

NICHE RAIDERS  
AI FICTION PROMPT GUIDE

# Openers & Closers

Hooks, cliffhangers, and page-turners.

**50 prompts to keep readers turning pages**

## How to use this guide

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This is a working toolkit for the moments that decide whether a reader keeps going: the openings that hook and the endings that refuse to let them stop. Fifty Claude prompts, grouped into six parts that work at every scale, from the first line of the book to the last.

Each prompt is written to be copied straight into Claude. Anything in [BRACKETS] is a placeholder. Swap in your opening, your chapter, your ending, or your genre before you send it. The more specific your inputs, the stronger the hooks you get back.

### A simple order that works for most drafts:

1. Win the first page and first chapter (Part One), then hook every chapter and scene opening (Part Two).
2. Build cliffhangers and chapter enders that force the page-turn (Part Three).
3. Plant the hooks and open loops that pull between the big beats (Part Four).
4. Land your scene buttons, final lines, and series hooks (Part Five), then audit and polish (Part Six).

### What is inside

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## Open the Book

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The first page decides whether there is a second. These prompts sharpen the opening line, the opening page, and the first-chapter hook that earns the reader's commitment.

### 1. Ten First Lines

**PROMPT**

Act as an opening-lines specialist. Write ten different first lines for this book, each taking a different approach: a line of voice, an action mid-motion, an unsettling image, a provocative statement, a question, a line of dialogue. None should lean on backstory or weather. Then tell me your top two and why.

Book / first scene:

[PASTE]

**Tip** *Generate ten first lines and the best is rarely the first. Range shakes the strongest one loose.*

### 2. Sharpen the Opening Line

**PROMPT**

Here is my current first line. Give me six sharper versions that hit harder, open a question, or land more voice, while staying true to the scene. Tell me which earns the second line best.

First line:

[PASTE]

**Tip** *Your first line has one job: earn the second. If it does not, nothing after it matters.*

### 3. Build the First-Paragraph Hook

**PROMPT**

Rewrite my opening paragraph so it hooks fast: lead with the strongest image or line, plant a question, and make the final sentence pull the reader into the next. Cut anything that delays the hook.

Opening paragraph:

[PASTE]

**Tip** *Lead the paragraph with your strongest image and end it pulling into the next.*

## 4. Deliver the First-Page Promise

### PROMPT

Tell me whether my first page makes its three key promises fast enough: genre, voice, and a question worth following. If any is missing or late, rewrite the page so all three land in the first few lines.

First page:  
[PASTE]

**Tip** *Genre, voice, and a question. Deliver all three on page one or risk losing the reader.*

## 5. Open In Media Res

### PROMPT

Rewrite my opening so it starts in the middle of motion or tension instead of setup. Drop the reader into a charged moment that raises a question, and let context catch up afterward.

Current opening:  
[PASTE]

**Tip** *Start in motion and explain later. A hooked reader forgives missing context; a bored one does not.*

## 6. Fix the Weak Openings

### PROMPT

Check my opening for the starts readers and agents groan at: waking up, an alarm, the weather, a character describing themselves in a mirror, or a block of backstory. Flag any present and rewrite to a fresher hook.

Opening:  
[PASTE]

**Tip** *Waking up, weather, and mirrors are openings readers have seen a thousand times. Skip them.*

## 7. Lead With Voice

### PROMPT

Write three openings that lead so hard with the narrator's voice that a reader knows exactly who they are reading within two sentences. Personality first, plot second.

Narrator:  
[DESCRIBE]

**Tip** *When voice is the draw, lead with it. Personality on line one buys you patience for plot.*

## 8. Open on the Disturbance

### PROMPT

A strong opening introduces a disturbance to the status quo, the first crack that signals the story is starting. Tell me what the disturbance in my opening is, and if it is too faint or too late, rewrite so it arrives sooner.

Opening:  
[PASTE]

**Tip** *An opening needs a disturbance, the first crack in normal. Bring it in early.*

## 9. End Chapter One on a Hook

### PROMPT

Read my first chapter and write five options for its final beat that make a reader continue: a question, a reversal, a threat, a revelation. The end of chapter one has to seal the read.

Chapter one ending:  
[PASTE]

**Tip** *Chapter one does not just open the book; it closes the sale. End it on a hook.*

## Open Every Chapter and Scene

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Each chapter and scene is a small first page. These prompts make every opening pull the reader back in instead of easing them in.

### 10. Audit the Chapter Opening

**P R O M P T**

Read the first lines of this chapter and tell me whether they hook fast enough or ease in too slowly. If it starts slow, show me the later point where it should begin and rewrite the opening.

Chapter opening:  
[PASTE]

**Tip** *Every chapter is a small first page. Open each one like you have to win the reader back.*

### 11. Cold-Open the Chapter

**P R O M P T**

Rewrite the start of this chapter as a cold open: drop the reader straight into a charged moment with no preamble, and weave any orientation in after the hook lands.

Chapter opening:  
[PASTE]

**Tip** *A cold open trusts the reader. Drop them in and let orientation catch up.*

### 12. Generate Scene-Opening Hooks

**P R O M P T**

Write eight opening lines for this scene that pull the reader in through motion, tension, a question, or a striking image. Avoid setup and stage-setting. Vary the approach.

Scene context:  
[PASTE]

**Tip** *Generate scene openers in bulk, then pick. The hook you settle for is rarely the best one available.*

### 13. Open on Action

#### PROMPT

Rewrite this scene's opening so it begins on movement or action already underway, rather than a character thinking, waiting, or arriving. Put the reader in motion from the first line.

Scene opening:  
[PASTE]

**Tip** *Open on motion, not on a character waiting or thinking. Movement pulls the eye down the page.*

### 14. Open on a Question

#### PROMPT

Rewrite this opening so it raises a question in the first two or three sentences, a gap, a threat, or a mystery the reader needs resolved, then let the scene chase it.

Scene opening:  
[PASTE]

**Tip** *A question in the first three sentences is a thread the reader follows deeper in.*

### 15. Open on Friction

#### PROMPT

Start this scene on conflict or friction instead of pleasantries. Open with the disagreement, the tension, or the problem already live, so the reader lands mid-pull.

Scene:  
[PASTE]

**Tip** *Start on the friction already live. Pleasantries are where readers drift.*

### 16. Open on Image or Dialogue

#### PROMPT

Give me three openings for this scene: one that leads with a single striking image, one that leads with a charged line of dialogue, and one that leads with a line of voice. Tell me which fits the scene's mood best.

Scene context:  
[PASTE]

**Tip** *Image, dialogue, or voice. Pick the opening lever that matches the scene's mood.*

## 17. Re-Enter After a Time Skip

### P R O M P T

This scene picks up after a jump in time. Rewrite the opening so it re-orient the reader quickly and hooks at the same time, without a flat recap of what they missed.

Scene opening:

[PASTE]

**Tip** *After a time jump, re-orient and hook at once. A flat recap stalls the restart.*

## 18. Orient Fast Without Info-Dumping

### P R O M P T

My scene openings stall because I front-load orientation. Show me how to ground the reader in place, time, and POV in a sentence or two while still opening on a hook, using this scene as the example.

Scene opening:

[PASTE]

**Tip** *Ground place, time, and POV in a sentence or two, then hook. Orientation is not an excuse to delay.*

## Cliffhangers and Chapter Enders

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The page-turn is won at the chapter break. These prompts build endings that make stopping feel impossible, and keep the trick from getting predictable.

### 19. Write the Cliffhanger

**P R O M P T**

Write five options for the final beat of this chapter that leave the reader unable to stop: a sudden threat, a shocking line, an interrupted moment, a looming choice. Keep each true to the scene and spoiler-free.

Chapter ending:

[PASTE]

**Tip** *Five cliffhanger options beat agonizing over one. The page-turn is worth the extra drafting.*

### 20. The Reversal Ending

**P R O M P T**

Rewrite this chapter ending so it turns on a reversal: something the character or reader believed flips in the final lines. Show me the pivot and the new last beat.

Chapter ending:

[PASTE]

**Tip** *A reversal in the final lines flips the reader's footing and forces the turn.*

### 21. The Revelation Ending

**P R O M P T**

End this chapter on a revelation that recontextualizes what came before and raises a new question. Tell me what to reveal here and what to hold back, then write the closing beat.

Chapter:

[PASTE]

**Tip** *Reveal something that recasts what came before and opens a new question in the same beat.*

## 22. The Question Ending

### PROMPT

Rewrite this chapter's final lines so they close on an open question the reader needs answered, planting a hook that carries across the break without feeling like a cheap stop.

Chapter ending:  
[PASTE]

**Tip** *End on a question the reader needs closed and the break becomes a doorway, not a stop.*

## 23. The Threshold Ending

### PROMPT

End this chapter at a threshold: the character about to make a decision, open a door, or cross a point of no return. Stop on the brink so the reader has to turn the page to see them step through.

Chapter ending:  
[PASTE]

**Tip** *Stop on the brink, the door half-open, the choice unmade, and the reader has to see them cross.*

## 24. End on a Line of Dialogue

### PROMPT

Give me six closing lines of dialogue that could end this chapter on a hook, a threat, a confession, a twist, or a dare. The right spoken line can land a chapter ending harder than narration.

Chapter context:  
[PASTE]

**Tip** *The right closing line of dialogue can land a chapter harder than any paragraph of narration.*

## 25. Find the Cut Point

### P R O M P T

Tell me whether this chapter ends in the right place for maximum pull. Often the strongest ending is a few lines earlier, on the hook, with the wind-down cut. Show me where to cut.

Chapter ending:  
[PASTE]

**Tip** *Most chapters end a few lines too late. Cut the wind-down and stop on the hook.*

## 26. Vary the Chapter Endings

### P R O M P T

Here are the last beats of several of my chapters. Tell me whether I am leaning on the same ending trick too often, and suggest a more varied mix of cliffhangers, reversals, questions, and quiet resonant closes.

[PASTE ENDINGS]

**Tip** *If every chapter ends on the same trick, the trick stops working. Vary your enders.*

## 27. The Mid-Action Cut

### P R O M P T

Rewrite this chapter ending so it cuts away at the peak of a moment, mid-action or mid-decision, leaving the outcome hanging. Tell me where to make the cut for the sharpest hook.

Chapter ending:  
[PASTE]

**Tip** *Cut away at the peak. The unfinished moment is what drags the reader to the next page.*

## Hooks That Keep Them Reading

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Between the big beats, invisible threads keep a reader pulling forward. These prompts plant questions, open loops, and curiosity gaps that never quite let go.

### 28. Open a Story Question

**P R O M P T**

Tell me the central question driving this section, the thing the reader most wants answered, and show me how to plant or sharpen it so it pulls the reader through every scene.

Section summary:

[PASTE]

**Tip** Name the central question and keep it burning. It is the spine every scene hangs pull from.

### 29. Plant an Open Loop

**P R O M P T**

Show me how to open a deliberate loop here, a small unanswered question or unfinished thread, that I can pay off chapters later. Suggest the loop and write the line that plants it.

Scene:

[PASTE]

**Tip** Open a small loop now, pay it off later. Unfinished threads are quiet, constant pull.

### 30. Add Microtension on the Page

**P R O M P T**

Read this passage and show me how to keep small page-level pull alive even in calm moments, through doubt, friction, anticipation, or a withheld detail. Mark the flat lines and lift them.

[PASTE]

**Tip** Microtension keeps calm pages alive. Small friction on every page is the secret to unputdownable.

### 31. Foreshadow and Tease

#### PROMPT

Show me how to drop a subtle tease or piece of foreshadowing in this scene that makes a reader sense something is coming, without giving it away. Keep it light enough to feel inevitable only in hindsight.

Scene:

[PASTE]

What is coming:

[DESCRIBE]

**Tip** *Foreshadow lightly enough that it only feels inevitable in hindsight. Tease, do not telegraph.*

### 32. Leave a Dangling Promise

#### PROMPT

End this section on an implied promise of something to come, a meeting, a confrontation, a reckoning, so the reader keeps going to collect on it. Suggest the promise and write the beat.

Section:

[PASTE]

**Tip** *An implied promise of a reckoning to come keeps a reader collecting on it for chapters.*

### 33. Answer One, Raise Another

#### PROMPT

Rewrite this reveal so that answering one question immediately opens a new one, keeping the reader's curiosity alive instead of letting tension deflate after the payoff.

Reveal:

[PASTE]

**Tip** *Deflate nothing. When you answer a question, open another in the same breath.*

### 34. Generate Curiosity Gaps

#### PROMPT

Give me five ways to create a curiosity gap in this scene, a deliberate gap between what the reader knows and what they want to know, so they read on to close it. Rank them by pull for [GENRE].

Scene:  
[PASTE]

**Tip** *A curiosity gap is the space between what the reader knows and wants to know. Mind that gap.*

### 35. Withhold to Create Pull

#### PROMPT

Tell me what this scene reveals too soon, and show me how to withhold or delay it so anticipation builds. Make sure the withholding feels intriguing, not coy or confusing.

Scene:  
[PASTE]

**Tip** *Reveal too soon and the pull dies. Withhold with intrigue, never with confusion.*

### 36. Map the Open Loops

#### PROMPT

From this outline or draft, list every open loop and unanswered question I have planted, where each opens, and whether and where each pays off. Flag any loop left dangling or paid off too late.

[PASTE]

**Tip** *Track every loop you open. A dangling thread is a broken promise the reader feels.*

## Closers That Land

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Endings are what readers remember and what makes them buy the next book. These prompts land scene buttons, final lines, satisfying closure, and the series hook.

### 37. Land the Scene Button

**P R O M P T**

Write five options for a closing button line for this scene: one final beat that lands the emotional note or turns the scene, and makes the reader want the next. Keep it tight and spoiler-free.

Scene:

[PASTE]

**Tip** *End a scene on a button: one final beat that turns it or lands the feeling.*

### 38. Close a Chapter on Resonance

**P R O M P T**

Not every chapter should end on a cliffhanger. Rewrite this chapter ending to close on quiet resonance, an image, a realization, an emotional note, that still carries the reader forward. Show me the final beat.

Chapter ending:

[PASTE]

**Tip** *Not every chapter needs a cliffhanger. A resonant quiet close can carry just as far.*

### 39. Write the Final Line

**P R O M P T**

Write six options for the last line of this book. The closing line should land the emotional truth of the story and leave the right aftertaste. Vary the tone and tell me which best fits a [GENRE] ending.

Ending context:

[PASTE]

**Tip** *Write the last line six ways. It is the aftertaste the whole book leaves.*

## 40. Craft the Last Paragraph

### PROMPT

Rewrite my final paragraph so it lands the ending with intention: the right rhythm, a resonant final image, and a closing line that lingers. Cut anything that dilutes the last beat.

Final paragraph:  
[PASTE]

**Tip** Land the final paragraph with intention. Cut anything that dilutes the last beat.

## 41. Pay Off the Opening

### PROMPT

Show me how to bookend my story by echoing or paying off the opening image, line, or question at the end, so the close feels earned and complete. Here are my opening and current ending.

Opening:  
[PASTE]  
Ending:  
[PASTE]

**Tip** Echo the opening at the end and the story feels whole, the circle closed.

## 42. Resolve the Loops

### PROMPT

Here are the open questions and threads I planted. Tell me which still need resolution by the end, which to leave deliberately open, and how to close the key ones for a satisfying payoff.

[PASTE LOOPS]

**Tip** Decide which loops to resolve and which to leave open on purpose. Forgotten threads read as mistakes.

### 43. Pace the Denouement

#### PROMPT

My ending after the climax feels rushed or saggy. Tell me which it is and how to pace the wind-down: what to linger on, what to cut, and how to give readers the closure they need without dragging.

Ending summary:

[PASTE]

**Tip** *Pace the wind-down. Linger on what matters, cut what is already resolved.*

### 44. Set Up the Next Book

#### PROMPT

This is book one in a series. Write a final beat that resolves this book's core story while opening a compelling hook for the next, so readers finish satisfied and immediately want more. Avoid a cheap non-ending.

Ending context:

[PASTE]

**Tip** *A series ending resolves this book and opens the next. Satisfy first, then hook.*

### 45. Land the Emotional Closer

#### PROMPT

Tell me what emotion my ending should leave the reader with, and rewrite the final beat so it lands that feeling through scene and image rather than stating it. Make the last note resonate.

Ending:

[PASTE]

**Tip** *Name the feeling you want to leave, then land it through image and scene, not a statement.*

## Diagnose and Polish

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Last, test whether the pages actually turn and fix the openings and endings that fail. These prompts run the page-turner audit and the final pass.

### 46. Page-Turner Audit

**P R O M P T**

Go through this section and, at every chapter and scene break, tell me whether there is enough pull to keep a reader going. Mark each break where they could comfortably stop, and suggest how to strengthen the hook.

[PASTE]

**Tip** Test every break for pull. The spot where a reader could stop is the spot to strengthen.

### 47. Fix a Weak Opening

**P R O M P T**

This opening is not pulling. Diagnose exactly why, too slow, too much setup, no question, weak voice, then give me three rewritten openings that hook faster, and tell me which you would use.

Opening:

[PASTE]

**Tip** Diagnose the weak opening before rewriting. Too slow, no question, or weak voice each need a different fix.

### 48. Fix a Flat Ending

**P R O M P T**

This ending falls flat. Tell me why it does not land, rushed, unearned, anticlimactic, or dragging, and give me two reworked endings that hit harder, with the reasoning for each.

Ending:

[PASTE]

**Tip** A flat ending usually means unearned or rushed. Find which, then land it harder.

## 49. Check the Open-Loop Payoffs

### PROMPT

Compare the questions and hooks I open against what I resolve. List any loop left dangling without payoff and any payoff with no setup, so nothing is promised and forgotten or resolved out of nowhere.

[PASTE OPENINGS AND RESOLUTIONS]

**Tip** Match every hook to a payoff. Promised-and-forgotten and resolved-from-nowhere both cost trust.

## 50. Final Openers and Closers Polish Pass

### PROMPT

This is my final pass. Identify the three weakest openings and the three weakest closings in this section, and for each give a stronger rewrite plus one line on why it pulls harder. Then name the single change that would most improve the page-turn for [GENRE].

[PASTE]

**Tip** End every revision here. Fixing your three worst openings and closings tightens the whole read.

## Now go win the page-turn.

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