ObjectName: Room

ObjectNumber: 6

Maker: Wizardry Practice 0A

Model: More Spells 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 12-6-2021

Label: Room

Title: More Spells

Details: Powerful Spells…

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.

Room 6: More Spells

Powerful Spells…

Shape, square

Description automatically generated

Information 0: More Spells

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0B

Model: Bow Breathe Combo 0A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 11-7-2021

Label: Action

Title: Bow Breathe Combo 0A

Details:

Do 1 Round of Bow Spell 11A, then do 1 Round of Breathe Spell 11A.

This is the ultimate Bow, and Breathe Levels Training Spell.

You use this Spell until you have Trained up Bow Levels, and Breathe Levels.

Once a Person Trains up Bow Levels they never use Bow Spell 11A again.

Principle: Spells…

Agenda: Spells …

Action: Spells …

Information: Spells …

Shape, square

Description automatically generated

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0B

Model: Sign 0A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 12-6-2021

Label: Action

Title: Sign 0A

Details:

Use Sign Language and do the Keyword.

Example 1: Bow Sign 0A is do the Sign Language for the Keyword “Bow”.

Example 2: Breathe Sign 0A is do the Sign Language Keyword “Breathe”.

Principle: Spells…

Agenda: Spells …

Action: Spells …

Information: Spells …

Shape, square

Description automatically generated

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0B

Model: Sign 1A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 12-6-2021

Label: Action

Title: Sign 1A

Details:

Use Sign Language and Spell out the Keyword in Sign Language.

Example 1: Bow Sign 1A is make a “B”, then a “O”, and then a “W”.

Example 2: Breathe Sign 1A is make a “B”, then a “R”, “E”, “A”, “T”, “H”, “E”.

Principle: Spells…

Agenda: Spells …

Action: Spells …

Information: Spells …

Shape, square

Description automatically generated

ObjectName: Spell Item

ObjectNumber: 0

Maker: Wizardry Practice 0B

Model: Bless 0A

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: 12-24-2021

Label: Action

Title: Bless 0A

Details:

Bless 0A is to Bless a Item with a Specific Blessing.

Example: Wizard Bless 0A is to Bless an Item with a Wizard Blessing.

A Person has to be an Expert to Bless an Item.

Example: You must be a Level 4 Wizard to do a Wizard Blessing.

Chess Bless 0A is be an Expert at Chess and Bless an Item with an Extra Chess Enchantment.

Blessed Items gain an Enchantment.

Principle: Spells…

Agenda: Spells …

Action: Spells …

Information: Spells …

Shape, square

Description automatically generated

ObjectName: Spell Item

ObjectNumber: 0

Maker: Unknown

Model: Push Up

Name:0

Rank:0

SerialNumber: 0

Level:0

Score:0

Birth: Unknown

Label: Action

Title: Push Up

Details:

A “Push UP” is something done in many Exercise programs.

Push Ups have a huge Global Level.

Push Ups have a huge military Enchantment.

Push Ups can be a worth while Action.

Push Ups are probably good Exercise on the Hands.

Principle: Spells…

Agenda: Spells …

Action: Spells …

Information: Spells …

Shape, square

Description automatically generated