THE BEGINNER'S GUIDE TO BEING A WIZARD

THE WIZARD AT A GLANCE

(Magus Veneficus)



GENERAL INFORMATION:

Has excellent memory, often remembering the location of hidden food and even individuals who have been kind to them.

KEY FEATURES:

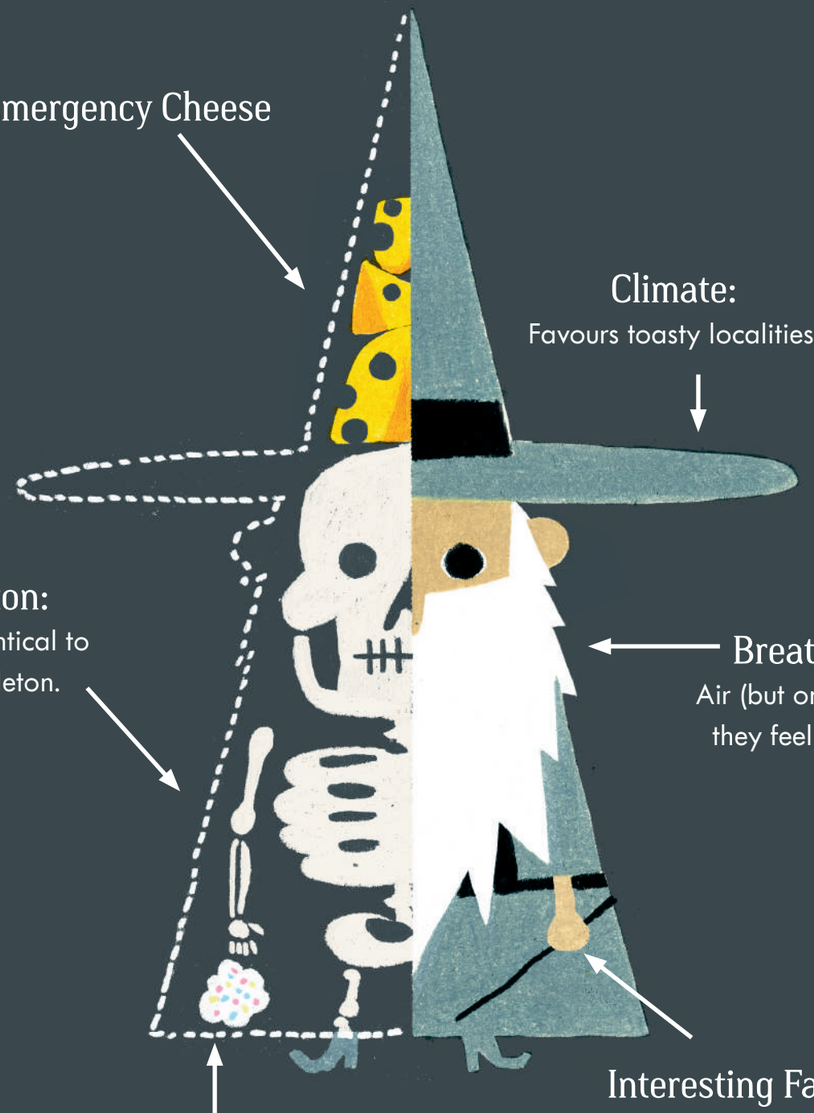
May emit a pungent scent in self-defence, especially when startled.

DIET:

Mostly cheese.
Also potions, which are just soup with consequences.
Also pickles.

HABITAT:

Typically lives in a tree. Or on a cloud. Or inside a kettle. Occasionally more than one wizard will live in a kettle, but each wizard has their own entrance.



NOTE:
This book will not sparkle.
It does not glow when you open it.
If it's glowing, close the book immediately.
Maybe try again tomorrow.

For Marshall Arisman,
the closest thing to a wizard I've ever known
K.N.

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First published in the USA by Flamingo Books, an imprint of Penguin Young Readers Group 2026.
This edition published in Great Britain by Puffin Books 2026. This edition published by arrangement with Flamingo Books, an imprint of Penguin Young Readers Group, division of Penguin Random House LLC.
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The art for this book was made using coloured pencil, acrylic wash, and Photoshop.

Printed in Spain

The authorized representative in the EEA is Penguin Random House Ireland,
Morrison Chambers, 32 Nassau Street, Dublin D02 YH68

A CIP catalogue record for this book is available from the British Library
ISBN: 978–0–241–82998–1

All correspondence to:
Puffin Books, Penguin Random House Children's
One Embassy Gardens, 8 Viaduct Gardens, London SW11 7BW

MIX
Paper
FSC® C018179

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Keith Negley

PUFFIN

So you want to be a wizard? **EXCELLENT CHOICE.**
The first thing you should know is wizards come in all shapes and sizes.
You do not need to be tall or have a beard.
You don't even need a pointy hat (although it helps).



WIZARD TOOLS

To be a wizard you need only the following:

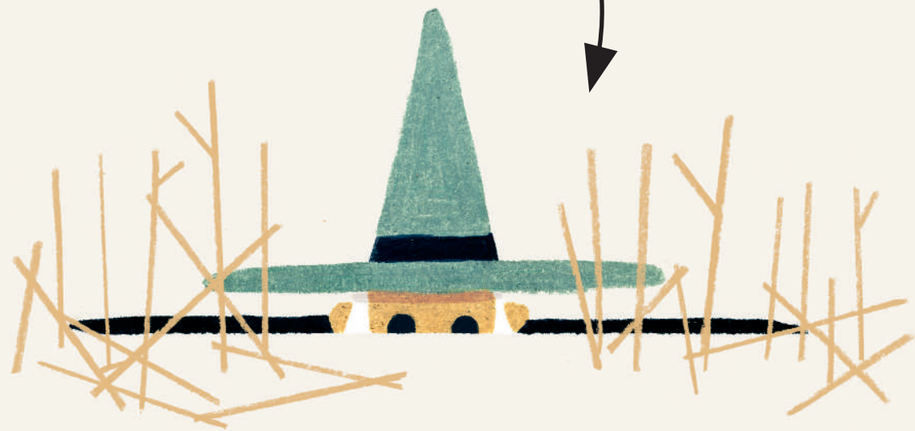


A Cloak
(A towel also works)



A Stick
(Not too pokey)

A Place
where no one is looking
(Stop looking)





And maybe
Snacks*

**If you do not have snacks, that is fine.*
Snacks are optional.

Next, you'll need a wand.
A wand is just a stick that feels good about itself.
Get your stick.
Say something nice to it, like "HELLO, GORGEOUS."
Then wave it.
If something explodes, it's yours.
If nothing happens, keep giving it words of encouragement.
(Some sticks just need time.)





FAMILIARS

You might consider getting a familiar as well.

A familiar is a magical animal that doesn't judge you when you mess up.

Popular choices include:



Frog

(Jumpy, moist)



Cat

(Classic, grumpy)



Rat

(Loyal, squeaky)



Duck

(Good at maths)



Owl

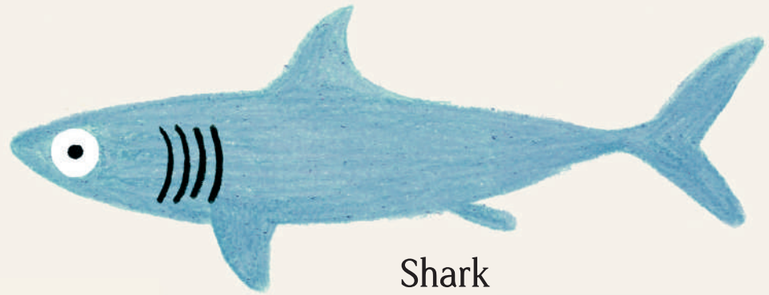
(Dramatic)



House Plant

(Great listener)

Less popular choices include:



Shark

(Pretends to know karate. Doesn't)



Octopus

(Lacks confidence)



Hamster

(Basically a rat but cheats at draughts)



Rock

(Kinda bossy)



A Fish

(In a bowl)



Gecko

(Not as smart as you'd think, uses your stuff without asking, bad at keeping secrets – maybe go with the frog)

Note: If your familiar starts talking, act surprised – they like that.

KEITH NEGLEY is the Kate Greenaway Award-nominated author-illustrator of *Tough Guys (Have Feelings Too)*, which *The New York Times* called "stylishly illustrated," and *My Dad Used to Be So Cool*, which received a starred review from *Publishers Weekly*, among others. Keith received his BFA from the Milwaukee Institute of Art and Design and his MFA from the School of Visual Arts in New York City. He lives in Washington with his family and cat, Cake Batter.

