ObjectName: Room ObjectNumber: 25

Maker: Tome Of The Yellow Wizard

Model: 0

Name: Random More 0

Rank: 0

SerialNumber: 0

Level: 3(Needs Expert To Improve Level)

Score: 1

Birth: 6-28-2021

Label: Room 25

Title: Random More 0

Details: More…

Principle: More.

Agenda: More.

Action: More.

Information: More.

Room 14: Random More 0

 More…

Principle 0.0: Powerful Spells

 1-Write Keyword 10 times, over and over. This spell is ultimate, the first time you do it. After that, it does less. Keyword must be a main Keyword, like Football, Chess, Gaming, Education, Gardening. This Spell is good for Experts and Students. Maybe do, every few years, would be the story of the Expert at Keyword. And 10 times as a Student of Keyword. Chess Experts should do, once, every few years. And Chess Students, while Students, should do 10 times.

Principle 0.0: Star Wars Update

 …”a Jedi can feel the Force, flowing through them.”…translates as

“a Chess Expert, can feel the Chess, flowing through them.”. All the Star Wars movies, you can replace the Words (Jedi), and (Force), with…(Chess Expert), and (Chess), to get this ultimate Chess stuff. This works on most our Main Keywords… Football, Education, Gaming, Gardening, City Guard, Programming, Biology, Medicine….on and on.

Principle 0.0: Shrine Charm

 All Shrines are a Shrine Charm. Often, they stay in one place, and you seldom have to carry around. Because of this, they are especially nice Charms.

Principle 0.0: Shrine Charm

 A Shrine can be a Shrine to anything. It is always recommended to add 1 religious item to the Shrine. If you put a mini-football Charm at the Shrine, you make the Shrine a Football Shrine. If you put a Chess piece at the Shrine, you make it a Chess Shrine. A Shrine can be to many things at the same time.

Principle 0.0: Religious Shrines

 Religious Shrines are often only Religious Shrines, with Religious Items.

Principle 0.0: Charms

 The most ultimate Chess Mini Charm, would be one that is Chess Level 4, and the person is Level 4 or better in Chess, and the person has fully Tamed the Charm. This would give 10% boost to Chess games. If you do ultimate Chess Shrine Charm, you can get the 10% too.

Principle 0.0: Tap Into

 It takes more Power, to Tap Into more Power, you cant do a mini-Chess Charm, and a Shrine Chess Charm, and get 20%. They don’t Stack. Instead, the best you would get is 13%.

Principle 0.0: Keeping

 Keeping Shrines, builds Connections to things. It does this feat, without a person doing much at all. It is recommended to Clean Shrines, if your not going to damage the Shrine. Dust, once a month, sounds nice.

Principle 0.0: Shrines

 A Shrine is a great place, to Keep, and Age Charms.

Principle 0.0: Shrines

 The laws of physics can change. One example is… the physics of Elder Angels, is different than everyone else.

Principle 0.0: Powerful Spells

 One Action that has been done a billion times is Bow. Bow can be used a lot, and should be. Sometimes I do Bow Spell. I do think “Bow, Bow, Bow”, and I do a slight Bow 3 times. Then I pause, and then do again. I do Controlled Breathing, where I think about, and Control my Breathing, as a part of the Spell. Its not so important what Breathing pattern I do, its important to Control it, to think about it and Control it.

Principle 0.0: Tapping Into Power

 It takes more Power, to Tap Into more Power. You can’t fully Tap Into 10 Football Charms at the same time. Doing more than 1 Football Shrines probably won’t help. Doing more than 1 Football mini-Charm, probably won’t help either. It is probably right to have 1 Football Shrine, and 1 Football mini-Charm.

Principle 0.0: Powerful Spells

 Its real easy to make a Football Shrine, by putting a Football at the Shrine, or Football Charms at the Shrine. Or Football related Items.

Principle 0.0: Powerful Spells

 Its real easy to make a Football mini-Charm. Rub anything against a Football for an hour. You then can improve it, by doing more Rub, over 3 months, or find some other way.

Principle 0.0: Powerful Spells

 A Human, doing manual Enchantment of Football is a huge thing. A person Rubbing the Charm against a Football is bigger than a machine doing it. This huge Power allows anyone to make nice Football Charms in 1 hour. And grow them huge over 3 months.

Principle 0.0: Spells

 It seems there are 2 types of Spells. Spells for Training up Levels. And Spells for Using Levels. You would only do the Spells for Using Levels, once you have trained up the Levels.

Principle 0.0: Disconnecting

 Throughout movies and books, you will find a line that goes something like this…”…clear your mind.”. There are Secrets behind this line. One Secret is that sometimes, instead of Connecting to something, sometimes you want to Disconnect from something. One major reason for Disconnecting, is to make Connecting to something else easier. First you Clear your mind(Disconnect from stuff), then you Focus on Chess(Connect to Chess), so that you can more fully Connect to Chess.

Principle 0.0: Scripture

 The story of an Elder Angel on Earth is Scripture. Good people, on Earth, are also the Grandchildren of God, their story’s are Scripture.

Principle 0.0: Powerful Charms

 The greatest of Charms is the Shrine. A person can build up huge Connections between mini-Charms, and the Shrine, by keep mini-Charm at Shrine(When not using). Then when you Tap Into the mini-Charm, you also Tap Into the Shrine. Is great Ageing by Keeping mini-Charms at Shrines too. The ultimate setup is a Shrine and mini-Charms that you keep at the Shrine(When not using). This creates a great ability to Tap Into the Shrine, and applies use of mini-Charms. Shrines Age whether you do anything or not. It is recommended to dust once a month or something. Some Shrines you are supposed to let an Expert Clean, because damage can be done. Old Shrines.

Principle 0.0: Grey Wizard

 I have come to understand that this book is not enough for me to hit Grey Wizard with. I have to Practice the Wizardry to get there.

Principle 0.0: Wizardry Practice

 I barely get any Body Exercise, which would be great for me. I do now do the ultimate Spell, Bowing and Controlled Breathing. Since I have just started training it, the Keyword while doing Bow, is “Bow”. I Bow 3 times, and each time think the Word Bow. Then I pause a moment, doing Controlled Breathing, and repeat. Once I have trained up Bow Levels, I will switch to Word Chi, while I Bow. This is Wizardry Practice.

Principle 0.0: Powerful Spells

 After Word Chi, one might be writing a Wizardry Book, and switch to the Word Wizardry. When a person’s brain is fried, thinking about their Wizardry Book, they can use Bow Spell with Keyword Wizardry, to fix their fried brain. This is an attempt to explain how Keywords work. If your brain were fried about something else, you would do a different Keyword.

Principle 0.0: Powerful Spells

 When a person use’s Keyword Wizardry, you get all kinds of Wizardry Positive’s. Like Recharge to certain Wizardry Batteries, or a blast that uses Wizardry Battery’s up, for training the batteries.

Principle 0.0: Powerful Spells

 I once did Bow, Bow, Bow, with Keyword Wizardry. When my mind was fried about this book. It seemed like it helped me a little. I haven’t trained it up yet though.

Principle 0.0: Powerful Spells

 Remember to do the Controlled Breathing too.

Principle 0.0: Powerful Spells

 If I fully Practiced my Wizardry Level 4, I could get to Grey Wizard in 6 months. Since I do only a bit, its going to take me longer. Doing this book helped a lot. I learned a lot, while doing this book.

Principle 0.0: Powerful Gestures

 The first place prize on Gestures is the Bow. It is the ultimate Spell Gesture. It can be combined with hand Gestures as well.