A Spell of Trouble
Writing Composition

If you are not careful, giving a character magical powers can quickly spoil your story. If the magical powers are unlimited they quickly become boring. (That is why, in many traditional tales, genies often only grant three wishes.) If the magical powers always work exactly how the character wants them to, then the story becomes boring because there are no challenges or difficulties for the character to overcome.

Try writing a fantasy story that doesn’t fall into either of these traps. You might like to use these planning points:
• You could start with a character who needs some magical help to make her, or his, life better.
• Your main character is then given some magical powers. (Perhaps your character helps someone who rewards them with a wish.)
• Unfortunately these powers only work for a short time. To make the magical powers return, your character has to find the solution to a difficult problem. (It might be to go on a long, dangerous journey to discover a witch or a wizard who has the answer.)
• When the quest is complete your character discovers that dealing with all the difficulties and dangers on the quest has made them able to manage without any magical powers! The search has given them a different kind of power – confidence in their own abilities.

As you write, think about all the characters who will appear in your story. Consider how they will feel about the magic – will they be impressed, frightened or jealous? How they feel will affect what they do in the story.

When you have finished writing, check that you’ve used auxiliary verbs correctly. Also check the spelling of plural nouns.