



The Fairly OddParents Reboot
Series Bible
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For over 20 years, audiences watched the adventures of a boy named Timmy Turner and his fairy godparents, Cosmo and Wanda. Fast paced and funny, The Fairly OddParents asked the question, "What if a kid had an unlimited number of wishes at his disposal?" and answered that question with, "He'd get into trouble, constantly."

Now what would we get if the same fairy godparents took a new kid under their wing? A kid whose last name isn't Turner? More hijinx and comedy, of course!

You might be wondering, why make yet another Fairly OddParents? Aren't a series of shorts, 10 seasons, a live-action series and 3 live-action films enough? Well, my friend, the answer is no. Absolutely not. You can never have too much magic!

An 11-minute comedy just like its predecessor, the new Fairly OddParents is going to retain the retro, absurdist, irreverent sitcom feel the original had, with some added poignancy, serialization, and a tighter focus on character. Gags will still abound but will also have a bit more of an emotional core. Timmy's problems were external: evil babysitter and checked-out parents. Hazel's challenges are more internal: life changes and becoming more comfortable in her identity. Teaming up with Cosmo and Wanda will give Hazel an opportunity to stand out and become the big, bold, hero she longs to be! And it'll all begin... with a wish.

Hazel's story and wishes will go further into what makes her tick, connecting to audiences with both humor and heart. Hazel's journey will be one of self-acceptance and confidence. She starts the beginning of the series daunted by her new circumstances, but thanks to Cosmo and Wanda's magical guardianship, and the new experiences and adventures she goes on via her wishes, she soon learns to put herself out there and just live life.

For Cosmo and Wanda, it's about finding a new groove. They're coming out of retirement and have decided to take on a monumental task in godparenting again! But why? In short, because they love it. Godparenting is their calling, and they're good at it. (At least Cosmo thinks so – though that ain't saying much!) But the world is different, and kids today are more self-aware than ever before. They're encouraged to vocalize their emotions, inspire, create change, and question tradition. Because of this, fairy godparenting looks different, wishes aren't wishing like they used to, and they're trying their best to adapt!

We're setting out to tell a new story in a new town, to introduce the amazing Fairly OddParents world to a new audience, while keeping the wide-ranging, ageless humor that will appeal to everyone, regardless of whether they grew up on the original, for some hilarious family co-viewing goodness. So yeah, we're making another Fairly OddParents. To quote Timmy Turner, "What could possibly go wrong?!"





the Story

Ten-year-old Hazel Wells has just moved to the big city of Dimmadelphia with her parents, so her dad could start a new job. On top of being in a new city, it's the first time she's been without her brother, who's just started his first year of college. A bright, fun, creative kid, Hazel's new situation suddenly has her feeling unsure of herself. But all that changes when the pink-and-green-haired couple next door reveals they're no ordinary neighbors, they're Cosmo and Wanda, fairy godparents! And they're coming out of retirement to make all of Hazel's wishes come true!

When we last saw our beloved pink-and-green-headed fairy godparents, in *The Fairly OddParents: Fairly Odder*, they were godparenting their second generation of Turner children, but after so long with just one family, they made the decision to hang up their fairy crowns and retire. Surely no new child could rival the Turners in their hearts, so why even try?! Jump to 10,000 years of vacationing through time and space! Exploring the wonders of Ancient Rome before it collapsed! Hobnobbing with aristocracy in 18th century France! Journeying to the moons of Jupiter in the year 26,000 P.G., whatever P.G. stands for!

Now they've settled down – no longer in some kid's fishbowl but posing as humans in the bustling city of Dimmadelphia, assuming the form of endearing, across-the-hall neighbors to the Wells. Mimicking human life, Cosmo and Wanda set their sights on a peaceful retirement, ready to live out the remainder of their fairy days in an apartment that secretly offers direct access to Fairy World! That is, until they meet Hazel and are reminded why they loved their old job so much in the first place. Not since Timmy has a kid so tugged on their heart strings, and the instinct to fairy godparent quickly consumes them. Soon, they find themselves as fidget toys on Hazel's backpack, ooey gooeey blobs in her lava lamp, and even assuming the form of human bellhop and concierge at a hotel Hazel wished for. But after 10,000 years of using their magic only on themselves, are they really ready to get back in the game?

(Spoiler: they're not, but they're going to do it anyway!)





Characters

Hazel Wells

Black, 10 years old

Spunky, fun, curious, and hugely imaginative, Hazel Wells is a small fry in a big world! Like, literally, she's small. A petite cutie pie. A li'l nugget. She's our tiny hero with a huge heart!

Think for a moment... Have you ever been the smallest kid in class? You have to ask for help to reach things, every year you get paraded to the front line for the class picture, and you get a patronizing pat on the head every time you do a great job at something – and that's if they even notice you! Just about every kid can relate to the frustration of feeling, well, small. So when Hazel Wells moves to the BIG city of Dimmadelphia on account of her dad taking on a new job and is forced to leave behind everything she once knew – her friends, her home, and her big brother, Antony – she's left feeling smaller than ever before.



But that's not about to stop her! In spite of her miniature stature, Hazel is bold! She's enthusiastic about life and all its wonders, and is an adventurer who loves to explore and ask questions! It's what makes her such a great wisher – she's curious about people, and the world, and hungry to learn more about her place in it.





At the very start of the series, she's feeling a little more on the introverted than extroverted side. She's in a new town and trying her best to be happy about it, but she always felt her brother Antony was like her secret superpower. He was smart, kind, confident, and most importantly, BIG. Having Antony around was an instant "in" with people at school. All her teachers already knew and loved him, mean kids knew she had a protector, and cool kids thought she was cool just by association. Without him, she's like Linus without his blanket... Dumbo without his feather. Without him, she's just... Hazel. And just in this moment at least, she doesn't feel like that's enough.

Being chosen by Cosmo and Wanda as their fairy godkid is just the push Hazel needs to bust out of her shell and blossom! Where Timmy's wishes were often self-serving, Hazel, at times, cares too much about other people. A little empathy is great. An over-abundance of it can lead to mental fatigue and well, chaos. Making wishes (and mistakes) and learning from them will teach her to love and put herself first, and share that love with the rest of the world.

And once the wishing begins, look out, because just like with Timmy, Hazel's wishes are driven by who she is... and by the fact that she is a CHILD. And children are nothing if not passionate and unpredictable! Hazel's wishes (and their undoing) will come mainly from the following personality traits...

She's smart!

Hazel has a bit of an intellectual edge and tends to overthink things, thanks to her brainy mom and dad, so her wishes will have an extra layer of smarts to them. However, the bit of knowledge behind the wish won't necessarily make it a wise wish. Children are charmingly lacking in critical thinking skills! Apologies to any children reading this. It's not your fault. Your brains just aren't at that developmental stage yet. It's okay, you'll get there. Also, who sent you this bible? This bible is property of Nickelodeon Animation Studio and its parent company.

She's caring!

Hazel cares deeply about other people and fairness (so help you if Hazel sees you cut in line or litter...), so a lot of her wishes come from her compassion and her sense of right and wrong. Unfortunately, 10-year-olds don't have a great grasp on nuance and tend to think of justice in black-and-white, and that is gonna lead Hazel into some sticky wishes.

She's quirky!

Hazel's an oddball with unusual interests and instincts. Timmy's whole thing was that he was an average boy with average boy wishes. Hazel is... different, partly from being around her dad's studies of freaky happenings in human history, partly from being around her mom's studies into the human mind (also freaky), but also... it's just who she is! She's a feeler, adaptable, and full of imagination. This manifests in myriad ways, from turning her thoughts into songs and singing them aloud; to having niche obsessions with nature; to collecting a bunch of twigs, putting googly eyes on the twigs, and naming all the twigs.





In conclusion, Hazel's wishes and adventures will inevitably result in making a lot of beautiful, messy mistakes. Hazel will learn and grow from each of these mistakes, just as all kids do! But Hazel's learning and growing is gonna be full of magic, making it a heck of a lot more fun than the slow, boring growth the rest of us had to put up with.



Cosmo and Wanda (Returning Characters... obviously)

White, ageless

Green-haired, daffy, and childlike, Cosmo is the same whirlwind of fun we already know and love, but a little wiser for his additional 10,000 years. He didn't do it on purpose, but it's hard not to pick up a thing or two about human nature when you've lived this long. Cosmo is still quite dimwitted and will muck up a wish five ways from Sunday, but he'll accidentally give you an epiphany here and there too. This is a Cosmo that's gotten a little zen.

Sassy and silly, yet pragmatic, Wanda has always been the brains of the godparenting operation, and that dynamic remains the same. Problem is, these brains have been out of the game for a loooooong time, so while she might once have seen the dangers in making Timmy a giant pair of cheese pants, now it's not as clear to Wanda what might go wrong with a wish. Consequently, go wrong, it will!

Cosmo and Wanda have a very loving, supportive dynamic. They both have their flaws and are very different from one another, but they're also each other's biggest fans.





Cosmo and Wanda both provide aspects of what Hazel lost when Antony went away to college. In Cosmo, she has a silly playmate. Cosmo is drawn to Hazel because he immediately connects to her oddball nature. Someone who's down to put googly eyes on twigs? That's his kind of kid. Cosmo will help Hazel approach the world with more openness. In Wanda, she has a nurturing, non-parental guardian again. Wanda is drawn to Hazel because she's a good-hearted mess. Cosmo sees Hazel putting googly eyes on twigs and thinks, "Fun!" But Wanda sees the emotional need behind Hazel giving those twigs rich emotional backstories and relationships. Wanda sees a sweet kid in need of companionship and guidance and helps Hazel work out her problems through play and fun.



Timmy, Cosmo, and Wanda had a particular kind of friendship. Timmy and Cosmo were like a pair of unruly, id-driven goofballs with Wanda as the put-upon Mom. When a wish got out of control, Timmy needed heaps of pushing and prodding to clean up his messes. With Hazel, Cosmo, and Wanda, it will play out as a more evenly matched trio, with the comedy and dynamics shifting to fit the story and emotional core.

In a way, they're all in need of help – Hazel because she's new to making wishes, and Cosmo and Wanda because they've been on a 10,000-year break. Their dynamic will be about growing and getting better at magic together. Sometimes, a wish goes out of control because of Hazel, and Cosmo and Wanda must save the day. Sometimes, a wish goes out of control because of Cosmo, and Hazel and Wanda must save the day. And sometimes... well, you get it. All three will be the crisis and the solutions in a more equal measure





Angela Wells

Black, early 50s

Hazel's mother Angela is an intelligent, poised therapist who's accomplished all her life goals and continues to achieve. She has her own private practice and created a self-help therapy program, the "Be Wells Method." Her "Be Wells" books and "Be Wells" therapy app are big hits with celebrities and on social media. Angela's always taking inspiration from Hazel by osmosis. She's constantly planning, strategizing, and developing her program, with plans to offer the "Wee Wells Method" for kids and "Deep Wells Method" for seniors.

Angela loves her daughter, but is such an expert in helping adults, she often forgets that Hazel isn't one, and tries to tackle Hazel's issues the same way she would help a grown woman in her 30s formulate a business plan. Sit down > offer coffee or tea > identify problem > offer solution. As a result, Hazel can spout a lot of therapy speak, but still has no idea how to deal with the basic kid things troubling her.

When Angela unknowingly gets caught up in the magic of Hazel's wishes, she will always try to find a way to make it a "value add" to their home or her work. There are no problems in Angela's world, only opportunities! Angela is a roll-with-the-punches kind of lady, so if Cosmo and Wanda suddenly fill the house with squid in a wish gone wrong, well then darn it, she's gonna find a way to make calamari. She is often distracted and on the phone with her trusted assistant Beatrish via bluetooth earpiece. Which is great for Hazel, because keeping fairies a secret is a must!

Like Cosmo and Wanda, Angela and her husband, Marcus, are head over heels in love, despite having near opposite personalities. Their differences are often a point of hilarious conflict - Angela is minimalist, tidy, and thrives on structure, while Marcus is reckless and thrives in organized chaos. Both extroverts, their life has caused them to laugh, laugh, laugh through their challenges, always bringing them closer together.





Marcus Wells

Black, early 50s

Hazel's father, Marcus, is a scatterbrained, but brilliant scholar, professor, and author who studies the intersection of human history, and the paranormal. He's a guy who fully believes in every kind of magical/mystical/inexplicable occurrence (witches, werewolves, ghosts, alien encounters, etc.), but will talk your ear off with the scientific explanation for each.

The Wellses have moved to Dimmadelphia so Marcus could take a teaching position at the Galax Institute, a small (unaccredited) institution of higher learning that focuses its curriculum on the "pseudosciences" (though, of course, that's not how they refer to their subjects). What Marcus doesn't know is all the evidence he's chronicled over his career about paranormal events throughout history, has actually been fairy events throughout history.

His work will sometimes bring him dangerously close to finding out the truth about fairies and Hazel will have to scramble to throw him off Cosmo and Wanda's sparkly trail. Unlike Mr. Crocker of the original series, however, Marcus' continual near misses on finding out about the existence of fairies doesn't come from a nefarious or selfish place, but an altruistic love of history and the truth. Marcus isn't trying to steal anyone's fairies; he's just devoted to learning. Doesn't mean we can have him in on the secret though! There are still Da Rules after all!

Marcus sees his daughter as being very special and even important to the world. While Angela tries to analyze Hazel as an adult, Marcus hopes Hazel will become a leader in his field, often sharing newspaper clippings with her featuring unusual sightings and unexplained phenomena. He even sometimes does activities and exercises with her he hopes might encourage any possible latent supernatural talents within her, like telekinesis or mind-reading.





Antony Wells

Black, 18 years old

Hazel's brother, Antony, is a smart, cool kid who's going places. He's an All-American, 4.0 track star. He also plays the oboe and rides a dirt bike. What doesn't he do?! Antony is beyond smart and carries a quiet confidence – truly the mellowest of his family members. He can hold court on any topic from politics, to anime, to music theory. He is very protective of his younger sister and would do absolutely anything for her. He's always been like a combination best friend/third parent to Hazel, but now that he's off to college, he's finding his way and making a new life separate from his oddball family.

We won't meet Antony for a while – since his absence was the catalyst to Hazel needing Cosmo and Wanda, we can't just bring the kid home for visits all the time. At the beginning of the series, he will only be present as an unseen living legend, which we'll have some fun with by teasing the audience with only tiny glimpses – always out of frame, out of focus, present only in stories Hazel tells friends or in Angela and Marcus bragging about his college progress. Antony is a dream-come-true big brother, and he is sorely missed by Hazel. We all wish we had an Antony. We'll meet him someday, but until then, the legend of Antony's greatness will grow and grow.

Dale Dimmadome (Returning Character)

White, 40s

Dale is the long-lost son of Doug Dimmadome – billionaire, real estate tycoon, and owner of the Dimmsdale Dimmadome. When we last saw Dale, he was barefoot, in tattered clothes, and working in a sweatshop underneath Vicky's lemonade stand.

Dale is now the tall, brooding heir to the Dimmadome fortune, and CEO of Dimmadome Global, the largest tech company in the world. Whereas his father was a haughty businessman clad in all white and a 10-gallon hat, Dale is a socially awkward genius, with slicked hair and a thirst for the next revolutionary tech breakthrough. The only thing bigger than Dale's staunch demeanor is the chip on his shoulder – which is somewhat understandable, after being abandoned by his wealthy father for so many years.





Bit by bit, Dale will factor in as an adult antagonist to Hazel, Cosmo, and Wanda. Hazel's wishes will sometimes leave a mark on the world, and Dale's obsession with breaking new tech ground will have him take notice of some of these things, eventually making him a threat to Fairy World. But for now, he's just an emotionally distant dad setting a bad example for his son, who will be Hazel's first main antagonist.

Devin “Dev” Dimmadome

White, 10 years old

Dale Dimmadome's son and frequent antagonist to Hazel (as stated above). Dev is in the same class as Hazel, giving her a front row seat to Dev's raging sense of entitlement. Coming from money and seeing how his dad often operates “above the rules” as founder and CEO of his corporation, Dimmadome Global, Dev mimics that behavior at school – even going as far as having lunch delivered to class so he doesn't have to walk to the cafeteria where the “peasants” eat.

Dev is smart as a whip and has fully embraced the need for technology, just like his father. His two drone babysitters, Au Pair 1 and Au Pair 2 accompany him wherever he goes and cater to his every beck and call (almost like a Siri or Alexa, but on the go!). On the inside though, he's a lonely child yearning for his father's attention. Somewhat like the wealthy Remy Buxaplenty of the original series, but with layers.

Hazel and Dev Dimmadome start as antagonists, but as he gets lonelier over the course of the season, he softens and grows.





Jorgen Von Strangle (Returning Character)

White, ageless

The hulking, muscular Commander of all fairy godparents, our Arnold Schwarzenegger stand-in Jorgen has softened in recent years, much like the real Arnold. He's still a foil to Cosmo and Wanda and the ultimate enforcer of Da Rules but being married to the Tooth Fairy and starting a family has settled him. Less drill sergeant than CEO, the Jorgen of today has ditched his army fatigues for a nice pair of khakis and dapper cardigan sweater and often travels with his beloved pet donkeys, Zelda and Cheddar.



Jasmine Tran

Vietnamese-American, 10 years old

Hazel's soon-to-be best friend. Jasmine is, by nature, the opposite of Hazel. She's loud, confident, put-together, and not afraid to speak her mind. Jasmine appreciates Hazel's unique personality and accepts without question the many weird things that happen to Hazel that she can't explain! She's an aspiring singer and devoted to music. It's worth mentioning however, that Jasmine is not the best singer herself. She's been known to sound like a bleating goat when belting songs, but hey, at least she's confident!





Winn Harper

White, 10 years old

Hazel's other soon-to-be new best friend. Has a stern exterior, but is a softie inside. Winn is out as non-binary and fully supported by their family. They're stoic and can come off as guarded, but they're a loyal friend. What they don't say with words, they say with their kind actions and effortlessly cool style. On the topic of cool, did we mention they're the coolest kid in school? When Winn skates by, they're apt to leave anyone in their path cool-whipped. It's like whiplash, but from coolness. They're well-liked and respected by everyone, teachers and students alike. They're also naturally gifted at all kinds of sports and are especially adept at riding their skateboard. While Hazel might blow up at someone she's mad at, Winn is more the type to discreetly plot the person's demise in a way that could never be traced back to them. They prefer action over talk any day!



Whispers Fred

White, 10 years old

A fellow student at Dimmadelphia Enrichment Academy who has a very popular "DimmVid" channel of ASMR videos (autonomic sensory meridian response... aka those whispering and tapping videos) and an expertise on a whole range of subjects. He and Hazel aren't friends exactly, but he's around... whispering and tapping.





Mr. Guzman

Latino, 40s

Hazel's 5th grade teacher. Jorge Guzman is wildly popular among his students. He's a big, cuddly bear of a guy who cares deeply about kids and is devoted to making sure his students succeed while being themselves. He's very encouraging of Hazel's individualism and makes learning (generally) fun, but he can sometimes be a little too encouraging, often giving Hazel extra credit assignments because he wants her to stretch! Meanwhile, Hazel's like, what do I look like, a limousine?! Mr. Guzman is also surprisingly agile. He was once spotted outside on the basketball courts doing tricks on a skateboard! This is a guy who grew up in the '90s afterall!

Principal Amy Krentz

White, 60s

A harsh, type-A school administrator who long ago lost her passion for the job and enforces every single rule without regard to whether it makes sense. Hazel is very intimidated by Principal Krentz and unfortunately when wishes go awry, she, Jasmine, and Winn get on the woman's bad side. Which is, of course, often. Principal Krentz wears comfortable shoes so she can easily chase after students. She can often be seen sashaying through the school hallways, with keys and an ID wallet around her neck, slinging commands at students and yelling, "DETENTION!"





The Does

Husband and wife team John and Jane Doe (in their 40s, definitely not their real names) are the landlords for Hazel's apartment building. With their eight-year-old twin boys, Stuart and Hannibal, they strangely choose to reside in the basement of the building, where they have not just their living quarters, but also an end-of-days bunker. Avowed doomsday preppers, the Does live to prepare for Armageddon in whatever form it may take – nuclear war, climate disaster, asteroid strike, global pandemic (we don't have to mention covid, but trust us, they were prepared for covid), zombie apocalypse, whatever... you name it, they're ready for it. Angela thinks their behavior is a bit peculiar, but admires their commitment, Marcus relishes having someone to talk about conspiracy theories with, and Hazel is sort of obsessed with the very weird, but adorable Stuart and Hannibal, and their strange lives. When it comes to the Does, Hazel has questions. Lots of them.

Chip Skylark (Returning Character)

White, 40s

World famous pop star (remember "Shiny Teeth!"), Chip is now a celebrity TV personality extraordinaire. He hosts his own daytime talk show, "Chip!" and judges on a singing competition show, celebrity competition show, New Year's countdown, dog show, etc. He's everywhere in pop culture at all times, with the same unflagging enthusiasm and positivity he had in the original series, just more grown up.

The Pixies (Returning Characters)

What happens when fairies go corporate? Pixies, that's what! These old magical enemies of Cosmo and Wanda will be making a return to cause trouble to our heroes and to Fairy World with their gray suits and capitalist view of magic. Perhaps even to align their interests with tech magnate Dale Dimmadome at some point? Mmmmmmaybe! We'll just have to see!





the Setting

Dimmadelphia

Unlike California suburb Dimmsdale, Dimmadelphia is a mid-size city in the unspecified Midwest. Think a combination of Cincinnati, Cleveland, Pittsburg, and Philadelphia. It's a big, beautiful mix of old and new, with green park spaces, multicultural enclaves, residential boroughs, gleaming skyscrapers, and all sorts of interesting nooks and crannies. A few places that we'll frequent are...

- Saucy's Pizza - a local pizza joint
- The Dimmadelphia Bookstore - a homey, dusty old used bookstore
- Dimmadelphia Gl0bodome - a giant multi-purpose arena in downtown Dimmadelphia owned by Dale Dimmadome. (Dale: "I'm Dale Dimmadome, owner of the Dimmadelphia Gl0bodome!")





Hazel's Building

A multi-story, brownstone walk up where Hazel, her family, and Cosmo and Wanda live. It features a lobby, staircase, fire escape, two elevators (one of which Hazel does not use because she's convinced it's haunted), and a rooftop public space complete with a garden, BBQ pit and twinkly lights. Oh, and a basement bunker, but more on that later.

The Wells Apartment

A perfectly curated, modern bohemian oasis. The boho chic space offers tons of natural light, original oakwood flooring, two bedrooms, and an office/den, which Angela and Marcus split – one side is bright and organized to a spotless T, the other side is a complete tornado of possibility!



Hazel's Bedroom

Hazel's bedroom at first glance, appears as any 10-year-old's bedroom. Poster art on walls, a prized collection of geodes and crystals, a desk covered with school supplies, notebooks, and journals, and a little lava lamp on her dresser. A closer look, however, reveals the poster art pays homage to her favorite creepy doll horror franchise, Gregory, many of the books are of the occult (to assist with her dad's research, of course), the lava lamp often houses a certain couple fairy godparents, and the journals on her desk hold the deepest, darkest secrets even she wouldn't be able to decipher because she wrote them in code. Hazel's favorite thing about her bedroom is her bunk bed. Which she insisted upon having, so that her big brother Antony would have a place to sleep on his visits home.

Dimmadelpia Enrichment Academy (Hazel's School)

First built in the early 20th century, Hazel's school is a beautiful, sprawling mix of architectural styles. It has a welcoming, lived-in feel in some areas and uber-modern sterile feel in others. Their mascot is the Chipmunk (which looks suspiciously like a certain 10-year-old boy we know) and the student body is widely diverse.





Galax Institute

Hazel's dad's workplace. While it has a futuristic, space-age sounding name, its campus is actually an old medical building built in the '70s brutalist style with a few modern updates.

Dale Dimmadome's House

The most futuristic, modern home imaginable with every technological convenience yet invented!



Fairy World

The brightly colored, cloud-bound wonderland that is Cosmo and Wanda's true home, now on an even grander scale. We'll meet more fairies in this series than the original, giving us an opportunity to show a population of fairies that is more representative of the beautifully diverse world we live in.

Cosmo and Wanda's House

Technically a part of both worlds, Cosmo and Wanda's house can exit into either Fairy World or Hazel's apartment building. But regardless of whether the outside appears as a suburban house in its full colorful splendor in Fairy World, or as just another apartment door in Hazel's building, the inside remains the same – a multi-floor home of an untold number of rooms. Cosmo and Wanda's house can contain whatever we want it to. After all, they're magical fairies.

Fairy Headquarters

At the center of Fairy World is the impressive castle/tower that houses Fairy Headquarters, or Fairy HQ! Kind of like Hazel's school, Fairy HQ has different sections, built during different eras of its long history. Its outer building is an impressive castle wall that serves as a protective border, its middle section a Medieval fantasy village that hosts ceremonies and festivals, and in its center is the futuristic Fairy Tower where all fairies and godkids are trained, with Jorgen's office in the topmost perch.





The Department of Magical Violations

This is where fairy godparents and godkids go when a violation of fairy proportion has been committed. Like any DMV, the Department of Magical Violations boasts long lines and tedious structure in painfully drab settings. Much akin to the post office or airport security, The Department of Magical Violations is not for having fun. It's for having stress!



Season One Arc: Part 1 - Episodes 1-10

Most of Season One will focus on Hazel's growth and her episodic adventures with Cosmo and Wanda. Some serialization will come into play with her antagonist Dev, as the two go from enemies to friends. The Season One, Part One finale, however, will introduce Dev's dad, Dale Dimmadome, as a more serious antagonist, when Hazel appears in his data as a consumer anomaly, the only kid who isn't addicted to his new app because she doesn't need to buy things, she has fairy godparents granting her every wish! And Dale's bad behavior in the finale will finally tip Dev into full needy child mode, one who is granted his very own godparent: a fully grown POOF (now Periwinkle a.k.a. Peri), Cosmo and Wanda's son!

Season One Arc: Part 2 - Episodes 11-20

Hazel's fun, episodic adventures with Cosmo and Wanda continue. Meanwhile, Peri struggles with how to be a good godparent to Dev, and Dale continues to research Hazel, eventually coming to learn about magic and fairies. Convinced it would make him the richest person who ever lived (imagine being able to use magic to sell people things!), he sets his sights on conquering Fairy World, with the help of classic FOP villains, the Pixies! In our Season One, Part Two finale, it'll be up to Hazel, Cosmo, and Wanda to save the day!





Season One Episodes

“Fly”

Fun and quirky, ten-year-old Hazel Wells has just moved to the big city of Dimmadelphia! But when she has trouble adjusting to her new life, she tries to run away from home, and finds out her weird neighbors, Cosmo and Wanda, are fairy godparents in disguise.

“Department of Magical Violations”

Hazel, Cosmo, and Wanda must pass Wish Trials at the Fairy DMV (Department of Magical Violations) to prove they belong together or Jorgen Von Strangle will assign Hazel a new fairy.

“Teachers’ Pal”

Nervous about not making friends with the other kids at school, Hazel wishes she were friends with her teachers instead. But when the teachers start becoming more and more kid-like than she wished for, Hazel rethinks her plan.

“Fearless”

Hazel wishes her new friend Jasmine were fearless so she’ll be willing to watch Hazel’s favorite scary movies with her. But the wish goes awry when Jasmine’s fears instead start running amuck around the school!

“The Wellsington Hotelsington”

To impress a new friend at her very first Dimmadelphia sleepover, Hazel wishes her apartment building were a luxury hotel, but finds herself too busy running the place to pay any attention to them.

“A Dinosaur in Dimmadelphia”

When Hazel wishes she could meet a real dinosaur, Cosmo and Wanda bring a Baryonyx from the Cretaceous period to present day!

“1500 Minutes of Fame”

Hazel wishes she were the center of attention at school, but when her newfound popularity becomes too overwhelming, she calls on Cosmo, Wanda, and a couple of new fairies to help speed up her 1500 minutes of fame, just in the nick of time!





“A Peace of Pizza”

In order to win a pizza party at school for kindness day, Hazel must get notorious mean-kid Dev to play nice. She enlists Cosmo and Wanda with a wish but they accidentally summon an alien species of intergalactic peacemakers called the Pe-AZ, to negotiate peace amongst them.

“Dinner is Served”

Cosmo and Wanda invite Angela and Marcus over for dinner and game night, but things heat up when the two couples become super competitive. Cosmo and Wanda bend over backwards to appear normal (literally), while Hazel struggles to keep magic a secret!

More Episode Ideas

“A New Dev-elopment” (Season One)

When Hazel and her nemesis, Dev Dimmadome, get paired together for a school project, Hazel wishes she knew why Dev acts the way he does, and discovers a softer side of the meanest kid in school.

“Growing Pains” (Season One)

Hazel wishes she could start puberty. When Cosmo and Wanda try to make her wish come true, puberty hits her all at once and she ends up covered in hair, pimples, and reeking of B.O., a terrifying Puberty Monster! Cosmo and Wanda want to undo it, but Hazel insists on seeing it through, hoping she'll come out on the other side looking like the beautiful teens like she sees on TV!

“Home For the Holidays” (Season One)

Hazel's hero brother Antony is finally home for the holidays!

“Lost and Found...er's Day” (22 Minute Season One, Part One Finale)

It's time for the Annual Founder's Day Festival at Dimmadelphia Founder's Park! To mark the occasion, Dev's dad, tech magnate Dale Dimmadome, creates a for-profit app designed to track kids wish energy. But Hazel is showing up as an anomaly thanks to all her wishes being granted by her fairy godparents! Meanwhile Dev is caught in the center of it all...





“Odd Couple” (Season One, Part Two)

What do you give a child who already has everything they could ever wish for? Dev and Poof/Peri try to make it work as godparent and godkid.

“Nothing But Trouble” (Season One, Part Two)

The Pixies, age-old enemy of the Fairies, have taken notice of Dale Dimmadome and unfortunately, they like what they see!

“Sweet Dreams” (Season One, Part Two)

Hazel is sick of having nightmares every night. Why can't sleep always be pleasant? She wishes to only ever have good dreams, but unfortunately Cosmo and Wanda can't control the dream realm because it exists outside reality and is controlled by the trippy Dream King. Hazel visits him to get answers, which can only be done by a dream quest.

“The Battle of the Big Wand” (22 Minute Season One, Part Two Finale)

Dale Dimmadome and the Pixies launch their plan to gain control of the Big Wand in Fairy World! Time for Hazel, Cosmo, and Wanda (and Poof/Peri and Dev!) to put a stop to them!

