ObjectName: Room ObjectNumber: 2

Maker: Wizardry Practice 0A

Model: Core 10 0A

Name: Book Beginning

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-25-2021

Label: Room

Title: Core 10 Spells

Details: The Core 10 Spells…

Principle: Spells Powerful.

Agenda: Spells Powerful.

Action: Spells Powerful.

Information: Spells Powerful.

Room 1: Core 10 Spells

The Core 10 Spells…

Shape, square

Description automatically generated

Principle 0: This set of Spells is known as the “Core 10”.

Principle 0: These Spells are good for more than just 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: Chess Spell 0A would mean to think the Keyword “Chess” 1 time.

Example 2: Chess Skill Spell 0A would be to think the Keywords “Chess Skill” 1 time.

All Spell 0A’s are this same pattern. This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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

Example 2: Chess Skill 1A would be to Write the Words “Chess Skill” 1 time.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Spell Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Powerful Spells Agenda: Powerful Spells

Action: Powerful Spells Information: Powerful Spells

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Spells Powerful Agenda: Spells Powerful

Action: Spells Powerful Information: Spells Powerful

ObjectName: Spell Item ObjectNumber: 0

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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Spells Powerful Agenda: Spells Powerful

Action: Spells Powerful Information: Spells Powerful

ObjectName: Spell Item ObjectNumber: 0

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. 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.

This Spell is 1 of 10 Spells. The 10 Spells are known as the Core 10.

Principle: Spells Powerful Agenda: Spells Powerful

Action: Spells Powerful Information: Spells Powerful

ObjectName: Spell Item ObjectNumber: 0

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

Example 2: Chess Skill Spell 9A would be to Speak the Keywords “Chess Skill” 1 time.

All Spell 9A’s are this same pattern. 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: Spells Powerful Agenda: Spells Powerful

Action: Spells Powerful Information: Spells Powerful