

Name \_\_\_\_\_



## Cursed Wishes

On a stormy night, the White family sat in their warm home, listening to an old soldier, Sergeant-Major Morris, tell a chilling tale about a strange object—the monkey's paw. "It grants three wishes," he explained, "but beware, for it brings misfortune to those who use it."

The monkey's paw, an old, shriveled thing, had been cursed by a mysterious fakir. He believed that people should not meddle with fate, so he placed a spell on the paw to teach them a lesson. Mr. White, ignoring Morris's warnings, kept the paw and made a wish for two hundred pounds.

At first, nothing happened. The family laughed at the idea, thinking it was only a silly superstition. But the next day, tragedy struck. A man from the factory where Herbert worked arrived with terrible news—Herbert had died in an accident. The company offered the Whites two hundred pounds as compensation. The wish had come true, but at a dreadful cost.

Grief took hold of Mrs. White. Unable to accept Herbert's death, she begged her husband to make a second wish—to bring their son back to life. Trembling, Mr. White lifted the monkey's paw and whispered the wish.

A heavy silence filled the room. Then, a slow, dragging knock echoed at the door. Mrs. White ran to open it, but Mr. White, gripped by fear, fumbled to find the monkey's paw. He made a final wish just as the door creaked open. When Mrs. White pulled it wide, no one was there.

The monkey's paw symbolizes the danger of trying to change fate. The Whites' wishes all came true, but in the worst ways possible. The story warns that interfering with destiny can lead to disaster. Some things are not meant to be changed, and the price of doing so may be far greater than anyone expects.