ObjectName: Room ObjectNumber: 19

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Spell Example 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 6-12-2021

Label: Room 19

Title: Spell Example 0

Details: Large Spell Example…

Principle: Large Spells.

Agenda: Large Spells.

Action: Large Spells.

Information: Large Spells.

Room 14: Spell Example 0

 Large Spell Example…

Action 0: Containers Get

 Get containers that are air tight, and good for Keeping Water. I hate glass, because glass breaks. If you can get the nice, unbreakable glass, that’s great.

Principle 0: Containers

 Containers are over looked by people. Containers are awesome, and a major Item in Wizardry. You always want nice Containers. Nice Containers are Enchanted Containers, not expensive materials.

Action 1: Enchant Containers

 Enchant the Containers you Collected. Do this for a Week. Clean the inside, and the outside once a day. If your Container is right, you can use soap. If someone were to drink from it, they should taste water, not soap, and it should be ok to drink from the Item.

Principle 1: Spells

 If your going to Enchant Items, you first start by Enchanting Locations, and Enchanting Containers. You Enchant Locations to Age stuff. And you Enchant the Containers you are going to Age the stuff in.

Action 2: Enchant Location

 To Enchant a Location for Ageing your Containers, you should Clean the Items at the Location. Do this for a week. Do this while you are Ageing your Containers. The first Containers that come out of your Location, are awesome. Then you get, not so good a Location until you have Built up the Location.

Principle 2: 1 Week Later

 1 Week Later: Once you have Improved the Containers, now you can use them to Collect Water in a super awesome way.

Action 3: Collect Water

 Collect Water. Think Words “Collect Collect.” Then pause for a moment and think again “Collect, Collect”. Do this while you are Collecting Water. Bow each time you think “Collect, Collect.”

Principle 3: Collect Collect

 “Collect, Collect” is best I can think of, so far. Why, is because you could use same phrase on Collecting all things. Something that works on all things sounds the best. Build up Collecting Levels is one reason this Chant is best. For other reasons too this Chant is awesome.

Action 4: Age the Water

 Put Collected Water in your Improved Containers. Then Age the Collected Water for 1 week. Age Items in the same Location you Aged the Containers. This will build up your Location and be better for Ageing the Water. Each day, Clean the outside of the Containers. And shake up the Water some. At the end of the Ageing process it should be ok to drink the water. Though that is not what you should do with it. This time we are going to use the water in this Spell, not drink it.

Principle 4: 1 Week Later

 Its been 2 Weeks. You now have decent, “Improved Water”. If you did a longer Ageing you would get better Water. You also have a much better Location to Enchant things too.

Action 5: Enchant the Location

 Use some of the water on Enchanting the Location. It is dangerous using Water around Electronics, and Electrical Sockets and stuff. Some tables are Antiques and your not supposed to get Water on them. If you are not going to damage the table….. use your Water to Clean the table. If you have shelfs, Clean them. Use your Improved Water all over the Location. Use Improved Water to Clean your Containers. Not for Improving Containers. You do the Containers, because we are going to use them again, to further Enchant the Location.

Action 6: Refill Your Containers

 If there is any water left, keep it. Once again collect water into the Containers. Then repeat the Ageing process all over again, for 1 week.

Principle 5: 3 Weeks In

 Its been 3 Weeks now. You have done 3 Weeks of Enchanting. And now have got your Location into something super nice. Enchantments take time to grow.

Principle 5: Spells

 Enchanting other Items can go this way. If it is ok to Clean the Item. Sometimes it is ok to polish the Item. You would want to build up an even better Location, by placing about it. Items that increase its Enchanting Level. One of your first Water Containers would be great.

Principle 5: Cleaning

 Cleaning things is one of the best ways to Enchant it. Some things only experts clean. You should never clean something that is supposed to be cleaned by an expert. Cleaning can do damage to a thing, so you must exercise caution when cleaning things.