

The Magic of Making

Story By: Andrew Frinkle

Duncan was getting his lessons in magic from Meerfus the Magician, and one thing he was very curious about was the types of magic. He decided it was as good a time as any to ask. “We can make wands, but why don’t we make rings, magic swords, and potions?” Duncan asked his master.

Meerfus smiled at the question. Understanding one’s limitations was very important, and a great lesson to learn. “Well, we could make them, but with only limited success. Our success with wands is very high, but with rings and potions it might be one successful attempt in a handful of tries. That gets tiring to do.”

Duncan had a disappointed look on his face, and he needed to know the whole truth. “But we could make a potion if we had to?”

“Yes, but witches and warlocks are better at it. They aren’t much good at wands, though. Brooms, they do well at.” Meerfus admitted, pulling at his beard.

“I don’t much care about brooms, but magic swords that never get dull, or arrows that never miss their targets – those are very interesting to me.” Duncan’s eyes lit up.

“Ah, but you were born with talents in working natural materials. When I found you as a young lad, you were playing with a grasshopper and a twig you’d unknowingly worked some magic into. If you were meant to work metals, you’d have been using a spoon, a knife, or a fork to do it. You are naturally drawn to wands, and that is part of why I chose you as my student.”

“I will never make a magic set of armor or a pair of flying shoes then.” Duncan said with a sigh.

Meerfus let out a great belly laugh. “Magic armor is heavy and expensive, even if it’s magical. It’s better to have a wand that makes your skin as hard as steel for a short time. You don’t have to worry about skin rusting! Flying shoes are just plain ridiculous. You’d fall over and crash. It’s better to have a wand that gives you the ability to float or fall slowly. You can do the same thing with wands that you can do with any other piece of magic!”

“I guess that’s true, but those things impress people when they see them.”

Meerfus put a hand on the boy’s shoulder. “Duncan, you and I are not impressive. We’re not particularly tall, strong, or even handsome, though I have a splendid beard.”

“It’s true.” Duncan agreed. His master’s beard was a source of pride, and quite handsome in fact.

“The thing is... wands are versatile, useful, and easy to carry. A set of armor or a great sword can do but one thing, but a man can carry a dozen wands. Sometimes, the unexpected comes from small, insignificant items.”

Duncan suddenly felt very proud of his profession. He was the one and only assistant to the best-known wand-making magician in the whole region! People came from far away to have Meerfus make them a wand, but he still had more questions. “What about magic spells, the kind you don’t need items to use? Why can’t we just use words of power to shoot fireballs and freeze rivers?”

Meerfus chuckled. “That, my boy, is an entirely different story. These are dangerous things, not to be played with. Be happy with what you have and what you can do. Some things are not worth learning, for they will only do you harm.”

Duncan nodded, taking his master’s advice... for now at least. Someday, who knew what would happen?



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Use the information in the story to answer the questions below.

1. Which of these items did Duncan NOT ask about making?
 - A. magic swords
 - B. potions
 - C. rings
 - D. amulets

2. What is Meerfus' reason for NOT making those items?
 - A. They are too expensive.
 - B. The success rate is much lower.
 - C. They just don't have the powers.
 - D. They aren't interested.

3. According to Meerfus, witches are good at making what TWO things?
 - A. soup and potions
 - B. brooms and hats
 - C. potions and brooms
 - D. swords and sorcery

4. Why does Duncan feel proud of his profession toward the end of the story?
 - A. He realizes that he can make useful things, even if they aren't always flashy and cool.
 - B. He thinks he'll get paid well.
 - C. He just tries to agree with Meerfus.
 - D. He thinks he will get famous.

5. What does Meerfus warn Duncan to stay away from?
 - A. love potions
 - B. witches
 - C. mom's cooking
 - D. spells

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