ObjectName: Room

ObjectNumber: 10

Maker: Wizardry Practice 0A

Model: Spell 11A 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 12-23-2021

Label: Room

Title: Spell 11A

Details: All about Spell 11A…

Principle: Spell 11A Details.

Agenda: Spell 11A Details.

Action: Spell 11A Details.

Information: Spell 11A Details.

Room 8: Spell 11A

All about Spell 11A…

Shape, square

Description automatically generated

Item Group 0: Details

Spell 11A…

Principle: Spell 11A is Bow 3 times. Each time you Bow you Think the Keyword or Keywords. At the end of the 3 Bows you Pause for a moment. During Pause you do Controlled Breathing, which means you Control your Breathing.

Example: Energy Spell 11A would be to Bow 3 times. Each time you Bow, think the Keyword “Energy”. Then Pause for a moment. During Pause, do Controlled Breathing.

Example: Bow Spell 11A would be to Bow 3 times. Each time you Bow, think the Keyword “Bow”. Then Pause for a moment. During Pause, do Controlled Breathing.

Example: Breathe Spell 11A would be to Bow 3 times. Each time you Bow, think the Keyword “Breathe”. Then Pause for a moment. During Pause, do Controlled Breathing.

Principle: You use a Spell 11A by Repeating it over and over.

Principle: To use Spell 11A, a Person has to Train up Bow Levels.

Principle: It is a better Variation of Spell 11A to Make Fists or a Fist while you do the Spell 11A.

Principle: “Warm Up” Spells are a type of Spell/Action.

Principle: “Warm Up” Spells are Powerful Spells.

Principle: Athletes doing a stretching stage at first, is an example of a Warm Up Spell.

Principle: Spell 11A is good for being a Part of someones Warm Up Spells/Actions.

Principle: Life sometimes can come in stages.

Principle: Spell 11A is often very good at the Beginnings and Endings of stages.

Principle: It takes 2 hours to Train a Spell 11A. Chess Spell 11A takes 2 hours to Train.

Principle: A Person must Train and Enchant their Spell 11A first. Information can be found in Room 8.

Principle: At the end of a stage People are often Drained.

Principle: At the end of a stage People often need Recharge.

Principle: A good way to Recharge is to first Disconnect from things.

Principle: Disconnect Spell 11A for 10 seconds can be very useful.

Principle: It takes 2 hours to Train Disconnect Spell 11A.

Principle: Spell 11A is Sorcery.

Principle A Person can quickly get 1 Level of Sorcery out of doing Spell 11A’s.

Principle: Given enough time and effort A Person can get Level 2 - 3 Sorcerer with Spell 10A’s and Spell 11A’s.

Principle: Body Exercise and other factors can influence Sorcery Levels.