ObjectName: Room

ObjectNumber: 4

Maker: Wizardry Practice 0A

Model: The Standard 10 Spells 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-25-2021

Label: Room

Title: The Standard 10 Spells

Details: Powerful Spells…

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.

Room 4: Standard 10 Spells

 Powerful Spells…



Principle 0: This set of Spells is known as “The Standard 10”.

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0A

Model: Spell 10A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-5-2021

Label: Action

Title: Spell 10A

Details:

A Spell 10A means to Write a Keyword or Keywords 10 times.

Example 1: Wizardry Spell 10A would be to Write the Keyword “Wizardry” 10 times.

 Example 2: Chess Spell 10A would be to Write the Keyword “Chess” 10 times.

 Example 3: Chess Skill Spell 10A would be to Write the Keywords “Chess Skill” 10 times.

Principle: Spell Powerful.

Agenda: Spell Powerful.

Action: Spell Powerful.

Information: Spell Powerful.







ObjectName: Spell Item

ObjectNumber: 1

Maker: Wizardry Practice 0A

Model: Spell 11A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-5-2021

Label: Action

Title: Spell 11A

Details:

A Spell 11A means to Bow 3 times. Each time you Bow, you Think the Keyword or Keywords in your Mind. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it.

 Example 1: Chess Spell 11A is Bow 3 times. Each time you Bow, you think the Keyword “Chess”. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it.

Example 2: Chess Skill Spell 11A is Bow 3 times. Each time you Bow, you think the Keywords “Chess Skill”. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it.

Note: Breathe in or a Breathe out is fine. You don’t need both during the Pause.

Note: When you Bow you gain 1 point of Bow Level gain. When you Fuse Think Keyword Bow, with a Bow…you gain 3 points of Bow Level gain. 1 point for the Bow. 1 point for the Think Keyword Bow. And 1 point for the Fusion of the two things.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.



ObjectName: Spell Item

ObjectNumber: 2

Maker: Wizardry Practice 0A

Model: Spell 12A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-26-2021

Label: Action

Title: Spell 12A

Details:

 Spell 12A is a Fusion of Spell 11A and Fists Spell 4A. This Spell is the exact same as Spell 11A, except we Make Fists or a Fist.

A Spell 12A is Make Fists or a Fist. Don’t squeeze hard. Then Bow 3 times. Each time you Bow, you Think the Keyword or Keywords in your Mind. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it. You Make Fists or a Fist during the whole Spell.

 Example 1: Chess Spell 12A is Make Fists or a Fist and Bow 3 times. Don’t squeeze hard. Each time you Bow, you think the Keyword “Chess”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep Fists or a Fist the entire Spell.

Example 2: Chess Skill Spell 12A is Make Fists or a Fist and Bow 3 times. Don’t squeeze hard. Each time you Bow, you think the Keywords “Chess Skill”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep Fists or a Fist the entire Spell.

Example 3: Wizardry Spell 12A is Make Fists or a Fist and Bow 3 times. Don’t squeeze hard. Each time you Bow, you think the Keyword “Wizardry”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep Fists or a Fist the entire Spell.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.



ObjectName: Spell Item

ObjectNumber: 3

Maker: Wizardry Practice 0A

Model: Spell 13A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-26-2021

Label: Action

Title: Spell 13A

Details:

 Spell 13A is a Fusion of Spell 11A and Palms Spell 5A. This Spell is the exact same as Spell 11A, except we put the Palms of our Hands together. Like in Meditation or prayer.

A Spell 13A is put the Palms of your Hands together. Then Bow 3 times. Each time you Bow, you Think the Keyword or Keywords in your Mind. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it. You keep the Palms of your Hands together the entire Spell.

Example 1: Wizardry Spell 13A is put the Palms of your Hands together. Like in Meditation or prayer. Bow 3 times. Each time you Bow, you think the Keyword “Wizardry”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep the Palms of your Hands together the entire Spell.

Example 2: Chess Spell 13A is put the Palms of your Hands together. Like in Meditation or prayer. Bow 3 times. Each time you Bow, you think the Keyword “Chess”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep the Palms of your Hands together the entire Spell.

Example 3: Chess Skill Spell 13A is put the Palms of your Hands together. Like in Meditation or prayer. Bow 3 times. Each time you Bow, you think the Keywords “Chess Skill”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You Keep the Palms of your Hands together the entire Spell.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.

ObjectName: Spell Item

ObjectNumber: 4

Maker: Wizardry Practice 0A

Model: Spell 14A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-29-2021

Label: Action

Title: Spell 14A

Details:

 Spell 14A is a Fusion of Spell 12A, and Spell 13A. It is the exact same as Spell 13A, except you Make a Fist with one Hand, and then put it against the Palm of your other Hand. Then Bow 3 times. Each time you Bow, you Think the Keyword or Keywords in your Mind. At the end of the 3 Bow’s you Pause. During Pause, you do a Controlled Breathing. Where you think about your Breathing and Control it. You keep a Fist into the Palm of the other Hand the entire Spell.

Example 1: Wizardry Spell 14A is Make a Fist with one Hand, and then put it against the Palm of your other Hand. Bow 3 times. Each time you Bow, you think the Keyword “Wizardry”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You keep a Fist into the Palm of the other Hand the entire Spell.

Example 2: Chess Spell is Make a Fist with one Hand, and then put it against the Palm of your other Hand. Bow 3 times. Each time you Bow, you think the Keyword “Chess”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You keep a Fist into the Palm of the other Hand the entire Spell.

Example 3: Chess Skill Spell 14A is Make a Fist with one Hand, and then put it against the Palm of your other Hand. Bow 3 times. Each time you Bow, you think the Keywords “Chess Skill”. At the End of the 3 Bows you Pause. During Pause you do Controlled Breathing(Think about your Breathing and Control it). You keep a Fist into the Palm of the other Hand the entire Spell.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful

ObjectName: Spell Item

ObjectNumber: 5

Maker: Wizardry Practice 0A

Model: Spell 15A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 9-29-2021

Label: Action

Title: Spell 15A

Details:

 Also known as Rub Knuckles Spell 15A.

 Make Fists and rub your knuckles together. Don’t push hard. There should be sound when you do this.

 Note: This Spell is Loud and Drains a lot of Energy.

Note: This Spell builds Energy in the Hands.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful



ObjectName: Spell Item

ObjectNumber: 6

Maker: Wizardry Practice 0A

Model: Spell 16A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 10-15-2021

Label: Action

Title: Spell 16A

Details:

 Also known as Rub Charm Spell 16A. This Spell is Rub a Charm with your Hand. Most of the time you want skin on Charm contact. Meaning don’t wear Glove Items.

 Note: One thing is Spell can do is build up Energy in a Charm.

 Note: If you are an Expert at Chess you can easily use this Spell with Think Keyword Chess over and over…to give the Charm a Chess Enchantment.

 Note: Some Enchantments Grow faster than others. Experts can do Enchantments that Grow faster.

 Note: Even if not a Chess Expert, a Person can use this Spell to give a Charm a Chess Enchantment.

 Note: This Spell also can be used to build on already existing Enchantments.

 Note: A Person can use this Spell to Drain a Charms Rechargeable Battery.

 Note: This Spell can be used to Tame a Charm.

 Note: This Spell has many different uses. Probably more than what’s listed here.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful



ObjectName: Spell Item

ObjectNumber: 7

Maker: Wizardry Practice 0A

Model: Spell 17A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 10-15-2021

Label: Action

Title: Spell 17A

Details:

 This Spell is a Fusion of Palms Spell 5A and Spell 16A. You put the Palms of your Hands together. Like in Meditation or prayer. Then you Rub your Hands together.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful



ObjectName: Spell Item

ObjectNumber: 8

Maker: Wizardry Practice 0A

Model: Spell 18A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 10-15-2021

Label: Action

Title: Spell 18A

Details:

 When you’re an Expert or Higher at something you can bless things. One way is to Bow 10 times over the Charm. Each time you Bow, you think the Keywords.

 Example 1: Wizardry Spell 18A is Bow over a Charm 10 times. Each time you Bow you Think the Word “Wizardry”.

 Note 1: More than 1 Blessing…from the same {erson…has no use. You can only get 1 Blessing out of a Person.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful



ObjectName: Spell Item

ObjectNumber: 9

Maker: Wizardry Practice 0A

Model: Spell 19A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 10-15-2021

Label: Action

Title: Spell 19A

Details:

 Make a Temple Devoted to something. Do this by having many Shrines in the Temple. Many Shrines means Temple. There are really nice Spells found later in this book for quick creating nice Shrines.

 Example 1: Wizardry Spell 19A is to Make a Wizardry Temple. It will require at least a few Paper Wizardry Shrines. Those Spells are found later in the book.

Example 2: Chess Spell 19A is to Make a Chess Temple. It will require at least a few Paper Chess Shrines. Those Spells are found later in the book.

 Note: A bunch of Shrines unlocks the Temple Enchantment Level 1.

 Note: A Temple is a Charm. Charms Grow on their own. Soon the Temple will be a Level 2 Temple.

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful

