

TaleForge — Concept Poster

Print this and pin it up — an at-a-glance map of the TaleForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Hook	Story elements — opening as contract with the reader; the first line is a promise; 'Make me lean in. Then keep me leaning.'
Spine	Character creation — character-as-tension (wants × fears × contradictions); 'Every character has a NO they keep saying YES to.'
Bough	World-building — coherence-rules-as-promises-the-world-keeps; what the world ALWAYS does + NEVER does (SOFT collision with LinguaQuest Bough — different role/domain/visual)
Echoes	Voice + dialogue — voice as listening-craft NOT inherited-by-birth; if two characters could say it, neither one really did
Glimmer	Revision + reflection — first draft as DATA not failure; the second look that makes the first attempt useful
Wager	Stakes — moss-soft creature (they/them) who carries one glowing marble holding everything they'd hate to lose; a story matters when something precious is at risk
Keystone	World-consistency — kind-eyed stone (they/them) at the center of an arch; an invented world feels real when it keeps its own rules all the way through
Swerve	The twist — sideways-shimmering creature (they/them) who loves a road that turns; a twist must be surprising AND fair (the clues there all along)
Tempo	Pace / rising tension — lithe creature (they/them) with a self-beating heartbeat-drum; a story breathes, fast and slow on purpose, climbing to its biggest moment
Heart	Theme — soft glowing creature (they/them) who listens for the true thing beating under a story; show the meaning, never announce it like a lesson

Key ideas at a glance

The big concepts this cast helps you master:

- Story Elements & Structure
 - Character Creation & Development
 - Descriptive Writing & Sensory Detail
 - Dialogue & Narrative Voice
 - Plot Structure & Conflict
 - Revision & Editing Strategies
 - Genre Writing: Fantasy, Mystery & Sci-Fi
 - Worldbuilding & Extended Narratives
 - Creative Writing
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