ObjectName: Room ObjectNumber: 6

Maker: Wizardry Practice 0A

Model: Spell Basics 0A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-7-2021

Label: Room

Title: Spell Basics

Details: Spell Basics…

Principle: Spell Basics.

Agenda: Increase Wizardry Levels.

Action: Increase Wizardry Levels.

Information: Spell Basics.

Room 1: Spells Basics

Spell Basics…

Shape, square

Description automatically generated

Principle 0.0: Spells Definition 0A

All Actions are Spells. Wizardry Spells are when the Spells are Paranormal/Supernatural/Mystical Actions.

Principle 0: Sorcery Definition 0A

Sorcery is using Wizardry Spells. All Sorcery is Actions. All Wizardry Spells are Sorcery.

Principle 0: Words

One of the biggest things of Sorcery(Wizardry Spells) are “Words”. There are think Words, Write Words, and Speak Words.

Principle 0: Spell 10A 0

The next Spell is a Major Spell. You use it at Beginner and Advanced. Forever should it be in all Wizards Personal Spell Books. Its called “Spell 10A” and is on the next page.

ObjectName: Spell ObjectNumber: 0

Maker: Wizardry Practice 0

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

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

Principle: Spells that are useful. Agenda: Spells that are useful.

Action: Spells that are useful. Information: Spells that are useful.

Shape, square

Description automatically generated

Principle 0: Spell 10A 1

When to use this Spell is hard to go entirely over. It is a perfect choice when first starting to Train something. If you just started Training Chess, you would do this Spell at least once.

Principle 0: Spell 10A 2

If you were a Chess Expert or Higher, then you would do this Spell at most once a year. There are better Spell options as a Chess Expert.

Principle 0: Spell 10A 3

If you’re a Chess Expert or Higher. And you have never done this Spell, you should do it at least once. Writing Keywords is big Sorcery.

Principle 0: Spell 10A 4

The 1st time you do the Spell does 10 times more, than the 2nd time you do this Spell. If you are a Chess Expert/Higher, then the first time you do the Spell will do 10 times more, than the second time you do it. Trying to do it 10 times or more, tends to not be worth the time. You could be Writing other Keywords. And this Spell stops being powerful right away.

Principle 0: Spell 10A 5

Spell 10A Summons Energy. When you do Chess Spell 10A. It Summons Chess Energy.

Principle 0: Spell 10A 6

Most of the time doing a Spell 10A more than once is not worth it. The first time is a Powerful Spell. Then second time is not a Powerful Spell.

Principle 0: Spell 10A 7

Do Titan Spell 10A 1 time in your life is a Powerful Spell. Do it a second time is not a Powerful Spell. Titan Spell 10A is found at one point in this book. Knowing you should only do it once in your life.

Action 0: Wizardry Spell 10A

Do 1 round of Wizardry Spell 10A(Write the Word Wizardry 10 times). If you have a paper copy of this book. And it has the big black squares Write in those squares. Keep it small, to save room for more in the squares. More room in the squares allows for more Enchanting Room in the book. You do want to be big enough to read the Word. You do not need good handwriting.

Principle 0: Off Hand 0

All people have what’s known as their “Off Hand”. Most of the time it means the Hand you don’t write with.

Principle 0: Off Hand 1

Most people have what’s known as a “Weak Off Hand”. This Off Balances your Chi.

Shape, square

Description automatically generated

Principle 0: Off Hand 2

Most people have a “Super Strong Main Hand”, and “Super Weak Off Hand”. This even more “Off Balances” a person’s Chi.

Action 0: Wizardry Spell 1A

Do 1 round of Wizardry Spell 1A(Write the Word Wizardry 1 time). Do this, with your Off Hand. Write super slow. Don’t worry if handwriting is bad at the end.

Principle 0: Off Hand 3

Most people have a super weak Off Hand, Off Arm, Off Foot, and Off Leg. This big time Off Balances your Chi.

Principle 0: Off Hand 4

Writing with the Off Hand is one of the best ways to work on your Off Hand. It is a good Spell sometimes to Write with your Off Hand as well. This book will use Writing with your Off Hand.

Information 0: PAAIL 2.4 Update

With PAAIL 2.4 comes “Item Groups”. A better way to organize Items in Rooms. This book will now change and include “Item Groups”. The past part of this book will not be updated.

Item Group 0: Off Hand

Principle 0: It is a good Agenda to fix these Off Details. At least fix it some. A tiny amount of work is worth a lot. Some people should do a lot on this. Some should only do a little. All should do at least a little.

Principle 0: There are a million ways to improve these Off Body Details. Writing with your Off Hand is one. Kicking a punching bag with your Off Foot is a great one. Kicking a Soccer Ball with your Off Foot is a good one. Punching bags are good for Off Arm. Tossing under hand, a Baseball with Off Hand is good Training. There are a million ways.

Shape, square

Description automatically generated

Principle 0: Don’t use gloves on punching bags, unless you do a sport that uses them. Using gloves is Connect to a sport(good for people who want a Connection to a sport). There are many reasons why gloves are no good for everyone else. 1-It’s a bigger Connection to Exercise when your skin comes in contact with a Exercise Item like a Punching Bag Item. 2-You get more Make Fists Exercises, in Spells a major Body Gesture. 3-I suspect you get more Exercise on your Hands(Priceless value)(Hands Exercise is major in Sorcery). And I could go on and on with reasons. Don’t Use Glove Items when using Punching Bag Items(Unless you want a Connection to some sport).

Principle 0: Glove Items can boost a person sometimes. Glove Items can Block a person sometimes.

Principle 0: If you can. Using Bare feet on a Punching Bag is best as well(when Kicking Exercise). More skin on Item contact.

Principle 0: Many Gloves do Compression Therapy. Something that can be super good for a persons Hands. Hands are a major Object in Sorcery.

Principle 0: Some people have used Glove Items so much, that not using them for awhile is Therapy.

Principle 0: Glove Items are a super awesome Item. They involve your Hands, and the Hands are a major part of Sorcery.

Principle 0: A person can do all Sorcery without Tying their Spells to Hands. It is not easier though.

Principle 0: A person can Tie their Spells into any Body Gestures. You can even Tie your Spells into just thought, without Body Gestures. It is typical to Teach Body Gestures though. At Higher Levels of Sorcery you need less Body Gestures, a simple Thought will do(Higher means Level 4 and above).

Principle 0: It is priceless to do a little Exercise on Off Hands/Off Arms, Off Feet/Off Legs. You don’t even have to do a lot.

Agenda 0: Bring more Balance to your Chi. By doing Off Body Part Exercises. Most people have weak Off Hands and so forth.

Shape, square

Description automatically generated

Action 0: Find some way to do 30 minutes of Off Hand/Arm Exercise. Then do 30 minutes of Off Foot/Leg Exercise. What works on the Hand usually works on Arm as well, while you do it. What works on Foot usually works on Arm as well, while you do it.

Action 0: Do 1 round of Write Spell 10A(Write the Word “Write” 10 times).

Item Group 0: Spell 11A

Spell 11A…

ObjectName: Spell Item ObjectNumber: 0

Maker: Wizardry Practice 0

Model: Spell 11A

Name: 0

Rank: 0

SerialNumber: 0

Level: 0

Score: 0

Birth: 9-18-2021

Label: Action

Title: Spell 11A

Details: A Spell 11A is a Fusion of other Spells/Spell Parts. Bow 3 times. Each time you Bow think the Keyword/Keywords. Then Pause and while Pausing do Controlled Breathing(Think about your Breathing and Control it). Sometimes you Repeat this Spell over and over.

Example 1: Chess Spell 11A would be Bow 3 times. Each time you Bow think the Keyword Chess. Then Pause and while Pausing do Controlled Breathing(Think about your Breathing and Control it). Sometimes you Repeat this Spell over and over.

Example 2: Wizardry Spell 11A would be Bow 3 times. Each time you Bow think the Keyword Wizardry. Then Pause and while Pausing do Controlled Breathing(Think about your Breathing and Control it). Sometimes you Repeat this Spell over and over.

Principle: Spells that are useful. Agenda: Spells that are useful.

Action: Spells that are useful. Information: Spells that are useful.

Shape, square

Description automatically generated

Principle 0: These next Actions are about Training up Spells and more. All kinds of Levels are Increased from these Spells, and all kinds of Enchantments are created on yourself. Also this prepares you for Training Spell 11A. And for more reasons these Spells are next.

Principle 0: Do not use your Off Hand in the next Actions. It would take too long.

Action 0: Do 1 Round of Spell 10A Spell 10A(Write the Runes “Spell 10A” 10 times).

Action 0: Do 1 Round of Spells Spell 10A(Write the Runes. “Spells” 10 times.)

Action 0: Do 1 Round of Sorcery Spell 10A(Write Runes. Write “Sorcery” 10 times.)

Action 0: Do 1 Round of Keywords Spell 10A(Write the Runes. “Keywords” 10 times.)

Action 0: Do 1 Round of Bow Spell 10A(Write Bow 10 times).

Action 0: Do 1 Round of Pause Spell 10A(Write “Pause” 10 times).

Action 0: Do 1 Round of Breathe Spell 10A(Write the Runes “Breathe” 10 times).

Action 0: Do 1 Round of Repeat Spell 10A(Write “Repeat” 10 times).

Action 0: Do 1 Round of Enchantments Spell 10A(Write “Enchantments” 10 times).

Action 0: Do 1 Round of Levels Spell 10A(Write “Levels” 10 times).

Action 0: Do 1 Round of Increase Spell 10A(Write “Increase” 10 times).

Principle 0: You are now probably Level 2 or Higher on Spell 10A. Level 2 often happens right away. This is Numerology.

Action 0: Bond with Words. Write” Words” 10 times.

Action 0: Bond with Bow. Bow 10 times. Count them off in your Mind.

Action 0: Bond with Breathing. 1 time Breath in, then Breath out.

Action 0: Bond with Pausing. Pause for a moment. Do nothing for a moment.

Action 0: Bond with Repeat. Repeat the last 3 Actions 1 time. Then move on to the next Item in this book.

Principle 0: You will now be better Prepared for Spell 11A.

Action 0: Do Words Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Bow Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Pause Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Breath Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Repeat Spell 11A for 1 minute or close to 1 minute.

Shape, square

Description automatically generated

Principle: Now you have Trained up the Spell Parts more.

Action 0: Do Wizardry Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Sorcery Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Spells Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Enchantments Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Levels Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Increase Spell 11A for 1 minute or close to 1 minute.

Principle 0: Now you have Trained up some more, and are ready for the next step.

Action 0: Do 1 Round of Chi Spell 10A.

Action 0: Do 1 Round of Energy Spell 10A.

Action 0: Do 1 Round of Disconnect Spell 10A.

Action 0: Do 1 Round of Recharge Spell 10A.

Action 0: Do 1 Round of Connect Spell 10A.

Action 0: Do 1 Round of Drain Spell 10A.

Action 0: Do Chi Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Energy Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Disconnect Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Recharge Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Connect Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Drain Spell 11A for 30 minutes or close to 30 minutes.

Principle 0: Now your Personal Spell 11A Level is at least a 2(Numerology). You are now at least at Level 2 on Spell11A.

Shape, square

Description automatically generated

Principle 0: Level 2 is a lot like Level 20.

Action 0: Do Wizardry Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Sorcery Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Spells Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Enchantments Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Levels Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Increase Spell 11A for 30 minutes or close to 30 minutes.

Principle 0: Once a person has Trained up Spell 11A they can Train specific versions. Once Trained you can then Train Chess Spell 11A. Which takes 2 hours. Then you can use Chess Spell 11A.

Principle 0: The books best Spell so far is Breath Spell 11A.

Principle 0: The books 2nd best Spell so far is Breath Spell 10A.

Action 0: Do 1 Round of Breath Spell 10A.

Action 0: Do Breath Spell 11A for 1 minute or close to 1 minute.

Principle 0: You wouldn’t do Chess Spell 10A often. You would do Chess Spell 11A often.

Principle 0: If you have Trained up Chess Spell 11A, and you have Expert(or Higher) in Chess. Then you can Tap into the Spell a lot. Less than Expert and you can’t Tap into the Spell as much.

Principle 0: Chess Spell 10A is something an Expert does 1 time a year. Chess Spell 11A is something you could use Daily.

Principle 0: If you were Writing a Chess Book Item, you would want to do a bunch of Chess Spell 10A, and Chess Spell 11A.

Shape, square

Description automatically generated

Principle 0: All persons have a Personal Spell Level on each Spell. The more you do a Spell the Higher your Level gets on it.

Principle 0: If you do not Breath right, your Chi does not move right.

Principle 0: Spell 11A does a lot of Breathing Exercise. It is partly why it is one of the best Spells.

Principle 0: From the Spells so far a person has Made a Disconnect Enchantment on their Spell 11A’s. A positive Enchantment it helps them Disconnect from things they should Disconnect from. When they use Spell 11A

Principle 0: From the Spells so far. A person has Made a Recharge Enchantment on their Spell 11A’s. A positive Enchantment that helps them Recharge. When they use Spell 11A.

Principle 0: From the Spells so far. A person has Made a Connect Enchantment on their Spell 11A’s. A positive Enchantment that helps them Connect to the things they need Connect to. When they use Spell 11A.

Principle 0: From the Spells so far. A person has Made a Drain Enchantment on their Spell 11A’s. A positive Enchantment that helps them Drain their Battery and get more done. When they use Spell 11A.

Principle 0: The Spells so far have done great Enchantments to a persons Spell 11A, and more.

Principle 0: From the Spells so far. A person has Made a Disconnect Enchantment on themselves. A positive Enchantment that helps them Disconnect when needed.

Principle 0: From the Spells so far. A person has Made a Recharge Enchantment on themselves. A positive Enchantment that helps them Recharge when needed.

Principle 0: From the Spells so far. A person has Made a Connect Enchantment on themselves. A positive Enchantment that helps them Connect when needed.

Principle 0: From the Spells so far. A person has Made a Drain Enchantment on themselves. A positive Enchantment that helps them Drain Batteries when needed.

Principle 0: From the Spells so far. A person has done many things.

Shape, square

Description automatically generated

Information 0: If a person even read Tome of The Yellow Wizard. Not memorized or anything, just read…. At this point they are at Least a Level 2 Wizard(Numerology). Also known as Jr. Wizard. In Colorology its called Blue Wizard.

Action 0: Do Breath Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Chi Spell 11A for 30 minutes or close to 30 minutes.

Action 0: Do Wizardry Spell 11A for 30 minutes or close to 30 minutes.

Principle 0: When you first start Training something you do Spell 10A. You Write the Keyword/Keywords of that thing. Like Chess would be Chess Spell 10A

Principle 0: A person has now Trained themselfs to at Least a Level 2 on Bowing. Everyone has a Personal Bowing Level.

Principle 0: A Persons Bowing Gesture is very Enchanted now. It will grow on its own, and eventually they will get Bowing Level 3. Or Higher.

Principle 0: Bowing Levels improves the result of Spells using the Bow Gesture.

Principle 0: The first Sorcery Gesture is Bow. The second is Make Fists/Make a Fist. The third is Palms of Hands together like in prayer, or Meditation.

Principle 0: First a person should Train Bow, then Fists, then Palms.

Principle 0: Breathing Exercise is perhaps the biggest of things to Train early on. If you do not Breath right, you do not move right.

Principle 0: Enchantments are also known as Properties. Enchantments are Properties.

Shape, square

Description automatically generated

Principle 0: There are a handful of things Spells can do. They can Recharge. They can Drain. They can Make a Battery. They can Grow a Battery. Or they can do a combination of these things.

Principle 0: When Recharge is what the Spell does, it means you Recharge a Battery in yourself, an Item, or someone else.

Principle 0: When Drain is what the Spell does. This means your using a Battery. To perform some power, or to Train. Draining is usually one of the best ways to Train.

Principle 0: When the Spell Makes a Battery. That means the same thing as it Makes a Level. This only happens when you first Make a Battery. This is always an Enchantment.

Principle 0: When the Spell Grows a Battery. That means the same thing as it Grows a Level. This happens when you Train.

Principle 0: All Batteries are a Level. All Levels are a Battery. Not all Levels can be Drained. Not all Batteries can be Drained.

Principle 0: There are some nice Spell 10A’s. That are worth doing. They are Spells you do only once. The power comes in doing them 1 time. Doing more than 1 time does very little.

Action 0: Do 1 Round of Origin Spell 10A. Do 1 Round Light Spell 10A. Do 1 Round of Genesis Spell 10A. Do 1 Round of Twilight Spell 10A. Do 1 Round of God Spell 10A. Do 1 Round of Zero Spell 10A.

Principle 0: Until you have Trained up Spell 11A, there are no short term benefits. At first it does nothing. It is also likely to Recharge you when you don’t need a Recharge, and Drain you when you don’t need Drain. Until you have Trained it up.

Principle 0: Once you Train it up. It has short term benefits and long term benefits.

Principle 0: Once Trained up. The short term benefits(when a person does Spell). It will Recharge and Drain a person in a positive way. That helps them in the moment. That helps them in a short term way.

Shape, square

Description automatically generated

Principle 0: Doing Spell 11A and doing Spell 10A both have huge long term benefits. The long-term benefits might be larger than the short-term benefits. After a year of doing these Spells you build up more Powerful short term effects and more. A list of long-term effects should be done.

Principle 0: Recharge and Drain are Core to Reality and Core to a Wizard. They line up with Rest(Recharge), and Work(Drain).

Principle 0: A person has a more Enchanted Breathing at this point. One benefit from the Actions so far.

Agenda 0: One Agenda is to Increase Breathing Levels and/or Breathing Enchantment Levels.

Principle 0: Spell 11A is a Meditation. Spell 11A is a Meditation pattern. It may be that all Meditation is doing Spells. It might be all Spells are a Meditation.

Item Group 0: Wizard Levels

Wizard Levels…

Principle 0: There are 10 Wizard Levels. 0 through 9. 1,2,3 are the Low Levels. They are the Jr. Wizard Levels. 4,5,6 are considered the Medium Levels. 4 is Expert though…sometimes 4 is thought of as a High Level. 7,8,9 are the High Levels. It is rare to see 7, 8 and 9. Many people settle on Expert(Level 4), and let Higher Levels come over the years. I speak of all Science Experts, not just Wizardry Experts.

Principle 0: This book combined with Tome of the Yellow Wizard is more than enough to get Level 4 Wizard. Expert Wizard.

Principle 0: This book and Tome of The Yellow Wizard also are good enough for people just starting out. People at Level 0 Wizard.

Principle 0: The Science is to use Decimals in Wizardry. Such as Level 1.5 Wizard. Or Level 0.5 Wizard.

Principle 0: In Wizardry Levels is Numerology. In Wizardry “Levels” is major Vocabulary.

Principle 0: In Numerology Levels is a main thing.

Action 0: Do 1 Round Level Spell 10A.

Information 0: The author of this book has a Low Level 2 Teaching, and Low Level 2 Writing. For those reasons this book is hard to read. Level 4 is Expert.

Information 0: Its probably the story that its easy to get Level 4 Wizard in 1 year. Full time student. Possibly 20 hours a week even is more than enough. It might be 10 hours a week is enough for 1 year to Expert Wizard.

Information 0: It might be that Wizardry is an easy Science to learn. Author is not an Education Expert.

Information 0: The Main Levels of this Book.

Wizardry Level Breathing Level Fists Level

Sorcery Level Breathing Enchantment Level Palms Level

Cosmic Knowledge Level

Writing Level Numerology Level

Spirit Level Colorology Level

Mind Level Body Gestures Level

Body Level Bow Level

Principle 0: There are General Levels and there are Levels within Levels.

Principle 0: A Persons Wizardry Level is also called their General Wizardry Level.

Principle 0: Sorcery is a Level inside General Wizardry.

Principle 0: There are endless Sub-Levels inside Levels.

Principle 0: This is only a tiny amount of the Wizardry Levels which exist.

Example:

Chi Level

-Wizardry Level

-Sorcery Level

-Body Gestures Level

-Bow Level

-Fists Level

-Palms Level

-Sorcery Breathing Level

-Breathing Enchantment Level

Item Group 0: Gestures Basics

Body Gestures…

Principe 0: Training a Persons Fists Level is the next Body Gesture to Train. It means, making a Fist/Fists.

Agenda 0: Increase Fists Body Gesture Levels. Also known as Fists Levels.

Shape, square

Description automatically generated

Action 0: Do Fists Spell 4A. Make Fists or a Fist. Do this for 1 minute or close to 1 minute. Don’t squeeze hard. Do not wear Gloves. Because you want skin on skin contact with your Hand.

Action 0: Do 1 Round of Fists Spell 10A.

Action 0: Do Fists Spell 4A. Make Fists or a Fist. Do this for 1 minute or close to 1 minute. Don’t squeeze hard. Do not wear Gloves. Because you want skin on skin contact with your Hand.

Principle 0: When you Touch a Physical Item, you go into that Item a tiny amount. When you Touch the inside of your Hand, you go into your own Hand a tiny amount. Your Hand goes into your Hand, when you do Fists Spell 4A(Without Gloves).

Action 0: Do Fists Spell 11A for 30 minutes, or close to 30 minutes.

Action 0: Do Fists Spell 4A for 1 minute or close to 1 minute.

Principle 0: Sometimes you should Make a Fist with just one Hand.

Principle 0: A simple 1 time Bow can be useful at times. A simple Fists Spell 4A(10 seconds) can be useful at times. A simple Bow would be Bow Spell 2A.

Action 0: Do Bow Spell 2A(Bow 1 time). Then do Fists Spell 4A(Make Fists or a Fist) for 10 seconds or close to 10 seconds. This is a Fusion of 2 Spells. Also known as Fusing 2 Spell Parts.

Principle 0: So far the best Spell of the book has been Breathe Spell 11A. In sometimes can clear the Mind. It does Breathing Exercise. And because you use the Word Breathe it become this double bonus score on Breathing Level gain. Resulting in more Breathing Levels per month. It also does more.

Principle 0: Breathing Levels are very important in a persons Spells and more. Breathing Levels are as important as Bow Levels. Breathe Levels may be more important than Bow Levels.

Action 0: Do 1 Round of Breathe Spell 10A. This time a Breathe Spell 10A is worth while.

Action 0: Do 1 minute or close to 1 minute of Breathe Spell 11A.

Principle 0: A persons Spells can be Enchanted just like Physical Items can be Enchanted.

Principle 0: As you go along you Enchant yours Spells to Make them more Powerful.

Principle 0: Spell Parts can be Enchanted. This will improve yours spells as well.

Principle 0: Breathing as a Spell/Spell Part can be Enchanted. A person can Enchant their Breathing.

Principle 0: Older people have High General Breathing Levels. They don’t have very Enchanted Breathing though. Enchanting your Breathing is something this book does.

Principle 0: Breathing is an Action and much like a Body Gesture. A person could Tie all their Spells through Breathing in and Breathing out.

Item Group 0: Spell 12A

Principle 0: Spell 12A is the exact same as Spell 11A, except we Make Fists or a Fist during the Spell.

Principle 0: Spell 12A is do more than Spell 11A.

Principle 0: Spell 12A Drains more Energy than Spell 11A.

Principle 0: Its takes more Energy to Drain more Energy.

Principle 0: Spell 12A is more a sprint Spell compared to Spell 11A.

Principle 0: Spell 11A is more the long distance Spell compared to Spell 12A.

Principle 0: Sometimes you should do Spell 12A. Sometimes you should do Spell 11A. Sometimes you should mix the two.

Principle 0: It is often a good thing to do a quick Fists Spell 4A. It builds Power in your Hands when you do it. And more.

Action 0: Do Fists Spell 4A for 10 seconds or close to 10 seconds.

Principle 0: A person can better Bond with Spell 12A by doing Spell 12A Spell 10A 1 time.

Principle 0: A person more Tames the Spell 12A by doing Spell 12A Spell 10A 1 time.

Action 0: Do 1 Round of Spell 12A Spell 10A. Write the Runes “Spell 12A” 10 times.

Principle 0: Spell 11A has no Fists in it. Spell 11A has no real Connection to Fists Levels.

Action 0: For 30 seconds or close to 30 seconds do Breathe Spell 12A.

Action 0: For 30 seconds or close to 30 seconds do Fists Spell 12A.

Principle 0: Every one has a General Sorcery Battery. Exactly like “mana bars” or “magic bars” from games.

Principle 0: Everyone one has a General Sorcery Battery Level. This is the Max your Battery holds at any given time.

Principle 0: In much Science it is easy to Train up Levels. Wizardry is not one of the more difficult things to Train. A handful of hours and a person can have a Spell Tamed.

Principle 0: At this point in the book a Person has done a lot of Taming. A Person has gained a lot of Levels. A Person has done a ton of Enchantments on themselves and their Spells.

Principle 0: A Person can Enchant themselves or others. A Person can Enchant a Spell. A Person can Enchant a Physical Item. A person can Enchant an Enchantment.

Principle 0: The next 2 Spells are about better Connecting a Persons Breathing to Making Fists. It Connects your Breathing Levels to your Fists Levels.

Action 0: Do Breath Spell 12A for 1 minute or close to 1 minute.

Action 0: Do Fists Spell 12A for 1 minute or close to 1 minute.

Item Group 0: Spell 13A

Principle 0: Spell 13A is the exact same as Spell 11A, except we put the Palms of our Hands together. Like in Meditation or prayer. You do this the entire Spell.

Principle 0: Spell 13A is do more than Spell 11A.

Principle 0: Spell 13A Drains more Energy than Spell 11A.

Principle 0: Spell 13A is not as peaceful and quiet as Spell 11A.

Principle 0: Putting ones Palms together is one of the major Body Gestures.

Action 0: For 10 seconds or close to 10 seconds do Palms Spell 5A. Put the Palms of your Hands together. Like in Meditation or prayer. Don’t push hard.

Principle 0: There are all kinds of different put your Palms together options. Its impossible or near impossible to find one that doesn’t work well.

Action 0: Do 1 Round of Spell 13A Spell 10A. Write the Runes “Spell 13A” 10 times.

Action 0: Do 30 seconds or close to 30 seconds of Palms Spell 13A.

Action 0: Do 30 seconds or close to 30 seconds of Breath Spell 13A.

Principle 0: All these Spells Make and Enhance Enchantments on a Person.

Principle 0: All these Spells have done a lot by now.

Principle 0: Putting ones Palms together is an Ancient Gesture.

Principle 0: Making Fists is considered a bigger thing than Palms together.

Principle 0: A Person should use a Fusion of sometimes doing Spell 11A. Sometimes Spell 12A. Sometimes Spell 13A.

Principle 0: Taking a Breath is at first a Training. In a Short time it becomes a Power.

Action 0: Do 1 Round of Breathe Spell 3A. Control your Breathing… Breathe in once, and then Breathe out once.

Agenda 0: One Agenda is to use Breathe Spell 3A right. Right means 1 Round a day for the rest of this book.

Action 0: Once a day, for the rest of this book, do 1 Round of Breathe Spell 3A.

Action 0: Do Bow Spell 2A 1 time(Bow 1 time). Then do Breathe Spell 3A 1 time(Breathe in, then Breathe out).

Action 0: Do 1 round of Exodus Spell 10A(Write the Word Exodus 10 times).

Action 0: Do 1 round of Infinity Spell 10A(Write the Word Infinity 10 times).

Principle 0: The correct thing is to never do Infinity Spell 10A ever again. You only do it once.

Principle 0: You never do Exodus Spell 10A again, unless you are Writing a book on the Bible or have some other reason you might use it.

Principle 0: Odds are you never do Spell Exodus 10A again.

Action 0: 1 time do Power Spell 10A. This Spell is good at least 1 time a year.

Action 0: Do Wizardry Spell 11A for 1 minute or close to 1 minute.

Action 0: Do Wizardry Spell 12A for 1 minute or close to 1 minute.

Action 0: Do Wizardry Spell 13A for 1 minute or close to 1 minute.

Action 0 Do 1 Round of Begin Spell 10A.

Action 0 Do 1 Round of Mana Spell 10A.

Action 0 Do 1 Round of Magi Spell 10A.

Action 0 Do 1 Round of Shaman Spell 10A.

Action 0 Do 1 Round of Growth Spell 10A.

Action 0 Do 1 Round of Law Spell 10A.

Action 0 Do 1 Round of Change Spell 10A.

Action 0 Do 1 Round of Luck Spell 10A.

Action 0 Do 1 Round of Knowledge Spell 10A.

Action 0 Do 1 Round of End Spell 10A. Fuse a Breathe Spell 3A into this.

Shape, square

Description automatically generated

Item Group 0: Spell 14A

Principle 0: Spell 14A is the exact same as Spell 13A, except we Make a Fist with 1 Hand. Then put the Fist into the Palm of the other Hand. You do this the entire Spell.

Principle 0: Spell 14A is do more than Spell 13A.

Principle 0: Spell 14A Drains more Energy than Spell 11A.

Principle 0: Spell 14A is not as peaceful and quiet as Spell 11A.

Principle 0: There are all kinds of different put your Hands together options. Its impossible or near impossible to find one that doesn’t work well.

Action 0: Do 1 Round of Spell 13A Spell 10A. Write the Runes “Spell 14A” 10 times. You only ever do this Spell once. It is worth doing 1 time.

Principle 0: So far there has been the Fists Gesture, the Palms Gesture, and the Fist/Palm Gesture.

Action 0: Do 30 seconds or close to 30 seconds of Fists Spell 12A.

Action 0: Do 30 seconds or close to 30 seconds of Palms Spell 13A.

Action 0: Do 30 seconds or close to 30 seconds of Fist Palm Spell 14A.

Action 0: Do 30 seconds or close to 30 seconds of Breath Spell 14A.

Principle 0: Thinking Keywords is an ultimate thing for a Wizard.

Principle 0: Writing Runes is an ultimate thing for a Wizard.

Principle 0: Controlled Breathing is an ultimate thing for a Wizard.

Principle 0: The Bow Body Gesture is an ultimate thing for a Wizard.

Principle 0: The Fists Body Gesture is an ultimate thing for a Wizard.

Principle 0: The Palms Body Gesture is an ultimate thing for a Wizard.

Principle 0: The Palm Fist Body Gesture is an ultimate thing for a Wizard.

Principle 0: These Gestures are used by High Level Wizards and Low Level Wizards.

Principle 0: Body Gestures are an ultimate thing for a Wizard.

Shape, square

Description automatically generated

Item Group 0: Spell 15A

Principle 0: Spell 15A is also known as Rub Knuckles Spell 15A.

Principle 0: Spell 15A is Make Fists and rub your knuckles together. Don’t push hard. There should be sound when you do this.

Principle 0: Spell 15A is Loud.

Principle 0: Spell 15A Drains a lot of Energy in some ways.

Principle 0: Spell 12A, Spell 13A, Spell 14A and Spell 15A all build Energy in the Hands.

Principle 0: Of the 4 Spells, Spell 15A builds the most Energy in the Hands.

Action 0: Do 1 Round of Knuckles Spell 10A.

Action 0: Do 10 seconds or close to 10 seconds of Rub Knuckles Spell 15A.

Item Group 0: Spell Basics End

Action 0: Build a bigger Bond with this book. Do Wizardry Practice 0A Spell 10A. You only have to do it once in your life. You should only do it once in your life.

Principle 0: These next 10 Spells Tap into Power.

Action 0: Do 1 Round of Zero Spell 10A.

Action 0: Do 1 Round of One Spell 10A.

Action 0: Do 1 Round of Two Spell 10A.

Action 0: Do 1 Round of Three Spell 10A.

Action 0: Do 1 Round of Four Spell 10A.

Action 0: Do 1 Round of Five Spell 10A.

Action 0: Do 1 Round of Six Spell 10A.

Action 0: Do 1 Round of Seven Spell 10A.

Action 0: Do 1 Round of Eight Spell 10A.

Action 0: Do 1 Round of Nine Spell 10A.

Principle 0: These next Spells Tap into big books. Big for one…because they are everywhere on this planet.

Action 0: Do 1 Round of Bible Spell 10A.

Action 0: Do 1 Round of Koran Spell 10A.

Action 0: Do 1 Round of Torah Spell 10A.

Action 0: Do 10 seconds or close to 10 seconds of Rub Knuckles Spell 15A.

Action 0: Do 10 seconds or close to 10 seconds of Fists Spell 4A.

Action 0: Do 1 Round of Breathe Spell 3A.

Principle 0: There are almost always a million different routes to the same Location.

Principle 0: There are a million routes from Level 1 Wizard to Level 2 Wizard.

Principle 0: There are a million routes from Level 2 Wizard to Level 3 Wizard.

Principle 0: There are a million routes from Level 3 Wizard to Level 4 Wizard.

Principle 0: This book is one of a million routes a Person could take.

Principle 0: If a person were to put 40 hours a week into “Tome of the Yellow Wizard”, and “Wizardry Practice 0A”. If a person did 40 hours a week…they could be Expert Wizard in 6 months to a year. The main problem is that it takes the Enchantments time to Grow.

Principle 0: A Person Enchants themselves doing these Actions. These Enchantments often start small and Grow big quick.

Principle 0: A Person can get Level 3 Wizardry with very little effort.

Principle 0: Level 3 Wizardry is very Powerful.

Principle 0: A Persons Wizardry Enchantments Grow over time. A Person can get Level 2 and eventually Level 3 will Grow on its own.

Principle 0: When a Person gets Level 2 Amateur at something… the Level 3 Amateur often Grows on its own. And it usually only takes a few months.

Principle 0: Level 4 is always Expert at something. Below Level 4 is Amateur.

Principle 0: It tends to take a lot of Work to get Expert at something.

Principle 0: It tends to be easy getting Amateur Levels on things.

Principle 0: Being an Amateur Wizard is a great Power. Levels 1, 2, and 3 are all Amateur.

Principle 0: By now you are likely a Level 2 Wizard or a Level 3 Wizard. With a chance you are Higher.