

Ore is the next power useful for  
etecary. The induction for ore magic  
is~ousta so auni sē esta~Ore magic is  
useo, meaning it is brilliant for different  
aspects, as to say it will work just as  
efficiently on different kinds of tasks. ore  
magic works by petite, using the flavor of  
the atmosphere it is in, it will gain to it then  
by mystic it will attention to "done"  
ore means to make accomplished anything  
that may come done, when it is close to  
possible ore will gain towards it becoming  
fruition. Ore works on magnum, working ore  
magic means working on the functions-  
close, rear, in, and terminate. Close is the  
function meaning everything that is, should  
be known so that it can be accessed first  
rather than by gradual or eventual. Close is  
done by affirming all things at the prime of  
themselves. For example, roads, roads run  
to any place that are by it, houses, houses

keep occupants inside from the outside, sinners, sinners will derange things then mean to escape again. That is the way to close, understand anything at the prime of itself. Next is rear, rear is the way you would know how to prod or promote a thing, the elements, objects, attitudes, or even emotion. To execute rear, the close is good to know then after this much comprehension, it should be understandable what many factors could be gathered motivate a thing to work. In is the next thing to work with ore magic. In is the factor of covering or manifesting upon an object, as to making enough upon an object to control it or convince it. In is done by immersion, covering the object with the power, or teistran, building the way complete until something is calibrated in efficiency or in sync with it the building. Teistran must be built with the compliance of which environment objects

that are to work on them are in, the teistran would transmit the frequency of the environment implied. Then there is terminate, terminate is the application of making a thing appeal, or execute its function. To achieve terminate the physics of all parts would involved would need to be known, so that dictation could be done by the power being used to achieve an complete result, thus understanding, terminate. One would be done this way most effectively-1. see, 2. understand, because some factors may be different at times, 3. know, know the state of particular objects proposed to be in use (elements, energies, forces, objects, etc. 4. lace, begin around the object (what ever may be proposed upon) with building of properties that will accomplish aimed outcomes, 5. make, to make it is nessecary to construct dicate that comes to result, 6. - power, to power or produce is to see the

way from an outcome to result with as much as it could be possible (bringing, increasing, turning up or matching, that way), the ways to power would be in tuning to understand how many factors could be compatible to powering the result or termination.

These are some spells that should be helpful for etecary. and some examples of how ore works best.

rend

1. move-aberti aun nos (move the part)

2. reach-abert au en (reach the part)

3. reek-austi san no (move the part apart)

4. end fight-ende aun no es tot en noto col aud donna

5. end try-ensa aun no en not tō aunto see

6. start (energy)-ente ah es so al ti es eso os

run

1. reem-austa so ente (send the way

though)

2.em-enti so etta(block the way across)

3.en-ente so al(bring the way to, or to it)

4.enter for charge( for what may be done then)-austa soben al ende tō es an enda toasta se que

5.release or extract-enda aun no sé etta so al

6.stalk or force(for stack or force stack)-essa al enda aun o otta es ah real

1.eine-austa so el esta os(bring the way of as it is on)

2.ein-enta es os ose(put the working over on)

3.es-austa es austa en(bring the as it is,bring it on)

4.change the place(atmosphere or environment)-austa a os en aunta sé

5.change the way-austa sé aunta see os

6.make it that way-austa see este os

right

1.may-austa sē emma(bring the the known right)

2.not-austa sé en(bring the rather on)

3.or-oble see en ness(rather all the way to the way it is done there)

4.away-os es iss

5.hard-enta so

6.more power(power up or extract ready powers)-ista sa esta done

1.on-austa sé (bring it on)

2.in-austa sē sé (bring in the it)

3.an-ant an al(be that way to it)

4.cover and design-ente es nos so es al essa

5.enter and see-austa sé iss essa aus os

6.move(where you want to)-anda aun onto es mes essa

This has been lesson on ore magic

