ObjectName: Room

ObjectNumber: 9

Maker: Wizardry Practice 0A

Model: Spell 10A 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 12-23-2021

Label: Room

Title: Spell 10A

Details: All about Spell 10A…

Principle: Spell 10A Details.

Agenda: Spell 10A Details.

Action: Spell 10A Details.

Information: Spell 10A Details.

Room 8: Spell 10A

 All about Spell 10A…



Item Group 0: Details

Spell 10A…

Principle: Spell 10A is Write a Keyword 10 times.

 Example: Wizardry Spell 10A is Write the Word “Wizardry” 10 times.

Principle: A Person can use Spell 10A on many things.

Principle: All Experts at things should use Spell 10A at least once a year. A Expert at Chess would use Chess Spell 10A once a year. Education Experts would use Teaching Spell 10A once a year.

Principle: All Students of things should use the major Keywords of there subject in Spell 10A’s.

 Example: Chess Students would use Chess Spell 10A once a week.

Principle: This book comes with a list of Spell 10A’s that everyone should do 1 time.

Principle: An Expert can Channel more Energy through things. An Expert at Chess can Channel more Energy through Chess Spell 10A.

Principle: There are many Words worth doing A Spell 10A on.

Principle: There are many Words a Person should do 1 time in their lives.

Principle: A Person gets a bunch of Hand Body Exercise doing Spell 10A’s.

Principle: For a Sorcerer the Hands are like Wands.

Principle: Exercise on the Hands is very good for a Person.

Principle: Spell 10A Enchants the Person doing the Spell.

Principle: Spell 10A Makes a greater Connection between a Person and something else.

Principle: Spell 10A is Low difficulty, High Power Sorcery.

Principle: A Person will get Level 1 Sorcery… very easy… doing a bunch of Spell 10A’s.

Principle: A Person can get 1 Sorcery Level out of doing Spell 10A’s.