ObjectName: Room

ObjectNumber: 3

Maker: Spell Collection 0A

Model: The Core 10 Spells 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 10-15-2021

Label: Room

Title: The Core 10 Spells

Details: The Core 10 Spells…

Principle: Powerful Spells…

Agenda: Powerful Spells…

Action: Powerful Spells…

Information: Powerful Spells…

Room 3: The Core 10 Spells

 The Core 10 Spells…



Item Group 0: Principles

Principles…

Principle 0: The following 10 Spells are a Collection known as “The 10 Core Spells”.

Principle 0: These Spells are Powerful Spells, and Powerful Spell Parts.

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0A

Model: Spell 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 0A

Details:

Think a Keyword or Keywords 1 time. All Spell 0A’s are Think a Keyword or Keywords 1 time.

Example 1: Wizardry Spell 0A would mean to think the Keyword “Wizardry” 1 time.

 Example 2: Chess Spell 0A would mean to think the Keyword “Chess” 1 time.

Example 3: Chess Skill Spell 0A would be to think the Keywords “Chess Skill” 1 time.

Note: Wizardry Spell 0A Summons Wizardry Energy. Chess Spell 0A Summons Chess Energy.

Principle: Powerful Spell

Agenda: Powerful Spell

Action: Powerful Spell

Information: Powerful Spell

ObjectName: Spell Item

ObjectNumber: 1

Maker: Wizardry Practice 0A

Model: Spell 1A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 1A

Details:

Write a Keyword or Keywords 1 time.

Example 1: Wizardry Spell 1A would be to Write the Word “Wizardry” 1 time.

Example 2: Chess Spell 1A would be to Write the Word “Chess” 1 time.

Example 3: Chess Skill 1A would be to Write the Words “Chess Skill” 1 time.

Note: When using this Spell a Person should always do 10 Rounds of this Spell. Where you Write the Keyword/Keywords 10 times.

Principle: Powerful Spell

Agenda: Powerful Spell

Action: Powerful Spell

Information: Powerful Spell



ObjectName: Spell Item

ObjectNumber: 2

Maker: Wizardry Practice 0A

Model: Spell 2A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 2A

Details:

Also known as Bow Spell 2A. This Spell is to Bow 1 time.

Note: Bowing is the same as waving a Wand around. It is a Body Gesture used in Spells.

Principle: Powerful Spell

Agenda: Powerful Spell

Action: Powerful Spell

Information: Powerful Spell



ObjectName: Spell Item

ObjectNumber: 3

Maker: Wizardry Practice 0A

Model: Spell 3A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 3A

Details:

Also known as Breathe Spell 3A. Control your breathing….Breathe in 1 time, then Breathe out 1 time.

Note: Enchanted Breathing is important. This Spell Summons Breathing Energy, and Enchants a Persons Breathing.

Principle: Powerful Spell

Agenda: Spell Powerful Spell

Action: Powerful Spell

Information: Powerful Spell



ObjectName: Spell Item

ObjectNumber: 4

Maker: Wizardry Practice 0A

Model: Spell 4A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 4A

Details:

Also known as Fists Spell 4A. Make Fists or make a Fist. Don’t squeeze hard. Do this for 1 second or close to 1 second.

 Note: A Person should mostly do a minimum of 5 seconds or close to 5 seconds.

 Note: This Spell is like Bowing, it is a Body Gesture.

Principle: Powerful Spell

Agenda: Powerful Spell

Action: Powerful Spell

Information: Powerful Spell



ObjectName: Spell Item

ObjectNumber: 5

Maker: Wizardry Practice 0A

Model: Spell 5A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 5A

Details:

Also known as Palms Spell 5A. Put the Palms of your Hands together…like in prayer or like in Meditation. Don’t push hard. Do this for 1 second or close to 1 second. Don’t push hard.

 Note: Its unlikely that you should only do 1 second or close to one second. Try more like at least 5 seconds.

 Note: This is another Body Gesture.

Principle: Powerful Spell

Agenda: Powerful Spell

Action: Powerful Spell

Information: Powerful Spell



ObjectName: Spell Item

ObjectNumber: 6

Maker: Wizardry Practice 0A

Model: Spell 6A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 6A

Details:

Also known as Repeat Spell 6A. All Spells are both Spells and Spell Parts. Spell 6A is to repeat a Spell over and over. Repeating over and over something, is a Spell, and Spell Part.

 Note: Repeating Spells over and over is a major thing of Wizardry.

Principle: Spells Powerful

Agenda: Spells Powerful

Action: Spells Powerful

Information: Spells Powerful



ObjectName: Spell Item

ObjectNumber: 7

Maker: Wizardry Practice 0A

Model: Spell 7A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 7A

Details:

 Also known as Pause Spell 7A. This means to Add a Pause during Actions.

 Note: Pause can be a Body Gesture.

Principle: Spell Powerful.

Agenda: Spell Powerful.

Action: Spell Powerful.

Information: Spell Powerful.



ObjectName: Spell Item

ObjectNumber: 8

Maker: Wizardry Practice 0A

Model: Spell 8A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 8A

Details:

Also known as Charm Spell 8A. Hold a Charm in your hand(If you won’t do damage). Squeeze it if that won’t do damage to it. Don’t squeeze hard.

Note: Never touch a Charm that is fragile, there are other ways to Connect to it. Some Charms are no touch Charms. Don’t touch them. Antiques often are no touch Items. Some Items are no touch Items.

Principle: Spell Powerful

Agenda: Spell Powerful

Action: Spell Powerful

Information: Spell Powerful



ObjectName: Spell Item

ObjectNumber: 9

Maker: Wizardry Practice 0A

Model: Spell 9A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-5-2021

Label: Action

Title: Spell 9A

Details:

Speak a Keyword or Keywords 1 time. All Spell 9A’s are Speak a Keyword or Keywords 1 time.

Example 1: Wizardry Spell 9A would mean to Speak the Keyword “Wizardry” 1 time.

Example 2: Chess Spell 9A would mean to Speak the Keyword “Chess” 1 time.

Example 3: Chess Skill Spell 9A would be to Speak the Keywords “Chess Skill” 1 time.

 All Spell 9A’s are this same pattern.

Note: This Spell/Spell Part is not recommended when you Make new Sorcery Spells. Chess Spell 1A is a very Powerful Spell Part and makes Chess Spell 9A not very useful. For many reasons Speaking is often discouraged in Spells.

Principle: Spell Powerful

Agenda: Spell Powerful

Action: Spell Powerful

Information: Spell Powerful

