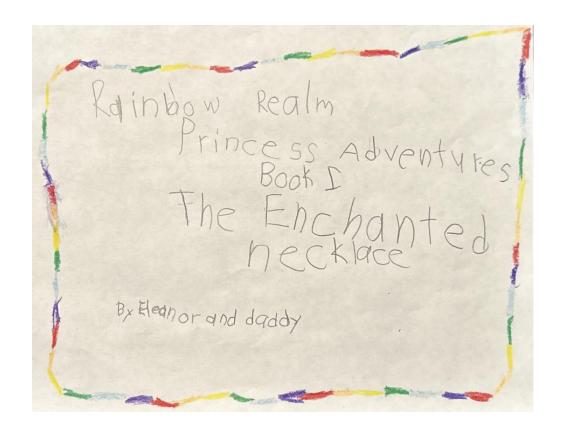
The Enchanted Necklace Rainbow Realm, Book 1



Written by Eleanor Stalcup and Dan Stalcup Illustrated by Eleanor Stalcup

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For Pops/Dad (1960-2023)

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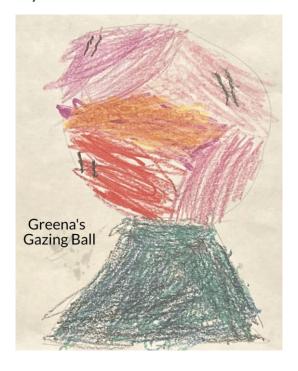
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Prologue In the Witch's Hut

Greena the witch looked at her gazing ball. In it she saw the King and Queen wrapping a gift for Princess Gracie. She knew the time for her evil plan was coming soon.

"Hee hee hee! I think it's almost time!" said Greena with an evil cackle. The witch's green face curled into a nasty smile.



Her black cloak swished as she walked toward her cauldron past her shelves of mysterious potions and spell ingredients.

No one in all the kingdom was better at making potions than Greena, or more obsessed with the magical power from potions. The concoction in the cauldron was bubbling, and soon her spell would be ready. It was the first step in her plan to take over the Kingdom of Rainbow Realm.

Little did the kingdom's soon-to-be-ten-years-old princess know that the next day would be no ordinary day for her – and not just because it was her birthday!



Chapter 1 Princess Gracie

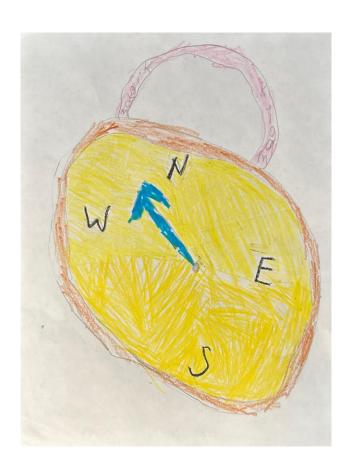
Once upon a time there was a sweet princess. Her name was Gracie and she was the daughter of the King and Queen of Rainbow Realm. She lived in a stone castle near a dark forest. Her parents always warned her that the forest was full of danger and evil, but the princess was free to play wherever she wanted so long as she didn't go there.

Gracie did not look like a normal girl. She was a rainbow princess. She loved to brighten her room with rainbow decorations and wear rainbow-colored clothes. But what really made her a rainbow princess was that, ever since she was a baby, her hair had been rainbow colored. All across the back of her head, her hair was filled with every color of the rainbow, like a beautiful sky after a storm.

Gracie was very excited because tomorrow was her tenth birthday. Every year, her parents got her an enchanted item as a gift for her birthday, and every year it made her so happy. She really wanted something good this year, and hoped it could make her life better. Two years ago, she was given a magic golden compass. She loved this compass because it helped her find amazing things around the castle – the arrow always pointed to the nearest source of magic. The compass was also charmed with a magic spell that could repair any small object. Whenever she broke one of her toys, she used the compass to fix it.

The next year, she was given a golden knife. This knife was very powerful and could break cursed or enchanted items. Whenever her rainbow dresses got caught in thorns, she used the knife to cut them free. Whenever weeds grew in her rainbow flower garden in her castle's backyard, she used it to slice them away.

Just that day, she had used her knife to cut a magical rainbow seed off of the brightest rainbow plant in her garden. She put the seed in her bedside table drawer. She was hoping to plant it and grow another rainbow flower.





Gracie was so excited about her birthday while getting ready for bed that she accidentally bumped her knee on a sharp bedpost at the corner of her bed. It hurt so much that she had trouble falling asleep. In fact, even after her knee stopped hurting, she was just too excited to shut her eyes. The castle's head maid, Penelope, tried to calm her down.

"Get to sleep, sweet Gracie," said Penelope as she helped Princess Gracie change into pajamas before bed. "I know you're very excited, but your birthday won't come until you wake up tomorrow."

Gracie lay down, wondering what present she might get the next day and what its powers would be. At long last she dozed off. She dreamed of clear skies, rainbows, and a giant birthday cake.



Chapter 2 A Magical Birthday

Princess Gracie awoke the next morning with a big smile on her face. She was ten years old! She got out of bed and danced around her bedroom as she got dressed for her big day.

After a few minutes she heard a knock on the door. It slowly opened. Her parents, the King and the Queen, had come to see her.

"Happy birthday, my dear!" said the Queen.

"We are so happy to celebrate with you on your birthday, our sweet princess!" said the King.

Gracie smiled and ran up to give her parents a big hug. "I love you guys," she said.

"We know you are excited for your special birthday present," said the Queen, holding out the gift to Gracie. The princess excitedly grabbed it and tore off the wrapping paper. Inside was the most beautiful piece of jewelry that she had ever seen. It was a lovely chain necklace that glowed with the colors of the rainbow. It glimmered in the morning light, its radiant colors filling the room.

"It's amazing!" said Gracie. The Queen helped Gracie clasp the necklace around her neck. Gracie looked in her mirror and admired the lovely piece of jewelry. "But what does it do?"

"It's a wishing necklace!" said the Queen. "If you make a wish, so long as the necklace holds true, then your wish will be granted. But be sure to only wish for something that you really want that will make your life better and happier."

Gracie's eyes lit up. A wishing necklace! That was the best birthday gift that she could dream of! And it was so beautiful too! She started thinking of things she could wish for. Her imagination ran wild: A closet full of dresses! Magic powers for seeing into the future! An entire pantry full of rainbow candy! Of course all of these would make her happier. This gift could solve any problem she faced. They all sounded so good that she didn't know what she wanted most, and she didn't know how many wishes



she would get before the necklace lost its magic and broke, so she decided to wait until later.

Luckily, she still had the rest of her wonderful birthday to enjoy. She went on a picnic with her parents for lunch, had cake with extra ice cream after dinner, and had a dance party with everyone in the castle. When bedtime came, she was exhausted after a long and wonderful birthday. She was so tired that she forgot to change into pajamas.

Before going to sleep, she unclasped her new necklace, put it on her bedside table, and lay down in her bed. She fell asleep wondering what her first wish would be.

Chapter 3 Greena's Treachery

Penelope was the head maid of the castle. She loved to help take care of such a wonderful and beautiful place. The kingdom had such kind and fair rulers who took care of everyone even when it meant giving away treasure of their own.



After helping the princess get to bed, Penelope went to her own quarters to rest and knit by her fireplace. Tomorrow was one of her days off, so she was excited to relax. She had just pulled out the yarn to start knitting when something strange happened.

She took a big sip of her drink. "Hmmm, this tastes kind of funny," she thought to herself.

Then, all of the sudden, her brain fogged with a green cloud. Her drink was actually one of Greena's mind control potions! She was under the spell of Greena and had to do whatever the evil witch wanted.

Just then, the door creaked open, and Greena walked in. She had snuck into the castle. Swapping Penelope's drink with a potion was the first step in a scheme she had been concocting for months. She was going to become the all-powerful ruler of Rainbow Realm like she had always dreamed of.

"Hee hee hee!" cackled Greena. "It is time to make the kingdom mine!"



She walked over to Penelope, who was sitting completely still because her mind was under the control of Greena, waiting for the witch to give her orders. The witch whispered in Penelope's ears what she was supposed to do next.

Penelope nodded and stood up. She walked to the door, out into the hall, and across the castle. She grabbed a pillow from a linen closet. This was part of Greena's plan.

Penelope walked to the door of Princess Gracie's bedroom. There were two guards standing outside the princess's room to protect her from evil doers like Greena. But they knew Penelope was responsible for helping Gracie with bedtime.

"Hi, Penelope," said one of the guards. "Didn't you already put the birthday girl to bed?"

"Yes," said Penelope, under Greena's spell. "But I wanted to give her one more pillow."

"Doesn't she already have all the pillows she needs?" asked the other guard.

"I thought I would give her an extra one since it is her birthday," said Penelope.

"Alright then," said the guard. He unlocked the princess's room, and Penelope went inside, the door shutting behind her.

Penelope tiptoed to Gracie's bedside table. Carefully and quietly, without waking up Gracie, she picked up the wishing necklace and put the pillow down in its place. She shoved the necklace in her pocket so the guards wouldn't see it.

She left the room and said goodnight to the guards, all while under Greena's control. She brought the necklace back to her quarters where the witch was waiting. Greena took the necklace in her hands.

She triumphantly held the necklace up.

"Heee hee hee!" Greena cackled. "I wish that I was the ruler of Rainbow Realm!"

Chapter 4 An Evil, Mixed-Up Kingdom

At the crack of dawn, Gracie's door opened with a cold gust of wind. She felt the chill and sat up. She looked toward her door and was frightened to see two ghosts floating toward her.

"Who are you?" Gracie asked.

"Weeeee are the new royal guaaaaards," said one of the ghosts.

"New royal guards?" said Gracie. "What happened to the old ones?"

"The Queen ordered uuuuuus to be the guards now," said the other ghost.

"My mom would never make that order!" said Gracie.

"But your moooooom is not the Queen anymoooooore," said the first ghost.



"What?!" said Gracie.

"Greena is the new Queen of Rainbow Reaaaalm!" said the second ghost. "And she has ordered youuuu to be thrown into the dungeon with your mom and dad!"

Gracie felt a chill run down her spine. This couldn't be true! But if it was, she knew a way out of it. She could make a wish that Greena be banished from the castle and her parents be King and Queen again. She turned to grab her wishing necklace and was shocked to find that it wasn't on her bedside table anymore. Instead, there was a small pillow she recognized.

"This is a pillow from Penelope's linen closet!" said Gracie. "Where is my necklace!"

"Do you mean the one that the new Queen is weaaaaaaaring?!" said one of the ghosts.

And that's how Gracie figured out Greena's plan. Greena had somehow stolen the necklace by controlling Penelope and had wished herself the ruler of Rainbow Realm.

Gracie got up and followed the ghosts out of the bedroom. The ghosts blew the door shut behind them with their spooky magic.

The ghosts led her through the hallway, down a spiral staircase, and through castle hallways that felt colder and draftier than normal.

As she walked, she saw all sorts of different ways that the castle had changed now that Greena had taken over.

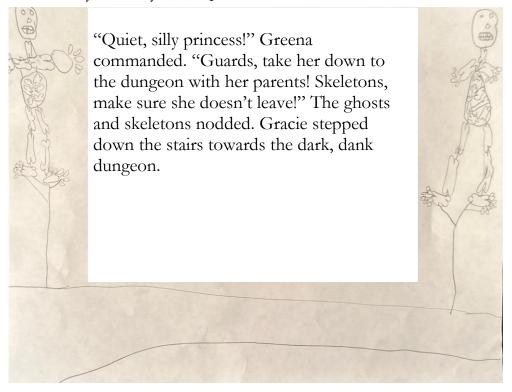
More ghosts flew through the hallways, the castle's new workers. The friendly paintings of old kings and queens had been replaced by scary pictures of goblins and witches doing evil things like scaring little kids and putting spiders in people's hair.

Big, creepy bats that flew all around the rafters of the ceiling, making screeching noises.

As Gracie approached the entrance of the dungeon, flanked by the two ghost guards, she stepped through a wire. When she did, two rattling skeletons fell down from the ceiling and scared her.

Greena appeared, too. She had a black crown shaped like a spider with a silver fringe that looked like a web coming out of it.

"You stole my rainbow wishing necklace! That's the only reason you're Queen!" said Gracie.



Chapter 5 Despair and a Plan

Inside the dungeon, Gracie was thrown into a cold cell with her parents. They looked very sad. They were sitting hunched over and had big frowns on their faces. Neither was wearing their crown. They looked up when they saw Gracie.

"Oh Gracie," said her mom. "You're okay!"

"This is all my fault," said Gracie. "The only reason that Greena is queen is because she stole my necklace and made a wish with it!"

Her dad shook his head. "It's not your fault that someone did something evil."

"But I'm angry about it all the same!" said Gracie. Her dad patted her shoulder to make her feel better.

Gracie sat down too. There was nothing to do in the dungeon except sit around and wait. Every couple of minutes, the dungeon keeper, a goblin with spiky ears and a big knife, walked by, so there was no chance for her to try and figure out how to escape



the dungeon. She didn't know what she would even do if she got out anyways.

She sat on the cold, hard floor and started crying. When she got the enchanted necklace, she thought it was the best birthday gift she had ever received. But now, she thought it was the worst. She wished she could go back to yesterday and just destroy the necklace so that Greena could never take over the kingdom.

She imagined staying locked in the dungeon for years and years, growing old, never seeing the castle or the gardens or even the sunlight except through the bars of a tiny window on the wall. She'd be with her parents, at least, but she still would feel so lonely and trapped, always scared.

In anger, she hit the floor with her fist. As she did so she felt something rattle in her pockets. She reached a hand into each one and pulled something out. In one pocket was her knife. In the other, her compass. Of course! Last night she had forgotten to change into her pajamas, so her compass and her knife were still with her.

All of the sudden, Gracie felt some hope. She began to formulate a plan for how she could get out of the dungeon and fix this big Greena mess. For the first time all morning, Gracie smiled.

Chapter 6 The Grand Escape

The next time the guard goblin passed their cell, Gracie said "Mom! Dad!" in an excited whisper as soon as he was out of earshot. "I have an idea!"

Her parents looked up at her. "Lift me up on your shoulders," said Gracie.

"I'm not sure right now is a good time to play," said her dad.

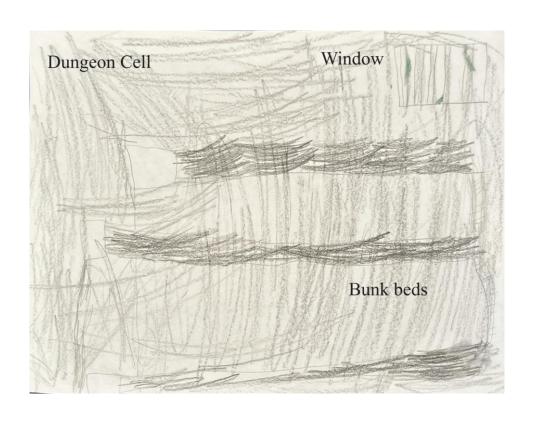
"Trust me," said Gracie.

Her dad nodded and reached down to pick up Gracie, who swung her leg around her dad's neck.

"Take a step over there," said Gracie, pointing to the corner of the dungeon.

Her dad took a few steps, and Gracie was just able to reach the small, barred window in the dungeon's hall.

"Yes!" she said.



She pulled the enchanted knife out of her pocket, reached up, and pushed its blade against the first bar. With magic, the knife cut through the bar like it was scissors cutting through paper. She cut through the ends of each bar at the bottom, then ends of each bar at the top, then gave each bar a hard push. They slid out of the window, falling to the ground outside and leaving a hole.

"Gracie, this is amazing!" said her mom, who had stood up to watch.

"We can all escape from here," said Gracie.

But her mom shook her head. "Your dad and I won't fit through the hole. It's too small. You're going to have to figure out how to stop Greena yourself. We will try to slow down the dungeon guard."

This made Gracie feel a little bit scared, but she nodded. She said goodbye to her parents who wished her luck, then squeezed through the small hole in the dungeon window.

As she climbed outside, Gracie pulled out the compass from her pocket and looked at it. The

needle pointed toward the castle. Since it pointed toward magic power, she would use it to find her enchanted necklace and find Greena. Her mission to save Rainbow Realm was about to begin.

Chapter 7 Sneaking Back Inside

Now that she had escaped the dungeon, Gracie snuck through the grass that ran along the edge of the castle and looked up. She gasped. The entire castle, which was usually rainbow colored, was now black and sinister. It was also covered in dark green ivy, the symbol of Greena's evil power.

Somehow, Greena's magic had made everything around the castle grounds become scarier and more dangerous overnight. The garden had grown long, thorny vines and creepy pumpkins. The grass had turned yellow and pointy instead of green and lush. All kinds of evil creatures were wandering, including two ghosts at the front of the castle.

As she stepped through the garden that used to be filled with beautiful flowers and vegetables, something on the ground caught her eye. She reached down and picked it up: It was a feather, long and silver with a gold pattern that looked like a star on it. Even in the moment, something about it drew her attention. She stashed it in her pocket and kept walking.



Her mom and dad had never had a moat around the castle because they welcomed visitors. But Greena had magically created a big, swampy moat to guard the front gate, and Gracie suspected the dark green lumps floating along were alligators.

Gracie avoided the gaze of a nearby goblin patrolling the grass by ducking behind a rock. As soon as the goblin passed, Gracie headed toward the front of the castle. She needed a way to get across the moat.

As she rounded the corner, she noticed that Greena's spell had arranged the rocks on the side wall into the words "Who are you?" on one side, and "A witch!" on the other. Gracie thought this was a strange and creepy sight. But these rocks were already starting to crumble. The Rainbow Realm would not last long with Greena as ruler.

The rocks on the wall gave her an idea. She pulled out one of the crumbling rocks from the side wall and brought it to the moat at the front entrance. Quietly, she tossed it into the dark water. In the muck, the stone sank very slowly – slow enough that she could step on it if she needed to.

She spent the next few minutes grabbing stones and tossing them further and further into the moat – enough to give her a steppingstone path all the way across.

Gracie knew what she had to do, but the thought of jumping across the moat made her scared. She climbed and jumped all the time while playing and knew she could leap that far, but when she was playing nothing bad happened if she stumbled and fell except maybe a skinned knee. But if she fell now, she would slip into the swamp filled with alligators. Even worse, the Rainbow Realm might never be saved from Greena.

But Gracie knew she had to be brave not only for herself but for everyone in the kingdom. Just as the first stone was about to sink beneath the muck, Gracie took a running leap. She almost slipped as she landed on the stone, but she pushed off and jumped to the next one. Stone by stone, she leapt across the moat.

Next, she needed to get past the two ghosts guarding the front door. If she just walked to the door, the ghosts would catch her and tell Greena. She needed some way to distract them. Just then, a goblin rounded the corner. It was the same one she had hidden from a few minutes earlier. This gave Gracie an idea.

She grabbed a piece of thorny ivy from the castle wall and used her magic knife to cut it free. Next, she grabbed a stone from the ground and wrapped the pointy ivy around it.

She carefully aimed the stone at the goblin and threw it as hard as she could. The ivy-covered stone flew through the air and hit the goblin right in the back.

"Owwweeeeee!" shouted the goblin. "Something big and sharp hit me!" He looked around, but Gracie crouched into the grass so she couldn't be seen.

As she hoped, the ghosts at the front of the castle left their post and went to see what had happened to the goblin.

As soon as the ghosts had their backs to her, Gracie hurried to the front door of the castle. She recoiled when she saw the doorknob – it had been replaced with a creepy skull. She quickly turned it and stepped inside.

Chapter 8 The Creepy Castle

Now that Gracie was inside the front hall of the castle, she had a better view of just how much Greena had changed it with her wish. Spooky creatures were wandering everywhere. Moss and dark ivy covered the walls, and dark curtains blocked the sunlight from the windows. The torches were engraved with carvings of ghosts, and the light coming from them was purple. Fog blanketed the floor. It felt more like walking in a creepy cave than in a castle.

Just as she stepped inside, she heard Greena's high, creaky voice echo through the hall. "Monsters! Bring me my lunch early! And double dessert!" Gracie hurriedly looked around, but realized the voice must have been projected by a spell. And it meant that monsters would be out and about.

Gracie heard a creature coming around the corner. She quickly hid behind a statue of a black cat. A furry monster with big horns stomped down the hallway. Gracie held very still until the monster had passed.



She knew there was no way she would be able to just walk to wherever Greena was. She needed a way to sneak through without getting detected. She looked around to try and come up with an idea. Out of the corner of her eyes she thought she saw Greena in the hallway, but it was just a piece of green moss on the wall. Looking at the moss, she had an idea.

She walked over, and ripped a piece of moss off the wall, putting it on her cheek. Then she cut a piece off of the black curtains and turned it into a cloak. She looked a little bit like Greena now – maybe enough like her to trick one of the monsters.

A furry werewolf with sharp claws rounded the corner of a hallway, and Gracie froze. It was such a scary creature. What if her plan didn't work? But she needed to try.

"You! Werewolf!" said Gracie, in a high, creaky voice. She tried to sound as much like Greena as possible.

The monster looked over at Gracie, confused.



"Bring me to my throne room!" said Gracie in Greena's voice.

The werewolf said in a growling voice, "But I thought you wanted us to get you lunch?"

Gracie said, "Well, yeah, but... umm..." She tried to sound sure of herself like a real witch. "First, you need to bring me to the throne room."

The werewolf shrugged and picked up Gracie with his huge, furry arms. He didn't want to disobey the Queen. He put her on his back and got down on his four legs so that Gracie could ride him like a horse.

They wove through the halls of the castle, then as they got near the throne room, Gracie said in her Greena voice, "Stop for a moment!" The werewolf stopped. Gracie knew as soon as she went into the throne room, everyone would know she was not the real Greena.

She cracked open the throne room door and peeked inside. Sure enough, she saw the real Greena sitting on the throne, surrounded by monster helpers.

But as she looked, something wasn't quite right. There was some fog floating around Greena, and she shimmered in the light, as if she was made of mist.

Gracie remembered her enchanted compass, and she pulled it out and looked at it. This would tell her where the source of the magic was. It would point to the wishing necklace, which would then point to Greena, who was surely wearing it. But when she looked at the compass, it wasn't pointing into the throne room.

Gracie knew that what she was looking at in the throne room was not really Greena, but an illusion of some sort, perhaps cast as a spell by Greena so she could hide somewhere else.

"Ummm... go wait for me in the throne room. I need to go... check something else. Or use the bathroom," said Gracie in Greena's voice.

The werewolf looked even more confused but opened the door to the throne room and stepped inside.

Gracie knew she didn't have long before her disguise was discovered, and monsters started hunting her

down. She threw off her pretend witch's clothes and took off running down the hallway.

Chapter 9 Finding Greena

Gracie held her compass in front of her as she raced down the hallway, following the needle. It took her around a corner, and then to the bottom of the stairs. She ran up to them and realized the needle was pointing somewhere familiar: Gracie's own bedroom.

As she approached the door, she started to tiptoe. This was her one chance to save Rainbow Realm, and she had to surprise Greena for it to succeed.

Slowly, she opened the door of her bedroom. She looked inside and gasped. In the time since she'd been sent to the dungeon, Greena had turned her bedroom so spooky.

Her cute unicorn stuffed animals had turned into scary dragons. Her curtains had become spiderwebs. The rainbow paint on her wall was now black, gray, green, and dark purple. Her sheets were old and yellow, with spiders crawling all over them. And a bubbling cauldron had been placed at the foot of a bed, with mysterious smoke coming out of it.

But Gracie didn't see Greena anywhere. She looked at her compass one more time, and it was pointing into the room. Gracie stepped in the room and looked for some sign of the witch.

Suddenly, Gracie felt something grab her from behind.

"Heee heee heee! I thought I heard footsteps coming this way!"

It was Greena! Instead of Gracie surprising her, the witch had surprised Gracie! She had grabbed Gracie and was holding her tight.

Gracie struggled to get out of Greena's grip, but Greena used a rope to tie Gracie's wrists so she couldn't break free.

"No! Let me go!" Gracie said, but Greena just cackled again.

Gracie's hope faded when Greena snatched her compass, which had fallen to the floor, and also reached into Gracie's pocket and took away her enchanted knife. How would she be able to break the spell if she couldn't cut the necklace?

"You're my prisoner now!" said Greena.

Greena took Gracie and put her in a chair.

"You thought you could just sneak up on me and break the spell?" Greena said. "I am the Queen now! I am the most powerful person in all of Rainbow Realm! And it's all thanks to my magic potions! But I should thank you, too. I couldn't have done it without this!"

Greena slipped the necklace wrapped around her neck out from under her robes. The rainbow beads flickered in the dim light.

"Hey, that's mine!" Gracie said. "It's meant to be used for good, not for evil!"

Gracie's heart broke. She tried to imagine what life would be like with Greena as Queen. Would she and her parents ever get to leave the dungeon? Would the people of Rainbow Realm have to give their homes to Greena for monsters to live in? Would all

the beautiful plants and buildings turn dark and creepy from her magic?

And Gracie felt it was all her fault: If only she had guarded the necklace better. If only she had been more careful sneaking up on Greena. If only she had hidden away the necklace in a better place in her room so Greena couldn't have found it to make a wish.

Thinking about hiding things in her room made her remember something. It gave her an idea for one last.

"You know, Greena," said Gracie. "Your wish might have made you queen, but it didn't really give you all the power of Rainbow Realm. You don't have real rainbow magic. Without that, you can't rule this realm. You need a special potion for that, which needs a special ingredient."

Greena looked up at her, a concerned look on her face. "What ingredient?"



"Just a couple days ago, I picked a rare rainbow seed from the rainbow garden. It's filled with rainbow magic," said Gracie.

"Tell me where it is!" shouted Greena.

"No! You'll have to find it yourself," said Gracie.

Greena gave a mean glare to Gracie and started furiously looking around the room. She looked under the pillow, in the dresser, and all around.

At last, Greena looked in the bedside drawer. She pulled out the rainbow seed and held it up triumphantly.

"A-hah!" said Greena. "A rare rainbow seed! A powerful ingredient indeed!"

She took the seed over to the cauldron and dropped it into the bubbling potion within. The potion and steam turned a rainbow color. Greena had just made her most powerful potion ever, one that would seal her rule over Rainbow Realm.

Chapter 10 Another Wish

While Greena had been searching Gracie's room for the seed, Gracie had been trying to squeeze her hands out of the rope, but it was just tied too tight. She tugged and pulled until her wrists hurt.

She tried to look for the enchanted knife, but it was tucked deep into Greena's robes, so there was no way she was going to get it.

When Greena leaned over to look into the bedside drawer, Gracie knew she was just about out of time. She saw the corner of the bedpost where she had bumped her knee the night before her birthday. She leaned down and used the sharp corner to loosen the knot just enough for her wrists to slip out of the ropes.

When Greena pulled out the seed and threw it into the bubbling cauldron, Gracie pretended she was still tied up. She was only going to have one chance to get this right. "Now, I will drink this potion and take all the rainbow power for myself. I'll have even more power than this necklace gave me!" said Greena.

All at once, Gracie went for it. She jumped up and grabbed the necklace and tugged it off of Greena's neck.

Greena was so surprised she didn't know how to react.

"I wish the castle was back to normal and Greena was no longer queen!" shouted Gracie. The necklace started to glow.

"Nooooo! Noooo!" shouted Greena in agony. She reached down for the necklace and knocked it out of Gracie's hand. It fell into the bubbling cauldron, and its glow fizzled as it sank in the powerful potion.

Greena look of anger curled back to an evil smile. The powerful potion had destroyed the magic of the necklace before it granted Gracie's wish.

But her smile turned to a frown when she saw the room start to fill with the misty light of magic power.

"You stopped my wish from completing, but when you knocked the necklace into the potion, it broke its magic!" Gracie said. "That means *all* of the wishes it's granted are broken. Including yours!"

Greena's face twisted into a look of horror. Gracie's room slowly transformed from the spooky witch queen decorations and back into Gracie's bright rainbow colors.

"You ruined my evil plan!" Greena shrieked, a wild look in her eyes. "You'll pay for this!"

With shaking hands, she pulled the enchanted knife out of her robe and brandished it on Gracie. Greena took a step towards Gracie, who backed into a corner.

Suddenly, the door to her bedroom swung open. It was Penelope, the head maid of the castle.

"Gracie! Greena controlled my mind with a potion and made me take your wishing necklace!" she blurted, her mind control broken. But then she noticed Greena. "No! You stay away from the princess!" "Who's going to stop me!?" said Greena said, taking another slow step towards Gracie, the blade now just a few inches from her face.

Then, two more guards hurried into Gracie's room. They weren't creepy ghost guards, but normal human guards.

"Witch, you must step away from the princess!" said one of the guards, stepping towards Greena.

And finally, Gracie's parents hurried in.

The King pointed at Greena. "Greena, you are under arrest by order of the King and Queen of Rainbow Realm for trying to take over the kingdom. Guards, take her to the dungeon!"

At last, a look of defeat crossed Greena's face. She dropped the knife and surrendered to the guards. They led her out of the room and down the hall towards the dungeon.

Gracie ran to her parents, who embraced her in a giant hug.



Chapter 11 Happily Ever After

Things went back to normal for Gracie and the castle. The King and Queen made sure that everyone was safe and all the monsters left the castle.

The one thing that changed was that the enchanted necklace's magic no longer worked. Its rainbow gemstones were a little cracked and cloudy, but Gracie thought it actually looked better that way.

One day, she told her parents about it.

"I thought about using my compass to try and repair it, but I decided that I don't need wishes. I'm already so happy as it is. I would rather make the most of my life than use magic to try and change something like Greena did. If I face problems, I know I can solve them myself and with the help of the people I love."

Her parents thought this was a great idea.



"We are so proud of you," said the queen. "You were so brave and clever to figure out how to stop Greena. The Rainbow Realm is lucky to have you as princess!"

This made Gracie smile.

"And one day you'll be Queen yourself," the king said.

This made Gracie smile even bigger.

To celebrate the castle returning to the King and Queen, Gracie spent the next day making cupcakes with rainbow icing for everyone in the entire castle. She also decided to paint the dungeon rainbow to remind Greena and all the prisoners that Rainbow Realm is a kingdom of kindness and color.

Greena stayed in the dungeon, guarded so she couldn't escape, until one day a few months later, she mysteriously vanished. The guards couldn't find any evidence of her escape. She was a witch, so they decided she must have used some sort of magic.

She hung the feather that she had found while she was sneaking outside on the wall in her room so that every time she looked at it, she would remember the lessons she learned while saving the castle from Greena.

Gracie loved her castle, her parents, her fun life... but most of all she loved Rainbow Realm and the adventures she had as its princess.



Discussion Questions

- O If you had a wishing necklace, what would you wish for?
- O Princess Gracie has received several great birthday presents in her life, including her magic knife, compass, and necklace. What is a great birthday present that you have received? Why did you like it?
- When is a time that you have had to do something brave on your own like Gracie did when she rescued the castle?
- O Do you think Greena would be a good or bad ruler of Rainbow Realm? How would she be a better or worse ruler than Gracie's parents? What kind of king or queen would you be?
- O Gracie decorates everything with rainbows. What is your favorite color, pattern, or design for decorating? Why do you like it?
- O If you knew how to make magic potions, what kind of potion would you make?
- At the end of the story, Greena disappears from the dungeon. Where do you think she went? What will she do next?
- O If Princess Gracie goes on another adventure, what would you want to happen? What things mentioned in this story would be a part of her next adventure?
- O Invent another magical gift that Gracie might get for her next birthday. What are its powers?

Acknowledgements

Thank you to Uncle Will and Mommy for proofreading the story and giving revisions.

(Uncle Will's fantasy books are available at WaltSWilliams.com)

Thank you to Mommy and Gwen for listening to the story and giving ideas.

How We Wrote It

This is a book by Eleanor and her dad, Dan. Last year we had the idea to write our own story together. We brainstormed ideas about a princess and what would make her interesting, then invented her kingdom and the other characters. We came up with the idea of a wish-granting necklace and how an evil witch might use it for herself. We made an outline of all the things that would happen in the story, then worked together to write a draft, one chapter at a time. For each chapter, Eleanor drew pictures, which Dan scanned and added to the story as illustrations. When we finished, we read it out loud to Eleanor's mom and her sister, Gwen, who gave ideas on how it could be even better. Eleanor's mom also gave revisions. Eleanor's Uncle Will, who writes fantasy books, read it and gave suggestions and revisions, too. Then, Eleanor made a front and back cover, and we assembled the finished story into a book format we could print and share with other people.

To learn more about Princess Gracie and get updates on the next book, you can visit:

RainbowRealmBooks.com

If you liked the story, please leave us a good review.

Thank you for reading!

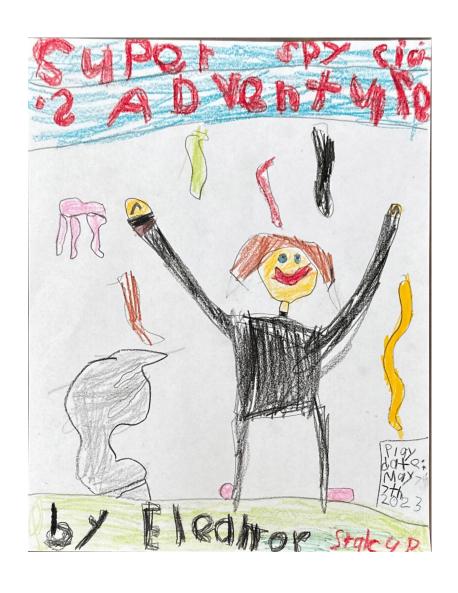
Love,



Bonus Art by Eleanor



Neow Ghost whale from Slay the Spire (Dan's favorite computer game) Watercolor, 2023



Play Poster Super Spy Cici's Adventure 6th AFYP Student Playwrights Festival Crayon/Pencil, 2023

Super Spy Cici's Adventure Play Script by Eleanor

Thanks for reading our book. Here is a bonus that is only included in the paperback and hardcover editions.

This is the script for Super Spy Cici's Adventure. It was written by Eleanor Stalcup in March 2023 with some help from her family to type and revise it. It was selected for the 6th AFYP Student Playwrights Festival in May 2023. A stage reading was performed by Acting For Young People staff at the festival on May 7, 2023.

The recording of the stage reading as well as a free PDF copy of the script are available at RainbowRealmBooks.com/play

(SUPER SPY CICI, wearing a spy's gadget watch (and maybe some other spy clothes and gadgets), enters the scene, looking around for something.)

(A RACCOON is on the other side of the stage, watching curiously next to a LARGE BOULDER. There is also a TREE the right size for climbing — maybe a step stool?)

(She taps a button on her watch to record a mission log.)

CICI

Mission log: I am near the coordinates of the evil spies' vault. Inside the vault is where the go-go quasar beam is hidden, which will allow me to destroy the evil spies' gadgets. I have a ten minute head start on the evil spies and need to steal the beam before they get here and try to use it themselves. I am searching for the vault now.

(Super Spy CICI walks across the stage, and then back, turning her head back and forth as she searches for the entrance to the vault. She also taps her head, as if thinking, and puts her hands over her eyes, like she's looking in the distance.)

(CICI taps her watch again for another mission log.)

CICI

Mission log: No sign of the vault! I'm going to keep searching.

(CICI walks back across the stage again, nearly bumping into the RACCOON this time.)

CICI

Excuse me, Mr. Raccoon, you are in my way! Your tail is so long I almost stepped on it. I am on a mission right now.

RACCOON

It seems like you're looking for something, something. Do you want some help, help?

CICI

Want some help? From a silly raccoon who can't even talk right? I am Super Spy Cici! I don't need help from anyone to complete MY missions! Please just get out of my way.

RACCOON

Okay, okay! Suit yourself, yourself!

(The RACCOON walks offstage.)

(CICI walks over to the tree and climbs it, again looking around in the distance. She taps her watch.)

CICI

Mission log: I've climbed up a tree and I still can't see the vault from this high elevation.

(A **CRAB** walks on stage.)

CRAB

Heeeeeeey, are you looking for something? Maybe I can help you fiiiiiind it. Crabs see a lot of stuff on the ground.

CICI

No no, I'm just fine. I don't need help from someone crabby. You can carry on, Mr. Crab. Be careful with those sharp pinchers.

CRAB

Heeeeeey, who are you calling crabby? I'm not crabby at aaaaaaall! I just wanted to help you ooooooout.

CICI

Why would I need to work together with you? Can't you see I'm doing something important. I'm Super Spy Cici, one of the best spies in the world, you should know!

CRAB

Gooooooood luck, then.

(CRAB exits stage.)

(CICI climbs down, and starts doing **exaggerated jumping stomps** across the stage, which make loud thumps.)

(A **DEER** walks on stage.)

DEER

Boof! What's all that racket coming from over there!

CICI

Sorry to bother you, gentle Mrs. Deer. I am searching for something very important.

DEER

Humph! Searching? What, for a trampoline?

CICI

No, for a trap door.

DEER

Squeak! A trap door to what?

CICI

I'm not sure I can tell you. I'm on a top secret mission.

DEER

Humbug! Well, I'm just a deer. You can probably tell me. I won't spoil your secrets.

CICI

Okay. I'm looking for a top secret vault where the evil spies have hidden a go-go quasar beam.

DEER

Jeepers! A go-go what again?

OLOI
CICI Go-go quasar beam!
DEER Quasar?
CICI Yes!
DEER Oh dear.
CICI I don't think I need any help though.
DEER Zoop! You don't? You seem pretty lost.
CICI How many animals do I need to tell! I'm Super Spy Cici, and I can do this by myself!
DEER Gawk! If you say so! Just try not to be so noisy.
(DEER walks off stage.)
(CICI taps her watch.)
CICI Mission log: As far as I can tell, there is no hidden trap door into the vault. I can't seem to find it, but I

know this location is right. All this searching is making me tired. I'm going to rest on this boulder over here for a minute.

(*CICI* walks over to the boulder and leans against it. She is getting **upset**. She taps her watch again.)

CICI

Mission log: Oh, what's the use! I can't find this silly spy vault anywhere! This is the worst day ever. Same day I broke my spy scissors on a rescue mission. Am I even a super spy at all!?

(CICI starts **banging her head** against the rock. Thunk, thunk, thunk!)

(After a moment. RACCOON, CRAB, and DEER walk back on stage. They look on in confusion. Another moment passes.)

RACCOON

Excuse me, excuse me, Miss Super Spy, Spy.

CRAB

I think her name is Ciiiiiiiiiiciiii.

DEER

Phooey! Whatever her name is, she's making a loud banging noise again!

(CICI pauses and looks over at the animals.)

It's over! I'm a failure! I can't even find the vault. The evil spies will be here any minute now. And then they'll have everything they need to take over the world! All their evil gadgets! Sun blocker-outer, poison gas shooter, ocean dryer-outer. We're doomed!

(CICI starts banging her head against the rock again. It makes a bang each time. A moment passes.)

RACCOON

Hey, hey... why is that boulder making such a loud, loud noise when she bangs her head on it.

CRAB

That's a veeeeeeeery good question!

DEER

Voom! I've heard plenty of boulders, but never one that sounds quite like that. Phoo!

RACCOON

Excuse me, excuse me, Miss Super Spy!

(CICI keeps banging her head. RACCOON takes a few steps closer.)

RACCOON

(louder)

MISS SUPER SPY, SUPER SPY CICI!!

(CICI looks up.)

CICI

Yes?

RACCOON

What are you doing to that boulder, boulder?

CICI

I'm banging my head against it.

RACCOON

Why, why?

CICI

Because I'm mad.

RACCOON

Mad, mad at what?

CRAB

Maaaaaaad at a boulder?

CICI

No. I'm mad at ME.

DEER

Bleck! That doesn't sound good.

RACCOON

Why are you mad at yourself, yourself?

I'm mad because I can't find the secret spy vault! It has the go-go quasar beam! If I can't find it, the evil spies will take over the world, and it's all my fault.

CRAB

Whaaaaat does that have to do with a boulder?

CICI

It's hopeless.

DEER

Zoop! We were wondering. Why is that boulder making that strange noise? You know, when you bang your head against it? BONK BONK!

(CICI stops banging her head for a moment.)

CICI

Wait, what? What did you say? I'm confused.

DEER

Oh blooey! All that head banging is damaging her brain, and her hearing too.

CICI

No, I think I heard you. You said there's something strange about the boulder's noise?

CRAB

It's maaaaaking a loud banging noise like it's made out of metal or sooooomething!

(CICI uses her fist to knock the boulder. It makes a loud, metallic "BANG BANG")

CICI

You're right! This isn't a normal boulder!

(CICI taps her watch.)

CICI

Mission log: I have located a strange boulder. I wonder if it is related to the secret vault.

(CICI investigates the boulder.)

CICI

Hey, wait, I see something in that crack!

(CICI reaches her hand in a crack of a boulder, stretching hard, and she grunts. She speaks with a strained voice as she reaches.)

CICI

I can't... quite... reach the button!

(CICI keeps reaching and keeps grunting, but no luck. She pauses and looks over at RACCOON, CRAB, and DEER.)

CICI

Umm, excuse me, do you think you could help me?

RACCOON

Help, help?

CRAB

Ummms?

DEER

Foo! Really? I thought you were a super spy!

CICI

Wellll, I can't reach all the way in here. My arms are too short. I think I see a button, and it might be part of the vault. But, Mr. Raccoon, your long tail might be able to reach!

RACCOON

Okay, okay! I can try!

(RACCOON walks over, reaches its tail in the boulder.)

CICI

Great, you got the button! But I didn't hear it open. It looks like there's another part of the lock.

(CICI peers at the boulder some more.)

CICI

It needs a wire cut to break the electronic lock. Oh no, my spy scissors are broken from the rescue mission earlier today! Mr. Crabby Guy, can you use your sharp pinchers to snip this wire?

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Sure.

(CRAB walks over, reaches in with pincher/"scissor fingers", makes a "snip" noise.)

CICI

Great! I think I heard the door unlock.

(CICI looks closer at another part of the boulder.)

CICI

This part right here looks like a door! I bet this is where the vault opens!

(CICI grabs the boulder and pushes it and shakes it, but nothing happens.)

CICI

The door is stuck! It needs a nice hard hit to break free! Mrs. Deer, would you mind giving it a kick with your hooves?

DEER

Blah! I think there have already been enough banging noises here!

CICI

Pretty please?

DEER

Oh alright then.

(DEER walks over, turns around and gives the boulder a **hard kick** with its hooves. The boulder swings open. The vault has been found!)

CICI

It opened!

(CICI reaches in and pulls out the **GO-GO QUASAR BEAM**. It is a handheld gizmo, maybe like a remote control or a toy gun or stick. CICI holds it up)

CICI

The go-go quasar beam! I did it! I found it!

(THE ANIMALS glare at her.)

RACCOON

What, what?

CRAB

Helloooooo!?

DEER

Meep! Excuse me!

CICI

Oh yeah. I mean WE did it!

(THE ANIMALS smile back.)

I guess even a super spy can't do everything all by herself. Can she?

RACCOON

It never, never hurts to get a helping tail!

CRAB

Oooor a helping pincher!

DEER

Or a helping kick! Hi-yaa!

RACCOON

So what happens, happens now?

CICI

I wait for the evil spy to come, I use the go-go quasar beam to destroy their gadgets, and I defeat the evil spy so they can't take over the world!

DEER

Jeeps! That sounds noisy!

CRAB

Waaaaait, I think I hear something coming right now!

RACCOON

It must be the evil, evil spy!

(CICI taps her watch.)

Mission log: I've got the go-go quasar beam. The evil spy is approaching now!

(There's a noise, and the **EVIL SPY** walks on stage. EVIL SPY talks in an evil villain voice.)

EVIL SPY

Mwah ha ha... Time to get that go-go quasar beam from my vault to defeat the good spies once and for all. And then the world belongs to EVIL like me!

(The EVIL SPY sees CICI standing with the quasar beam and stops in their tracks.)

EVIL SPY

What's this? Someone found my spy vault? It can't be!

CICI

Yes! It is I, Super Spy Cici! The go-go quasar beam belongs to the good guys now! You evildoers are dooooomed!

EVIL SPY

That's what you think!

CICI

What do you mean?

EVIL SPY

You forgot that I have... THE ANTI-GO-GO-QUASAR-BEAM!

CICI

What?

EVIL SPY

Mwaahaha!

(THE EVIL SPY pulls A NEW GADGET out of their pocket, points it at CICI, and makes a "ZAP" noise.)

(The **go-go quasar beam** flies out of CICI's hand and hits the ground.)

CICI

Nooo! The go-go quasar beam!

RACCOON

It's destroyed! Destroyed!

CRAB

The huuuuuumanityyyyyy!

DEER

Bozo! All that commotion for nothing!

EVIL SPY

Mwahaha! And now your gadget is destroyed. But I still have my gadgets! And since it's one on one, that means evil is going to win this battle.

Oh really? I don't think it's one on one!

(CICI looks back at THE ANIMALS.)

CICI

Ready?

(RACCOON, CRAB, and DEER all nod their heads/thumbs up.)

RACCOON

I got your back, got your back.

CRAB

Meeeeeee toooo.

DEER

Yippe-yah! Let's make some noise.

CICI

GET 'EM!

EVIL SPY

What?

(RACCOON, CRAB, DEER, and CICI all start chasing after the evil spy, shouting with **a battle cry** as they run after them.)

(THE EVIL SPY turns and runs away to escape.)

(They ALL run **back and forth** across the stage at least once as part of the chase, the good guys always just a couple steps behind the EVIL SPY.)

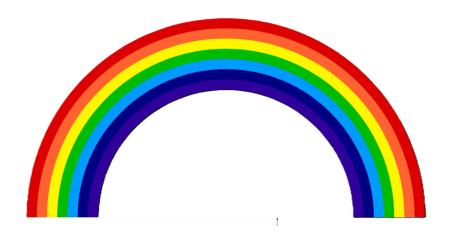
(The next time across the stage, CICI pauses center stage and taps her watch.)

CICI

Mission log: We're finally going to defeat the evil spies once and for all using the best super spy gadget of all: Go-go teamwork!

(CICI rejoins the chase and ALL characters run off screen.)

Try your best!



Be kind!

About the Authors



Eleanor Stalcup is a first grader in Fairfax, VA. She loves to read, dance, make crafts, and play outside. She participates in Acting For Young People's showcases. A play she wrote, Super Spy Cici's Adventure, was selected for the 2023 Student

Playwrights Festival. Her favorite books are The Mystwick School of Musicraft by Jessica Khoury and Captain Underpants by Dav Pilkey. The Enchanted Necklace is the first book she has written and illustrated.



Dan Stalcup is a software developer, film critic, and podcaster in Fairfax, VA. He loves spending time with his family, reading to his daughters, drinking coffee, and watching movies. He is an OFCS member and

publishes his criticism on The Goods: Film Reviews. The Enchanted Necklace is the first book he has written.