

# SHORT-FORM SCRIPT

## **HOOK (direct to camera):**

Have you noticed that modern fantasy feels different?

Not worse. Not better.

Just... different.

## **BEAT**

Go back and read older fantasy.

Magic felt mysterious.

Unpredictable.

Sometimes even dangerous because no one fully understood it.

You didn't get diagrams.

You didn't get rule breakdowns.

You just had to accept that something larger was at work.

But modern fantasy?

We get systems.

We get categories.

Energy sources.

Limitations.

Clear rules about what magic can and cannot do.

And that shift changes the feeling of the story.

When magic is mysterious, it creates wonder.

When magic has rules, it creates strategy.

Now the tension isn't "What is happening?"

It's "How will they use the system?"

Neither approach is wrong.

Hard magic creates clever problem-solving.

Soft magic creates awe.

But here's the difference:

Mystery invites imagination.

Systems invite analysis.

And modern fantasy leans toward systems because audiences like structure. We like understanding how things work.

But sometimes...

Not knowing is the point.

Because the less you explain magic,  
the more room the reader has to feel it.