ObjectName: Room

ObjectNumber: 1

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Book Ready

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: Unknown

Label: Room 1

Title: Book Ready

Details: Being ready for the rest of this book.

Principle: Book ready.

Agenda: Book ready.

Action: Book ready.

Information: Book ready.

Room 1: Book Ready

 Being ready for the rest of this book.

Principle 0.0: Writing Item

This book is designed that people have tons of room to write/draw in it. You need a pen or something similar for Enchanting your book. You want a writing/drawing Item that allows for small writing/drawing. After this book is finished, you want to have left room for others to use this book.

Principle 0.1: Pick A Writing/Drawing Item

 Many different things work. Pen…pencil. I like pen more than pencil. Because sometimes, pencil marks smear, and become no longer visible. I like markers, however some markers damage the book. You could use a crayon, however you might also take notes while you read book. I really have not experimented with writing Items. Runes Writing Items is a major thing.

Principle 0.2: Note Taking

 In learning it is often useful to write notes. However in Wizardry, we recognize that it is a Spell to write notes, and therefore is even more useful than people know. It is a great Connection Spell to write a lesson down, or write notes on it. It will be part of your Enchanting training throughout this book. It will also train Connection Spells, General Wizardry, Runes Writing, and more. You should take notes on this book, as you read it.

Principle 0.2: Pick a Notebook or Something

 You should pick a single notebook for taking notes on this book. Typing notes is good enough too. There may be other ways to take notes.

ObjectName: Spell ObjectNumber: 0

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Book Connection Spell 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-3-2021

Label: Action 1 Spell

Title: Book Connection Spell 0

Details: Go through the pages you have done so far. On all of them, make some small drawing of a symbol or something else. Keep it small. You want to leave room for other people someday. No negative Runes. This Spell builds on your Connection to this book. This book builds on your Connection to Wizardry. You go up Levels from doing this Spell. Don’t spend to much time on your drawings/symbols. Quick, quick, quick is the best on this Spell. This Spell Enchants your book a bunch. The main purpose of this Spell is to teach basic Spell information. You don’t want to do the same symbol, over and over. You want to add complexity, so you want to do a few different symbols, if you choose symbols. Different drawings, if you do drawings. Not the same drawing over and over. Not the same symbol over and over. Your own personal Symbol, 10% of the time, would be more than complex enough, and would be great.

Principle: Spell Learning Agenda: Spell Learning

Action: Spell Learning Information: Spell Learning