Lair. (Considering the spikes, Brainbots, lasers, etc...)

14) Megamind, using the Disguise Watch, gets mistaken as a babysitter. To keep his cover, he must actually babysit.

15) Roxanne (wrongly) assumes that Megamind is an animal person due to the Brainbots and alligators, so gets him a puppy. Megamind is determined to keep this animal happy and alive for Roxanne no matter the cost — even if that cost is to his sanity.

16) Megamind's and Wayne's peoples once had a symbiotic relationship. When old instincts start flaring, the rivals must get used to being more than just enemies.

17) When Megamind interrupts Roxanne's vacation, she manages to convince him to join her instead.

18) When Wayne starts experiencing certain changes, he must go to the one person alive who knows anything about his species; Minion.

19) Hallucinating is normal for Megamind's species, as a way to think through problems or prevent boredom. Roxanne isn't sure how to react to this knowledge.

20) Megamind manages to lab-grow new members of his species (and Minion's, and possibly Wayne's), and now must deal with raising the next generation.

21) A portal/wormhole is opened between Earth and a colony of Glaupunkt survivors. How will Megamind, Minion, and Wayne react to meeting their peoples for the first time?

Alt: Their planets weren't destroyed and are actually stuck in a pocket dimension. The wormhole opens to their original planets, and Megamind meets his parents.

22) Megamind has Minion to teach him about his language and culture, he has his memory to tell him about his parents, he knows his birth name. Wayne... doesn't.

23) Megamind is captured by a villain known for psychologically breaking/brain-washing people. Roxanne and Minion team up to save him, bonding along the way.

24) Megamind is the subservient Mad Scientist lackey of a much crueler villain. When his boss kidnaps a certain fiery reporter, Megamind finds the inspiration to see what he can really do.

25) Megamind gets sick and acts mean to Minion. When Megamind gets better, he feels bad and decides to make it up to his loyal caretaker.

26) When Megamind reluctantly takes in an orphan during the dead of winter, he discovers the child is a genius in the making.

27) When an accidental overdose of Knock-Out Spray leaves Roxanne unable to handle a big interview/report, Megamind must fill in for her using the Disguise Watch.

Alt: The reason Roxanne can't do it is something more fun, like getting turned into a ferret by a malfunctioning invention.

28) Minion makes and sends Roxanne new outfits, to make up for clothing damaged during plots. These strange gifts become a highlight in her life, but what happens when she discovers who they're from?

29) When Roxanne starts feeling self-conscious about her looks, she gets a lesson in self-confidence from the last place she expected (Megamind and/or Minion).

30) AU where Megamind and Roxanne meet in highschool. She's nice to him in some small way he doesn't expect, and he later repays her by saving her from a bully.

31) Minion wants a pet. There's a 'No Non-Robotic Animals' rule in the Lair. Minion gets his pet.

32) When Minion and Megamind get into an argument, they end up agreeing to switch roles for one week. Yes, it's cliché, but it's as well a classic.

33) An invention swaps the bodies and/or abilities of Megamind, Roxanne, Minion, and Metro Man.

34) Roleswap AU where Megamind managed to get a mediocre job as a reporter, wasting his intelligence in tedium and drowning in boredom, until a fiery Supervillainess decides to kidnap him and Minion.

35) AU where Metro Man and Megamind are still a Hero and a Villain, but on their own planet. Roxanne is either one of their species, not present, or a human that got there somehow.

36) AU where Megamind is physically more cat-like (but still obviously alien), so has to grow up as a homeless 'animal'. Roxanne is the first human to really treat him like a person.

(Jealousy for Metro Man can be increased by Wayne being treated like a person, or he can be a different 'animal').

(Minion could still be a fish in a bowl, he could be a bird, or he could resemble a mouse — you decide!)

37) Roxanne becomes the Evil Queen of Metro City in secret, and Megamind only finds out when a business meeting with a new villain turns out to be with her.

Bonus: He ends up working for her, willingly or not — depends on whether you're making her Megamind! Evil or Evil! Evil.

38) One or more characters gets stuck as a De-Hydrated cube and wakes up in the future. Five years, a decade, a hundred years — you decide how long, and whether there are others Aliens.

39) A Brainbot is going about its regular day.

Bonus: It becomes amnesiac and lost, trying to figure out what it is and where to go while aswell acting like a stray dog because SQUIRRELS!

40) Roxanne kisses Megamind in response to a unique/brilliant plot. Megamind misreads her reasoning and calls off the kidnappings out of guilt. Can Roxanne fix things between them?

41) Megamind learns about Stockholm Syndrome and comes to believe Roxanne has it. Roxanne must come up with a believable argument for why she doesn't.

42) When Roxanne was first kidnapped, the Brainbots were terrifying (not that she admitted that). Now, they're her good little terrors, yes they are!

A series of moments showing how Roxanne and the Brainbots slowly bonded.

43) Roxanne kisses Megamind in the middle of a monologue. He thinks she's just trying to shut him up, and can't decide whether to tell her he's upset or just enjoy the kiss while it lasts.

44) Roxanne starts wearing more blues and blacks. Small things at first, but eventually her entire outfit is such. Megamind has trouble focusing on his plots as he overthinks her choice of accessories.

45) Roxanne's in the hospital, completely delirious with pain medication. Megamind sneaks in and sits vigil, having absolutely ridiculous conversations with her when not hiding from the doctors, and helping to take care of her.

46) Roxanne gets superpowers in a way completely unrelated to Megamind, and decides to keep them a secret. The secret comes out when she saves Megamind's life.

Alt: She saves Metro Man, Minion, a Brainbot, an animal, or a civilian instead — but Megamind still sees her do it.

Alt alt: She gets caught doing something entirely mundane with her powers, rather than saving someone.

47) Megamind attempts to fix his mispronunciations with a shock collar. Roxanne has something to say about this.

Alt: Someone else tries to 'fix' Megamind's mispronunciations with a shock collar, with his agreement or not.

48) Alpha/Beta/Omega. Seriously, I just can't write these but love reading them, *and there are no actual Megamind ones*. Please write them. Please.

49) Roxanne starts calling Metro City Metrocity in interviews and such. She's either doing it on purpose for whatever reason, or she's just hung around Megamind long enough that she doesn't realize she's doing it.

50) Vampires exist, either as aliens or something else. When Roxanne gets bitten, Megamind must help her deal with new instincts and biology.

Bonus; She originally freaks out over needing to be a *cannibal*, but a new vampire friend explains that animal blood works just as well

Bonus bonus: Vampires have instinctual castes, and she's a Queen.

51) When a plot-gone-wrong turns Megamind *truly* evil, no one notices. Putting his mind to full use, he fools even Minion as he schemes to rule Metrocity with an iron fist. With Metro Man incapacitated by the unrestrained genius, Roxanne is the only one left who can try to bring the real Megamind back.

52) When Megamind gets really scared, he shoots blood-mixed-with-acid out of his mouth/nose/eyes/wherever.

Bonus: When Roxanne sees this happen, he worries his alienness will finally get to be too much for her...

53) When Megamind partners with another villain, they make some *suggestions* on how to get Roxanne to scream. An uncomfortable Megamind thinks they're just using scare tactics against the professional hostage, but they aren't. Megamind reacts with violence.

54) Roxanne visits Megamind in prison to interview him. For the first time, she sees him without the spikes and deathtraps and power. For the first time, she sees him as a (semi)helpless prisoner. For the first time, she sees him outside the Game.

Bonus: she meets some of his Uncles.

55) Roxanne visits the Lair while Megamind's in jail, to check up on Minion and make sure he isn't lonely, see if he wants to play a board game or something. Minion

isn't used to anyone but Megamind caring about his feelings, so isn't entirely sure how to react.

(Possibly as the aftermath of the previous prompt)

56) Megamind is caught unaware by a species-normal metamorphosis. Looking and sounding more alien than ever, he hides himself away in horror. Can the others help him see that he's still himself, even if he's a bit different?

57) Megamind falls in love but doesn't realize it at first, thinking he just tolerates his crush more than he does most people.

A thief, a cop, a lawyer, a new hero or villain, a mad scientist, a government official — just someone he would have reason to bump into more than once, maybe by accident or because they have to work together/against each other.

Possibly after a breakup with Roxanne?

58) Megamind's species don't kiss, so he has no instinct for it and doesn't really enjoy it. He hides this from Roxanne, thinking that something's wrong with him and fearing it would be a dealbreaker if she knew.

59) Roxanne goes evil. Not Megamind-style evil, not drugged or mind controlled, but actually evil for real.

When she offers Megamind a place at her side, will he give in to the Temptress, or will he turn hero and stop the woman he loves from going too far? Can he accept that she's truly gone bad, or will he delude himself into thinking she doesn't really mean it?

60) When Roxanne gets a text from her pregnant sister in the middle of a plot saying she's having the baby, she calls timeout.

Bonus: A confused Megamind takes a panicked Roxanne to the hospital (possibly in another city/state), much to her grateful shock.

Bonus bonuses: Megamind sees a human baby for the first time. Disguise Watch so he can wait with Roxanne. Fake boyfriend excuse.

61) One of Megamind's inventions makes the world run by the rules of musical, a la that amazing episode of Star Trek: Strange New Worlds.

62) One of Megamind's inventions make the world run by the rules of Looney Toons. Because he is definitely Wile E Coyote and needs more anvils in his life 🐉

63) When Roxanne figures out that Megamind thinks he has no loveable qualities, she decides to go full-monologue on all the things she loves about him.

From his goofiness to his intelligence, from his Brainbots to his sense of style, from his grand gestures to small habits — she lays out *everything* (possibly with special effects, if Minion helps her).

64) AU where Roxanne and Megamind first meet at a secret government blacksite. She's there to uncover a conspiracy, he's there for revenge.

To his utter shock, this fiery human has zero fear of him and mostly seems annoyed that he's getting in her way.

65) Roxanne doesn't think Megamind will believe she loves him without a grand gesture... So she stages a jailbreak.

66) A new warden takes over while the real warden is out (sick/vacation/whatever), and they're much crueler than what Megamind is used to.

How long can Megamind last? Will Minion be able to break him out despite new security measures? How will the real Warden react when he comes back?

67) Someone jokes about using a shock collar to train Megamind out of villainy, comparing him to an animal. Megamind doesn't like this. What he likes considerably better is Roxanne's reaction.

Bonuses:

- He's had experience with shock collars before.
 - He thinks Roxanne is agreeing with the person at first and feels betrayed, causing a little angst.
 - He doesn't understand why Roxanne is angry at first.
-

68) Megamind is actually evil. Roxanne has Stockholm Syndrome. Minion betrays Megamind and saves Roxanne, despite how much it breaks him to do so and despite her protests.

69) When someone uses a deep phobia of Roxanne's to prank her, Megamind is there for comfort and rev-ahnge. Or vice versa.

70) Megamind tries gardening. To his surprise, it puts him into a meditative state, quieting his numerous thoughts for the first time in his life.

-

71) Megamind's species are part plant. He can do things like photosynthesize and has a sense of the plants around him.

Possibly related to previous prompt.

-

72) Roxanne is secretly an alien and/or magical creature/monster.

Bonus: She has fire powers and/or glowing skin/hair/eyes.

73) Roxanne gets turned into a cyborg/mutant/Megamind's-or-Metro-Man's species.

74) AU. When Roxanne was young, she found a talking fish that told her about places far beyond the stars.

Years later, Megamind and Minion are shocked to learn that the woman they kidnapped is bonded with a female Minion.

75) After Roxanne is kidnapped by and saved from an *actual* villain, she starts having nightmares and panic attacks related to being kidnapped.

No one else knows until the Game goes on as scheduled and she winds up where she always does; tied to a chair in Megamind's Lair.

76) Someone, possibly Megamind himself, loses at least one limb. Megamind builds a prosthetic for them.

77) What Minion felt the first time he ever got out in a robotic suit.

What would it feel like to *really* control where you go for the very first time? What would it feel like to pick something up for the very first time?

Is that why he likes things that require finesse with fingers, like sewing or baking? What does he feel like when he leaves his suit?

78) White Collar AU, Minion is Mozzie. :D

79) Someone discovers a particular mix of chemicals that is harmless to almost every living thing but severely weakens Metro Man. They've been secretly getting it put in everything from food to perfume to window cleaner. With his weakness now literally nearly as common as water, Metro Man must turn to Megamind for a cure.

(Megamind would very much like to tell him to fuck off, but he's bored and this could be almost actually challenging, so...)

80) Someone has psychic powers that humans are immune to and animals don't have the brainpower to be affected by. So utterly useless, until they run into three unfortunate aliens, leaving Roxanne the only one left to fight off this new threat.

(Fear manipulation, obedience, mind control, paralysis, sleepiness, dream control, forced truth telling, taking away the ability to fight — 'Psychic' could mean a lot of things...)

81) Megamind is cursed, suddenly unable to harm or let harm come to those he hates. Can he think of new ways to get revenge on his enemies while actively protecting them?

82) When Megamind learns that Roxanne never actually dated Metro Man, he decides to try to set her up with a man or woman worthy of her. This proves harder than expected...

83) Megamind insists he's a bad person. Sure, he might occasionally do something nice for his favorite hostage, and he keeps his area of the city fairly safe, but that's as

good as he gets. Until he witnesses a mugging that is technically *absolutely no concern of his*, and stops it anyways.

84) Roxanne starts keeping a journal, filled with notes about Megamind's alienness. From different noises and what they mean to unique behaviors to biology quirks to diet, she writes it all down.

Bonus: Megamind finds it. At first he's horrified, but then he realizes that the way she writes about his inherent *wrongness*, the comments she makes... it's almost as if she thinks it's a *good thing*.

85) Megamind discovers BDSM and tries to indirectly find out if Roxanne's into it, due to not minding the kidnappings, accidentally making her think *he's* into it.

Miscommunication and angst with a happy ending, for those who dislike BDSM.

86) Somehow, somewhere along the line, kidnappings turned into surprise unofficial dates.

Bonus: Neither Megamind nor Roxanne actually notice that they're pretty much in a relationship and that Roxanne basically moved in at some point, until they get an outside perspective (probably Wayne or Minion).

87) When Megamind finds out that Roxanne is made fun of for having an accent on certain words, he comes to her defense.

Bonus: He's completely blown away when she returns the favor.

88) Roxanne and Megamind have spent enough time around each other that they've picked up certain words and gestures from the other. What happens when people start to notice and rumors fly?

89) Roxanne's career is at risk when a rumor that she's dating/cheating on Metro Man with Megamind gains ground. How far will Megamind go to show the public that it isn't the case? What will he do when it turns out that, maybe, Roxanne doesn't want him to?

Bonus: Megamind's attempts to stop the rumors end up with him saying certain things that actually hurt Roxanne's feelings, as she thinks he really means them.

Possibly related to the previous prompt.

90) Roxanne kisses Megamind in the middle of a plot. Except the cameras come on and it looks like a Supervillain forcibly kissing his bound hostage.

Can Megamind's reputation be fixed before he faces the consequences of actions he would never take?

Bonus: He thinks that Roxanne framed him on purpose, feeling heartbroken and betrayed. Roxanne has to convince him otherwise before they can fix things.

91) Megamind's brain works a little like a computer. To save brainpower, he can 'program' himself to respond to certain situations automatically, without having to think about it.

Bonus: He makes a mistake when 'programming', and one of his routines gets activated in the wrong situation.

Extra bonus: The misfire is something that startles Roxanne (like him suddenly hiding when she's kissing him, for example).

92) Megamind doesn't understand certain human things, and no one has ever been willing to explain them to him.

When Roxanne sarcastically starts coming up with 'human rules', she's surprised by a grateful Megamind actually following them.

What started off as banter soon becomes regular lessons.

93) Roxanne notices that Megamind tends to rub/hold his cape, or even wrap it around himself, when he's upset.

When he gets upset while in civilian clothes, she decides to see if a comfort blanket would help.

94) Roxanne steals the De-Gun and De-Hydrates Megamind.

On a whim, she decides to rehydrate him in her apartment, acting completely casual as if he was a guest she'd invited over.

Cue hilariously confused and disoriented Megamind (bonus points if she De-Hydrated him without him seeing, so he has even less idea what's going on).

95) Megamind gets really excited and briefly forgets how to speak English, instead explaining an entire plot in alien sounds without realizing it because Roxanne is too fascinated to point it out to him.

96) For humans, laughter is connected to amusement and joy. To hyenas, it's a sign of nervousness and distress. What does it mean to Megamind?

97) A question about lockpicks turns into a lesson on the art of escaping.

The fact that the Supervillain/Kidnapper should not be actively teaching the Damsel/Kidnappee how to undo ropes and break zipties occurs to neither party.

98) The Tighten Serum gets injected into one or more animals. Chaos and pettings ensue.

99) Sherlock Holmes AU. Megamind has the same number of syllables, it works.

100) The Warden thinks that Megamind hates him. Until another Supervillain lands the man in the hospital, and Megamind goes ballistic.

101) AU. Roxanne is a thief that keeps stealing from Megamind.

102) AU. Metro Man is the one that grows up with Minion.

103) Megamind has avoided shows about aliens his entire life. Trekkie! Roxanne decides to fix this.

Works with any sci-fi series, from Farscape — *oh my stars Zann is bald and blue* — to Star Wars)

104) Any situation where Minion goes from calling Roxanne 'Miss Ritchi' to 'Ma'am', especially if it freaks Megamind out.

105) Minion is incapable of lying. Always has been, it's just a species trait, but very few people know.

And/or Megamind is incapable of lying.

106) When a kidnapping interrupts Roxanne's morning coffee, Minion makes her some. This becomes a regular routine, despite Megamind's protests.

107) Minion's species has an instinct to take care of those they're close to. As he grows closer to Roxanne, he starts cleaning her apartment during kidnappings.

108) Roxanne decides to grow her hair out. Might include hair brushing, definitely includes fascinated/curious Megamind and Minion.

109) Roxanne starts eating silver and turns partially blue.

110) Someone gets a tattoo. Megamind, Roxanne, Minion, whoever.

Maybe angst if Wayne wants a tattoo but can't get one due to his invulnerability.

Or maybe Megamind being completely freaked out by the concept of tattoos.

Just... tattoos.

111) There is a certain part of Megamind's body that makes him go into a half-/fully-asleep state if pressed, like a biological off switch.

Roxanne finds out, and Megamind resigns himself to his biggest weakness making the front page. It doesn't.

112) When Megamind and Roxanne watch Avatar, she isn't quite sure if it will be an emotional trigger for him (blue aliens, romance, etc).

To her surprise, he gets caught up and starts ranting about the *technological inaccuracies* and how stupid someone would have to be to choose live in the forest without technology.

113) Megamind gets hurt, badly, and is rescued by a random citizen. The citizen helps nurse Megamind back to health, much to the terrified alien's confusion.

114) Megamind has the Brainbots patrol the city while invisible. One of the Brainbots meets a human on their patrol route and slowly bonds with them.

Homeless? Child? Blind? Who knows!

115) Megamind watches Matilda.

Matilda is about a young genius whose mind works differently, is constantly ignored and bullied, and gets sent to a school with a mean principal.

Her bizarre powers cause several accidents that cause her to be cruelly punished, until she finally snaps and sings an entire song about being naughty.

She defeats the principal with pranks and her inhuman mind/abilities, convincing all the other kids to act out.

And she's the hero of the movie.

If that's not something Megamind needs to watch, what is? (Besides maybe Money Heist...)

116) You know how Roxanne's mother tends to be stuffy and at least a little toxic in fandom? Yeah... Let's make her a flamboyant Supervillain instead!

117) Literally anything that centers around the Spiderbot, as it never appears for more than a line or two in *anything* and I don't know enough about it to fix that.

118) Megamind has a perfect memory. Roxanne starts using this fact as a way to take notes and make lists that she just ask him about later.

Megamind isn't sure whether he finds this kinda demeaning or extremely flattering.

119) Megamind's brainpower temporarily gets reduced to that of a human's. He... doesn't react well, to put it mildly.

(Think of how suddenly losing most of *your* motor skills, reasoning speed, memory recall, attention span, multitasking capability, etc would feel)

120) An accident gives Roxanne a scar in a hard-to-hide place, one that looks like an 'M'. Can Roxanne and Megamind deal with the (reasonable but untrue) assumptions that follow?

121) Megamind and Minion have never left the prison since landing there, but an article by a certain nosy reporter ends with them being released to live their lives.

Can they adjust to being civilians instead of prisoners? What happens when they run into a certain hero?

122) Roxanne gains the ability to turn into a specific animal at will. She uses this to pull pranks on an unsuspecting Megamind.

123) Roxanne is Metro Man's superpowered sidekick. She bonds with Minion over how ridiculous/overdramatic/childish their bosses are.

124) When Megamind has a dream about his significant other forcibly kissing him, he becomes worried.

He's never said no to their desires before, never wanted to — but surely he's allowed to, right? (Works in different ways with Roxanne, Wayne, or someone else).

125) Metro Man has a Minion Equivalent. The Minions are friends, despite their charges' hatred.

Alt: The Minions' rivalry is much worse than Megamind's and Metro Man's, though is aswell much more focused on cape design and baking.

126) When a machine malfunctions in the middle of a plot, Roxanne somehow finds herself the only one in a position to do anything about it.

Bonus: After stopping the problem, she decides to make sure the scheme goes on, taking over the Plan.

127) 'Metro City Prison for The Criminally Gifted' sounds a lot like 'Supervillain Prison' to me.

Megamind interacting with other villains while in jail, Arkham Asylum styles. And/or his uncles are Supervillains, you know...

Could feature Psycho Delic and Hot Flash and others that I don't know where come from or much about at all.

128) Pretend there's a large age difference between Roxanne and Megamind, then forget any shippiness for a second:

Young teenager/preteen Megamind (and Minion) runs away from the prison, only to get taken in by a fearless reporter.

Single Mom!Roxanne and Adopted!Megamind (and Minion).

129) Megamind has a sister.

He either grew up with her or she landed somewhere else, in which case he's either completely ignorant of her or has been trying to find her.

Or maybe they originally were together but she was taken by the government at some point.

You decide whether there's another Minion or not.

130) Either in prison or with the Scotts, our three favorite aliens grow up together. How will life, school, and destiny work out differently with a bit of brotherly love?

131) Megamind makes a friend.

Not a coworker/enemy/ally/basically family/romantic partner/acquaintance/friend of a friend/person he bumps into regularly — a *friend*.

Someone he can hug hello, nerd out with, help move, borrow things from, etc.

132) What if, when Megamind reforms, Minion doesn't?

What if Minion was a bad influence, much more evil than Megamind, and his boss quitting was the push he needed to really show it?

Can Megamind handle fighting his lifelong companion?

133) Pillow and/or snowball and/or food fights...

134) When Megamind keeps calling her 'Temptress', she gives him an annoying (yet adorable?) nickname in return.

135) When Megamind feels insecure about all the alien parts of him, Roxanne starts wondering aloud what would be considered 'wrong' with her if she'd grown up as a human on his planet.

The fact that she'd be considered somewhere between an animal and retarded probably comes up.

136) When Megamind reaches a point in his life where he starts growing head hair, he turns to Roxanne for help learning how to deal with it.

Bonus points for hair braiding.

137) When Roxanne is investigating for a news story, she accidentally spies on Megamind threatening someone and realizes that the only reason he doesn't scare her is because he's never actually tried to.

138) Megamind gets bored and decides to secretly set up a rebellion group against himself. They become his new favorite game, both fighting against them and with them (in disguise).

139) Megamind's entire family escaped to earth and have been living there secretly, possibly in disguise, possibly still in prison.

You wanna go really fun, have a whole colony...

140) The Neighbors AU! Roxanne moves to a gated community within Metro City, only to discover that the entire town are actually aliens.

Well, with the mad science it would be a little Eureka AU as well, wouldn't it?

Directly related to previous prompt!

141) Ben Ten AU...

142) Star Trek AU, where Megamind is the last member of an extinct race, raised among humans.

We know that the really weird aliens can have issues, via Odo and Data — what if his intelligence, social inability, bond with Minion, and penchant for villain-coded things does that?

He liked black, spikes, and electricity even as a child before becoming a Supervillain, after all...

143) Minion is used to Sir being the highest level of authority, so when his beloved Boss starts listening to someone else, he's not entirely sure what to do...

Another one that's a little dependent on a more more authority-/mother-figure! Roxanne and basically-a-teen! Megamind. Or not, you decide.

144) Megamind gets used enough to Roxanne's scent to be able to tell her emotions, cycle, and general well-being from it (and reacts accordingly).

This is strangely comforting to him, in a way he doesn't fully consciously realize. And then Roxanne decides to start wearing perfume...

(And she can't figure out why Megamind suddenly seems so distressed about something).

145) Roxanne doesn't hate nor fear Megamind, but she doesn't particularly like him either.

Then one day she finds the Lair, sneaks in, and sees regular-person Megamind doing his every day stuff.

She leaves without him noticing and then... just sort of keeps doing that, slowly growing fond of the person behind the (metaphorical) mask.

Meanwhile, Megamind can't figure out why Roxanne's scent is lingering longer than normal, nor why she seems to be getting nicer.

Of course, this ends with Roxanne being caught.

(I am really bad at the difference between prompts and plot outlines, aren't I..? :/)

146) Literally just Roxanne and/or Megamind finding something that's perfectly fine about the other annoying.

Because they always seem to like everything about the other in fics, except for destructive behaviors they need to work on, and that isn't how any relationship works.

I know my attempt to write this will get random and/or preachy, so please someone else do it instead! {puppy dog eyes}

147) Roxanne mentions how shitty her phone is during a kidnapping. Megamind 'fixes' it.

148) When Megamind starts forcing himself to pronounce things properly in Roxanne's company, she starts intentionally mispronouncing them.

Alt: He forces himself to *behave* (somewhat) normally in her company.

149) What if Megamind isn't the only person Wayne corrects? What if Wayne is secretly fascinated by words, from grammar to pronunciation to spelling to etymology? What if he's even an omniglot? But, well, he does have an image to maintain...

150) Megamind's body doesn't feel comfortable sitting; standing, crouching, laying, lounging, and perching are all a lot better.

Bonus: How will Roxanne react the first time she sees him do this? How will he react if he sees her do the same?

151) Minion's species don't have gender in any form (and possibly reproduce asexually), so he's technically not a guy.

When Roxanne finds out, she starts referring to him as 'they', and he doesn't know how to explain that he prefers 'he'.

Neither is exactly accurate, but he's used to one, ya know?

152) Megamind's species don't have a difference between dating and marriage; if you're mates, you're mates, you just are or aren't ready for certain parts of that.

He decides to ask Roxanne (whether they're friends, romantic, or otherwise) to explain said difference.

153) When Roxanne starts asking the meaning of different sounds Megamind makes, he agrees to tell her on one condition; she tells him the meaning of different sounds *humans* make.

Alt: behavior rather than sounds.

154) An accident gives Roxanne bioluminescence.

155) Roxanne is reporting on a trampoline competition when Megamind comes to kidnap her. Megamind has never used a trampoline before.

Alt: One of Megamind's plots takes him somewhere with a trampoline. He gets so distracted, he doesn't even finish the plot.

156) Megamind discovers fanfiction. Megamind writes fanfiction...

157) Megamind has to be a Superhero for community service. Metro Man trains him.

Pre-movie canon divergence, so Megamind very much does not want to do it and Metro Man is secretly plotting retirement.

158) The Warden properly adopts Megamind and Minion. They grow up in his home instead of prison.

159) Ella Enchanted AU. Depending on which character you pick, it's *fascinating* in a whole new way.

160) Megamind nervously introduces Roxanne to his Uncles and the Warden.

161) Keep everyone else the same, but genderswap Minion.

162) When Roxanne gets some blackmail on Megamind, he offers to do her a favor for each month she doesn't use it.

163) Hal gains blackmail on Megamind and enlists his help to seduce Roxanne. Megamind must try to secretly sabotage the cameraman until he can regain his freedom.

164) Roxanne's 12-14 year old niece is visiting her, just in time for a kidnapping.

Bonus: It turns out she has a lot in common with a certain Supervillain, in ways good and bad. Can Megamind say what he needed to hear at that age, and will it actually help?

165) Megamind has to practice human facial expressions, vocal tone, and body language.

166) It's raining. Megamind's in trouble. The De-Gun doesn't work.

167) Megamind and Roxanne befriend each other online without knowing who the other is, possibly in a multiplayer game like World Of Warcraft.

168) Megamind leaves the city for the first time since he entered it.

169) Roxanne gets fired for unfair reasons. She decides to take up Megamind on his offer of becoming Metro City's Evil Queen.

170) Megamind, Minion, Roxanne, and Metro Man get transported to a dragons-wizards-knights fantasy world.

171) A generational ship makes it off of Megamind's world. He grows up there.

172) Megamind doesn't sleep in a bed. Come up with an alternative, from nests to standing up to hanging upside-down.

173) Wayne rescues an injured Brainbot. It follows him home.

174) Megamind slips up and reveals that he thinks of himself as an 'it' due to not-nice-people/circumstances. Roxanne decides to fix this.

175) Megamind is prevented from building anything for a long period of time. This has some very strong negative effects on him.

176) Angel and devil on the shoulder. Sometimes, without explanation, Megamind and Metro Man's consciousnesses appear on Roxanne's shoulders to help her make decisions.

You decide whether Megamind and Metro Man are v aware of this, if so how much, and whether Minion sometimes shows up.

177) What if the Popcorn Bot had worked?

So I actually can't remember what the zap this means???

178) Wayne was captured and experimented on by the government when he was a child. He was released in exchange for being a Superhero in their pocket.

Bonus: Megamind finds out that his unbeatable rival can indeed bleed. To absolutely everyone's surprise, Megamind's first thought is to offer help getting revenge.

179) Someone keeps mispronouncing Megamind's name by accident, and others worry that the villain won't react well to this.

Yeah, because the guy that can't pronounce the name of the city he lives in is totally going to react poorly to a speech impediment, right?

180) Roxanne gives Megamind a birthday present (maybe she called the prison to find out his birthday?) and a Christmas present.

He's very used to them just being the same thing, when he's got them at all, and isn't sure how to feel about somehow caring enough to give him both.

181) Unrequited love that ends in bittersweet friendship.

182) Something happens that makes Roxanne bald. Megamind promptly realizes two things: 1) she is so much cuter without hair, and 2) that doesn't fucking matter because she's cutest when she looks how she actually wants to.

183) Humans develop science that allows someone to easily and safely change their hair/eye/skin color to whatever they want (not dyed, actually changed permanently until a new change is made).

Roxanne starts trying new looks as close together as is safe, surprising Megamind.

184) Something happens that turns all humans (or a good portion, at least) into several different new species.

How will Metro City adjust to the new abilities and weakness of its citizens? How will Megamind?

185) Something happens, giving Minion complete control over Megamind. With no easy cure in sight, how will the two cope with this change to their dynamic?

186) Metro Man and/or Megamind donate sperm while disguised, multiple times. Now there's a ticking time bomb of sorts out there — when will these secret superbabies rise?

187) The other children from Megamind's school are a little off themselves. Mutants and prodigies and maybe even more aliens and such.

Because three aliens, two of which are technically prisoners, going to school with normal kids is fun and all — but it could be even more fun.

188) Megamind watches The Smurfs and feels a connection to Brainy. Or Supergirl and feels a connection to a different Brainy. Or both.

189) Roleswap AU: Megamind's the hero and Metro Man's the villain.

Whose side is Minion on? Did Megamind grow up in the mansion while Wayne grew up in prison, or do they keep their origins?

190) Metro Man and Megamind are both heroes or villains. And possibly still rivals...

191) Something swaps Wayne's and Megamind's species.

Alt: AU where they were always the opposite species, but go against their natural talents. Megamind naturally is super strong but values intelligence more, Wayne is a genius but puts his efforts into physical skill.

Alt alt: AU where they're both the same species, one direction or the other.

192) Wayne has a pet, possibly from his planet.

193) Megamind watches/reads Batman and connects to several of the villains, such as Riddler.

194) Megamind loves painting. He gets overly caught up in some graffiti and ends up making an entire large-scale mural.

195) Megamind has some more alien features, such as a tail, bioluminescence, retractable claws, etc...

196) Megamind listens to the song 'Scheme Supreme'.

(Look it up on YouTube, it's epic)

197) Daemon AU, like from His Dark Materials.

198) What would happen if Wayne and Megamind had to fight those that share their strengths? Megamind vs a mad genius hero, Metro Man vs a flying brick villain.

199) Roxanne gets a brain boost, making her somewhere between the world's smartest humans and Megamind. She has a hard time adjusting.

200) Megamind finds a secret society of various aliens hiding on Earth. They may not be his people, but they aswell kinda are.

201) Megamind has a secret; water doesn't undo de-hydration, it undoes every setting on the De-Gun. Which turns out to be a pretty big design flaw when you're semi-aquatic.

202) Megamind gets turned into a werewolf, and must keep his secret while maintaining his villainous routine, until he can find a cure.

Bonus: Unfortunately, a werewolf hunter's come to town and now Megamind must seek help to survive.

Alt: The werewolf thing is normal for his species at a certain age, and he can never cure it.

Losing his mind when transformed would probably be the worst part for him...

203) Megamind gets locked in an (alien?) zoo. While waiting for rescue, he decides to become the biggest annoyance to the zookeepers possible.

A la orangutans, octopi, that one honey badger...

204) Megamind was raised in prison, the most water he had access to was a quick shower — what was it like to go swimming for the first time?

Bonus: Him and Minion go swimming together, and he gets to actually hug his henchfish for the very first time

Bonus: He didn't know he had gills before swimming for the first time.

School trip? On the run? Part of a plot? Pool, ocean, lake, river? Day or night? So many possibilities...

205) Young Megamind wore only prison orange. The first time he picks his own clothes, he goes with white because it reminds him of his parents... Then he decides black would be less painful.

206) Before he decided to be a villain, young Megamind already loved black and spikes and electricity — why?

207) Tricky second son (Megamind) always in the shadow of the elder (Metro Man) finds out he's adopted and a different species in disguise. Goes full villain.

Marvel!Loki's storyline but with Megamind.

207) Megamind doesn't need sleep. It's just not a thing for his species, and he's low-key horrified by how humans can just *shut off*.

Bonus: Something (like a massive injury or a machine or a frequency or something) makes Megamind fall asleep. He doesn't realize that what he experienced was such, however, and completely panics while he tries to figure it out. Perhaps he tries to explain it to Roxanne, but does a poor job of it..

208) The villains of Metro City demand that Megamind prove his wicked nature by shooting an innocent civilian in front of them.

Will he do the right thing at the cost of his villainous status? Will he double down on the dark side? Or will he, being the genius that he is, find a third option?

209) Megamind uses the Monty Hall problem to try to explain how 'common sense' and 'reality' don't always match up. Especially not to scientists.

(If you can't understand the Monty Hall problem, set it up in real life with cups and colored stones. Do it twenty times, ten switching and ten not, and write down the results. If you do every step, your mind will be BLOWN)

210) Megamind gets temporarily stranded on the moon. He has the supplies to survive while he waits for help to come, but until then... How will he handle being in the ultimate solitary confinement?

211) How did Metro Man and Roxanne meet for the first time? How in the world did they get so close as to fake date???

212) Megamind discovers that a certain sound/frequency can physically paralyze Metro Man.

213) Metro Man needs a fake date to appease his parents for Christmas dinner. Roxanne's unavailable. Megamind either owes him one or needs to earn a favor. You see where this is going?

Does it feature the Disguise Watch or not? Both options are funny in different ways.

214) When Roxanne is temporarily unavailable, a stand-in Damsel must be found. Cue Roxanne Auditions! What ridiculous sorts of people will apply?

(Hal, Metro Man, the Warden, little children, old grannies, Megamind or Minion... So many hilarious options!)

Is it only Megamind holding the auditions? Megamind and Minion? Just Minion, to Megamind's protests? Or is Wayne in on this as well?

215) Metro Man gets turned human and must get used to it. There are some good points and some less-than-good points.

216) Metro Man's midlife crisis results in him becoming a villain rather than Music Man.

Bonus: Megamind must help his rival get back on track or be doomed to dealing with the annoying, hyper-powered villain-wannabe forever.

Bonus: Megamind enlists/begs Roxanne's help after a while. Minion's useless because he finds all of this hilarious.

217) Post-movie hero! Megamind gains a new villainous nemesis... And actually has fun

being on the other side of a familiar dynamic. At least the newbie understands show-manship.

Bonus: Who's the new 'Damsel'? Wayne Scott? Bernard? Roxanne *again*? Minion??? An OC? And who's the new villain? Have fun with it!

218) One of Megamind's prison uncles has a child. He must now deal with having a little 'cousin'.

219) Megamind has or received electrical abilities. He accidentally shocks somebody, sending them to the hospital. Though they are fine, he still grapples with guilt.

Does Megamind get these from an experiment? Is it on purpose or an accident? Are these abilities natural for his species? Did they develop later on or was he born with them? Are they mild or extreme? Does Minion share these powers, or maybe have some secret ability of his own? Does the electricity help or hinder his inventions? Does he hide these abilities, or are they well known? If hidden, do they get revealed, and how? What's the aftermath like? The possibilities are endless!

220) Megamind's species have one (1) biological defense against Metro Man's; the ability to release a pheromone that lowers aggression

221) Roxanne finds the way Megamind says things funny. She doesn't hide this fact, because he always seems so pleased when she laughs.

Megamind loves it when he makes Roxanne laugh — even if it's at his own expense. Will either of them realize this is hurting Megamind, before it's too late?

222) Because he keeps escaping prison, it's decided Megamind will be put on house arrest... In Wayne's house. Can the two learn to cohabitate without maiming each other?

223) Our favorite three aliens meet teenaged clones of themselves who are on the run from the people that created them.

Chapter 11: Toons

Looney Tunes, Animaniacs, Loonatics Unleashed, Bonkers, etc will go here.

1) Sylvester and Wiley both think the other has it easier, so switch places. Wiley is stuck in Granny's small apartment, Sylvester is roughing it in the desert.

Yeah... That'll definitely go well.

2) Roadrunner finds out he's a dinosaur; this doesn't end well for anybody, especially not for Wiley.

Bonus: Then Daffy and Tweety find out that they're dinosaurs aswell.

3) Wiley gets god-like powers, much to his overwhelming joy and everyone else's displeasure.

Bonus: He soon realizes two things: it's waaaay too easy to screw everything up when warping reality, and victories don't feel the same if they're at the snap of a finger. What good is capturing the Roadrunner if it's not on his own merits?

Bonus: In the end, he gives the power up to save Roadie.

4) When a 'Luck E. Coyote' moves to the desert, Wiley teams up with him to catch the Roadrunner. But Lucky's rough attitude soon makes him regret it.

5) When Wiley's intelligence isn't enough to save someone/thing he cares about, he must turn to a certain cheerful speedster for help.

6) Wiley accidentally spends his entire weekly budget without getting food, having only birdseed for traps. Roadie surprises the starving Coyote with Thai food.

7) Tech is touched starved but assumes what he feels is from his healing factor being needed so often. Rev is a very huggy person.

Bonus: Tech can't figure out why Rev hugging him makes him feel better, so starts conducting tests to see if it's something to do with their powers.

Chapter 12: SilverHawks

There is not nearly enough in this fandom. And what is there is mostly crossovers. LET'S FIX THAT.

1) Copper Kidd and Mayday pull a prank on Stargazer and get grounded. It's worth it.

2) Melodia and Bluegrass bump into each other in neutral territory. They start chatting. This happens more than once. They accidentally become frenemies.

Alt:

* SilverHawks/Mob: "No, that is not normal banter, that is called *flirting*."

* Bluegrass/Melodia: "No it- *omigod* it is."

3) The Fighting Hawks can all talk telepathically with each other. Tally-Hawk is very much over her robotic counterparts' shit. (Chat fic stylez)

4) One of the Mob defects to the SilverHawks' side, possibly out of necessity after being taken prisoner.

Bonus: It's Yes-Man. He's overly subservient and scared of punishment. The SilverHawks' kindness throws him for a loop.

5) When Yes-Man snaps and secretly builds himself up as a Mob boss, the SilverHawks must work with Mon*Star to defeat him.

6) Bluegrass and Steelheart flirt with each other a lot, but they don't mean anything by it... Until they do.

7) The SilverHawks get a medical officer. (AKA, let's add another girl to the team).

8) Once upon a time, Windhammer was a slave. Mon*Star freed him. Now he's part of the Mob. His life's not good, but it's better.

A story of complicated morality and even more complicated loyalty.

9) Droids are second-class citizens. Money is power, power makes people afraid; all Pokerface really wants is to be free, but he'll settle for being feared instead.

10) One of the SilverHawks thinks about someone they left behind on Earth. (Significant other, parent, friend, sibling, etc)

11) A civilian from Limbo joins the SilverHawks in a support role. Maybe they're an alien, maybe they're a droid.

12) One of the Mob gets sick. Yes-Man takes care of them. Their previously dismissive attitude towards him begins to soften.

Bonus: He really likes to cook but almost never gets to do it, so cooks them something to help with their illness.

13) Mimes are creative but not typically colorful. Copper Kidd's different, and he's fascinated by things like colorful clothing.

Bonus/alt: Copper Kidd learns to paint.

14) The SilverHawks bonding during training on Earth, both before and right after becoming cyborgs.

15) Copper Kidd gets amnesia and is convinced by the Mob that he's one of their tech experts. He's uneasy about the situation, but of course can't remember why.

Bonus: He actually bonds with one of the Mob (Yes-Man by being nice, Hardware by being smart/destructive, Melodia/Windhammer just cause...), potentially either redeeming them or causing angst when he leaves.

Bonus bonus: This goes on for YEARS. The SilverHawks mourn Copper Kidd's 'death' while dealing with the Mob's upgrades, trying to figure out who their mysterious new tech guy is, but they can't because he's always kept hidden...

16) Copper Kidd gets turned human while the others get turned into Mimes. He soon begins to wonder how none of them have ever shot him, considering how frustrating it is for a human to try to understand Mimespeak.

(Or at least he finds it increasingly frustrating)

17) The SilverHawks have a talent show to boost morale, and of course Bluegrass sings... Except he messes up and runs off in embarrassment. One of the others goes to comfort him.

18) 5 moments of bonding between the SilverHawks and their Fighting Hawks, + 1 moment where the Fighting Hawks bonded with each other.

Alt: Or literally just anything about the characters hanging with their robo tweeties...

19) Copper Kidd grew up in a space station around his home planet. He's never spent much time on the ground. Bluegrass decides to take him camping.

Bonus: Copper Kidd experiences a storm for the first time during the trip, and discovers a fear of lightning. Bluegrass wraps him in a blanket, has him hold Mayday, and tells him stories to distract him.

20) Bluegrass introduces Copper Kidd to S'Mores, and learns that Mimes have a rather strong instinct to hunt for bugs.

Possibly related to above prompt.

21) Something makes the world run by the rules of a musical. Bluegrass and Melodia are the most functioning on their respective teams during this.

Bonus: Bluegrass and Melodia are the only ones who can fix things, and must team up.

A la the best episode of Star Trek: Strange New Worlds. My sister, Venus, gave me the idea.

22) Bluegrass and Copper Kidd have a fight that ends in them avoiding each other, and now both think that the other wants to discontinue their lessons.

Bonus: the others notice their depressed states and trick/force them on a mission alone together so they can talk it out.

23) The ride between Earth and HawkHaven. The twins talk football, Bluegrass takes request unless it's to stop playing, the Kidd has ALL the questions, and Quicksilver just wants to think in peace.

24) After getting upset over not being able to properly communicate something, Copper Kidd learns about Sign Language.

25) Years before canon, Stargazer scours Limbo in search of people who can remodel his office. No offense to Earth Command, but grey metal walls are so boring.

How did Stargazer apparently make his office look like an old-timey private eye's without anyone knowing? Let's find out...

26) When Bluegrass first offered to teach Copper Kidd how to fly, what was running through his head? And what was running through the Kidd's?

27) After being tortured by Melodia, the Kidd develops melophobia (fear of music). Can Bluegrass help him get over it?

Alt: After being tortured by Melodia, Bluegrass develops melophobia. Can the musical cowboy ever get his groove back, or is Hotlicks doomed to collect dust?

28) Mon*Star was once a slave, but his Masters made the mistake of letting their little monster grow far too powerful. Now he will be the master of all of Limbo.

29) The twins like coffee too much. The others try to make them cut back. The twins have not had nearly enough coffee to pay attention to this nonsense.

Bonus: (Un)luckily, Copper Kidd's already dismantled the coffee maker for unrelated reasons.

30) Mon*Star is gender flipped and has a kid. Why? Because I accidentally wrote his name as Mom*Star. XD

31) Copper Kidd's growth is stunted due to the enhancements, leaving his face as the only part of him that will naturally mature. He has some angst over his height.

32) A virus or whatever that drives sapient species feral hits Copper Kidd. Now the other SilverHawks have to catch what amounts to a hyper-intelligent yet rabid squirrel child before he destroys HawkHaven.

33) When an experimental SilverHawks transformation facility is built in Limbo, the Mob breaks in and gets turned into cyborgs.

34) Droids are second class citizens, beneath bios. No one can quite figure out where the SilverHawks fit in, and are not helped by the fact that said cyborgs don't seem all that interested in figuring it out.

AKA: the Hawks are nice to everyone and it's really confusing to native Limbonians.

35) Yes-Man gets injected with Truth Serum.

Result A: He tells off Mon*Star

Result B: Everyone expects A, but it turns out he really does agree with everything Mon*Star says.

36) Copper Kidd learns to juggle. Now he won't stop.

37) An alternate universe where the SilverHawks are evil and the Mob are good, but everyone still has (almost) the same personalities and dynamics.

Bonus: The characters from the canon universe go to the alt verse, or vice versa.

Chapter 13: Doctor Who

1) Knowing The Doctor's name lets you control him completely. To break free of a different sort of Mind Control, The Doctor whispers his name to someone he trusts — but will that trust prove earned, or has he traded one owner for another?

2) The Doctor accidentally manages to give a Dalek empathy. Now they travel with him while trying to make up for what they've done before they gained empathy.

3) The Doctor finds an orphaned Gallifreyan child and adopts them.

Bonus: Can their bond survive the knowledge that The Doctor destroyed Galifrey?

4) The Doctor has a group chat for all his past selves.

5) AU where The Master is morally grey rather than pitch black, and he and The Doctor first stole the TARDIS together.

Possibly related to above

6) A small group of Gallifreyans accidentally end up in the TARDIS and survive the 'destruction' of Galifrey. Despite hard feelings and distrust, they stay together in a desperate attempt to keep their culture alive (and not go crazy from lack of telepathic contact).

How will this change The Doctor's life? Will he still be The Oncoming Storm? And will they remain a forced crew, will they turn on each other, or will they grow into a family? You decide!

7) The Doctor regenerates into a kid/teen again, resetting his emotional control and risk assessment skills to match his apparent age. His Companions must take care of him.

8) There is a room in the TARDIS full of pictures of past Doctors. A companion finds it. The Doctor reminisces on his/her past selves, like old friends not thought about in too long.

You choose which Doctor and Companion.

9) All of the old Doctors come back to life... but they can't leave the TARDIS. The newest Regeneration has to deal with all his past selves in the most annoying roommate way possible.

Chapter 14: Marvel

1) A young martial arts prodigy is torn up with guilt after they had a chance to stop a petty criminal and didn't, resulting in someone close to them getting hurt. While trying to convince them it wasn't their fault, Spiderman realizes some things about his own tragic backstory.

AKA: It doesn't matter how tough you are, it is not okay for a teenager to blame themselves for not putting themselves in harm's way. Peter Parker didn't stop a random thief. His Uncle Ben got shot. A tragedy he couldn't have predicted. THAT DOESN'T MEAN HE HAS TO SPEND THE REST OF HIS LIFE BEING BEAT UP AND TRAUMATIZED, SUPERPOWERS OR NO.

AKA: I just really needed to vent about this...

2) One of Doc Ock's experiments goes wrong and nearly kills a kid. He tries to fix it with cybernetic implants and genetic manipulation. It sorta works.

AKA: Doc Ock is still responsible for Vulture's amnesia and freakiness, but this time accidentally. He ends up with a son minion he never asked for.

3) Loki uses a truth potion to prove his loyalty to someone he cares about deeply. Considering who he is, this is hardly a pleasant experience — but is it worth it?

Whether it's his brother, a lover, or someone else, you decide! I suppose technically works for mythological Loki as well...

4) A dimensional portal brings mythological Loki to the Marvel universe, in all his gender-bending, flyting, cutting-hair-as-a-petty-ass-prank, monster dad glory.

5) Loki is turned (physically and emotionally) into a child. Though he retains his memories and magic, his body will age the same as a mortal's until he is back to his normal self. The Avengers are tasked with his care.

Chapter 15: Encanto

1) Everyone's powers get swapped and they all must try to learn how to deal with it. Dolores is the only one having a good time.

2) Along with their Gift, each Madrigal receives a magical animal companion/form (you decide). Mirabel didn't get a Gift, but she still got an Animal.

3) Generations in the future, the Miracle no longer affects just one family, but the entire village. Their culture has grown around their Gifts.

4) Just before Mirabel's failed Gift Ceremony, Bruno had an awkward one night stand with a woman who worked for a traveling circus. He tries not to think about it.

Years later, she returns with a sick child in tow, claiming their illness is caused by the Miracle trying to call them home.

Bruno barely knows how to be an uncle; how can he be a father?

5) Shapeshifters are the embodiment of movement, change, and freedom. They don't do well stuck in one body. Camilo has a breakdown after several weeks without his Gift, feeling trapped in his own body.

6) Pepa. Pregnancy. Storm powers meet baby hormones. THREE TIMES.

7) Mirabel has a Gift, it's just a little... Different from the others. AKA, an Ella Enchanted AU.

8) Another family gained the Miracle at the same time as the Madrigals. They live on the other side of town. The two families are rivals, competing for the villagers' favor.

Bonus: The person Isabela is actually in love with is from the other family. Forbidden romance.

Bonus: The other family has a 'Giftless' member meant to guard the Miracle, like Mirabel. They become friends.

9) Camilo is used to people flirting with him. He doesn't mind, but he also doesn't care. Until he does. One problem; the person met him in female form, and Camilo isn't sure if his true self can keep their interest.

10) Something causes the family to get upgrades to their Gifts.

Potential Examples:

* Julieta can do different things depending on how she cooks

* Pepa can fly

* Bruno can manipulate luck or read minds or something

* Dolores can silence others

- * Camilo can control others
 - * Antonio can create living animals
 - * Isabela can understand plants
 - * Luisa can sap the strength of others
 - * Alma and Mirabel can both see magic
-

11) Just after Bruno leaves, Camilo tries to mimic him to make everyone feel better. Unfortunately, he's still new to his Gift and can't quite get it right...

12) 5 times Bruno confused the family with a reference to something that didn't exist yet, +1 where he confused the kids with a reference to something that didn't exist *any-more*.

(Am I the only one who thinks Bruno totally insults people with future slang so they don't know what he's talking about?)

13) When a fortune teller comes to the Encanto, Bruno develops an intense hatred of her and won't explain why.

14) Sometimes, Bruno wakes up in the middle of the night and thinks he's back inside the walls. Sometimes, his family is there to comfort him. Sometimes they aren't.

Bonus: Bruno is half-asleep and assumes the person comforting him is either a hallucination or a prophecy. He reveals something he normally wouldn't.

15) Isabela tries dating and soon grows tired of fake or shallow compliments. When someone says that she looks terrible after getting caught in Pepa's windstorm, she starts to fall in love.

16) Bruno has a Very Important Vision that he cannot interpret, so he seeks the Spirits Of Time for help. Unfortunately, the Spirits Of Time are extremely stressed, overworked, all-knowing assholes.

17) Bruno meets someone who's just as superstitious as he is, but with opposing superstitions to him. An intense hatred forms between them, revealing a scary side of Bruno.

(Horseshoe up vs horseshoe down, black/white cats being good or bad luck, etc)

18) Bruno tries to get over his superstitious nature by stepping on cracks. Coincidentally, Alma injures her back. An inconsolable Bruno apologizes profusely to his very confused mother.

19) Bruno learns that rats are only supposed to live for five years. But some of Casita's rats are as old as he is. Is the house's magic affecting them? If so, what does this mean for the Madrigals?

20) 5 Times Bruno rethought his plan to live in the walls, +1 where he was certain he did the right thing.

(I figure things like the Triplets' birthday, Christmas, someone falling ill, or Antonio's birth might lead Bruno to consider leaving the walls. Something like Isabela's bullying of Mirabel, or people like the 'not-special special' guy would probably make him feel justified in his decision, though)

21) Out of the many ways Bruno could've been caught while living in the walls, taking a bit too long in the bathroom was not one he'd thought about.

22) Something brings the triplets childhood selves to the present, and will eventually send them back without memories of the future. What will happen in the meantime?

23) Fey don't fall in love with humans. Immortals don't sacrifice their endless lives for short-lived mortals. Someone forgot to tell Pedro this.

A possible explanation for why Pedro's death sparked the Miracle.

24) Bruno collects hourglasses of all shapes and sizes, especially ones with interesting and/or unusual designs.

25) Bruno El Brujo —It's Halloween. Bruno decides to have some fun with the rumors about him being a witch.

26) Bruno can't lie. The future does not like being clear. This causes him to occasionally speak in riddles.

27) Bruno has a perfect sense of time. To his resigned annoyance, his family makes a habit of using him as a stopwatch, timer, alarm, etc.

28) Bruno meets a fortune teller who completely lacks any future sight but who is great at presentation. She helps him fix his reputation in exchange for his help with her cons.

Chapter 16: Star Trek

1) Garak uses 'Bashir' as the family name of an alias. This, of course, means absolutely nothing. Really. No attachments here, nosiree. AKA: Denial, Plain & Simple Edition.

2) A member of a shapeshifting race from a far off quadrant comes to the station, perhaps in secret. Their views on Solids greatly differ from the Founders' own.

3) Someone uploads a virus that causes the newest batches of Vorta and Jem'hadar clones to worship the Prophets rather than the Founders.

Chapter 17: Tin Man

1) The miniseries retold as a musical.

2) A time travel spell or something leads the characters to meet their original (book) counterparts.

3) Something turns Glitch into a living scarecrow. He's not nearly as upset with this development as everyone else is; just look at how floppy he can make his arm now! 😊😊😊

4) Glitch is prone to daydreaming. He's also prone to rambling and wandering off. He makes all of this Cain's problem.

5) Platonic forehead kisses are cute. Cain giving his friends platonic forehead kisses would be amazing. Especially if the recipient is Glitch.

6) Ambrose finally gets to show the quartet muglug. They all have different reactions to his favorite warm soup-drink-thing.

7) Tutor isn't the only one with an animal form — everyone has one. Alt: it's just Glitch, and his form is a crow.

8) Five times someone saved Glitch from falling on his face or ass, and one time he saved someone else from doing so (and fell over anyways).

9) Ever since being reunited, the princesses prefer to go around holding each other's hand. After all, nothing can hurt them if they don't let go.

Chapter 18: Crossovers

1) Wonderwoman's Lasso Of Truth vs Loki Liesmith. Marvel or myth-accurate, it works with either version of Loki.

2) Thor and Wonderwoman are dating.

3) Megamind, Simon the Chipmunk, Brainy Smurf, and Brainiac Five all meet. Because they're all blue, nerdy boys.

4) Pokémon exist in Smurf Forest/Smurfs are humans and Pokémon trainers.
(Brainy could have Orbeetle, Clumsy might have Spinda, and Jokey would be perfect with Blacephalon)

5) The TARDIS appears on the starship Voyager. The Doctor and The Doctor meet.

6) The TARDIS appears on Deep Space Nine. Reincarnation stuff with the Doctor and either Dax or Weyoun, or all three.

— end of "Writing Prompts" —